

WHITE DWARF

The battle for the Emperor's soul

INQUISITOR

NEW GAME UNVEILED

WD258 JUNE
AUS\$9.95 NZ\$11.95

GAMES WORKSHOP'S
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GAMESDAY & GOLDEN DEMON 2001

AUSTRALIA

SUNDAY OCTOBER 21 2001

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MOORE PARK - SYDNEY

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Mail Order, and selected stockists.**

Check page 18 in this issue for more details!



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than everyone else! Just
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and chat to da
Trollz.



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INQUISITOR TAYLOR

Born the only son of a high ranking Imperial Archivist on Terra, Taylor was orphaned after a disastrous transport tube collapse in the Novacastra sector of the Imperial Archives. As is common in these cases he was turned over to the Schola Progenium. It was here that his fierce loyalty to the Emperor was developed, and his harsh puritanical streak was encouraged. He soon came to the attention of members of the Ordo Hereticus and was recruited soon after his eighteenth birthday.

Twenty years later his passion and zeal have not diminished, in fact they may have grown.

Warband Concept:

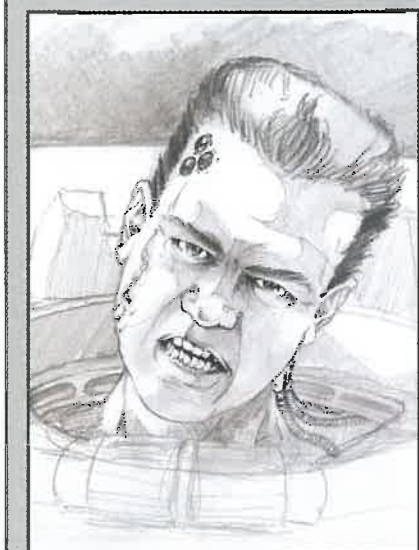
After discussing the idea with Booster of basing a campaign around the Sabbat Worlds campaign from the Gaunt's Ghosts novels (by Dan Abnett), it was a very short step to building my warband around Gaunt and his Tanith troopers.

Current Inquisitor Project:

I've converted Gaunt and a few of his men but I'm currently working on some more. I think Brin Milo and Dorden will be next.

Last Game Result:

Victory! My Altdorf army, lead by Magnus the Pious, stood firm against Nick's Chaos Warriors and then proceeded to roll them up!



DEATHWATCH SERGEANT KEYES

Booster was recruited at a young age by the Dark Angels and after his initial training served in the 3rd company under Master Belial. During the Battle of Piscina IV it was his fury and combat prowess against the Orks that brought him to the attention of the Inquisition. He was recruited to the Deathwatch and immediately assigned to an Ordo Xenos kill team under the command of Inquisitor Abraxis. He has served Abraxis for the past 13 years and his faith in the Emperor has grown stronger through Abraxis' beliefs in Monodomination -

"The Right of Man to Rule the Galaxy in the Emperor's Holy Name."

Gamesmaster's Campaign Concept:

I am basing the Studio Inquisitor campaign within the Sabbat Worlds as there is loads of background information in the Gaunt's Ghosts novels by Dan Abnett

Current Inquisitor Project:

I am just about to start on an industrial sector of a hive world for use in the Studio campaign. I am hoping to enlist the aid of terrain guru Matt Weaver for this ambitious project.

Last Game Result:

Grumble grumble loss grumble grumble grey power armour grumble grumble...



CONFESSOR MATTHIAS LOOM

"By making two small incisions in the corners of a penitent's mouth and then turning the pain amplifier up a notch or two is usually one of the quickest ways. You'll find that the more he screams the larger the tears become, and then the pain amplifier makes him scream louder. I make sure all of my charges have a smile on their face."

-From the memoirs of Confessor Matthias Loom

Warband Concept:

An Inquisitor, a thrice born girlchild, and an Eldar who is a pariah to his people. Sound familiar? Naaaaaaah!

Current Inquisitor Project:

'Kyganil of the Bloody Tears', the disgraced Harlequin from Daemonifuge all from scratch in greenstuff, and it's starting to look good.

Last Game Result:

Victory! Ably aided by Ian Crabbe's Lizardmen, my High Elves smashed 500 points of Skaven. Die-die rat-thing!



SERVITOR KANKO

Brother Kanko had served the Imperium flawlessly for the ten years since he had entered the Administratum. He had only missed two days of service. The first was for an illness, the second was to recover from the "treatment" that an Administratum medic had rendered. He had prospects of being elevated to Senior Data Organiser after another five years or so, but was mortally wounded in a freak image replicating accident. Due to his decade of selfless service, it was judged that he was worthy to continue as a Servitor.

Warband Concept:

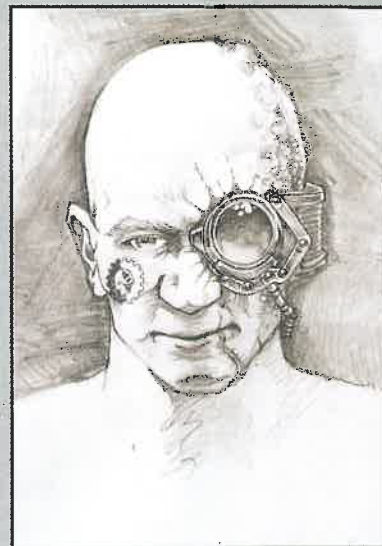
My warband revolves around Missionary Hastien Zornd. He's currently on a personal crusade against Heretics. The rest of the warband consists of Brother Dirkmund, Redemptionist Brother Remius, Arco-Flagellant Zachary 10482, and Inquisitor Antlich Plotmann.

Current Inquisitor Project:

I'm in the middle of converting up my warband. The next model will be Missionary Hastien. I'm using Inquisitor Covenant's body and legs. I'm not exactly sure what I'm going to use for his arms, but we'll see.

Last Game Result:

A Draw! I was using my White Scars against Marc Hattam's Tyranids. In the end it came down to a single dice roll!



STAFF TOURNAMENT

For the third year in a row we'll be holding our annual Staff Tournament. Competitors from all of our stores will be fighting it out for a place in the finals, to be held at Head Office in late July.

Each area will be sending a champion for either 40K or Warhammer and the guys will, no doubt, be preparing for their elimination battles over the next few weeks. Why not pop into your nearest store and find out what the staff are up to!



ROGUE TRADER TOURNAMENTS

Over the last few months loads of Rogue Trader Tournaments have been run around the region, including Darwin (NT) and Hastings (NZ). We expect to see this list continue to grow, along with the Australian Hall of Heroes, which you can find at:

www.games-workshop.com/Hall_of_Heroes_OZ/Hall_of_Heroes_intro.htm

WARGAMERAU

- 9-11 June
- Concord High School Concord Sydney NSW
- 40K & Warhammer
- Contact: Stan Veneros 0402 458 052 or visit: www.wargamer.au.com

ART OF WAR

- 6-7 July
- Venue TBA (in Melbourne VIC)
- Warhammer
- Contact: Michael Hess 03 9873 1106

CALL TO ARMS

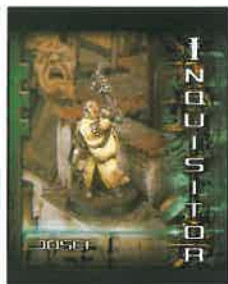
- 18-19 August
- Venue TBA (in Wellington NZ)
- 40K & Warhammer
- Contact: Hagen Kerr: hagen.kerr@extra.co.uk

FOR MORE INFORMATION VISIT WWW.GAMES-WORKSHOP.COM

NEW RELEASES THIS ISSUE

INQUISITOR

THIS MONTH'S RELEASES FOR INQUISITOR:



Band H
AUS\$32

PREACHER JOSEF ►

Sculpted by Mark Bedford.

This boxed set contains one Preacher Josef model.

This model requires assembly.



PRICE BANDS BY COUNTRY

BAND	AUS\$	NZ\$	HK\$
A	\$12	\$14	\$60
B	\$12	\$14	\$60
C	\$14	\$16	\$70
D	\$16	\$18	\$80
E	\$19	\$22	\$90
F	\$23	\$26	\$100
G	\$27	\$32	\$125
H	\$32	\$36	\$150
I	\$35	\$40	\$175
J	\$40	\$45	\$185
K	\$55	\$60	\$275
L	\$62	\$70	\$300
M	\$70	\$80	\$350
N	\$80	\$90	\$380
O	\$85	\$95	\$400
P	\$100	\$120	\$500
Q	\$140	\$160	\$700
R	\$225	\$250	\$1125
S	\$300	\$350	\$1400

▼ BATTLE BROTHER ARTEMIS OF THE DEATHWATCH

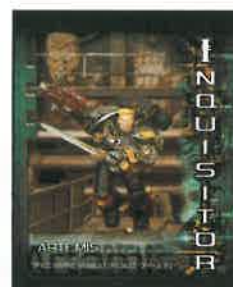
Sculpted by Jes Goodwin.

This boxed set contains one Brother Artemis model.

This model requires assembly.



Band J
AUS\$40



◀ STC COLONIAL HABITAT

This scenery pack contains one complete Inquisitor terrain piece.

Model not shown at actual size.

Band M
AUS\$70

Band H
AUS\$32

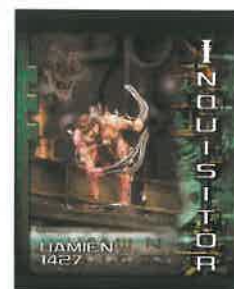


◀ DAMIEN 1427

Sculpted by Alan Perry.

This boxed set contains one Damien 1427 model.

This model requires assembly.



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ARTEMIS
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HABITAT

scenery pack
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at actual size.

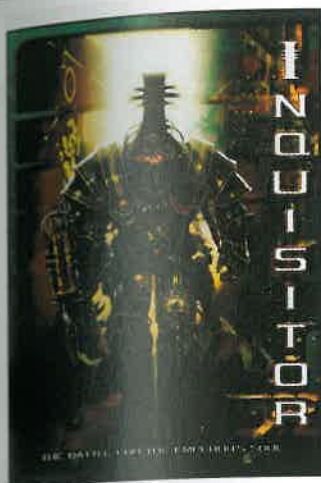
Band M
Aus\$70

27

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T STOCK



INQUISITOR

The Inquisitor rulebook (not sold separately) contains:

- Rules for Inquisitor, a large scale narrative skirmish game.
- Comprehensive armoury and details of many special talents, abilities and psychic powers.
- Extensive guidance for game masters and players.
- 15 fully detailed sample characters.
- Ready-to-play scenario.
- Complete reference section, glossary and index for ease of play.

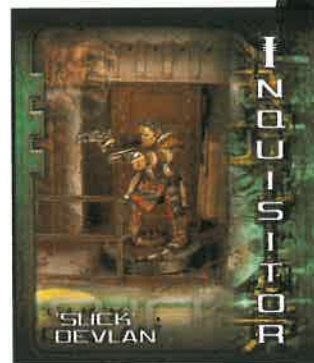
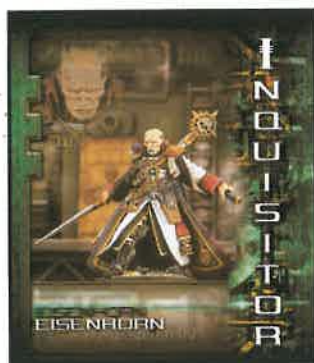
INQUISITOR STARTER SET 1

Inquisitor Starter Set 1
Contains:

- An Inquisitor rulebook,
- Six ten-sided dice,
- An Inquisitor Eisenhorn

boxed set, containing one Inquisitor Eisenhorn model,
• A Slick Devlan boxed set, containing one Slick Devlan model.

These models require assembly.



Band P
Aus\$100

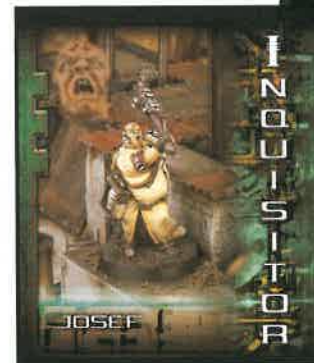
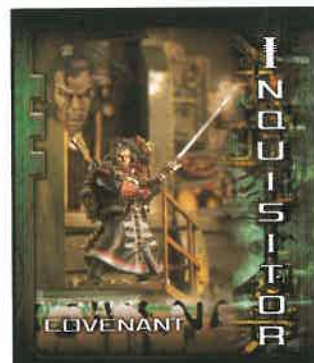
INQUISITOR STARTER SET 2

Inquisitor Starter Set 2
Contains:

- An Inquisitor rulebook,
- Six ten-sided dice,
- An Inquisitor Covenant boxed set, containing

one Inquisitor Covenant model,
• A Preacher Josef boxed set, containing one Preacher Josef model.

These models require assembly.



Band P
Aus\$100

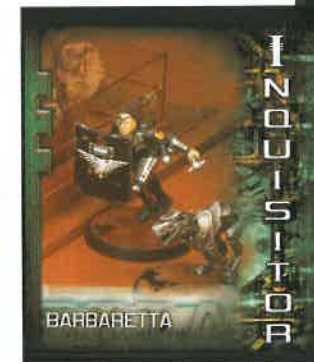
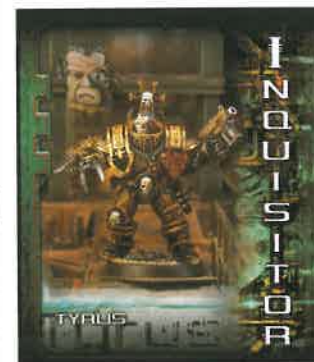
INQUISITOR STARTER SET 3

Inquisitor Starter Set 3
Contains:

- An Inquisitor rulebook,
- A Witch Hunter Tyrus boxed set, containing one Inquisitor Tyrus model,

• A Special Security Enforcer Barbaretta boxed set, containing one Barbaretta model and one cyber mastiff,
• Six ten-sided dice.

These models require assembly.



Band P
Aus\$100

OR VISIT OUR ONLINE STORE AT WWW.GAMES-WORKSHOP.COM

NEW RELEASES THIS ISSUE

WARHAMMER

THIS MONTH'S RELEASES FOR WARHAMMER:

▼ NECRARCH VAMPIRES

Sculpted by Mark Harrison.

These blister packs contain one Necrarch Vampire on foot and one mounted Necrarch Vampire. Also included are either a mounted Familiar or a Familiar on foot, and all the parts you need for one barded Nightmare mount.

These models require assembly.

Band G

AUS\$27



VON CARSTEIN VAMPIRES ▼

Sculpted by Aly Morrison.

These blister packs contain one von Carstein Vampire on foot and one mounted von Carstein Vampire. Also included are all the parts you need for one barded Nightmare mount.

These models require assembly.

Band G

AUS\$27



Band M

AUS\$70

▲ ZACHARIAS THE EVERLIVING

Sculpted by Trish Morrison and Alex Hedström

The Zacharias the Everliving boxed set contains all the parts you need for one Zacharias the Everliving model and one complete Zombie Dragon.

This model requires assembly.

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Band D
AUS\$16

◀ FELL BATS

Sculpted by Mark Harrison.

This blister pack contains all the parts you need for two Fell Bats, including flying bases and 40mm bases.

These models require assembly.

GRAVE GUARD COMMAND ▶

Sculpted by Colin Dixon.

These blister packs contain one Grave Guard Banner Bearer, one Grave Guard Musician and one Grave Guard Champion.

These models require assembly.

Band E
AUS\$19



◀ WIGHT ARMY STANDARD BEARER

Sculpted by Colin Dixon.

This blister pack contains all the parts you need for one complete Wight Army Standard Bearer.

This model requires assembly.

Band D
AUS\$16

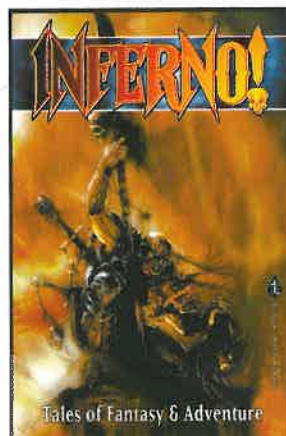
THIS MONTH FROM THE BLACK LIBRARY:

INFERNO 24

AUS\$9.95

Published by the Black Library

This infernal issue sees the return of Flight Commander Jaeger as Gav Thorpe's Raptor squadron roar back onto our pages. A Dark Elf assassin plots the death of a defiant Bretonnian noble. Meanwhile, it's 'Business as Usual' for one ganger as he tangles with his rivals, the law and... Tyranids!? Also in this action-packed issue, the deviant filth of Chaos are unleashed in an epic battle feature by Ralph Horsley.



THIS MONTH'S COMIC RELEASES:

INQUISITOR ASCENDANT BOOK 1 **AUS\$14.95**

by Dan Abnett and Simon Coleby.
Graphic Novel published by the Black Library

Chaos blights the Imperial world of Nicodemus and Inquisitor Defay and his young apprentice Gravier are despatched to investigate its cause. Aided by Sarthos, an Ecclesiarchy cardinal, the two inquisitors set about dispensing the Emperor's divine retribution. Defay soon begins to realise that the infestation of Nicodemus may run deeper than even he could have imagined.



WARHAMMER MONTHLY ISSUE 42 **AUS\$4.95**

Comic published by the Black Library

Hail the God-Machine! Inside, Princes Hekate and his crew bulldoze into the first episode of Titan – Ground Zero, stomp it to pieces and incinerate the remains! Gravier wakes to a horrific sight in Inquisitor, Darkblade becomes embroiled in the power politics of Hag Graef. And don't miss the first instalment of 'Crusade' as a storm of puritanical wrath descends upon Ulli & Marquand. Plus features, letters and more.

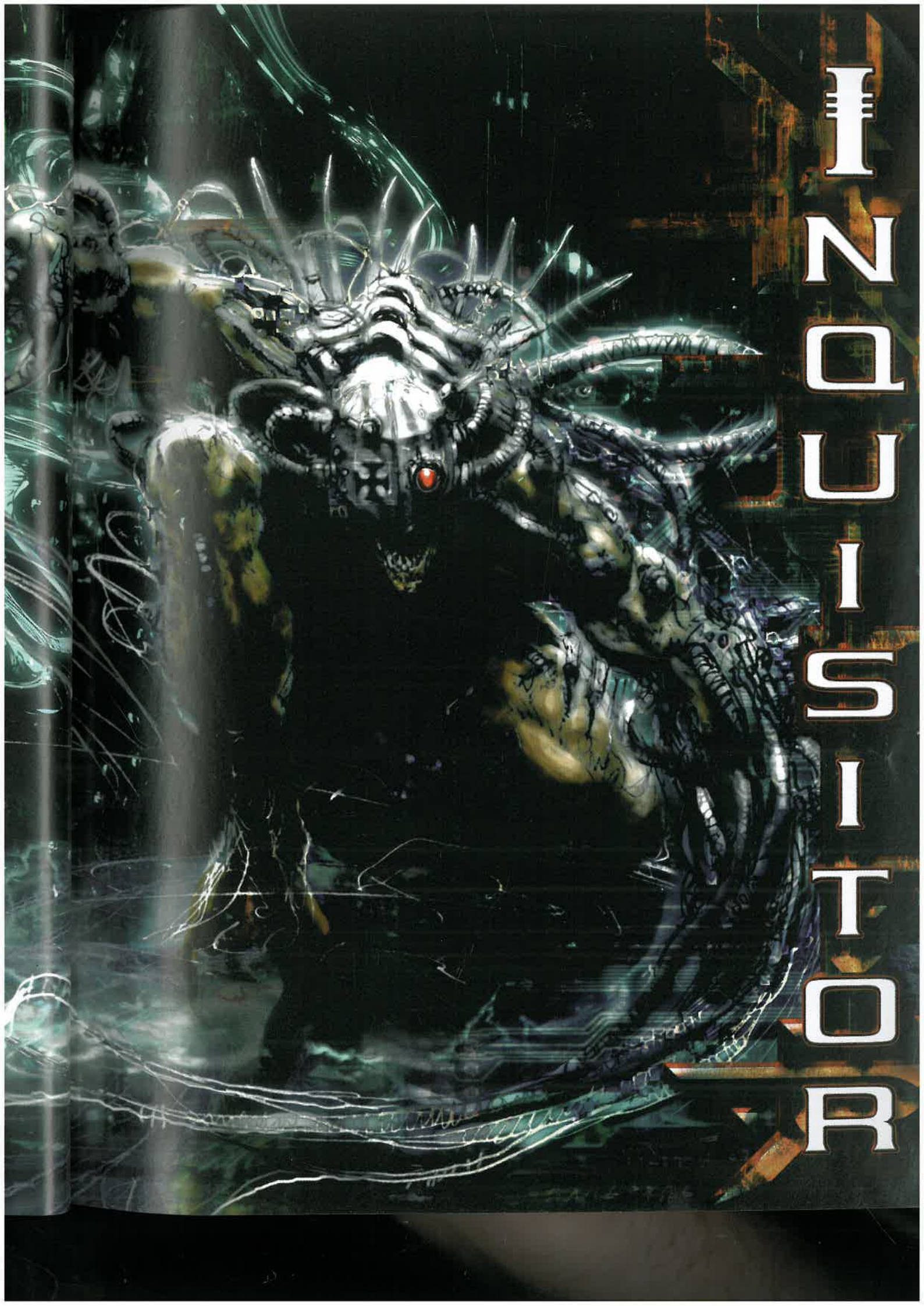


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The battle for the Emperor's soul

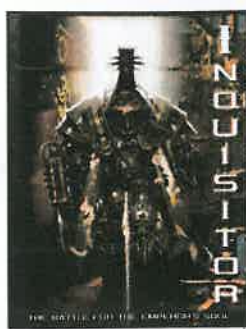
INQUISITOR



So, you want to know what Inquisitor is? Well, it's our new game. A large scale (54mm) narrative skirmish wargame, to be precise. None the wiser? Okay, here's the game's designer, Gav Thorpe, to take you through it step-by-step.

WHAT IS INQUISITOR?

AN INTRODUCTION TO THE NEW GAME



LARGE SCALE

Unless you've spent the last few weeks with your eyes closed (or on the moon) you will have probably noticed that the miniatures used for Inquisitor are bigger than you have seen before. Almost twice as big, in fact. The Inquisitor Citadel Miniatures range is 54mm scale (whereas Warhammer 40,000 and Warhammer are roughly 28-30mm scale), which is a first for Games Workshop. The best Citadel designers have been working on the range of exotic and dramatic characters used in the game, and I'm sure you'll agree that the results are fantastic. Regardless of whether you play Inquisitor or not, I suspect that most Warhammer 40,000 players are going to want to paint at least one of these beautiful masterpieces, if only to have it sit on the shelf and look cool.

There's a wide range of alternate parts which will become available through Games Workshop Mail Order allowing for immense conversion possibilities. Creating characters is an important part of Inquisitor, and modelling them is central to the Inquisitor hobby. For one thing, I am really looking forward to there being Inquisitor entries at this year's Golden Demon awards – I'm sure there will be some truly jaw-dropping models!

As you'd expect, there are many pages of the book devoted to painting and converting Inquisitor characters. It features not only the characters who will be available from Games Workshop, but also numerous characters modelled and converted by participants in our own Inquisitor campaign, as well as examples from expert painters such as the 'Eavy Metal team and Golden Demon winners.

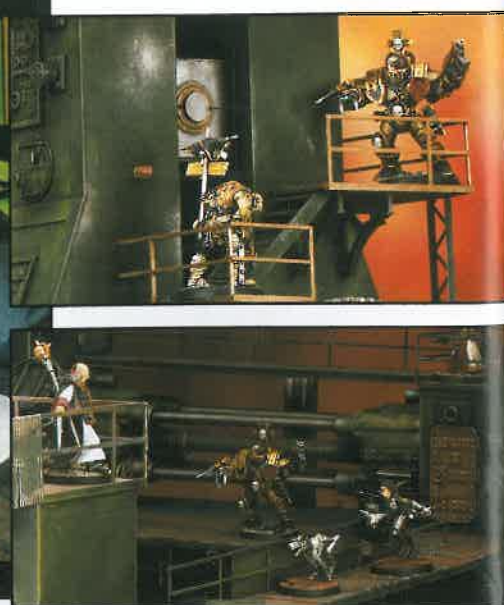
NARRATIVE

There is a storytelling element to all wargames, but with Inquisitor it is a narrative style of gaming, rather than competitive, that drives it along. Unlike Warhammer or Warhammer 40,000, Inquisitor has a Gamesmaster – usually an additional player – who is responsible for helping the players design their characters, creating a scenario and running a game.

Inquisitor is about the different sorts of strange and interesting characters who exist in the Warhammer 40,000 universe, and the heroic and dreadful things that they do. More than any other game, Inquisitor is about creating diverse characters, bizarre settings and detailed plots and storylines to link these elements together. Your Inquisitor characters are like the stars of a film, or the heroes of a



Gav takes Studio staff through a game of Inquisitor.



comic or story, and you play out their adventures and quests on the tabletop.

There are no army lists in Inquisitor – you don't sit down and pick a force to a pre-agreed points value. Instead, the GM and players create a warrior band of characters who will take part in the fight, choosing their skills and powers, equipping them from the large Armoury section of the book. Here also the modelling aspect of Inquisitor plays its part, as your characters need to be represented by suitable miniatures. The idea is not to create the most potent, unkillable character you can (which is easily possible) but to bring to life a person with strengths and weaknesses, motivations and goals who'll add flavour and diversity to your scenarios and campaigns. There are fifteen such characters for you to try out in the book, corresponding to the characters who will make up the Inquisitor miniatures range. These are just the start though, as we hope to release even more in the future, and the only real limit is your imagination and modelling bits box!

Each game of Inquisitor is a specially written scenario, which is devised by the GM. The scenario sets up the scene, and explains why the players' warrior bands have come into conflict. There are far too many types of scenario to mention here, but rest assured that the Inquisitor book contains many scenario concepts which GMs can use as a basis, as well as a complete scenario and advice on writing and running games.

An obvious step is to start linking your scenarios together into a narrative campaign, and there's a section of Inquisitor devoted to doing just this, penned by the venerable Jervis Johnson, whose pearls of wisdom helped considerably when we started up our

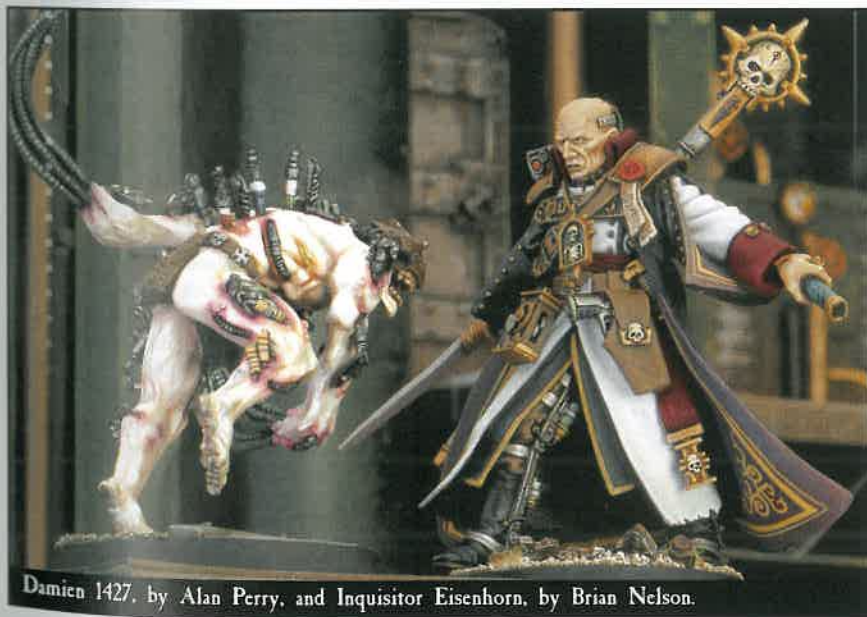


Witch Hunter Tyrus, by Gary Morley.

campaign at the Studio. We hope to produce more campaign rules over the coming months.

SKIRMISH

Warhammer and Warhammer 40,000 are what are known as 'battle' games – that is they allow players to fight battles with large armies which contain many different types of units. Inquisitor is a 'skirmish' game and concentrates on just a few individuals in a bitter struggle with each other. Those of you who have played Mordheim or Necromunda will understand what a skirmish game is like, although Inquisitor goes into even more detail than these games.



Damien 1427, by Alan Perry, and Inquisitor Eisenhorn, by Brian Nelson.

INQUISITOR



Preacher Josef, by Mark Bedford.

Inquisitor is very detailed, because as a player only has to worry about a handful of characters, the amount of information for each character can be that much more intricate. For example, each character has nine different characteristics which show their physical and mental capabilities, ranging from their Weapon Skill, which most of you will be familiar with, to factors such as their Nerve (how cool under fire they are) and Sagacity (how intelligent and educated the character is). Added to this are a wide range of special abilities. These include Talents such as

being ambidextrous or the ability to fast draw, Psychic powers (of which there are 37 detailed in the book) and Exotic abilities, such as a spit acid attack or even being possessed or daemonic!

On top of the characteristics and abilities, a character also has their wargear. An extensive (though by no means exhaustive – look out for additions in future White Dwarfs) Armoury section includes details of over 150 types of weapon, armour, scanners, bionics, force fields, combat drugs, psyber-eagles, servo-skulls and all manner of other kit. Characters' guns don't have unlimited ammo, the player must keep track of the number of bullets or shots left. Special ammunition types must be recorded, the effects of certain bionics and combat stimulants will adjust the character's capabilities, and so on.

Also, Inquisitor has a location-based injury system. Characters can be hit in the arm, the abdomen, even the groin! Varying levels of injury will affect their performance and the players have to keep track of this too. At first, all of this detail may seem daunting and complicated, but I've tried to include a lot of this complexity while maintaining fairly smooth, flowing gameplay. Obviously, I think the balance is just right, but players and Gamesmasters should feel free to simplify or complicate the rules as they desire.

The basic Inquisitor rules system is based upon actions. In Inquisitor, players do not take turns one after each other (called 'I-go, U-go' sometimes!), instead there is an 'integrated' turn system (sometimes called 'initiative-based' turn sequence, for those of you who care about such things). Every



'Slick' Devlan, by Alan Perry.

character has a Speed value, which shows how quick to act they are, and how much they can try to do in a turn. A character with a higher Speed has a chance of acting before one with a lower Speed, although it also gives them the option of waiting to see what the enemy is up to.

During a character's turn, they can attempt a number of actions equal to their Speed. Actions cover everything you might want a character to do, fairly straightforward actions include different types of movement (walking, crawling, sprinting, etc), firing a gun, aiming, priming a grenade, making a close combat attack, etc. It can also be something more out of the ordinary, such as swinging on a rope, diving through a window, leaving a booby trap, picking a lock, disarming a bomb. The list is endless.

The player nominates what their character is attempting to do at the start of the character's turn. The key word here is 'attempting'. To make sure there's an edge of uncertainty, some tension and suspense, a character does not automatically perform every nominated action. For each point of Speed the character has, they roll a D6. Each 4+ roll allows one action to be performed, in the order they were declared. My thanks to Jervis for suggesting this nifty little system! This encourages players to think hard about what their characters are trying to do. There's nothing like declaring a headlong charge down the street towards the enemy, only to find that your Inquisitor has hesitated and is now in plain view of his adversary's guns!

There are also risky actions, which represent such unpredictable situations as firing a plasma gun, throwing a grenade, sprinting over difficult ground, and so on.



Security Enforcer Barbaretta and her cyber-mastiff, by Michael Perry.



Some of the new Inquisitor scenery made by our 'Eavy Metal team.

If the player rolls more 1s than 6s on their Action roll, the risky action goes wrong. The result of this varies depending upon the action, so, for example, a plasma gun might overheat, a grenade might go off in the character's hand, etc.

SO IT'S A ROLEPLAY GAME THEN?

Well, yes and no. There are certainly many roleplay-based elements in Inquisitor. The character creation, scenario-driven gaming and narrative style are similar to roleplaying games. However, Inquisitor is a miniatures-based game which focuses on conflict and combat. There's no hanging around in shady taverns waiting for suspicious old men with long beards and pointy hats to ask you to quest for a magical chair. In essence, some of you may like to think of Inquisitor as a roleplay combat system, with the additional advantages that come from knowing you have miniatures to use. I'm sure some of you will use the Inquisitor rules as a basis for a Warhammer 40,000 roleplay combat system and I certainly wouldn't argue against it. However, although Inquisitor relies a lot on players' imaginations, like roleplaying, there is also the whole painting and modelling side to the hobby as well, which gives players and Gamesmasters alike plenty to do, even when they aren't playing games.

MORE BACKGROUND

As well as the Inquisitor rules themselves, the book contains lots of extra background about the Imperium and Warhammer 40,000 universe. Many new, exotic character types are introduced (some of which may find their way into

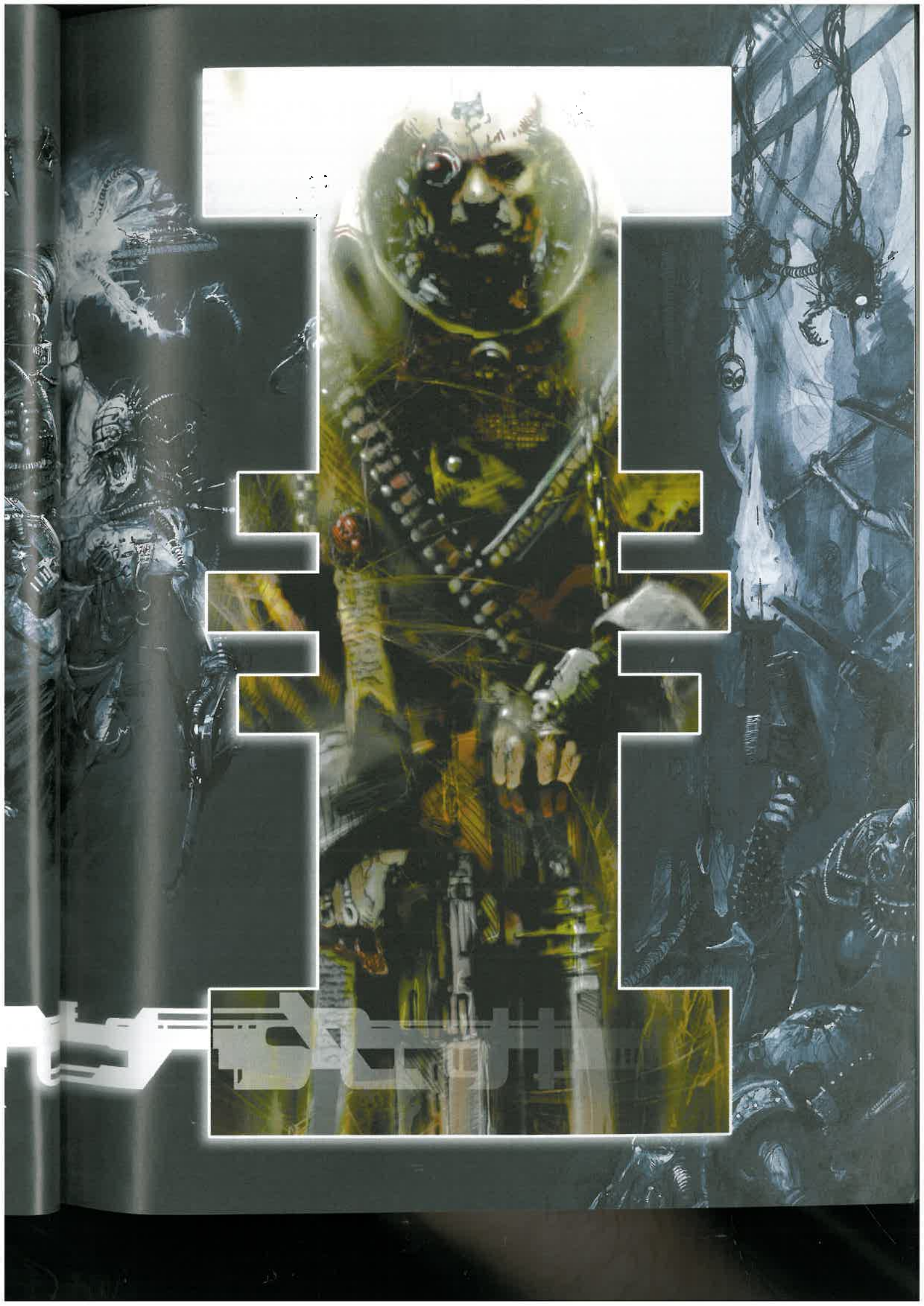
the game at a later date), as well as more information on that shadowy organisation – the Inquisition. Combined with the wealth of character types, weaponry and psychic powers, this all means that Inquisitor is actually one of those great volumes for browsing through as well, and I hope will serve as inspiration for anyone interested in the Warhammer 40,000 universe – including players of Warhammer 40,000, Necromunda and other games.

Law



Inquisitor Covenant, by Jes Goodwin.





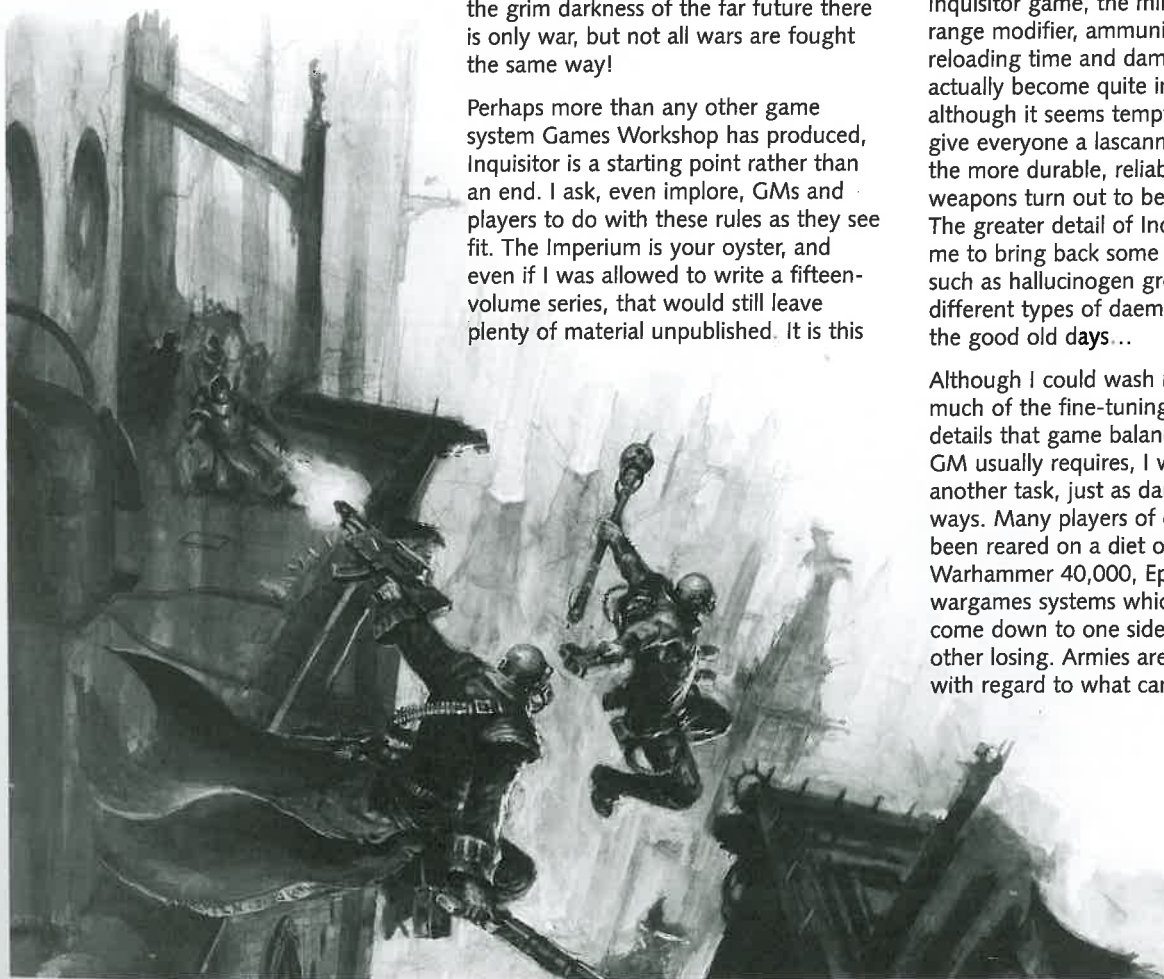
Inquisitor designer Gav Thorpe describes how the game first came into being and how it has continued to grow to become the game that is released this month.



Gav, in his position as Head Inquisitor of the Studio, has not only been burning heretics left, right and centre but has also dragged

the Inquisitor game into the light from its previous location, the dank corners of his twisted mind.

Inquisitor is different from anything I've ever worked on before. A cliché, perhaps, but true. Although its beginnings were fairly inauspicious (one proposal for a 54mm skirmish system amongst many other games) it has grown into a unique beast. Not only is it a first for me, it is a first for Games Workshop. A new scale, with a new ethos. For years, successive designers



BATTLE FOR THE EMPEROR'S SOUL

THE THOUGHTS AND IDEAS BEHIND INQUISITOR

and developers have honed each edition of Warhammer and Warhammer 40,000 to a razor edge, forever striving towards that Holy Grail of games design – game balance. With Inquisitor we decided not to bother with any of that at all...

Instead, we wanted to build on the idea that gaming isn't just about a set of rules and some victory conditions. In many ways my main inspiration was the original Warhammer 40,000 rules – the volume known as Rogue Trader. While demand from gamers has meant that Warhammer 40,000 is now most certainly a battle game with armies of dedicated Imperial servants and slaving aliens fighting each other, Rogue Trader was just as much about a single Space Marine taking on a hive gang, or a few space pirates trying to raid the Imperial armoury. It was these small skirmishes, these low-key encounters, that we wanted to bring back to life. After all, in the grim darkness of the far future there is only war, but not all wars are fought the same way!

Perhaps more than any other game system Games Workshop has produced, Inquisitor is a starting point rather than an end. I ask, even implore, GMs and players to do with these rules as they see fit. The Imperium is your oyster, and even if I was allowed to write a fifteen-volume series, that would still leave plenty of material unpublished. It is this

freedom, this flexibility, which was one of the most rewarding aspects of working on Inquisitor. I wouldn't go as far to say that I renounced all of my responsibilities as a games designer when it came to balance, but allowing players and GMs to be their own judges of what was acceptable and what was not certainly freed my hands. Not having to worry about points values was a definite start! That said, although many weapons and powers are better than others, I tried to make sure that the more destructive guns, the more devastating psychic powers and the most lethal close combat weapons did have drawbacks.

The Armoury itself was a major undertaking, including as it does over 150 different items of weaponry and wargear! Each weapon needed to have its own characteristics which differentiated it from the others, no matter how subtly. Over the course of an Inquisitor game, the minor variations in range modifier, ammunition count, reloading time and damage factors can actually become quite important, and although it seems tempting at first to give everyone a lascannon, in practice the more durable, reliable and versatile weapons turn out to be the most useful. The greater detail of Inquisitor did allow me to bring back some old favourites, such as hallucinogen grenades and different types of daemon weapons. Ah, the good old days...

Although I could wash my hands of much of the fine-tuning and pernickety details that game balance and having no GM usually requires, I was left with another task, just as daunting in some ways. Many players of our games have been reared on a diet of Warhammer, Warhammer 40,000, Epic and other wargames systems which inherently come down to one side winning and the other losing. Armies are strictly regulated with regard to what can and can't be

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included, and victory conditions are clearly defined (well, we try...). So a good proportion of the Inquisitor book is given over to explaining how to play with toy soldiers in a different way – the narrative wargame way. This was a fine balancing act in itself, walking along the line of giving genuine useful guidance and advice and not being too vague or too prohibitive. After all, if someone really wants to try and power game with Inquisitor I can't come round their house and stop them. That said, I wanted to demonstrate how a little effort can go a long way. Judging by the results of our Studio campaign, this is one of those ideas that people can actually grasp quite easily, although it takes quite a bit of space to write down.

All the way through writing Inquisitor, designing the sample characters, coming up with scenario concepts, I wanted to emphasise the fact that everything in the book (well, nearly everything) is illustrative rather than definitive. We've designed 15 characters that can be played straight as they are, but these are in no way the only characters you can use. The whole modelling aspect of the hobby is very much at the core of Inquisitor, and something which I found a great deal of pleasure in myself. I don't normally do that much conversion work on my miniatures except where necessity demands, but after making a couple of early playtest models from some 1/35th military models, I was gripped by the modelling bug. When we started getting actual figures to convert, I found myself spending all my time thinking up more cool characters and neat conversions than I could ever hope to finish!

As I mentioned earlier, rules weren't really the driving force behind Inquisitor, even though there are quite a lot of them. The chance to delve deeply into the Warhammer 40,000 mythos, to explore even just a few of those dark, forbidding corners of the galaxy, was the prime motivating factor. It gives us the opportunity to bring to life those horrific, exotic characters hinted at but never explained. These characters are at the centre of Inquisitor; a cast of bizarre, disturbing men, women and creatures, who embody the spirit of the Imperium and Warhammer 40,000 as a whole.

Although Inquisitors have been around since the first inception of the Imperium, never before had we focused on them in much detail. What exactly would this omnipotent organisation be like? How does it reflect the vast diversity of humanity from which the Inquisitors are recruited? These and many other questions had to be answered, and the contents of Inquisitor are the result. As



Inquisitor Eisenhorn draws his sword ready for combat.

with the game system, the background of the Inquisition presented is by no means definitive. What I hope I have conveyed is the fact that an Inquisitor's individuality is one of his (or hers, for that matter!) greatest strengths. The Imperial Guard, Ecclesiarchy and Adeptus Arbites may need unthinking, fanatical agents, but the Inquisition wields such power that discretion is preferred to dogma. This was how the divide of Puritans and Radicals came about – Inquisitors who survive long decades of fighting the enemies of the Emperor will have doubts, opinions and observations which contradict or defy the orthodoxy of the Imperium. But although their views may differ from the doctrine of thousands of years, they are no less valid.

There are few genuinely good guys and bad guys in Inquisitor, it all comes down to a matter of perspective. It is this greying of the lines which makes Inquisitor so interesting, both to write and to game. The factions mentioned in this book are just a few examples of the many, many philosophies and doctrines that have, at one time or another, been beliefs within the Inquisition and as I earlier pleaded, it is a vein of ideas that can be mercilessly mined without fear.

In all then, play Inquisitor in the spirit it was intended, and the rewards are great. Enjoy the diversity of scenarios, bring life and detail to the characters and the places they fight, and you will find that Inquisitor will never grow tired and stale.

Happy gaming!

INQUISITOR



GAMES DAY & GOLDEN DEMON 2001

AUSTRALIA

SUNDAY OCTOBER 21 2001

HORDERN PAVILION - FOX STUDIOS AUSTRALIA - SYDNEY

WHAT YOU CAN EXPECT FROM THIS YEAR'S EVENT

Games Day is, without a doubt, the premier Games Workshop event of the year. 2001 is no exception, with Games Days being held in France, Germany, Spain, USA, Canada, UK, and Australia!

Last year over 1600 enthusiasts converged on the Hordern Pavilion in Sydney to marvel at the sheer intensity of the event. 50 gaming tables offered a variety of games including massive 40K battles (including Laniera III and Fortis Binary) and some cool hybrids (Mord-Bowl being the favourite). We had over 800 entries in the Golden Demon and Emperor's Chosen painting competitions.

Special guests have been a feature of Games Day 1999 (Paul Sawyer) and 2000 (Jes Goodwin), and 2001 will be no exception with Andy Chambers, the 40K Overfiend, gladly accepting our invitation. So for your chance to meet your hero, make sure you grab a ticket soon.

In addition to Andy we've secured the services of Jim Butler, Head of the Design Studio, who'll be talking specifically about a few top secret upcoming projects!

We're quite keen on exciting themes, and this year we've chosen to focus on the mysterious Tau and their ferocious mercenaries, the Kroot. To this end we've produced a cool Games Day t-shirt featuring Jes Goodwin's Tau concept sketch, and Brian Nelson has pulled out all stops to create an awesome Kroot Shaper special edition miniature.

An integral part of Games Day is the Golden Demon Painting Competition. We intend to streamline the registration system to avoid the delays we encountered last year. We'll be publishing the category details next issue, giving you plenty of time to prepare.

So get your skates on, tickets go on sale Monday July 2nd!

FEET ADAPTED TO HOT ARID HOME PLANET

THE TICKET DEALS!



Games Day 2001
Kroot Shaper

Based on the success of last year's event we've decided to offer you the same cool ticket deals this year. They'll make it much easier for you to pick up a Games Day 2001 miniature and t-shirt.

Please note: we expect the T-shirts and miniatures to sell out so get your Tickets nice and early to avoid disappointment. You may not be able to purchase the Miniature or T-shirt at Games Day 2001.

