

GAMES WORKSHOP

PRESENT THEIR MONTHLY GAMES MAGAZINE

WHITE DWARF

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MINIATURES

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09

SPACE HULK



CAMPAIGNS

NEW MISSIONS AND RULES FOR SPACE HULK

This book includes four complete campaigns – linked series of four to six missions where the outcome of each mission affects your overall chances of success:

- **The Last Stand** – a spaceship lands near a small Space Marine outpost. There seems to be no life aboard. Then without warning Genestealers are pouring into the outpost from every side.
- **Genestealer Invasion** – the Space Marines of Deathwing board a derelict space hulk dating back to the Dark Age of Technology and battle against a Genestealer Patriarch and his brood.
- **Necromunda** – a Genestealer cult has taken control of part of the Acropolis Hive. If it cannot be surrounded and destroyed, millions of lives could be lost.
- **Sentinel V** – the Sentinel V space station has gone silent. Space Marine Terminators of the Space Wolves Chapter are sent to investigate.

You can also play all the campaign missions as one-off games – plus we've included four bonus stand-alone missions.

The rules cover Space Marines in power armour, new weapons and grenades – crack, frag, plasma, blind and melt – and Traitor Terminators, with new mission generator scenarios and mission generator campaign for fighting Imperial vs Traitor Space Marine battles.

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WHITEDWARF

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Striking Scorpion and Fire Dragon Exarchs lead their squads into the attack

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At your local Games Workshop store there are always events for you to join in, whether you're a complete beginner or an old hand. Here's a pick of next month's events at Games Workshop stores in the UK, US and Canada, with a full list of store addresses, phone numbers and Games Club evenings

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The totally re-designed Space Marine game is almost ready for release. Rick takes a look at the development of this new system and talks about the rules, the army lists and some of the new and exciting models we've lined up for release over the next few months

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The Games Workshop stores in Toronto and Vancouver are both holding their Grand Opening Days on Saturday 26th October - we're giving away special discount vouchers for use on the day

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WOOD ELF ARMY - Mike McVey

Over the last few months, Games Workshop's master painter Mike McVey has been putting together a Warhammer Fantasy Battle Wood Elf army. Here we take a first look at the results of Mike's work. Mike talks us through the army unit by unit, with full details of how he achieved the stunning painting and spectacular conversions

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GAMES DAY 1991

Games Day 1991 will be held on Saturday 21st September at the Derby Assembly Rooms. Games Day is largest Games Workshop Gaming event of the year: the culmination of the National Gaming Leagues, where the country's top players confront each other in battle to become National Champions. Here we provide a complete programme of all the day's events, including a preview of the special Games Day miniature, available only to ticket holders on the day

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ALAIOTOC CRAFTWORLD VS THE BLOOD ANGELS - Andy Chambers and Jervis Johnson

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Continuing our expansions for this best-selling game, we present rules for the four latest Citadel Miniatures spaceship models. We've included full-colour data cards and counters for the new models plus rules for flagships and a complete scenario generation system

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BACK COVER

Elder Howling Banshees, Fire Dragons and Guardians storm a Blood Angels Space Marines stronghold

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Andy Chambers



Jervis Johnson



Andy Jones



Mike McVey



Rick Priestley

GAMES WORKSHOP™

STORE NEWS

Games Workshop Stores are much more than just places where you buy games – they are the centre of hobby gaming in your area. There are regular special events including tournaments, competitions, workshops and demonstrations of all kinds that everyone is welcome to come along to and join in with. Our friendly staff are more than happy to help you with any questions or queries you have about the Games Workshop world of hobby gaming. Drop in to or call your local Games Workshop Store for more details, plus up-to-the-minute news of any other special events.

BEGINNERS' MINIATURE PAINTING

Every Games Workshop store has an area set aside for you to learn the basic techniques for painting units of Citadel and Marauder Miniatures. We supply the paints and brushes – all you need to bring along are some models to paint. If you've never painted miniatures before or you've only just started, we're happy to show you how it's done. There's always a member of the staff or a local expert painter on hand to show you what you need to know and give you helpful advice.

GAMES CLUBS

Every store runs a Games Club on one or more evenings a week where you can fight your battles – just have a word with the store manager to check there's a table free. And if you haven't got any opponents, your local Games Club is the perfect place to find other players – if you bring along a unit of painted miniatures, there'll usually be a battle you can join in.

WARHAMMER 40,000 & WARHAMMER FANTASY BATTLE

With the beginner in mind we're running games of Warhammer 40,000 and Warhammer Fantasy Battle every Saturday in all of our stores*. To take part, just come along with a regiment or squad of painted miniatures and join forces with the other players.

Don't worry if you've never played before or don't yet have a painted squad or regiment. The Games Workshop staff are there to advise you on how to choose the most appropriate models for your army and get you started with painting them. They'll be on hand to show you how the game works, explain the rules and give you useful tips on tactics.



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*Games Workshop York is holding its introductory games during its Friday evening Games Club rather than on Saturdays

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GAMES WORKSHOP AND CITADEL® NEWS

WARHAMMER RECORDS

This month sees the release of "Get Out of My Way" the first single by D-Rok on the new Warhammer Records label.



As a result of our successful Bolt Thrower and Sabbath projects, we realised that a great number of our customers are into rock music of one form or another. At the same time, the large numbers of demo tapes we received and conversations we'd had with various bands made it apparent that there were many musicians who were into Games Workshop games, art and imagery.

Putting the two together has resulted in the creation of a completely new, totally independent record label, Warhammer Records. The first release "Oblivion" is an album by Leeds-based band D-Rok. It may not be Thrash or Death Metal as delivered by Sabbath or Bolt Thrower, but D-Rok are firmly in the metal camp. The single, "Get Out of My Way" comes out on 12" vinyl and CD at the end of August and the album on CD, Cassette and Vinyl at the end of September.

D-Rok are:

Sigh - vocals

Chi - guitars

John Mac Morris - Bass

Al Mogg - Drums

(with special thanks to Brian May for guitar on "Get Out of My Way")

The album includes a lavishly illustrated 12 page lyric booklet full of spectacular Games Workshop artwork and we're also getting some great new D-Rok T-shirts ready for the release.

If enough Games Workshop rock fans get it from record shops in the first couple of weeks, then D-Rok and Warhammer might cause quite a stir in the charts.

Warhammer will be releasing more rock albums in the future by bands who are interested in our imagery and games. If you're in a band that fits this description, then why not send us a tape together with some photos and lyrics.

All material should be addressed to

Warhammer Records
c/o Games Workshop Design Studio
Howard House
16 Castle Boulevard
Nottingham
NG7 1FL

SPACE MARINE

The new, re-designed and improved Space Marine game will be available in shops over the next few weeks. Rick Priestley explains more about this dramatic new development in the Epic gaming hobby elsewhere in this issue.

Needless to say, everyone here at the Studio has been getting very excited about the new system. We've already got plans for some special Modelling Workshops on building Epic scale terrain and we'll be bringing you some battle reports as soon as we can.

To go with the game, we've also been working on a substantial range of new vehicles and models and the first releases will be in the shops as soon as possible.

Keep your eyes on the model racks!

MIGHTY WARRIORS, KERRUNCH & ULTRAMARINES

The end of August also sees the latest releases in our new range of introductory games. Ultramarines, Kerrunch and Mighty Warriors, all come in the same boxed format as Spacefleet and include easy to play rules, full colour boards, counters, and plastic Citadel Miniatures.

As you might guess from the titles, each game is set in a different Games Workshop fantasy world.

Mighty Warriors involves the players in a fight to the death inside a Chaos Fortress.

Kerrunch is a simplified version of Blood Bowl and includes mixed teams of Elves, Dwarfs, Orcs and Humans.

Ultramarines pits squads of Space Marine Scouts against each other, in a desperate struggle to recover alien artifacts from a drifting space hulk.

Games Workshop fans will instantly recognise the plastic Citadel Miniatures from such games as Advanced Heroquest, Blood Bowl, Dungeon Bowl and Advanced Space Crusade in these games. In fact you can use the models from these introductory games in any of the other Games Workshop hobby games.

All three use the same combat tray



system as in *Spacefleet* and with a playing time of about an hour, they are an ideal introduction to the fantasy gaming hobby.

DRAGON MASTERS

Another project currently working its way through the Studio is *Dragon Masters*, an exciting new boardgame created by award-winning games designer Ian Livingstone.

Ian, the author of the famous *Fighting Fantasy* gamebooks has come up with a brilliant game system that involves the players in exploration, conquest and adventure in a rich fantasy world full of mighty armies and raging dragons.

Here at the Studio, we think its the most exciting boardgame we've seen in a long time and it's sometimes a problem getting people to stop playing and do some work!

CONFRONTATION

Work is also progressing apace on *Confrontation*. We're currently putting the finishing touches to this highly detailed skirmish wargame set on the hive world of *Necromunda*. Over the last twelve months, we've been publishing extracts from the rules

in the pages of *White Dwarf*, and our thanks really must go to all of you who've written in with comments, suggestions and ideas for improving the system. Many of these have now been written into the final version, making it a real collaboration between you the players and the Games Workshop game designers.

WARHAMMER FANTASY ROLEPLAY

Also nearing completion are two *Warhammer Fantasy Roleplay* compilations.

First, there's *Warhammer Adventure* which combines the first two parts of the *Enemy Within* campaign into one volume. Previously published as *Warhammer Campaign* and *Death on the Reik*, this 256 page softback provides a wealth of background material on the Empire, several invaluable rules additions and 3 linked adventures. *Mistaken Identity*, *Shadows over Bogenhafen* and *Death on the Reik* introduce new players to this unique setting and involve them in a sinister plot which threatens to rock the very foundations of their world.

Second is *City of Chaos* which combines *Warhammer City* with *Power Behind the Throne* - providing both a

comprehensive guide to the city state of *Middenheim*, and a complex roleplaying adventure of intrigue and action. This can be played as a stand alone or as a sequel to *Warhammer Adventure*. And of course, the *Enemy Within* continues in *Something Rotten in Kislev* and the *Empire in Flames*.

WHITE DWARF EDITOR

As of last issue, Simon Forrest has handed over the task of compiling and editing *White Dwarf* to Robin Dews. For the past few months, Simon has been involved in developing a range of projects such as the *Space Hulk Campaigns* book and the new rules for *Spacefleet*. He now intends to devote all of his time to developing new game systems and rules.

Prior to taking over the editor's chair, Robin had spent six months at Flame Publications, working on the recently released *Death's Dark Shadow* and our forthcoming *Advanced Heroquest* supplement *Terror in the Dark*.

Letters to *White Dwarf* should be addressed to Robin Dews at

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SPACE MARINE™

EPIC CONFLICT IN THE WAR TORN UNIVERSE OF THE 41st MILLENNIUM

BY RICK PRIESTLEY

During the last few months the Games Workshop studio has been even busier than usual, designing new models, painting up new armies, trying out opposing forces on our games tables, making scenery, and feverishly writing and developing new army lists. All this toil is about to bear fruit in the form of the brand new, totally re-designed and substantially improved SPACE MARINE game together with new miniatures ranges and the first of a projected series of supplements covering epic scale forces of the Imperium, Orks, Eldar, Squats, and Chaos. This is great news for all players of our epic scale system, and even better news for those who have never played before and who now have the ideal opportunity to begin the epic scale gaming hobby.



Space Marine is the core game in the epic system: it provides the main game rules together with a selection of Space Marine, Ork and Eldar models as well as a Titan. It also contains full colour buildings, special scatter and aim dice, plus epic army list cards for the main combatants. In fact everything you need to begin playing Space Marine. The epic scale is particularly exciting as it provides a new and challenging aspect to the Warhammer 40,000 universe.

Epic scale models are individually small: a Space Marine or Ork is about 8mm tall while most tanks are about 20-30mm long. This enables you to represent large formations on the tabletop – whole squadrons of tanks, companies of infantry, lumbering war machines, drop-ships plummeting from the atmosphere and batteries of artillery to pound the enemy into submission. In this scale even a modest tabletop becomes an impressive battleground facilitating all sorts of majestic scenery – sweeping hills, roaring rivers, industrial complexes, soaring sky-scrappers, and sprawling Ork towns. Epic is, of course, the ideal scale for tanks, and probably the only scale in which you can represent large scale movements of armour.

This calls for a wholly different approach than skirmish style gaming in a larger scale, and this is reflected in the game by the way in which the different armies are organised and function.

Players of the original Space Marine game will appreciate the totally different approach, which has avoided some of the more obviously unsatisfactory aspects which marred the original. The biggest difference is the new way in which the armies are structured and organised. The new Space Marine game uses a unique system of epic army cards to choose the forces. There are three types of card and each card represents either a large military formation (eg a company of Space Marines), a support unit (such as an infantry detachment or tank squadron) or a special character or unit (such as a Space Marine Chaplain or Ork Warboss).

Each card clearly indicates the troops it represents and their points value – all you have to do is choose cards up to the agreed value of your army. The number and types of card you're permitted to choose determine the overall 'shape' of the army, restricting rare troops and ensuring a realistic and balanced variety of troop types. For example, your force must always include at least one company type of card because these represent the main troop formations. For every company card you have you can include up to 5 support cards representing support units such as extra detachments of infantry, squadrons of tanks, batteries of artillery, and so on. Special cards are limited to one per company so that your army doesn't become unrealistically dominated by characters or oddball troops.

This system works extremely well – so well in fact I wish someone had thought of it earlier! This replaces the cumbersome and ultimately unrealistic army list system employed in the old Space Marine game, although if you have Space Marine armies already organised along the old lines you will have no trouble re-ordering your army into the new system. A further advantage of the new epic cards is that it is possible to condense many of the game details onto the cards themselves, making them an important game tool as well as a means of choosing your force.

While the front of each card contains the information you need to assemble the army, the rear of the card has details of the unit's break point, morale value, and victory points. The break point shows the number of casualties that the unit can sustain before its resolve and ability to fight on become impaired due to attrition and battle damage. Usually the break point is 50% of the unit's strength. A detachment of Space Marines reaches its break point when it has lost 5 models for example.

Once a unit is broken it must take a morale check, and may have to take further morale checks if it is attacked at close

SPACE MARINE

quarters or by something really scary (like Chaos Daemons). The morale value is also indicated on the reverse of the card and shows the minimum number on a D6 required to pass the morale check. A unit which passes its morale check (ie rolls more than the number required) can fight on regardless of the casualties it has sustained. Space Marines naturally have a very good morale value, they only have to roll a 2 or more! Other troops are more fragile: Eldar and Orks are far less likely to sustain such attrition and survive. Units which fail their test must fall back and may be routed and destroyed if they fail a further test.

The victory points system is a further improvement on the original game and an idea which is obvious and appealing. To win a Space Marine game you have to accumulate a given total of victory points. The number varies depending on the size of game fought – the larger the game the more victory points you will need to win and the longer the game will last. You gain victory points by breaking enemy troops. Each epic army card is worth so many victory points to its enemy and these are awarded when the troops represented by the card are broken. This means it is possible to win the game simply by smashing the enemy's big formations to pulp, although you'll have to be very clever or very lucky to do it!



One of the most disappointing aspects of the original Space Marine game was the way all the tank models tended to play more or less the same way. To overcome this we've revised a few of the original models and the game rules for them. For example you'll soon see new models for the Basilisk, Manticore, Gorgon, and Capitol Imperialis. There are too many new designs to list, but they include a new type of 'Baneblade' super-heavy tank for the Imperium, Ork Mekboy Dragsters, Squig Catapults, Pulsa Rockets, and an assortment of really unusual Eldar vehicles. These include the as yet unnamed monofilament web-firing skimmer, the Wave Serpent which projects a force wave as it moves, and a gigantic distort cannon skimmer which tears at the fabric of space itself. We also have a new plastic set for the Eldar and a new set incorporating Stompas, dreadnoughts, and terminators, amongst others.

An entirely new venture in the epic scale are the Squat and Chaos vehicles. For the Squats ace modeller Norman Swales has designed an armoured land train complete with heavily armed carriages bristling with guns and missiles. On the high gravity and incredibly hostile Home Worlds where the Squats live these land trains are needed to move securely from one Squat Hold to another and, of course, make excellent battlefield weapons on any world. For Chaos we've decided to concentrate our initial efforts on the forces of Khorne – blood god of Chaos, great war monger, collector of skulls and lord of battle. Designer Dave Andrews has sculpted a gigantic cannon, three daemano-mechanic war machines and a vast idol-war engines for future release.

Obviously all of these new models won't be available at once, we'll have to finish developing the rules for them in our



You also gain victory points by capturing objectives on the battlefield. These are represented by special counters called objective markers which are positioned on the tabletop by the players before the game begins. Each counter is taken as indicating a tactically important objective: high ground covering a pass, a road between towering cliffs, buildings commanding the view over a vital installation, etc. Alternatively, a counter can be used to mark a vital installation, a repair facility, space port, munitions factory, or some other strategically important objective.

To capture an objective all you have to do is move to within 15cm of the counter and be closer than any enemy. While you control the objective it's worth 5 victory points but be warned – if you move troops away from an objective it is likely to be recaptured by a nimble foe! The victory points system is an exciting way of establishing a winner and it provides a more satisfying overall battle than a system reliant on casualties alone.

It was especially rewarding to get the chance to revisit the Space Marine model range with a whole bunch of new and revised designs. The new range is huge and also includes some really exciting new models which have a pivotal part to play on the tabletop. Our expert sculptors have been hard at work producing new models for the Imperium, Orks, Eldar, Squats and Chaos. Some of these will be released immediately and the rest over the next few months as opportunity permits.





SPACE MARINE™





JOHN BLANCHE

own games first! Needless to say we'll have these and the other new models available in the shops just as soon as we can. This is especially good news for Eldar players because up until now the range of models available to them has been rather restricted. In the future, the number of Eldar vehicles will be increased substantially.

Mike McVey and his team of model painters have been frenziedly painting three new armies of epic Space Marines, Orks and Eldar. They're about to embark on an Imperial Guard army next, followed by Squats and Chaos once that's finished. Our epic scale Space Marines are Blood Angels, which makes a nice counterpoint to our large scale Warhammer 40,000 Blood Angel force. These look especially good painted in the Blood Angel red, as will be revealed in future White Dwarfs as we describe our armies and how we painted them.

The Ork force is basically a Goff Clan plus an Evil Sunz Clan at the moment, although we have a Snakebite Clan almost ready and we'll be adding other Clans soon. In Space Marine the Orks fight in huge Clan units called Mobs. You can reinforce the Mobs by making them bigger using support cards, but you can't ever have more Clans than the basic six. This is interesting because it means the bigger your army the bigger the Mobs will be, producing a sort of 'Ork steamroller' which is unmanoeuvrable and about as tactically subtle as a brick, but any foes foolish enough to get in the way had better watch out!

Orks have a bit of a problem when it comes to leadership because only Nobz can issue orders. Boyz Mobs left without orders will tend to mill around in an uncontrolled and rather ineffective way while the Boyz discuss what to do next and argue about 'which lot to bash first'. While the Blood Angels are really cool troops with plenty of commanders ready to spur them to greater effort, the Orks are much more of a 'point and yell *Waaargh!*' kind of force – brutal, hard, and well orky!

Naturally there is lots of entertainment to be had from commanding both forces and each has its own special troops which add character and potency to the armies. The Blood Angels currently have a Chaplain and a Medic, the first to whip the Space Marines into a close combat frenzy, the other to patch 'em up afterwards. The Orks have the Warboss himself plus a Weirdboy Battletower to add psychic support, Madboyz, and a unit of Stormboyz. Both armies have a selection of vehicles: Whirlwinds, Vindicators, Rhinos, Land Raiders and Land Speeders for the Space Marines; Battlewagons, Braincrushas, Lungburstas, and Gutrippas for the Orks.



Our third battle-ready army is the Eldar, although as we've only just completed these they have yet to see a tabletop as a finished full-sized force. We chose the Alaitoc Craftworld which gives us basically blue Guardians. Like the Blood Angels the Eldar force parallels our Warhammer 40,000 Craftworld army rather nicely. The force includes Aspect Warriors, Exarchs, Falcons, Tempests, Harlequins, Dreadnoughts, and Warlocks.

The Warlocks are especially important to the Eldar because they can cast predictive Eldar Runes enabling them to direct their troops in the most effective manner. This means that the Eldar player does not have to give orders to his troops until the opposing player has chosen and revealed his orders, consequently Eldar can react in the most favourable way.

This is a great asset to the Eldar player and does mean that the Eldar army plays entirely differently to the others. While Space Marine commanders tend to plan methodically and Ork commanders put all their thought into their initial set-up, the Eldar are ultimately flexible, able to change their plan of attack from turn to turn should they so choose.

Next month we plan to feature something of our new armies together with painting details from Mike. In following issues there will be new troops and rules described and new epic army cards for them, the first excerpts from a whole generation of game supplements which we shall be publishing for the new Space Marine game. Andy Chambers is preparing the first battle report which should reveal some interesting insights into Space Marine tactics and army selection. Meanwhile Golden Demon class winner and expert modeller Adrian Wild is preparing new scenery to augment our existing collection for the epic tabletop and the results should be spectacular indeed!



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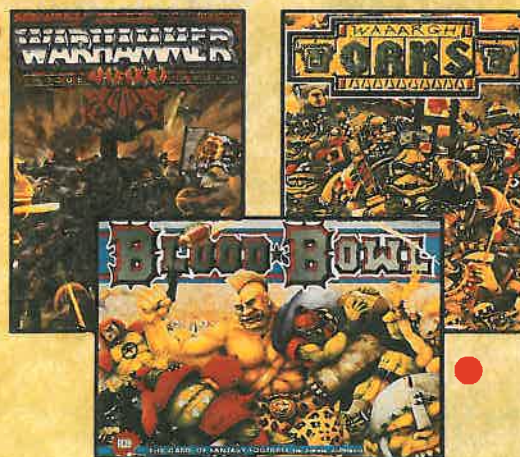
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WOOD ELF ARMY

BY MIKE McVEY

For Warhammer players who are looking for deadly bowfire combined with rock-solid discipline and confident hand-to-hand ability the Wood Elves have always been popular. With strong magic and special troops such as Wardancers and Chariots they make a potent and colourful force as Mike McVey, Games Workshop's top miniature painter, has discovered for himself.

Although I have been painting miniatures for Games Workshop for over four years now and must have painted well over a thousand, I have never systematically worked out and painted an army from scratch. It has always been something that has appealed to me: massed ranks of miniatures have a very strong visual impact that cannot be achieved with single figures, but the thought of the amount of work involved has always been sufficiently daunting to stop me. I have always aimed for the highest standard possible in painting, so a well painted miniature can take me up to a day and a half to complete. Multiply this by the number of troops in an army and add time for banners and it would take me about a year of full time painting to finish!

If I were going to paint an army in realistic length of time I

clearly had to adopt a painting style that in some way satisfied my sense of aesthetics but was sufficiently quick not to tie up too much time. The answer lies in painting miniatures to a standard befitting their place in the army, so the mass of the rank and file troops are painted to a fairly basic standard but the characters have more care and attention lavished on them. As I painted more of the troops in a simpler style I found that my painting speeded up and the finished miniatures looked better.

The first choice that I had to make was the race of my army. This was fairly easy as I have always liked our range of Elves and think that they offer great scope in the way they can be painted. The choice between High and Wood Elves was less easy; both are in their own way peculiarly elven but have a



A UNIT OF 20 WOOD ELF ELITE GUARDS

very different feel. I decided on Wood Elves in the end purely from a visual point of view. I really like the strong Celtic feel of the miniatures and I wanted to expand this with a few ideas of my own.

TROOP CHOICE

The next step was to look at the Wood Elf army list in Warhammer Armies. I must confess to finding the army lists a bit daunting to begin with – so much detail and so much choice! However after careful study it turned out to be a very straightforward and easy process. It is simply a question of logically following the steps laid out in the book and as a bonus there is a sample Wood Elf army already worked out.

A Wood Elf army has a minimum of thirty archers so it was clear from the start that the main body of the force was going to be bowmen, but these had to be supported by other troop types. When it comes to tactics I have to admit to being less than expert, so I sought out as much advice as I could from our most experienced Wargames players. Andy Chambers is well known for being a hard man to beat with any army, so a quick consultation with him and I was well on the way to forming a good idea on what I wanted my army to comprise.

I decided to split the minimum of thirty archers into two more manageable units of fifteen and back them up with a large unit of Elite Guards, which would form the core of the army. I picked a unit of warrior kin to hopefully give my archers some protection and ten Elven Lord cavalry to provide a hard hitting strike capability. Tactics aside there were some miniatures that I really wanted to paint and a small unit of Wardancers were a must – their bright costumes would give a splash of colour to the army and I had something special in mind for the standard bearer.

A chariot, five falconers and two shapechangers brought the total of rank and file to about 1700 points. I opted not to use any allies or an ethereal host for the moment, and this left me plenty of points for the characters. It struck me as very apt for an Elf army to have lots of heroes and I should still have enough points left for some real swashbuckling types.

For some time now I have been planning a conversion of a Wood Elf riding a giant eagle and this gave me the perfect opportunity to do it. My original idea was to make this the army general but on closer study of the rules I found that if I wanted an army standard bearer then he must accompany the general at all times, and if the general was riding an eagle then the standard bearer would have to as well! Time for a re-think. An army wizard was a must and if he was of sufficiently high level there was no reason why he, not the eagle rider, could not be the general. Another conversion immediately came to mind: a female wizard riding a Unicorn, a highly suitable general for an Elven army and hopefully the standard bearer should give her some added protection.

I really wanted to give all of the units heroes as their leaders, but I decided that a few well placed magical items would make more of a difference and chose only four heroes to go with units. Putting the two shapechangers with the unit of warrior kin would hopefully bolster their strength sufficiently. The level ten hero for the unit of Elven Lords should then give them some really awesome fighting capabilities and provide them with a suitably heroic leader.

The points total for the entire army came to just over 3000 points. Now the real work of painting and converting nearly a hundred miniatures could begin.

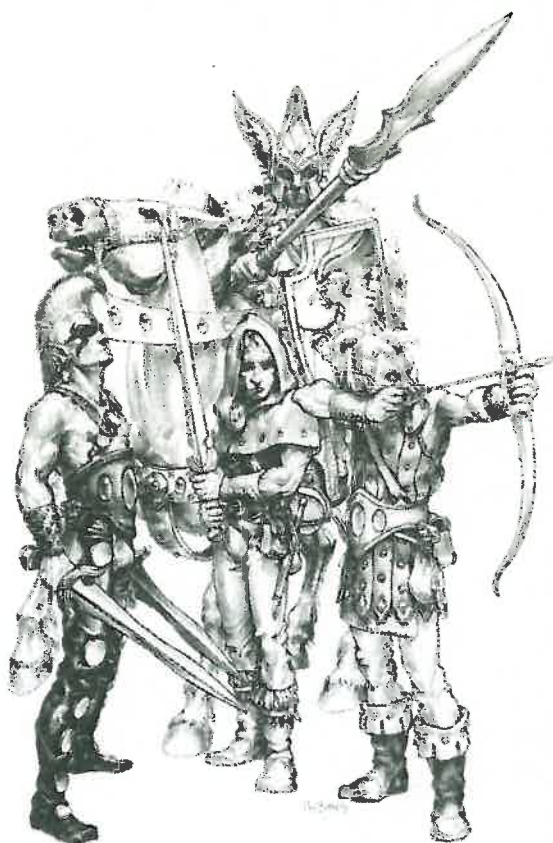
ARMY IMAGE

I did not want to just rush haphazardly into painting, so the first thing to do was work out how I wanted the army to appear. The best way to do this is work out a theme that runs all the way through the army and as the Eagle Rider was probably going to be the most evocative miniature I decided to use an eagle as the central image. With help from John Blanche and Jes Goodwin I came up with a rough design for the army banner: a swooping eagle set against a rising sun. I had already decided that banners were a must for every unit so it seemed logical to use elements from the main banner for them.

The traditional look of green clothing for Wood Elves has never really appealed to me. I am sure that there are far more interesting things that can be done with them. As I have mentioned previously, the Wood Elf miniatures already have a very strong Celtic feel to them and as I have always been inspired by American Indians, I decided to combine the two looks and see what I came up with. Once I had established the way I wanted the army to look I could make the plunge and start painting my first unit.

STARTING PAINTING

The unit of twenty Elite Guards is the largest unit in the army, so I thought it would make a good starting point. I wanted to paint the champion and standard bearer as single figures but I think that eighteen miniatures is still far too many to work on at once, so I opted to work on three groups of six. This should be enough to speed up the painting time considerably but not



PAUL BONNER



too many to get seriously bogged down with. I decided to use the plastic Elves from the Warhammer Fantasy Regiment boxed set, not the least because we bought several boxes at the studio with the intention of splitting them into our armies. Fortunately no-one had opted to take the Elves so I quickly 'bagged' them. I think these miniatures have a good clean feel to them and could pass for either High or Wood Elves depending on how they are painted. They require very little cleaning up and the only assembly required is to stick the heads on with a spot of polystyrene cement. I glued them into the diagonal slot in the base and pointed the heads forward to give them a more natural looking pose.

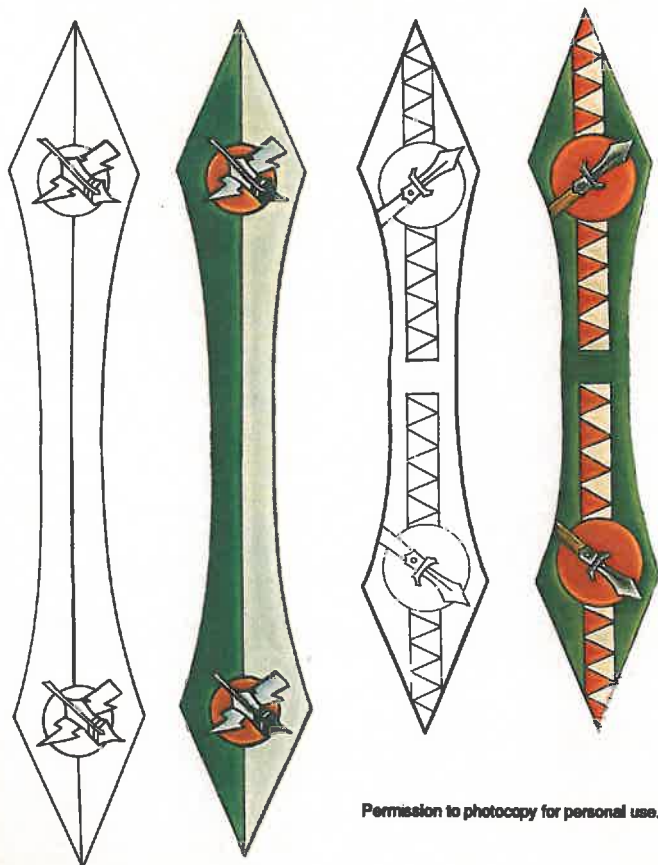
When I had cleaned up and undercoated six miniatures I started on the painting. The first thing I did was to paint the cloaks, trousers and boots with a fairly thin coat of Ork Brown. By the time I had done this on the last model, the paint on the first was dry, so I could go straight onto the ink wash.