DEAL ONE THE TICKET: AUS\$25

Deal One contains one Games Day Ticket (allowing multiple entries into the Games Day venue on Games Day) and a full colour Games Day Programme.

DEAL TWO THE MINIATURE: AUS\$40

Deal Two includes the Ticket and Programme as described in Deal One plus the Kroot Shaper Games Day 2001 miniature (pictured left). The Miniature will be supplied to you when you purchase your Ticket.

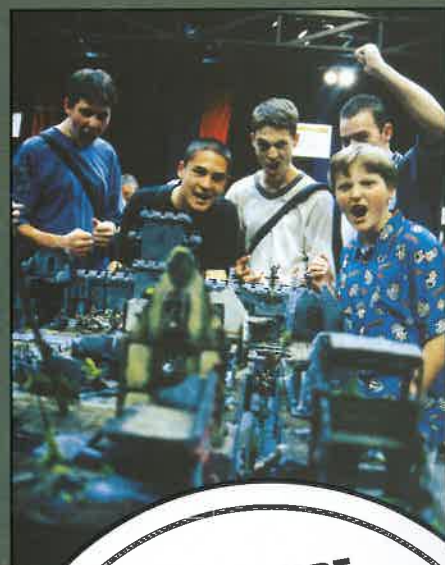
DEAL THREE THE T-SHIRT: AUS\$50

Deal Three includes the Ticket and Programme as described in Deal One plus the Tau Games Day T-shirt (pictured left). The T-shirt will be supplied to you when you purchase your Ticket.

DEAL FOUR THE LOT: AUS\$60

Deal Four includes the Ticket and Programme as described in Deal One plus the Kroot Shaper Games Day 2001 miniature and the Tau Games Day T-shirt (both of these pictured left). Both the T-shirt and Miniature will be supplied to you when you purchase your ticket.

Coach Ticket deals may be available from your local GW store. Ask staff for details.



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Trollz.

Index Astartes

First Founding



An in-depth look at the
First Founding Legions of
the Adeptus Astartes.

LIGHTNING ATTACK

The White Scars
Space Marine Chapter

by Graham McNeill
and Pete Haines

Known and feared throughout the Imperium for their highly mobile way of war, the Space Marines of the White Scars are the masters of the lightning strike method of attack, able to tear into their foes and vanish before they can respond. Fierce warriors, bearing the ritual scars of bravery, they fight with all the tribal savagery of their home world and bring swift death to all enemies of the Imperium.

Origins

The Apocrypha of Skaros speaks of the White Scars only rarely and even then the text is coloured by the fact that much of what is said comes from the White Scars themselves. One legend tells that their young Primarch set out on his own from Terra to discover the galaxy for himself, while another speaks of him being abducted as a baby. The truth is likely to be somewhere in-between. Whatever the true story, the Liber Historica Vangelia records that Jaghatai Khan arrived at a world in the Segmentum Pacificus designated by Imperial cartographers as Mundus Planus, but known to its inhabitants as Chogoris. It was, and still is, a fertile world with lush greenery, soaring mountains and azure seas, which at the time of the Great Crusade had achieved a blackpowder level of technology. A Census Imperialis of the day records that the dominant Chogorian empire at this time was an organised aristocracy, which had conquered most of the planet with well-equipped and highly disciplined armies. Armoured horsemen and densely packed blocks of infantry had won every campaign their ruler, the Palatine, had fought.

The history of the White Scars begins with Jaghatai Khan, one of the greatest military strategists of all time. It is thought that one of his generals, Ogedei, penned 'The Great Khan of Quan Zhou' after the Primarch's disappearance and it is this ancient text which has provided Imperial historians with one of the best accounts of his life. Chogorian sources have also left copious and often wildly exaggerated records of his exploits.

To the west of Palatine's empire was a vast, wind-blown steppe, known as the Empty Quarter, home to nomadic tribes of savage horsemen who for centuries had roamed the vast grasslands. The tribes of the steppes lived in tents and followed a cycle of seasonal migration from summer pastures to protected winter valleys in the Khum Karta Mountains. Consummate horsemen and archers, these disparate tribes frequently fought one another for control of ancestral pastureland or – as Ogedei's Opus would have it – the sheer joy of battle. Chogorian armies had never invaded the Empty Quarter as the dry and desolate lands were of no value to the Palatine. However, Chogorian nobles would often lead hunting bands into the steppes and take whole tribes east as slaves or capture a lone tribesman to hunt through the mountains for sport. (Many passages in 'The Great Khan' are devoted to detailing the full extent of Chogorian atrocities. The blood rituals and sacrifices described within these passages have led many Imperial scholars to postulate that the Palatine's empire may have been dedicated to worship of the Dark Gods.)

Jaghatai Khan's legend began near the Quonon river when Ong Khan, the leader of a small tribe known as the Talskars,

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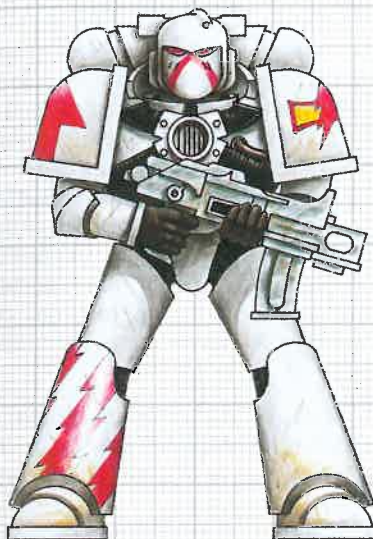
encountered the Primarch. He believed that the glowing child was a gift from the gods and took him into his family and named him Jaghatai. It was said of Jaghatai that since his early childhood he had a 'fire in his eyes', a Talskar term for a great warrior. It was also said about him that rival tribes hated the child because he had the wisdom to see beyond the constant warfare of the steppes.

A colourful passage in 'The Great Khan of Quan Zhou' known as 'The Bleeding' relates that while Jaghatai was young, raiders from the rival Kurayed tribe slew his adopted

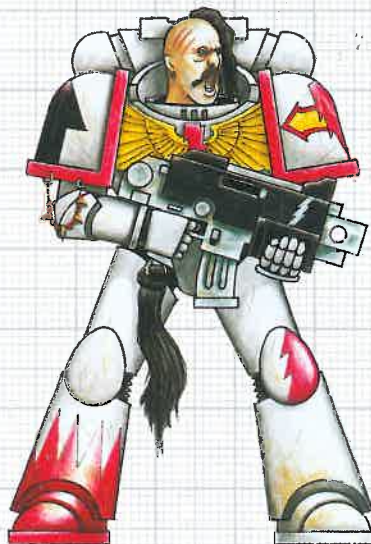
father and killed many of the Talskar men in a vicious ambush. Jaghatai was already the greatest warrior amongst his tribe with many ritual scars of courage, and warriors flocked to join him when he set out to avenge these deaths. He led an attack on the Kurayed village and razed it to the ground, killing every man, woman and child in a frenzied massacre. Jaghatai bathed in his enemies' blood and took their chieftain's head to mount above his tent. It was these events that were to shape the Primarch into the man he would become – a man of fierce honour,

Chapter Approved Access Level: 8 seventeen

White Scars, Progenitor Legion M31



Pre-Heresy Codex colour scheme of white power armour



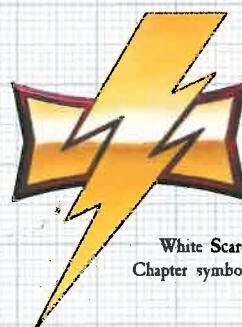
Contemporary White Scars Codex colour scheme



Auto reactive shoulder plate. Attack bike markings



Auto reactive shoulder plate. Chapter badge iconography



White Scars Chapter symbol



Librarian Psychic hood



Ritual duelling Tulwar

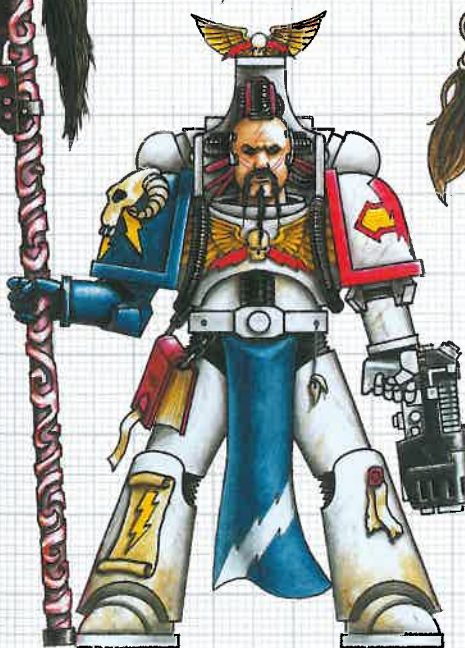


Godwyn pattern Bolter with assault attachment

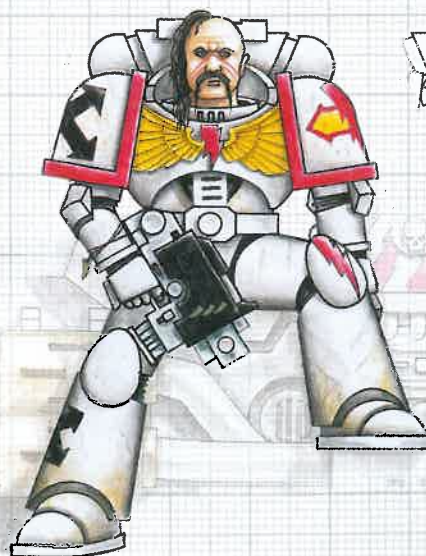


Feral power weapon (damaged)

Force staff close combat weapon



White Scars Librarian 'Storm Seer'



White Scars Bike squad Space Marine



White Scars biker helmet displaying tribal markings

Thought for the day: Domination is Eternal

loyalty and ruthlessness. With blood and honour satisfied, Jaghatai swore to bring an end to the destructive internecine wars that were destroying his people, to unite the people of the Empty Quarter, and to bring an end to brother fighting brother.

Following this victory, Jaghatai became Khan of the Talskars and fought many battles against Chogorian hunting bands and other tribes of the steppes. Each defeated tribe was brought within the Talskars and became part of his army. His military talents and the sheer force of his personality won him many followers and soon his warriors numbered like the stars, the army becoming known as the Mathuli, a Talskar word meaning 'irresistible force'. He made military service mandatory and combined warriors of different tribes into the same units to break up tribal associations, fostering a fierce loyalty to the army and ultimately to himself. He promoted men purely on the basis of ability and brought a feeling of shared purpose to everyone he came into contact with.

Ten summers after Jaghatai's victory against the Kurayed, while the army was moving to its winter camp in the mountains, Jaghatai was pitched from the treacherous

cliffs when a freak avalanche carried him and dozens of others thousands of feet to the rocks below. After much lamentation, the tribe continued onwards. But while the fall had killed the tribesmen, the Primarch managed to survive. Chogorian history records that at this time a hunting band led by the Palatine's only son discovered a wounded tribesman deep in the mountains and began hunting him through the snows. What exactly happened in the freezing valleys of the mountains is unknown, but a single, horribly mutilated rider tied to his saddle was all that finally returned to Chogorian lands, the head of the Palatine's son hung around his neck. The man also carried a message from Jaghatai, 'The people of the steppes are yours no longer.'

When the snows retreated, the enraged Palatine gathered an army and marched west, determined to wipe the barbarian tribes from the face of the planet. But he had underestimated the skill and cunning of Jaghatai Khan. In the Valley of the Khans, on the Lon-Suen Plain, the Palatine's armies met Jaghatai's forces. The battle was said to have lasted a day and a night. The tribes of the steppes fought like they hunted, a ring of lightning fast horsemen coordinating movements to corral their human quarry. Unlike their enemy, who wore heavy steel mail, the Mathuli wore light leather armour, allowing for less protection, but greater mobility.

Accustomed to decisive hand-to-hand combat with their foes, the Palatine's army was no match for the Khan's horsemen and their relentless bowfire. Though significantly



outnumbered, Jaghatai outmanoeuvred, out-thought, and out-fought them. The defeated Palatine and his bodyguards were only just able to fight their way through the Mathuli ring of death and fled to the capital city. Those soldiers who remained were slaughtered almost to a man. One Chogorian survivor described the battle plain as an ocean of blood. The tribal leaders and holy men, the Stormseers, gathered after the battle and proclaimed Jaghatai the Great Khan, Ruler of All Within the Lands.

Jaghatai Khan then began the invasion of the Palatine's realm, three of his armies drawing off forces by attacking cities on the outskirts of his enemy's domain. Jaghatai and his most able general, Subedei, led another army across a secret route through the Kuzil Quan desert, a region believed to be impenetrable. Emerging seemingly from nowhere, Jaghatai's army surprised the Palatine's garrison at the gates of Kushaba and slaughtered the entire force. Other cities fell in quick succession and Chogorian historians record that bodies littered the roads like stones in a quarry, razed fields smouldered, and those few who were spared the carnage prayed for deliverance from the fury of the Khan.

In the years that followed, Jaghatai's army overran Chogorian lands, defeating their best armies, storming their walled cities, and slaying its nobles. Cities that lay in Jaghatai Khan's path had two choices: surrender or face total destruction. Never before had such pillage and plunder been witnessed. Some sources claim that millions were killed by the bloodthirsty tribesmen, but contemporaries of Jaghatai Khan assert that these figures are vastly inflated. However, it is certain that many hundreds of thousands died and the people of the Chogorian empire believed that the 'devil-faced savages' were supernatural demons exacting divine vengeance for the sins of man. Eventually Jaghatai's invasion reached the Palatine's stronghold, Cophasta, a magnificently rich city on the eastern coast. He demanded his enemy's head on a spear or the city would die and he would leave no stone standing. Within the hour, a group of nobles from the city brought him that very thing.

The Khan's power now stretched from ocean to ocean, the largest empire the planet had ever known, conquered by a single man in less than twenty years. Though Jaghatai Khan dominated a vast area, he knew that his people had no desire to rule such a realm. His new empire had grown from his urge to unite the tribes and exact vengeance upon his enemies, not from any hunger to occupy their lands. Ultimate power rested with the Khan and his generals and although they were well organised militarily, the tribes had no developed concept for ruling settled populations.

The historian, Carpinus, who compiled a detailed history of the Great Crusade (the so called Speculum Historiale), notes that Jaghatai's armies finished the destruction of the Palatine's realm a mere six months before the Emperor reached Chogoris. When the two men met, it is said that the Khan knew he had met someone who embodied the ultimate ideal he had striven for, a man who could unite all the stars in the sky. At his palace in the city of Quan Zhou, in front of all his generals, he dropped to one knee and swore eternal fealty to the Emperor. The Primarch was given command of the 5th Legion, which adopted the long

JUBAL KHAN, GREAT KHAN OF THE WHITE SCARS

When the Great Khan of the White Scars dies, the Stormseers of the Chapter gather in the deepest caves of the Khum Karta in the Valley of the Khans to decide upon his successor. Each Brotherhood Khan who believes himself worthy must present himself before the Stormseers and prove himself to them. The horrors the Stormseers subject each claimant to are a mystery and those that survive the trials never speak of them. When the Great Khan Kyublai vanished fighting the Dark Eldar in 943.M41, four hopefuls gathered in the Khum Karta mountains. Only Jubal Khan survived the Stormseers' ordeals and returned to Quan Zhou to be anointed Great Khan.

Since then, Jubal Khan has proved himself time and time again, leading many successful campaigns against Orks, Tyranids, Eldar and countless other alien races. During the Jopal Uprising, his First Brotherhood was so successful at destroying enemy supply lines and disrupting communications that a huge proportion of the main rebel strength was diverted from front line operations to deal with them. Imperial Guard regiments were then able to smash through the weakened rebel line and bring the insurrection to a close.

Jubal Khan is currently involved in the Armageddon war where Imperial forces have been stretched to the limit after Ghazghkull's invasion. The Great Khan's forces are launching lightning raids on Ork held worlds and vanishing like smoke before the Greenskins can muster sufficient forces to engage them. Thus far his White Scars have proved to be instrumental in delaying many Ork offensives, allowing Imperial garrisons to better prepare for the onslaught. White Scars operations in the Deadlands region of Armageddon were so successful that they were able to effectively destroy an entire Ork brigade without taking a single casualty or expending a single round of ammunition.

facial scars of the Talskar tribesmen that ran from forehead to chin, and renamed themselves the White Scars. The Great Khan ascended to the heavens with the Emperor, passing the Khanship to his general Ogedei. Many of Jaghatai's followers elected to join their Khan and became Space Marines within the Legion.

The White Scars went on to fight in some of the bloodiest battles of the Great Crusade and the lightning fast style of warfare employed by Jaghatai Khan on the steppes would prove to be equally effective on the nightmare battlefields of distant worlds. During the Horus Heresy, when the Imperium tore itself apart in a bloody galactic civil war, the White Scars fought on scores of different worlds and their banners indicate that the Legion helped to defend Terra and fought at the gates of the Imperial Palace.

Jaghatai Khan fought alongside his warriors for perhaps another 70 years before his eventual disappearance in a region of space close to the Maelstrom. After the defeat of Horus, Jaghatai had embarked on a quest to rescue his fellow tribesmen captured by the Eldar in his absence

THE LOST KIN

The Great Khan of Quan Zhou dedicates an entire volume to the Lost Kin of the White Scars. This volume tells that many years after Jaghatai's departure with the Emperor on the Great Crusade, an evil storm fell upon the world of Chogoris in the shape of the Eldar's dark brothers, who brought terror and pain on a scale never before seen. With their superior technology and weaponry, the aliens were able to easily defeat the scattered tribes, and tens of thousands of slaves were dragged screaming from the planet. It was only following the death of Horus that Jaghatai learned of these terrible events and swore mighty oaths of vengeance against the Dark Eldar. The Khan was relentless in his pursuit and it is said that during the horrifying battle of Corusil V, he and his First Brotherhood pursued a mighty Dark Eldar lord through a pulsing gateway to the shadowy realm of blood which these degenerate aliens call home. The alien portal closed before the rest of the Khan's soldiers could follow and the mighty Jaghatai Khan vanished forever from the Imperium. Robbed of their Khan, the White Scars have held an enduring and unquenchable hatred for these bloodthirsty aliens and whenever the White Scars encounter the Dark Eldar, their fury knows no bounds. To this day, the ultimate fate of Jaghatai Khan remains a mystery, and whether he and his warriors still battle between dimensions or have long since perished, none can say.

during the Great Crusade. The White Scars maintain that he and his veteran warriors fought the leader of one of the murderous alien kabals and that they were drawn into the horrifying realm that exists outside of space and time to battle the Dark Eldar for all eternity. How much of this tale can be taken at face value is uncertain, and it is more than likely that the Khan's ship was simply lost in the warp as travel through this region of space is fraught with peril.

Home world

Chogoris is a fertile world that still exists in a semi-feudal state. With the departure of the Great Khan, Ogedei became the new leader of the tribes and, while he was a great warrior, he was no Jaghatai Khan. Without the Primarch, the tribes soon returned to their warring ways and within the space of a few years, the unified nation created by Jaghatai had ceased to exist. The tribes went back to their homelands and life carried on much as it had before the arrival of the Great Khan. Some of the Primarch's biographers claim that Jaghatai Khan must have known that this would happen and yet left anyway. They suggest that perhaps he desired it in order to keep his people strong to provide future recruits for his new Legion. Indeed, in the millennia that followed, many men would rise to unite the tribes, but none as spectacularly as Jaghatai Khan.

To this day the leader of the White Scars is known as the Great Khan and dwells in Jaghatai's palace of Quan Zhou, atop the highest, most inaccessible peak in the Khum Karta mountains. The marbled fortress monastery is a magnificent sight, but few outsiders have ever been

allowed within. The city and its savage beauty is famed throughout the Segmentum and its walls are said to contain rivers and forests running with game, which the Khan hunts for sport.

The Stormseers of the White Scars venture down into the steppes every ten summers to observe the tribes and their battles, picking the best and bravest warriors and returning them to Quan Zhou to become Space Marines. The pyretombs of fallen White Scars in the Khum Karta (which means 'The Mountains that Scrape the Stars') are places of great pilgrimage for young tribal warriors and those that survive a journey through one of these dangerous valleys are considered especially courageous.

Combat doctrine

The method of war taught to the tribes by Jaghatai Khan has served them well in the millennia following his reunification with the Emperor. Lightning fast hit and run attacks by highly mobile forces that destroy the enemy piece by piece and never allow a decisive engagement is their *modus operandi*. Speeding bikes and ultra-rapid deployment means that the White Scars can react much more swiftly than most Chapters and are almost never outmanoeuvred on the battlefield.

Heavily armoured opponents find themselves chasing shadows as the White Scars encircle their forces and attack where they are weakest. Many an enemy who thought himself safe behind his lines has learned the error of his ways when howling White Scars Scout Bikers come speeding out of nowhere to attack his flanks and rear. Having been born in the saddle, the Scouts regularly take to the field of battle mounted on their bikes.

Though the Space Marines of the White Scars prefer to keep their enemies at arms length, they are fully capable of engaging in bloody assaults. The elite bike squads are rightly feared and Assault squads dropping from the skies on trails of fire and attacking with howling bloodlust are a terrifying sight with their fearsome scarred faces.

Organisation

The predominant organisational unit amongst the people of the steppes is the tribe and a measure of this is true of the Chapter itself. Fierce rivalries, blood-feuds and internecine warfare are a way of life for the young men of the steppes and help to prepare them for when they must fight to prove their worth to the Chapter's Stormseers. However, once a warrior has been chosen to join the White Scars, his tribal allegiance is replaced with loyalty to the Great Khan of the Chapter. Warriors from different tribes are therefore mixed with one another in squads to break up individual tribal loyalties. Squads are then organised into Brotherhoods, units which are roughly equivalent in size to a Codex company, though on average are slightly smaller.

The remainder of the Chapter is organised slightly differently to most Codex Chapters, due to the higher proportion of Bike squads and Land Speeder squadrons. The White Scars preferred fighting style does not allow them the use of as many heavy weapons as other Chapters and as a result they have no Devastator squads:

Their reliance on fast moving fire support also means that most tanks are too slow for the White Scars and those they do have are stripped down versions that can keep up with the rest of the army. Dreadnoughts are not employed by the White Scars, as the cold, metal sarcophagi of these mighty constructions evokes a horror of eternal confinement that goes against the White Scars' philosophy that when a warrior dies, his soul should be free to travel to the afterlife.

Beliefs

The White Scars Space Marines hold true to the vision of Jaghatai Khan in the ultimate unification of Humanity. They venerate the Emperor as the ultimate Uniter and as their founding father, but not as a deity. The Stormseers teach that it is the White Scars' duty to destroy the enemies of the Emperor in preparation for the day when he will rise from the Golden Throne to begin the next Great Crusade to unify the galaxy. And on that day, Jaghatai Khan will return from the void to once again lead his people to their destiny.

The lightning bolt is a potent symbol to the White Scars as it exemplifies their style of battle and echoes the warrior scars they bear on their faces. It also represents the lightning which the Stormseers call to smite their enemies, and these sinister warriors preach that so long as the spirits of air and land heed their call, the White Scars will never falter in battle.

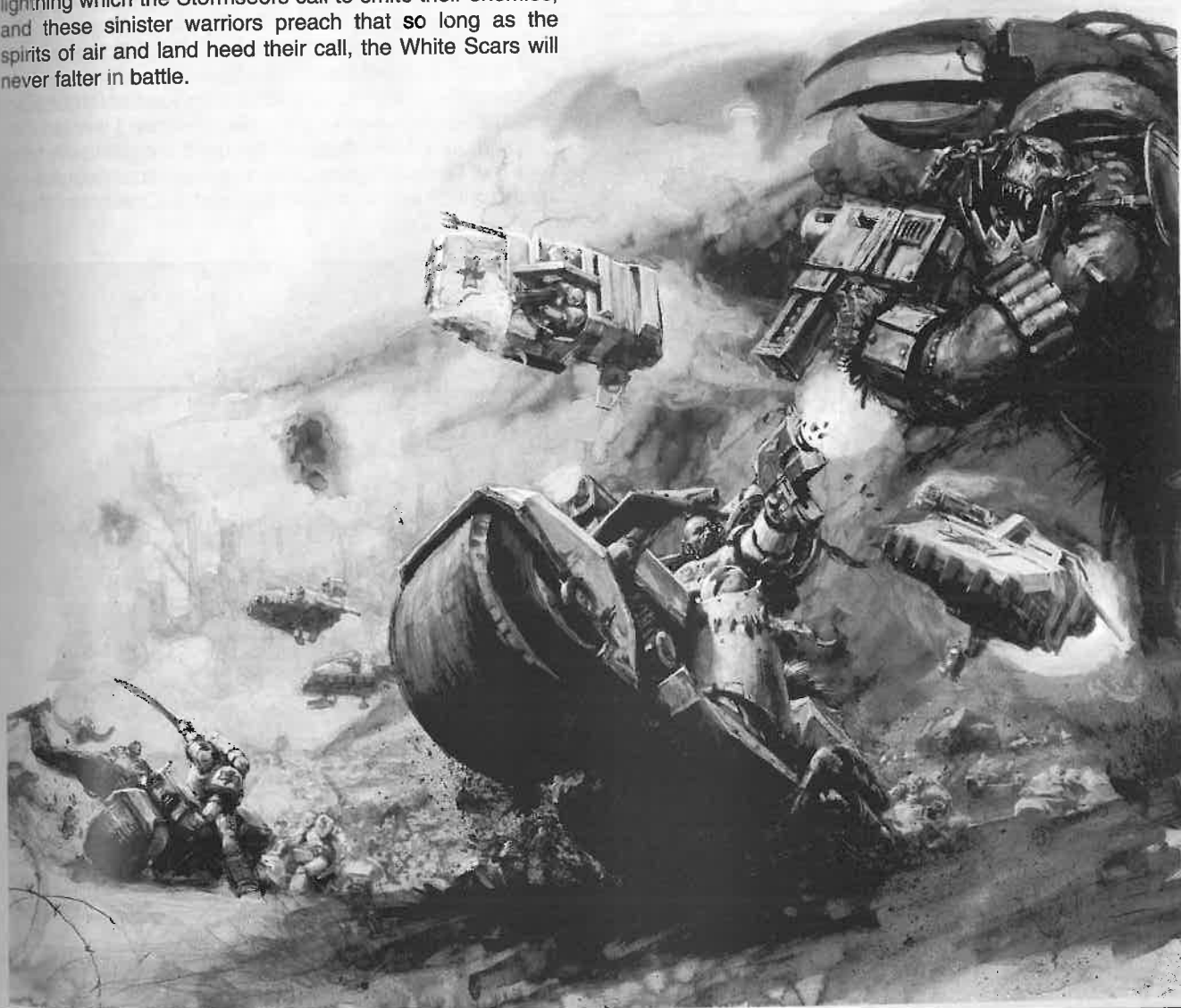
Gene-seed

The gene-seed of the White Scars appears to be stable and initially displayed no aberrations or mutation. However, with the introduction of genetic material from the steppes tribesmen, the genome seems to have inherited their wild savagery and thirst for war. Despite the teachings of the Khans and Stormseers, it is not unheard of for tribal feuds to flare up between fellow squad members. In addition to this, there have been several recorded instances where White Scars Brotherhoods have bloodily exceeded their mission objectives, such as the infamous 'Red Highway Massacre'.

Whether such incidents are as a result of some inherent flaw in the White Scars' genetic material or came about after the integration of the tribesmen is unknown, but the Adeptus Mechanicus is eager to know which. The White Scars successor Chapters, the Rampagers, Marauders, Destroyers and the Storm Lords are all equally ferocious and fine examples of the combat teachings of Jaghatai Khan.

Battlecry

'For the Khan and the Emperor!'



STRIKE FORCE NAMOI

Tero "Spanky" Kanko has been with Games Workshop for over four years now. Most of that time was served in Mail Order but now he's moved into the White Dwarf Bunker here in Australia.



In the beginning

Why White Scars? I normally play Orks (in any game) so I was looking for something different. Space Marines are at the other end of the spectrum to Orks with good armour and few troops. So Space Marines it was, but not just a regular Chapter. In the last edition of Warhammer 40,000, I had been fooling around with an army that had lots of Attack Bikes and Landspeeders with mixed success. I still liked the idea of a really fast army and from memory there was a rough White Scars army list in an older White Dwarf.

Getting down to brass tacks

After a quick rummage through my back issues, I had found it. There was no real background information for them but I pictured them as ferocious and headstrong warriors. Sort of like Space Wolves, but on bikes. Perfect. I could give the models a savage and feral look that would contrast nicely with the futuristic look of their equipment.

Checking my Space Marines bits box, I realised that I had a scary amount of Space Marine models and components. This gave me the advantage of having a huge range of bits to use in conversions. The most frequently used items came from Mordheim Middenheimer sprues and Space Wolves sprues. Another common conversion was using Assault Marine legs for Tactical Marines to make them look like they're running. This is especially effective for White Scars, as they're an army that's meant to be continually on the move, redeploying regularly.

The most heavily converted model in the army is (appropriately) Namoi Khan, my Captain. I wanted him to have a lightning claw, but the Terminator lightning claw didn't look quite right. I ended up scratch building one from a Veteran Sergeant's power fist with some claws cut from plastic sprue. I then added some cabling from the Tactical Squad's missile launcher. I wanted him to stand out a little bit more so I used the gasmask head from the Tactical Squad, and sculpted some goggles, finishing it off with the topknot from the Chaos Marine biker.



White Scars Strike Force Namoi consists of two Razorback-mounted Tactical Squads...



Tero's Assault Marines, halfway through the process.

Step by step

Once I had enough models to play some games with, I started painting them. I needed something quick and easier (because I'm a lazy git at heart). Even though they would end up being white, I undercoated them Chaos Black. I then sprayed them Shadow Grey (earning them the nickname, Grey Scars), though not being as thorough as I was with the black. This left shading of black in the deep grooves and contours of the model.

I (heavily) drybrushed the lot with Ghostly Grey, using a Tank Brush. I repeated this step with Skull White, giving me the main colour of the army. I painted all the metal and black sections with a slightly watered down Chaos Black. Then, anything that was going to be red or yellow was basecoated with Scab Red. The red bits were finished with Blood Red, while Golden Yellow was used to finish the yellow. I went back and gave the black sections an edge with Codex Grey, followed

by a watered down Black Ink wash. Anything metal was simply painted with Mithril Silver. This only left details like bare heads or scorch marks and then the bases.

The scorch marks were fairly easy to do. First, I painted a Flesh Wash over the area I wanted to look scorched. I tried to make sure that it didn't look too uniform. I then painted a watered down Black Ink over the Flesh Wash, leaving a band of Flesh Wash around the center of the scorching.

On the ground

For the bases, I glued sand on in patches and then painted them Scorched Brown. I then drybrushed them with Bubonic Brown followed by a light drybrush with Bleached Bone. Next, I glued small patches of static grass on, and after leaving it for about a minute, I blew the excess off (this also has the effect of fluffing up the grass). Finally, I give the edge another coat of Scorched Brown.

I used this technique for the entire army, from troopers through to the tanks and I think it has linked them all quite nicely.



A Techmarine and Namoi Khan himself, kitted out for close combat.



...with a Landspeeder Tornado and the Command Squad led by Namoi Khan

USING A WHITE SCARS ARMY IN WARHAMMER 40,000

White Scars use the following units from Codex Space Marines.

HQ	Space Marine Hero, Librarian, Chaplain, Command squad*.
ELITES	Terminator squad*, Terminator Assault squad*, Veteran squad*.
TROOPS	Tactical squad*, White Scars Bike squadron, Scout squad.
FAST ATTACK	Assault squad (<i>cannot remove jump packs</i>), Scout Bike squadron, Land Speeder squadron, Land Speeder Tornado, Land Speeder Typhoon.
HEAVY SUPPORT	Attack Bike squadron, Predator Annihilator, Predator Destructor, Land Raider (<i>may only be used as a Terminator transport</i>), Whirlwind.

**Must be equipped with a transport or be mounted on bikes (see below).*

The following rules and Codex changes apply when using a White Scars Space Marine army.

SPECIAL RULES

Born in the Saddle: White Scars are the best natural bikers in the Imperium. They can control their bikes over the most difficult ground and maintain control with their legs while handling weapons.

They may re-roll any failed Difficult Terrain test but must accept the new result. They may also use an additional close combat weapon while riding a bike for +1A where this equipment is available to them. Normally, this is not possible as one hand must be used to control the bike.

This ability is possessed by bike-mounted Command and Veteran squad, Bike squadrons, Attack Bike squadrons, Scout Bike squadrons and Independent characters equipped with Space Marine bikes.

Bike Squadrons: White Scars Bike squadrons may be up to 10 models strong. All squadron members not armed with a plasma gun, meltagun or flamer may be armed with an additional close combat weapon at +1 point. They may use these in conjunction with their bolt pistols for +1 Attack.

Mounted Veterans: White Scars Veteran squads and Command squads may be mounted on Bikes for an additional +20 points per model. Their basic weaponry will be bolt pistol and additional close combat weapon. No heavy weapons can be carried, but all other weapon upgrades remain available. If one model in the squad is mounted, then the rest of the squad must be as well.

Counter-Attack: White Scars mounted on Bikes can react quickly to any attack. To represent this unengaged White Scars mounted on Bikes (but not Attack Bikes) which are part of a unit that has been assaulted may move up to 6" to get into base contact.

Flankers: The White Scars often deploy Scout Bike squadrons in wide, flanking positions to exploit hasty or ill-advised enemy moves. It is widely reckoned that every mistake made against the White Scars is paid for in blood. Any Bike-mounted White Scars Scout unit may begin the game in reserve regardless of whether reserves can be used in the mission being played. When they enter the table they may arrive from any point on the table edge not available to enemy reserves.

Hit & Run: White Scars mounted on Bikes (but not squads including Attack Bikes) may choose to leave close combat. Declare this at the end of the Assault phase after all Morale checks have been taken. The Bikes fall back 3D6" in any direction and then regroup at the end of the move. Enemy models may only consolidate. Note that units which have been forced to fall back because they failed a Morale test may not make a second fall back move in the same turn.

Drop Pods: If a White Scars army elects to deploy from drop pods then the requirement to mount Terminators in Land Raiders and to provide transport vehicles for Veteran, Command and Tactical squads is waived – the army may not therefore contain any Rhinos, Razorbacks or Land Raiders (not at all, no exceptions!).

NEW WARGEAR

Power Lances: The White Scars fight so much from their saddles that their Techmarines have built appropriate weapons to suit this style – the power lance being an example of this. It is an alternative type of power weapon costing 15 points which is available as a one-handed weapon with no special limitations to their Armoury. The power lance grants +1 Initiative to any bike-mounted model that is charging or counter-attacking. Once an opponent gets inside their guard though, the improved weapon length becomes a disadvantage and they get -1 Initiative whenever they aren't charging or counter-attacking.

Holy Relic: Horsetail Talismans – these replace the normal Codex Space Marines Holy Relic costing 40 points. The Horsetail Talisman is a powerful reminder of the Chapter's origins. It can be revealed in each and every White Scars Movement phase during which the bearer has moved and is no longer in a vehicle. Any unit of White Scars (not vehicles other than Bikes or Attack Bikes) that has at least one model within 6" of the bearer of the Talisman when it is revealed may move an extra D6" rather than firing in the following Shooting phase. This is similar to a fleet of foot move, although it represents crazed riding as well as powerful running.

Chapter Banner: If the White Scars have a Chapter Banner then it will combine the abilities of a Horsetail Talisman and a normal Sacred Banner.

WARHAMMER 40,000

FOUR MEN AND A BABY SHOWER

CREATIVE WAYS TO ENHANCE YOUR GAMING



Richard Chambers has been tinkering with Warhammer 40,000 for many years now, and has produced some Golden Demon winning painted miniatures. All this and gaming!

So, your wife has organised a "Baby Shower" (which actually involves a lot of talking about babies but no showering of babies) for the wife of Dean, your chief 40K opponent, on the Saturday of a long weekend. Two of your other 40K playing friends Andrew & Misha, are coming from interstate for the weekend so their wives also can attend the "shower". What do you do?

You're all busy, married people, all either with children or at least with one on the way. Your long-suffering partners, whilst normally patient and even tolerant of the continual Games Workshop based conversations,



Dean - "I don't believe it!"

demand at least some attention during the weekend. Other activities, usually revolving around typical weekend duties, meals, or Trivial Pursuit with your non-40K playing friends also cut into your precious gaming time.

Normally, even during an extended weekend like this, you manage to get in one big game over the whole period. At least two thousand points a side, with each player 'controlling' a one thousand point half of a whole army. You've done this plenty of times in the past with a variety of outcomes. Most times the whole game is finished. On other occasions the two 'home' based players are left to slug out the final couple of rounds after the interstate players have had to leave for home (or at least to bed so they can drive home early the next day).

This time around you decide to do something a little different. To play four games across the whole weekend. Impossible!!! Well maybe not for you single types - but for us married folk this is typically an extreme proposition - unless you are playing at something special like a big, once-or-twice-a-year tournament (which you haven't noticed occurring in your garage recently).

So how do you go about it. Well, first up you need to mentally define some parameters for the weekend. As you're all friends, you really just want everyone to have fun and enjoy a slightly different gaming situation. So everyone should have at least one game against everyone else, where they also have the opportunity to play with different armies from those they would normally. These are your first overriding aims, more will develop as plans unfold.

All this essentially means is that you are planning an extremely small three round mini-tournament. Discussing your idea and a possible format with Dean, he has the idea that after the



third game you could play a fourth championship round. Assuming the games result in a victory point total for each player, if you add up the totals from the first three rounds, you should be able to see who has come first, second and so on. In the final round, just like the World Cup, first plays second while third plays fourth.

Armed with these basic ideas we thought we should play either 750 or 500 point battles. Dean and I then went away to design two army lists (750 & 500) for each of our respective armies from the four that would be involved. Then we get together again to compare the lists to make sure they were 'equal'. More parameters were added at this point. A maximum of one each of the HQ, ELITE, FAST ATTACK and HEAVY SUPPORT choices were all each force was allowed to take, with each army having at least two TROOP choices. Of course, with the mandatory two TROOP choices, only an HQ and one or two others would be all each army could probably afford anyway. We decided that there would be no wargear limit beyond the standard 100 points for each character – so if you wanted to max out on your Archon, Canoness or Dark Angels Master you could. Of course this would mean that a great deal of your extremely limited resources were placed in one figure, and that if a lucky lascannon shot hit him (or her), a huge portion of your army could be lost in a single roll of the dice.

You may wish to limit characters to one or two pieces of wargear, or say no choices from the Force Organisation Chart can be worth more than say 150 points, but I find this can in certain

circumstances be too limiting. I look at it from this point-of-view – as long as all the characters in the mini-tournament are created similarly then there is no problem. All the players will have an opportunity to play at least most of the armies so no one person will get an advantage. "Beardiness", in my opinion, only comes into play where one player seeks to get an advantage by maxing out on a combination of characters and/or units, hoping that their sheer power alone will be enough to win the game. Also "beardiness" involves attempting to catch your opponent by surprise with your cunning selection of tough units and their wargear. In a friendly tournament like this one, where everyone would know as much as each other about the different armies, this would also be impossible.

Once Dean and I had checked out the various army lists it became obvious that 750 points would be too big for the time frame we were operating in. We came to the conclusion that if time allowed it, in the championship round the 750 point armies could be used, but only if everyone was in agreement. In the end we stuck to the 500 point lists throughout the entire mini-tournament.

We then needed to work out a scenario or set of scenarios. After looking through the missions in the Warhammer 40,000 rulebook we decided to conglomerate a few of the missions into one which we thought would suit the tournament. We thought a mission which had a bit of a challenge but was not too complex would be ideal. The end result was a type of a "Take and Hold" mission with

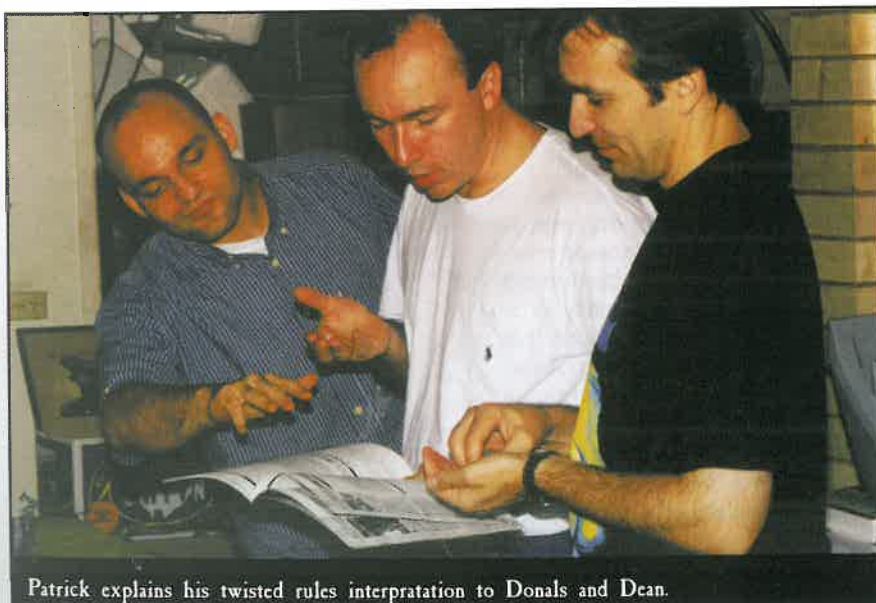
the objective, a barrel, exactly in the middle of the board, and worth 100 victory points to the side with the closest model at the end of the game. We indicated that the objective could not be moved, after witnessing some sneaky Eldar throw a similar objective into the back of a Falcon and cruise to the furthest corner of a board during proper tournament and thinking that that was a bit of a cheap move, even if it was strictly legal. This should ensure a bit of tactical manoeuvring and probably some fisticuffs around the objective towards the end of the game. Other scenario rules included a six inch deployment zone with no reserves, unless Codex rules specifically allowed it and of course, the standard victory points rules would be used.

A simple table was worked out with each player battling against a different opponent over three rounds. We endeavoured to make sure that everyone played with a different army in each game. Here we struck our first and only barrier. After a lot of head scratching and scribbling on bits of paper we came to the conclusion that one of the players would have to play the same army twice. (We are both mathematically challenged and could not work out another way to accomplish our goal – even after much trying. Perhaps someone else could come up with the right answer). Anyway, in the end it didn't matter as I chose, as a good host, to play the same army twice. Of course with three games, and four armies, at least in the first three rounds you could only play a maximum of three armies anyway so I was only missing out in one game.

With everything basically worked out, we just had to wait to the fateful weekend.

The morning of what would turn out to be Day 1 of a three-day event (yes, that's how it really is when you're married – three days to play four little 500 point battles) I went out to the duelling arena (my garage) to set everything up so that when all the players arrived we would be able to get into the games straight away.

I'll just say a quick thing about the set-up. I'd decided, as part of my fairness and fun parameter that the same two armies should fight each other during the first three battles. To save time, and to again ensure fairness each army would have to be set up on the same side of the board for each of the first three games. This should mean



Patrick explains his twisted rules interpretation to Donald and Dean.



Patrick and Dean battle it out!

that even with different players and tactics, the results would be directly comparable.

The 8' x 4' table was split into two separate sections, a desert board and a green standard "rolling hills of Scotland" board. I set up equal amounts of terrain on each side of the board, including plenty of cover to approach the objective the long way if you wanted to. I attempted to place similar terrain opposite to each other, again adding fairness to each game. An open area around the objective would mean that neither side had any advantage, like the barrel being shielded from one side but not the other, and also meant timing your approach would be a necessity. Once all the armies had been placed on the table (outside the deployment zones for an easier set up at the beginning of the games) we were ready to play.

The first three games went extremely well, and ranged from a complete thrashing to a win by only twenty points. This left the final round. Here we decided once again to even out the odds by giving fourth the first choice of which army he wanted to play, with third having the next choice and second the final choice. Whoever ended up in first place was stuck whatever army was left. Then fourth chose which board he wanted to play on and which side he wanted to set up on. The second place getter was allowed to choose which table edge he wanted to deploy his troops, on the remaining board.

The idea behind all of these little tinkering is to try and down-play plain

and simple bad luck. Sometimes in tournaments players may complain, "the board was badly set up for my army" or "my opponent got the best table edge and it was all downhill from there". In the mini-tournament everyone uses a different army each round, but the various armies always fight against the same opposing armies on the same terrain. And then, even if you have managed to scrape your way to the top, the lower ranked players get to pick which army, table and board edge they fight on – again evening out the odds.

And the results, well the bottom line was that everyone really enjoyed themselves. Andrew and Misha, with less gaming experience than Dean and I (largely due to newborn babies) both commented on how much they learnt playing different armies, and having to be in charge themselves, rather than relying on a more experienced partner. Whilst it took three days, the individual games themselves went very quickly, were quite challenging and threw up some highly amusing and breath-holding moments. Finally, and most importantly, from my wife's perspective, the games did not encroach into all the other things we all had to do that weekend.

And by the way, the baby shower was a great success too – helped I'm sure by the fact that all the men had a great reason to stay hidden in the garage, out of the way.

Please Note: due to the tyranny of distance and photo problems, some stunt doubles have been used to fill in for Andrew and Misha.

The Inaugural Australian Grand Tournament was held at Brisbane Town Hall on Saturday the 17th and Sunday the 18th of February 2001.

This year saw the first ever Australian Grand Tournaments with games of Warhammer 40,000 and Warhammer played across three different states over three seperate weekends.

For most gamers the word "tournament" generally brings to mind a white-knuckled, nail-biting, sweat-on-the-brow kind of event.

From our very first discussions about the Grand Tournaments Dave Taylor and I were determined that people would not think of our events in the same way.

The Australian Grand Tournaments were going to be a new experience for

SPOTLIGHT ON BRISBANE GRAND TOURNAMENT

BOOSTER PRESENTS THE 2001 BRISBANE GT

both Dave and myself, we have been organising tournaments on and off for the past three years, but nothing of this scope or scale.

We knew that we wanted the Grand Tournaments to be about testing all your skills as a hobbyist - marks were to be awarded for painting and game play, balanced army creation and of course, sportsmanship.

We had the concept, now it was just a matter of organising a gathering of 100 players all in the right place at the right time, with the correct tables and terrain.

Due to an illness I was unable to attend the Grand Tournament in Brisbane. I was replaced by Ben Lannan who did a great job running the 40K competition on such short notice.

Thanks must also go to:

- The organisers of the Auran Big Weekend for the loan of the gaming tables that were used during the weekend.
- The volunteers and staff who helped out over the weekend (especially Redback)!
- And of course the competitors!



The Brisbane Grand Tournament 2001 Warhammer entrants.



The Brisbane Grand Tournament 2001 Warhammer 40,000 entrants.

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BRISBANE GT

WARHAMMER
40,000

ARMIES INVOLVED

Space Marines	5
- Space Wolves	6
- Blood Angels	5
- Black Templars	2
- Dark Angels	2
Eldar	7
- Craftworld Eldar	4
Tyranids	6
Orks	1
- Speed Freakz	3
Chaos Space Marines	3
Dark Eldar	2
Imperial Guard	2
Sisters of Battle	1
Necrons	1

Best Overall: Bob Hook (Dark Eldar)

2nd Overall: James Taylor (Eldar)

3rd Overall: Tony Krueger (Chaos)

Best Sport: Brenton Tuesner (Imperial Guard)
tied with Simon Gojkovic (Tyranids)

Best Army: Robert Ansell (Black Templars)

Best Painted: Martin Crane (Imperial Guard)

Players' Choice: Martin Crane (Imperial Guard)

WARHAMMER

ARMIES INVOLVED

Orc and Goblin	9
Empire	8
Chaos Warrior	4
Daemonhost	3
Dwarf	3
Lizardmen	3
Wood Elves	3
High Elves	2
Beastmen	1
Bretonnians	1
Dark Elves	1
Dogs of War	1

Best Overall: Lachlan Macwhirter (Lizardmen)

2nd Overall: Ken Rimmington (Orc & Goblin)

3rd Overall: Neil Stehr (Chaos Warriors)

Best Sport: Simon Lam (Wood Elves)

Best Army: Andrew Bishop (Night Goblins)

Best Painted: Ken Rimmington (Orc & Goblin)

Players' Choice: Andrew Bishop (Night Goblins)

The second Australian Grand Tournament was held at Sydney Town Hall on Saturday the 10th and Sunday the 11th of March 2001.

The stars were still in the sky as I picked Dave up early on the Saturday morning. As luck would have it the Sydney Town Hall had been used the previous night so Dave and myself had to have fifty gaming tables and terrain off the truck and in place before the hordes arrived for registration at 9am. Luckily for us our reinforcements arrived at 8am in the form of various Games Workshop staff. The final pieces of terrain were placed on the last table just as the first of the contestants arrived.