This was a fifty-fifty mix of Brown and Yellow ink applied fairly thinly but quite liberally. When using a lot of ink, I find it handy to use a hair drier to speed up the drying and let you get on to the next stage quickly. The effect I was looking for was that of buckskin or very light, tanned leather. When the ink was fully dry I painted the chainmail, gloves and all of the equipment with a coat of Chaos Black. Even though these areas weren't all going to end up black, this initial coat helps to define the shapes. When the black is dry, the quiver, belt and pouch are all painted Skull White to give them a fresh colour over the black. This may sound like a long winded way of doing things but leaving the black showing around the edges and deepest recesses gives strong definition and is actually quicker than painting in fine blacklining. I varied the colours of the equipment between red, blue and white to give the figures a more individual feel. The armour was given a drybrush of chainmail and then Mithril Silver and the flights of the arrows were drybrushed white. When drybrushing small areas be very careful not to get paint onto any of the surrounding areas. It is usually best to leave these areas until all the drybrushing is done and then clean them up with a thin coat of Skull White before painting.

I used a very simple formula for the skin tones on the Elves throughout the army. The base coat is Snakebite Leather with a little Bronzed Flesh added to lighten it up, a single thin coat of this is painted on any areas of exposed flesh. The highlights are quite simply achieved by using Bronzed Flesh with a spot of Snakebite Leather and then Bleached Bone. I used a 00 size brush and just painted the first highlight on raised areas such as the nose and the brows. When this was dry I added a smaller second highlight and left it at that. I much prefer this method to drybrushing, as the miniatures can look scruffy when they have been extensively drybrushed.

For the eyes I painted the basic shape in with my finest brush using Chaos Black. When you're doing this thin the paint slightly so that it flows easily but don't overload the brush or you will find that the paint floods the face and ruins the skin tone. When the black is dry I paint in two tiny dots of Skull White to represent the white of the eye. You can always go over the black 'pupil' again if you're a bit heavy handed with the white. Practice and a steady hand are required but the effect is worth the effort. Remember that your eye is naturally drawn to the face of a miniature, and the focal point of the model are its eyes.

Throughout most of the army I kept to two colours for hair: black and blond. This helps to keep things simple and I also think that these colours work best for Elves. The black is just a coat of Chaos Black and the blond is Spearstaff Brown with a thin wash of a Brown/Yellow ink.



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ADDING DECORATION

When the basic painting was finished I wanted to add some decoration as this is very important to the feel of the unit. The blue and white dog-tooth pattern looks difficult to achieve but with practice is actually fairly simple. I painted a broad band of Skull White round the edge of the cloak and the bottom of the quiver. When this was completely dry I used a size 1 brush with a really good accurate point to paint on the blue triangles. I was careful to hold the brush so that the shape of the tip naturally formed the shape I was trying to paint. You should always try to be as accurate as you can with geometric shapes like this. Bold patterns and striking colour combinations are the key to an attractive looking unit. In this unit brown long bows would merge in with the figures, so I painted them white to really make them stand out.



The leader of this unit is a level five Hero and so worthy of a little more painting time. The model that I chose was only equipped with a short bow so I carefully snipped this away and glued on a long bow from another miniature in its place.

I wanted this model to stand out from the rank and file so I gave him a bright red tunic. This was given a base coat of Go Fasta Red high-

lighted with Blood Angel Orange and Skull White mixed with the red and blended as they were applied to the model. This character is equipped with Arcane Bodkins so I thought it would be nice to represent this on the miniature. I cut five or six short lengths of fine wire for the shafts, and represented the flights by flattening out one end of the wire. The arrows were then glued into the base in a spray. I painted two red bands round his bow to further mark him out from the rest of the troops.

The standard for this unit is the eagle's head and the blue and white dog-tooth pattern on the troopers is repeated on the field. I went for the most striking colour combinations to really make the banner stand out.

When I had finished all six of the miniatures in the group I was painting I based and varnished them straight away, so I wasn't left with the daunting task of basing twenty models all at once when I finished the whole unit. For the basing I used PVA glue and fine sand. Put a bit of glue onto your pallet and add a little water so that it flows freely. As long as you are careful not to let it dry, the glue will not harm your brushes and it dissolves completely in water. Paint a thin layer of the mixture on the upper surface of the base, being careful around the feet of the miniature, and then cover it with plenty of sand. You don't even need to leave it to dry before you shake the excess sand off but you should leave it for a couple of hours, or preferably overnight, before painting or the sand will not stay on. When it is dry, paint a coat of Goblin Green over the whole base and drybrush the top with Bilious Green.

FURTHER UNITS

After I had finished the first unit I had gone a long way to establishing the look of the army. All of the other rank and file units would be basically the same with variations with colours and the banner designs. Only what I considered the special parts of the army would differ in any significant way.

The other two main units shown in this article are the unit of 15 archers and 18 warrior kin spearmen. The archers are from the excellent Skarlocks Wood Elf Archers box set. The remaining unused models are awaiting incorporation into my next unit so they won't be wasted by any means. For the spearmen I deliberately selected models with the same basic pose to give a very 'regimented' look for both of these units. I used the same quick painting techniques as for the Guard unit: most areas were just given an ink wash over the flat base colour. When painting for the purposes of building up an army the emphasis is really on neatness coupled with striking colour combinations. Even though the colours I used are fairly neutral, mainly browns and greens, I offset them with bright red and blue decoration to give a striking effect.

I gave this unit more variation in their dress than the Guards, and they were painted in three groups of six. One of the groups I painted all of the tunics green, with another I painted all of the trousers green. Varying the colours in this way is far easier than giving each of the miniatures you paint subtle differences in dress. I have repeated the dog-tooth pattern on some of the troops in this unit and added other designs based on simple geometric shapes. The focal point of this unit is the spears, so I made sure that they really stood out by painting



the points bright silver with red bindings. I also painted the leader with a bright red tunic and hood so that he was easily distinguishable from the rest of the unit; the white dog-tooth pattern is particularly effective against the red. The banner design for this unit is simply a spearpoint set against a red sun, and I have repeated the red and white pattern on the field to link the banner to the unit leader.

The standard bearer has been slightly converted. The spear was cut off just above the left hand and a length of fairly broad brass tubing was pinned into place. The standard top was taken from an old Elf wizard I had in my bits box and pinned into place. I painted this with a thin coat of Spearstaff Brown and gave it a wash of Yellow and Orange ink.

The unit of Archers is perhaps the most simply painted in the army. The only areas that have any shading or highlighting are the skin and the buckskin clothing. I have not even added any decoration to the clothing as I really wanted to get them finished quickly, I know can always go back and add highlights or some simple patterns later.

One thing that I have done which goes a long way to brightening up this unit is to add a red stripe around the white bows. The detail is already sculpted onto the miniatures so it was just a case of painting it Go Fasta Red and adding thin lines of Brown ink to separate it from the white.



The champion of this unit is also a level 5 Hero so I spent more time on his painting, fully shading and highlighting all areas. I like the champion of a unit to look significantly different from the rest of the troops so I usually pick a miniature that looks more imposing and paint him in brighter colours.

SPECIAL UNITS

With the first three units finished I decided it was time to concentrate on some of the more specialised areas of the army. These were the bits that I was really looking forward to getting my teeth into so that I could give the army some real flair and character.

The unit of eight Wardancers is small enough to concentrate a little more painting time on without getting seriously bogged down. I had a really special conversion in mind for the standard bearer so I decided to go further than I had first intended and make them into a real showpiece unit.

I wanted to give the Wardancers a really strong feeling of unit coherency so some simple conversion work was in order.

Although the models look different, there are in fact only six different miniatures in the unit, all of which have had at least some conversion work carried out on them. On most it was just a case of removing the weapon with a pair of wire cutters and pinning a sword into place. I have been collecting miniatures for eight years and have an extensive bits box to plunder; never throw anything away! Always keep a bits box, you never know when stuff will come in handy.

I wanted the shields to look as though they were covered in animal hide with the design painted on over the top. For this effect I used the back of one of the shields from the Fantasy Regiment set. I filed down the design with an emery board to give the shield a plain back and I didn't glue then on to the models until they were all painted.

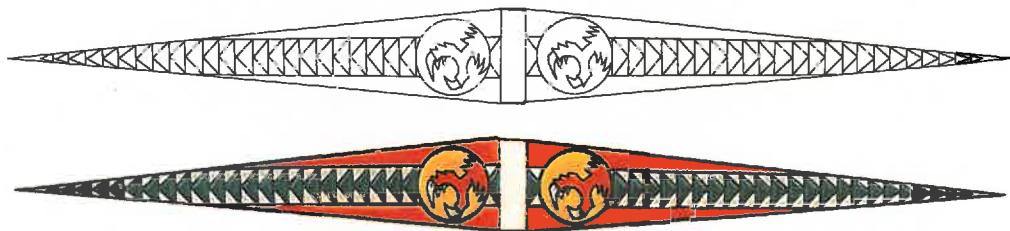
Another technique I used to link the unit together and give it some character was to paint all the swords green as if they were lacquered. To do this I gave them a base coat of Ork Flesh Green highlighted with Striking Scorpion Green and Bad Moon Yellow. When the paint was totally dry I painted a tiny white rune at the base of the blade, making sure the design varied on each of the swords to give them all individual character. A couple of coats of gloss varnish were applied over the blades to make them stand out.

The warpaint is a very important part of the overall look and character of the Wardancers. The only part of the warpaint that remains constant throughout the group is the band across the eyes. This 'mask' gives the miniatures a sinister and aggressive appearance that is very fitting for Wardancers. The rest of the designs are different on each of the models. The inspiration for the shapes and patterns comes from the warpaint that Celtic warriors used to paint on their bodies with woad before they went into battle.

I used Moody Blue for the base colour, very slightly thinned down so that it flowed more easily onto the model. The actual designs are a mix of shapes based mostly on spirals and triangles. Thinking of designs for the first one or two is difficult but when you get used to the idea it becomes easier. Make the lines nice and thick so that they really stand out from the skin. When the base coat was dry I mixed a little Skull White with Moody Blue and added very small delicate highlights to where the designs passed over the top of muscles. Be very careful when doing work of this sort – if you are too heavy handed you can easily spoil all of the careful work you have already done.

WARDANCERS

All of the miniatures in this unit were painted individually. I did this really just as a change from painting larger number of models together. I could just as easily have painted them all neatly but made the shading and decoration much simpler and then come back to them at a later date to bring up the standard. By painting them one at a time I could lavish more attention to detail on them.



Permission to photocopy for personal use.

Although the Wardancers were all painted to be obviously a part of the same unit, I was very careful to paint each of them as individual characters with their own styles of dress and warpaint. One pattern I used on a couple of them is the white band with the blue triangles running down it. The first stage is to paint a fairly broad band of Skull White running right down the leg – try to keep it even all the way down or the finished effect looks scruffy. Using Moody Blue and a very fine brush I painted evenly spaced horizontal lines all the way down the band, then V shapes between these lines. This requires a lot of patience and a very steady hand. The triangle shapes created are then filled in with Swooping Hawk Turquoise.

The device for all the shields and the banner is the eagle's claw taken from the main army banner, which suggests the idea of swiftness and fighting prowess very appropriate for Wardancers. I gave the shields a base coat of Spearstaff Brown, highlighted with a light drybrush of Skull White. When they were dry I ink-washed them with an equal mix of Brown, Yellow and Orange. The claw design was painted on in white and then carefully outlined with black. Everything apart from the talons was then painted over with Blood Red.

WARDANCER CONVERSION

The conversion of the Wardancer standard bearer is a fairly complex one involving many small parts from several different miniatures. This makes it very delicate and tricky to work on, so careful attention to detail is essential. The inspiration for this conversion comes from South American Indians, who used to wear animal skins for their ritualistic dances.

The first stage is to collect all the various parts from the different miniatures that are going to be used in the conversion. In this case the basic Wardancer model the conversion is based on, the head and parts of the wings from a giant eagle, the head from an Elf champion and the cloak from one of the chariot crew.

The only part that is quite difficult to remove is the eagle's head, which must be taken off with a fret saw. The easiest way to do this is to hold it in a vice while you are sawing. If you don't have a vice then firmly hold it down onto a surface that can't be damaged (*photo 1, overleaf*). Be very careful with the fret saw as the blades are sharp, so keep your fingers well clear!





Photo 1: Removing the eagle's head using a fret saw with a fine blade



Photo 2: The original head is removed with a pair of cutters



Photo 3: The eagle's head, new head and body are joined together



Photo 4: The eagle's feathers are joined to the arm

The head from the Wardancer is carefully removed at the neck with a pair of wire cutters (*photo 2*), and the top of the neck is then cleaned up with a flat needle file ready for the new head. The new head is left on its original body while the top of the head, above the brows, is removed and the cut filed flat. Leaving the head on the body when this work is being done makes it far easier and the head can then be removed and pinned onto the new body.

The next stage is to use a pin-vice with a 1mm drill bit and drill a hole right through the new head, from the top to the bottom. Into this hole glue a piece of 1mm wire leaving about 5mm protruding from the bottom and 2 or 3mm at the top. This will now allow you to drill holes into the base of the eagle head and the top of the body and glue all three pieces together in one go, providing a really strong join (*photo 3*).

The feathers on the arms are long flight feathers clipped from the ends of the eagle's wings, cut off where they join the secondary feathers. The side of the arm that is going to take them is filed flat to provide a larger surface area for the glue to work over. When using superglue, try to make the join where the two surfaces meet as flat as possible; the tighter the join, the stronger the bond. Only use a very little of the glue as too much makes the bond less effective (*photo 4*).

The cloak fitted onto the back of the miniature very easily, so this was simply glued into place. With the banner I wanted to give the impression that the Wardancer was twirling it round his hand and throwing it in the air. I decided that the best way to get this effect was to make the model look as if he were just catching the banner on the back of his hand. The banner pole was made from a short length of one of the plastic elf spears, carefully pinned onto the back of the hand with a short piece of wire. The banner was attached after it was painted.

PAINTING THE STANDARD BEARER

This miniature was painted in bright clothes like the other members of the unit but all of the parts of the eagle were given more naturalistic colour schemes. The main body of the standard bearer was quartered with Go Fasta Red and Striking Scorpion Green. The red areas were highlighted by adding Blood Angel Orange to the base coat and blending the highlights as they were applied; with clothing you highlight the creases and most obviously raised areas. The green was highlighted in the same way but Bad Moon Yellow was added to the base coat.

The eagle's head was given a base coat of Bestial Brown highlighted with Orc Brown, then Spearstaff Brown. When the highlights were dry I gave it a wash of a mix of Brown and Yellow ink. This runs into all the gaps and really picks out the feather detail.

For the decoration on this model I kept the warpaint band across the eyes and the green sword as these tie the unit together. I also added a couple of bits of fine patterning to really make it stand out from the other miniatures. The ying-yang symbol hanging from the belt was actually fairly easy to paint. The disc was first painted flat white and then I carefully painted an S shape across the centre, one side is then painted white and the other black.

The rear view shows the detail on the back of the cloak. The fine lines were painted on with Moody Blue and the zig-zag was painted with Go Fasta Red.

THE FINISHED CONVERSION



THE CHARIOT

The chariot is sufficiently large and imposing to merit more attention to detail in the painting. I thought it would be quite a good idea to paint it in more subdued colours to blend it in with the general feel of the Wood Elf army. The wood effect was fairly easy to achieve. All of the areas that I wanted to appear wooden were given a base coat of a mix of Snakebite Leather and Orc Brown. When this was dry I used my finest brush and painted very thin lines of white interspaced with lines of brown ink down the line of the body to represent the grain of the wood. I then gave it a couple of thin glazes of Brown and Yellow ink to tint the white paint.

The piebald horses were very quick and easy to paint. I cleaned, banded and white undercoated all four so I could work on them together. The first thing I did was to mark out where I wanted the black areas on their coats with Chaos Black. I also painted the saddle and harness with Chaos Black at this stage. I then gave the white areas some simple shading by adding a spot of black to Skull White and painting around the recesses of the model and other areas that would naturally be in shade. The black was then highlighted by adding a little white to the Chaos Black. The harnesses were painted with Bestial Brown and given a Brown ink wash.