SPOTLIGHT ON SYDNEY GRAND TOURNAMENT

BOOSTER PRESENTS THE 2001 SYDNEY GT

After bidding everyone welcome the first mission commenced. It was eight or so hours and six bottles of Lift Plus later that the final game for the day finished. I headed straight home, unlike a small group (including a contestant from NZ) who decided upon a huge night of adventure.

Once again it was dark when my alarm sounded on Sunday morning. I was back in place behind the computer at the Town Hall and game four was underway.

In a very sporting atmosphere (reminiscent of Brisbane) the competitors battled on Before I knew it the first Sydney Grand Tournament had come to a close.

Thanks must go to:

- The volunteers and staff who helped out over the weekend (especially Greg)!
- The competitors, who made the event such a great success.
- (and the makers of some fine beverages - DT)



The Brisbane Grand Tournament 2001 Warhammer 40,000 entrants.



The Brisbane Grand Tournament 2001 Warhammer entrants.

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SYDNEY GT

WARHAMMER 40,000

ARMIES INVOLVED

<i>Space Marines</i>	4
- <i>Blood Angels</i>	5
- <i>Dark Angels</i>	4
- <i>Black Templars</i>	3
- <i>Space Wolves</i>	2
<i>Eldar</i>	2
- <i>Craftworld Eldar</i>	5
<i>Orks</i>	4
- <i>Speed Freakz</i>	2
<i>Imperial Guard</i>	3
- <i>Mechanised Infantry</i>	1
<i>Chaos Space Marines</i>	3
<i>Dark Eldar</i>	3
<i>Necrons</i>	3
<i>Arbitrators</i>	1
<i>Tyranids</i>	1

Best Overall: Bob Hook (Dark Eldar)
 2nd Overall: Mark Brown (Black Templars)
 3rd Overall: Mick Plitzner (Blood Angels)
 Best Sport: Andrew Moore (Eldar)
 Best Army: Brett Grimmond (Orks)
 Best Painted: Hagen Kerr (Space Wolves)
 Players' Choice: Richard Chambers (Deathwing)

WARHAMMER

ARMIES INVOLVED

<i>Empire</i>	9
<i>Orc and Goblin</i>	8
<i>Dwarf</i>	4
<i>Chaos Warrior</i>	3
<i>Dark Elves</i>	3
<i>Lizardmen</i>	3
<i>Vampire Counts</i>	3
<i>Bretonnians</i>	2
<i>Dogs of War</i>	2
<i>High Elves</i>	2
<i>Skaven</i>	2
<i>Wood Elves</i>	2
<i>Beastmen</i>	1
<i>Tomb Kings of Khemri</i>	1

Best Overall: Lachlan Macwhirter (Lizardmen)
 2nd Overall: Leigh Carpenter (Wood Elves)
 3rd Overall: Darrell Keirnan (Dwarfs)
 tied with Byron den Hollander (Empire)
 Best Sport: Richard Naco (Skaven)
 Best Army: Leigh Carpenter (Wood Elves)
 Best Painted: Phill Cottrell (Orc & Goblin)
 Players' Choice: Phill Cottrell (Orc & Goblin)

The third Australian Grand Tournament was held at Melbourne Town Hall on Saturday the 24th and Sunday the 25th of March 2001.

It was early Friday morning when Dave and I landed at sunny Melbourne Airport for the last of the 2001 Australian Grand Tournaments. We dropped our gear off at the hotel and headed to the Melbourne City store. From there we had the task of transporting the tables and terrain across Swanston Walk and into the Melbourne Town Hall. We were ably assisted in this task by Melbourne GW staff and a small group of volunteers. At this point a special mention of appreciation must go to Andrew

SPOTLIGHT ON MELBOURNE GRAND TOURNAMENT

BOOSTER PRESENTS THE 2001 MELBOURNE GT

"Fiepike" McCassidy, Adam Jones, Lisa Dobber and Dave Kelsall for all their invaluable help over the entire weekend (if anyone needs advice on how to paint 50 gaming tables quickly, speak to Dave).

The competitors started arriving early Saturday morning and by 10:30am the first game was well under way. A number of hours later the days competition had finished. After a good Chinese meal at a local restaurant with around thirty competitors, I was heading back to my hotel room.

The second day of the Tournament ran more smoothly than the first and gave me a good opportunity to check out some of the amazing armies that were presented.

I would like to take this opportunity to thank everyone who attended the Australian Grand Tournaments and made them the success they were. I look forward to seeing you all again next year!

NEXT ISSUE:
TALES FROM COMPETITORS



Above: The winners: Cameron Auty, James Balnaves (Worst dice rolls), Bob Hook, Mark Morrison, Darren Lim and Dave Smith and Aaron Raack.

Left: The Melbourne Grand Tournament 2001 Warhammer 40,000 entrants.



Above: The winners: John Zammit, Wei-Sern Loh, Neil Stehr, Matt Lubbock, Leigh Carpenter and Chris Townley.

Right: The Melbourne Grand Tournament 2001 Warhammer entrants.



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MELBOURNE GT

WARHAMMER
40,000

ARMIES INVOLVED

Space Marines	5
- Blood Angels	7
- Dark Angels	2
- Black Templars	1
- Space Wolves	6
Imperial Guard	6
- Armoured Company	1
Eldar	2
- Craftworld Eldar	2
Orks	2
- Speed Freakz	2
Chaos Space Marines	4
Dark Eldar	3
Tyranids	1

Best Overall: Bob Hook (Dark Eldar)
2nd Overall: Cameron Auty (Chaos)
3rd Overall: Darren Lim (Space Wolves)
Best Sport: David Smith (Imperial Guard)
Best Army: Mark Morrison (Chaos)
Best Painted: Aaron Raeck (Dark Angels)
Players' Choice: Mark Morrison (Chaos)

WARHAMMER

ARMIES INVOLVED

Lizardmen	5
Orc and Goblin	5
Dwarf	4
Vampire Counts	4
Chaos Warrior	3
Empire	3
High Elves	3
Skaven	2
Wood Elves	2
Beastmen	1
Daemonhost	1
Dogs of War	1
Tomb Kings of Khemri	1

Best Overall: Neil Stehr (Chaos Warriors)
2nd Overall: Leigh Carpenter (Wood Elves)
3rd Overall: Matt Lubbock (High Elves)
Best Sport: Chris Townley (Empire)
Best Army: Wei-Sera Loh (Vampire Counts)
Best Painted: John Zammit (Vampire Counts)
Players' Choice: John Zammit (Vampire Counts)



HERE, AND NO FURTHER!

*Humanity's last line of defence
amongst the stars.*

Written by avid gamers, for keen hobbyists. This is a series of articles by Games Workshop's retail store staff, on the inspiration, background and reasoning (!?) that goes into collecting their armies. This month, Staff from our Australian and New Zealand stores take a look at army composition built for speed for 40K and Warhammer Fantasy.



Nathan Russell - GW Newcastle
Fast and Furious

Until recently my Warhammer 40,000 army composition was pretty simple. Lots of dead-hard Plague Marines backed up by Havocs, Obliterators, and an enormous Dreadnought. This impressive army was incredibly flexible, so long as the enemy remained perfectly still, and the objective didn't involve any kind of movement on my part.

After careful deliberation, three or four seconds of hard thinking, I hit on the idea

of adding some Fast Attack options to my disease-ridden horde! A quick look at the Chaos Space Marine codex shows that there are a LOT of Fast Attack choices, with three kinds of Daemonic Beast, three different Daemonic Cavalry, Bikes, Juggernauts, and Raptors! I obviously couldn't include all of these things in my army, so after a bit of reading, a few test games and a little thinking I decided on bikes and Raptors.

Chaos Bikes move fast, have a toughness of 5 (!) and two attacks, which make them exceptional assault troops. On top of this up to two bikes can be equipped with meltaguns or plasma guns, which means they have the potential to deal with an enemy's big stuff like tanks and Hive Tyrants. I intend to put my Chaos Lord on a bike and use the others as a bodyguard, so that I'll have a rock-hard assault unit that will be able to deal with most threats.

Raptors are my other Fast Attack unit, and like many assault troops they need to be kept tightly reigned in, until an opportunity

to use them arises. I use them to support units that get into combat, and because they can move 12" there is no problem with leaving them back while the rest of the army advances. A Raptors' Fearsome Charge can force an opponent to fall back automatically, so if you combine their assault with that of bikes or Khorne Berserkers the enemy don't stand a chance.

So, with my new fast attack choices painted up and ready for battle, my once slow and cumbersome plague horde is ready to deal with any challenge. Take and Hold, Cleanse, and Recon missions don't seem so daunting any more. All I need to remember is to support my fast attack units with other dead-hard units, and watch my enemies crumble before me!

- Nathan and his wife Kirsty were married on the 1st of October 2000, and Nathan tells us that married life is treating them both just fine.



Nathan Smith - GW Wellington, NZ
Divide and Conquer

Just lately in Wellington we have been playing around with a few tactics using some of the many different troop types in Warhammer.

The troops that stand out as some of the most useful and also one of the biggest pains in the neck for your opponent are fast cavalry. As a big elf fan I just love Dark

Riders, Glade Riders for their speed and who can forget Warhawk Riders and their ability to fly right over troops and terrain.

First of all they can get to parts of the battlefield using their unique manoeuvrability that other troop types have problems getting to. Then you can use them to manoeuvre around behind enemy units but within eight

inches or as many as you can so they can't march. While you are there you can shoot the snot out of all those nice slow units.

The ability to march and shoot at only -1 to hit combined with being able to turn in the saddle to shoot any unit in range regardless of your units actual facing is a winner. A word of warning though: don't forget to stay out of charge or else your enemy could be barbecuing horsemeat for tea.

The thing I find most useful when I use fast

cavalry is that they harass your opponent into doing some really stupid things in their frustration. After being shot at by units that just won't go away and also slow you down to the pace of a crippled dwarf could hobble faster, they get kind of annoyed.

Even though you're really not doing much damage with the fast cavalry itself it's what they allow other troops to do that counts. Watching your opponent's face when he sees your fast cavalry sweeping around behind his line is a treat. He will find part of his army is unable to keep up with the rest of his troops disrupting his battle line and throwing his battle strategies out the window. He will quite often attack the cavalry (which will run away and regroup) taking troops away from your main force. Divide and conquer! This makes fast cavalry worth their weight in gold.



Jason Errington - GW Perth
Tsunami

Brother Marines, are you sick and tired of seeing static slow-moving Space Marine armies trudging their way across a battle ravaged landscape when they have so many super cool fast attack options at their disposal? I know I was. That's why I decided that I would add a secondary theme to my Black Templars crusade so that at least half of it would be very fast and hard hitting.

I've achieved this by mounting my Chaplain and Command Squad in a Razorback, and mounting an Initiate Squad with close combat weapons and the Emperor's Champion in a Rhino. Then I have an Initiate Biker Squadron, and Initiate Attack Bike Squadron with 2 multi-meltas for some mobile heavy punch, and also two ten man Initiate Squads on foot with 5 Neophytes in each, accompanied by a Whirlwind for some long range fire support.

As you can see, the overall army is very fast. The idea behind this is that I move everything that's mounted at its fastest speed to get all squads into hand to hand combat at the earliest opportunity, except for the Attack Bikes as these function as dedicated tank hunters.

Now I don't charge headlong into the enemy, as this normally means every heavy weapon in the opposing army can hit my vehicles. I carefully choose my point of attack and focus all of my attention at this

until I have utterly destroyed the target, then (and only then) do I move on to the next target. I use the Whirlwind and my 2 un-mounted Initiate Squads as my anchor line for my manoeuvre, while the fast element comes around the flanks and hopefully all the units within my army will engage the enemy within a turn of each other. I've likened this tactic to a tsunami tidal wave hitting - it slowly builds momentum but once it hits it cannot be stopped.

Wrapping up, Fast Attack units are very specialised in what they can and cannot do, but if you build your army around these units, it's amazing at how fast and destructive the whole army becomes! Always go into a game with a plan of what you want to achieve and never deviate from that plan, even if things go bad, otherwise things will only get worse.

"Be bloody, bold and resolute!"



Laurie Goodridge - GW Mt Gravatt
The Crystal Web Craftworld

You may remember, many many issues ago before the Eldar codex was even released, I was just beginning my Eldar army. The army never really stopped.

In fact, a few weeks ago I started work on a Craftworld of my own: Saer-Chaal The Crystal Web Craftworld.

The Craftworld is a warrior path shrine to the Warpspider Aspects, where Eldar guardians are trained to become the fearsome Web-runners.

I tried to use as many units as possible with that annoying ability to move, shoot and hide or run away again. Like a Tarantula rearing up when threatened, envenomed fangs exposed as a warning before the lethal strike! Saer-Chaal is a Fast Attack army using Warpspiders, Jetbikes, and as many Crystal Targeting Matrix upgrades as possible. Since the craftworld is a shrine to the Warpspider aspect, I used

the Vehicle Design Rules from WD issue 253 to create the "Silkblade" based on a standard Vyper Jetbike, armed with a Twin Linked Deathspinner!

Tactically, Saer-Chaal will use its speed and withdraw abilities to break the enemy's defences, before deploying wave after wave of guardian storm squads. Fire Prisms target enemy tanks, Jetbikes will harass the opposing infantry with a hail of shuriken flechettes. Guardians deploy from sleek Wave Serpents, holding the line as 30 Warpspiders led by fully tooled Exarchs close for the kill!

Sounds good...in theory



Rob Holtham - GW Melbourne
Fast Attack.

Well here we are, they've finally asked me to write an article for White Dwarf, so I'm going to tell you my feeling on Fast Attack units in your Warhammer 40,000 armies.

The first point I think I should make is on a bit of a cautionary note. With Fast Attack units if you commit them to the battle too early then they will be un-supported and you will probably lose them in a short but

bloody combat because your enemy will be able to bring his forces to bare. So if you hang back a turn, then, when you start the main assault, make a surgical strike with your Fast Attack unit and the enemy will be too busy to deal with them properly, you'll have a greater chance of doing more damage.

The second point to make is you'll have a choice between Fast Attack vehicles and Fast Attack infantry. Now for me there is no contest as I like things that can make an assault move thus moving even deeper into enemy territory. Used properly these units can move up, shoot at one unit and assault another, creating more chaos in enemy lines. One thing to be careful of when using this tactic (and you can do this if your opponent tries it on you) is don't shoot at the unit you are going to assault unless you are really close. This is because a smart opponent will take

casualties from the front and create a bigger distance between the two units and you may find your unit stuck out in the face of an enemy counter strike with no one to assault.

My third and final point is this; Fast Attack units are excellent for snatching away mission objectives. Because of their speed they are very hard to catch and if you head straight back towards your lines then even if your unit does get destroyed then at least it's closer to you. They are also good for capturing table quarters at the last moment. If you hold them back and try not to get them killed, then in the second last turn move in and set up camp, the enemy will find it hard to dislodge in time and you'll have the quarter and hopefully the game.

Well that's all from me. Good luck and good hunting!



Joe Pelle - GW Woden

Ravenwing (is there any other?)

A distant rumbling can be heard on the shimmering horizon. It gets louder and louder by the second. The dust cloud grows larger and larger until it seems the land is swallowing itself...

The sight and sounds of a Ravenwing army moments before it is upon the enemy. Masters of lightning fast and furious attacks. With that in mind, lets take a look at why they are so good.

Obviously, they're fast! Having a fast army means that if your initial battle plan doesn't seem to be going as intended your force can be manoeuvred to

accommodate just about any situation. This is a good thing. It also means your opponent won't know what you're going to do next. This can throw the enemy's battle plan right out the window and give you the edge to destroy your foe!

By assaulting a unit from the front and causing them to flee, you can take advantage of the crossfire rule with that Land Speeder that was carefully placed earlier in the movement phase (that's the idea anyway...). With a movement of up to 24", a Land Speeder can move almost anywhere on the table.

On the painting side of things, a Ravenwing army couldn't be simpler. Give the models an undercoat of Chaos Black and they're almost done. Just pick out the

details with Boltgun Metal and Blood Red (or in my case Dark Angels Green). There you go. Done and done! So you can have an army up and riding in no time at all.

As always, with awesome advantages come disadvantages. Although Ravenwing are tough as nails they are extremely limited in numbers. With a basic squad of five bikers costing 225 points without any upgrades, your average 1500 points force will only have around 24 models. If you don't play your cards right, you could get slaughtered in three turns (not that its happened to me...).

As quick as the attack began it was finished. The few survivors, struggling not to succumb to their horrific wounds, hear the roaring engines grow distant. They gasp for breath as the choking dust cloud dissipates. It was over.

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Shops with their name in
RED have Games Night
every Thursday.
Those with their names in
BLACK have their Games
Night on Fridays.

INQUISITOR.



PAINTING COMPETITION

Strap yourself in, it's painting time!

Over the next few months we'll be holding INQUISITOR painting competitions in our stores. Contact your local Games Workshop for details.



Andy Chambers, Warhammer 40,000 Overfiend, has been a part of the Games Development department for ten years now,

with a number of Codex books and countless Chapter Approved articles under his belt. Nevertheless, he assures us the best is yet to come.



BY ANDY CHAMBERS & JERVIS JOHNSON

This month, Jervis reprises the famous Vehicle Design Rules of White Dwarf 253, adding a retrospective nip and tuck to the finer points of his system, and Andy Chambers answers some questions raised by Codex Armageddon.

VEHICLE DESIGN RULES – THE SOUPED-UP VERSION!



Jervis Johnson now heads up the Fanatic team, but before that he was one of our illustrious Warhammer 40,000 Games Developers.

Jervis still occasionally contributes his own brand of games development to the Warhammer 40,000 universe.

Ever since the Vehicle Design Rules (VDR from now on) came out in WD253 I've had people bending my ear about them. "Well Jervis," they say. "Your rules have caused quite a furore – it's all anybody seems to want to talk about these days." Fortunately, although quite a lot of the stuff that has come up has either been rules queries or dull questions about game balance, just as much has been really very exciting stuff about vehicle variants, scratch-built models and cool things that the VDR allow people to do in their Warhammer 40,000 games. As the VDR were written to stir up interest in this aspect of the hobby, I'm more than pleased with the response so far, and am quite happy to weather the occasional brick-bat from players who worry that the rules may unbalance the game.

This isn't to say that the rules are perfect. Far from it, in fact; there are several modifications I would like to make. Fortunately, all these things are easily sorted out, which is the purpose of this follow-up article. Hopefully we'll be able to look at some of the cool new vehicles I've been hearing about in more detail in White Dwarf in the coming months. For the time being though, this article has been written to answer the questions that have

arisen, and to close a couple of minor loopholes in the VDR that, erm, creative players round the world have considered exploiting. Here goes...

THE MOST IMPORTANT RULE – AGAIN!

Before I get down to nitty-gritty revisions and Q&A, I must point out very strongly that it is VITAL that people using the VDR obey 'The Most Important Rule', which is that in order to use a vehicle created with the VDR it MUST be represented by a PAINTED WYSIWYG MODEL. There are NO exceptions to this rule: if you don't have a painted wysiwyg ('what you see is what you get') model then you can't use it.

Almost all of the arguments I've seen for unlikely 'game-winning' vehicles fall down on the fact that the author is clearly never going to produce a painted wysiwyg model, and that if he did it would take so long to make and cost so much money that, to be honest, the player would deserve the slight gaming advantage it might give. A classic example of this kind of thing was the 'lumbering war machine with 100 bolters', which, while a scary prospect to be sure, is much scarier

as a modelling project than it is as a tabletop opponent!

The other thing that many players seem to forget is that a vital part of the 'wysiwyg' approach is that the resulting model should not be in any way confusing to an opponent. As noted in the article: 'Basically, if you think to yourself "Will this confuse another player?" and the answer is "Yes" then you shouldn't do it!' A lot of the stuff I've seen about changing the characteristics of existing models to suit the player's own tastes fall foul of this. For example, if you decide that you want an armoured Sentinel, you must come up with a wysiwyg model that no opponent can mistake for a normal Sentinel sporting the standard 'extra armour' upgrade. If they looked at your model and could be confused by it then you're breaking the wysiwyg rule and can't use it. There is more about designing variants on existing vehicles to come, but for the time being, just bear in mind that using the VDR to field a normal model but with a new set of stats is breaking the rules, and you won't go too far wrong!



Tammy Haye's modified Leman Russ rolls into position.

THE SECOND MOST IMPORTANT RULE - SHOW & TELL BEFORE YOU PLAY!

One thing that many players have asked about the VDR is 'When is it OK to use a vehicle designed with them?' Can you just turn up and use it in any game, or does it require an opponent's consent? And what about in tournaments?

My current thinking on this is that you must let your opponent know in advance about any VDR vehicles you will be using in your army for a game - in other words you must 'show and tell' before you can use it. This limits the use of VDR vehicles to pre-arranged games where the opponents know each other, and means that you can't really use them in 'pick-up' games in a club or store. At tournaments, it would be up to the tournament organisers if they allowed VDR vehicles in the games, and if they did allow them in, what limitations are applied.

Clearly, there are circumstances where the 'show and tell' rule might not apply. For example, amongst a close-knit gaming group you might decide to forgo the rule after a new vehicle has been used for a few times, while clubs or gaming stores may allow the use of certain VDR vehicles in their games. However, these are the exception rather than the rule, and in most circumstances you will need to show and tell an opponent about any VDR vehicles in your army when you arrange to play a game, and (most importantly) before your opponent has picked their army.

OPEN-TOPPED & FULLY ARMoured VEHICLES

Probably the biggest problem with the VDR that appeared in WD253 is that I had failed to appreciate that they allowed players to create 'fully armoured' versions of what would be usually 'open-topped' vehicles in the Codex army lists. The best example of this is the armoured Sentinel model mentioned before, which is exactly the same as a normal Sentinel but not open-topped, and which comes in considerably cheaper under the VDR than it should do. Fully-armoured versions of Ork buggies have also shown this up.

Fortunately fixing the problem proved really easy once I knew about it, and I have to say that the solution below rather improves the earlier rules, as it encourages players to make lightly-armoured vehicles open-topped and heavily armoured vehicles 'fully armoured'. It works like this:

ARMoured/OPEN-TOPPED VEHICLES

TOTAL ARMOUR	OPEN-TOPPED	FULLY ARMoured
36-42	0	+20 points
43-46	0	+10 points
47-50	0	0
51-54	-10 points	0
55-56	-20 points	0

Vehicle Design Step 3a:

Pick if open-topped or fully armoured

The 'open-topped' vehicle upgrade is no longer used. Instead, when designing a vehicle, you must decide whether it will be open-topped or fully armoured. When working out the points value for the vehicle, look up the total armour of all four facings on the table above and modify the points value appropriately. The points modifier is not used for flyers, which always count as being fully armoured.

REVISED WEAPON COSTS

The second area of the VDR which caused problems was the weapon charts that appeared in WD253. Not to put too fine a point on it, several entries need correcting. They also lack any guidelines as to which charts to use when designing a vehicle, and which upgrades can be applied to which weapon (eg, can I really have a twin-linked gatling flamer, and how does it work if I can?). The revised charts and rules below fix these problems.

Weapon Charts

The weapon charts at the end of this article replace those from WD253. Weapons are limited to the weapons belonging to one race on a vehicle (ie, you can't mix and match weapons from different races on the same vehicle). In addition, you must use the weapons for the army's race the vehicle is being made for (ie, a vehicle for an Eldar army must use Eldar

weapons). Any race without a Codex, with the exception of the Tyranids, may use Imperial vehicle upgrades until their own Codex comes out.

Rules for designing Tyranid 'vehicles' have appeared in Chapter Approved in White Dwarf 256 (page 36). Last, but not least, Orks may not use 'captured' vehicles designed with the VDR for another race.

Weapon Upgrades

Use the chart below to determine what upgrades can be given to different sorts of weapons. The chart includes some new upgrades which are described later on.

Also, note that the Gatling and Twin-Linked upgrades may not be combined with the Blast upgrade (a multi-barrelled blast weapon counts as a gun battery).

VEHICLE SPEED RULES

The last bit of the VDR that caused problems for aspiring vehicle designers were the rules for deciding the vehicle's speed. Unfortunately, a sentence was included which wasn't in the original manuscript, which directly contradicted the rules for souped-up engines later on. I've taken a look at this problem and the correct rules for working out a vehicle's speed are as follows:

Ignore the reference to upgrading your vehicle's speed to 'your choice' at the start of the section about working out vehicle speed (page 78, middle column, last sentence in the first

WEAPON UPGRADE CHART

WEAPON UPGRADE	SMALL ARMS	BARRAGE	FLAMER	OTHER
BLAST	N	Y	N	Y
CO-AXIAL	Y	Y	Y	Y
GATLING	N	N	N	Y
GUN BATTERY	N	Y	N	N
LONG BARREL	N	Y	N	Y
MEGA-WEAPON	N	Y	Y	Y
SHORTER BARREL	N	Y	N	Y
SLOWER R.O.F.	N	N	N	Y
TITAN KILLER	N	Y	N	Y
TWIN-LINKED	Y	N	N	Y

VEHICLE SPEED		
TOTAL ARMOUR	GROUND	SKIMMER
36-42	Fast	Fast
43-46	Agile	Fast
47-50	Agile	Agile
51+	NA	NA

paragraph). The only way to modify a vehicle's speed is to give it a souped-up engine.

The souped-up engine entry should be changed to read as follows:

Souped-Up Engine: Some vehicle engines can be souped-up to make them faster.

Flyers, immobile vehicles, and any vehicle with 51-56 points of armour may not be given souped-up engines.

War machines and walkers with souped-up engines always count as being agile.

Small and Normal vehicles refer to the chart above. Cross-reference the amount of armour the vehicle has with the 'Ground' or 'Skimmer' column, as appropriate, to find out the vehicle's speed. For example, a skimmer with 46 points of armour is fast, while a ground vehicle with 46 points of armour would be agile.

OTHER RULE REVISIONS

The three items above are the most important changes to the published rules. Other minor corrections are listed below:

- Normal sized tanks can have 56 points of armour.
- Ignore the reference to 'Normal Sized Light Vehicles' on the summary sheet. Instead, normal sized tanks & light vehicles with no more than 50 points worth of weapons *and* the transport upgrade may be taken as transport vehicles by squads allowed to take transport upgrades.
- Side armour of 10 should cost +10 points rather than +5, and side armour of 11 should cost +15 points rather than +10.
- The cost of the Gatling Weapon and Mega-Weapon upgrades are increased to +150%. Long Barrel costs +100% when fitted to weapons with a basic range of 24" or less, and +50% otherwise.
- Vehicles being transported by another vehicle which is destroyed are also destroyed. In addition, infantry being transported in a flyer that is destroyed are killed in the crash.

General notes on the VDR

- Remember Blast & Mega weapons can only be used by immobile vehicles or war machines.
- The summary for Eldar Fields is right, the rules wrong (ie, you can have no more than one Eldar Field per facing). Note that all shields and fields only work against shooting attacks.
- On the Speed Chart on page 78, the entries for small and normal sized walkers should read 'Walker' rather than 'Normal'.
- Flyers & Immobile vehicles may not be given souped-up engines.
- Vehicles, apart from Walkers, that are fitted with close combat weapons can fight in close combat, but combat results are not worked out (ie, they get to fight but otherwise the rules for vehicles in close combat apply).
- You may only use vehicle upgrades for the race of the army the vehicle is being made for (eg, a vehicle for an Ork army must use Ork upgrades). Any race without a Codex, with the exception of the Tyranids, may use Imperial vehicle upgrades until their own Codex comes out.
- The targeter upgrade may only be given to Imperial and Eldar weapons with a BS of 3.

NEW UPGRADES AND OPTIONS

While working on Imperial Armour we came up with a few new weapon options. Here they are:

Carriage: Allows vehicle to be towed (see Imperial Armour for rules).

+ 5 points. Immobile vehicles only.

Gun Battery: For barrage weapons only. Adds one extra template when firing a barrage at +50% in cost. May be 'stacked', ie, 'Gun Battery (2)' would add +2 templates at +100% cost. Each extra template requires an additional gun barrel to be shown on the model.

Shorter Barrel: Range is halved and cost reduced by 25%.

Slower Rate Of Fire: Number of shots is reduced by 1 or more to a minimum of 1. Each shot lost reduces cost by 25%.

Titan-Killer: May be applied to mega weapons only. Causes D3 structure points damage per hit, rolling separately on Damage table for each point. Each hit will only knock down one shield. Cost: +50%.

Tow-Bar: Allows vehicle to tow other vehicles that have a 'carriage' (see Imperial Armour for rules). +5 points.

DESIGNING VEHICLE VARIANTS

One thing that many players have tried to do with the VDR is to use them to modify the characteristics of existing Warhammer 40,000 vehicles. This is fine in principle, just so long as it doesn't break the rule that all vehicles created using the VDR are 'wysiwyg' models. What this means for variants of existing vehicles is that any and all changes you make need to be blatantly obvious, and the finished model must clearly be different from the 'standard model'. Although there are some examples of vehicle variants in the Codexes that have thicker armour which is not shown on the model per se (eg, the Leman Russ Demolisher), you are NOT allowed to do this when using the vehicle design rules to create your own vehicles, and any extra armour must be shown in some way on the finished model.

For example, say you decided to design a new version of the Leman Russ, with a gatling lascannon in the turret and a souped-up engine to make it agile. Such a model would need both modifications clearly shown upon it; it would need at least a triple-barrelled lascannon for the turret, and the rear engine casing would need to show the improved engine. Do both things and you'll clearly have a different Leman Russ variant, and the model would be legal as far as the VDR are concerned. Scrimp on either these things and you would be breaking both the letter and the spirit of the rules.

If you really have trouble with this concept, then take a look at some of the Forge World vehicle variants, and note how all of the changes to the standard rules for the vehicle are 'driven' by changes to the appearance of the vehicle. This concept lies at the heart of the GW hobby; what we do is 'model driven', in that the rules come from the models, not the other way around. Bear this in mind when designing variants of existing vehicles and you won't go too far wrong.

One final caveat to this section: if you find yourself designing a vehicle variant because of its effect in game terms rather than because you think it'll look great, then you still haven't quite understood the spirit in which the VDR are written. Nuff said, I hope.

CONCLUSION

I hope the changes I've described sort out all of the quibbles I've seen raised about the VDR so far, and will allow you to use them confident in the knowledge that they are fair and balanced. Hopefully, now the debate will move on a bit from the rather abstract musings I've seen so far (eg:

"Hey guys, did you know you could use the VDR to do this...") and onto discussions about actual models that have been made and used ("Hey guys, take a look at these pics of a cool new model I designed using the VDR..."). Apart from anything else we'll be looking to feature the best conversions and scratchbuilds in a

later issue of White Dwarf, so make sure you let us know about any new models you come up with.

Happy modelling!

Genis Johnson

WEAPONS CHART

WEAPONS	BS 4	BS3	BS2
Assault Cannon	+35	+25	-
Autogun*	+3	+3	-
Autocannon	+35	+25	-
Bolter*	+4	+4	-
Flamer*	+10	+10	-
Grenade Launcher*	+15	+10	-
Heavy Bolter	+20	+15	-
Heavy Flamer	+15	+15	-
Hunter-Killer Missile	+15	+10	-
Lasgun*	+3	+3	-
Lascannon	+35	+25	-
Meltagun*	+15	+10	-
Missile Launcher	+40	+40	-
Mortar	+25	+25	-
Multi-laser	+35	+25	-
Multi-melta	+40	+30	-
Plasma Cannon	+40	+30	-
Plasma Gun*	+15	+10	-
Smoke Launchers	+3	+3	-
Storm Bolter*	+5	+5	-
Demolisher	+50	+50	-
Whirlwind	+40	+40	-
Battle Cannon	+50	+50	-
Griffon Mortar	+40	+40	-
Inferno Cannon	+30	+30	-
Earthshaker	+60	+60	-
Vanquisher Cannon	+55	+50	-

DARK ELDAR WEAPONS

Blaster*	+15	-	-
Dark Lance	+35	-	-
Destructor	+15	-	-
Disintegrator	+45	-	-
Shredder*	+15	-	-
Splinter Rifle*	+4	-	-
Splinter Cannon	+20	-	-
Stinger*	+10	-	-
Terrorfex*	+15	-	-

IMPORTANT NOTE: Weapons marked with a '*' on this chart are 'small-arms'. Such weapons may NOT be given certain weapon upgrades as explained in the rules for upgrades.

WEAPONS	BS 4	BS3	BS2
CHAOS WEAPONS			
Combi-weapons			
Bolter-flamer*	+10	-	-
Bolter-meltagun*	+15	-	-
Twin Bolter*	+5	-	-
Blast Master	+30	-	-
Doom Siren	+15	-	-
Sonic Blaster*	+15	-	-

In addition Chaos may use weapons from the Imperial list.

ELDAR WEAPONS

Bright Lance	+40	+30	-
Eldar Missile Launcher	+35	+25	-
D-cannon	+30	+30	-
Fusion Gun*	+12	+8	-
Lasblaster*	+3	+3	-
Shuriken Catapult*	+4	+4	-
Shuriken Cannon	+25	+20	-
Star Cannon	+45	+35	-
Scatter Laser	+35	+25	-
Reaper Launcher	+35	+25	-
Pulse Laser	+40	+30	-
Flamer*	+10	+10	-
Wraithcannon*	+30	n/a	-
Vibro-Cannon	+40	+40	-
Death Spinner	+15	+10	-
Prism Cannon	+55	+45	-
Shadow Weaver	+25	+25	-

NECRON WEAPONS

Gauss Gun*	+5	-	-
Gauss Blaster*	+8	-	-
Gauss Cannon	+40	-	-
Heavy Gauss Cannon	+35	-	-

ORK WEAPONS

Big Shoota	-	-	+15
Kombi-weapon			
Shoota/rokket launcher*	-	-	+10
Shoota/shorcha*	-	-	+12
Kustom Mega-blaster*	-	-	+20
Rokkit Launcha	-	-	+15
Skorcha	-	-	+15
Lobba	-	-	+30
Zzap gun	-	-	+30
Kannon	-	-	+35
Shoota*	-	-	+3

By Andy Chambers
and Tim Huckelbery

Q. Are the new units in the Armageddon website 'official' or to be considered Chapter Approved? Or just official for the duration of the campaign?

A. They're not tested, so count them as official for the duration of the campaign as they lend a certain flavour to the games on and around Armageddon. Consider them as needing both players' consent.

STEEL LEGION

Q. Under the Chimera special rules it states: "They may also be used for Chimeras in a standard Imperial Guard army as long as both players are aware of the rules before the game starts". Does this mean that it is optional and that if your opponent doesn't want to play that way you can't (like special characters). Or can you 'educate' them just before the game?

A. They aren't optional, but they can't be 'sprung' on a player either. Whether telling someone what they are just before a game counts as being sprung on them depends on the player, I imagine!

Q. Under the Chimera special rules as well it doesn't say that the lasguns are 'vehicle mounted'. Are they then standard infantry lasguns for the purposes of rapid firing or are they actually considered vehicle mounted?

A. Standard infantry weapons.

Q. 'Armageddon Sentinel' – Does this mean that to use the special option for lascannon you need to field:

- (a) Any Imperial Guard force
- (b) Only Steel Legion (ie, mechanized company)
- (c) Steel Legion and Planetary Defence Force
- (d) Something else?

A. Well, it says any Armageddon force, which I would interpret as (a) since there are plenty of Imperial Guard forces on Armageddon. It's a new piece of kit for Imperial Guard players. I think it would be rather unreasonable to limit it to the duration of the campaign or just Steel Legions.

PLANETARY DEFENCE FORCE

Q. What area of the force selection chart do Hive Gang Militia come from? Are they Troops or something else entirely?

A. They count as Troops.

Q. Chaos Cultists get AP5 heavy stubbers while Hive Militia get ones that are AP6. Which of these is right, or does each unit get the rules listed in their list?

A. AP 6 for both. Codex Armageddon takes precedence over the Chapter Approved article on Cultists.

SPEED FREEKS

Q. Do Dethkopters (or even ordinary Warbikers) *have* to use their psychoblaster attack on the first close combat round? Even when going up against vehicles?

A. The Warbikes' psycho blasta attack is a very extreme form of special close combat attack like a power fist and, ergo, like a power fist, it can be eschewed if desired.

Q. Can Speed Freeks also use the normal Ork vehicle upgrades from Codex Orks or are they limited to the ones in Codex Armageddon?

A. They can use both lists.

Q. Do Speed Freeks obey the normal restrictions (ie, 0-1 limits) from the Codex Orks list when picking units such as looted vehicles, Battlewagons, and so forth?

A. Yes they do, the restrictions noted in Codex Armageddon are in addition to the ones in Codex Orks.





The Emperor's Champion leads the Black Templars in an assault against the Speed Freeks, supported by a Crusader.

Q. If you take a Battlewagon for your Speed Freeks Warboss, does this count as your one and only Battlewagon?

A. No, it's a transport option, so it doesn't count against the 0-1 limit.

Q. So, how many Battle Wagons could they take?

A. Six in total: one Heavy Support plus up to five as transports.

Q. Do all Speed Freeks benefit from the Trukk Boyz Bailin' Out rules?

A. No, just Trukk Boyz mobs.

Q. Do all Speed Freeks benefit from the Warbikers 'Speed Freeks' special rules?

A. No. This is just an unhappy naming coincidence...

BLACK TEMPLARS

Q. The Black Templars mixed armour saves rule does not say that it applies only to shooting as the Space Wolves one does? Does it apply to ALL wounds taken, or just shooting like the Space Wolves?

A. As with Orks and Space Wolves, this rule only applies to shooting attacks.

Q. The Emperor's Champion rules state that he is always an Independent Character and he cannot get a Command squad, but does this preclude him from ever joining another

unit like a normal Independent Character can?

A. He's an Independent Character. Therefore he can join a unit.

Q. Do Black Templars Terminators get to make a sweeping advance when they take the 'Accept Any Challenge, No Matter The Odds' vow?

A. No.

Q. If a special character has a wargear item that is limited (to say one per army, etc), does that limit count towards anyone else in the army? I'm asking as the Emperor's Champion has an Iron Halo, which is one per army. I also saw the cool conversion for the High Marshall in Codex Armageddon, to give him an Iron Halo. You must take an Emperor's Champion in your army, so by having those two together it would mean that two Iron Halos were in use. I had assumed that a limit would hold, even for special character use, but seeing the model made us want to be sure.

A. The intention is that the Emperor's Champion gets the army's one and only Iron Halo. Don't be fooled by that halo-like growth on the back of the force commander's back in the photos, that's his UHF aerial (ahem!).

Q. Can a Black Templars Command squad (or any Chapter for that matter) add a Land Raider Crusader as a

transport upgrade instead of the Land Raider listed in Codex Space Marines? In short, are Crusaders to be viewed as just a special variant of Land Raider, or a completely separate army list entry?

A. The Land Raider Crusader is a completely separate list entry and cannot be chosen as a transport option.

SALAMANDERS

Q. Is the second flamer in the Tactical squad an error? Should it be a heavy flamer?

A. Sweet Emperor's teeth! No, it isn't a typo, it means precisely (for once) what it says – you can trade in your heavy weapon slot for an extra flamer (not heavy flamer) for 10 pts. It costs more because two flamers is more than twice as good as one.

Well, that concludes our foray into the finer points of the Armageddon Sector. I hope that clears up any outstanding uncertainties!

See you next month,

[Handwritten signature]

Arcane Lore is a series of ruminations and cogitations by the Warhammer Games Development team on different aspects of the Warhammer game. This month Gav Thorpe scrutinises the mechanics of combat resolution.



Gav Thorpe is the evil mastermind behind all things Warhammer, squatting malevolently at the head of the Warhammer Games Design team, and is currently causing havoc in the Warhammer Staff Tournament. Gav caused great controversy recently by actually visiting a hairdresser.

Combat is at the heart of Warhammer – the best way to defeat the enemy is to hit them with swords and prod them with pointy sticks until they fall over or run away. We've had a few questions regarding working out combat results, which I'll discuss here, plus one or two other related topics such as pursuit, challenges and so on. Enough intro, let's talk combat!

OUTNUMBERING

Weight of numbers counts for a lot in Warhammer these days, and the +1 Outnumbering bonus is one of the most important ways to ensure that characters retain a healthy respect for

ARCANE LORE

Combat Resolution in Warhammer

large blocks of enemy soldiers. We've had a few questions regarding the Unit Strength of certain troop types, so below is an expanded version of the Unit Strength table. Unit Strength is not just a measure of numbers though, it also takes into account such factors as the size of the warriors, how fearsome they are, etc – having a Goblin charge you in the flank won't scare you much, but having a massive Dragon pouncing on you will! As we produce more Warhammer Armies books, we'll detail the Unit Strength values of particularly weird and wacky troop types, but until then you should be able to fit them into one of the categories below.

Some units may contain a mix of different troop types, and all relevant Unit Strength values are added together. For example, 3 Rat Ogres with 2 Skaven Packmasters would be $9+2=11$ (3 each for the Rat Ogres, 1 each for the Packmasters). Also remember that unlike the Rank bonus, which is counted at the start of the combat, Outnumbering is worked out after casualties have been removed.

UNIT STRENGTH TABLE

Models not in any of these categories have a Unit Strength of 1.

Troop Type	Unit Strength
All infantry	1
Characters on foot with less than 6 starting wounds	1
Unit flyers (Warhawks, Harpies, Fell Bats, Bat Swarms, etc)	1
Cavalry	2
<i>Models on a 25mmx50mm base including mounted characters, Flesb Hounds, Chaos Hounds, Dire Wolves, etc.</i>	
Chariots	4
War Machines including crew	3
Models on a 40mm or larger base which are not Unit Flyers, Monsters or Monstrous characters (Ogres, Snotling bases, etc)	3
Monsters	Starting Wounds
<i>as defined on pages 103-105 of the Warhammer book.</i>	
Ridden Monster	Starting Wounds +1
Monstrous characters	Starting Wounds
<i>Characters with 6 or more starting Wounds.</i>	

REGENERATION AND KILLING BLOW

Several people have asked if a successful Killing Blow can be regenerated, and also how many wounds does it count as for Combat Resolution? Well, taking the first question, a Killing Blow or any other attack (such as from a magic weapon) that kills instantly rather than removing individual Wounds, cannot be regenerated. It's just that – a Killing Blow! Secondly, the number of wounds it counts as inflicting is equal to the number of Wounds the dead model had before it was killed. For example, a model with 3 Wounds remaining that is felled by a Killing Blow would add +3 to the Combat Resolution score. The same applies to other 'instant death' attacks. This works slightly differently in challenges, but I'll be talking about those elsewhere.

LAPPING AROUND

This may seem odd, but I'm not actually going to talk about lapping around here as it is such a wide topic. Instead, look out for a specific Arcane Lore in a future issue.

CHALLENGES

So, how do you work out the Combat Resolution for challenges when you've got Overkill, multiple wound magic weapons and warriors with Killing Blow? Actually, it's not as complicated as it seems, as long as you follow the To Wound procedure methodically. First off, let's remind ourselves that Combat Resolution is equal to the total number of wounds inflicted on the opposing character, capped at five more than they had before the attacks were made. For example, if a character had only a single wound remaining and failed to save against 8 wounds (perhaps he's fighting a Bloodthirster...), this stops at the maximum of +6 for Combat Resolution.

The same applies to multiple wound attacks. Make all the rolls To wound, make armour saves and Ward saves, and then work out how many wounds

have been inflicted. Again the limit is the number of Wounds the character had and up to five more. For instance, a character with 3 Wounds is wounded four times by a weapon that does D3 wounds. He makes his armour saves and still suffers 2 wounds. This becomes 2D3 wounds because of the special attack. Let's say the attacker rolls a total of 5 Wounds. This knocks off the character's remaining wounds and has two left for Overkill, giving +5 Combat Resolution.

Killing Blows and other 'instant death' attacks are worked out as follows. If a character falls to a Killing Blow, this scores the number of wounds they had remaining, just as with ordinary troops. In addition, the attacker scores an Overkill bonus equal to the number of other wounding hits, regardless of whether they were Killing Blows. Saved wounds are disregarded. For example, a character with Killing Blow in a challenge hits his opponent three times. The enemy has 2 Wounds left. When rolling to wound the attacker scores one ordinary wound and two Killing Blows. His enemy has no Ward save and so is dead. This therefore counts as 2 Wounds (enemy's remaining Wounds), with +1 for the wounding hit caused by the second Killing Blow. In addition, his opponent must save the third inflicted wound or this too will be added to the Overkill total.

ORDER OF COMBAT RESOLUTION

One source of contention that has been brought to my attention is the order in which you should calculate combat results and make subsequent Break tests. This is because Generals and Battle Standards can break and flee, which could mean that nearby friendly troops would not be able to use their special rules. Personally, I always treat Combat Resolution as simultaneous, so that if a unit was within range of a General or Battle Standard after all combats were fought (but before troops break and flee) then they use the associated benefits. By the same token, rallying is worked out the same way, so you can't test to rally your General first and then allow nearby units to use his Leadership to rally in the same turn.

The same applies to breaking and pursuits, and my advice would be to make any fleeing and pursuit

1. Order of pursuit

Two units break as a result of combat and are pursued by their enemies.



2. Order of pursuit

If the unit of Spearmen pursue first, this would bring them into contact with the Orc unit



X Wrong!

3. Order of pursuit

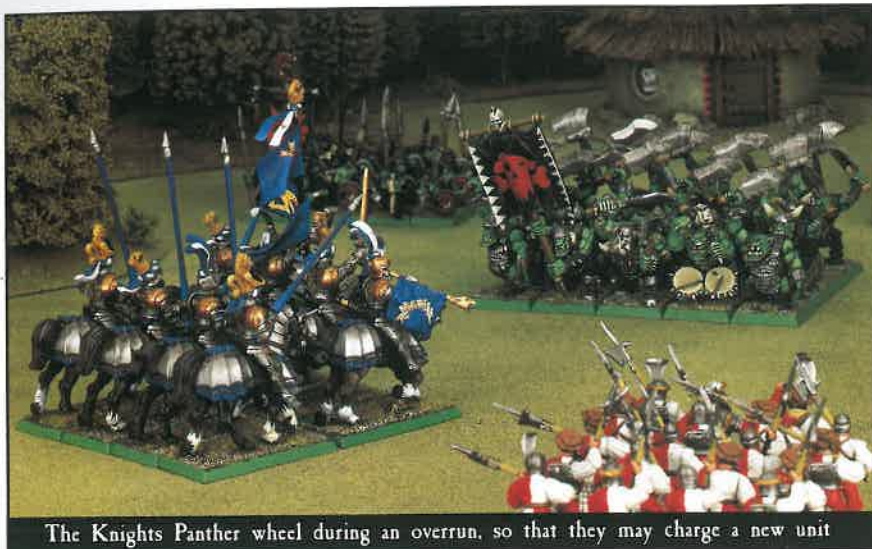
Instead, move the Orc unit first so that it moves out of the way, and then the Spearmen unit



✓ Right!

movements in the order that makes it the most physically convenient. The diagrams above show what I mean by this.

Sometimes a pursuing unit will crash into an enemy unit that is fleeing from another combat. In this case, the enemy unit is not wiped out, as it has not been caught by the foe pursuing them. In this situation all of the normal rules apply. Firstly, the



pursuing unit counts as charging. Secondly, a unit that is already fleeing when charged will automatically flee again. Therefore, if a pursuing unit moves into a fleeing unit, the unit will make another flee move and will either get away or be wiped out if it can't outdistance the enemy.

OVERRUN

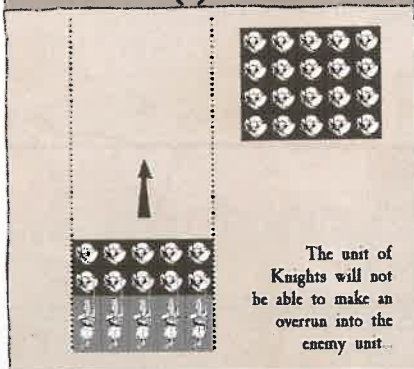
There seems to be a bit of confusion regarding when a unit making an overrun move can wheel to charge an enemy. Put simply, when a unit

overruns it will move directly forward. If this forward movement will take it into the enemy then, and only then, is the unit allowed to wheel to try and bring as many models as possible into contact. See the diagrams below for an example of this.