I tried to vary the patterns on each of the horses but keep the formula the same: a large area starting from the belly was left white and the manes and tails usually painted black, which makes them far easier to highlight with a light drybrush of grey. I worked on each of the chariot crew as individual models and gave them a little more shading and highlighting than most of the rank and file troops. The spearman was converted into a standard bearer by removing the spear above the hand and replacing it with a length of brass tube. The banner showing the winged horse echoes the swiftness and power of the chariot. I added a single feather to the design to represent the magic arrow that the hero on the chariot carries. The base was made from a piece of thick plastic card cut to the

correct size. I clipped the horses off their bases and pinned them and the chariot into position on the base.

The base is textured in exactly the same way as a single miniature. Paint thinned PVA glue on the top surface and cover in sand, wait until it is completely dry and then paint.

THE EAGLE RIDER

One of the most interesting elements in the army and certainly the one I most looked forward to working on was the Sylvan Chieftain mounted on a giant eagle. Even though it looks spectacular it only involves parts from two models: the champion left over from Scarlocks Wood Elf Archers and a giant eagle, plus a sword, an eagle wing and a plastic spear from my bits box. Of course if you are planning a special conversion and don't have the right parts in your bits box, remember that you can order any part of any model from mail order, although it may cost a little more as we may have to find or cast parts specially.

The first thing to do is remove the existing weapons from the champion. This is done by snipping them off with a pair of cutters as close to the top of the hand as you can (*photo 1, overleaf*). The hand that is going to take the spear needs to have the pommel of the sword cut off below the hand as well. When you are using wire cutters you should always smooth off the join with a flat needle file. A hole is then drilled into each of the hands, right through the spearhand and fairly deep into the sword hand. Make sure that the model is pressing down flat onto a hard surface, one that can't be damaged, when you are doing any drilling (*photo 2*). Insert a piece of wire into each of the hands ready to take the new pieces.

The next stage is to cut the champion in half using a fret saw. Ideally you should hold the miniature in a vice. If you don't have one, make sure that you work on a tough surface, such as a piece of thin ply-wood, and hold the model down firmly.



The legs must then be cut off their tab and fitted to the already assembled eagle. For a really good fit they have to be bent slightly wider and the feet further back. Do not try to bend the legs too far or the metal will become stressed and snap. Wrap a bit of soft paper round the leg to protect it and very carefully bend it using a pair of long nosed pliers. When you are happy that you have achieved the best fit possible, glue the legs onto the eagle with a spot of superglue. To make the join even stronger, drill a hole right through the top of the legs and into the eagle (*photo 4*). Insert a piece of wire into this, leaving about 5mm showing at the top, and glue into place.

Before the two halves of the model are joined, the new weapons are glued into place (*photo 5*). When you are drilling the holes in the plastic spear, make sure that you get the holes right in the middle of the shaft so that it lines up on either side of the hand when in place. The last parts to be joined are the top of the body to the legs and eagle. You should have a length of wire protruding from the top of the legs, so the next step is to drill a corresponding hole in the bottom of the torso and superglue the two halves together (*photo 6*). Leave the glue to harden properly, preferably overnight, then fill any remaining gaps with modelling putty and smooth them off using a cocktail stick.

PAINTING THE EAGLE RIDER

I wanted to make the Sylvan Chieftain really stand out from the eagle, so it was very important to paint them in different styles. I used quite subdued colours on the eagle itself, mainly browns with a very light blue for the underside, with the main wing and tail feathers painted white and black to look really dramatic. You should look at some wildlife books when



Photo 1: Removing the weapons with wire cutters



Photo 2: Drilling holes in the hands



Photo 3: Sawing the model in half with a fret saw



Photo 4: Pinning the legs to the eagle



Photo 5: Attaching the new weapons to the hands



Photo 6: Joining the two halves of the conversion

painting things like this. It is best not to copy directly, as real colours tend to be too dull, but it is very useful to see how the markings work. For instance, the area around the eyes looks best if it is painted dark brown or black, which makes the eyes look really dramatic.

I painted the champion in bright contrasting colours, such as the red and green striping on the trousers and the red hair with green bands. This makes him stand out from the rest of the troops and creates a real centre piece. Stripes are quite easy to paint. The first thing to do is to paint the trousers Striking Scorpion Green. When this is dry use a fine brush and paint in the red stripes, being as careful as possible to get them straight and even. The highlights are applied to the centre of each stripe, leaving the edges dark and creating contrast.

The magic warpaint on this character gave me the perfect opportunity to really go to town on the tattoos over the torso and arms. I used the same techniques as on the Wardancers but on this model I made the lines finer and the patterns more intricate. I also added some fine patterns to the feet and the shaft of the spear, and the gems around the wrist and waist really make the model sparkle. I only used a small pallet of colours but I made sure that they combined to give a dramatic effect; if you use too many colours the model will look gaudy.

SUMMING UP

I will be showing the rest of my Wood Elf Army in a future White Dwarf and telling you how I have been getting on in the games I've played. Even though I haven't finished it yet I am already planning some extras to give myself more options. Jes Goodwin is working on some beautiful High Elf models which I really want to use as an allied contingent, and Trish Morrison of Marauder Miniatures has just finished a stunningly fearsome Treeman which is an absolute must.

I have really enjoyed the change in painting style, I think it has taught me quite a lot and has certainly speeded up my painting style. I am already starting to plan my next army, perhaps for Warhammer 40,000 this time...

THE WOOD ELF ARMY

CHARACTERS

Dryad (Lvl 25 wizard), Riding Unicorn, Magic Warpaint	501 pts
Sylvan Chieftain (Lvl 20 hero), Riding Giant Eagle Magic Sword (Frostblade, Parrying), Magic Warpaint, Long bow, Arcane Arrows	354 pts
Guardian (Lvl 10 hero), Riding Warhorse, Heavy armour, Lance, Spell Shield	124 pts
Glade Watcher (Lvl 5 hero), Riding Warhorse, Light armour, Long bow, Army Banner, Talismanic Standard	159 pts
Glade Watcher (Lvl 5 hero), Light armour, Long bow, Arcane Bodkins	58 pts
Glade Watcher (Lvl 5 hero), Light armour, Long bow	53 pts
Glade Watcher (Lvl 5 hero), Light armour, Long bow	53 pts
Glade Watcher (Lvl 5 hero), Light armour, Long bow, Hail of Doom arrow	78 pts

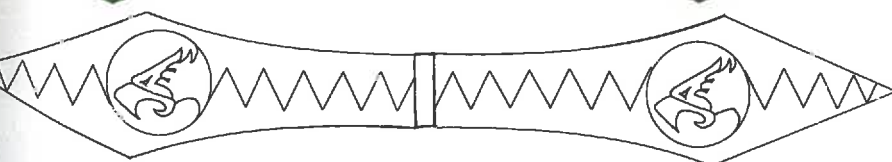
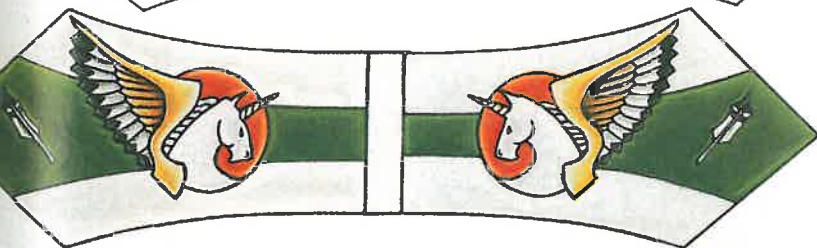
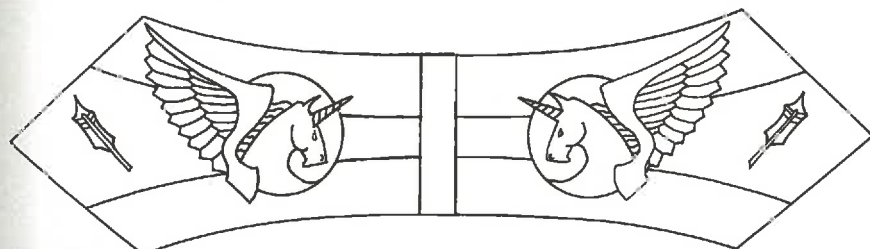
TOTAL SPENT ON CHARACTERS = 1380

RANK AND FILE

14 Archers, Light armour, Long bows, Hand Weapons, Standard Bearer	195 pts
14 Archers, Long bows, Hand Weapons, Standard Bearer	165 pts
19 Guards, Light Armour, Long bows, Hand Weapons, Standard Bearer	300pts
16 Warrior Kinbands, Light armour, Shields, Spears, Hand weapons, Standard bearer	204 pts
8 Wardancers, Shields, Hand weapons, Standard bearer	189 pts
9 Elven Lords, Light armour, Shields, Lances, Hand Weapons, Standard bearer	310 pts
1 Wain Lord Chariot, Scythed wheels	148 pts
5 Falconers, Hand Weapon, Hawk	55 pts
2 Shapechangers, Hand Weapons	56 pts

TOTAL SPENT ON RANK AND FILE = 1622

Total Army cost = 3002 pts



Provided with this article are colour and black and white versions of all the unit banners shown. The colour versions can simply be cut out and glued onto the banner poles. If you want to individualise your banners, photocopy the line drawings and paint them with colours of your own choice. All of the banners are double sided. To stick them together, first cut them out very carefully with a craft knife, then paint a thin layer of glue on the reverse and wrap round the banner pole so that the two halves fit together neatly.



-ROK



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GAMES DAY 91TM

GAMING LEAGUE CHAMPIONSHIPS

SATURDAY 21st SEPTEMBER
10AM TO 6PM

THE ASSEMBLY ROOMS, DERBY

PROGRAMME

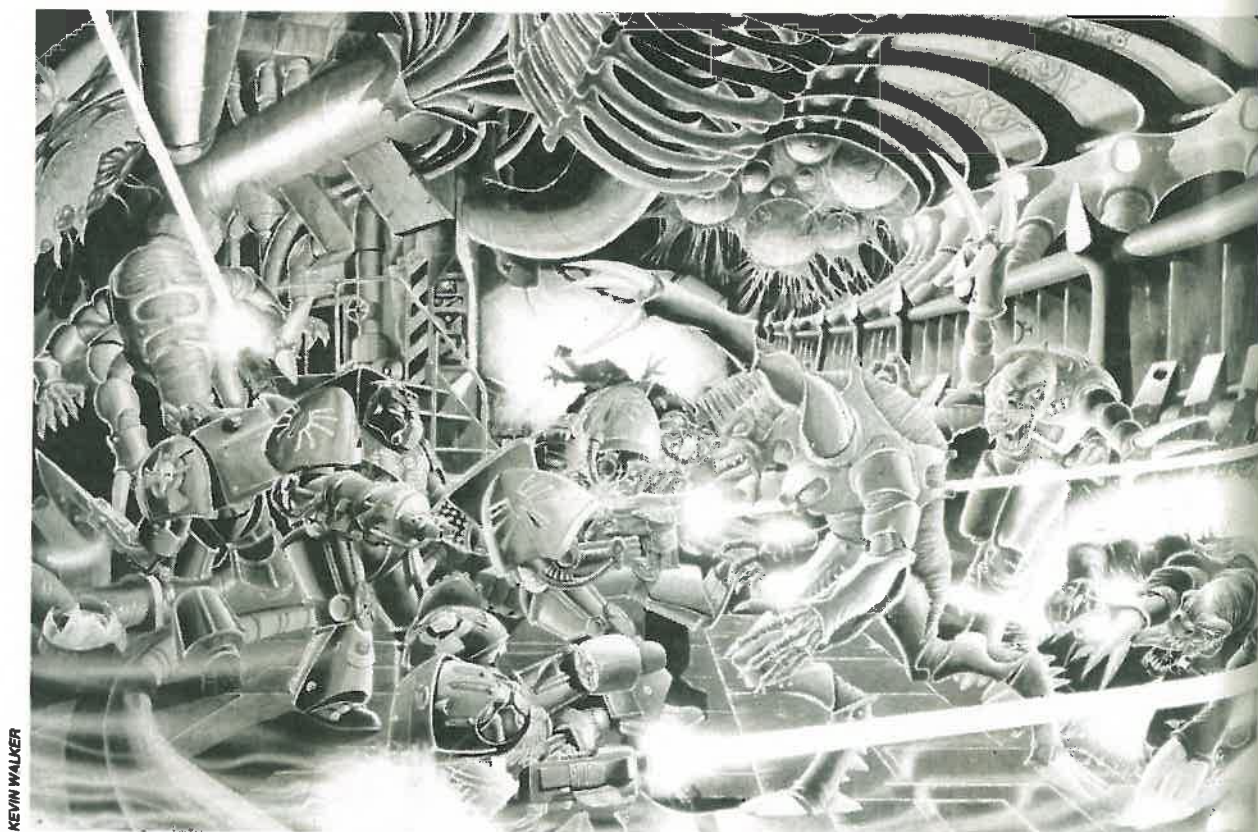
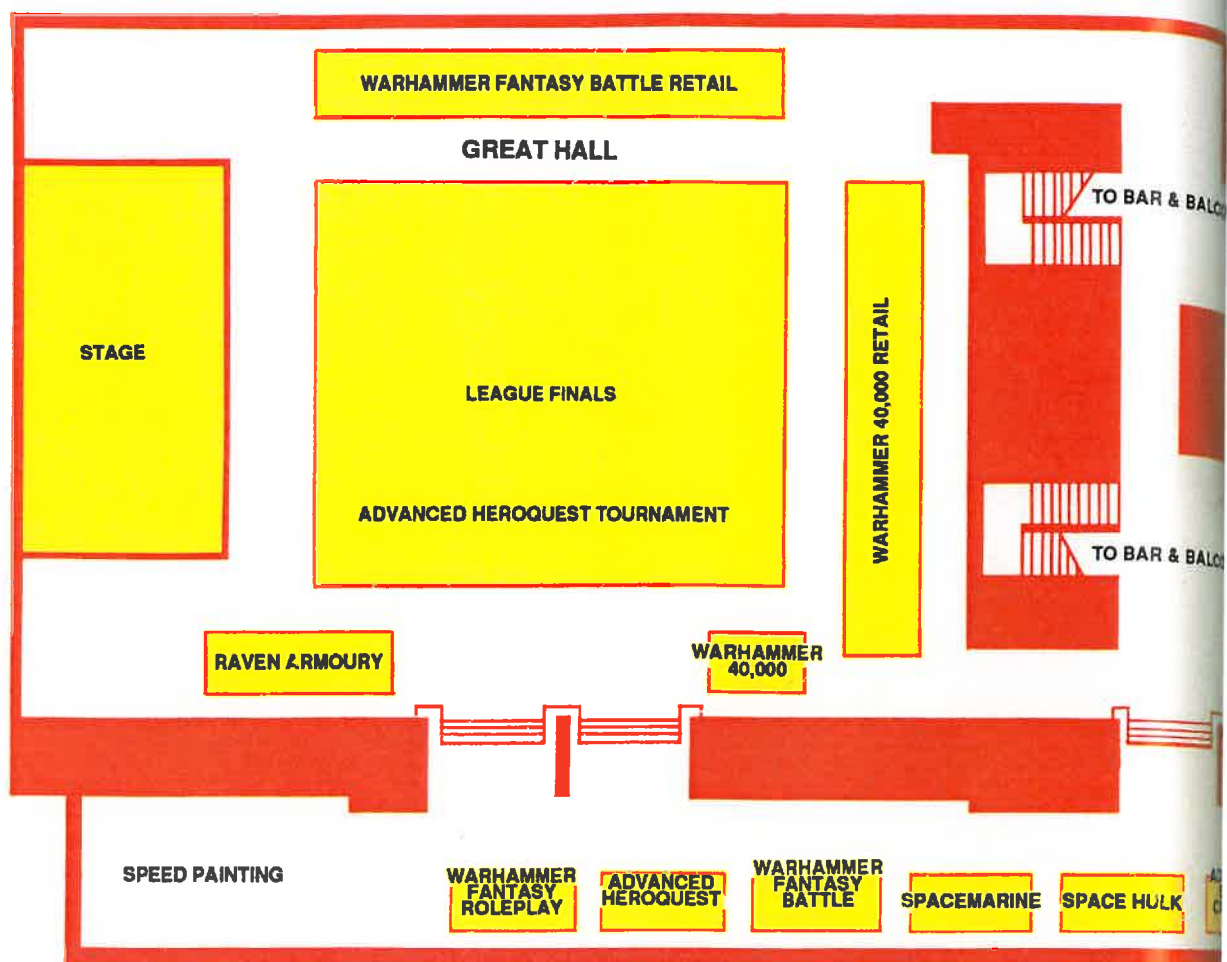
Games Day 1991 is the largest Games Workshop Gaming event of the year: the culmination of the National Gaming Leagues, where the country's top players confront each other in battle to become the National Champions of Warhammer 40,000, Warhammer Fantasy Battle, Space Marine, Space Hulk and Blood Bowl. Games Day '91 also boasts stunning terrained battles, plus massive displays of the very best painted Citadel Miniatures from the 'Eavy Metal team and the Games Workshop Stores.