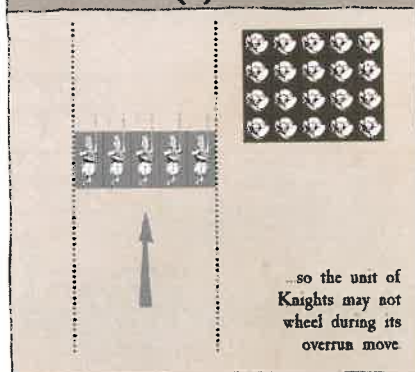
PURSUIT INTO ENEMY CHARGERS

It is possible that two units can end up in contact with each other and both count as charging. For example,

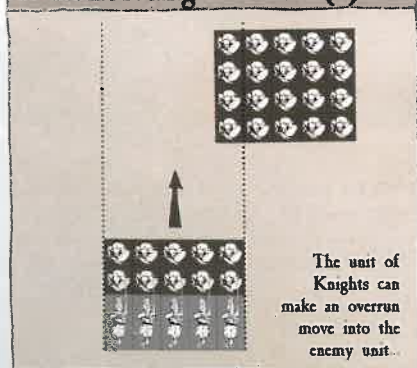
4. Overrun (a)



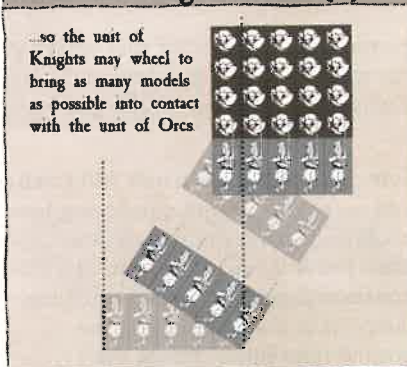
5. Overrun (b)



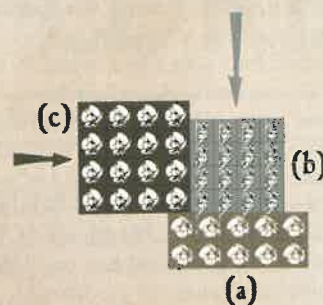
6. Redirecting overrun (a)



7. Redirecting overrun (b)



8. Pursuit into enemy charges



Order of attacks

- Unit b vs a will receive a charge bonus
- Unit c vs b will receive a charge bonus
- Unit b vs c does not receive a charge bonus
- Unit a vs b does not receive a charge bonus

two units may pursue into each other, or a pursuing unit might well run into the enemy and then get charged in the next turn. Normally a charging unit always strikes first, but in this situation what is the order of attacks? Well, after much umming and aahing, we've come up with the following solution, which is actually quite difficult to explain, but straightforward on the tabletop.

When a combat involves charging units from both sides, the chargers strike in the order in which they charged. However, models may not strike against an enemy that has charged them until that charging unit's attacks are resolved. All units striking first are allowed all the normal charge bonuses for lances, etc. A unit that has been charged and is not charging itself will always strike after all charging units – only the order of the chargers' attacks are relevant.

This sounds horribly complex but isn't really, and is most easily demonstrated by a nice example, so have a look at the diagram above. Note that Empire detachments have their own special rules so that when counter-charging they will always strike first. However, if not specifically counter-charging then the strike order above is used.

That's all for now, join me next month when I'll be talking about the new Dark Elves.

Happy Gaming!

GAMES WORKSHOP ASIA PACIFIC RETAIL PRESENTS



DA FORT ROADSHOW



The armies from Games Day 2000's "DA FORT" display table hit the road for a tour of Games Workshop stores.

Choose to command units from the Empire Army or mobs from the swelling Orc Hordes, and then prepare to fight through the special campaign scenario.

"Da Fort" promises to be the largest and most complete Warhammer experience you will have outside of Games Day!*

Nothing less than the fate of the Empire hangs in the balance!

Woden	June 2nd-3rd
Castle Hill	June 9th-11th
Miranda	June 16th-17th



WARHAMMER

LIMITED EDITION

Throne of Power

This boxed set contains one Hydrostone Throne, plastic Orc Command sprue & plastic Regiment Command sprue, as well as optional rules for use in Warhammer.

With a little bit of imagination, this model can be converted to be used for any army in the Warhammer or Warhammer 40,000 universes.



Warhammer veteran Mike Walker takes a regular look at the finer points of Warhammer, in his own unique way.



Mike has been casting his beady eyes over the wonders of Warhammer for some months now, and continues to enthrall and horrify us with the exploits of his gaming group.

This is the only article in which you will find:

Helpful hints on how to use cheesy snacks in an offensive manner.

A Warhammer player who forsakes his great love of billocks for some less undulating terrain.

Why everyone should be afraid... very afraid, of playing Ron in the future.

A game of Warhammer just possibly played against a being from an alternative dimension.

Interested?

Thought you might be.

* * * * *

The regular readers of this revered publication will already be aware that during this article I will be continuing the misadventures of my club mates and me as we play out a fifteen-game league (our first using the new 6th edition rules).

Last month I revealed the pulse-steadying results of the first eight battles. This month you have the prospect of seven more concise battle reports and a considered assessment of how my Savage Orc & Goblin army performed.

Without further ado, let's browse the league table after the first eight games.

Player	League points per game				Total
Joc	3	6	4		13
Mike	1	6	1		8
Alan	4	3			7
Stuart	0	3			3
Ron	0	2	1		3
Scott	0	0	2		2

¹ A few readers have already noted that in my army I have two units of ten Goblin Archers. This error was spotted by Joe in the first battle I played and one unit of twenty was used in all the other battles. I have been suitably berated by Mr Sawyer and apologise for any confusion caused.

² Except amongst traffic wardens and network administrators.

IT AIN'T EASY BEING GREEN

Mike looks at the ups and downs of tournaments

Here's a reminder of how the scoring works.

Draw (No one wins by more than 299 Victory points):
Both players earn 2 points.

Marginal victory (Game won by 300-599 Victory points):
Winner earns 3 points.
Loser earns 1 point.

Solid Victory (Game won by 600-1,199 Victory points):
Winner earns 4 points.
Loser earns 0 points.

Massacre (Game won by 1,200 Victory points or more):
Winner earns 6 points.
Loser earns 0 points.

It has been suggested, somewhat unkindly, that Ron's Chaos Knights worship Khorne's (the angry god of battle and slaughter) less well-known cousin Colin (the slightly miffed god of tense moments and chinese burns). This was confirmed when, for the third time in four league battles, Ron's 'dangerous' Knights legged it upon failing their very first Panic test and played no part in the battle against my Savage Orc & Goblin lads.

Without the support of his most powerful unit, my Greenskins smashed up everything else in Ron's force and only failed to score a massacre by virtue of the fact that we couldn't get close enough to the cowardly Knights. Four points for me as my Boyz swept all before them.

* * * * *

Below is Ron's army list - mine was published in WD 257¹.

This game exemplified a couple of things that are really good about the Savage Orc & Goblin army:

1) Savage Orcs are tough.

There is something reassuring about deploying large quantities of Savage Orcs on the tabletop. Suitably perforated with magical protective tattoos, these guys are not going to melt away at the first light shower of crossbow bolts.

2) Savage Orcs are loony.

The ability to focus all of one's anger, conscious thought and energies into an intense and destructive hatred of all other living creatures is not generally regarded as a terribly useful skill². Savage Orcs spend the majority of battles in this condition.

WARHAMMER ROSTER SHEET

Ron's Chaos Army

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
1000 REINFORCED Chaos Lord Chaos Steed	4	8	3	5	5	3	8	5	9	1+	Lance, Chaos Armour, Shield, Barbed Chaos Steed	185
	8	3	0	4	3	1	3	1	5	-		
Aspiring Champion Chaos Steed	4	6	3	4	4	2	6	4	9	1+	Lance, Chaos Armour, Shield, Barbed Chaos Steed, Chaos Amulet	150
	8	3	0	4	3	1	3	1	5	-		
Level 2 Chaos Sorcerer Chaos Steed	4	5	3	4	4	2	5	1	8	2+	Chaos Armour, Barbed Chaos Steed	139
	8	3	0	4	3	1	3	1	5	-		
Level 2 Chaos Sorcerer	4	5	3	4	4	2	5	1	8	2+	Chaos Armour	123
6 Chaos Knights Chaos Steed	4	5	3	4	4	1	5	2	9	1+	Lance, Chaos Armour, Shield, Barbed Chaos Steed, Standard, Musician, Champion	243
	8	3	0	4	3	1	3	1	5	-		
20 Chaos Warriors	4	5	3	4	4	1	5	1	8	4+	Heavy Armour, Shield, Great Weapon, Standard, Musician, Champion	230
22 Chaos Marauders	4	4	3	3	3	1	4	1	7	6+	Great Weapon, Shield, Standard, Musician	174
10 Chaos Marauders Warhorse	4	4	3	3	3	1	4	1	7	5+	Hand Weapon, Shield, Warhorse, Standard, Musician, Champion	170
	8	3	0	3	3	1	3	1	5	-		
10 Chaos Marauders Warhorse	4	4	3	3	3	1	4	1	7	5+	Hand Weapon, Shield, Warhorse, Standard, Musician, Champion	170
	8	3	0	3	3	1	3	1	5	-		
4 Dragon Ogres	6	4	0	5	5	4	2	3	8	6+	Great Weapon, Light Armour, Champion	351

TOTAL

1985 points

The extra blow granted by *frenzy* is okay, but the ability to ignore all psychological pressure is brilliant. Excess casualties, frightened friends running past, enemies ramming into them from behind, none of these things will register with a Savage Orc, who is intent only on causing a choppy/enemy skull convergence.

If ever a game was decided by one dice roll, then the Scott (High Elves) vs. Stuart (Empire) missile-fest was it.

Talk of a 'Stuart' clone started around the time when he placed his third unit on the table. Whispers of a creature from an alternate dimension, mood altering refreshments and a 'Stepford Stuart' continued as deployment progressed.

Stuart, he who always sets up carefully, cautiously adopting the safest, most prudent low risk deployment, was being aggressive. For this game Stuart's single consideration seemed to be whether or not his men were best placed to advance on, or pour fire into, Scott's troops.

Scott, who always sets up aggressively anyway, was responding in kind. An awful lot was going to be riding on the dice roll to go first. Scott won it, Stuart got massacred.

Six league points to Scott and a lesson about going first for Stuart. The league schedule then threw up a vital game. Alan vs. Joe.

The first thing which happened that evening was a bit odd. Instead of his usual bag of mouth-searing tortilla crisps, Alan deployed a large bag of audience-friendly gourmet cheese flavour potato snacks.

The game set-up was slow and deliberate. The tension was enormous, with both player's huge mental concentration testing their anti-sweat precautions to the limit.

The first couple of moves were very even. On the flanks, Alan wiped out the Wolves and Wight Cavalry, but not without losing his own Cold Ones and the Terradons. In the centre of the table, Joe was focusing all his offensive spell power on the Kroxigors, already four *Conflagration of Doom* spells had gone off. As Alan's remaining troops began to chew through the Zombie

WARHAMMER ROSTER SHEET

Ann Lizard's Poolborn

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
ANN LIZARD Slann Mage Priest	4	4	3	4	5	6	3	4	9	-	4+ Ward Save	280
Slank Hero Cold One	4	6	3	4	4	2	6	4	9	3+	Spear, Shield, Cold One Cause Fear, Stupid	71
25 Skinks	6	2	3	3	2	1	4	1	6	5+	Javelins, Shields, Standard, Musician	170
25 Skinks	6	2	3	3	2	1	4	1	6	5+	Javelins, Shields, Standard, Musician	170
25 Skinks	6	2	3	3	2	1	4	1	6	5+	Javelins, Shields, Standard, Musician	170
11 Cold One Riders Slank Riders Cold One	6	2	3	3	2	1	4	1	6	4+	Standard Cause Fear, Stupid	257
5 Terradons Slank Riders Terradons	6	2	3	3	2	1	4	1	6	5+		175
4 Kroxigor	6	3	0	5	4	3	1	3	9	4+	Cause Fear	260
4 Kroxigor	6	3	0	5	4	3	1	3	9	4+	Cause Fear	260
3 Kroxigor	6	3	0	5	4	3	1	3	9	4+	Cause Fear	195

TOTAL

2008 points

units, Joe continued the reptile barbecue.

It remained very close right until the last turn. Alan's Slann was being treated to a stereo performance by Joe's Banshees. In an effort to escape, Alan's General moved right into the path of an advancing Zombie unit. There was, in quick succession, a brief scuffle, the sound of a palanquin being outrun by Zombies, and a big smile on Joe's face as he scored the battle-winning points.

Joe: four league points, Alan: nil. Joe's army list was published in last month's piece. Above is the army Alan used.

Alan's next opponent was Scott.

The randomly selected terrain turned out to have a really significant role in this battle. Scott drew a set-up zone with two small hills on the right and seven stone walls on his left. The smart money said he would be all over his beloved hills. The smart money was wrong.

Having checked the rules on hard cover and defended obstacles every Elf he possessed went amongst those walls.

Attack after reptilian attack slammed into Scott's 'fortress'. Elf and Lizard

During the game against Joe, Alan had begun a whinge of Stuart-like proportions when we ruled that the Cold One Riders, which had moved off the table due to a failed Stupidity test, would not be allowed to return.

His Cold One Riders, having killed all the Dire Wolves they faced in the first round of combat, decided to use the Overrun rule to make a pursuit move. The resulting advance brought the Cold Ones to within a few inches of the edge of the table.

At the beginning of his next turn the Cold One Riders failed their Stupidity test and moved off the table.

At this point everyone present got embroiled in a complex and slightly heated discussion of the rules pertaining to troops returning from off table. Since the rules only cover troops which have pursued routers off the table and despite Alan being very free with his gourmet cheese flavour snacks, a majority came down on the no return option.

Alan snatched back his crisps and slumped into a corner seat. First he tried a series of darkly muttered cheese flavoured whinges. Then he spent a few minutes loudly eating his crisps at us. We had to wait for the bag to be emptied before the game resumed.

¹ The new Savage Orc models (I must admit that I rather like these gormless bulks) look so dim that they would have trouble outwitting a chrysanthemum. It is probably for the best that they are kept in frenzy and not forced to think about weightier matters or they might forget to breathe. These guys stare blankly into the face of fear and drool quietly at the very heart of terror.

² Later detective work suggested that Stuart unwisely ate a couple of Alan's red-hot tortillas. With an urgent need to drink, but his taste buds mostly burnt away, he had then inadvertently drunk a mouthful of Alan's extra strong black coffee rather than his own mind-calming tea. Both mugs had been in close proximity. What we witnessed was an example of the impact of caffeine on a body with low tolerance.

WARHAMMER ROSTER SHEET

The Aldorf Militia

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
PATRIARCH HATCH SLOBBACK Level 4 Wizard Lord	4	3	3	3	4	3	3	1	8	-	Holy Rite	255
Captain Pegasus	4	5	5	4	4	2	5	3	8	3+	Full Plate Armour, Pistol, Sword of Might	185
Level 2 Wizard	4	3	3	3	3	2	3	1	7	-	2 Dispel Scrolls	145
Master Engineer	4	3	4	3	3	2	3	1	7	-		55
12 Crossbowmen	4	3	3	3	3	1	3	1	7	-	Marksman	101
12 Crossbowmen	4	3	3	3	3	1	3	1	7	-	Marksman	101
20 Greatswords Detachment - 10 Handgunners	4	4	3	3	3	1	3	1	8	4+	Orffion Standard, Musician	308 80
10 Archers	4	3	3	3	3	1	3	1	7	-	Marksman	85
8 Pistoliers Warhorse	4	3	3	3	3	1	3	1	7	-	Marksman	159
25 Flagellants	4	2	2	3	4	1	3	2	10	-		275
1 Great Cannon Crew	4	3	3	3	7	5	1	1	7	-		100
1 Mortar Crew	4	3	3	3	7	5	1	1	7	-		75
1 Hellblaster Crew	4	3	3	3	7	5	1	1	7	-		125

TOTAL 1999 points

blood was splashed liberally over those stone obstacles.

In the end the 'fortress' was never taken, but the cost on the defenders was high. Less than a hundred Victory points separated the contestants - two league points each.

Then Alan played against me. Joe had fifteen league points. I had twelve. Alan had nine. All of us had one to play. This was a critical game.

This game got away from me. After I set up and completed my first move all I seemed to do was fail Animosity tests, carry out compulsory charges and watch my troops fleeing off the board. By mid-game I was doing a great deal of feeling helpless and deep sighing.

My Boar Riders became Cold One snack food after I failed to get them within charge range by less than 1". His Terradons lobbed poison arrows at my Spider Riders after I forgot to send them cowering into the woods.

Well positioned Skinks drew my frenzied Savage Orc Boyz into a neatly constructed trap, where they became the only unit during the entire league to get simultaneously charged from all four sides

To cap it all, my Giant, after two rounds of jumping up and down on Skinks, slipped on the lizard goo coating his feet, fell over and was promptly killed by his pint-sized foes. My Big 'Uns only survived the battle because of a string of probability-defying successful saving throws.

Alan took four league points and second place. Then Joe finally lost a league battle (technically).

It could be argued that Joe knew that he would finish first, taking it easy in his last battle. Not a bit of it. Stuart and Joe have known each other for a long time and are the bitterest of rivals on the tabletop. NO quarter is asked and none fails to be argued over.

This was a good game from Stuart. His deployment was good, he kept his firing concentrated and just about held off Joe's magic. In the end, Stuart had a 230 points victory, which in league terms is a draw. Stuart will always remember it as a win and use every opportunity to remind Joe. Two league points each. Stuart's force is above.

Which brings us to the final game. It was the decider for last league place. Stuart had five points and Ron three.

Ron was determined to finish with a win. He was fully focused on getting something out of this game. He had spent considerable time with both army lists calculating the combat match ups he needed to create.

His set-up was careful and deliberate. He checked the attack routes. He assessed the firing blind spots. He opened with a faultless first move. And he lost by turn three.

There is a belief amongst Warhammer players that all luck will eventually even out. If this is the case, sometime in the future Ron will utterly slaughter an opponent. In this game I cannot

recall a roll to hit, Panic test or saving throw that Ron made. He got the wrong amount of sugar in his coffee, dropped his ham sandwich filling on the floor and that evening's three minute torrential downpour occurred as Ron left the garage for his car.

With the worshippers of Colin packed away, all that remained was for Stuart to count his six points and feel the warm glow of unexpectedly finishing ahead of Scott.

Which means that the league table finished like this.

Player	League points per game					Total
Joe	3	6	4	4	2	19
Alan	4	3	0	2	4	13
Mike	1	6	1	4	0	12
Stuart	0	3	0	2	6	11
Scott	0	0	2	6	2	10
Ron	0	2	1	0	0	3

Joe won because he had a well designed army which he had practised with. It was built to take advantage of the army's strengths. He played all his games with the same simple plan, adjusted a bit for the opponent he was facing. A good performance from Joe, only against Alan did he significantly benefit from luck.

Ron never benefited from any luck (except for a little in the game he drew against Scott). Ron won a whole bunch of practice games with his Chaos Warriors. Those of us who lost against him adjusted our armies to make them better. Ron, since he never lost, never reconsidered his army composition. I wonder if this contributed to his final position.

* * * * *

So how did Greenshanks and the Boyz do? The Chief led by example. Greenshanks survived all the battles and, thanks to his *Hacka's Sword of Hackin'*, caused rather a lot of fatalities.

My only problem is that Greenshanks only fought seven rounds of combat in five games. For someone who can do so much damage, I really needed him to get into more fights.

I am seriously thinking of slapping a wild boar between his thighs. Although this may well get him stabbing enemies quicker, I worry that this may take Greenshanks away from all the Goblins who desperately need his Leadership value to reassure them during their Panic tests.

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The Boyz with the arrows were difficult to use. In the first couple of games they deployed in a long line to facilitate firing, so naturally they quickly ended up getting into a fight and killed. In later games they deployed in three ranks, did no fighting and little effective firing. I need to play more games with these guys to use them better – or swap them for some cheap shortbow-armed Goblins.

My Boyz on foot got killed in two of the games. They proved difficult for the enemy to get rid of, and for me to get into battle. Twenty-five seems about the right size. I will continue using two units as they can really tie up the enemy.

Animosity does nothing to help get the ladz into combat. I know, I know – if you don't like Animosity go play some other army.

Little Dave uses Black Orcs as a sort of Animosity police. With one carefully positioned character and unit you can nearly eliminate the need to test in a 2,000 point army. But Black Orcs amongst my Savage Orc & Goblins don't feel right, so I just sigh sadly and get on with all those beginning of turn rolls.

My Savage Orc Big 'Uns (especially with the *Banner of Butchery*) did incredible damage both times they completed a charge. Which is exactly the problem with them.

Two charges in five games is not a tremendous record. I also suspect that the fights which they won would have been won by normal Savage Orc Boyz. They survived all the battles (just a single figure remained in the game against Scott) mainly by looking big, tough and dangerous⁵.

The Boar Boyz managed to get into a fight in every battle. In fact they got into several which I never intended them to. *Frenzy* and a long charge range means that you have to be very careful where you put these guys. They only survived two battles, proving to be very brittle if charged or if subject to concentrated firepower. I probably need a few extra models in the unit to make them a bit more dangerous.

My magic was disappointing. I managed nine spells in five games. Admittedly, at least two of the armies (High Elves & Vampire Counts) were really tooled up with magic and I did not expect to get much success against

⁵ Or maybe opponents were just worried about getting drool on their uniforms!



A shadow looms as Alan's Dark Hand of Death spell proves surprisingly effective...

them. But even with the *Staffs of Badumm* and *Sneaky Stealin'*, few spells had an effect.

When my Shamans joined a unit they died because the units got involved in fights. If deployed on their own, all too often their *frenzy* kicked in and they ended up charging someone entirely inappropriate and being terminated.

The Waaagh! Miscast table caused three fatalities. Unlike the normal Miscast table, this is something to be really afraid of. Especially with the danger level being boosted by routed units, green heads and bodies will be popping like corks at the millennium. I will try an army next time with far less points spent on magic.

The Giant was blown away by Joe's spells and Stuart's cannon. Against Alan he slipped on, and was then slaughtered by, Skinks. The *terror* he causes and his stubbornness are great, his mobility pretty good and his effectiveness against cavalry awesome. He just about justifies his points cost and will stay in the army for now.

The Goblins, considering how little they cost, did okay. The ones with spears held their own in combat against Zombies and Skinks. The Spider Riders ran away a lot but managed a couple of vital flank charges before they did. The archers were

pretty hopeless, but for 60 points provided a nice distraction to some opponents.

The thing I learnt the most is that the Savage Orc & Goblin army is not an easy one to use. To make it work properly will take a great deal of practice. I especially need to learn more about how to use the support troops to set up the charges for my hard-hitting Boyz.

Overall two wins and three losses was not too bad. So with that league over, what's next?

Another one, of course!

There is some relief in the garage that Joe's prospects of dominating the next league with Vampire Counts do not look good. Firstly because the newly published army list has changed the magic rules that he exploited. Secondly, countermeasures to his Undead tactics have been worked out by everyone. And lastly because Stuart will not let him borrow the figures.

See you next month!

Mike



TOURNAMENT SPOTLIGHT

WE TAKE A LOOK AT JANUARY'S CANCON 2001



One of the most exciting things about the event was the level of effort that people put into their armies. Amongst the Warhammer armies there was Andrew Bishop's 124 Wolfboy army, Julian Gatt's Norse Skarl army, and Andrew Bigwood's awesome Chaos Dwarf army complete with Sorcerer Lord held aloft by a Troll! The pick of the 40K armies had to be Nick Pfitzner's Deathworld Veterans covered head to toe in camouflage!

As one of the competitors, Stephen Bringolff, said, "It was lots of fun. I liked it a lot. Everyone was very cool!"

For many years now Cancon has been one of the key wargaming events on the calendar. Every Australia Day weekend gamers flock to the event from all over the country (Darwin, Cairns, Brisbane, Melbourne, and Adelaide) and across the Tasman (that's New Zealand)!

Over 70 40K and 60 Warhammer gamers arrived on the Friday morning to do battle in three competitions (the 40K tournament was split in two and the second competition was run by Chris Nagle and Tim Wallace from MIDDSOC). The atmosphere that pervaded the hall was one of great comradery, brothers in arms out to have a bit of fun.



Competitors in the Games Workshop 40K tournament.

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THE WINNERS

WARHAMMER

Best Overall: **Scot Cranfield** (Vampire Counts)
 2nd Overall: **Julian Gatt** (Dogs of War)
 3rd Overall: **Neil Stehr** (Chaos Warriors)
 Best Sport: **Andrew Galea** (Tomb Kings)
 Best Army: **Julian Gatt** (Dogs of War)
 Best Painted: **Andrew Bigwood** (Chaos Dwarfs)



GAMES WORKSHOP EVENT

Best Overall: **Brett Grimmond** (Orks)
 2nd Overall: **Stephen Lake** (Blood Angels)
 3rd Overall: **Sam Cornell** (Space Wolves)
 Best Sport: **Stephen Lake** (Blood Angels)
 Best Army: **Nick Pfitzner** (Deathworld Veterans)
 Best Painted: **Sam Cornell** (Space Wolves)



MIDSOC EVENT

Best Overall: **Cameron Mitchell** (Blood Angels)
 Best General: **Clayton Baumer** (Eldar)
 Best Sport: **Ian Eckersly** (Orks)
 Best Painted: **David Vilensky** (Eldar)



Competitors in the Games Workshop Warhammer tournament.

Warhammer Chronicles is devoted to the Warhammer game, featuring new rules, scenarios and other rules related topics. If you have any submissions of your own for Warhammer Chronicles please send them to the address below. Those missives deemed entertaining and profound enough to delight the masses (as judged by our diligent team of highly-trained Gobbos) will appear in a forthcoming issue of this publication.

If you think you have a good article for Warhammer Chronicles then send it to:

Gav Thorpe
(Warhammer
Chronicles)
Games Workshop
Willow Road, Lenton
Nottingham, NG7 2WS

Any rules queries, etc, will be shredded for Skaven bedding, so send them to the Roolzboyz at Games Workshop Mail Order, and not to Warhammer Chronicles.



Warhammer Chronicles

By Gav Thorpe

This month I've opened up the brain of veteran gamer and scribe Jake Thornton, using nothing but a blunt screwdriver and a Necrarch training manual. The following is what plopped onto the operating slab.

Against all Odds...

Sometimes even the lowliest bunch of Gobbos can surprise you, and sometimes that surprise might even be nice!

House rules are little variations of the main game mechanics that players adopt to tailor the game to their own taste. They are, quite simply, the rules you play round at your house. These are a fine idea, as you know far better what you want in a game than the writers of the rules do. So if you feel that you want rules for weather or to have a chance to rally even the smallest unit then you can change the rules to suit.

For many years now I've played a house rule that units always pass Break tests on a roll of double 1. It's a great rule, partly because it's so simple, but mainly because it adds to the story that a battle tells. Instead of the craven Gobbos fleeing all the time, sometimes they hold their ground for that one vital turn and help to turn the tide. Once in a blue moon your hard-pressed humble Halberdiers will stand and fight despite the fact that they are surrounded by hideous monstrosities. It won't happen every game and that too is part of the fun. It's a rare thing, but an easily remembered one, and one that can add an exciting twist to any battle. Why not give it a try yourself?

Wobbly Terrain

WHAT?

Over the many years I've been playing Warhammer I've fallen into something of a rut with regards to setting up the terrain for a game. Almost without exception, one of us will set up the terrain as we please and then either our opponent will decide which side to take, or we'll dice for it. Now this is fine and has served me well for many moons, but it does end up with rather predictable set ups, as you'll have seen countless times.

When you're setting up terrain and you don't know which side you'll end up with, there's a tendency to make it safe – either side is playable, neither particularly different from the other. The extreme of this is the set ups sometimes seen at tournaments where each side actually has an identical view.

I think this is rather dull to say the least, and have been messing about with a few variants for a while, including the various methods described in the Warhammer rulebook. However, the following variant that Gav and I came up with was a spur of the moment thing that grew out of nowhere whilst we were setting up a game the other day. It's currently all the rage in the Warhammer end of Games Development and we thought you'd like to try it too.

RANDOM TERRAIN

So, you've already tried umpteen random terrain generators and they all involve fiddly charts that call for things you don't have in your terrain collection. Me too. Don't worry though, the following is far more practical and means that you can set up a game in moments. Not only that, but (and this is my favourite bit) you get a whole host of new tactical problems presented to you each time

you deploy. It really matters who wins that dice roll and which side you pick. A proper test for a tabletop general!

It's simple. Once you've cleared your gaming table, select a bunch of terrain pieces. You'll need about one piece per foot length of table, perhaps one less or more. Normally I'd use a couple of hills, a couple of woods and one or two other bits for a 6'x4' table. You could even make a little table and roll a dice to decide how many pieces to use. For example, you could try the following. Work out how long in feet your gaming table is and roll a dice:

D6 result

- 1 Use half this number of terrain pieces.
- 2-3 Use one less than this number of terrain pieces.
- 4-5 Use this number of terrain pieces.
- 6 Use one more than this number of pieces.

Once you've worked out how many pieces to use then lay them out on the tabletop, scattering them roughly evenly. Then comes the fun bit.

Taking them one at a time, roll 4D6 and a Scatter dice for each. Move each piece that many inches in the direction indicated before moving onto the next. This will scatter the terrain about in an unpredictable and entertaining fashion, creating a much more challenging battlefield to fight over.

There are lots of ways you could add to this basic idea, but only a few things you actually need to consider. These are firstly what you do if you roll a HIT on the Scatter dice, secondly what you do when pieces overlap, and thirdly what you do when they partly fall off the playing area.

A HIT! A PALPABLE HIT!

Before you start to roll your Scatter dice for the terrain, decide what you'll do if you roll a HIT. Basically you've got two choices. What I do is use the little arrow to scatter the terrain as normal. After all, what I want is an unpredictable shuffling of pieces, not a bunch of hills sitting where they started. On the

other hand, some folk who've tried this like to use the HIT to mean that the terrain stays where it is and that's fine too. It's your game, so make up your own mind.

OVERLAPS

If pieces overlap whilst you're moving them it obviously doesn't matter, but what do you do when they still overlap when the music stops and everyone sits down? Well this depends on what they are. If you have a wood or a farmhouse overlapping a hill then you can simply have a wooded hill, or a house with a good view. If two hills overlap then you probably won't be able to make your terrain work by sitting the pieces on top of each other. Either replace it with a bigger hill if you have one, move one slightly to fit them next to each other, or simply decide that this 'cancels out' one hill and remove it.

LEMMINGS

If a piece of terrain falls off the table completely then it's obviously decided not to take part. However, if terrain scatters only partly off the table then you have to choose what to do with it. You could choose to remove it (just like a fleeing unit).

This will greatly reduce the amount of terrain on the table as it's very common to have a piece or two touching the edge. That's OK, just be aware that



it'll happen. What I tend to do is rather more fuzzy a 'rule'. If a piece is only just off I push it back on, leaving it at the edge. Sometimes rotating it will give a closer approximation to the 'proper' position. Of course, if you have a smaller version of the same type of terrain then you could just replace it with that. If more than half of the terrain is off the table and I don't

have a smaller replacement then it goes back on the shelf for next time.

Which way you choose to deal with either of these is entirely up to you and largely depends on what terrain you have available. But please don't worry about adhering exactly to these 'rules'. They aren't really any more than a few guidelines for what we thought was kind of amusing. Hope you find it fun too!

Interactive Magic

Whilst we were writing the new Warhammer we came up with all sorts of variations and alternative rules for the game. Most of these were discarded in favour of the ones we printed because they were simply not as good. However, the following alternative casting rules for the magic system were abandoned

EXAMPLE 1

A Level 2 Empire Battle Wizard casts Fiery Blast at a unit of High Elf Archers who can see him and will surely turn him into a porcupine next turn if they're still there. He needs an 8+ and decides to roll two of the four dice he has in his pool. He rolls a 3 and a 5 for a total of 8, just casting it. The High Elf player isn't keen on this and rolls two of his Dispel dice in reply getting a 4 and 5 for a total of 9. It's a dispel, but only just!

As the Empire Wizard has only used two dice so far he's allowed to use one more for this spell if he wants (Level 2 Wizards can use three dice to cast a spell). He decides to go for it as he only needs to roll a 2 or more to power the spell up and overcome the dispel. He rolls a 6 and raises his total to 14 and the ball's back in the High Elves' court. The High Elf player knows that the Empire Wizard can't add any more to that total as he's rolled the three dice he's allowed. He also knows that the one dice left in the Empire pool isn't enough to cast the other spell he has: Burning Head. Safe in the knowledge that there's nothing left to dispel the High Elf rolls his last Dispel dice and gets a 5 for a total of 14 as well, dispelling the Fiery Blast. The Empire player then uses the Doomfire Ring he's been concealing to immolate four of the Elves, causing a Panic test which breaks them. The Elf player says several rude words.



EXAMPLE 2

The High Elf player casts Healing Hand on his Wizard after a nasty run in with some Empire Handgunners. He rolls two dice and gets 3 and 6 totalling 9. This is more than the spells casting number of 7+ so the spell is cast. The Empire player chooses to roll two dice as well, but only gets 2 and 4 - 6. The dispel has failed and the spell is cast. Note that the Empire player cannot 'power up' his dispel since he has failed in the first place. You may never 'power up' a spell or dispel twice in a row, nor can you immediately 'power up' if your initial roll to cast or dispel fails. You are still taking turns here, and if you fail to better your opponent's total they won't take a turn so neither can you. The trick here is to roll the right number of dice in the first place, and getting that right is part of what makes this variant interesting.



because I thought them up so late in the day that we just didn't have time to playtest them properly. This being the case we thought you might like to have a go yourselves.

This isn't a replacement for the rules in the book, they're just some ideas you might like to try out. I don't think they alter the balance a lot, but I've simply not used them enough to be really happy about saying they're 100% fair. Anyway, give them a go and let me know what you think.

OVERVIEW

The basic idea is to allow you to 'Power up' spells and dispels in a similar way to the old magic system in the fifth edition of the Warhammer rules. This is something that a lot of our playtesters said they missed when they first tried the new system. Personally I'd forgotten it

was ever possible until I sat here trying to write down why I came up with this in the first place. I rather like the magic system as it is now, but I also like tinkering...

GET ON WITH IT

Sorry, waffling again! The rules are easy to use, if a little trickier to explain. To start with, you work out Power and Dispel dice just as normal, all casting numbers remain the same, as do Miscasts and Irresistible Force. In fact, all that changes is the actual mechanism for rolling the dice you have in your pile.

Roll to cast a spell as normal. If you succeed then your opponent may decide to try to dispel it. Let's say he does. In the normal system this is where it ends - your spell has been stopped. In this variant, you can add

another dice or two (or three...) as long as you would normally be allowed to roll the total number of dice to cast that spell. You see, the maximum number of dice you may use (in total) to cast doesn't change, just when you can use them.

The extra dice add to the total score, and if this beats the Dispel then it counts as cast. Unfortunately your opponent can then add one or more of his remaining Dispel dice and add to his Dispel total. This goes on until one side fails to beat the other or runs out of dice it can (or chooses) to use. You'll see more clearly if I give you a couple of examples.

Take



EXAMPLE 3

Another game, and this time the Empire have brought along a Level 4 Wizard Lord. He casts Wall of Fire in front of a big unit of Silverhelms with the General in.

This may decide the battle as they're clearly about to join in a decisive fight in the middle of the battlefield. The Wizard Lord can use up to five dice in total, but starts with just three: 2 + 4 + 6 totalling 12. It's cast. The High Elves have a total of six Dispel dice available to them as they are a very magic-heavy army, but they haven't got any Dispel scrolls left. They eventually decide to roll four dice and get 1 + 3 + 3 + 6 totalling 13. Not great on four dice, but it's enough to dispel.

The Empire Wizard Lord decides to use another dice to power up the Wall of Fire. He only uses one as he will overcome the dispel on anything but a roll of a 1 on the last dice and wants to save some for another spell. He rolls a 2 for a total of 14 - just casting the spell. The High Elves roll a single dice and get a 1. This gives them a total of 14 as well, but it also gives them two 1s so the dispel is automatically a failure. Disaster! A sheet of roaring flames erupts from the ground in front of the Silverhelms and their chance to turn the battle is lost.

Note that a double 1 or double 6 among the Power or Dispel dice will have its normal result (Miscast, Irresistible Force, etc) regardless of whether the dice were physically rolled at the same time or added later.

ART OF DARKNESS

SPOTLIGHT ON JOHN BLANCHE



Art supremo John Blanche has long provided the vision behind the imagery of our games. We asked him to tell us about his

background and his design work for Inquisitor.

John: I was born in Cornwall in 1948, and later, in the very grey world of the 1950s, I moved to Nottingham.

During this time I spent many hours drawing dinosaurs and regiments of matchstick Romans and Vikings on the back of old rolls of wallpaper, my imagination fuelled by the abundance of great films being shown at my local cinema. War films and Biblical epics were a great inspiration to me and as I grew older this also included Hammer Horror films.

One of the other main inspirations was my collection of plastic knights; my favourite being a set of Britains 'Wars of the Roses' mounted and foot knights. It was around this same time that I painted my bicycle wheels with silver paint. The idea of painting my knights with the same paint struck me and, although crude compared to today's standards, at the time it looked pretty realistic.

Later, as a student in the late 60s, life suddenly became very different. The world around me changed and seemed to have more colour. I discovered books, art history, art galleries and The Stones and it was then that my two passions in life came to the fore. I was at art college where I was studying illustration and graphics. It was real drawing as opposed

to fine art theory, we were encouraged to put pencil to paper and I was drawing every day with a passion. It was all weird stuff, even then – strange warriors and monsters. I remember at the time a lecturer telling me that I ought to drop this romantic vision of art as I would never make a living from it!

Over the next few years I built up an American, Civil War army, using Airfix HO-OO plastic figures. The numerous uniform books and painting guides that can be found today were few and far between then, but I managed to paint up accurate regiments with proper colour schemes nonetheless. I also built a couple of hundred mounted Hun warriors using US cavalry and Ancient Britain models. Small pins, plasticine, pliers and a strange knife were my tools, and my conversion days had truly begun.

I eventually discovered that other people were doing the same and that an embryonic world of gaming with these armies existed. Then, during the summer of 1969, something happened that was to change all of these discoveries. In my last term at art college I was introduced to the Lord of the Rings trilogy and, drawn in by the book, I read it in a staggering three days. It was a revolution for me and validated my passion for drawing the fantastic. I was so entranced by the book that I even converted my wargaming miniatures into fantasy figures.

A year later I had been introduced to the real world of work and was hired by a Museum Service for Schools on the outskirts of Nottingham. My everyday jobs included drawing graphics, illustration, model making (including battle dioramas) and generally getting to mess around with real armour and weapons.

In my free time however I was still drawing fantastic creatures and monsters locked in epic battles, and over the following years I found increasing demand as a freelance illustrator. I had also become really embroiled with the science fiction and fantasy art scene which was blossoming at the time and started to do some design work for small miniatures companies, even getting some work published in the Tolkien Bestiary.

What happened next changed the course of my life forever. I became involved with two fledgling companies on a freelance basis: Citadel Miniatures and Games Workshop – drawing White Dwarf illustrations and cover artwork, painting miniatures and illustrating some of the Fighting Fantasy books. Miniature concept design soon, however, started to dominate my everyday life, so much so that by the early 80s I was contracted to work three days a week. By 1984 this became a full time position with the now combined Citadel Miniatures and Games Workshop company which was then based in Newark. I remember the canal-side cottage where Rick Priestley would pump out pages of rules on a word processor and then leave spaces for illustrations which Tony Ackland and myself would fill. It was quite literally a small cottage industry which seemingly exploded into the world with what it has become today. It's all been quite weird really looking back on it. All I seem to have ever done is draw pictures of strange characters and paint model soldiers. It's quite brilliant actually, the best job in the world!

Status: Married, with two children and one grandson.

Role within Game Workshop: I provide artwork and design concepts for miniatures during the development of Games Workshop's games to ensure that the unique character of GW's visual imagery is maintained.

Ambition: Well, that's coming true. To see art books of GW's art and the work of individual artists published.

Inspiration: Movies – the darkness of Bladerunner and Aliens made a lasting impression, but art really moves me. There's too much to list and my inspiration is changing and evolving constantly. Last year it was Rembrandt, this year it has been Rothko but the GW artists have the biggest effect on me.

Medium: Sketch drawing with Rapidograph pens and coloured ink washes. When I do a painting it consists of the pencil drawing which I then colour with Citadel paints and ink washes, using methods borrowed from oil painting techniques.

Hobbies: I don't think I have any really. My life has always been spent painting and drawing model soldiers – that's what I've always done. Aside from this I ride a Custom Harley but it's not a biker thing. It's more the freedom to explore the countryside. I have never driven a car which is a fact that applies to quite a lot of artists. I think it's because of our overworked imaginations! We see ourselves in all sorts of mad smash-ups so I keep clear of them. I even drive pretty slowly on my bike.

Favourite Miniature: I'm always crazy about the next new release, but at the end of the day I do keep coming back to the plastic Space Marines. The versatility of kit form figures can be extremely satisfying.

Music: Since the early 70s I have always been interested in Weird Electronics, also Moritz von Oswald and the Basic Channel/Chain Reaction stable of artists along with the work of Jeff Mills and his imitators. My current favourites are Vibrant Forms by Fluxion (K.Soublis).



JOHN BLANCHE ON INQUISITOR

I'm really excited about the Inquisitor project. It has given Games Workshop the perfect opportunity to take a different perspective on the Warhammer 40,000 universe and delve deeper into the character behind the system. The initial idea of the Inquisition comprising separate factions all seeking power was born from the combined inspirations of Rick Priestley, Gav Thorpe and Alan Merrett. It gave the Warhammer 40,000 universe a resonance which I find irresistible, obscuring the distinction between good and evil. Inquisitor has expanded upon an idea – that there is a grey area in between the ideals of the Emperor's order of law and puritanical belief, and the warped machinations of Chaos. This is the setting, the background if you like, to Inquisitor.

From the inception of the project I realised there would be tremendous scope for creativity and characterisation. I began to explore as many ideas as I could, through sketches and concept pieces, which I eventually compiled into a sketchbook of characters that would play an important part in the whole design process. My own goal for Inquisitor was clear to me from the outset – to put the flesh on the bones of the fabulous imagery that was sparking into life. As I produced more and more sketches, others became drawn in and the whole project then flared into being on a new level; artists were being inspired by writers who were in turn inspired by sculptors. Imagery was being bounced around the Studio, all finally merging to create a rich background; and the words, art and miniatures within Inquisitor are the result.

So, here are some of my, sometimes wandering, ruminations on Inquisitor; what I wanted to achieve, my influences and inspirations, and the clash of ideas and images, which for me, makes Inquisitor, and the Warhammer 40,000 universe as a whole so exciting and rewarding to work on.

MY AIMS

My basic premise was to develop the genre on three different levels. Firstly, it would have to fit the existing popular imagery. For example, everybody would want to see Space Marines in the game; they are a fundamental part of the Warhammer 40,000 universe and something people can easily identify with. Having some obviously recognisable characters would help link the newer characters with the rich atmosphere and background already established in other games.

Secondly, there were those characters who had been mentioned in various codexes, rulebooks and articles over a long period of time, but for whom only a small background had been developed. The Inquisitors themselves fall into this category. Whilst most gamers know of the Inquisition, very little has really been explored about their role within the Emperor's order, or indeed how they appear.

Finally, I wanted to create a whole new set of beings and give them birth into Warhammer 40,000. My inspiration for these came from a diverse range of ideas, but my approach was the same in each case. To create characters



with depth and meaning I always look towards archetypes first. These are instantly recognisable and have a range of associations with them, allowing you a creative 'shortcut' if you like. For example, the archetype of a knight conjures up all kinds of images such as the noble warrior, the Crusades, chivalry, heraldry, and so on. The archetype is just the start of the character though, for archetypes are, by their very nature, somewhat generic. I wanted to layer on extra character to these basic ideas, adding the mix of medieval superstition, gothic horror and arcane technology that the Warhammer 40,000 image is based upon.

DEHUMANISING HUMANITY

The Arco-flagellant began life as a great title for a character that Alan had come up with. I took the name and split it into its two components; 'arco' which could mean something to do with electricity and

'flagellant', well... someone who flails and punishes. You can quickly see how the concept of an automaton warrior with whips for hands was born.

One of the strongest images for me is how the Warhammer 40,000 universe takes human characters and characteristics and deconstructs them. There exists a dark fascination within Warhammer 40,000 with bio-engineering – many of the characters have been radically changed until little remains of the original human. The Arco-flagellant is a good example of this. He is basically a drone whose fundamental human qualities have been chemically enhanced and altered. The Warhammer 40,000 universe is built upon many such ideas of quasi-humans and is an exaggeration and twisting of much that we see in the modern day world. I have simply drawn upon the idea of syringes networked throughout his body and mechanical flails replacing his hands to exemplify this.

Similarly with the venerable Inquisitor we tried to rework typical genre archetypes by twisting them on their head. In today's society it is often the young who are seen as radical and challenging and the old are bound by tradition and conservatism. Gav provided a great twist on this rather stagnant viewpoint, whereby the venerable, ageing Inquisitors are more likely to be the radical element, thus challenging the established creed.

Age and time are two of the elements we use frequently in Warhammer 40,000 to challenge people's preconceptions. Space Marines can live for hundreds of years and so you would imagine that Inquisitors are equally capable of extending their lifespans in a similar fashion. The venerable Inquisitor is an example of such a person and logical progression would suggest that during his many years of investigation he would have seen and learned much. He would therefore be able to delve into heretical ideals and have the power to withstand the chaotic influence of his findings.

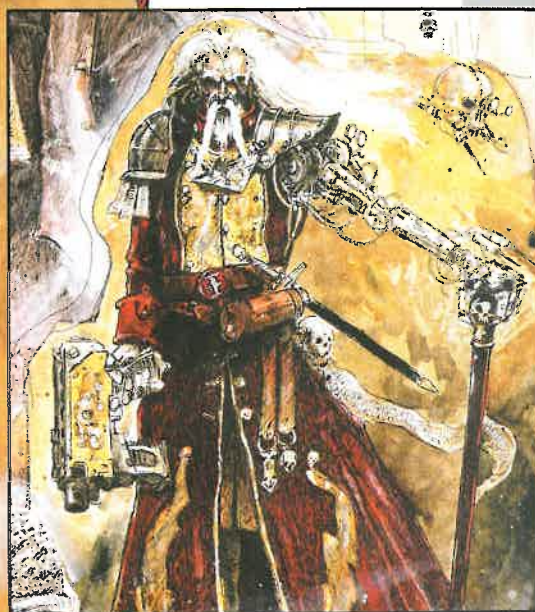
Such is his willpower he no longer requires strict dogma and laws to protect him from the forces that would corrupt lesser individuals. Also, with his many enhancements and biotechnological augmentation, he is probably just as powerful, if not more so, than a younger man, shattering the image of an older man necessarily being weaker.

ARCHEOTECH & THE MACHINE GOD

One of the most intriguing parts of Warhammer 40,000 is the vast amount of unexplored imagery. There are some really strong ideas that we have barely scratched the surface of. The whole concept of technology and the way it is understood is one I wanted to further explore. It is the treatment of technology as a little understood, near-mystical force which provides a lot of the depth to Inquisitor, making seemingly humble items of equipment revered artefacts of power. The idea of the Machine God has an incredible

amount of potential. I wanted to reflect the idea that the worship of the Machine God extends far beyond Mars. An infinite number of sects and cults could be spreading the word throughout the universe. Each would have differing viewpoints and beliefs, many of which could conflict with others of the same order. Most people that inhabit the Warhammer 40,000 universe have never even seen a Space Marine and so the technology which creates them would also be truly remarkable to them. To the heathen masses the notion of futuristic technology would seem spiritual.

I also wanted to explore the image that the Cult Mechanicus is a secretive organisation where the select few jealously guard the truth at the heart of the cults – a paranoid undercurrent to the surface reality of the worship of the machine. These priests are permanently researching new and alien technology, deciding what should remain hidden and what is too dangerous for the



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uninitiated to see. Again, I wanted to use the idea of taking futuristic science fiction elements and merge the images with gothic horror. I think that this combination is fundamental to Warhammer 40,000 and a major factor of its unique appeal. What little shows over the robes of the Tech-Priest is all machine, and yet those very same robes reflect what is basically a very medieval image, a combination of two opposite images which are at the heart of Warhammer 40,000.

ROGUE TRADERS & GUARDSMEN

Another of the concept designs was the Rogue Trader. The term 'Rogue Trader' appeared in the very first Warhammer 40,000 rulebook (in fact the book was named after them!). Rick had designed the rules to allow a certain degree of roleplaying by creating character types such as the Rogue Trader for use within battles. This idea of a roleplaying system had been dropped by the second

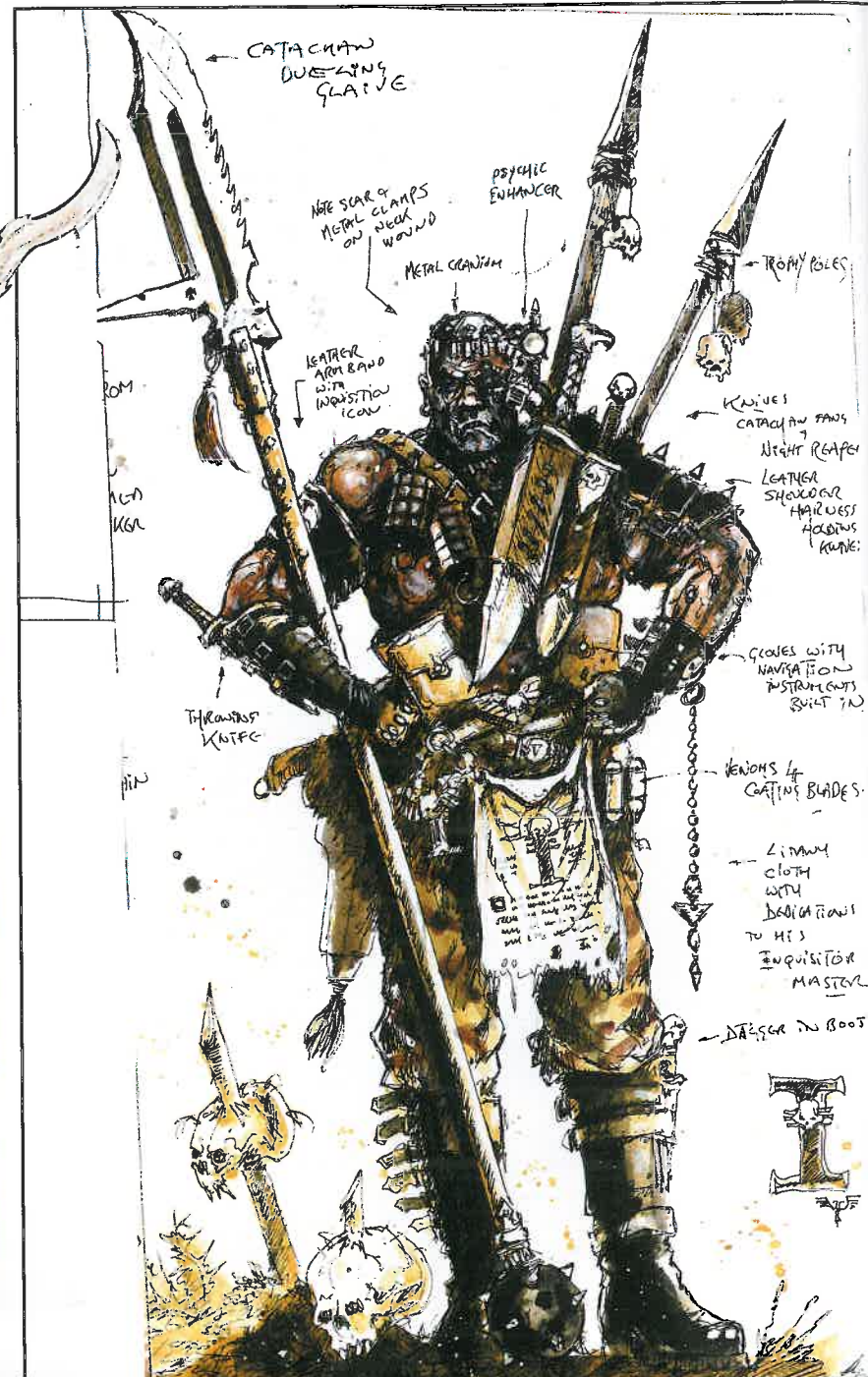
edition but Inquisitor is re-igniting many of Rick's initial ideas.

I created the Rogue Trader as a renegade nobleman, and made links back to Jes Goodwin's Navis Nobilite concepts from many years ago. The character still retains his high class nobility whilst also being endowed with a high sense of adventure, quite literally a bit of a rogue. My sketch was based on 19th Century elements using the flamboyant military appearance that was common at that time. The sketch shows him holding a Kroot sabre and a digital weapon to reflect the fact that he is well travelled – they hint at past adventures and a sense of mystery as to where and how he has acquired these arcane weapons. It also adds a slight air of heresy about him, after all I'm sure many Inquisitors wouldn't condone the use of tainted alien weapons. The one thing I want to stress though is that this is but one of a great many Rogue Traders. The idea behind a Rogue Trader is that they can be from any society. The

Rogue Trader allows the gamer a certain freedom to introduce his own unique hero type into the game.

The Imperial Guard Veteran was one of the first sketches that I completed. For this I wanted to move away from the idea of the faceless, countless Imperial Guardsman and make him into a very individual character. To do this I created my very own narrative for the Sergeant as I drew the picture. (The narrative plot is an important aspect to the game itself and I wanted to reflect that in the characters that I created.)

My vision of him was of a Catachan or similar hardened, no-nonsense Guardsman who had perhaps murdered a colleague and been sentenced to death. He has then been rescued by an Inquisitor who recognises his latent powers. It was important that I kept some features recognisable from the Guard, such as his combat fatigues, but show he had plenty of non-standard issue weapons and kit as well.



DANGEROUS CULTS

Warhammer 40,000 is rife with cults of all types, and it is an area which I really enjoy exploring whenever the opportunity arises. Within the infinite number of planets, there is an equally infinite variety of cults to choose from. They open up an endless possibility to create dangerous, weird and deranged characters. I think the Cultists more than any other Inquisitor characters split the divide between good and evil. Each cult you think up can range in its fanatic devotion, whether it be for the Emperor or Chaos. They are simply mortals who kill in the name of whatever deity they follow. Death Cultists are a fond favourite of mine. Again they display the diametric opposites that work so well. The soft female shape is in stark contrast to the spikes and blades of the nails, stilettos and needle pistols and it all serves to reinforce the image.

THE RESULT

The result is a range of character sketches that, I believe, capture the spirit of madness and horror that pervades everything in the Warhammer 40,000 galaxy. My sketchbook contains dozens of different characters, and as it would have been impractical to produce them all as miniatures, there some of them will remain for the moment: the female Inquisitor; the Solar Priest whom I envisioned as worshipping the sun as the embodiment of the Emperor; the Berserker Assassin – all have a great potential as individual concepts.

This diversity is also reflected in the models. The joy of working with Inquisitor is that it is an open door – as you create your own characters, the modelling and conversion opportunities are endless. There are no restrictions as to what you can and cannot do and I'm certainly looking forward to seeing the infinite variety of models that people will come up with.

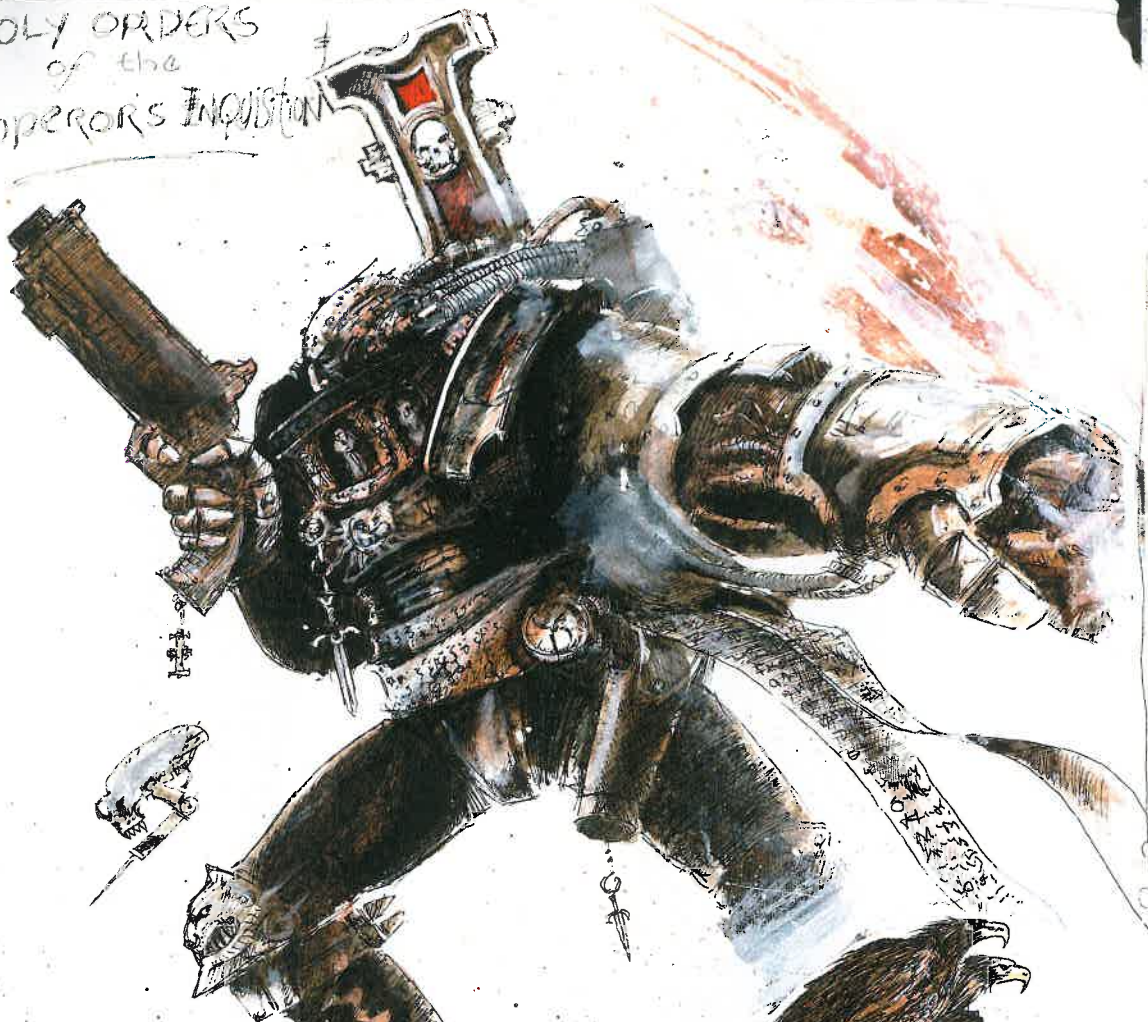
Right: The first model is a Cyborg which was constructed from a concept figure by Michael Perry, with the addition of 28mm Ork mechanical arms (these are the ideal size for a 54mm figure) and added plastic bits. This is typical of the kind of stuff that numerous people at the Studio tend to do before the 'proper' miniatures are available.

Far Right: The second figure is an Inquisitor, made of various parts from the actual range. It incorporates parts from the Eisenhorn, Covenant and Daemon Host models.



HOLY ORDERS of the EMPEROR'S INQUISITION

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ARMOUR
INQUISITOR

* - † † † @ ...

ORDO MALLEUS

ORDO HERETICUS

ORDO XENOS



These are just two of the evocative images from
JOHN BLANCHE'S
INQUISITOR SKETCHBOOK
Published by the Black Library

New material for Blood Bowl, Mordheim, Necromunda, Battlefleet Gothic, Warhammer Quest, Warmaster & Epic 40,000

FANATIC



Painted by Neil Hodgson

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* All models marked with an * come with a Hand Weapon frame at no additional charge. Note that all of the models shown above have had hand weapons glued in place as examples of how they can be armed. FNCM005 is also armed with the double bladed knife from the Rifle frame.
** Heavies are supplied with a random heavy weapon (either a heavy stubber or heavy bolter). Let us know if you would like the model armed with a specific weapon.

IMPORTANT!



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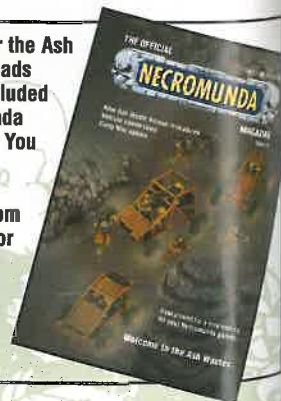
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Many of the models in the Ash Waste Nomads gang are supplied without hands. To arm them you simply choose the weapons you want from the weapons sprue and glue their hands in place as shown here. This system allows you to decide exactly how the models in your gang are armed, and also makes upgrading models with new weapons very easy. You can use the basic weapon sprue to show models with 'slung' weapons, allowing you to arm models with pretty much any weapon combination you desire!

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The rules for the Ash Wastes Nomads gang are included in Necromunda Magazine 3. You can order Necromunda Magazine from Mail Order for only \$9.95 plus postage.



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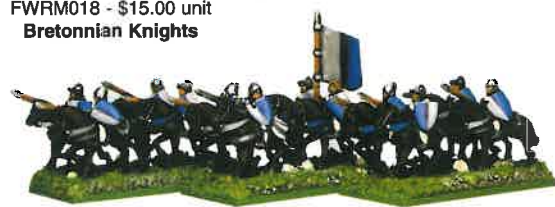
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Warmaster models are sold as 'units' which normally consist of one command sprue and six troop sprues, plus the bases needed to mount them on. Exceptions in the Bretonnian army are the Peasants and Bowmen, which consist of five troop sprues, and the character set which consists of a set of individual character models. *Note that some of the pictures above are not complete units.*

All of the Bretonnian models were sculpted by veteran Citadel designer Dave Andrews. They were painted by Agis Neugebauer - you can see more of his superb paint jobs at the following website: www.brumbaer.de.

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One character set, one unit of Grail Knights, two units of Knights, one unit of Mounted Squires, two units of Bowmen, two units of Spearmen and two units of Peasants for \$150.00 plus postage, a saving of \$15.00 on the regular price.



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The Death Zone playbook is a vital supplement for Blood Bowl which describes how to set up and run a Blood Bowl league. No serious Blood Bowl coach should be without a copy!

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Subject: Tyranid Bio-Weaponry Thesis

Lord Commanders,

While the development of natural projectile weaponry is known to occur in nature, the extent to which symbiotic organisms are utilized for this by the Tyranids is astounding. Somatic, pulmonary, bioelectric and biochemical munitions are commonly employed by and nurtured within the Tyranid organisms. What follows is a brief description suitable for dispensation to troops that may encounter this menace to the Imperium.

Magos Biologis Salk,
Ordo Legion Biomedical Research Station, New Hallefuss

HAMUS GULALAEQUEO
<<low velocity somatic
animate flora projectile,
exo-symbiotic.>>

File: 05437/b
Mutant seed
ammunition



File: 05437/a

BIO-WEAPONS: SYMBIOTIC RANGED ADAPTATIONS

While some of the more bestial members of the Tyranid species lack any sort of ranged weapon capability, an increasing number of the larger, more advanced creatures are making use of them. Horrifying in effect, these biological weapons are quite efficient against even the might of the Adeptus Astartes.

BARBED STRANGLER: HAMUS GULALAEQUEO

The actual mode of delivery utilized by this weapon is nearly identical to the venom cannon with respect to somatic methods. The main difference between the two weapons lies in the projectile. The weapon itself, while symbiotic, also plays host to an Epiphyte-like parasitic plant, which produces the fruit that forms the ammunition for the weapon. These large mutant seeds are heavy and dense. The typical rind is replaced by a catalytic epithelium. Upon impact this causes germination that is explosive and extremely rapid. Root tendrils and

rhizomes erupt in all directions adhering to anything they cannot penetrate. As the metabolic apocalypse continues, silicate thorns and barbs begin to form, tearing and piercing anything captured and draining moisture and nutrients at horrifying speeds.

Hypothesis: Evolutionarily speaking these seedpods exhibit characteristics one would expect to find in many deathworld floras. Rapid growth would allow the plant to avoid predation and possibly ensnare food sources. In its current form the flora undergoes the entire growth cycle from seed to mature plant in a matter of seconds. This is a tremendous outlay of metabolic energy and the resultant plant appears to be a sterile mutant, albeit a stable one. The parasitic version incorporated into the weapon is likely to be the natural form of the plant. However once again we see the Tyranids are able to manipulate the genome of a species radically by producing a parent capable of generating offspring vastly deviant from its own morphology.



DEATHSPITTER: EXCESSUS CONSPUO

[The deathspitter bio-weapon is a complex system. The highly volatile nature of the ammunition has hindered efforts to adequately describe its composition prior to firing. However, analysis indicates that the following information is highly likely. Magos Biologis Salk]

File: 05438/b
Exo-symbiotic
ammunition.

EXCESSUS CONSPUO

<<High velocity biochemical animate projectile. Exo-symbiotic with endo-symbiotic ammunition, endoparasitic intermediate.>>



The main structure of the weapon houses a brood chamber wherein lies the incubating young of a creature which may possibly be the protoplasmic cleaning creatures reported during boarding missions against Tyranid bioships in space by the Space Wolves Adeptus Astartes. Adjacent to this is a crustacean that tends the brood and performs a critical function in the firing process. The firing chamber is a tight tube of horn and bone sealed with a powerfully muscled flap. Firing this bio-weapon is accomplished in the following manner. Bioelectric signals goad the crustacean to retrieve an embryonic cyst and take it to the firing chamber. Once there the crustacean splits the cyst exposing the immature flesh of the embryo as it places it in the firing tube. [Note it appears to be a conditioned response as the crustacean is then allowed to eat the highly nutrient cyst husk as a 'reward' for the action. Within the firing chamber the biological breech block closes. When this occurs the enzymes on the breechblock react explosively with the exposed flesh of the embryo, launching it screaming towards the target. The biochemistry of the embryonic acid blob is extremely volatile with most atmospheres,

causing it to audibly hiss as the epidermal layers are stripped away in a chemical fire. Upon impact the embryo is slain and the semi gelatinous mass of incomplete protein congeners, acids, caustics and enzymes is splattered over a significant area. The results to exposed personnel are horrific and many of the chemicals are of sufficient potency to damage Imperial armoured vehicles.

Hypothesis: Unable to formulate any hypothetical evolutionary path for the development of this weapon other than significant bioengineering and opportunistic utilization of multiple resources.

DEVOURER: PEREDO UORO

This weapon is more of a hive than a distinct organism. The weapon is meshed with the host in such a way as to provide food and incubation for a host of malformed Ripper larvae. It is these larvae which form the ammunition for the weapon. A large conical horn is perforated with multiple breathing tubes that also serve as avenues of egress in times of danger. Pheromone signals call the larvae to the breather tubes when the host senses the need to utilize the weapon. A bioelectric surge signals the brood to attack. When they encounter any object they immediately begin biting and burrowing in a frenzied attack while secreting highly corrosive bile. These creatures show a distinct taste for neurological tissues and move to the spinal column and brain with extreme haste causing an agonizing but mercifully quick death.

PEREDO UORO
<<High Velocity Bioelectric Animate Projectiles
exo-symbiotic colony.>>

File: 05439/b
Devourer larvae





Hypothesis: This would seem to indicate bio-manipulation of an aggressive defense mechanism in the original species. <Note. The demoralizing effects of this weapon have been noted and all Imperial officers should be prepared to bolster any troops that encounter them.>

FLESH BORER: PULPA TEREPRO

PULPA TEREPRO
<<High Velocity Animate Projectile.>>

File:05440/b.
Borer beetle.



File:05440/a

This weapon, employed by base troops of the Tyranids, is a brood chamber. Housed within is a large brood of Borer beetles that, once mature, is kept in a state of torpor by hormone emissions. These beetles are hatched and grown within the weapon and presumably spend their entire lives within its confines until they are called upon. Neurological stimulation from the host signals the weapon to move one of the beetles to the firing sphincter. Once there the beetle is awakened from its sleep and awaits the bioelectrical signal to attack. Genetic engineering seems to have produced these blind beetles; their halteres are configured in such a way as to prevent any significant deviation in flight trajectory. When it receives the attack signal the sphincter opens allowing the beetle to streak towards the target. Upon impact, the beetle, clinging tenaciously, begins to secrete digestive enzymes and uses its powerful jaws to begin burrowing into the target. All this is accomplished with blinding speed and ferocity. This activity persists until the beetle's meagre energy stores are depleted and it dies from exhaustion or some trauma ends its short and violent life.

Synopsis: Similar in form and function to the devourer, presumably an aggressive fauna whose natural instincts have been utilized to create effective weapons. It is theorised that the weapons are radically modified versions of the beetle and actually produce the eggs they brood.

SPINEFIST: SPINOSUS MANUS

This organism is typically seen attached to an upper appendage with a long larynx coiled around to the main body of the host where it connects to the respiratory system. The spinefist is a crustacean that develops a set of lethally poisonous spikes similar to many oceanic echinoderms. These spines are loosely connected and situated upon a series of baffled airways. Employing an unusual method of delivery, the spinefist is powered by large heavily muscled breathing bladders within the host's body. When channelled to the creature the gas volume expended by the rapid contraction of these bladders serves to propel the munitions. The creature itself only allows one section of its arsenal to be open to the airways at a time thus ensuring multiple volleys can be fired if needed.

SPINOSUS MANUS
<<Medium Velocity Pneumatic Projectile, exo-symbiotic.>>

File:05441/b.
Poisonous Spikes



File:05441/a

Hypothesis: The organism in its present form is incapable of delivering its spines to any target without the aid of the host. It appears to be engineered from an inter-tidal predatory crustacean that likely utilized the compressibility of gaseous atmospheres to charge its weapon's batteries. The long umbilical larynx would indicate it likely remained firmly attached to the seabed or coral reef.



while raising this larynx to acquire gases. Liquids would require more energy to compress to a viable degree than the gases. Autopsies indicate vestigial gills and tethers where the spines appear to have been anchored. This would have allowed the organism to spear a prey item in the violent surf and reel it back in without having to release its anchor. [Even compressed to the expected biological degree this organism may have been able to attain, the gases would have adversely affected its buoyancy, necessitating the tenacious grip on a firm anchor to avoid acceding the water-column and thus being vulnerable to predators.]

VENOM CANNON: SANIES EFFUNDO

This large slender horn-like weapon is a hollow tube, lined with concentric muscles, which expels with great force a cyst. Large pulmonary sacs have been observed in some creatures' autopsies, which may provide force upon the projectile as well. These cysts are produced within the body cavity of the host Tyranid that is connected to the weapon by several umbilicals. These provide the weapon with neural stimulus, nourishment and ammunition. The cyst has a carapace hull with an insulating internal lipid layer, the contents of which are highly pressurised. It contains a voracious cocktail of acids, enzymes and toxins that are released upon impact. This is capable of dissolving armour and flesh with equal relish. The cyst, however, is not extremely dense or hard and thus most armoured vehicles can withstand impacts without critical damage.

SANIES EFFUNDO
«High Velocity somatic biochemical projectile.»



File: 05442/a

File: 05442/b Cyst ammunition



Hypothesis: From an evolutionary standpoint it is hard to imagine how such a symbiotic organism came to be. One might suspect that this is a defensive adaptation taken out of context and utilized. It is known that these weapons are widely used to exterminate large indigenous lifeforms on planets prior to tyranoforming. Perhaps they act as a first stage digestion process as well as an effective weapon.

BIO-WEAPONS: MELEE CLASSIFICATIONS

LASH WHIPS: VERBERO VERBER

VERBERO VERBER

«Non-symbiotic melee bio-weapon.»



File: 05443

These typically exhibit three radiant tendrils that terminate in hooks of rigid horn. The 'body' of the organism is contained within a bony sheath that is characteristically grasped by the wielder. Data collected from auspex and field examinations indicate animal intelligence. The lash whips will continue to attack any who approach long after the wielder is eliminated and tests seem to indicate they do this by sensing brain-waves, perhaps another natural predation tactic appropriated by the Tyranidic horde for weapons applications. The 'hive-mind' wavelengths do not stimulate the creature to attack, most likely due to long periods of pseudo-symbiotic relationship or bioengineering. However, it is suspected that the neural linkages and sensory nodes on the sheath may allow for more direct control of the weapon's actions.

Hypothesis: Presumably the product of bioengineering a common radiant marine organism «Echinoderm».

Magos Biologis Salk,
Draco Legion Biomedical Research Station,
New Hallefuss

TACTICA sees a veteran gamer taking a close look at the strategy and tactics for how to get the best out of a particular force and from the game itself. This month, Mike Major takes a detailed look at the tactics he uses in the Assault phase. Be warned, however, that these are advanced tactics for tournament players and experienced gamers.



Mike is a member of 'The Taken', a group of dedicated hobbyists who produce the Apocrypha 40,000 webzine (www.thetaken.org). He's been playing Warhammer 40,000 since it first came out, and in 1999 won the Canadian Grand Tournament.

TAKE IT TO THE FOE!

On the battlefields of the 41st Millennium, battles are often won and lost in the ferocity of hand-to-hand combat. Many armies utilise close-combat troops or can be heavily assault oriented. Correctly utilising these key forces – or thwarting them – is often the difference between victory and defeat for a commander. Despite this key fact, many players simply fling their warriors into the fray willy-nilly, trusting to the Emperor or to Gork to carry them through. While this will often work, there are refined tactics that can be used to increase your chances of victory in any assault regardless of the army you field. In this, the first of two articles which conclude next issue, I'll detail how to get the most out of your assault forces and also how to defend against those of your opponent's.

Before we begin, though, I'd like to borrow a phrase from Jervis and talk about 'the most important rule.' I'll be reviewing some very advanced tactics here – high end usages of the rules which push the limits but are still within the spirit of fair play. These tactics literally came about accidentally through game play. They weren't so much developed as discovered. "Hey! If I set up like this, I can do that!" Sadly, however, some players use this kind of discovery to push well beyond what is reasonable and into the abusive. We've all heard of players who read that when a vehicle is destroyed it can be turned on its side and interpret this so as to build walls or 'Rhino laagers' out of wrecks by orienting destroyed models exactly how they want them. Or folks who take the kills off from one end of a fight when a character at the other end dealt them out just because 'the dead models are still in base to base with the enemy.' Wrecks don't conveniently become castle walls

TACTICA ASSAULT

ADVANCED TACTICS FOR THE 40K ASSAULT PHASE. PART 1

and guys with powerswords don't fling them to the other side of a giant combat rather than killing the guy in front of them! Think of how you would feel if such a tactic was routinely used against you. Would you be content playing against it? Is it a solid reading of the rule or is there really some question over it? Good sportsmanship is the key. By all means, develop new tactics – but remember that the very best game of Warhammer 40,000 is a close run fight that's in question down to the last model. If a new 'tactic' is getting in the way of that then you may wish to rethink it, as an enjoyable game is always far more important than winning.

I've structured this discussion of tactics in a 'turn sequence' order. One of the largest misconceptions of a Warhammer 40,000 assault is that it takes place exclusively in the Assault phase. Nothing could be further from the truth. In part one of this series, I will discuss the preparation and ground work of the assault as well as its opening phases. I'll first talk about concerns that you should consider during deployment and the early movements of the game. Then I'll discuss the critical preparation for your assault, which will include a brief discussion of transports, deployment of models during the Movement phase for greatest impact and pre-assault fire in the Shooting phase. Finally, I'll move on to the Assault phase proper, touching on common assault wargear.

Part two of this series will continue this trend with a discussion of unusual traits such as fearsome troops. Then the nitty gritty of the Assault phase itself and your options within it will be pried open for examination. Finally, I'll cover the close of the Assault phase and such things as sweeping advances and post assault positioning and what happens when the enemy reacts to what you've done. Check next month's White Dwarf for these discussions of the later portions of your assault.

Now without further ado...

ADVANCE AND STRIKE

The Deployment Phase...

One of the most important aspects of your assault is how you prepare your

troops and the deployment of enemy forces. Given this, your assault planning should begin early. Well in advance, you should begin the selection process of targets for your close combat strikes. This is best done during deployment, at least for the initial targets. Striking a flank is usually better than attacking straight into the centre of an enemy force. Your approach is often easier, and enemy shooting during any sweeping advances you make later is more restricted by the enemy's line of sight and range. However, such flanking moves also take longer to set up and will clue your opponent in to your plan of attack unless you can distract him somehow. In addition, your objective may very well be straight up the middle.

Plan your assault carefully. There is a good chance that your assault troops will be outnumbered, at least in the initial phases, until the rest of your army gets there. Try to pick fights you are sure you can win! Finally, be aware that savvy enemy commanders may keep a 'counter-charge' unit in reserve. Watch for these as they can often be a long way from the action waiting in a vehicle. Such units can engage quickly and, depending on their composition and your firepower, they can stop your assault in its tracks.

While this target selection begins naturally during deployment, you cannot afford to ignore it at any time. It is a process of consideration which you must continue all through your game until victory has been achieved.

Offensive Tactics:

1. Avoid carefully deployed armies, or attack bravely but with the utmost precision.
2. Never fail to use cover. It can make all the difference.
3. Hit the flanks where you can. Fire is too concentrated in the centre battleline.
4. Watch for counter-charge units. Even if you are winning a fight they can ruin your day. This CANNOT be stressed enough!
5. Always remember that in close, your BEST defence is the hurly burly of a mêlée. You cannot be shot at there.

Mêlées also block line of sight and so can be used as cover for the advance of the rest of your army.

Defensive Tactics:

1. Maintain your distance: Good 'shooty' or defensive army players will deploy in ranks distanced by over 3" apart to prevent assault forces consolidating from one rank to the other and thus avoiding 'Sweeping Advance' fire. If attackers win a fight at the wrong time, they either have to sweep or consolidate, but either way they're a big target.

FLOOR IT!

The Movement Phase

Many armies have access to inexpensive vehicles to transport forces in. Transports are a key consideration when setting up your assault. While their individual advantages are more properly discussed in detail in a Tactics all of their own, there are some general rules to consider for all transport borne assaults.

Offensive Tactics:

1. ALWAYS use cover when you can. Cover will either keep your vehicle out of line of sight or give it the ability to remain hull down – a tremendous advantage over the possibility of a penetrating hit, particularly an Ordnance one which can eliminate the entire unit along with their ride! Despite the distinct advantage of all damaging hits only being glancing on fast moving skimmers, they should still seek cover to hide behind. Skimmers are fragile and even glances are dangerous to them. If it's there, make use of it.

2. Remember that vehicles block line of sight just as hills and other terrain features do, so you can also put key units behind others to shield them from enemy fire.

3. Vehicle Upgrades: Review the options available to your army carefully and choose ones that fit your style of play. Proper use of these can go a long way in getting your vehicles to their disembarkation points.

4. To Fire or Not: Many transport vehicles, in particular those of the Orks and Eldar, are equipped with support weapons. The choice of whether to move at a slower speed and fire or go full bore and get into range is a tough one and will depend on the scenario, your opponent and play style as much as anything else. That being said, there are a few things to consider. The first of these is that many races have fast transports and if these go their full 24" allowance they cannot fire. In this case, the troops usually cannot disembark either and are sitting targets for enemy guns. In such a case it's often best to move the 12" and fire, which also still leaves your assault options open. There will be times however where you will wish to move straight at the enemy at fast speed. Ork Trukk Boyz with their additional ability to survive the destruction of their transport usually fall into this category.

5. Line Breaking: Use tank shock as a line breaker. Even against a really savvy player this can work. If the transport is destroyed, it then becomes cover to limit line of sight. You can hide your assault troops from the worst of the shooting behind the wreck using a consolidate move after the Assault phase is done. You can break an opponent's shooty army into easily consumed pieces with this tactic but it's got to be done just right in order to work. Be especially careful of 'Death or Glory'. When the vehicle access points are blocked by the enemy, the troops inside will be killed if their



After routing the Imperial Guard in close combat, the Space Wolves use the wreck of their Rhino transport as cover.

vehicle is destroyed and they cannot alight. (See Chapter Approved – Transport Vehicles, WD254)

Defensive Tactics:

1. Target Priority: When facing an assault army that is primarily transport borne, such as Blood Angel Space Marines, Speed Freaks or certain styles of Eldar, be very careful in choosing your targets for shooting. Unless your own army can win the ensuing fights, consider making transports a priority target for long ranged heavy weapons fire over support elements. Pedestrian assault elements do not become effective for a long time unless they are already close to your lines.

2. Suppression: As an addition to the above, carefully watch your damage results. If a unit will not move for a turn (*Crew Stunned, Immobilised or Destroyed*), stop shooting at it! It is not an immediate threat and you can always renew your fire on it during your next Shooting phase. Move on to other targets.

3. Death or Glory: Be aware of possible tank shocks your opponent may perform and place your anti-vehicle troopers in a position where they will be likely to be able to fire. Given the nature of some transport models with limited egress, and the fact that models which do not break from a tank shock return to their places, it may be possible to wipe out both transport and passengers if they cannot escape the vehicle due to the presence of your troops. (*Warhammer 40,000 page 89 'Death or Glory'*). Note that while the rules say 'any model' may fire, more recent interpretations from the designers limit Death or Glory attempts to models actually struck by the tank, so placement within your unit of that blaster or meltagun is important! 'Clipping' the edge of a unit is still not permitted however).

CLOSE AND DESTROY

The Movement Phase

Once you've selected your target and your models are within near assault range you must plan the nuts and bolts of your attack. You'll have several important choices to make at this stage, the first one being the positioning of your models during their Movement phase.

Before anything else, you need to decide which units you are going to attack. This will usually be a single unit but there are times when you'll wish to engage multiple enemies. This is permitted (See *'The Ultimate Secrets of the Galaxy Revealed'* at the end of the *Warhammer 40,000*) and occasionally an excellent idea, particularly when attacking with a very large unit or when you do not wish to win the combat in the first round so as to avoid a sweeping advance at an inopportune time (See 'Pursuit and Consolidation' next month for a full discussion of why). Keep in mind that you still have to move models closest to closest even in this situation and may even have to sacrifice a model to a Dreadnought or other nasty if you do this. Also note that you are not required to assault more than one unit if you don't want to, but you cannot bypass a closer unit in favour of a further one along your direction of assault, unless you engage the nearest one first. Direction of assault bears some mentioning. There is no requirement to engage the nearest unit or go a particular direction in an Assault phase. If there are several possible targets that you feel are within range, you can go in any direction you like but you cannot simply scatter willy nilly to the winds and attack in all directions of the compass. Your entire unit should travel in the same direction and in a specific line of assault toward the enemy unit or units you wish to attack. I've found that thinking of the direction of

assault as being like a fallback corridor pointed at the enemy unit(s) you wish to assault is really helpful. Move your unit in a column or very slightly widening funnel engaging models within that corridor as you reach them and you've got it right.

Once you've settled on a target, it's time to get specific. When models are performing an assault move, 'the closest models move first and towards the enemy by the most direct route.' (*Warhammer 40,000 page 62 'Moving into Assault'*) This can be used tactically in a number of different ways.

Offensive Tactics:

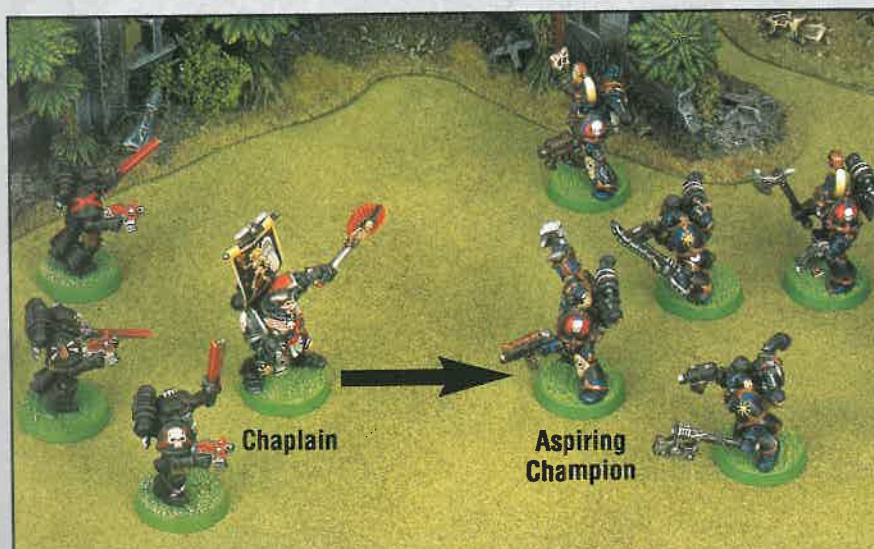
1. Closest to Closest: You can deploy character or leader models with different weapons or assault characteristics in such a way that they can 'pick their targets' from amongst the nearby enemy models. For example, if you want your Chaplain to attack the enemy Veteran Sergeant (armed with a power fist), so as to cut him down before he can use the ugly thing, you'll be able to do so if he's at the front of his squad. Simply ensure that when the time comes to move your Chaplain, the Veteran Sarge is the closest unengaged model and you must attack him. If he is the nearest model to your attacking squad this is easy. Just put the Chaplain up front to be moved first. If he's back a bit then you'll have to 'eyeball' it, placing other members of your attacking force to engage the lead enemy models. Since the assault is done one model at a time, your Chaplain should get to his target if you position your troops properly. This may take some practice but it's worthwhile if you can cut down some nasty adversary with a higher Initiative model or get someone with an invulnerable save squared off against that Avatar or Daemon to protect the rest of your unit.

2. Troop Borne Wargear: Another variant of this tactic is the use of 'invisible' assault weapons to accomplish your objectives. Some units allow normal trooper models to take specialty assault weapons, and by careful utilisation of this rule you can get them where they need to be. More on this below in the 'Wargear in Assault' section but their positioning can be critical so it bears mentioning here.

Defensive Tactics:

1. Protecting a Model from Assault: You can use the reverse of the Closest to Closest rule to protect models that you don't want cut down by Crozius wielding loonies. Place your model behind a wall of other troops and you are safe from this kind of selective attack. After the enemy pile in, you'll be able to get your model into contact if your unit holds firm.

2. Wolfen Howl: Finally, the Space Wolves 'Counter-charge' ability is highly useful here. You can shield your leaders as well as allow them to do their



As he is the nearest, the Chaplain will have to assault the Aspiring Champion, enabling him to kill his opponent before he's had a chance to fight back with his deadly power fist.



If the Banshees shoot at the Dark Eldar Warrior squad in front of them they may be left out of assault range so a better choice would be to shoot the squad to the left.

business in close combat. The best of both worlds, really.

GIVE 'EM THE WHOLE NINE YARDS, SIR?

The Shooting Phase

All right! Now you've lined your troops up, prepared your attack with the utmost care and done everything to maximize your chances in the assault. So, how do you snatch defeat from the jaws of victory? Indiscriminate shooting.

All appropriately armed models may fire before assault if they wish, but all too often it's best not to. The number of times that carefully prepared assaults have been foiled by their own gunfire is tragic. If you are right on top of the enemy and facing only basic troops or getting ready to attack something that you've little chance of beating, it's an excellent idea to open fire at point blank range to whittle down the odds a bit – but what if you are right at the edge of assault range? Or you're not certain?

The answer in these cases is usually either don't fire at all or fire elsewhere. If you fire into the enemy and the opposing player doesn't want to be assaulted he'll simply remove the nearest troopers to your assault force. Perfectly reasonable, except that now there is an excellent chance that you are no longer in assault range. Your expensive assault troops are left standing in the open at the mercy of the enemy guns, twiddling their collective thumbs/tentacles. Not a good situation at all. Be very careful with your preparatory fire. Use it where and when it's needed or when it will not mess you up or you'll lose your attack force before they ever get to fight.

Offensive Tactics:

1. Watch where you fire: You may do too much damage and so foul up your assault. If you think this may be the case either shoot at another unit or don't fire at all.

2. Get the Guy with the Big Horns!: One preparatory shooting tactic that bears mentioning is that of picking off enemy independent characters. My usual opponent loses many Wolf Lords this way. An independent character can be targeted if he is the 'closest target at short range (up to 12")' (*Warhammer 40,000 page 75 'Shooting at and by Characters'*). If your opponent should wind up in this unfortunate position don't hesitate – take out that character! Remember, however, that a unit still cannot split its fire, so all of your fire must be directed at that poor unfortunate soul. If you choose to fire on him, it will cost you any other kills from that round of fire.

Defensive Tactics:

1. Strand the Assault Troops: If your attacker is overeager in his weapons fire remember that you can remove models closest to his forces. If he's far enough away he may destroy his own chances of assaulting and leave his attacking force vulnerable to shooting, a counter-charge or both.

2. Get back Sir!: Targeting of independent characters works even if he's part of a unit, so be careful of leaving an independent character out in front – he's just become a big fat target! If you wish to protect your leaders, put them just behind a regular trooper or two. This will still leave them in a position to fight in an assault if your models are spaced well, but will keep him from

getting picked off. Another tactic is to place the character 'down the line' of an arrowhead formation and keep it pointed at the enemy. The model on point becomes the target and, if the character is just behind, he'll likely still wind up in base to base contact. This is a bit more dangerous, however, as the enemy may attack from an unplanned direction.

3. Protect the Lascannon: When deploying your forces always be aware of advantages that your opponent may exploit in assault. Special and heavy troopers are sometimes best left further back where they will survive the initial charge.

4. Wolfen Howl: Just as in engagement, the Space Wolves counter-charge ability is again highly useful. You can shield your leaders from gunfire and still have them available to fight in close combat.

WARGEAR IN ASSAULT

Movement/Assault Phase

We've discussed HOW to get specific models into base to base contact in an assault. However no treatment of the Assault phase can possibly be complete without some discussion of how best to use wargear. We all know that there are advantages to using an army's various wargear elements to increase damage capacity and staying power. While I couldn't possibly cover every combination in any reasonably sized article, we'll discuss weapons first and a few other articles of wargear as examples later on. Use these listed tactics as launching pads for your own ideas.

Wargear weapons all have their own characteristics and only some elements are common from army to army but we can really break the weapons down into four main types. These are weapons which ignore armour, those which provide additional ability to wound, combination weapons which do both, and those weapons which strike last but hit hard. Most of the last are really combination weapons but their special characteristics merit separate discussion. There are, of course, very esoteric weapons which are found only in certain armies and I'll give an example of how to use one of those as well.

Power Weapons

Weapons which ignore armour, power weapons and their ilk, are always useful. In the hands of a model in close combat they'll deny any save that isn't invulnerable. In addition, models equipped with such weapons still strike in Initiative order and can be used to 'take out' enemies that may strike more slowly, preventing them from attacking. Utilising a character bearing a power weapon is fairly straightforward. Stick him in where you want the damage and let him swing! The only real choice is whether or not you should allocate the model's attacks if it is allowed to. This might be desirable should some of the target figures happen to be characters or specially equipped models. See the 'Bring Out Yer Dead' section next month for a more detailed discussion of attack allocation.

Poison Blades, Witchblades and other anti tough critter things

Weapons which increase the wounding ability of a model, such as Dark Eldar

poison blades and Eldar witchblades, can be highly useful in certain situations and nearly useless in others. Since these weapons do not provide any additional armour penetration, they are far better against lightly armoured opponents than those encased in ceramite. Given that non power armoured models also tend to be of moderate to low Toughness, things you don't really need help to hurt, these are really specialty 'niche' weapons that just aren't needed against the vast bulk of models. Keep their numbers in your army down and use them for what they are intended to do – take out the big, high Toughness monsters that have little armour. These weapons can be amazingly useful against Daemons and Avatars but should not be used lightly against Wraithlords or Talos which have an excellent armour save. Combination weapons are better against those.

Combination Weapons

When discussing combination weapons note that these aren't as rare as they seem. The Imperials have power fists, the Space Wolves frost blades, the Dark Eldar their agonizers, the Orks power claws, and that list certainly isn't comprehensive. Most armies have some type of combination weapon available. These are often boosted power weapons of various types. Those which don't affect strike order can be used just like conventional power weapons but will stand a better chance against the tougher opponents due to their higher Strength. Some are so useful as to even be able to take down the toughest of opponents! Dark Eldar agonizers in particular are known for this.

Power fists, Power claws etc.

Weapons which strike last such as power fists and their Orky equivalent the power claw, are tougher to use correctly but definitely worth the effort. Remember, in the hands of a Strength 4 character, a power fist will cause Instant Death, the destruction of the model regardless of the number of wounds remaining, on nearly every model in the game.

(*Warhammer 40,000* page 53 'Instant Death') Even with the reduced effect of Instant Death, a model with Strength 3 armed with a power fist will still wound most models on a 2+ and deny them a save as well, making them an excellent choice for low Initiative troops who are likely to swing last anyway.

Since these weapons always swing last, they have to be used far more carefully than regular power weapons, but their incredible strikes make up for these shortfalls in many situations. Put these models up against regular troops or characters of any description and watch the casualties accumulate. The downside is that you've got to risk taking a hit to use them but there are some solutions:

Offensive Tactics:

1. "You drop him, Ernest!": Position your power fist model so that he moves into base to base after your other models



The Black Templars Marine armed with a power fist has been positioned to attack the same opponent as the Marshal armed with a power weapon. The power weapon should kill the Night Lords Champion, meaning that no model will be in a position to attack the power fist Marine.

have engaged and then place him in contact with the target enemy of another of your attacking characters, preferably one with a power weapon! According to the Assault rules (*Warhammer 40,000* page 66 'Removing Casualties') a model in base to base contact at the beginning of the Assault phase still fights with his full effect as he dashes through the mêlée striking left and right at his foes. So even after the character with the earlier attacks has dropped his opponent to protect the power fist model, the one with the fist can still rip through the unit.

This particular tactic will only work if you are fighting normal troopers. It's too dangerous to try with any but the weakest of characters and hits on them do not carry over onto their unit anyway. (See *Chapter Approved - Close Combat Notes WD232*).

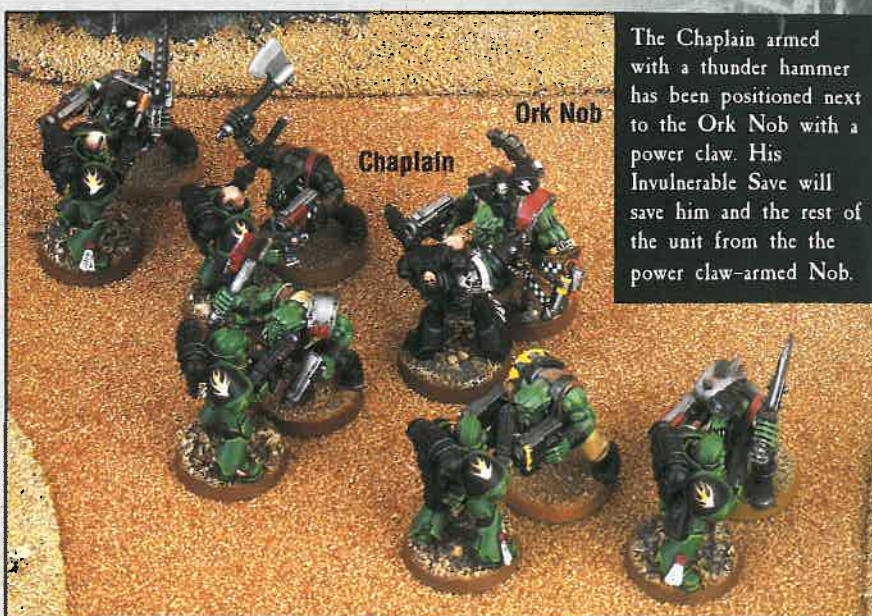
A variant of this tactic is the Dark Eldar 'Dirty Wych Trick' for hydraknives which consists of moving a hydraknife wielder in last next to a Succubus and with an agonizer to ensure that the weapons get used before the wielder is killed.

2. I can take it!: Quite simply, give the power fist to a multiple wound character. Even if his opponent gets a hit in and does some damage, the power fist wielder still gets his licks in if he's not killed.

This is a very good choice for Imperial Guard characters with multiple wounds. The key to making this work is to avoid enemy characters with the 'oomph' to cut you down before you get to swing. One local Guard player, Kevin Dooley, uses his Command HQ and Commissar team as a counter-charge force with this tactic and has even been known to stop the Death Company with it.

Esoteric mêlée weapons which don't fit in any of the above categories are found only in certain armies and can also benefit from careful placement. As an example, here's another Dark Eldar 'Dirty Wych Trick' that makes use of careful engagement tactics. This manoeuvre involves using a razorsnare to pull a powerful character into base to base with a pair of Wyches (one a Succubus for those wondering) with shardnets - thereby greatly reducing his chances to hit.

Having shown how to make use of specialty weapons in close assault we'll now touch on the way these weapons can be countered. Items which provide Invulnerable saves are lifesavers in close assault. While few armies can have very many of these (most are limited to one) correct use of that item can win your assaults or allow you to tie up powerful opponents for a very long period of time. I've had a Chaplain with only a bolt pistol take on an entire battle flank of Space Wolves and tie them up for several turns even after his accompanying Tactical



The Chaplain armed with a thunder hammer has been positioned next to the Ork Nob with a power claw. His Invulnerable Save will save him and the rest of the unit from the power claw-armed Nob.

squad had fallen - all because of that Rosarius. One of the best places for an Invulnerable save is facing off against other characters. Even against a power fist, that save gives him a chance. Models with Invulnerable saves can also be used to tie up such hard to deal with things as Dreadnoughts, Talos and Wraithlords if you have no handy way of defeating them at the moment and need to keep them off your troops. This is risky and may cost you your character but it can be a game winner.

Many other pieces of wargear can and do affect the results of your assault. These can be anything from things which increase the number of attacks your character has to items that affect pursuit, morale or combat outcome. Examine your wargear list carefully as many of these can be very useful in the most subtle of ways. While overbuying for a character is usually a poor idea, a few items of wargear can greatly enhance both the character of your force and their efficiency if they have a dedicated place in your battle plan.