There are fantastic demonstration and participation games, displays of fantasy art, and Games Workshop, Citadel Miniatures, Marauder Miniatures and Flame Publications retail stands.

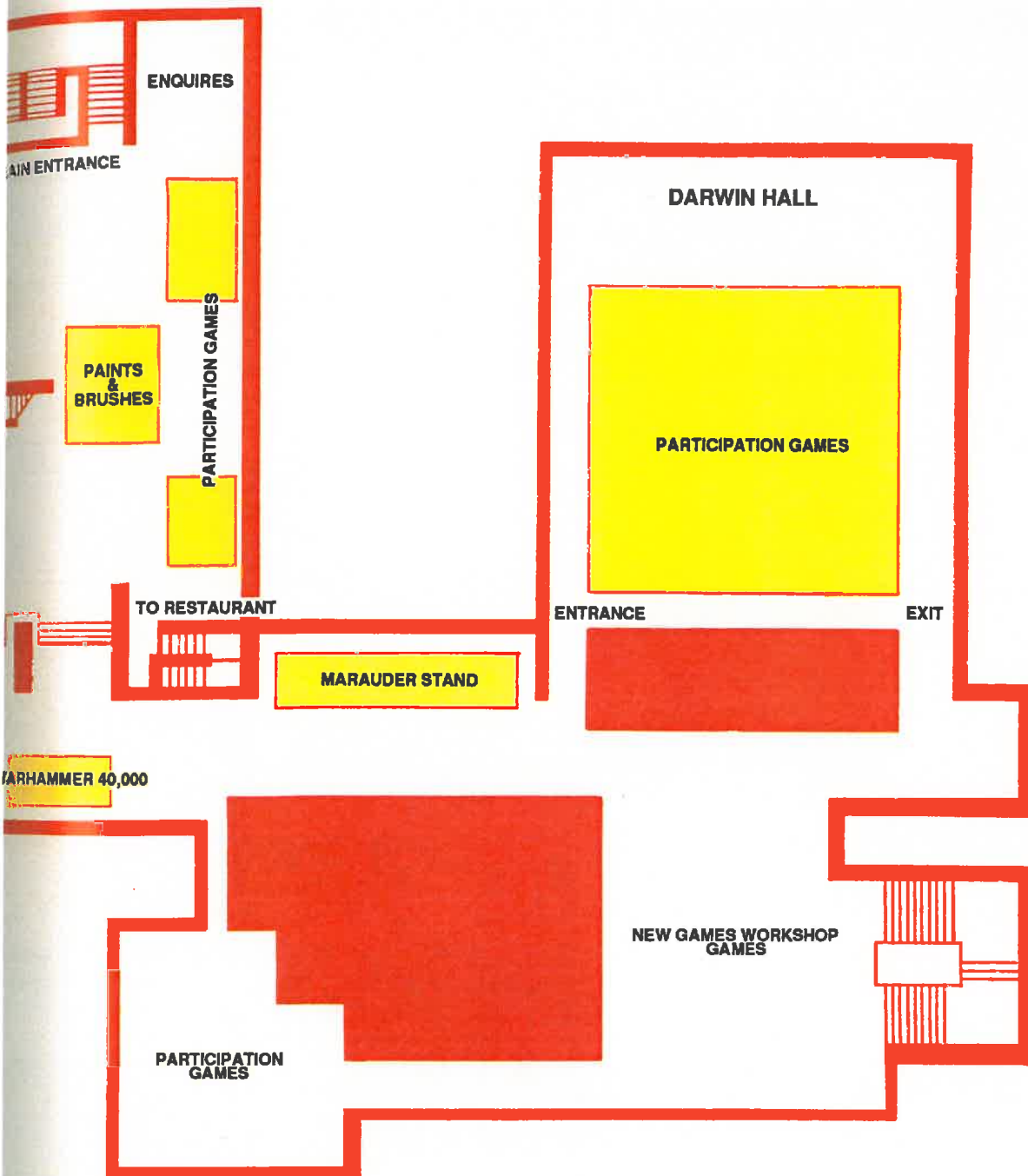
For those of you who are new to the Games Workshop Hobby, or if you've got questions about a particular game, there are stands manned by the Games Workshop Games Designers. They'll be ready to answer all your questions: what you need to start playing, how to paint your forces, or even chat about future developments.

This programme gives you the details of just some of the events at Games Day '91 – keep your eyes open for extra displays and games on the day. Games Day is an event you can't afford to miss, so why not come along and experience the very best in fantasy gaming!

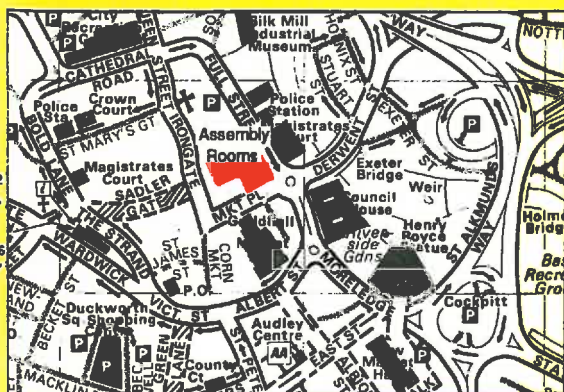




KEVIN WALKER



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NATIONAL GAMING LEAGUE CHAMPIONSHIPS

The top players in the National Gaming Leagues from the Games Workshop stores confront each other in the National Finals. These battles are being played on terrain specifically designed by Games Workshop's own modelling experts. All the entrants for the Gaming League Championships have been selected in advance during regional heats, so you won't be able to enter any of these events on the day. If you missed out this year, keep your eyes on White Dwarf and talk to your local Games Workshop store manager.

WARHAMMER 40,000

The finalists find their forces locked in deadly conflict on a barren desert world, an outpost on the edge of the Imperium. Victory will go to the Chapter which acquires the most victory points in battle.

WARHAMMER FANTASY BATTLE

The best generals in the country are pitting their elite armies and ferocious hordes in mortal combat to decide the ultimate Champion of the Warhammer World.

SPACE MARINE

The elite forces of the universe are locked in epic conflict to decide the fates of whole planets. In the finals of the Space Marine League, the regional champions battle across terrained planet surfaces to decide the ultimate victor.

SPACE HULK

Special terrain has been constructed for three Space Hulk missions. Each regional champion plays all the missions as both Genestealers and Terminators. Details of the missions will be disclosed by your Primarch on the day.

BLOOD BOWL

Each regional champion fields his team against all other champions in the Games Day Blood Bowl Stadiums. The winning team is the one with the most victories.

LEAGUE TROPHIES

The overall champions from each League will win a specially designed trophy hand-crafted by the Raven Armoury.

The trophies for each League are:

Warhammer 40,000: Full-size Power Sword

Warhammer Fantasy Battle: The Warhammer

Space Marine: Imperial Eagle wall plaque cast in steel and brass

Space Hulk: Terminator Honour Badge wall plaque cast in steel and brass

Blood Bowl: Full-size Blood Bowl helmet

Each of the regional champions will receive a Games Day trophy. There are also prizes for the best painted teams and armies.

SPEED PAINTING COMPETITION

How fast can you paint a miniature? Test your skill at the Citadel Miniatures Speed Painting Competition. We provide the paints and the miniatures – all you have to bring is a keen eye, a steady hand, and nerves of steel.

You'll have less than 30 minutes to paint your miniature. If it's the best of your group you'll win all the miniatures painted in that session. Just go along to the table to register.



GAMING STANDS

This year we've set aside a large area of the Assembly Rooms to display the very best of the Games Workshop World of Hobby Games. Each of our major games systems will have its own stand where you will find displays of the game, artwork from the game, and samples of painted forces.

Each stand is manned by the game's designers and developers who are on hand to answer all your questions and queries. Whether you want to know how to start playing, or a clarification of a particular rules point, they'll be able to help you. If you want to chat about future developments, they can let you in on our plans and give an insight into how we produce our games.



Our expert Citadel Miniature painters will also be at Games Day to show you all the aspects of painting miniatures for your favourite game. They can guide you through a variety of painting techniques, from how to quickly and effectively paint your models so you can start playing with them immediately, to painting that special personality model to lead them. They can also show you how to make terrain and buildings for your gaming table, starting with basics through to the more difficult techniques used for display centrepieces.

Personalities on the stands will include Kevin Adams, Andy Chambers, Jervis Johnson, Jes Goodwin, Mike McVey, Rick Priestley, Nigel Stillman, and many others.

PARTICIPATION GAMES

This year we will be running more participation games than ever before. You'll have the opportunity to play one of your favourite Games Workshop games on the very best terrain and also have the chance to play some of our brand new games, even some that haven't been released yet!

SPACE FLEET TOURNAMENT

Throughout the day we'll be running a great Space Fleet tournament with many exciting galactic battles being played to decide the the best fleet commander of the day. If you'd like to play just go to the Space Fleet tables in the Darwin Hall.



ADVANCED HEROQUEST TOURNAMENT

Following the great success of last year's Advanced Heroquest tournament we'll be staging an even more demanding quest for the Heroes representing each of Games Workshop's stores. Before the day each store will choose their Hero. If you'd like to be considered contact your local Games Workshop store soon.

The chosen adventurers will take their place in one of six parties who will battle their way simultaneously through the darkest of dungeons in search of a magical amulet. Rivalry between the parties may of course result in more than just battles with the dungeon monsters!

OTHER GAMES

There will also be many other participation games which you can play on the day including Warhammer 40,000, Warhammer Fantasy Battle, Space Hulk, Blood Bowl, Space Marine and Mighty Empires.



PAUL BONNER

RETAIL STANDS

The retail stands can provide you with everything you need for gaming – from rulebooks and miniatures to paints and T-shirts. If you want to get your hands on the very latest releases, this is where they'll be.

WARHAMMER 40,000

Rulebooks, boxed sets, metal and plastic miniatures for Warhammer 40,000, Space Hulk, Space Marine, Adeptus Titanicus, Advanced Space Crusade and Space Fleet are available here.

WARHAMMER FANTASY BATTLE, BOARDGAMES AND FLAME

You can get everything you want for Warhammer Fantasy Battle, Advanced Heroquest, Talisman, Blood Bowl and Dungeonquest here. Flame Publications stand is also here, so if you need anything for Warhammer Fantasy Roleplay then come along and see what the latest releases are.

T-SHIRTS

Games Workshop's wide range of colour and black and white fantasy and 40k T-shirts will be on sale here.



GW BOOKS

You'll be able to find our great range of exciting fiction here, which is all set in the Warhammer World.

PAINTS AND BRUSHES

Citadel's fantastic range of specially-formulated paints, inks, high-quality brushes and tools are available at this stand. If you feel inspired by the painted miniatures at the show, this is where you can buy everything you need to have a go yourself.

MARAUDER MINIATURES

Marauder Miniatures are perfect for building up your Warhammer Fantasy Battle armies, and this is where the whole range is on sale. Designers Trish and Aly Morrison will be on hand to answer all your questions.

THE RAVEN ARMOURY

Raven Armoury are Britain's foremost armourers of reproduction weapons and the only 20th century armourers to have weapons on display at the Tower of London. If you were impressed by the splendid Golden Demon Slayer Sword that Raven made for this year's Golden Demon Awards, come along to their stand where they will be displaying their historical and fantasy weapons.

FOOD AND DRINK

The restaurant is open from 10am for coffee and snacks, with hot and cold food available from noon till 5pm.

The Gallery Bar is open to the over 18's from 11am to 5pm.

ENQUIRIES DESK

If you have any problems, ask at the Enquiries Desk, and they will do their best to help.

In the unfortunate event of anyone needing First Aid, the Enquiries Desk will be able to help.

...AND MORE PERSONALITIES

As well as those people already mentioned, a whole host of other personalities will be wandering about the Assembly Rooms, and will be happy to talk to you. All the Games Workshop and Citadel designers, artists and painters whose names we've not been able to squeeze into the programme will also be out and about just waiting to have a chat.

Bob Avery, a regular at Golden Demon and Games Day, is once again Master of Ceremonies. Bob will be wandering around the Assembly Hall with his radio mike looking for people to talk to (and embarrass) over the PA system, and he'll be popping up whenever and wherever you least expect him!

TICKETS

To help reduce congestion and queues, priority of entry will be given to ticket holders.

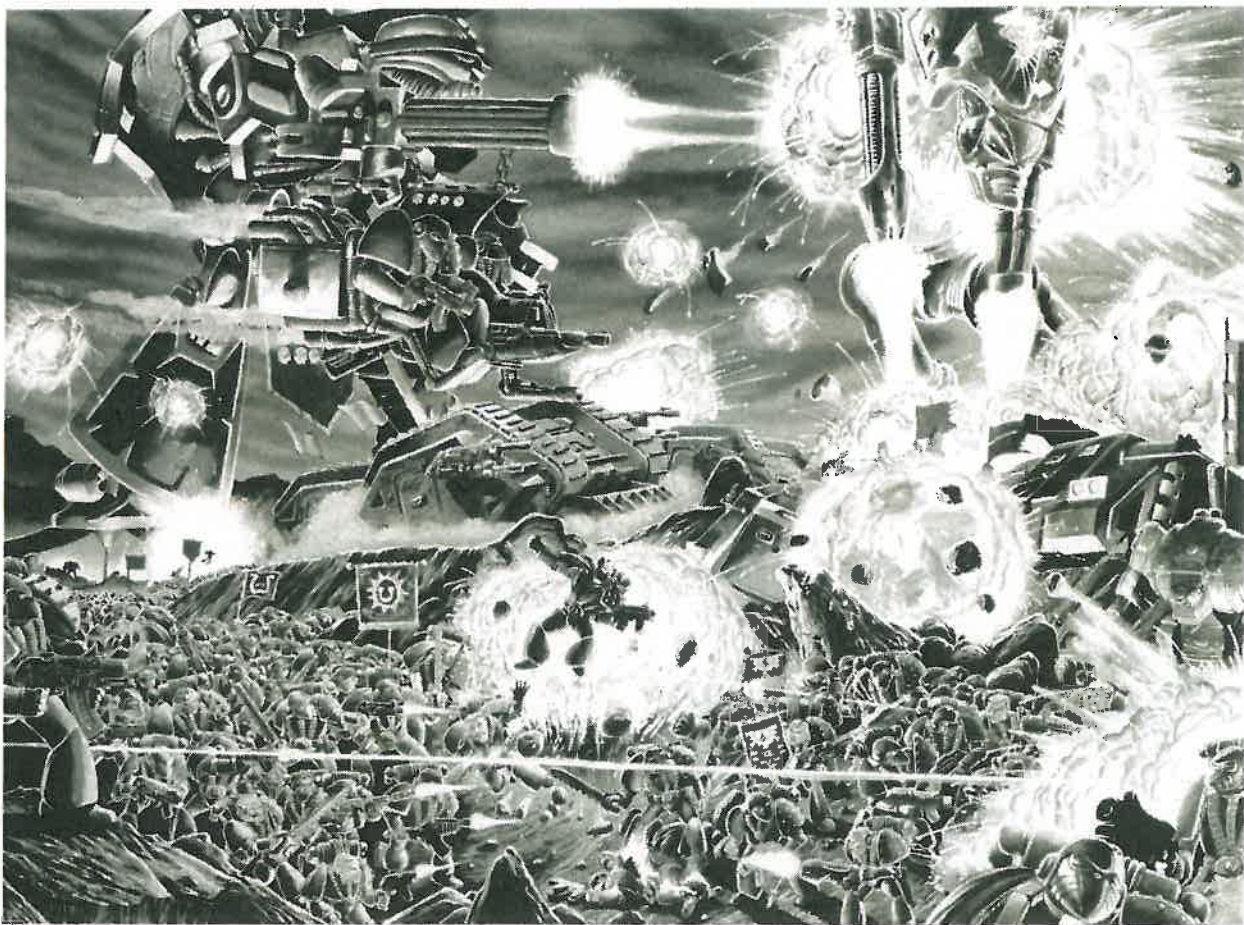
Tickets for Games Day are £5 each, which includes a special limited edition Citadel Miniature, shown on the right. Tickets are available from Games Workshop stores or from Games Workshop Mail Order.



For Games Workshop Mail Order, 'phone (0773) 760462 or (0773) 713213, Mondays to Fridays, 9am to 6.30pm.

Entry on the day for non-ticket holders is £5, but to be sure of getting in quickly we do strongly recommend that you buy your ticket in advance.

If you're coming by train, there's a free coach service running between Derby Midland Railway Station and the Assembly Rooms.



KEVIN WALKER



DWARF ARMY SPECIAL OFFER



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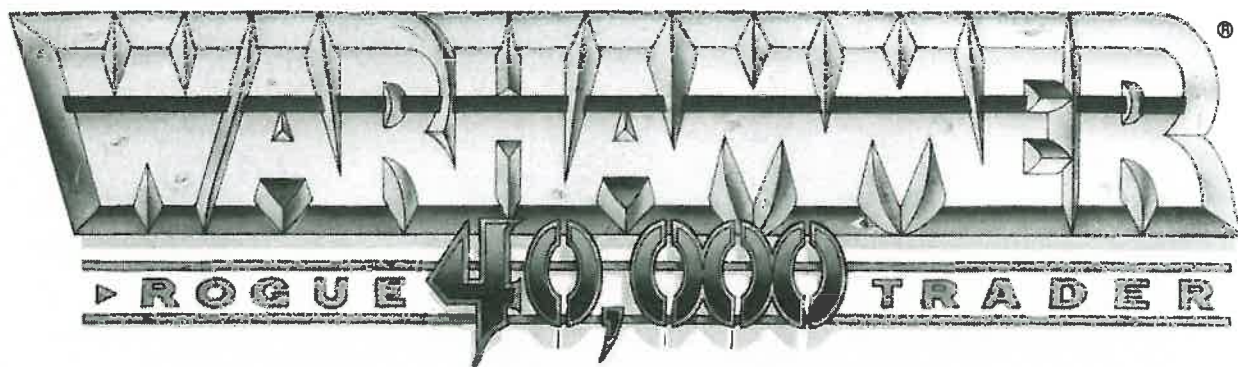
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ALAITOC CRAFTWORLD VS THE BLOOD ANGELS

A WARHAMMER 40,000 BATTLE REPORT
BY ANDY CHAMBERS AND JERVIS JOHNSON

After the report of our recent Orks vs Space Marines Epic battle appeared in White Dwarf 136 we received sackfuls of letters from readers telling us how much they enjoyed the article and asking whether we were going to do any more (I also received threats, challenges and hate mail from various disgruntled Ork Warbosses!). This was all very encouraging and so Jervis and I decided it was high time to bring you another battle report. This time, we present an account of one of the recent, bitter Warhammer 40,000 battles we've been fighting between Space Marines and the Eldar.

In this particular game Jervis played the Eldar and I took the Space Marines, although in previous games we've swapped sides and I've played the Eldar (just in case you're thinking that I always play the Space Marines!). Jervis seems to prefer the Eldar overall though, and I must say I've become rather fond of the Blood Angels.

We played the game on one of our 8'x4' tables here at the studio. After setting up the terrain, we played the game over the course of an afternoon, and kept notes on the moves, combat and casualties for later reference. Due to the difficulties of taking decent pictures while the game is in progress I took a few polaroid's of the action as we went along, and then later re-shot the photos for this article with proper lighting and cameras. This is the same technique we used in the last report and it seems to work well, allowing us to have an uninterrupted game and still get the best pictures.

Of course the first thing we needed to do was set up the terrain. Most people have their own favourite way of setting up terrain. One of the most common techniques is to allow one player to set up all the terrain and the other player to choose which table edge to deploy on. This tends to ensure a fairly even spread of features, giving neither side a real advantage. Jervis and I use a random system for generating terrain and then move things about a bit and add a few extra bits of scenery to make things interesting. We then roll dice to see who gets choice of table edge.

Using this method, once we'd created the basic terrain for the battlefield we went round and added some interesting features, such as the small chemical plant and the wrecked, burnt-out Land Raider. We also added numerous clumps of trees,

bushes and rocks to provide extra cover in the more open areas. When we place extra features on the table we generally like to give them some sort of special rule to make them more interesting. In this case we agreed to give the main chemical storage tank a chance of exploding (with suitably catastrophic effects for anyone nearby) if it was hit by something which could penetrate an armour rating of 12. Sometimes we expand the importance of these features so that occupying them, or destroying them, forms part of the agreed victory conditions for either side. In this game though, we decided stick to having a straight battle.

As a rule, it's best to make the terrain as dense as possible in Warhammer 40,000 games. This is so that the heavy weapons don't dominate the battle too much by blasting both sides to pieces before they get into bolter range. It's also more fun to have your squads dashing from cover to cover rather than milling around in the open. You don't have to have lots of pieces of terrain to achieve this, you just have to place what you've got towards the middle of the table and not leave a big open space in the middle by placing all the terrain along the edges (which is surprisingly easy to do without realising it). A good terrain set-up can easily make the difference between having a really good tactical battle and what can sometimes become a short and very bloody encounter.

For this game, we also chose to allow troops to deploy up to 12" onto the table. This enables the forces to take advantage of any terrain on their table edge and to get into combat relatively quickly. To prevent too much advantage going to the player with the first move, we also allowed troops to start the game in overwatch (the overwatch rules are in WD 129) or hiding if they were in cover.

Once we'd set up the tabletop, Jervis and I rolled dice to see who got the choice of table edge to set-up on. I won the roll and picked the hilly edge of the table, giving me the set-up area indicated on the map below. We'd already decided to play the game with 2000 points worth of troops each.

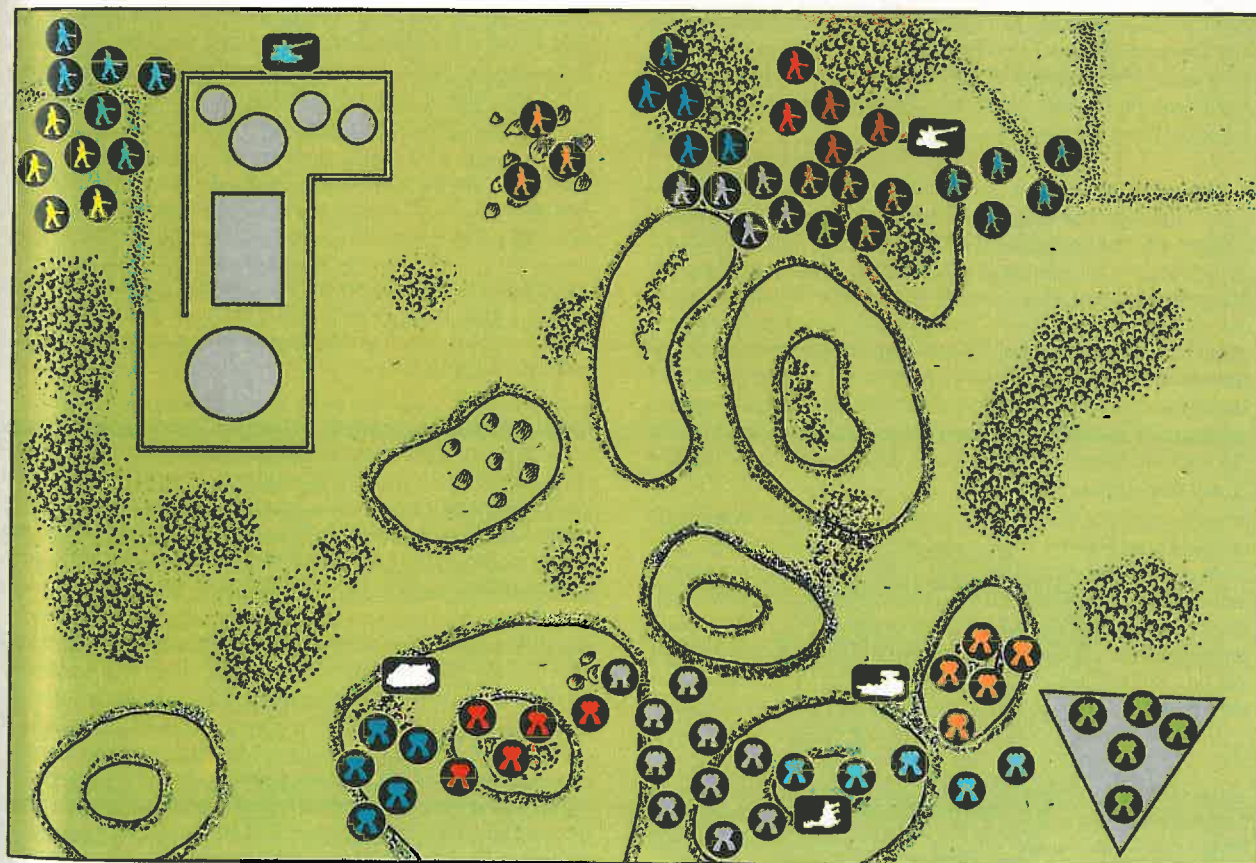
Both the forces in this battle, the Alaitoc Craftworld army and Blood Angels Space Marines, have been featured in recent White Dwarfs. The Alaitoc force came to a total of 2000 points (though we're adding more sections to it now), so Jervis didn't have to worry about picking his force. The Blood Angels army we've been working on comes to just over 2500 points so I had to go away and decide which bits I wasn't going to use for the battle. We also both needed to think of a plan. So, with a final glance at the terrain, we both went off to plan some unpleasant surprises for each other.

SPACE MARINE BATTLEPLAN (ANDY CHAMBERS)

Having fought the Eldar on a few occasions I've now started to form some definite ideas on how to mosh them! The most important edge the Space Marines have over the Eldar is

superior range. The missile launchers carried by Tactical and Devastator squads have long range, are very accurate (because they have targeters) and deliver a potent strike, having a choice of using frag for anti-personnel work and super krak for knocking out individual targets and vehicles. Naturally, we use the expanded rules on morale, close combat and toughness for Space Marines given in WD 129, as these accurately represent the training and battle experience of the Imperium's finest warriors. This means that they can take a lot of pressure and generally outlast other forces in a protracted firefight.

In my previous battles, the Space Marines have always fared best when they kept the Eldar at arms length and barraged them with frag missiles. Once the Eldar close the range and start hitting back with their distressingly potent profusion of shuriken catapults and melta-guns, Space Marine casualties start to mount horrendously. Therefore, my basic tactics would simply be to try and keep the Eldar pinned at long range by sending some troops forward to skirmish with them, while the rest of my troops poured fire into them from vantage points well back from the firing line. To make this tactic work I would need two things; the right combination of troops to give me both skirmishers and long range weaponry plus the right vantage points to place my heavy weapons.



Alaitoc Eldar Craftworld Key

- | | |
|---|--|
|  Guardian Squad |  Fire Dragons |
|  Guardian Battle Squad |  Dire Avengers |
|  Guardian Close Combat Squad |  Swooping Hawks |
|  Dark Reapers |  Scatter Laser |
|  Howling Banshees |  Heavy Plasma Gun |

Blood Angels Key

- | | |
|--|---|
|  Squad 1 (Tactical) |  Squad 9 (Devastator) |
|  Squad 1 (Tactical) |  Terminators |
|  Squad 2 (Tactical) |  Imperial Land Speeder |
|  Squad 2 (Tactical) |  Imperial Thudd Gun |
|  Squad 9 (Devastator) |  Imperial Rhino |

Having the choice of table edge in this game could prove to be hugely beneficial to me. The high ground on my edge of the table would give any troops placed on it very good fields of fire, though of course this would also mean that they would be vulnerable to return fire from their opponents. I also wanted to ensure that I didn't leave any areas of dead ground, which would enable the Eldar to sneak forward, shielded from my fire. If I was forced to redeploy my heavy weapons I would lose precious opportunities to inflict casualties at long range.

So which 500 points worth of Space Marines was I going to lose? Under the circumstances I was prepared to break with my normal policy of taking complete 500 point 'chunks' of troops and select just the right squads for the job. To field a Space Marine force you have to have at least one Lieutenant plus a Medic and a Librarian. In addition to these personalities I also decided to take the Captain and the Chaplain along for the fight. I intended to place these two in command of vital squads to improve their leadership and close combat effectiveness, just in case they ended up facing Howling Banshees or (even worse) an Exarch.

In terms of squads I decided that the only one I could afford to lose was the Assault squad, as by their very nature they would be playing into the Eldar's hands in trying to close the range to fight in close combat. This left me with two Tactical squads, the Devastator squad and the Terminators. With my points now over three quarters of the way to 2000, the last thing on my shopping list was some vehicles and equipment suitable for supporting my squads.

I was pretty keen to use the Thudd Gun in particular and the Land Speeder and Land Raider if I could get away with it. Unfortunately I couldn't afford the points for all three so something would have to go. In the end I decided to leave the Land Raider out as I've used it in a few battles already whereas I've only used the newly painted Land Speeder model once before so far. To make up for the points shortfall caused by taking the Land Speeder I took a Rhino and upgraded the Terminators to carry refractor fields.

So with my force sorted out it was time to give some thought to my deployment.



JES GOODWIN

SPACE MARINE DEPLOYMENT

Looking at the map, I could see three possible routes along which Jervis might try to advance.

I thought that the chemical plant and the woods to my left was the most obvious choice, as they offered almost complete protection. Unfortunately for Jervis, they would also impede his movement and going round them would create bottlenecks if too many troops were deployed there.

The gulleys formed by the hills to my centre right could also shelter a considerable force for part of the way to my lines, without impeding their movement. Finally, the right flank was sheltered by a line of woods most of the way, but a blockhouse situated in my set-up zone made a perfect vantage point to cover this area (the blockhouse was high enough to see over the woods directly in front of it).

I decided to break up my squads into five man groups to give me extra flexibility. I would try to cover all three routes but place my main strength opposite the gully area as I reckoned it would look the most promising to Jervis.

I placed one group of Devastators in the blockhouse on my right to cover the right flank and strung the other half of the Devastators between the two adjacent hills, with their heavy bolter and missile launcher situated on the high ground. This second group was personally commanded by Captain Tycho.

The two groups from Squad 2 were placed slightly further forward than the Devastators, with the group with the missile launcher again taking the high ground, while the group with the flamer started out in cover nearer the gulleys. The flamer group was intended to make sure nothing got through those gulleys and as I felt there was a good chance they would get into close combat, I put them under the command of the Company Chaplain.