The above sections have covered the groundwork and opening shots (literally) - of your assault. We have looked at deployment, target selection, transports, pre-assault fire, the nuts and bolts of an assault move and how to use many of the more common pieces of assault wargear.

Part two of this series will continue this trend with a discussion of the unusual abilities of fearsome troops. Next, your options within the Assault phase itself will be considered. Finally we'll cover the close of the Assault phase and such things as sweeping advances and post-assault positioning, as well as what happens when the enemy reacts to what you've done.

See you next month!

Last month Space McQuirk told of the spread of the terrible curse of Vampirism into the world. This month the story continues with the fate of the Strigoi and Necrarch blood lines.



Space got the job of Warhammer Writer after seeing the ad in White Dwarf. He now writes for Armies books as well as WD itself.

You have heard how the curse of Undeath was brought into the Old World, and how the Vampires were driven forth from their city of Lahmia to seek shelter with the Great Necromancer Nagash. On the eve of a massive battle the Vampire alliance crumbled and each of the trueborn Vampires decided upon their own course of action. The world had been spared the wrath of a combined force that would undoubtedly have been able to conquer any resistance it came across. Now, though, a new and more elusive danger threatened each and every civilisation.

For many decades the six trueborn Vampires who had deserted Nagash

remained in hiding from each other. Plotting in their dark and secret lairs, they dreamed up dark schemes as to how best they could forge enough power to withstand the other trueborn, who would no doubt seek to destroy them.

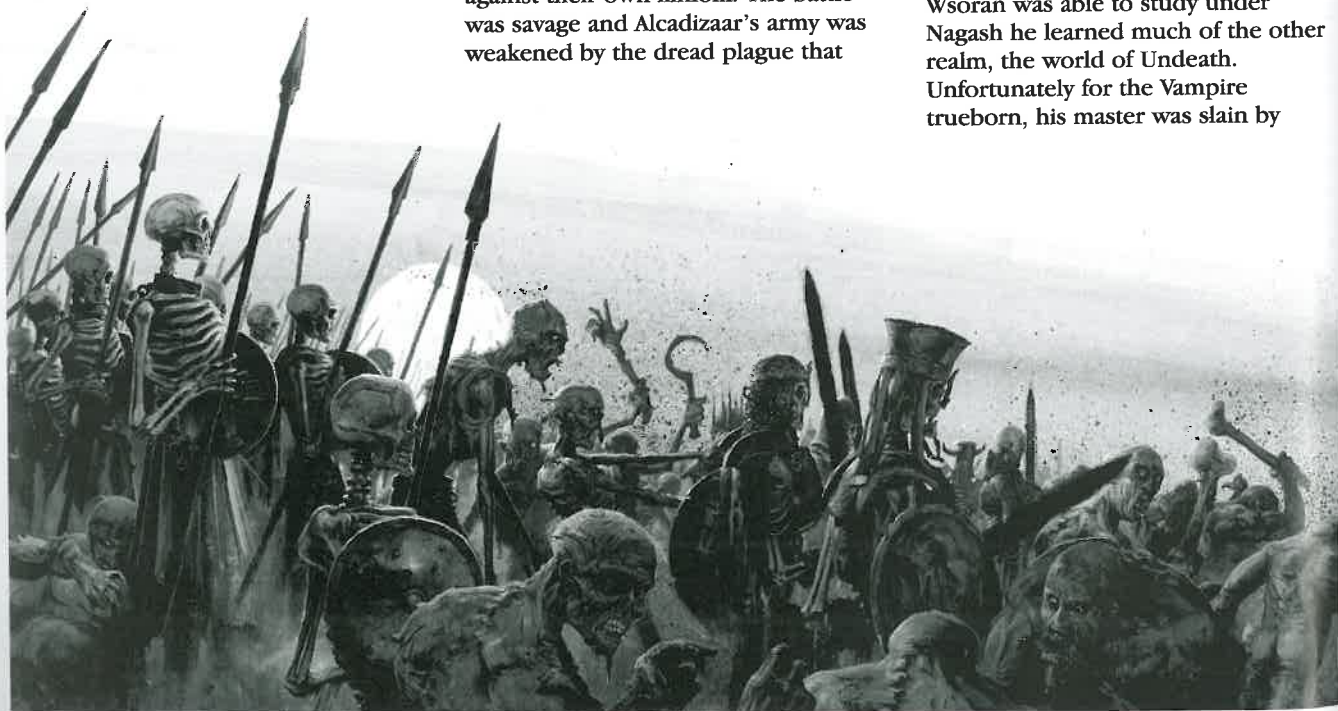
Wsoran was the only Vampire to remain loyal to Nagash. As the other Vampires fled into the dark night he remained at his master's side, agreeing to lead the army into battle. He hoped that by staying with Nagash his dark master would reveal more of his Necromantic secrets. Wsoran accompanied Nagash into battle in a mighty scythed chariot made of the sun bleached bones of a once monstrous creature.

He led a massive horde of skeletal warriors into combat, riding at the forefront of the army, casting his corrupt magic across the battlefield. As the bloodied bodies of his foes fell to the sandy desert floor, smashed by dark bolts of crackling energy, he would awaken their spirits, commanding them to rise and fight against their own kinfolk. The battle was savage and Alcadizaar's army was weakened by the dread plague that

had swept across the land. The horror of having to fight their own decayed friends and family who had been summoned from their plague ridden graves led to Alcadizaar's army crumbling under the massed assault.

Nagash was pleased with his apprentice and as a reward gave Wsoran one of his dark tomes to study. Wsoran gleaned terrible arcane knowledge from the crumbling pages of the unholy book, whilst the other Vampires fled north. It is thought that one sought passage on a merchant vessel. Tales tell of how a ship was found crewless, drifting along the coast around the lands now known as Norsca. All the cargo had been thrown overboard save for a single coffin. Another headed east towards the lands of Cathy and Nippon. Little is known of the fate of these Vampires. None can know the exact routes that the Vampires chose to walk, but stories of their passing can be found amongst the myths and legends that still haunt the children of those realms to this day.

During the brief period of time that Wsoran was able to study under Nagash he learned much of the other realm, the world of Undeath. Unfortunately for the Vampire trueborn, his master was slain by



Alcadizaar only a year after he had risen to power. Nonetheless Wsoran escaped, with the tome Nagash had presented him still in his possession. Wsoran did not harbour the ambitions of the other Vampires. Conquering the world of mortals was not enough for the Necrarch. Instead, he sought to master the world of death. He knew that if he were to achieve ultimate power then it would come from knowledge of the spirit world that was the essence of his very being.

With no aspirations to build a great nation, he was not inclined as were the other Vampires to create an army of Thralls. Wsoran selected a few of Nagash's most intelligent priests who had escaped the wrath of Khemri. He decided to make them into his Vampire students and went into seclusion in order that he could teach them the dark arts of Necromancy, unthreatened by the other Vampires.

Little is known of where Wsoran hid away after the defeat of Nagash. He locked himself away for centuries, studying the art of Necromancy with little interest in the affairs of his fellow Vampires. Using knowledge gained from the Book of Nagash, he would spend great amounts of his time walking in the Undead spirit world. It was this that ultimately led to Wsoran's undoing. In order to cross the border between the mortal realm and the land of Undeath he would go into a trance-like state. In this way, his soul became free to explore and converse with the spirits of the dead.

His finest and most diligent student, a Vampire named Melkhior, seized one such moment to use to his advantage. Who knows what made Melkhior betray his master. Some rumour that the Book of Nagash spoke to him, beckoning him to slay Wsoran, others believe it was simply his own twisted mind that led him to plunge a stake through the heart of his master. Nonetheless, in doing so, Melkhior plunged those Vampires that Wsoran had created into a world of darkness.

During this time, the remaining trueborn fled north through Orc infested lands, crossing mighty mountain ranges on their travels. Each of them came upon small secluded realms around the Old World. In these lands they began to found minor domains. No single Vampire was stronger than the next and so they

kept their locations secret, waiting patiently for the others to expose themselves before choosing whether to strike against them. Realising that they would need strong allies were they to stand any hope of defeating the other Vampires, each of the trueborn created Thralls with the Blood Kiss. For many centuries they continued to exist this way and it came as little surprise to the other Vampires that Ushoran would be the first to emerge.

Ushoran had a unique skill with diplomacy and was a fine warrior whose lack of skill at swordsmanship was more than made up for by his immense muscular strength and finely honed strategic mind. Ushoran came across a city known as Mourkain in the Kingdom of Strigos which flourished in the Western foothills of the Worlds Edge Mountains. Over a brief few decades he was able to create a small following of Vampire Thralls each of whom held high positions within the city's nobility. Once he felt that they were in a strong enough position he made his move and with the support of the Thralls he declared himself ruler of the realm.

Ushoran had learned from the mistakes of the Lahmian court and bade that his Vampires only drank from those that deserved to die. With such a strong leader the realm prospered and before long it became obvious to the other Vampires that one of their kind must be behind the success. Ushoran in his foolish pride sent his Thralls out to seek the other trueborn Vampires and bid them to come to his realm where together under his leadership they could found a new deadly dynasty.

It was Neferata, Ushoran's own sister, that was the first to scorn his invitation. She imprisoned the Thrall messenger, sending the bloodied fangs which she had herself torn from his mouth back to Ushoran as a sign of her contempt. Neferata had built up a network of Vampires amongst the flourishing tribes that were to eventually become the Empire. Making good use of this, she warned the kings and princes of these lands of Ushoran's deadly power. Together they raised an army and marched south against Ushoran.

Had the humans known what they faced they might have decided against their course of action, but the subterfuge of Neferata's Lahmian



sisters was subtle. Ushoran had amassed a great army. They were a disciplined force comprising many strong and skilled warriors, with well crafted weapons and armour. He gathered his troops and marched north to intercept the armies of men.

Unfortunately for Ushoran the Orcs and Goblins had overcome their fear of the terrible fanged beasts that had stalked through their land and, in true Orc fashion, now sought to fight these monsters. Mounted on mighty Wyverns, the Orc Warboss Garsnag Craktoof and his Shaman Fuzzgig led

a massive Waaagh! and headed north to seek vengeance for those Orcs that had been slaughtered by the dread Blood Dragon Abhorash.

Ushoran's force had virtually smashed the united tribes. His Thralls had been merciless on the battlefield, slaying thousands with their unholy fury. Ushoran's army would have easily defeated the men of the northern lands, but during the long campaign rumour spread of Craktoof's mighty Waaagh! Ushoran knew he had left his capital city defenceless and had to quickly march his army back south.

They were harried and pursued by the humans and much of his force was destroyed as the rearguard collapsed.

Finally, when they reached the plains of dust, a short distance from the capital, Ushoran saw the might of the Orc horde. Countless numbers of Greenskins were amassed before him ready to sweep through his tired and depleted force. Bellowing savage guttural war cries, they smashed crude weapons on their shields challenging the Vampire army. Ushoran knew they were outnumbered but he had little choice other than to fight the horde.



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The Orcs had underestimated the power of a Vampire and in the first assault upon the city, Craktoof himself was slain by Ushoran, who it is said tore the Orc's head from his body with his bare hands. None dared face the Vampire and the Orc attack might have faltered had not Fuzzgig called upon the mighty powers of Waaagh! magic and struck down the Vampire Lord, engulfing him in a green, sorcerous blast of energy.

Upon seeing their master destroyed, the remaining Strigoi fled the battle knowing that the city was doomed. They desperately sought safety amongst their own kind, searching for the other Vampires. It was not long before they found a small Vampire sect hidden within the chill, dark forests inhabited by the Sylvanjas peoples. They begged that they be allowed to join the Vampire coven, but those Vampires who are now thought to be the first of the von Carstein lineage remembered Ushoran's arrogance. They turned upon the stricken Vampires with ferocity, and few escaped their murderous vengeance. Each time they came across other Vampires they received similar treatment. The hunter had become the prey. The Strigoi were forced into hiding; everywhere they turned foes sought to destroy them. They had little option but to live in the barren wilderness, feasting off beasts. Their only refuges were those places shunned by civilisation. Over many centuries the harsh elements changed their once fine bodies into tough muscular frames. The Strigoi became feral and beast-like, a mockery of their former aristocratic selves.

They became increasingly bitter and twisted as they watched the many races of the Old World grow strong, but more than anything else they hated the other Vampires for what they had turned once noble and proud Vampires into: monsters lurking at the edge of civilisation who would gnaw the bones of the freshly buried dead, gathering followers from the Ghouls who inhabited the cemeteries. Lone travellers often fall prey to the Strigoi and villagers living on the poorly patrolled borders of realms tell tales of the terrible creatures that live in the dark forests.

As for the fate of Wsoran's Necrarch pupils, they too scattered across the Old World. Perhaps because of the direct blood lineage or maybe due to some terrible sorceries from the spirit

of Wsoran, the Necrarch pupils found that they were somehow drawn into the world of Undeath. Their bodies remained on the mortal world free to walk that land at will but no longer able see the world as others do. Now they can only see the spirits of the dead. Mortals appear to the Necrarch Vampires as ghostly apparitions, whilst they can freely command the spirits of those who have passed into the other realm.

Many Vampires such as the von Carsteins and the Lahmians wish to rule over the Old World as immortal masters. From that fateful day when Melkhior slew the body of Wsoran, the Necrarch Vampires' sole purpose, has been to turn all life into death. Naturally this twilight existence has led to most Necrarchs losing any sense of rationality they once possessed. Most are insane and spend their lives locked in remote towers plotting the fall of mankind, but occasionally one will march to battle.

Of all the Vampires that are known to exist the Necrarchs are the most reviled. Due to their unearthly Necromantic skills they have the ability to summon vast hordes of Undead warriors when they march to war, replenishing the broken corpses which fall in battle with the mutilated bodies of the opposing army.

Now the Vampires have spread themselves across the whole of the Old World. Each night their numbers grow as more fall prey to the deadly Blood Kiss of a Vampire. With each battle their armies are swollen with the re-animated bodies of the fallen, and in the war torn lands of the Old World there are countless reinforcements for their unholy hordes. Who can tell what secret plots they hatch in their ancient crypts. Decades, even centuries, are of little importance to a Vampire and they can patiently bide their time waiting for the perfect moment to strike.

One thing is certain; there are none who can safely sleep in their beds whilst the dark menace of the Vampire Counts casts its evil shadow across the land. Many have attempted to wipe the threat of the Vampire from the face of the Old World but, as of yet, none have succeeded. The Bloodlines flourish still and it is only through the acquired knowledge of their dark histories that the mortal world stands any chance of saving itself from the legions of death.



Space McQuirk reports on a bit of fun to see who'd win a straight scrap between the Vampire Bloodlines.

ARENA OF UNDEATH

The five Vampire Count Bloodlines fight to the 'death'.

This epic conflict started from a minor debate as to which Bloodline had the best Vampire Lord. What should have been a simple civilised discussion soon turned into a free-for-all. Only the timely intervention of Jake Thornton saved the Studio from all-out war. He came up with a set of basic rules in which each of the Vampire Counts could take part in a battle to settle once and for all who was the Master of the Night. After being prised apart and having their wounds bandaged, Gav Thorpe, Space McQuirk, Alessio Cavatore, Mark Raynor and Anthony Reynolds retreated to their desks to tool up their Vampire Lords.

PLAYING ARENA OF UNDEATH

by Jake Thornton

'ARMY' SELECTION

Each player picks a single Vampire Lord character of a different bloodline. There are the normal points restrictions on magic items and the normal limits to equipment. As only some of the Bloodlines are allowed to ride monsters, we decided to even the playing field and ban them all, with a Nightmare being the only steed allowed. This is not too powerful or unbalancing a mount and also gives the players an interesting choice between having a 360° movement and charge arc (on foot), or moving further (riding a Nightmare).

SET UP

The tabletop should be scattered with graves, tombs and necropoli, with a particularly striking piece in the centre. The rest of the terrain isn't important as long as there are a reasonable number of pieces for the characters to chase each other round. Remember though, that there will inevitably also be summoned regiments of Zombies and Skeletons wandering around. Each of the Vampires sets up at least 18" from the central feature and more than 12" from any already placed Vampire.

TURN SEQUENCE

As there are five sides instead of two, the normal turn doesn't really work. Instead, make a counter for each player and put them in a cup (the counters, not the players!).

MOVEMENT

Each Movement phase, draw the counters out one at a time, the player whose counter is drawn moves before the next is drawn. Once he has finished moving all his troops the next counter is drawn, that player moves and so on until all players have had a turn.

MAGIC PHASE

Again, because there are more than two players, the way this works is a

little different from the usual game. Basically there is a single combined Magic phase in which everyone gets to cast and dispel spells.

Start by working out Casting dice and Dispel dice for each player at the same time. This is done as normal, but gives each player the Power dice he'd normally have in his own turn, and the Dispel dice he'd have in his opponent's, eg, a Level 2 Strigoi would have 4 Power dice and 3 Dispel dice. These will be used until they run out and are not regenerated between casting attempts. If you can, use different coloured dice for Power and Dispel pools to make keeping track easier. If you want to dispel something that's already in play then you can do so once everyone's finished casting everything, and you may use both Power and Dispel dice to do so. Note that you may not do this to dispel a spell that was cast this turn, just like normal – you'll have to wait until next turn if you failed to stop it when it was cast.

When everyone is ready, draw a counter to see who goes first in the same way as with movement. When it is his turn, a player gets to try and cast one spell as normal. Then, starting with the player on his left, the other players declare how many Dispel dice they will use to try and stop it. These are all placed in the middle of the table and when everyone has had the opportunity to contribute, the last player rolls them all at once. It's more fun if you have to stick to your decision once you've put dice in or refused. If someone uses a scroll then the rest of the players get their Dispel dice back and the spell is stopped as normal. When the spell has been resolved and either cast or dispelled, draw another counter and see who gets to cast the next spell. When everyone has had the chance to cast a spell then place all the counters back in the cup and do another round. Only place counters back in the cup if the player has Power dice/items to cast spells with and hasn't

passed on a previous opportunity to cast this turn. Once you decide not to cast a spell you may not come back and cast again later in the turn: stay casting or drop out. However, you may still contribute any remaining Dispel dice.

When all the Power dice and items have been exhausted, the Magic phase is over.

In addition, because you can have close combats which don't involve anyone from your side, and because Vampires are cruel, heartless and uncaring folk, we need a new rule about casting spells into mêlées. If a close combat includes anyone from your side (you or your minions) then the normal rules apply. However, if all the models in a close combat are enemies then you may cast spells at them even if they are not normally allowed to do so. Randomly determine which unit is affected. When I wrote this it was obvious that it might cause some problems with complicated multiple combats, but we decided it was a cool idea so we'd just sort it out if anything fiddly happened. Roll a dice if you can't agree.

CLOSE COMBAT

Apart from making sure that everyone's clear on multiple chargers in the same combat, this should work like normal for the actual fighting. The sequence of who fights when, if several sides charged, is simple: fight in the order they charged, first charger fighting first.

Combat resolution is a little more tricky on the face of it, but works out alright when you delve deeper. One on one combats are just as normal. Multiple combats involving three or more sides are the potential worry, but can actually be sorted fairly straightforwardly by looking at each side individually. Did they beat the enemy they are in contact with? Then resolve the combats as normal. Luckily the Undead are unlikely to flee, so that potential headache is avoided.

In a game that was to eventually last an incredible fourteen turns we would need to dedicate a whole issue of White Dwarf to truly tell the tale of the battle. Instead we've managed to bring you the highlights of this mammoth struggle.

Eyeing each other with venomous stares, the players placed their Vampires on the table. An aura of mistrust filled the air, and rightfully so. Dark pacts had already been agreed upon before the game had even begun. As a banshee howled in the distance to signal that the fight was to commence, Anthony's Necrarch found himself coming under the attention of the two strongest close combat fighters on the table as Alessio's Strigoi and Space's Blood Dragon both closed in on the physically weak master of Necromantic magic.

Coincidence? I think not!

Fortunately for the Necrarch an ally came to his aid. No sooner had Count Drako Harkon, Knight of the Blood Dragon order, spurred his steed towards his prey, than Gav's Vampire, Nicoli von Carstein, dashed from his forest hiding place. Using *Vanbel's Danse Macabre* he bounded across the table towards the armoured warrior.

With such an open challenge the Blood Dragon turned his attention from the Necrarch and steered his Nightmare within charge range of the von Carstein. All Space needed was to go before Gav in the following Movement draw. With baited breath everyone waited to see if the play would pay off. Breathing a massive sigh of relief, Gav smiled, drawing his own counter from the cup first. Nicoli von Carstein speedily moved out of the charge arc of the battle hungry Blood Dragon. All a dejected Space could do was to turn and prepare himself in readiness to charge next time.

Meanwhile on the other side of the table, Alessio's Strigoi, whom he had inventively named Quasimodo, let out a fearsome howl. In response to their master's call, six Ghoul minions ran to his aid. Having summoned a small unit of Zombies in a previous Magic phase, Alessio decided to move them into combat, casting *Vanbel's Danse Macabre* on them. In a desperate attempt to stop the attack, Anthony threw all four Dispel dice into the pile but he hadn't counted on the guile of

Gav Thorpe. It was a simple, yet cunning plan. By adding all of his Dispel dice to Anthony's, the chance of getting a double 1, thereby failing, was massively increased. Karnius the Gibbering, Necrarch lord, soon found himself in a desperate battle for his unlife. As if the balance wasn't already tipped in favour of the Strigoi, Alessio now called for more Undead to surface from their graves. But what should have been a simple invocation was miscast and uncontrollable raw magic coursed through his bestial mind. Unless he rolled a 6 at the beginning of each Magic phase, Alessio could no longer cast spells!

Cursing his bad fortune, Alessio concentrated on destroying the Necrarch with his unholy minions. The close combat was brutal, with the Ghouls and Zombies threatening to swamp the Necrarch through sheer numbers. Against all odds Anthony's Necrarch managed a draw. Battle had



The Vampire Lords. (from left) Space, Mark, Anthony, Alessio and Gav.



A pack of Ghouls emerge from the forest to join their Strigoi master.



In a hidden corner of the battlefield, the Lahmian Queen summons up an army of Undead.

begun but as the individual Vampires' conflicts began to unfurl, it dawned on the combatants that someone was missing from the fray. Mark and his Lahmian Queen were adopting a more subtle tactic. Hidden behind a building on the other side of the table he was busy creating a mass guard of Skeletal warriors. Like a true lady, Mark's Vampire watched as the boys fought it out between themselves.

Knowing that only a fool would take on a Blood Dragon alone, Nicoli von Carstein summoned a Zombie horde to his side. Gav's Vampire was now prepared to meet the Blood Dragon's challenge. Seizing the initiative he charged in, sending his Zombies

crashing into the flank of the mounted warrior. Bound by his code of honour Drako Harkon called out a challenge to the von Carstein Lord. Gav's Vampire rained blows onto the Blood Dragon but the knight's suit of armour protected him from most of the harm. Bringing his magical sword in a downward arc, the Blood Dragon hit Gav's Vampire. As the enchanted blade struck, a small gem around the von Carstein's neck glowed bright in the dark night, rebounding the wound back to the Blood Dragon. The combat was resolved and first blood had gone to the von Carstein. Dragged from his steed by the clawing hands of Zombies, the Blood Dragon was destroyed.

Over on the other side of the table, the Strigoi tore apart a unit of Skeletons that Anthony had summoned to protect his flank. Not to be outdone by the Strigoi, Anthony's Necrarch sent the remaining Zombies he was fighting back to their dirt-filled graves. In a quiet corner of the battlefield the Lahmian attempted to summon another unit of Skeletons to her aid. Everybody picked up Dispel dice in preparation. Mark let out a twisted grin as his spell was cast with Irresistible Force and a second unit of 15 Skeletons rose from the ground. With what looked like an army at his disposal, Mark now felt brave enough to join in the slaughter.

Protected by a Skeleton regiment freshly summoned to unholy service, Anthony moved his Necrarch away from the Strigoi in an attempt to lure it towards the Lahmian. Gav's von Carstein, having decided to attack Queen Elsabet, found himself in all manner of difficulties. Yet more Skeleton warriors had been summoned by Mark and were in the process of charging the von Carstein. The Studio was coming close to running out of Skeleton models and most were under the command of the dark queen. Unable to fight through the mass of bone white warriors, Gav soon found his Vampire at the wrong end of a charge by Mark's deadly mistress of the night. Having suffered wounds from his fight with the Blood Dragon and the seemingly endless ranks of Skeletons, Gav became the second to drop out of the game. Nicoli von Carstein was hacked down by the rusty blades of the Lahmian Skeleton warriors.



The Blood Dragon is killed by the combined efforts of the von Carstein and his Zombies.



The Strigoi and Necrarch are surrounded by the minions of the Lahmian Queen.

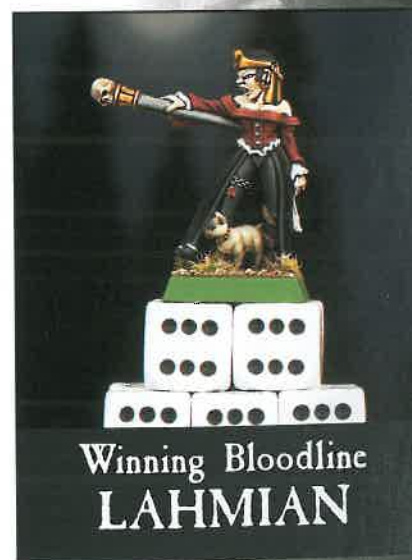
Having fled across the table, Anthony soon realised he was only postponing an inevitable fight with the Strigoi and decided to take the offensive. As he moved his Skeleton regiment into charge range, Alessio managed to shake off the effects of his earlier miscast and summoned a unit of Zombies around him. As the two units collided in combat not only did Alessio manage to miscast again, but in an unparalleled display of poor dice rolling whilst attempting to hit the Skeletons, got five 1s. With such appalling luck, Alessio breathed a sigh of relief as his Vampire still clung on with a single wound remaining. It wasn't to last long though, with magic fitting for such a master of necromancy, Karnius cast *Hand of Dust* on the Strigoi. An unamused Alessio was helpless as he watched the dice land on a 6, killing his Strigoi. With that death, the Necrarch and Lahmian prepared to end the conflict.

Before the Necrarch had a chance to recover from the previous battle, Anthony once again found himself locked in a bitter struggle. Mark, confident of his Vampire's skills and backed up by rank after rank of Skeletons, defiantly challenged the Necrarch. The game was now in its fourteenth turn. Weary eyed spectators sat up, realising the end was near. Seeing the need to finish the game before Bugman's closed,



Anthony's 'Hand of Dust' has no effect on Mark.

Anthony reluctantly accepted. With the dawn sun rapidly approaching, the two Vampires faced each other, ready to decide who was the true master of the night. There could be only one. As Mark had charged he got to strike first. Yet again the dice fell in his favour and he scored a grand total of five hits. As the dice rolled across the table, bouncing off the spectacular graveyard scenery, everybody held their breath. Amazingly, he managed to wound with each of the dice and, having failed his Ward saves, the Necrarch exploded into a cloud of dust. The battle was over and Mark had emerged as the victor. The dispute had been settled and, against all expectations, the Lahmian had come out on top.



Winning Bloodline
LAHMIAN

The members of Deathwatch kill-teams are drawn from many different Space Marine Chapters. Here Graham McNeill looks into the history of one of its most feared leaders, Battle Brother Artemis.

Protecting the Imperium from the corruption of alien races, the Deathwatch forms the Chamber Militant of the Ordo Xenos. Its members are drawn from many different Chapters of Space Marines, all of whom have sworn sacred oaths to maintain specially trained alien fighters and stand ready to deploy them at a moment's notice. These warriors are banded together to form Ordo Xenos kill-teams and come under the command of an Inquisitor, though in some cases a Space

Marine Captain may assume command if circumstances dictate.

Battle Brother Artemis is a veteran of a hundred campaigns and his bravery is beyond question. He was recruited into the ranks of the Adeptus Astartes almost a century ago from the feral world of

Posul, a night world shrouded in almost perpetual darkness. The fierce nomadic tribes that inhabit this bleak world are locked in a state of constant warfare, fighting terrible battles and feasting on the flesh of the dead. A bloodthirsty caste of warrior monks rules the tribes and preaches a culture of death worship, their philosophy being that an enemy's strength can be harvested by the eating of his flesh. Death in battle is the goal of every warrior, as he believes that he will be taken to the Hall of Victors to sit at the feast table of the Ultimate Warrior, a divine being who embodies the pinnacle of fighting prowess.

Warriors picked from the strongest tribes are recruited by the Chaplains of the Mortifactors, who were once warrior monks amongst the tribesmen. Even as a youth, Artemis was one of the greatest warriors of his tribe and he paved the floor of his fathers' lodge with the skeletons of the many enemies he killed. His courage and ferocity in battle was unmatched and it was inevitable that many would seek his death to harvest his bravery. Artemis slew all who came for him until at last he was ambushed and set upon by fifty warriors from an enemy tribe. The young Artemis killed them all, but took a score of wounds, each one grievous enough to kill a man outright. It was here, atop a pile of corpses, that the Chaplains of the Mortifactors found the body of Artemis who, despite his wounds, still lived. This was taken as a great omen for his future and the Chapter's Apothecaries returned to their fortress monastery with the wounded youth to begin the process that would transform him into a Space Marine.

As a full battle brother, Artemis quickly distinguished himself, showing a talent and zeal for the destruction of aliens which earned him a place within the specially trained alien fighters who stand ready to deploy at the behest of the Deathwatch. It was thirteen years before that call came and, when it did, he had perfected the art of killing aliens.



Artemis ritually repainted his armour in the colours of the Deathwatch, leaving only a single shoulder plate with the Chapter symbol of the Mortifactors. In the service of Inquisitor Severnius, Artemis first saw action against a Genestealer cult on the Missionary world of St Capilene, where the prompt action of the kill-team undoubtedly saved the world from falling under cult domination. Inquisitor Severnius personally praised Artemis' bravery and appointed him second in command of the kill-team.

For two decades Artemis fought alongside Inquisitor Severnius, rooting out alien corruption and destroying alien influenced cults wherever they were discovered. On Varnix Prime, Artemis recovered crystalline weaponry now associated with the race of aliens known as the Psy-Gore of Persus. The nocturnal warriors of the Hrud were thwarted in their scheme to capture an Adeptus Mechanicus base and countless nests of Orks were exterminated by the kill-team.

On the agri world of Tarrenhorst, Artemis and Severnius discovered an infestation of warp creatures that had psychically enslaved the entire population. The discovery came not a moment too soon as the creatures attempted to dominate the psyche of the kill-team and bend them to their will. Severnius detected the attempt and was able to shield the minds of his team, but not before three Space Marines succumbed to the warp entities' powers and turned their bolt guns on the kill-team. Bolter rounds filled the air and a further two Space Marines were cut down by the gunfire. Ignoring the hail of shells, Artemis hacked down one of his erstwhile allies with a single blow from his power sword and the kill-team formed a defensive circle as the planet's inhabitants and their alien-dominated comrades fell upon them. Artemis, Severnius and the two remaining Space Marines of the kill-team fought their way clear of the trap and were able to barricade themselves within a small temple dedicated to the Emperor in the town's main square. Severnius was drawn and pale, the effort of maintaining the psychic shield draining his reserves of strength rapidly while the three Space Marines desperately held off the enslaved inhabitants and their possessed brothers.

For six days the kill-team defended themselves against their frenzied attackers until they were finally able to



Brother Artemis, ready to protect the Imperium from any threat.

contact their orbiting ship to despatch a Thunderhawk gunship to rescue them from the surface. Before the gunship could land, the weakened Severnius was killed by one of the enslaved Space Marines and command of the kill-team passed to Artemis. Together with the Inquisitor's body, Artemis and his battle brothers fought their way aboard the gunship and departed the doomed world. Once on their ship, Artemis ordered the planet bombarded with cyclonic torpedoes from orbit, knowing it was the only way to be sure that the Enslavers were destroyed. Artemis and the surviving members of the kill-team returned to the Inquisition fortress of Talasa Prime in the Ultima Segmentum whereupon he was assigned command of the kill-team and given fresh warriors to reinforce his squad.

Artemis continues to serve in the Deathwatch, following the stench of the xenomorph wherever he discovers it. His investigations lead him to the darkest recesses of the galaxy and his talent for unveiling the hidden corruption of alien influence borders on the uncanny. Artemis has dedicated his life to the protection of the Imperium from the threat of alien domination, and there are many worlds in the galaxy which owe their continued existence to his efforts.

A BREACH OF SECURITY

Slick Devlan dived behind the stack of crates as the ground where he had been a mere fraction of a second earlier was peppered with bullets. That was too close for comfort. If he hadn't seen the brief glint of metal reflected by the bright sun, he would now be riddled with holes. Taking full advantage of the cover that the sturdy ammunition boxes provided, he risked a glance to see if he could spot his would-be assassin. From a second level window, Slick caught a flash of movement. Looking to his left he saw that Inquisitor Eisenhorn had seen the stranger too and was running swiftly across the deserted plaza to intercept him. Slick raised both of his guns and fired a short volley of shots towards where he had seen the mysterious

sniper. He knew that the figure would have long since gone, but at least it would provide some form of covering fire for the venerable Inquisitor. This guy was ancient but Slick was amazed at the speed with which he covered the open square; he doubted even he could run that fast. He'd heard some wild rumours speculating on the Inquisitor's age and, even though Eisenhorn had confirmed these tales, Slick found it hard to believe that the man was hundreds of years old.

A puzzled frown crossed his face, why would anyone come to this deserted hell hole, anyway? The rendezvous had supposedly been a secret or at least that is what he'd assumed. A quiet scuffling behind Slick broke his train of thought and with lightning quick reflexes he span round, letting his guns blaze in a fury of firepower. If someone was sneaking up from behind they'd not live to regret it. His shots hit home into the leg of a large grizzled looking man wielding an even deadlier looking glaive. His assailant went down and Slick aimed his twin pistols to finish this beast of a man off. Shoot first, ask questions later, that was Slick's way of thinking. This man was truly a tough guy, even with a leg full of lead he stood back up and looked more annoyed than mortally wounded.

"Goodbye friend!" Slick said. His sights were lined up squarely at the scarred man's forehead. Not even this thug would get back up with his brains spread across the dusty floor he mused to himself, gently squeezing the triggers. A look of horror crossed his face as the firing cock clicked ominously onto an empty chamber. His opponent stared him in the eye, a grim smile crossing his battle savaged face. Raising his glaive menacingly he charged straight at the hired gunslinger.

* * * * *

Eisenhorn reached the concrete arched doorway pausing for a brief moment to catch his breath. From the cracked stone plaque above the main entrance he could just make out that the building once used to be the Judicial Chambers. That had been before the people of Galdas had risen up in rebellion against the corrupt tyrannical government. Even now in its ruinous state, the building was of vital importance to the Imperium and by the look of things, whoever had fired at him knew about the secrets contained within. Whoever it was had to be stopped before they posed a danger to his mission.



The stranger had locked the door from the inside, but it posed little problem to the Inquisitor. Aiming a well-placed kick at the thick wooden beams, the bionic callipers supporting his aged legs smashed the door open with a loud crack. Sprinting up the dust covered marble stairs, he made his way to the judicial office located on the upper level. Bounding through the door his suspicions as to the identity of the mysterious assailant were confirmed.

"Gruss!" Eisenhower's voice betrayed his deep contempt for the Machine God cultist. Before him stood a tall, red robed being, the cog wheel symbol of the Adeptus Mechanicus hanging from a chain around his neck. Four metallic tentacles sprang out from under his robes. They moved independently of each other, writhing like some strange steel serpents, connecting themselves to a series of sockets located on the far wall.

"Good afternoon Eisenhower. So good of you to join us." Magos Delphan Gruss' voice was metallic in tone coming from a small synthesiser wired into a speaker system on his chest.

"Give me one reason why I shouldn't cut you down you where you stand, traitor." Eisenhower shouted at the Tech-Priest, drawing a sharp steel blade of ancient design.

"You need me, Eisenhower. If you stand any chance of getting past the security fields to the lower levels then you'll be wise to keep your distance." As much as it enraged Eisenhower he knew that there was some truth in Gruss' words. The secret passage to the underground vaults was bound to have some kind of security defence. Only the Tech-Priest would have the necessary encryption decoder sequences needed to shut it down. As Eisenhower stepped back from the red robed priest he noticed a shadow cross the far wall. Spinning round with remarkable speed he raised his blade just in time to parry the downward arc of a glaive. Even before the sparks from the two blades impacting had died Eisenhower's lightning senses told him that this brute of a man was far too strong to fight.

Reaching deep within the channels of his psyche he concentrated on finding a pathway into this warrior's subconscious. Pushing past the strong mental barriers that his opponent had formed he sent a suggestion into the warrior's mind.

Sgt Stone was helpless to prevent himself from dropping his weapon. Even though every instinct of his warrior's body told him that to do so would mean leaving himself defenceless, he could not stop his fingers from relaxing and letting the bladed staff fall from his tight grip.

Eisenhower kicked out at his opponent sending him flying backwards through one of the windows of the second storey room. Turning on the spot a surge of anger flared through Eisenhower's normally cool emotions as he saw that Gruss had vanished. Before him an open doorway in the wooden panel off the far wall revealed a secret entrance. A narrow stairway spiralled down into the dark levels below. With no time to waste the Inquisitor bounded down the stairs after the Tech-Priest.

The central chamber of the underground bunker was dimly lit. Cautiously stepping inside, Eisenhower cursed as once again there was no sign of Gruss. A set of lights on a control panel signalled that the systems had been made operational; the Tech Priest was working at an incredible speed. Above the dull hum of the generator Eisenhower heard a muffled click sounding from a corridor off the main chamber. Following the curved passageway it opened up into another smaller room at the centre of which stood Gruss, linked into a control panel.

"You're too late Eisenhower, in seconds the precious information contained within these files will instantly be relayed to my brethren; no longer will our cults live in fear of your kind." As Gruss spoke a bolt of energy sparked where his cables were linked to the console. Eisenhower let out a rare smile as the spark turned into a red fork of energy which ran up the length of the Tech-Priest's link. Magos Delphan Gruss' body convulsed, smoke

drifting from his hood before the connection was severed and he fell to the floor.

"Did you really believe you could access such high level security information without the correct codes. The security system was set up by a far better man than you Gruss." Eisenhower derisively laughed at the prone cultist. A recorded voice spoke out from the tannoy system on the walls.

"Security breached. One minute to shut down."

Eisenhower turned to leave, "I had come to make sure nobody would access the information; it seems you have succeeded in my mission for me Gruss." He said, hurriedly leaving the chamber.

The bright light of the sun glared in Eisenhower's face as he ran from the building. Sat upon a pile of rubble, casually polishing an ivory handled pistol was Slick Devlan. The Inquisitor was genuinely relieved to see him alive. As Eisenhower ran past him the gunslinger spat out a mouthful of black Skalweed.

"Devlan, get on your feet and run." Eisenhower shouted out, sprinting past him.

"What's the rush?" the gunslinger called, quickly jumping to his feet and following the Inquisitor. Even as he spoke his words were drowned out by a mighty explosion. A ball of flame engulfed the ruined building, throwing Slick from his feet as he fled and sending him flying face first into the dusty floor.

Eisenhower stood on a pile of rubble surveying the damage before him. All that remained of what once was the Inquisition's Central Information Storage Facility was a huge crater. With any luck Magos Delphan Gruss would have perished in the blast but something in the back of Eisenhower's mind told him that their paths would cross again.

Space McQuirk

White Dwarf's Phil Kelly presents the first of a series of articles which follow the exploits of a unique Inquisitor as he evolves throughout a campaign. This month, Phil takes us through the process of assembling an Inquisitor's warrior band.



Phil Kelly is co-running the UK Studio's Inquisitor campaign. He is currently recovering from a week of painting models.

DIARY OF AN INQUISITOR

THE CREATION OF AN INQUISITOR WARBAND

Inquisitor is a modeller's dream, and I was lucky enough to have access to the entire range of Inquisitor models – so I had no excuse: convert a new warband or hang my head in shame. After foraging deep within the bowels of the Games Workshop forges, I emerged blinking into the daylight with enough parts for an Inquisitor, an Arco-Flagellant, an Adeptus Mechanicus and a Daemonhost (these last two will be released over the next few months). Oh yes, and various bits and pieces that I wanted for conversions!

MAGOS DIMITRI – ADEPTUS MECHANICUS



The first Inquisitor miniature I was able to lay my hands on was the Adeptus Mechanicus. I've always thought that it had potential; the tentacle-like mechadendrites connected to his back and used to manipulate machinery were a real gift for conversions. So when I was putting together my warband I knew it was going to feature one of these Tech-Adepts. He would provide a companion and aide to my Inquisitor, accompanying him on his insatiable quest for the Imperium's forbidden lore.

If I'm spending a lot of time on a miniature I tend to base it on a particular concept. Although the mechadendrites reminded me of

Spiderman's nemesis Doctor Octopus, I thought a fat Roy Orbison lookalike with multiple tentacles was probably a bad place to start...

The variant head, with pretty much all his senses wired up to bionics (just where did his eyeballs end up anyway?) and his drill-like breacher arm reminded me of the phrase, "He's more machine now than man", spoken by good old Ben Kenobi in reference to Darth Vader. Far cooler! So I took pains to make his skin pallid and the implants red and raw-looking; just like Anakin Skywalker in Return of the Jedi. The tube emerging from his mouth was converted using a spare mechadendrite so that it connects to his chest unit, acting as a rebreather in the game. Dimitri hisses like an asthmatic pensioner when he breathes, naturally.

His posture was decided by the fact that the initial Adeptus I assembled looked static, so I twisted his torso right round and placed the chain-axe arm straight down, making it look like the sleeve has been caught by the wind. His sash was positioned to echo this.

I then took Inquisitor Covenant's shoulder-mounted psycannon and hardwired it into Dimitri's back with another two mechadendrites (these things are dead handy, you can bend them any way you want to connect up). Bingo, a mind-impulse unit bolt pistol!

His colour scheme was purely chosen to echo Inquisitor Lichtenstein's, in order to tie the two miniatures together and give the warband more of a coherent feel.



The ubiquitous green stuff hides yet another join!



Dimitri's bionically enhanced senses should prove useful on the tabletop: alertness is vital.



The versatile mechadendrites: no self-respecting Adeptus Mechanicus should leave home without them.

INQUISITOR LICHTENSTEIN



My Inquisitor Lichtenstein model is based on the senior member of the Inquisition, Eisenhorn. Brian Nelson's fantastically detailed miniature would be very difficult to convert without disrupting the dramatic pose, but I was determined to give it my best shot.

Anyone who has put a plastic miniature together will know that by realigning the head slightly you can really get some movement into a pose, so I started by twisting his head to the side and sculpting in the corded metal tendons that comprise Eisenhorn's neck so they met up with his torso. This already gave him the look of a man striding forward, aiming at a target off to the side.

My choice of weapon was pretty much dictated to me; one of the Adeptus Mechanicus' outstretched arms held a stubber with a shot selector. I decided that Lichtenstein had owned this antique revolver since he was a young man, and had the shot selector (allowing a choice of nasty ammunition) fitted afterward by Magos Dimitri. After a bit of tricky clipping, pinning and yet more green stuff, I had the arm fitted exactly how I wanted it. I was lucky in that the Eisenhorn head had eyes that look as if they are squinting, so I positioned him looking down the barrel of the gun, reminding myself to paint his face grizzled and grim, Dirty Harry style.

Well, no Inquisitor goes about his labours without being fully equipped, and despite the original model having

a highly cool force staff, I decided that this Inquisitor would be far more likely to be tooled up with conventional weaponry. After all, his foraging into forbidden knowledge meant that he was effectively on the run. So I took the backpack from Jes Goodwin's Covenant model, complete with arcane tome, chains and more importantly a semi-automatic pump action combat shotgun. Less exotic than a force weapon, more likely to

blow a big hole through someone's chest! A fortuitous accident was the aligning of the pack, the leather tassels at the base now flying out as if in a strong wind. With his billowing overcoat, this really echoed the look I had tried to achieve with Magos Dimitri. I accentuated it as best I could and moved on to the other arm.

The original Eisenhorn is posed after having drawn his swordcane, and so his right hand holds a rapier-thin parrying cane. It didn't look right with his other hand holding a chunky pistol, so I took a trip to Mail Order and picked up some funky swords. I had been looking through the rules and checked out the pages on daemon weapons; blades possessed by demonic entities. Although not as destructive as power weapons, they have some seriously disturbing special abilities. Lichtenstein has no qualms about using Chaos to fight Chaos, so I picked the scariest looking swords I could find. Some simple clipping work, and Schlack'ta, Sword of Khorne graced Lichtenstein's right hand, a Bloodletter bound within.

The colour scheme was pretty much a happy accident. After painting his face in a weathered flesh tone (worth spending some time on this sort of thing) I had only really decided on two colours: bronze, the colour I intended to associate with Dimitri's bionic experiments, and deep red, because it's a common Inquisitor colour and because I like Scab Red. I reasoned that I would get these two done and then decide on the third. However, before I had a chance to ruin it with some hideous green, I realised that black worked well on its own. So with a midnight blue sash, some gold trimming and some work on his belts (God bless Snakebite Leather!), Inquisitor Lichtenstein was ready to scour the galaxy.



Green stuff to the rescue for the corded tendons of Lichtenstein's neck.



Daemon Sword

Above: Swords from a multitude of Chaos models, and Eisenhorn's original arm.

Right: Although Abaddon's sword nearly made it, the final choice was more understated but still very Khornate.



Lichtenstein's wargear. Note the grain on the wooden stock.

1. Wargear
2. Wargear
3. Wargear

The design on the cloak was built up from a series of horizontal and vertical lines, and was based on a Greek motif.



GRYX - SERVITOR-WARRIOR



Credit where credit's due: a lot of the inspiration for this model came from GW art supremo John Blanche. It was originally based on his design sketches for the Chronogladiator, a mechanised warrior that can only extend its lifespan by fighting. The rest of my concept, as any fan of 2000AD will know, came from that one-armed psychopath Mean Machine Angel.

I really like the unbalanced feel which one massive arm gives when set against a mere cauterised stump, and after seeing some other miniatures which incorporated Warlord Ghazghkull's power claw, I

knew exactly where to start. After applying some devotional icons from my bits box to turn the clunky power claw into an instrument of the Emperor's wrath, I sculpted the impossibly chunky arm onto the standard Arco-flagellant's torso. The other arm was merely clipped off at the shoulder and sculpted into a stump, and the syringes full of combat drugs, instead of being installed into his back, were pinned into the fleshy protrusion.

I had plans for where the syringes were originally intended to go. The back of the Arcoflagellant pacifier helm ended abruptly in a tube; so I took a cool clockwork engine from my bits box and attached it to the tube. From the back of this gadget, connecting it to the power claw, was (you guessed it) another mechadendrite. This went really well with the frayed insulation cables that ran across the power claw.

The colour scheme was simple: muscled flesh and ancient bronze, the hallmark of Dimitri's cybernetic labours. And there it was, the perfect instrument of brute force for Lichtenstein. When the combat drugs were triggered, Gryx's mechanism would whirr into life, the power claw would hum as it activated, and he would fly into a berserk fury. Woe betide anyone foolish enough to stand in his way.



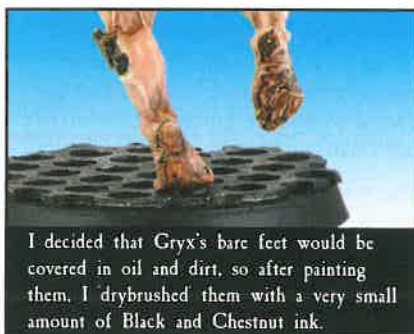
The conversion work on Gryx's stump.



Above: The syringe-studded stump that pumps Gryx's bloodstream full of combat drugs when his trigger word is spoken. Note the pallid, dead skin around the implants in his ribs and thigh.



The clockwork engine hardwired into Gryx's bionic brain and power claw.



I decided that Gryx's bare feet would be covered in oil and dirt, so after painting them, I 'drybrushed' them with a very small amount of Black and Chestnut ink.



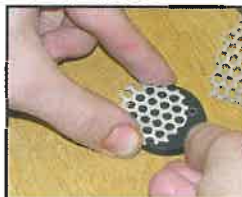
MODELLING SIMPLE INQUISITOR BASES



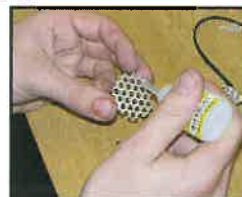
1) Start by getting some wire mesh or perforated metal and drawing round a 40mm base onto the metal itself.



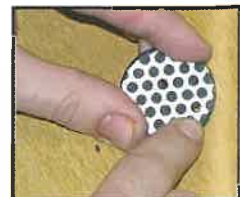
2) Using clippers, snip around the inside of the circle, leaving about 1mm between the line and the clippers.