I positioned the Terminators next to the Squad 2 flamer group, ready to move into the gully area and advance all the way up to the wrecked Land Raider if the opportunity presented itself. I decided to place the Terminators here, as it was the most exposed area I could foresee sending my troops into and I figured the Terminators would have a better chance than anybody else.

Squad 1 was positioned on the large hill more or less in the centre of my line. The missile launcher group was positioned on the crest of the hill (accompanied by the Medic) and the flamer group was placed lower down to the left, dismounted and in cover behind their Rhino. This group would advance into the woods and try to block anything coming through. The Rhino was intended to be used as cover and as a battering ram if needs be (if the Eldar troops looked too densely packed to get away). To bolster them up a bit more I added the Librarian to the Squad 1 flamer group, figuring that the short ranges the group would get to in the woods would give him ample ability to use his psychic powers to good effect.

I placed the Thudd Gun well back on the crest of the other hill right on my base-line, where it could give supporting fire into the gulleys. The Tech Marine operating the Thudd Gun would be staying well out of sight behind the hill crest. I also placed the Land Speeder on the right near the blockhouse so that it could use the woods to sneak into range of the Eldar.

The Lieutenant acted as gunner on board the Land Speeder, accompanied by a single Techmarine.

The plan was for the two flamer groups and the Terminators to move forward and stall the Eldar advance while the missile launcher groups and devastators poured heavy weapons fire into them at long range. The Space Marines with bolters in these supporting groups would also mount overwatch to shoot up any Swooping Hawks which tried to attack. The vehicles would support the skirmishers in whatever ways they could, but would be used primarily to distract the Eldar and draw opposing fire.

ELDAR BATTLEPLAN (JERVIS JOHNSON)

I've always found that one of the fun things about owning a new army is learning how to use it most effectively. Invariably you lose the first few games that you play as you struggle to get to grips with the strengths and weaknesses of the army and develop new tactics to accommodate them. I'd used our Eldar Army quite a few times now, and I reckoned I'd just about figured out how to use it correctly.

The Alaitoc Craftworld's army is primarily an assault force armed with short range weapons. With the notable exception of the Reapers and the two Support Weapons teams, all the troops in the army are armed with weapons with a range of 24" or in many cases less. In order to win, therefore, you *must* close with the enemy. In previous games I've tended to try to use the Reapers and support weapons to cover my other troops as they advanced. However, the Space Marines (who have been my opponents in all my games so far) invariably have heavy weapon superiority, which has led to the demise of my supporting troops on the first turn under a hail of missiles and heavy bolter fire. The remainder of the army has then been cut to pieces as they attempted to close.

This time I decided to use a different plan. The bulk of my army would advance on the enemy as before, making as much use of cover as possible to shield them from enemy long-range fire. The Reapers and support teams would stay hidden at first, and only reveal themselves when the assault troops had got in range of the Space Marines. Hopefully this would make it impossible for the Space Marines to concentrate their fire on my support teams or the supporting troops, allowing both groups to survive long enough to shatter the Space Marine army.

My set-up was also affected by a couple of other considerations that I've learned through bitter experience. First of all, the Eldar, and Eldar Guardians in particular, are very susceptible to frag grenades and missiles. Because of this it is vital not to bunch Eldar troops too closely, especially against an opponent with lots of missile launchers such as the Space Marines, as you will simply be setting up your troops to be fragged to death! Secondly, I was determined to avoid getting carried away with my Swooping Hawks! The Hawks can be a highly effective unit, but they are very fragile. In previous games I've brought them in too soon and they've been wiped almost before their feet touched the ground! This time I would wait and bring them in at the same time that I unleashed my support teams (once my assault troops were in range), landing them in a vulnerable area to give the Space Marines even more to think about.



JES GOODWIN

ELDAR DEPLOYMENT

With this plan firmly in mind, I was ready to set-up my troops. The first units I considered were the Reapers and the Support Teams. I wanted to place these in positions that were hidden from the enemy at first, but where they could move quickly into positions that would provide a wide field of fire. In the end I decided to place the heavy plasma gun on my left where it could move onto a hill and cover my left flank, while the Reapers and scatter laser were positioned to cover the central plain. Note that the Reapers were set up hidden amongst the rocks.

The rest of my units were set up so that they could advance on the enemy more or less under cover. To avoid bunching the troops too closely I decided to set them up in two main groups. The first group, consisting of my Banshees and the Guardian Battle squad, would set-up on the right flank where the woods to their front would provide ample cover. The second group, consisting of all my Dire Avengers, Fire Dragons and the Guardian Assault squad, would set-up to advance through the hills and gullies on the centre left of the table.

One of the remaining Guardian squads would be used to cover my left flank, in case the Space Marines try to sweep round the woods on my left, while the other Guardian Squad would be placed in the wood by the wrecked Land Raider, and placed in overwatch. This was to deter the Space Marines from using their Land Speeder to reveal the Reapers hiding in the rocks - if they did so it would get shot up by this Guardian squad.

Finally, I would place my Warlock by the Land Raider, so that he could use his ability of *Guide* to support my assault troops. The Farseer would stay near the Scatter Laser where he could remain hidden and out of trouble. My Hawks would start the game airborne, hovering high above the table.

BLOOD ANGELS ARMY



1 Marine Captain — 100 pts

Major Hero. Power armour (Blood Angel Artificer armour), communicator, respirator, autosenses, refractor field, bolt pistol, bolt gun, jokaero digital weapons (3 x laser), frag grenades, knife

1 Marine Lieutenant — 40 pts

Champion. Power armour, communicator, respirator, autosenses, refractor field, bionic eye with targeter, bolt pistol, bolt gun, power sword, frag grenades, knife

1 Marine Librarian. — 137 pts

Epistolary (Hero) Lvl 2 Psyker. Power armour, communicator, respirator, autosenses, refractor field, bolt pistol, frag grenades, sword

1 Marine Chaplain — 71 pts

Hero. Power armour, Crozius Arcanum, communicator, respirator, autosenses, conversion field, bolt gun, plasma pistol, bolt pistol, power sword, frag grenades, knife

1 Marine Medic — 34 pts

Champion. Power armour, communicator, respirator, autosenses, bio-scanner, energy scanner, medi-pack, bolt gun, bolt pistol, chainsword, frag grenades, knife

3 Techmarines — 51 pts

Power armour, communicator, respirator, autosenses, bolt pistol

Tactical Squad — 250 pts

Power armour (Mk 7), communicator, respirator, autosenses, bolt pistol, frag grenades, knife

Sergeant - Bolt gun, bio-scanner

7 Marines - Bolt gun

1 Marine - Missile launcher (targeter and suspensors, frag and melta ammo)

1 Marine - Flamer (targeter)

Tactical Squad — 250 pts

Power armour (Mk 7), communicator, respirator, autosenses, bolt pistol, frag grenades, knife

Sergeant - Bolt gun, bio-scanner

7 Marines - Bolt gun

1 Marine - Missile launcher, targeter and suspensors, frag and melta ammo

1 Marine - Flamer (targeter)

Devastator Squad — 330 pts

Power armour (Mk 6), communicator, respirator, autosenses, bolt pistol, frag grenades, knife

Sergeant - Bolt gun

5 Marines - Bolt gun

2 Marines - Missile launcher (targeter and suspensors, frag and super krak ammo)

2 Marines - Heavy bolter (targeter and suspensors)

Terminator Squad — 550 pts

Tactical Dreadnought armour, refractor fields

Sergeant - Power sword, storm bolter

2 Marines - Power glove, storm bolter

1 Marine - Chainfist, storm bolter

1 Marine - Power glove, assault cannon

VEHICLES AND SUPPORT WEAPONS

1 Imperial Thudd Gun — 50 pts

1 Imperial Rhino — 25 pts

1 Imperial Land Speeder — 100 pts

Total: 1993 points

Some details of this list vary slightly from those published in White Dwarf 139. This is because the equipment given to some of the characters has been changed to reflect that carried by the actual models.

ALAITOC ELДАР CRAFTWORLD ARMY



1 Farseer — 150 pts

Rune Armour, Force weapon - *Witch Blade*, laspistol
Farseer powers - *Battle fate, Doom*

1 Warlock — 150 pts

Rune Armour, Force weapon - *Force Staff*, laspistol
Warlock powers - *Guide, Strike*

Dire Avengers Aspect Warrior Squad — 160 pts

5 Dire Avengers Aspect Warriors - Avenger armour, shuriken catapults, laspistols

Fire Dragons Aspect Warrior Squad — 160 pts

5 Fire Dragons Aspect Warriors - Dragon armour, meltaguns, laspistols

Howling Banshees Aspect Warrior Squad — 180 pts

5 Howling Banshees Aspect Warriors - Banshee armour, Banshee masks, powerswords, laspistols

Swooping Hawks Aspect Warrior Squad — 210 pts

5 Swooping Hawks Aspect Warriors - Hawk armour, Hawk wings, lasguns, laspistols, grenade launcher packs (frag and krak grenades)

Dark Reapers Aspect Warrior Squad — 210 pts

3 Dark Reapers Aspect Warriors - Reaper armour, missile launchers, (targeter and suspensors, frag, melta and super krak missiles), laspistols

Fire Dragons Exarch — 105 pts

Exarch armour. Ancient weapon - *Fire Pike*, laspistol, Warrior power - *Defend*

Howling Banshees Exarch — 105 pts

Exarch armour. Ancient weapon - *Power axe*, laspistol, Warrior power - *Mighty Strike*

Dark Reapers Exarch — 105 pts

Exarch armour. Ancient Weapon - *Web of Skulls*, laspistol. Warrior power - *Fast Shot*

Guardian Battle Squad — 100 pts

Leader - Mesh armour, shuriken pistol and chainsword
4 Guardians - Mesh armour, shuriken catapults and laspistols

Guardian Squad — 70 pts

Leader - Mesh armour, shuriken pistol and laspistol
3 Guardians - Mesh armour, lasguns and laspistols
1 Guardian - Mesh armour, melta gun and laspistol

Guardian Squad — 70 pts

Leader - Mesh armour, shuriken pistol and chainsword
3 Guardians - Mesh armour, lasguns and laspistols
1 Guardian - Mesh armour, melta gun and laspistol

Guardian Close Combat Squad — 70 pts

Leader - Power glove and power sword
4 Guardians - Mesh armour, power swords and laspistols

SUPPORT WEAPONS

Eldar Support Team (scatter laser) — 60 pts

Eldar Support Team (heavy plasma gun) — 80 pts

Guardian Standard bearer (for one squad) — 10 pts

Total: 1995 points

SET-UP AND TURN ONE

Having both noted the positions of our troops on maps beforehand Jervis and I set up our troops before making a dice-roll to see who got the first turn. Jervis' deployment held no real surprises for me (for once). He seemed to have placed his main strength in the gully area as I had predicted.

Jervis had hidden his Reapers in some rocks and the Support teams were also tucked away out of sight. This puzzled me for a while until I realised that he was probably going to keep them hidden and deny me any chance of hitting them until the bulk of his troops got into range, then he could unleash some lethal supporting fire with his intact Reapers and Support teams.

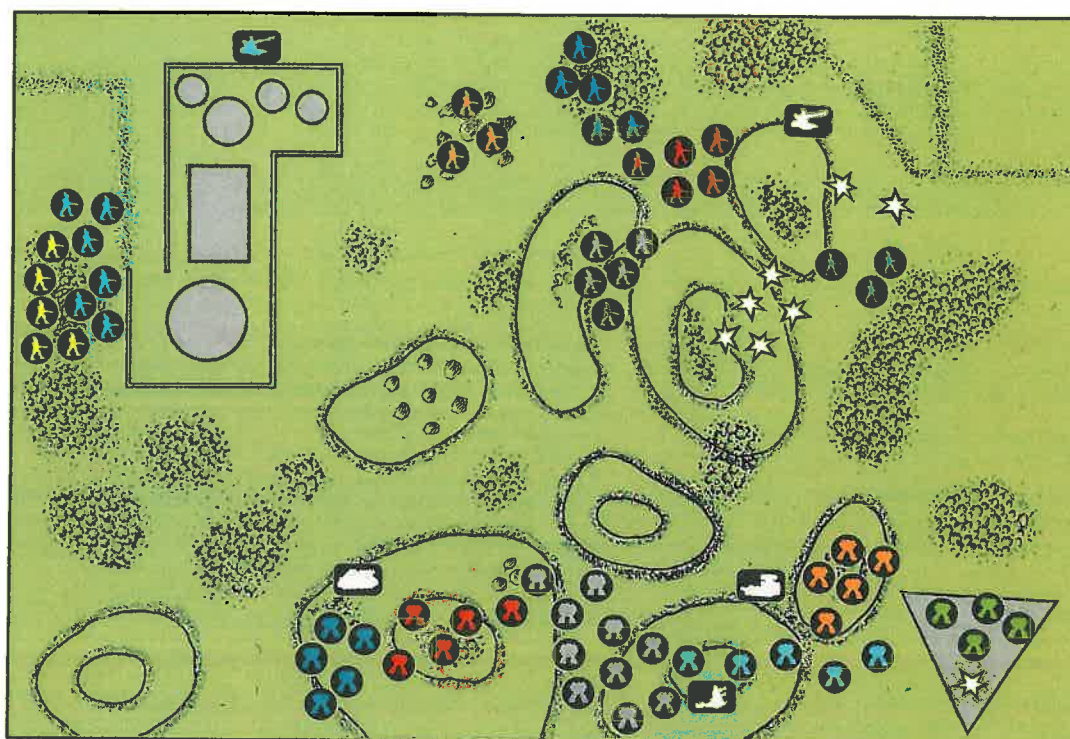
It was going to be important for me to kill off as many the Eldar as I could while they advanced. They would be moving as fast as possible trying to avoid casualties so I knew that I would have little return fire to worry about, but if enough survived to get in range I would be sunk by their superior short range firepower. Fortunately, it looked like my main strength was positioned well to give the Eldar a good hammering. My only big worry was the untimely arrival of the Swooping Hawks upsetting my firing line.

ELDAR PLAYER TURN

The Eldar won the dice roll for the first turn and dispersing slightly, began to advance in a rush along the gulleys and up the left flank. They were met by a hail of fire in the centre from the Space Marines on overwatch. The gulleys that Jervis had been hoping to use as cover proved to be open killing grounds to my supporting troops on the high ground.

The Dire Avengers were the first to suffer - hit by a devastating barrage from two missile launchers, a heavy bolter and the multi-melta on the Land Speeder, they were wiped out on the spot! The Guardians on the extreme right also suffered two casualties from the devastators in the blockhouse. The Guardian battle squad on the far left narrowly avoided losing two more to a frag missile from the Squad 1's missile launcher.

The only return fire was from the Fire Dragon Exarch using his fire pike. The Warlock used 'Guide' to give the fire pike double range and hit automatically, targeting the Space Marine with a missile launcher in the blockhouse. The unfortunate Space Marine was also 'Doomed' by the Farseer, making the hit an automatic kill!



ELDAR TURN 1

Eldar Key

- Guardian Squad
- Guardian Battle Squad
- Guardian Close Combat Squad
- Dark Reapers
- Howling Banshees
- Fire Dragons
- Dire Avengers
- Swooping Hawks
- Scatter Laser
- Heavy Plasma Gun

SPACE MARINE PLAYER TURN

I decided to place the Devastators and the 1st Squad missile launcher group into overwatch again, while moving up the rest of my force with reduced supporting fire from the Squad 2 missile launcher group and the Thudd Gun. I placed most of my support back into overwatch again partially to keep an eye out for the Swooping Hawks but mainly because they had few targets still in sight (having killed most of them in the previous turn!).

I also hoped that the risk of a constant stream of overwatch fire every time he advanced would make Jervis more cautious with his moves. This would inevitably slow him down and subject him to even more fire in the long run.

According to plan the flamer groups and the Terminators rushed forward, grabbing whatever cover they could find. The Land speeder swung out of harms way behind the woods and the Rhino rumbled forward covering the Squad 1 flamer group's advance.