3) Poke a hole through the base in the required position and move the disc so that it fits over the hole.



4) Apply superglue to the disc, keeping note of which hole fits over the hole in the base. Don't use too much glue!



5) Carefully press the disc down onto the base, let it dry, spray it black and drybrush it with Mithril Silver. Voila!

GHAUSTOS - DAEMONHOST



Over the course of the last month I've managed to collect and put together six of these little beasts, because they are to feature heavily in the Studio campaign and frankly I think they are exceptionally cool. When I first saw the Greens for this miniature at Games Day my jaw hit the floor. Brian Nelson's model is actually genuinely disturbing!

Daemonhosts are vessels for the spirits of Chaos, giving you ample excuse for all sorts of unusual and hideous conversions. Rather than doing something so crass as a head swap with a Greater Daemon I

decided to make this freak a little more unusual, his spilled guts coiling around him like foul tentacles. This was mostly due to my love of H.P. Lovecraft's horror stories; I wanted to make something truly strange that you would do your level best to stay away from!

The longer tentacles were made from the tails of the mutant rat that accompanies the soon to be released Quovandius model, and bent around until they no longer looked like exact copies of each other. The other tentacles were made from good old Skaven tails, and his guts were culled from a plastic Zombie kit. A little green stuff ensured that the flesh around the tentacles looked either puckered or ragged. I blended them from sickly green to deep red, as during a game these tentacles could latch on to their victims and siphon their warm lifeblood into the freezing cold body of the Daemonhost.

The voodoo doll was one of the most fiddly conversions I have ever done. The doll, also originally from the Quovandius model, was cool on its own. But I borrowed a drill bit approximately the width of a hair from the 'Eavy Metal lads and, with many a bellowed expletive, managed to insert tiny hatpins cut from stiff wire into the little fella's eyes and heart. I know, I need help, medical help...

When painted a nice plastic shade and with charred burn marks, I felt it set off the occult appearance of the Daemonhost nicely. His colour scheme was sickly green-grey flesh, using, of all



Above: Ghaustos' voodoo doll. Be glad it isn't you...



Above: Tentacles sprouting obscenely from Ghaustos' back.

things, a mixture of Imperial Purple and Ice Blue. Highlighted with Rotting Flesh and set off with a nice set of leather restraints, he looked freakish enough to be possessed by a daemon. All that remained was to take him to the field of battle...

Turn to page 103 to see how Phil's warband fared in this month's Inquisitor Battle Report!



Phil's complete warband emerges from a ruined shuttlecraft.

Enter the Black



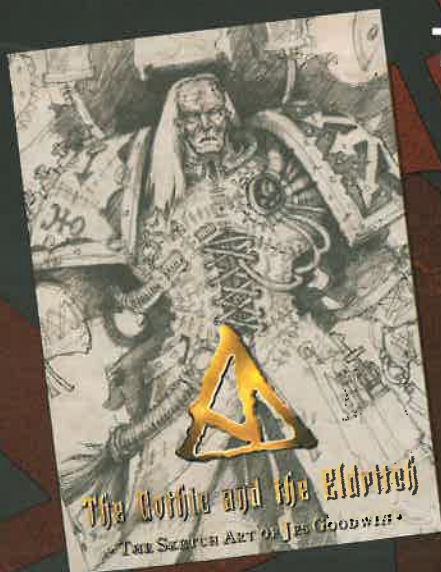
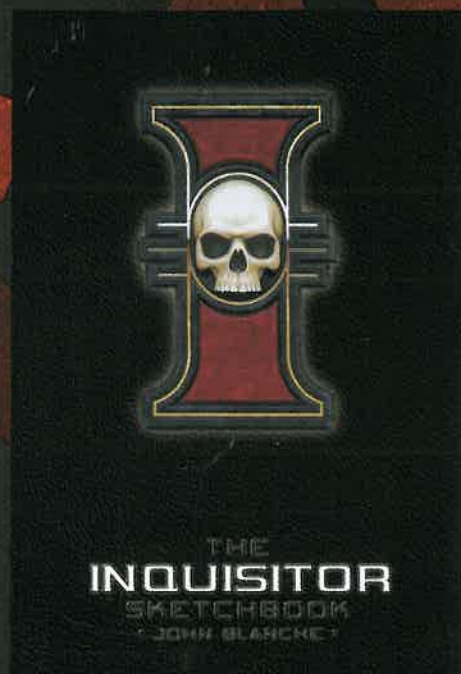
Library

THE INQUISITOR SKETCH BOOK

By John Blanche

John Blanche unveils the secrets of the newly released Inquisitor game in this oversized softback artbook. It's filled with pages of never-seen designs and concept artwork by the world-renowned Games Workshop artist John Blanche, illustrating the stunning visual development of this landmark game system.

COMING SOON



THE GOTHIC AND THE ELDRICH

Compiled from years of concept sketches and designs, the Black Library is proud to present this oversized softcover book of the miniature designer's work. Full of creative insight, this book contains hundreds of black and white drawings, including many designs for figures yet to be produced, this volume is a must for all fans of Games Workshop's exquisite miniatures and Fantasy & SF artwork.



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THE DWELLER BENEATH

An Inquisitor battle report by Graham McNeill,
Phil Kelly and Rowland Cox.

Welcome to this month's battle report, an eldritch tale of Daemons and those who would risk their very souls to communicate with such abominations in order to discover the diabolical secrets they possess. As befits such a new and different game as Inquisitor, we modified the usual format of a battle report in order to try something a little different. For starters, we didn't use a 'ready-made' scenario from a rulebook, rather, the Gamesmaster (Graham) spent the day before the game furiously tapping away at his

keyboard, coming up with all manner of dark nastiness for the players to experience.

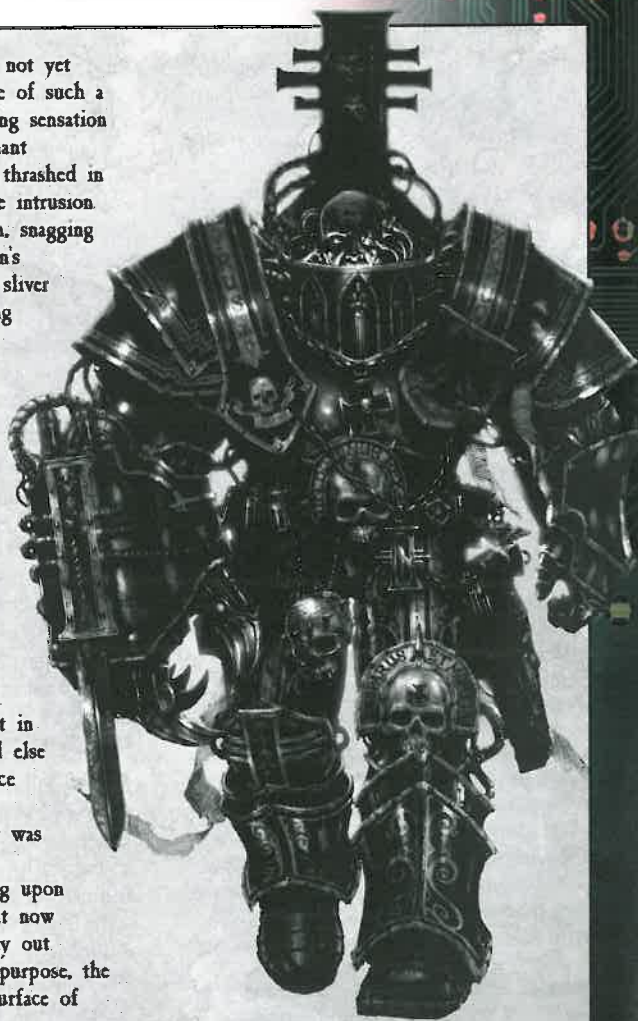
For this scenario Rowland Cox would use the amazing characters painted by the 'Eavy Metal team for his warriors, while White Dwarf geezer, Phil Kelly, would create his own characters and warband. One of the major differences between Inquisitor and our other games is that there are no 'official' points values or army lists as such; characters can be as rock-hard as you want them to be (but where's the challenge in playing when nothing

can touch you?). Another thing we soon realised we'd like to avoid was the alternating turn-by-turn sequence of a normal battle report since each character's actions take place at different speeds within a single turn. Due to the action-based turn system and narrative driven sequence of play, we decided that it would be more exciting to tell the events of the game in the form of a story. So prepare yourself for a tale of dark deeds, heroic valour and burning on the world of Karis Cephalon.

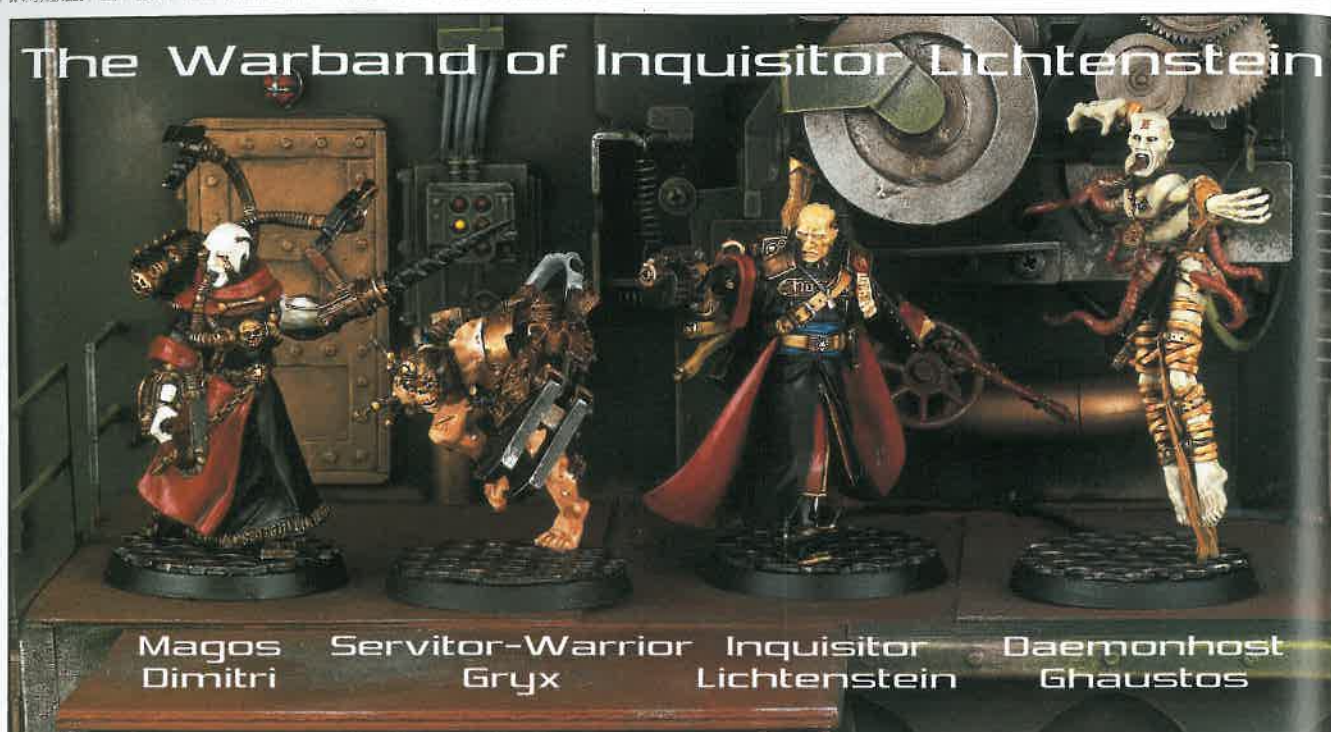
The darkness beneath the world was absolute. Light had never existed here, nor ever would. The quiescent blackness was omnipresent, yet filled with a brooding, daemonic malevolence of aeons past. Chains of finest silver and oaths of unspeakable power bound the sleeping Daemon Prince Phara'gueotla to the bedrock of the planet and engulfed it, with utter desolation and emptiness. It alone understood the true meaning of torment. For fifteen thousand years it had lain here, imprisoned within the fabric of this insignificant ball of rock and cast adrift in the cosmos. This creature that had once walked between the stars, that had seen galaxies born and die, that had decided the fate of billions on a whim, now lay dormant and forgotten. Gods had once trembled at its word and whole star systems had died for its amusement, yet now it lay powerless and barren, stripped of its power by a mortal. Its memory of times past was hazy and inconsistent, yet it remembered the one who had bested it with painful clarity, a bright-halocd warrior of awesome power, and it seethed with unnatural fury. Its every thought was enslaved by dreams of vengeance and hatred.

Then, so subtly that at first the presence went unnoticed, an insistent clawing scraped at the Daemon's sepulchral prison, an insect-like barb of another's desire. The Daemon's fluid thoughts slithered around

the questing will, sluggish and not yet fully registering the significance of such a presence. Once again the gnawing sensation burrowed deep within its dormant consciousness and the Daemon thrashed in instinctive, impotent rage at the intrusion. The barb was persistent though, snagging the tiniest scrap of the Daemon's essence and pulling, shearing a sliver of thought from the slumbering creature. Onwards and ever upwards the fragment of its mind flowed, following the call of the presence which had summoned it. Its consciousness suddenly blazed with hints of futures to come and futures that might never be, the myriad complexities of alternate histories that were yet to be written. But within this spreading web of possible outcomes, one unfolding vision was inviolate, one truth was set in stone. Only Chaos endured, all else was dust in the wind. Vengeance and freedom would be Phara'gueotla's, a freedom that was purchased with the blood of innocence. Everything now hung upon one slender thread, the life that now summoned it and offered a way out. Faster now, and with renewed purpose, the Daemon hurtled towards the surface of the planet.



The Warband of Inquisitor Lichtenstein



Phil Kelly

Phil: What's that? A week to convert and paint an Inquisitor and his warband, with a free run of the entire range, all the paints and tools I could ask for and some of the finest models

we've ever produced? Oh, go on then. If you insist! Naturally I felt obliged to do the best job I could, and set about dreaming up a warband. Although Rowland's taste in characters tends to the extreme in one direction (Rowland, a devout supporter of the 'Good Guys', can often be seen running around the Studio shouting "Burn them!"), mine tends toward the left field. OK, the slightly strange. Alright then I'll admit it. My warband is comprised of total oddballs, fascinated by the machinations of Chaos, and none more so than Inquisitor Lichtenstein.

Lichtenstein is a senior member of the Inquisition. He belongs to the Istvaanian faction and believes, with utter conviction, that the way to defeat a galaxy-spanning force such as Chaos is to turn it upon itself. As a result, I had no qualms about kitting him out with a Daemon Sword. As Lichtenstein is a very accomplished duellist, it seemed natural that he should have a sword of some kind, and choosing a power sword is a little too obvious. The

UNLEASH HELL!

weapon he carries, Sch'lacta, has a Bloodletter bound within it and unfortunately its will is only slightly less than Lichtenstein's, so if he fails a Psychic Power test by any real margin it will possess him and probably attack his comrades. This could be tricky, but it's offset by the unholy power of the sword. Not only does it do a nasty amount of damage (3D6+Lichtenstein's damage bonus of 2) due to its Gnawing power, it can also set its victims on fire! I was confident that he could hold off the awesome power of Tyrus in a duel, should it come to that.

Lichtenstein's psychic powers should prove very interesting as well. Although neither Psychic Impel or Telekinesis are particularly offensive powers, they are both very versatile. I was hoping that I could telekinetically clout an enemy with some nearby scenery, or Psychic Impel them off a high gantry. Both of these uses are very cinematic. Inquisitor encourages creativity and so should the Gamesmaster running it.

Magos Dimitri fits nicely with this scenario. With his knowledge of the Machine Spirit, he would be invaluable in the haunted mine workings. His tendril-like mechadendrites, coupled with his extensive training in the Adeptus Mechanicus, give him a +40% modifier to any rolls he makes when using machinery! Even though he has very average stats, he has some of the most advanced equipment to be found

in either warband. A fitting lieutenant in these circumstances, he would stick near Lichtenstein.

The Daemonhost was a wild card and, despite having played these little blighters before, I still haven't much of an idea how to get the best out of them. The new power Graham and I invented, Bloodfreeze, was a variation of Blood Boil, and had the potential to cause real havoc. It inflicts a wound level on the victim's chest (the head and chest are very important in Inquisitor; any hits there and you'll be debilitated at the very least) and, of course, it ignores armour. Useful against any gold armoured behemoths that may come charging toward him.

Finally, Gryx the servitor-warrior was pretty straightforward. My plan for him was distinctly brutal: get into combat as soon as possible. Rowland would be expecting him to go for the power armoured Tyrus (possibly due to the giant can-opener on his left arm) so I intended to do exactly the opposite; he would take on Barbaretta and Stone. The special rules we devised for his power claw meant that he could feasibly snip a foe in two before they knew what hit them. (We decided that if he rolled two or more 10s on his damage roll he'd tear off that location completely; very unlikely, but very powerful)

(For a more detailed low-down on Phil's Inquisitor warband, turn to page 98, "Diary of an Inquisitor")

The Warband of Witch Hunter Tyrus



Enforcer Barbaretta
and cyber-mastiff

Witch
Hunter
Tyrus

Sergeant
Stone

Devotee
Malicant

BURN THEM ALL!



Rowland Cox

Rowland: After my involvement in helping run the Design Studio Inquisitor campaign, I was delighted to hear that I would be playing in the Inquisitor battle

report. It would mean that I would get to play Inquisitor instead of gamesmastering one of our Studio campaign games. Not that running games isn't fun, exciting and rewarding, it's just a totally different perspective on actually playing Inquisitor. Now I'd have to decide exactly what type of Inquisitor I wanted to play...

Well, as far as I'm concerned, there's nothing quite like burning people in the name of the Emperor. I love the smell of burnt sinner in the morning! For all the lure of Chaotic weirdness, the promise of blasphemous technology, and all the fun of Intergalactic plots, nothing quite beats tying a heretic to a stick and absolving him of his sins. Or failing that, shooting him with an Inferno bolt. BURN THEM, BURN THEM ALL! Ahem...

So, when the discussion started about which Inquisitor characters should be

used, there was only one clear choice. Witch Hunter Tyrus. Let Phil use his witchcraft and unholy ways, let him summon Daemons and bind them unto mortal hosts, I will have the Emperor as my guide. With His divine guidance I shall bring fiery justice to those who transgress in His name! With a steely will, a pure heart and great big suit of power armour, I shall bring Phil's Inquisitor to justice. That's the great thing about Inquisitor; not only do you get to tailor your Inquisitor's character to your personal liking, you also get to equip him in a characterful, yet totally deadly way! Many weapons in the armoury have special rules about how they affect their victims in addition to whatever normal damage they cause. For example, Witch Hunter Tyrus is armed with, amongst other things, a bolt pistol loaded with Inferno shells. These little beauties, which cause their target to burst into flames, inflict additional damage every turn in the same way as a flamer if not put out! Very characterful for a Witch Hunter, and very, very nasty.

With the leader of my warband chosen, I now had to select his followers. Being a fiery Monodominant (Inquisitors who hunt those who have consorted with Chaos or aliens, brooking no argument and giving no quarter whatsoever), Tyrus would naturally select the faithful and

devout Redemptionist Malicant. With his two-handed chainsword, the Eviscerator, he would make a fearsome close combat opponent, and I am relishing the chance to hurl him at the enemy at the first opportunity, canticles of pain and purity falling from his foam-flecked lips.

Tyrus has many connections within the varied organisations of the Imperium and this is reflected by the other characters associated with him. Security Enforcer Barbaretta, whose shock maul has 'subdued' many a suspect, would be very useful. Equipped with exceptional protective armour, a combat shotgun with target-seeking Executioner rounds and a vicious cyber-mastiff, Barbaretta is an excellent all-rounder.

Finally, I felt I needed a real combat veteran, and nobody fitted the bill more perfectly than Sergeant Stone. This grizzled warrior is a perfect companion for Tyrus. As an Inquisitor who will stop at nothing to destroy psykers and Daemons, innocent blood may be spilled and the Witch Hunter needs those who will obey his commands without question. With my band of loyal and devout warriors chosen, it was inevitable that spiritual and physical combat would commence.

Let none stand against the will of the Emperor!

THE GAMESMASTER



Graham McNeill

Graham: Having been part of the team that ran the Inquisitor campaign here in the Design Studio, I was hoping that in some small way I would be involved in the

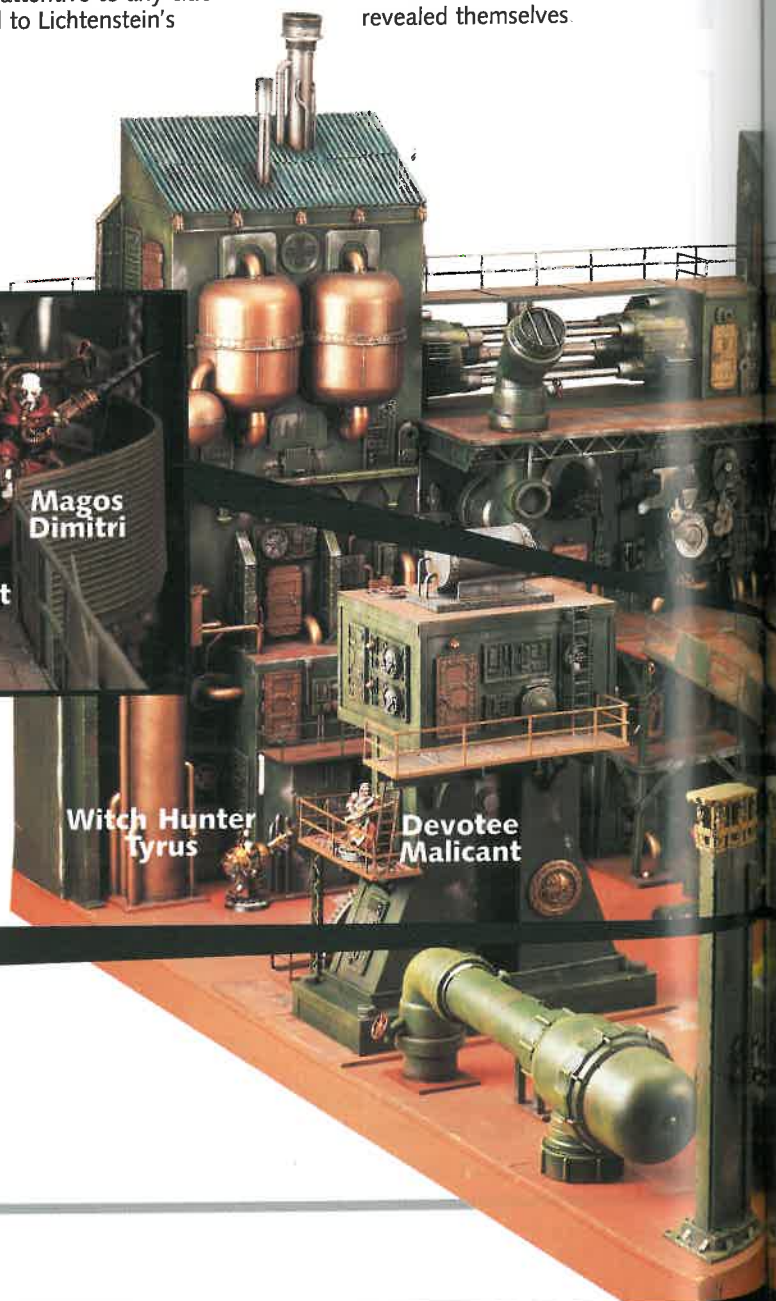
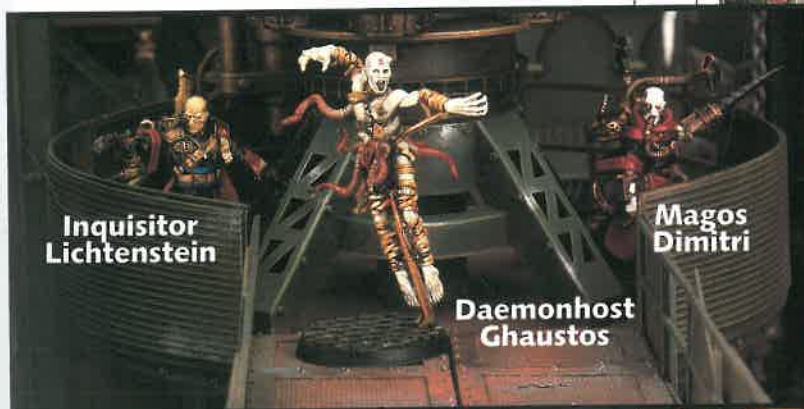
first Inquisitor battle report for White Dwarf. The chance to play with fantastic miniatures over some stunning terrain was a mouth-watering prospect, and when I heard that not only was I going to be involved with the battle but would be Gamesmastering it, I was over the moon. It was only after the new year, when I came back to work after the festivities of Hogmanay, that I realised the scope of work which lay ahead of me.

We had already decided that Rowland would be using the characters from the Inquisitor rulebook, while Phil would build his own unique Inquisitor warband and create a history for it. Phil and I got together to roll up his characters, and from the background he gave me I quickly began to form ideas for a potential scenario. When I

typed that background to the bombastic, heretic burning nature of Rowland's warband, the specifics of the scenario quickly became clear. Witch Hunter Tyrus was renowned for the use of various painful ordeals to divine the guilt or innocence of those he investigates, and I felt it would be interesting to have had the paths of the two Inquisitors cross many years earlier. I decided that two decades ago, Tyrus had believed that Inquisitor Lichtenstein was delving too deeply into the terrible mysteries of Chaos and had subjected him to those same ordeals. But he had been unable to prove the charges laid against Lichtenstein who promptly vanished soon after the trial. It was later discovered that he had managed to fool the tests which Tyrus had set him. Tyrus vowed to hunt him down and bring him once again to trial, and during the past twenty years has been attentive to any clue that would lead to Lichtenstein's capture.

Details like this add an extra layer to any scenario, creating rivalries that can extend from game to game and can further develop the narrative element of a campaign. Of course you don't need to artificially create rivalries like this, over the course of your games your players will naturally develop these rivalries as they win or lose games and defeat or overcome their enemies. Remember, Inquisitor is all about the narrative. Whatever adds depth to your games or enhances the story can only be for the good.

Inspiration for scenarios, sub-plots, etc can come from both the characters and their backgrounds, but also any themed terrain pieces. Here at the Studio we're lucky enough to have some stunning scratch built scenery that represents huge mines, thundering machines, gantries and walkways, and once I'd put together an interesting battlefield, the final details of the scenario revealed themselves.



SCENARIO: THE DWELLER BENEATH

Following clues contained in the scrolls of the heretic monk Corteswain, Inquisitor Lichtenstein and Adeptus Mechanicus Magos Dimitri have come to the world of Karis Cephalon in their search for the lost Librarium Hereticus, a thrice damned collection of forbidden tomes and blasphemous techno-arcana. Corteswain hinted at the existence of a Daemon Prince named Pharaa'gueotla whose essence was bound within a strata of rock and buried deep beneath the surface of a planet he described as 'Cursed to be the world where The Things Which Must Not Be Named will visit a thousand times a thousand woes'. Inquisitor Lichtenstein believes Karis Cephalon to be that world. Pharaa'gueotla was said to know secrets that could point to the location of this abominable librarium and when

the mine workings at Taberna Ostium were abandoned by the workers, who claimed that the site was haunted, Lichtenstein instinctively knew that they had inadvertently discovered the slumbering Daemon Prince.

Lichtenstein and Dimitri set off for the abandoned mine with Gryx, a cybernetically altered servitor-warrior created by Dimitri, and Ghaustos, a Daemonhost of Lichtenstein's which would be used to communicate with Pharaa'gueotla and sift the lies from the truth in the Daemon Prince's words.

The Emperor's Tarot has brought the warband of Witch Hunter Tyrus to Karis Cephalon. The cards have been guiding his righteous hunt of all things unclean for many decades now and point to a meeting with an old adversary. The same rumours that led Lichtenstein to Taberna Ostium have reached the ears of Tyrus and, together with his warrior band consisting of Sergeant Stone, Devotee Malicant, Enforcer Barbaretta and her cyber-mastiff, he has set off in pursuit of his prey. Arriving to find the deserted forge-mine still rumbling to the sound of automated machinery, Tyrus split his warband into two groups and began the search for Lichtenstein. He wanted him alive, but dead was almost as good.

SETTING

The scenario takes place in the deserted forge-mine complex of Taberna Ostium and its layout is

shown in the accompanying photo, as is the starting position of the characters. To represent the unique geography of the complex I decided upon the following rules:

- None of the doors are locked, but all can be sealed in one action with simple code key-pads. It requires one action and a successful Sagacity test to open a sealed door.
- A character falling or pushed into the rotating fan blades takes D6 hits to random locations and suffers D6+2 points of damage to each location hit. Armour and force fields will reduce damage from this as normal. After suffering damage, the character is knocked D6 yards in a random direction and falls prone.

• Sample Armour values:

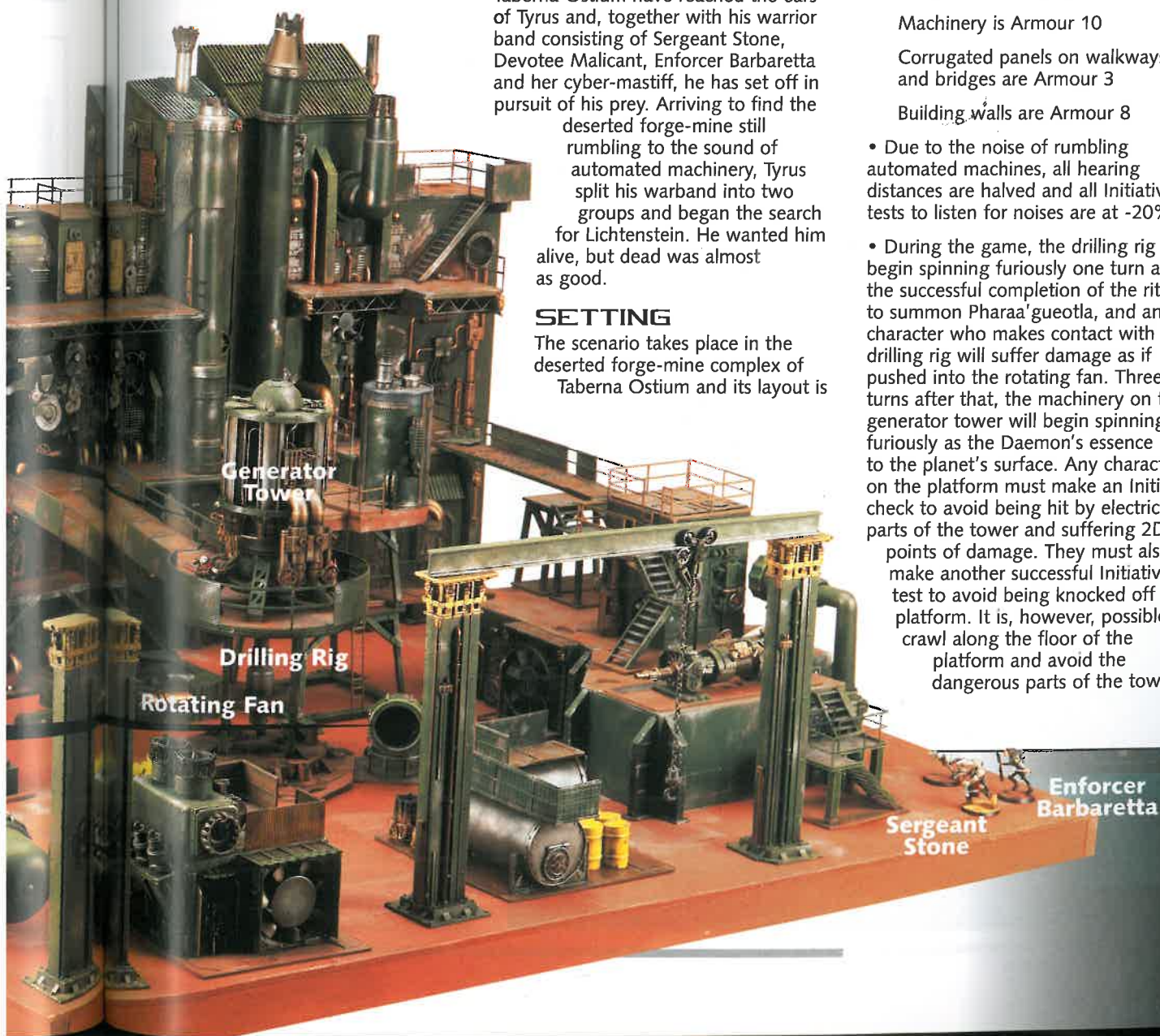
Barrels are Armour 5

Machinery is Armour 10

Corrugated panels on walkways and bridges are Armour 3

Building walls are Armour 8

- Due to the noise of rumbling automated machines, all hearing distances are halved and all Initiative tests to listen for noises are at -20%.
- During the game, the drilling rig will begin spinning furiously one turn after the successful completion of the ritual to summon Pharaa'gueotla, and any character who makes contact with the drilling rig will suffer damage as if pushed into the rotating fan. Three turns after that, the machinery on the generator tower will begin spinning furiously as the Daemon's essence rises to the planet's surface. Any character on the platform must make an Initiative check to avoid being hit by electrical parts of the tower and suffering 2D10 points of damage. They must also make another successful Initiative test to avoid being knocked off the platform. It is, however, possible to crawl along the floor of the platform and avoid the dangerous parts of the tower.



The Summoning

Graham: I decided that since they'd already been conducting the summoning ritual before the game began, Lichtenstein and Dimitri would only require a further ten actions worth of chanting to complete the ritual. After that, who knows exactly what would happen?

High on the generator platform of the drilling rig, Inquisitor Lichtenstein and Magos Dimitri continued the ceremony to summon the essence of the Daemon Prince they sought to question, their chanting rising above the dull throb of machinery that permeated the entire complex. The words and syllables were never meant to issue from a human throat and seemed to linger in the air for longer than they had any right to. Lichtenstein could feel the sleeping Daemon Prince stirring, the invocations dragging a fragment of its bound essence to the surface. His own Daemonic creation, Ghaustos, stood nearby, moving slowly onto the walkway that crossed from the

platform, glistening tentacles that had erupted from his flesh waving like undersea fronds. Pulsing white wych fires burned in the creature's eyes as it scanned the mine for Lichtenstein's enemies. As Dimitri continued the chant, the Inquisitor leaned over the railings of the platform and saw Gryx, the one armed cyber-warrior standing immobile at the foot of the tower.

He formed the word, 'Patrol,' in his head and directed the thought at Gryx. The scored bronze helm nodded and the shambling figure slowly began a circuit of the lower mine, the massively bladed power claw hanging inert at its side. Though Gryx appeared sluggish and docile now, with calming devotional hymns and images projected on the inner face of his pacifier helmet, Lichtenstein still felt a shudder at the thought of the horrifying, psychotic monster that would be unleashed were he to utter the warrior's trigger word.

The air stank of diesel and machine oils as Witch Hunter Tyrus strode through the half-light of the mine complex.

Servitor-Warrior

Graham: Until activated by his trigger word, Gryx would move at half Speed and would require orders from Lichtenstein to actually do anything. It requires an action to issue a simple order or speak the command word. In this case I allowed a single action for Lichtenstein to order Gryx into a patrol loop.



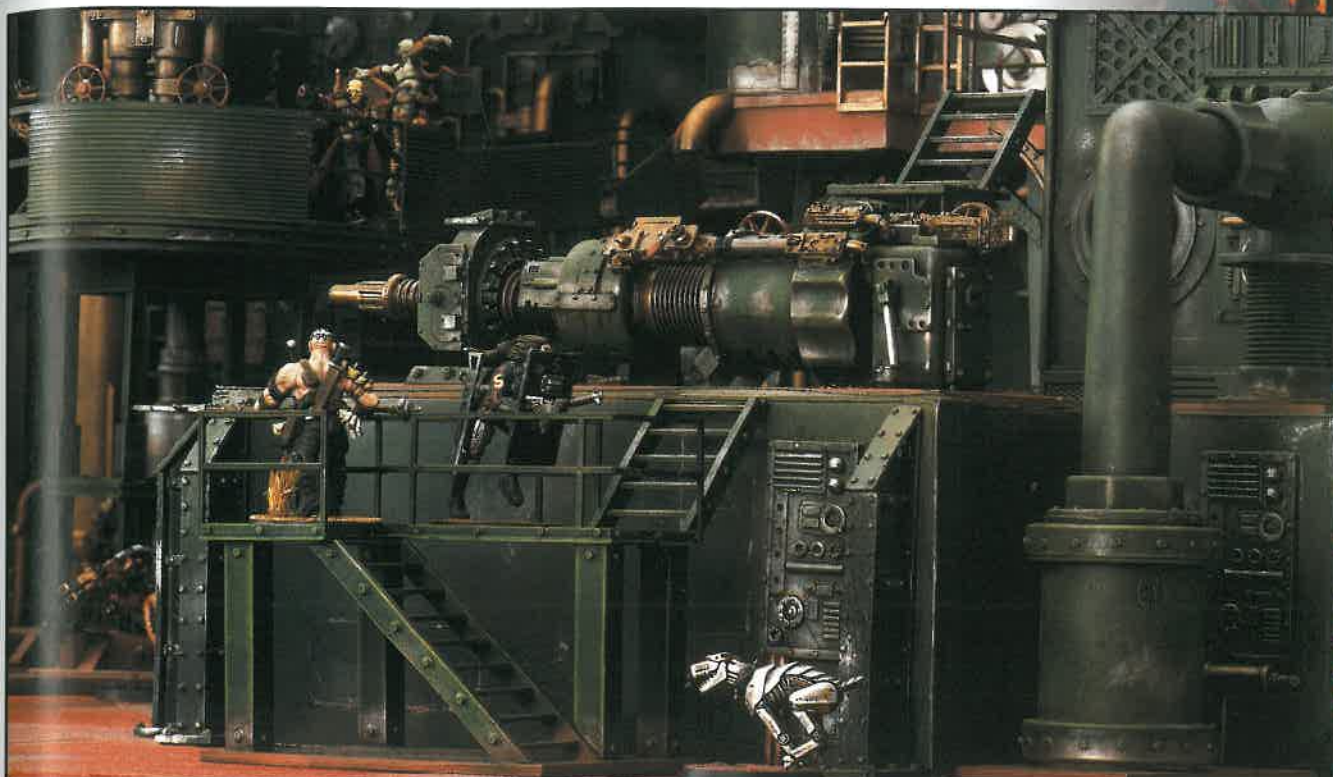
Gryx patrols, awaiting only the trigger word to transform him into a psychotic killer as Ghaustos hunts for enemies.

Fitful sparks reflected from the smooth surface of his power armour and threw his grim face into stark relief. He knew Lichtenstein was within the mine workings, involved in some heretical works no doubt. He had escaped Tyrus' judgement once before. He would not do so again. The grinding rumble of machinery came from ahead. He gestured towards a tall structure and indicated to Malicant that he should climb the stairs that ascended to a platform high above. The red robed Redemptionist nodded curtly, and even though his face was obscured by a golden mask, Tyrus could sense the man's thirst for battle. Malicant vanished from sight as Tyrus crept further forward. He needed to gain high ground as well and passed into the vast iron building beside him, seeking a way to approach the centre of the mine unseen.

Enforcer Barbaretta crept silently forward, her shock maul held before her like a talisman. Her cybernetic eye whirled slightly as it adjusted to the smoky half-light of the mine and the rank, mineral tainted air caught in the back of her throat. Silently, she ghosted up a flight of stairs that led to the roof of a building where a massive generator would offer her some cover to survey the mine before her. She cursed inwardly as Stone, the veteran Guardsman, stomped up the iron staircase behind her. She shot him an angry look, but the man ignored her. Stone was as clumsy as a blind Grox, but his warrior instincts and skill with the long bladed halberd he always carried was formidable. Barbaretta doubted that he was wholly sane, but reasoned that his combat prowess more than made up for any mental instability. The scarred veteran raised his halberd and pointed ahead, saying, "Someone's there. On the tower." Barbaretta couldn't see anything just yet, but didn't doubt Stone's word. If the sergeant said there was someone there, then she believed him.

Awareness

Graham: Characters can only react to things that they are aware of, ie can hear or see. In this case, Stone could draw a line of sight to Lichtenstein, but due to how little of the Inquisitor was actually showing, the distance and clouds of steam in the forge-mine, I made him take an Initiative test in order to become aware of Lichtenstein, which he promptly passed.



Stone spots Lichtenstein as he and Barbaretta run into cover. Time for some gunplay!

Lichtenstein and Dimitri continued to chant, their robes rippling in a phantom wind as the Daemon's essence grew closer to waking. Below him, he could hear Gryx's plodding footsteps as he continued to patrol the mine. They were close to completing the ritual and Lichtenstein could sense the Daemon's liquid consciousness begin uncoiling from the prison of rock far below them. Dimitri chanted in counterpoint to Lichtenstein, his rasping metallic voice issuing from voxcasters implanted in his throat. The pitch, tone and resonance of the chant were displayed on a graphic waveform display of his enhanced auto senses, that only Dimitri could see. The cadence of the chant was most interesting and his memory engrams recorded it for later study.

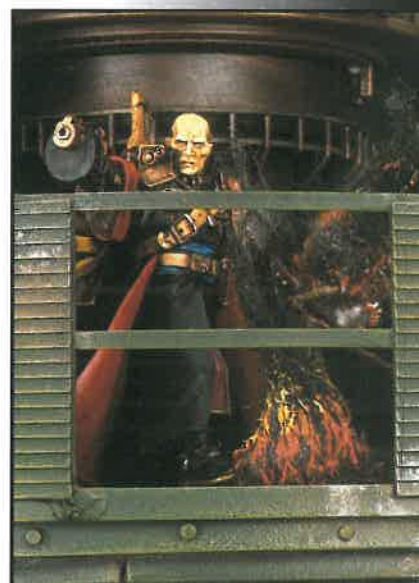
Devotee Malicant moved onto the platform of the building he had climbed and looked out over the expanse of the mine complex. A central structure dominated the mine, consisting of a gigantic drilling rig attached to a generator tower. In the distance he could see the Enforcer and Guardsman making their way towards the centre of the complex, the Guardsman pointing his pistol towards the tower. But much closer, on the generator tower itself, he saw a robed figure and grinned ferally as he recognised the form of one of the heretics Tyrus had told him about; the Magos. Malicant's laspistol was already

in his hand and, pausing only to take brief aim, he loosed two shots at the Magos.

Dimitri flinched as the metal of the tower exploded in a shower of sparks and molten metal as a flurry of laser bolts impacted around him. He spun and saw a maniacally grinning figure with a smoking pistol on the platform of a nearby building. On the other side of the tower Lichtenstein grunted in pain as a las bolt punched through the metal sheeting of the parapet and scored across his thigh. He drew his stubber in one motion and turned in the direction the shot had come from. A silver skulled man in combat fatigues pounded up a stairwell, his eyes fixed on Lichtenstein. At his heels ran the gleaming shape of a cyber-mastiff, which meant there was an Enforcer somewhere nearby, but where? He felt a sudden pulse of psychic energy from Ghaustos as two white bolts of psychic chill flew from the Daemonhost's outstretched hands and Lichtenstein cursed as they flew wide of the silver skulled man. Then he realised that the Daemonhost hadn't been trying to hit the man at all. Perhaps his creation could see the Enforcer that he himself could not. He saw a piece of generator equipment enveloped in a storm of ice crystals as the psychic bolts struck and reasoned that the Enforcer was sheltering behind it.

Pinning

Graham: Being shot at is an unnerving experience to say the least! Characters who are shot at have to pass a Nerve test or go diving for the nearest cover. Dimitri, however, has the skill Nerves of Steel and therefore never needs to take Pinning tests.



Cool under fire. Lichtenstein trades shots with Sergeant Stone.

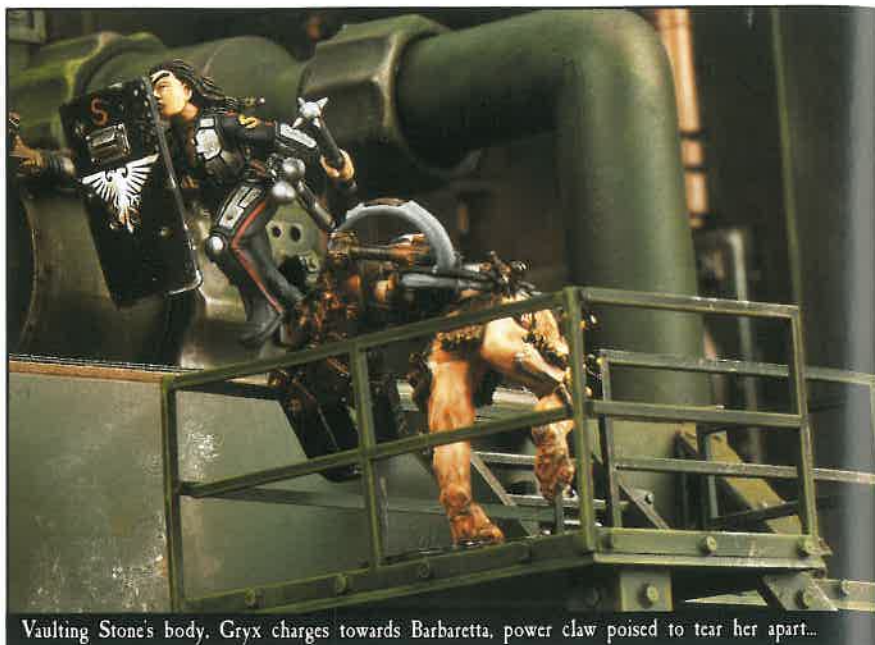
Flicking the shot selector to Man Stopper shells, Inquisitor Lichtenstein leaned over the parapet of the platform and squeezed off two unerringly accurate rounds at the fool who had dared to shoot at one of the Emperor's chosen. The first shell took the man high in the chest, the second in the thigh. The heavy grain slugs blasted fist sized holes in his body, punching through his flesh and bone and exiting explosively from his back. Stone tumbled backwards, pain like nothing he had ever experienced, even in the hell of the Gland War, engulfing him. The iron of the stairs rushed up to meet him as he fell and he heard his jaw break as he clattered downwards on his front, limbs cold and inert. Pain swallowed him and darkness followed as he slipped into unconsciousness.

System Shock

Graham: Sometimes a character may be so badly hurt by a single hit that the pain and shock may take them out of action. This is represented by a System Shock roll. The shot to Stone's leg caused enough damage that he had to roll under his Toughness to stay in the game and, unfortunately for Rowland, he failed the test and fell unconscious.

Barbarett saw Stone fall and knew he was as good as gone now. Her armour was rimed with a coating of frost and her skin was blistered from the icy bolts which the Daemon creature had hurled at her. She racked the slide on her combat shotgun, aiming upwards and resting the barrel on the machine in front of her. The air was still hazy from where the ice had flashed to steam on the hot generator and she couldn't draw a bead on the creature. She risked a quick glance around the machine, wondering where in the Emperor's name Tyrus was. Ghaustos drew dark warp energy into the frail human prison of his host body's flesh, ready to unleash fresh icy misery on the leather clad woman below, but the buzzing, gnawing sensation of another Daemonic creature, greedy for power kept intruding on his concentration and he roared in frustration as he felt the psychic energy bleed away from him unused.

Magos Dimitri watched as the red robed figure sprinted along the platform of the adjacent tower, the bionics of his eyes calculating range and



Vaulting Stone's body. Gryx charges towards Barbaretta, power claw poised to tear her apart...

trajectories. Whispering the Catechism of Accuracy, his mind impulse unit fired his shoulder-mounted bolt pistol, the distinctive crack of the shell's tiny rocket motor telling him the round was pure. Malicant saw the flash of his prey's weapon and screaming, "For the Emperor! On wings of fire I fly!", he vaulted the tower's railing and launched himself through the air towards the generator tower. Dimitri's bolter shell flew wide of its mark, detonating harmlessly behind the fanatic and he stepped back as the screaming Redemptionist flew through the air towards him. For a moment it looked as though he might make the insane leap, but the distance was just too great. Malicant slammed into the parapet of the generator tower, the las pistol falling from his hand as he desperately grabbed for the railing, dangling helplessly above the mine floor.

The summoning ritual was almost complete, but Lichtenstein knew that it could still fail were he not to finish soon. He'd heard gunfire from the other side of the tower, but was

confident in Dimitri's ability to handle himself and concentrated on the situation before him. The man he'd shot was down, blood pouring from the ragged crater in his chest, but the Enforcer had to be lurking nearby. He tracked his stubber left and right, but could not see her. A sudden shift of motion behind the ice-blasted generator and he knew where she was. A pulse of thought sent the trigger word, 'Angellus' to Gryx and the location of his victim. Lichtenstein raised the stubber to where he had seen the movement, but it was gone now, vanished from sight behind the generator.

Gryx howled in fury and pain as his pacifier helm smoothly rose from his face and its calming effect was withdrawn. Simultaneously the stimm dispensers grafted into the fleshy stump of his right shoulder activated and shot a cocktail of combat enhancing drugs into his bloodstream. Adrenal pumps flooded his system with stimulants, his limbs and muscles swelling as chemical strength thundered through his veins and psychotic inhibitors disengaged

The Gamesmaster is God

Graham: When Malicant made his daring leap, I gave him a bonus of D6 yards to how far he could jump since he was leaping from a higher level. This still wasn't enough though and he fell to the ground in a mangled heap, unconscious. I decided that this wasn't a particularly heroic way to go and the game would be pretty much over, so I decreed that, instead of falling, Malicant had just managed to grab the railing and hang on for dear life. Not out of the game, but with Dimitri above him with a chain axe, not a healthy place to be. Decisions like this may blatantly contradict the letter of the rules, but GM's should feel free to make calls like this if it develops the narrative and keeps things exciting for the players.

from his cerebral cortex. The location of the Enforcer burned in his crude cybernetic brain, his every thought enslaved to the imperative to kill. He sprinted across the floor towards the Enforcer, almost faster than the eye could follow, leaping each flight of stairs and Stone's body in a single powered leap. As he emerged onto the rooftop he saw his target before him and roared, an inchoate bellow of pure aggression.

Barbarett spun in time to see Gryx's power claw descending. But the berserk warrior slipped on a patch of ice-slick concrete and his killing blow missed her, tearing a great chunk of iron from the generator. The Enforcer ducked back and smashed her shock maul into the crackling power claw. Her weapon bounced from the metal of Gryx's arm in a shower of violet sparks. The electrical discharge of the shock maul whiplashed up the cybernetic arm and Gryx staggered back, smoke roiling from the blistering skin at the junction of flesh and metal. Before her cybermastiff could attack and she could step in to smash her weapon across Gryx's face, the air before them exploded in retina searing brightness as the Daemonhost released a blinding flash of psychic energy between her and her opponent. She was quick enough to avoid being blinded by the psychic attack, but her mastiff's auto senses were overloaded by the blast of incandescent light and it faltered in its attack as the machinery of its brain reset itself.

Shock Weapons

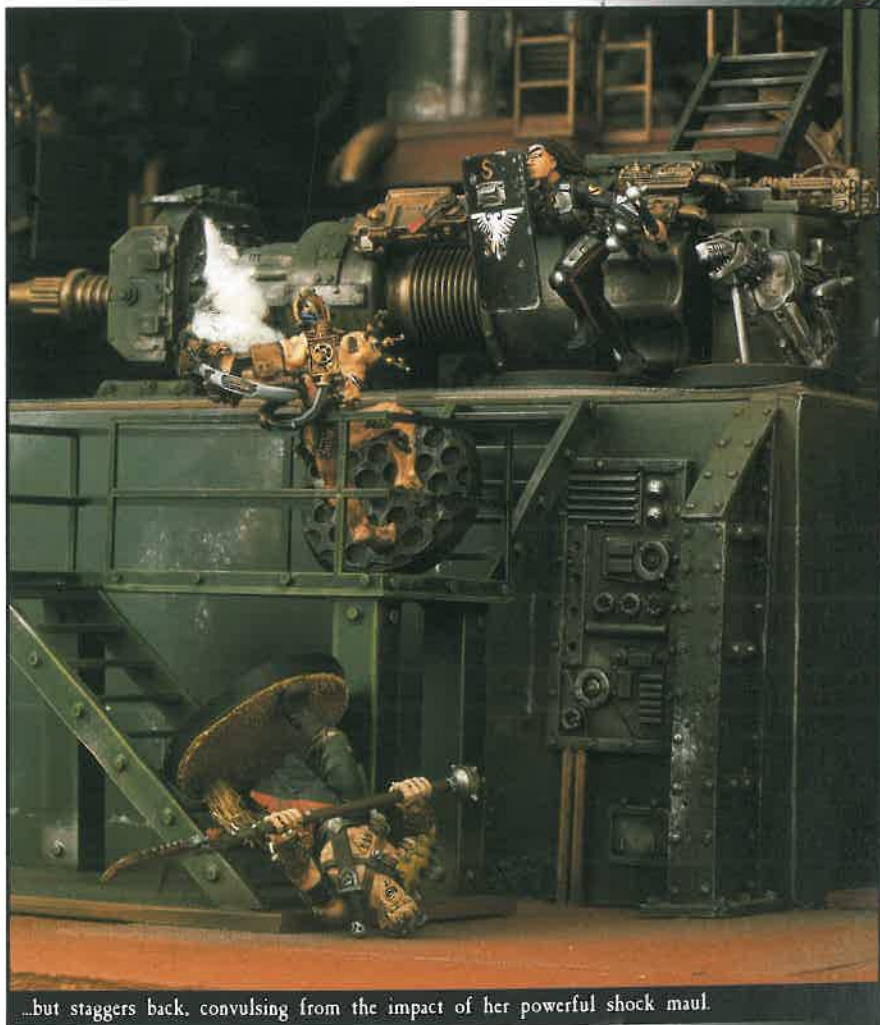
Graham: These weapons deliver a powerful electric shock upon impact and can disrupt the victim's nervous system. When Barbaretta hit Gryx, he failed his Toughness test and was stunned for a turn.

Had he been capable of feeling the emotive response of flesh, Dimitri would have laughed at the Redemptionist's failed leap. He had calculated that the distance was too great the instant he had jumped. Dimitri prepared to continue chanting and finish the ritual when he noticed a pair of white knuckled hands gripping the edge of the railings of the generator tower. Grimly, he thumbed the activation stud on his chain axe and stepped forwards. Malicant knew he was in serious trouble, the ground was a long way down, he had not the

strength to pull himself up and he could hear the familiar buzzing of a chain weapon powering up. Out of the corner of his eye, he saw a door open on the factory wall and groaned inwardly as Witch Hunter Tyrus emerged on the level below the main walkway to the tower. He could see his master's fury as he realised the mistake and, as Tyrus vanished back through the door, Malicant prayed that the Emperor would guide his steps this time.

Tyrus' Mistake

Graham: Since Tyrus had been making his way forward through the mineworkings at the back of the battlefield, I decided that, in dark and unfamiliar surroundings he would have to pass an Initiative test in order to pick the correct door to emerge from. In this case, he failed and I randomly determined which door he would enter from. After realising his mistake and getting his bearings, I then allowed Tyrus to automatically find the correct door next time.



...but staggers back, convulsing from the impact of her powerful shock maul.

Lichtenstein watched disbelieving as Gryx staggered away from the Enforcer. He gathered his will and released a burst of raw psychic power at the black clad figure as she raised her shock maul for another strike. The full force of Lichtenstein's will hit Barbaretta square in the chest and she was hurled through the air, falling towards the ground and smashing her head into the concrete floor as she landed. Satisfied that Gryx was no longer in any danger, Inquisitor Lichtenstein turned his attention back to the chant and intoned the final words of the incantation, smiling as he sensed a shred of the Daemon's consciousness being drawn up the mine shaft towards him. So preoccupied was he with his success, he didn't notice the iron door at the end of the walkway opening...

Magos Dimitri swept his chain axe down towards the Redemptionist's fingers, but the zealous fool obviously perceived falling to the ground a preferable fate, and let go of the railings as Dimitri's blade sheared through the metal in a screaming halo of sparks. Malicant howled in frustration as he fell towards the ground, landing with bone crunching impact on a tower of barrels, scattering them and rolling into a stunned heap.

Psychic Impel (Knockback)

Graham: This innocuous ability probably saved Gryx's life. With it Lichtenstein was able to cause 2D10 yards of Knockback on Barbaretta. Normally if characters are hit by an attack which does damage equal to their Knockback value then they can be sent sprawling by the force of the impact. With this psychic ability, there is no need to equal the Knockback value, it happens automatically.

Recovered from the impact of the Enforcer's shock maul, Gryx vented his retribution on the metallic form of her cyber-mastiff. Though it's auto senses were still recovering from the blinding flash caused by Ghaustos, it was still fast, dodging nimbly around the berserker. But it could only evade for so long and when Gryx's massive power claw finally caught the beast, it was chopped in two, the shorn halves twitching in their convulsive death throes. Gryx turned his head in the direction the woman had fallen and pounded down the stairs, his altered brain filled with images of her death.

Up on the generator tower and with all the threats he could discern taken care of, Inquisitor Lichtenstein's smile

faltered as he heard the grinding mechanics of the drilling rig below him spooling up. Perhaps it had been activated by one of his enemy's warband or perhaps the flaring power of the rising Daemon's consciousness was responsible, who could tell? He could feel his anticipation build as he waited for its arrival, preparing to recite the Cantic of Binding and thus didn't see the massive, power armoured figure of Witch Hunter Tyrus as he stepped through the door onto the tower walkway.

Tyrus felt his pulse quicken as he saw Lichtenstein across the tower from him. He couldn't get a clear shot, as his prey's pet Daemon creature blocked his view. The abomination had seen him and spread its arms, the light in its eyes burning brightly with cold fire. Briefly he considered firing upon the creature, but dismissed the notion as he caught sight of the heretic Magos Dimitri. His bolt pistol was loaded with Inferno shells and he snarled, "Burn in hell, traitor," as he pulled the trigger. Both shots flew straight and true, striking the Magos in the abdomen and head. The bolts were slowed by Dimitri's refractor field, but it could not prevent them from causing horrendous damage. The Inferno shells ignited upon detonation and, as the Magos fell to the floor, his robes burst into flames, thick black smoke boiling around his burning body. Dimitri screamed, his weak organic matter blistering and blackening, but sheer force of will kept him from losing consciousness. Tyrus smiled grimly at the heretic's agonies, but the smile froze on his face as a searing chill suddenly seized his heart and he collapsed to his knees as he felt the icy chill of death creep over him. He realised that Lichtenstein's Daemonhost was using its fell powers on him, but he would resist. His faith in the Emperor was his shield!

Burn them All!

Graham: Tyrus' Inferno shells are particularly dangerous munitions, able to set their target on fire with the same effect as a flamer. These are doubly dangerous in that they continue to burn every turn unless the character is able to extinguish the fire or it goes out itself in the Recovery phase. Dimitri was unable to put out the fire but luckily, before it could do any more damage, the chemical fire spent itself and went out.



As Malicant crashes to the ground far below, Dimitri burns in the flames of an Inferno shell.

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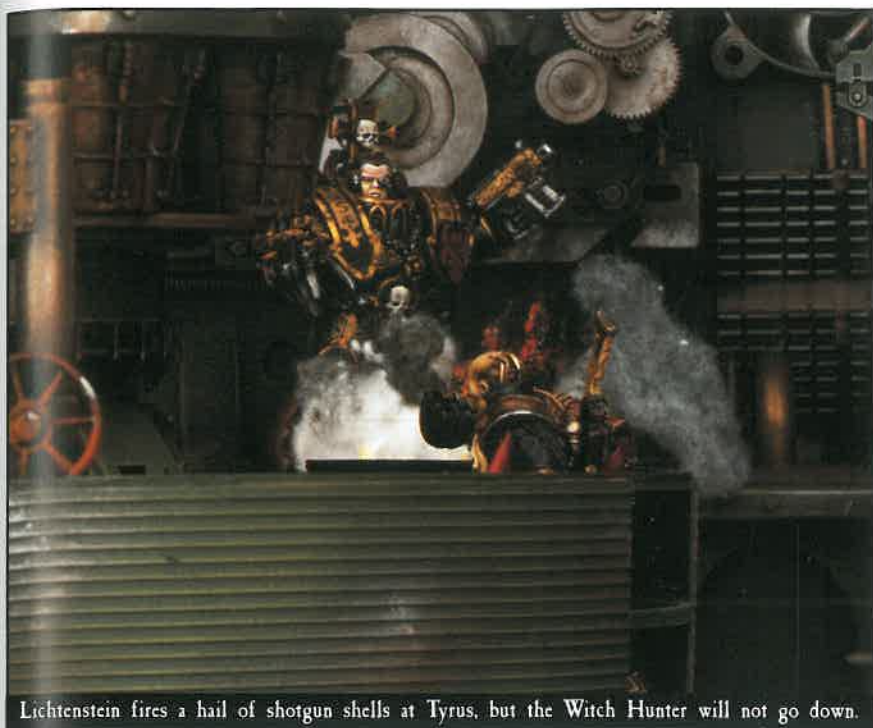
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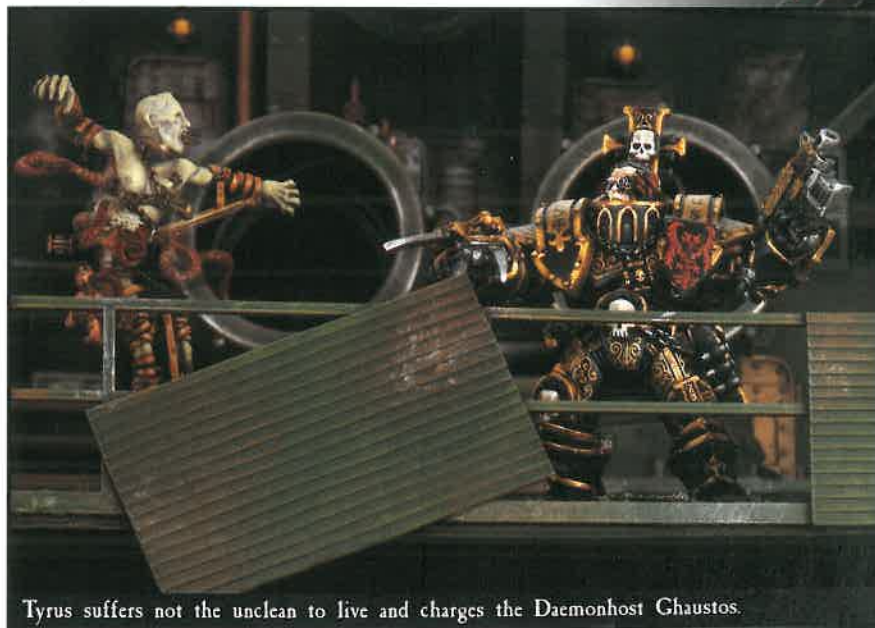
Lichtenstein fires a hail of shotgun shells at Tyrus, but the Witch Hunter will not go down.

Lichtenstein couldn't believe his eyes. Tyrus! It had been two decades, but here he was, larger than life. He could hear Dimitri's voxcaster screeching even over the thunderous noise of the drilling rig as the flames consumed him and the Magos desperately attempted to put them out. Lichtenstein snarled as he drew his pump action combat shotgun from its shoulder scabbard. He moved to a better firing position, flicking the shot selector to semi automatic and fired shell after shell at his nemesis. Tyrus rocked backwards under the shells' impacts, but his power armour withstood the majority of Lichtenstein's fire. A single shell somehow penetrated the joints in his leg plates and blood streamed down the intricate, fluted scrollwork of his armour. Tyrus fought through the sudden pain and pulled himself upright. His anger lent him strength and he charged along the walkway towards the Daemon beast, his power weapons crackling with lethal energies. He swung at the creature, but, with an unnatural speed, it dodged aside and Tyrus' blade sailed past it's head. The hell beast darted away from Tyrus, circling the Witch Hunter and the two old adversaries were finally face to face.

Devotee Malicant pushed himself to his feet, pain screaming along his spine. But he welcomed it. Froth gathered in the corner of his mouth at the thought of his foe escaping him. He glanced up at the tower, seeing a column of greasy

black smoke and catching the divine scent of scorched human flesh. The rig before him was spinning furiously and hot steam and toxic gasses were pouring from the mine shaft. Desperately he looked around for a way to reach the pulsing generator platform and, as he saw the scattered barrels lying around, a means of scaling the tower came to him.

Barbarett rolled aside, blood pouring from her split skull as the cyber-warrior slashed at her head with his energised claw. It struck again and she kept rolling. She had to get clear, but the damned thing was so fast!

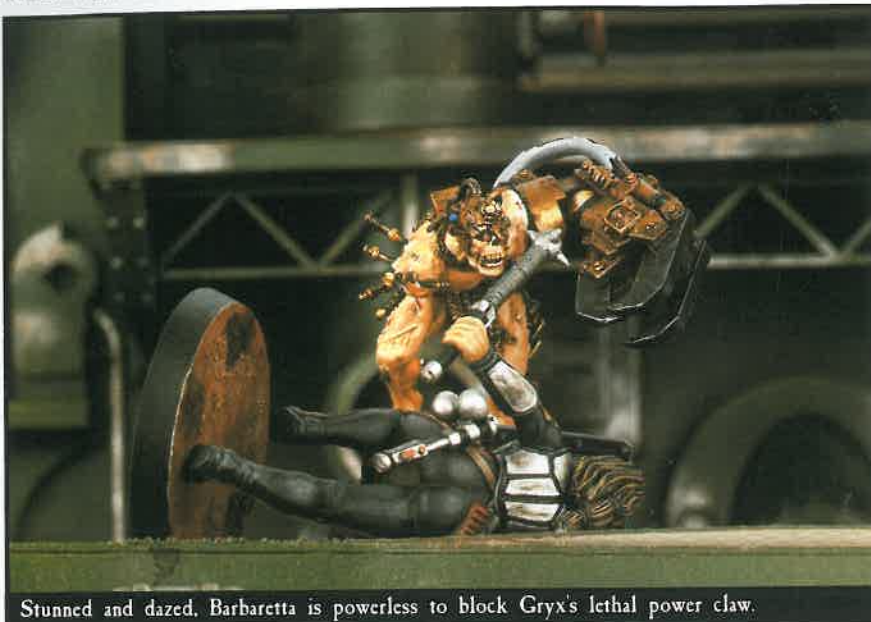


Tyrus suffers not the unclean to live and charges the Daemonhost Chaustris.

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Semi-Auto

Graham: Some weapons are capable of pumping out a rapid salvo of shots and lay down a hail of fire. Lichtenstein's pump action combat shotgun is one such weapon and he managed to fire a total of six shots in a single turn! Normally this mode of fire suffers from reduced accuracy, but thanks to Lichtenstein's skill of Rock Steady Aim he was able to shoot just fine.

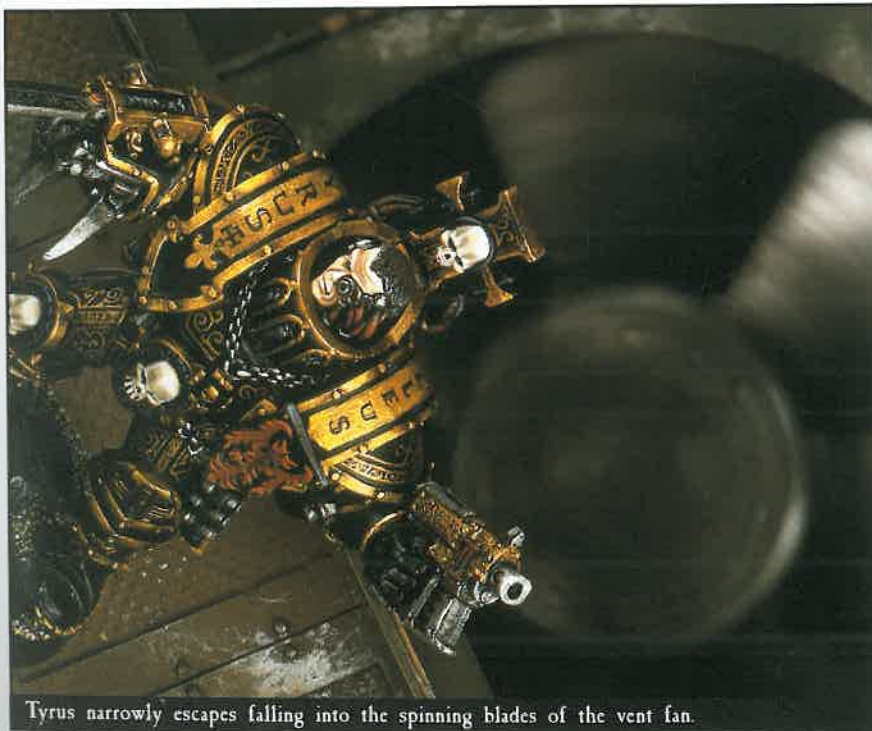


Stunned and dazed, Barbarett is powerless to block Gryx's lethal power claw.

Gryx struck again and again, his power claw a blur of slashing bronze metal. He gouged chunks of concrete from the floor as he attacked. He batted aside a feeble attempt to deflect his blow and the claw sliced deep into Barbarett's arm, tearing upwards and ripping the meat from her bones all the way to the elbow. She shrieked in agony, dropping her weapon from nerveless fingers as Gryx hacked into her arm again, the claw virtually tearing the limb from her shoulder. Pain blinded her and she screamed one last time before Gryx slashed his power claw across her

unprotected face. She felt bone shatter under the impact and mercifully blacked out.

The Daemon's essence must be close to breaching the surface, realised Lichtenstein. The tower was shaking violently and the drilling rig was vibrating from side to side as it spun faster than it was ever designed to. Blue lightning arcs flared from the generator and he could hear a rising hum of charging power. Once again he lashed out with raw psychic energy, and though Tyrus was a more fearsome target than the Enforcer, he could not



Tyrus narrowly escapes falling into the spinning blades of the vent fan.

Psychic Overloads

Graham: When Ghaustos tried again to freeze Tyrus' heart he failed his Willpower test by a margin of 28%, resulting in a psychic overload. For every full 10% a psyker fails his Willpower test by, he suffers a 2D10 loss of Willpower, making it more hazardous to use any psychic powers in future. Luckily, Ghaustos only rolled 7 for his loss, indicating that the overload was relatively minor.

resist the sheer strength of Lichtenstein's will. The massive Witch Hunter was hurled backwards against the railing of the walkway, the metal buckling and screeching as the full weight of the power armoured Inquisitor fell against it. For the briefest second it seemed as though Tyrus would fall into the giant blades of a vent fan, but miraculously the railing held. Before he could right himself, Lichtenstein attacked again with another psychic blow, smashing Tyrus backwards into the factory wall. Dazed but unharmed, Tyrus again picked himself up determined that his foe would not defeat him like this. Once more Ghaustos drew on the power of the warp to freeze the Witch Hunter's heart, but the Daemonhost's control slipped for a second and his body was wracked by spasms as raw power seared through his cold flesh.

Malicant began stacking the barrels he had fallen into, building a stepped tower with which he could leap to the platform. The scent of cooked flesh was a delicious tang in his nose and his eyes burned with zealous fire. Satisfied he had built his tower high enough and filled with righteous strength, he didn't even notice the ricochet of a bolter shell beside him as the blackened form of Magos Dimitri leaned between the railings and fired on him. Reaching the tower was all that mattered to Malicant now.

In a burst of lightning pyrotechnics, the generator tower was wrenched free from its moorings by the powerful motion of the drilling rig, spinning it violently around the swaying tower. So intent was he on Tyrus that Inquisitor Lichtenstein failed to see the protruding machinery of the tower as it spun around and smashed into his back. He was knocked sprawling and barely managed to hold onto the parapet, rolling to the metal decking of the

platform. Still gripping his shotgun, he crawled beneath the madly spinning generator mechanism, wincing as a deafening howling issued from just below the surface of the mine head. His mind felt heavy with psychic presence and he knew he had to take care of Tyrus quickly lest the Daemon manifest before he was ready to bind it. As he approached the walkway he levelled his shotgun at the Witch Hunter, squeezing off two well placed shots. Tyrus staggered, both shots penetrating his armour, and even his prodigious strength could barely hold him up.

Malicant swiftly scaled his tower of barrels and leapt for the shaking platform, his fingers closing over the buckled railings. He laughed maniacally, hauling himself up and froze as he heard the ominous click of a bolt pistol being cocked. Scorched and wounded nigh unto death, Magos Dimitri's infrascopes clearly indicated the glowing outline of Malicant's head and shoulders through the metal of the parapet. A psychic impulse fired the bolt pistol and he had the briefest glimpse of the shell tearing through the side of Malicant's head before the howling Redemptionist fell from the tower and vanished into the roiling cloud of scalding steam and toxic fumes. Dimitri rolled onto his back, cursing his flesh for its weakness and let his blessed mechanical implants infuse his organic components with the soothing balm of pain suppressants.

Ghaustos moved closer to the Witch Hunter and again drove a spike of psychic chill into his heart. Tyrus' eyes bulged and his mouth opened wide in a silent scream as the muscles of his heart slowed, gradually hardening into icy flesh. Pain overwhelmed him and he toppled backwards, collapsing into unconscious. The Daemonhost moved in to finish the Witch Hunter, but Lichtenstein crawled from the platform onto the walkway and said, "No. Do not kill him. He may be my enemy, but he is an Inquisitor, one of the Emperor's chosen and we will be long gone before he recovers."

Ghaustos relented and turned away from the stricken Inquisitor as Lichtenstein sheathed his shotgun. He backed away from the tower as it finally erupted in a blue-white geyser of power and psychic energy. Dimly perceived shapes writhed within the coruscating light, gibbering mouths and jelly-like eyes scudding through the Daemon's awful geometries, forms within forms and designs within designs.

Lichtenstein smiled in triumph as Ghaustos moved alongside him, his white eyes dead and lifeless. Magos Dimitri hauled his burned body from the tower and he could see Gryx, blood drenching his power claw emerge from behind the generator building.

He began the first verse of the Cantic of Binding. There would be much to learn from this Daemon.

Witch Hunter Tyrus opened his eyes with a hoarse cry on his frozen, blistered lips. Pain from a score of wounds and a stabbing, glacial ache in his chest told of the ferocity of the battle with Lichtenstein. He groaned as he flexed his limbs and, with a supreme effort of will, pulled himself upright, using the factory walls for support. He glanced over the edge of the walkway. The forge-mine was oddly silent, the floor wreathed in ghostly steam and he wondered what had become of his warrior band. The generator tower sagged visibly, stinking oils leaking from its ruptured sides and blue sparks occasionally flaring from severed energy coils.

He vaguely remembered a twisting whirlwind of energy flaring from the tower just before he had fallen unconscious. He did not understand

exactly what it had been, but knew that if Lichtenstein was involved, it would involve heretical and blasphemous magicks. A limping figure emerged from the smoke on the mine floor, red robed and groaning in pain. Tyrus recognised Malicant and grimaced in disgust at the ruin of his face where Magos Dimitri's bolt had blasted a bloody hole through his skull. Fortunately for Malicant, the bolt had passed straight through his cheek before detonating. He could see no trace of Barbaretta or Stone and his fury at Lichtenstein grew as he was forced to presume that they had been killed. He wearily worked his way down towards Malicant, each breath a cold spike in his chest as his damaged heart muscles laboured to pump again after the Daemonbeast's psychic attack. That was one damned creature he

would take great pleasure in banishing back to the warp!

He walked over to the shattered drill bit that lay, buckled and twisted at the top of the mine-shaft. The top of the shaft was glistening and molten looking, rippling like a mirage as though whatever creature Lichtenstein had summoned had weakened matter's grip on reality. There was something distinctly different about the forge-mine and it was a second or two before Tyrus could put his finger on it. The complex felt empty, abandoned and it was more than just the absence of people. Tyrus felt a sinking feeling in his gut as he realised he was too late. Whatever had lain unknown beneath this forge-mine was now gone and apprehension creased his pale features as he wondered if Lichtenstein even knew...

BURNT AND BLEEDING



Rowland Cox

Rowland: What a fantastic game! I'm just itching to find out exactly what happens now; does Tyrus recover from his wounds in time to pursue his foe? Does Inquisitor Lichtenstein stay on Karis Cephalon and find the

Librarium Hereticus? What new recruits will Tyrus bring in to help, bearing in mind that most of his current warband are in a very bad way. This kind of desire for the next game is what Inquisitor excels at. Whilst the result of the game is important,

what happens after is equally so. Struggling against your foes, adding or creating history for your warband, and most importantly carrying the story forward is what the game is all about.

It doesn't matter that your warband lost and was clawed to pieces; or that the only thing Malicant achieved was to make Phil laugh. During the game I renamed the religious fanatic 'Comedy' Malicant: Is it a bird? Is it plane? No! It's Comedy Malicant leaping onto a big bunch of barrels from a great height and landing on his backside! Some of you may be asking why I risked Malicant in such a way. The answer is simple, it was in his character to take such dangerous risks. Malicant is spurred on by the wish to bring vengeance and fiery judgement to those who stand in the way of the Emperor and Witch Hunter Tyrus. Flinging himself across such a wide gap would hold no fear for him, his faith in the Emperor would carry him across. It is important to remember to play in character with the members of your warband, and sometimes that means doing risky things. In the end, the improvisation made by Graham as GM allowing Malicant to grasp the balcony made for a more exciting game.

Overzealous incompetence aside, the rest of my characters performed well.

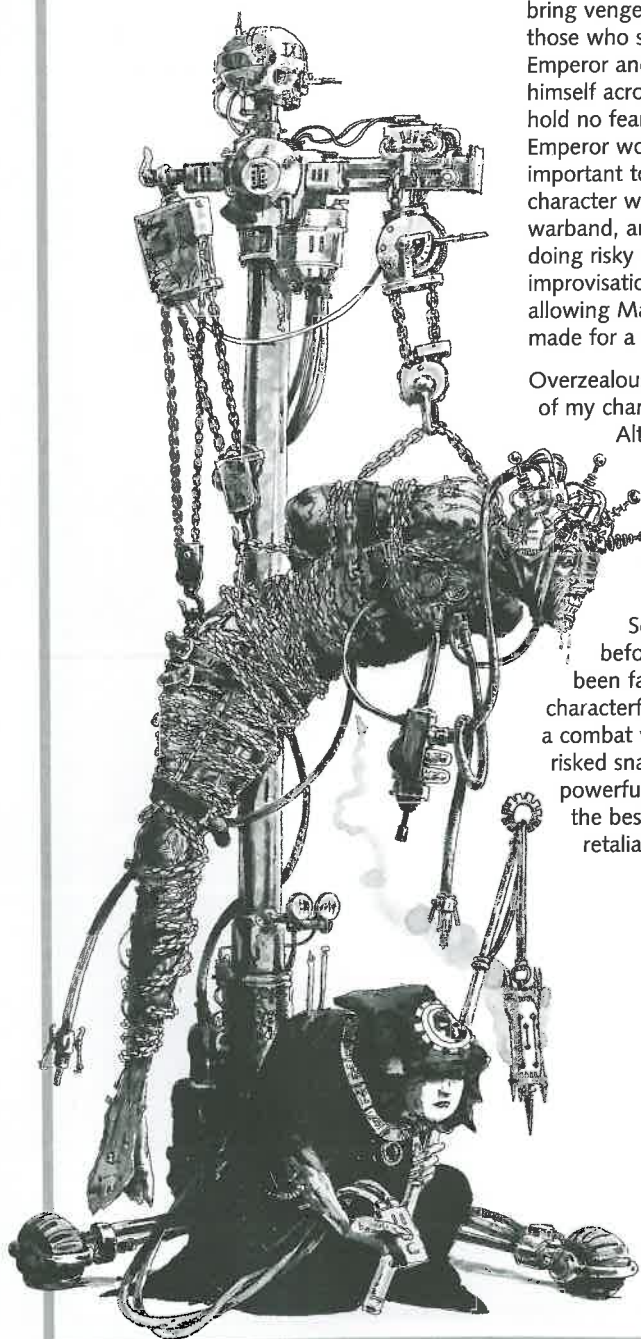
Although Sergeant Stone was very unlucky to be put out of the game so early on, that only proved one point: just because you can see an opponent, doesn't mean you should shoot him. Moving Sergeant Stone into terrain before he opened fire would have been far wiser, and also more characterful. After all, Sergeant Stone is a combat veteran, and would not have risked snapping off a few shots at a powerful opponent without being in the best possible place to survive any retaliation. Security Enforcer

Barbarettia did me proud! Engaging Inquisitor Lichtenstein in a firefight, and then taking on the servitor-warrior in close combat! It was a battle I thought I could win after Phil failed to hit and I stunned Gryx with the shock maul.

Unfortunately, being Psychic Impelled by Lichtenstein, then falling onto her head (the only location which wasn't armoured!) did Barbarettia no favours, and it was only a matter of time before Gryx dispatched her.

Witch Hunter Tyrus, however, led by example. Storming onto the walkway with his bolt pistol blazing, the Inquisitor brought the flaming justice he had promised, engulfing Magos Dimitri with fire from his Inferno shells. It was only the concerted efforts of three of Phil's characters that brought the mighty Tyrus down. The Witch Hunter's power armour absorbed enough punishment from bullets and shotgun shells to shred anyone. It was only after the insidious psychic assault from both Inquisitor Lichtenstein and his vile Daemonhost that Tyrus was brought to his knees. A truly heroic confrontation and a fitting end to the game.

What really impressed me about Graham's scenario was how well it incorporated an existing Inquisitor (Tyrus) and added an excellent background story about how he had crossed paths with Lichtenstein before. This in turn gave Phil's warband an immediate sense of history and the game added gravitas. So all round, a great game against an even better opponent – Phil, who had a fantastic sense of fun and played in a very characterful way. Hats off to Graham for writing such an enjoyable scenario. All I hope for now is the chance to cross paths with Inquisitor Lichtenstein again and bring the full weight of the Emperor's justice to bear. Failing that, another opportunity to get Malicant shot in the head!



The game is enjoyed by players and Gamesmaster alike.

DO NOT MEDDLE IN THE AFFAIRS OF WIZARDS



Phil Kelly

Phil: That was an absolute blast! I haven't had that much fun playing a game for as long as I can remember! Although the tone of Inquisitor is very dark and gothic, and

Graham really kept an atmosphere of urgency throughout the game, Rowland and I were in stitches on many occasions. You might think this is a bad thing in a game based around intrigue, strife and violence, but let's face it; the reason we play games is because they're fun.

Possibly the best aspect of the game was using such detailed and lush scenery; well done to Mark Jones and Dave Andrews for doing such a fantastic job! Using such a small number of miniatures in a new rules framework takes some getting used to, but this is offset by the sheer level of detail you can achieve in your storytelling. Unlike Warhammer and Warhammer 40,000, where your model might get shot, in Inquisitor your model will get shot in the foot, or hip, and react accordingly.

Another aspect of this game that I think Graham must have planned beforehand is the aftermath. Lichtenstein is no doubt going to benefit from his questioning of

Pharaa'gueotla, and I have an idea of just how this can be reflected in the character. The list of psychic powers in the Telekinesis section includes a simple but highly effective skill, Machine Empathy. Given his close ties with a member of the Adeptus Mechanicus and his extensive questioning of a Daemon bound within an industrial complex, it would seem possible that he could learn this power for the next time he crosses paths with his detractors. Also, his Sagacity rating may improve slightly. Small changes like this can really give the feel that your Inquisitor is growing and changing, be it new equipment discovered in the game, an improved Weapon Skill from having held off a more skilled opponent, or the debilitating effects of combat drugs or a nagging injury (more on campaign rules in a future issue – DT).

On that note, I suspect that Magos Dimitri may suffer some lasting damage from his torso and face being hit by Tyrus' Inferno shells! A modifier such as crude bionics or a decreased Toughness helps portray this in a later game. Considering he was one point of damage away from being knocked out of it completely, and the fact that he was on fire, he got off lightly. I may have to modify his paint job so that he looks a bit more scorched! Besides, being hit in the face by Gryx's power claw probably didn't do Barbaretta too many favours

either, and Sergeant Stone will certainly think twice about firing upon an Inquisitor!

Tyrus will no doubt be furious; even more dedicated to the downfall of Lichtenstein and his consorts than ever. I can imagine him having the rules for Frenzy introduced next time he sets eyes on his adversary!

Well, overall, my warband performed admirably. Lichtenstein dispatched Stone with total ice-cold concentration before returning to his chanting. The psychopathic Gryx tore the cyber-doggie in two within seconds in a situation that could have gone disastrously wrong if Ghaustos and Lichtenstein hadn't intervened with their psychic powers. Badly burnt Dimitri put pay to Malicant by firing a bolt straight through sheet metal into his head, and eventually the Daemonhost, combined with Lichtenstein's uncanny accuracy, managed to take down the awesome threat of Tyrus.

Unfortunately, Lichtenstein is now unlikely to get any peace: Tyrus has all the evidence he needs to execute the rogue Inquisitor, and will stop at nothing to eradicate him from his beloved Imperium. Although it must be said that he may have to spend some time recruiting and, frankly, I'm looking forward to it.

GAMESMASTER'S CONCLUSION



Graham McNeill

Graham: Well, that was a game and a half and no mistake. Drama, excitement and some real laughs. Pretty much everything went smoothly, with all concerned really getting into the

spirit of telling an exciting story and having fun (which is, after all, what this hobby is about). The role of the Gamesmaster is a demanding one and, ultimately, the success or failure of the game can rest on your shoulders. There are no hard and fast rules to being a good Gamesmaster, you'll only learn if you get in the ring and get playing. Experience is the best teacher and once you have a game or two under your belt, you'll soon know exactly what needs to be done to ensure an enjoyable game.

To run a game of Inquisitor, you'll need to put in a bit of work beforehand, but you'll find that adequate preparations

will really make all the difference during a game. After all, who wants to play a game and every ten minutes interrupt proceedings whilst the Gamesmaster tries to decide what happens if your character wants to do something obvious that he hasn't thought of? Such situations will inevitably arise, but if you put in a little effort, you should be able to keep such occurrences to a minimum. Aim to keep the game and the narrative moving. If something does crop up that is completely unexpected, don't be afraid to wing it. Take a moment to think about what is happening and then come up with a ruling to deal with it. But whatever you decide upon, make sure that your players know that your word is final and, so long as you are consistent and don't favour one player over another, this shouldn't be a problem. Just remember that if you make a ruling over a particular matter, you should aim to be consistent throughout your games.

During the game (and once it's over) you should make notes of situations that

arose and how you dealt with them. It's also a good idea if you're playing a series of linked games in a campaign to make notes on what interesting events happened during the scenario, who killed who, who managed to do what, and so on. It doesn't have to be as detailed or as involved as this battle report, but so long as you capture the most exciting parts of the game you won't go far wrong.

So now I'm off to write up the next scenario for these characters. Lichtenstein may have won this round and managed to interrogate the Daemon Prince, but what did it tell him and could Ghaustos penetrate its veil of lies? When Tyrus recovers from the blood freezing effects of Ghaustos' psychic power and gathers the shattered remnants of his warband, he will no doubt be even hungrier for revenge. It seems as though the world of Karis Cephalon will be the site of many more furious battles before the two warbands have finished with one another.

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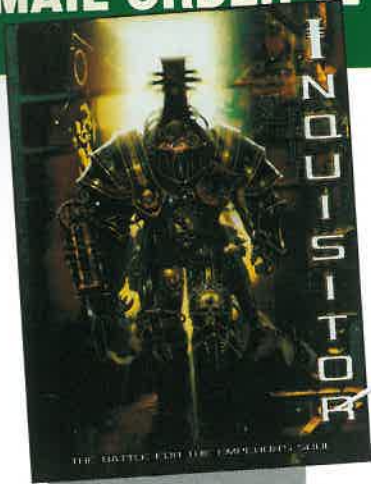
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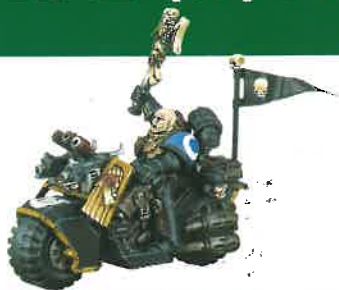
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VAMPIRE COUNTS ARMIES BOOK

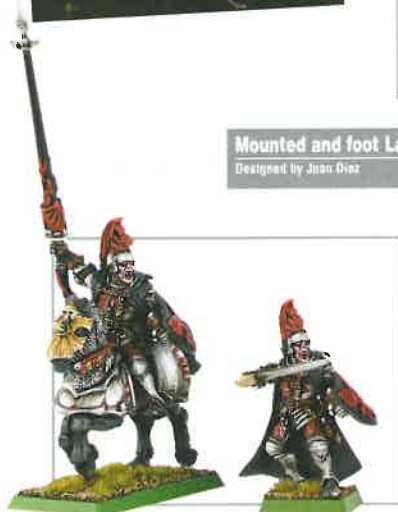
The dead walk again under the evil gaze of the undead Vampire Counts. Evil magic radiates out, awakening corpses and binding ethereal creatures to fight once more. The mournful howling of Dire Wolves echoes through the night as clouds of bats block the light of the moon. This 80 page Armies book contains all the information that you need to raise a legion of Undead warriors and details the dark undeath and despicable traits of the Vampire Counts, their history and their unending thirst for the blood of the living.



Mounted and foot Lahmian Vampires (2 figures per blister)

Designed by Juan Diaz

Band G \$27.00



Mounted and foot Blood Dragon Vampires (2 figures per blister)

Designed by Alex Hedström & Aly Morrison

Band G \$27.00

These blister packs contain one Necrarch Vampire on foot and one mounted Necrarch Vampire. Also included are either a mounted Familiar or a Familiar on foot and all the parts you need for one barded Nightmare mount.



Necrarch Vampires

Designed by Mark Harrison

Band G \$27.00

Zacharias the Everliving (& Zombie Dragon)

Designed by Irish Morrison & Alex Hedström

Band M \$70.00



All prices shown on these pages are in Australian dollars and are subject to change without notice.

Models shown on this page are at or about 60% of actual size.



Skeleton Warrior Regiment (20 plastic models)
Designed by Aly Morrison & Colin Dixon

Band J \$40.00



Ghouls (3 figures per blister)
Designed by Paul Muller

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Vampire Counts Army Deals

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This regiment contains 21 Armoured Skeletons including a Command Group (with a Champion, Standard Bearer & Musician).

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\$105 - Grave Guard Regiment:
This unit is made up of 21 Grave Guard including a Command Group (with a Champion, Standard Bearer & Musician).

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\$135 - Black Knight Unit:
This hard-hitting regiment has 10 Black Knights including a Command Group (with a Champion, Standard Bearer & Musician).

• DEAL FOUR

\$55 - Dire Wolves Pack:
A Doom Wolf and 8 Dire Wolves make up this unit.

• Get all four deals for \$395 & choose a Vampire Blister FREE!



Grave Guard (3 per blister)
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Grave Guard Command
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Doom Wolf
Designed by Trish Morrison

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Armoured Skeletons
Designed by Aly Morrison

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Black Knights
Designed by Aly Morrison

**Knights Band C \$14.00 each
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Dire Wolves (2 figures per blister)
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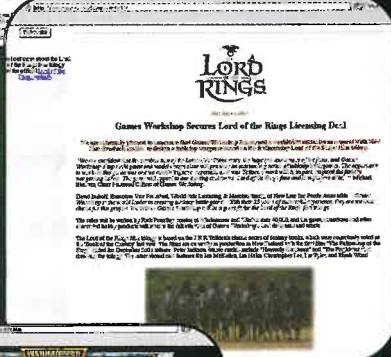
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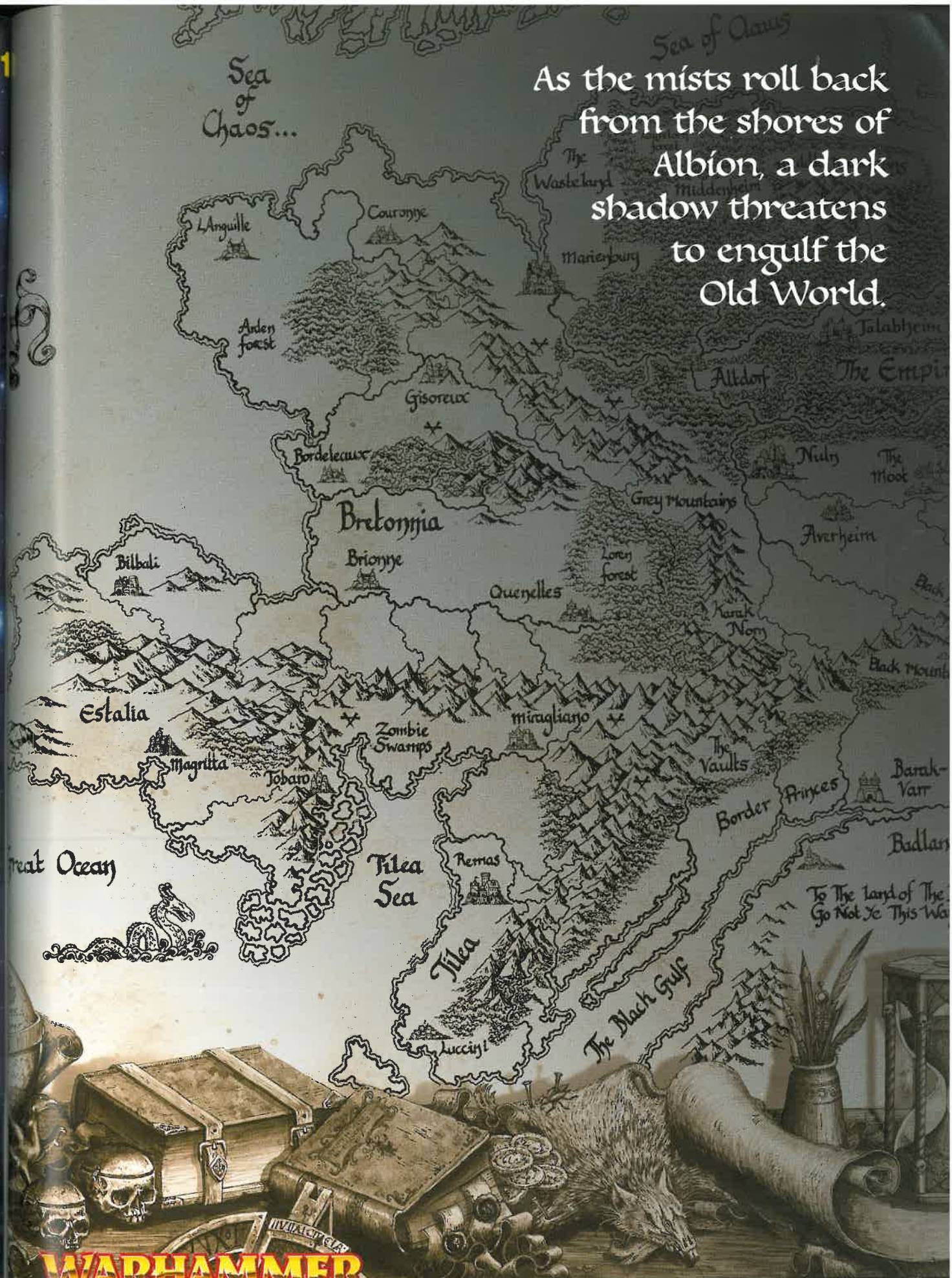
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from the shores of
Albion, a dark
shadow threatens
to engulf the
Old World.



WARHAMMER

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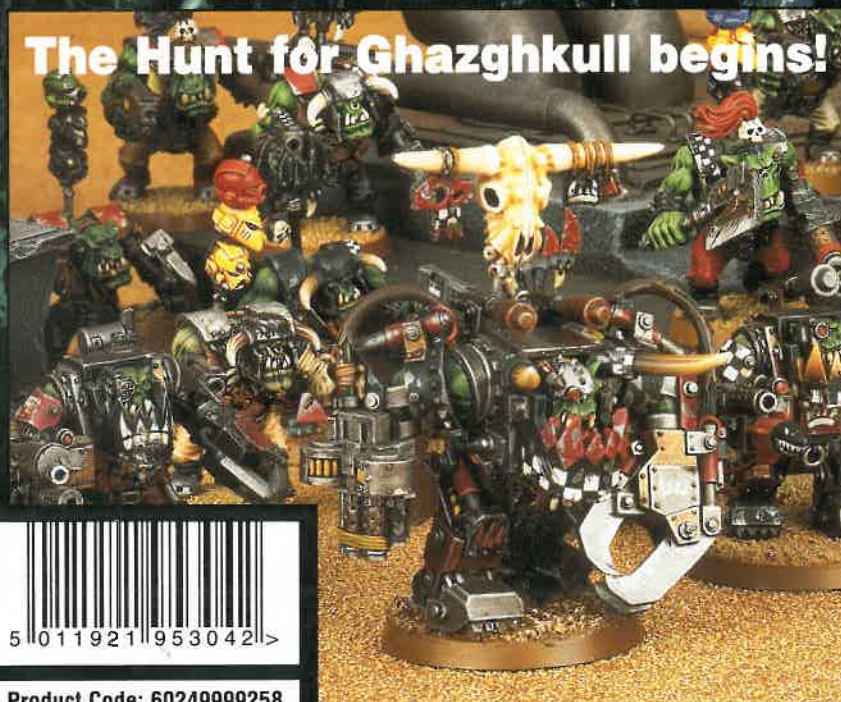


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