Turn 1 - The Eldar start their rush down the gulleys towards the Marine lines.

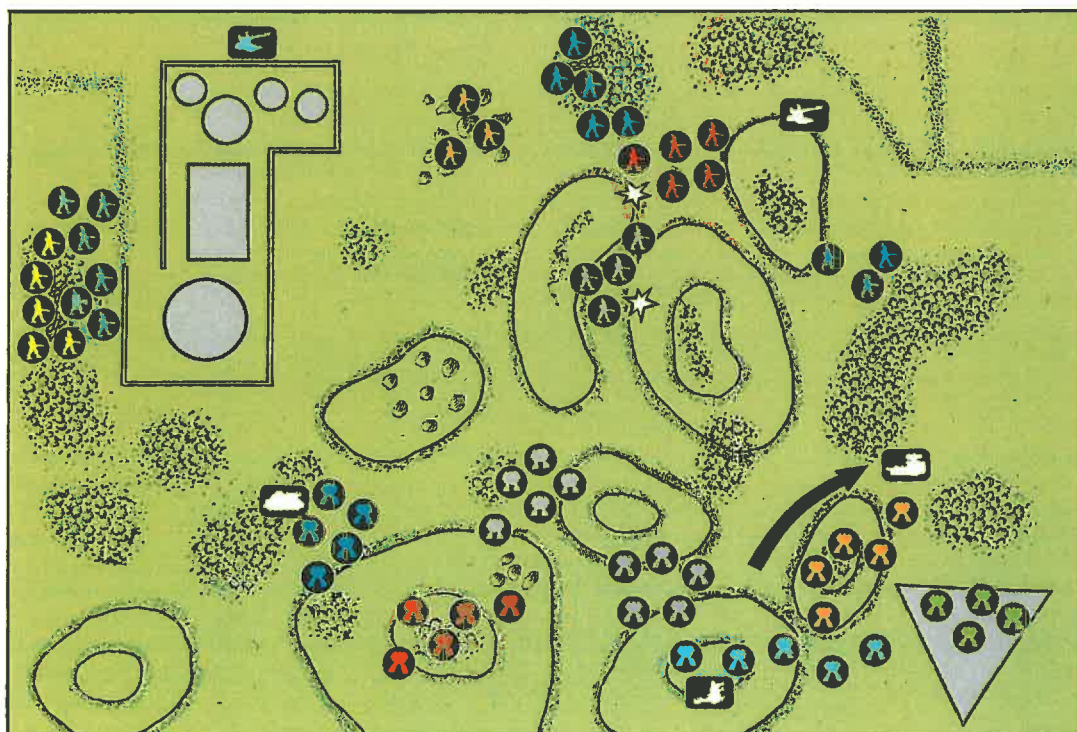
After his frightening show of potency in killing the unfortunate devastator Marine, the Fire Dragon Exarch had to go. Squad 2 obliged by gunning him down with a melta missile. The Thudd Gun shelled the gulleys but unfortunately only succeeded in cutting down one Assault Guardian. Splitting my fire by placing some of my troops into overwatch had regrettably reduced its effectiveness. Still, I would be in a good position to hit the Eldar hard as they advanced next turn.



MARINE TURN 1

Marine Key

-  Squad 1 (Tactical)
-  Squad 1 (Tactical)
-  Squad 2 (Tactical)
-  Squad 2 (Tactical)
-  Squad 9 (Devastator)
-  Squad 9 (Devastator)
-  Terminators
-  Land Speeder
-  Thudd Gun
-  Rhino



TURN TWO

ELDAR PLAYER TURN

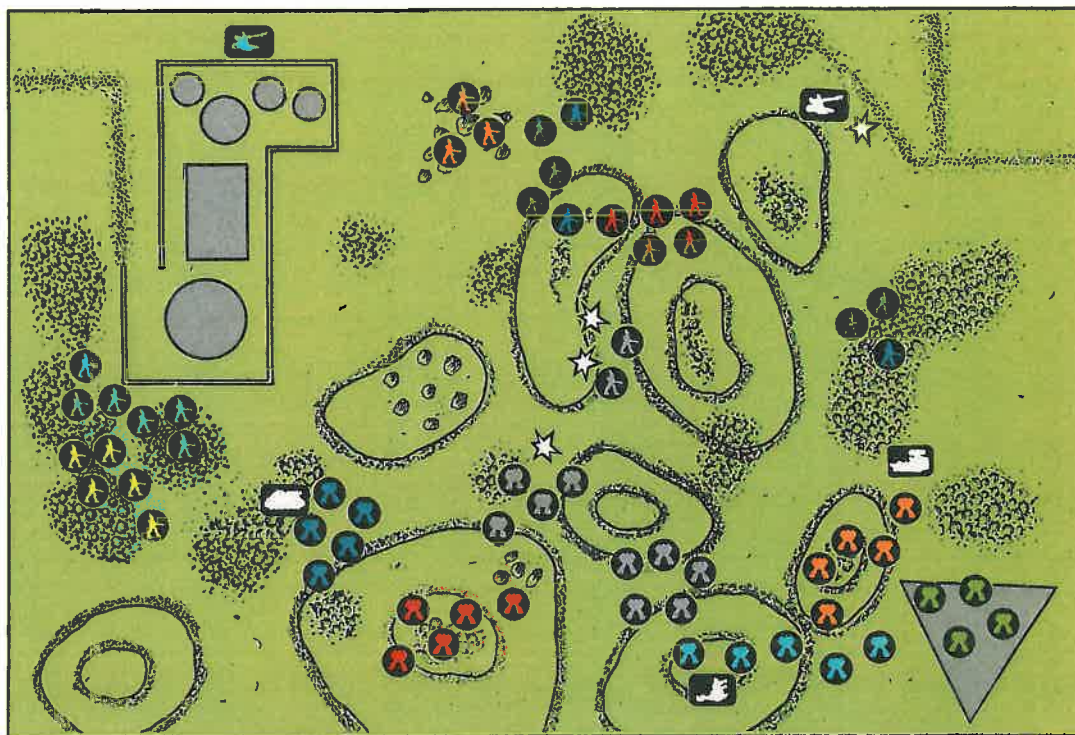
The Eldar continued to advance apace. The unmolested Banshees and Guardian battle squad led by the Banshee Exarch on the left flank were fast approaching the edge of the wooded area and becoming distinctly worrisome for me. It was looking more and more like the group sent to block this route would be overwhelmed. Meanwhile the Guardian assault squad continued to move up, followed by a squad of Fire Dragons. As they plunged forward through the gulleys the Guardians were subject to more punishing overwatch fire, this time losing two more members to a well-placed frag missile.

The Guardian squad previously on overwatch protecting the Dark Reapers in the centre edged around the wrecked Land Raider and out onto the hill to support the advancing Dragons. The Dark Reaper Exarch broke cover and sprinted forward for the cover of the standing stones, dodging bolter fire from the Space Marines on the hill before diving out of sight again. This was very worrisome for me indeed. The lethal combination of the Exarch power of *Fast shot* possessed by this Exarch and the Web of Skulls (an ancient Eldar weapon much like a bolas but far deadlier) had been amply

demonstrated to me on a number of occasions and I had no desire to see it demonstrated again.

Things were looking much healthier to the right, the Guardians which had been following up the annihilated Dire Avengers lost their nerve and ran for cover in the woods. Also, the heavy plasma gun support team on the right went onto overwatch to guard against the Land Speeder lurking behind the woods. In doing so one of the crew became exposed to the overwatching devastators stationed in the blockhouse and was gunned down by heavy bolter fire.

One of the Reapers revealed himself to launch a super krak missile at the Rhino, fortunately the shot missed and plowed into the ground inches short of the Rhino's tracks. The only other effective Eldar fire was a melta-gun shot (from the Guardian squad that had been in the wood) at one of the Terminators. Once again the Warlock and Farseeer combined to ensure the shot struck down the unfortunate Space Marine with a combination of *Guide* and *Doom*. Unsurprisingly my Terminator subsequently failed his saving roll (needing a 6 on a D6) and was vapourised on the spot in a burst of incandescent fusion.



ELDAR TURN 2

Eldar Key

-  Guardian Squad
-  Guardian Battle Squad
-  Guardian Close Combat Squad
-  Dark Reapers
-  Howling Banshees
-  Fire Dragons
-  Dire Avengers
-  Swooping Hawks
-  Scatter Laser
-  Heavy Plasma Gun

SPACE MARINE PLAYER TURN

On my left, I could see things might go horribly wrong at any moment. One serious effort and the Eldar could cause enough casualties to make the whole flank collapse. I could also see that Jervis' troops on the right were already seriously weakened and couldn't hold out for more than a few more turns, especially if I put more pressure on him. I needed to mop up the remaining Eldar on the right flank and redeploy some of my troops from right to left as soon as possible.

Rather than trying too much too soon, I decided to try and hold off the Eldar on the left while I completed mopping up on the right.

The Rhino swivelled round and fired its smoke launcher to block out any more sniping shots from the Dark Reapers. Though I was quite pleased the Rhino had lured out one of the Dark Reapers I wanted to be able to withdraw it later and use it to ferry troops across to the threatened flank in future turns. Meanwhile, the Squad 1 flamer group and the Librarian took



Turn 2 - The Blood Angels' Squad 2 flamer group and the Terminators move forward to counter the Eldar attack.

cover behind the Rhino and in the woods nearby and braced themselves. The Squad 1 missile launcher group went into overwatch to protect their flamer group from Hawk attacks. The Terminators spread into a firing line and the Squad 2 flamer group, led by the Chaplain moved forward to the mouth of the gulleys.

The Squad 2 missile launcher group and the devastators moved forward as far as possible while leaving the missile launchers in position to fire. The Land Speeder, unable to go forward and unwilling to go back, went into overwatch in case the Guardians emerged on the other side of the woods. I rather hoped that the Eldar heavy plasma gun to the front of the Land Speeder would be deployed somewhere else, but I was content to tie it up in a stand-off in the meantime.

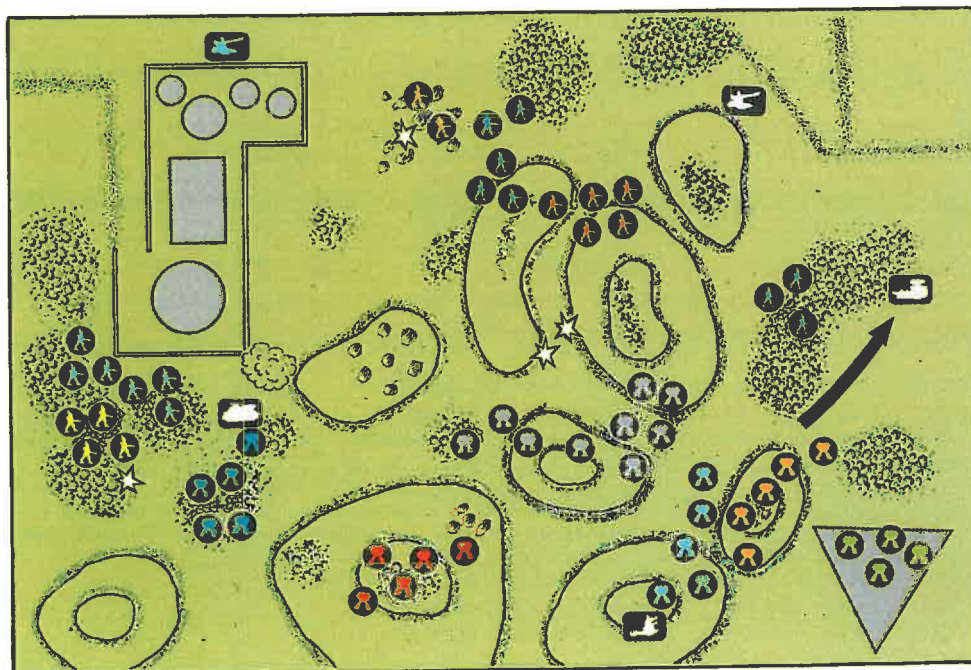
The Devastators in the blockhouse also went onto overwatch to cover their brother Marines against the unwelcome ministrations of the Swooping Hawks.

As the Space Marines opened fire, the Dark Reaper who fired at the Rhino was neatly taken out with a melta missile and the remnants of the Guardian Assault squad cut down by deadly accurate bolter fire from the Terminators and flamer group. On the left, the flamer groups firing was inaccurate and ineffective, killing only a single Banshee. By way of compensation the Librarian succeeded in melting the Banshee Exarch's brains with a Mental Blitz even as she led the remaining Howling Banshees toward the beleaguered Space Marines.

MARINE TURN 2

Marine Key

-  Squad 1 (Tactical)
-  Squad 1 (Tactical)
-  Squad 2 (Tactical)
-  Squad 2 (Tactical)
-  Squad 9 (Devastator)
-  Squad 9 (Devastator)
-  Terminators
-  Land Speeder
-  Thudd Gun
-  Rhino



TURN THREE

ELDAR PLAYER TURN

The time had come! The Eldar were in position and now they struck with all their remaining strength. The Reapers leapt up and the scatter laser swung forward from behind the Chemical plant. The Reaper Exarch emerged whirling his Web of Skulls. The Swooping Hawks dropped from the sky behind the Squad 1 missile launcher group and the Banshees charged into combat with the Librarian. The rest of the Eldar troops advanced towards the Space Marines wherever they could and took up firing positions.

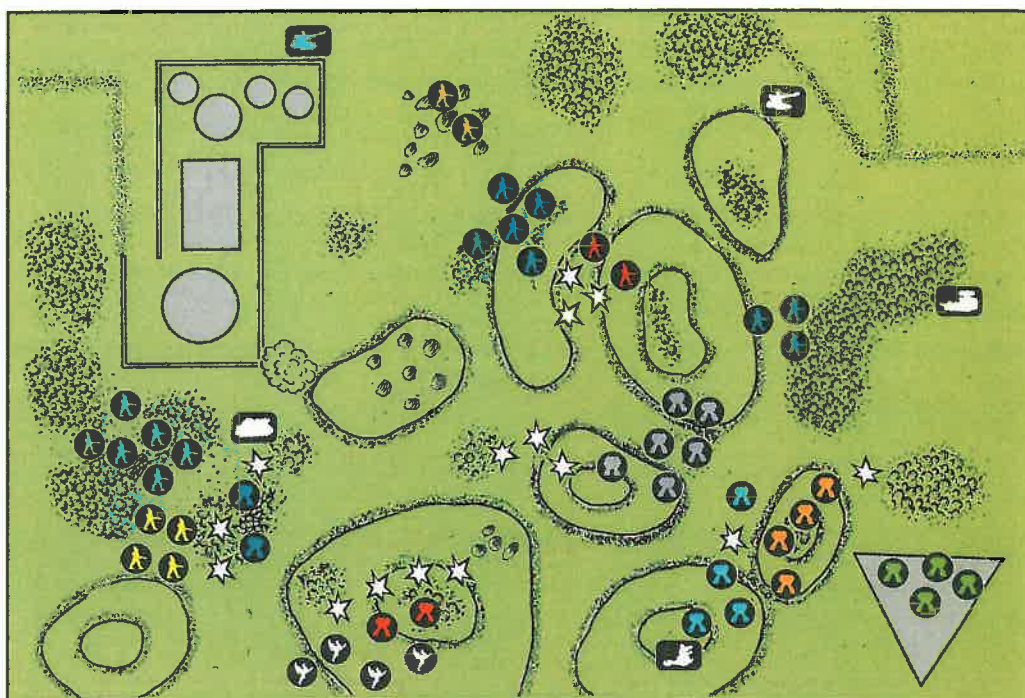
The entire front erupted in a ferocious firefight as my overwatching Space Marines hammered at the advancing Eldar. Three Fire Dragons and a plummeting Hawk were cut down in the vicious crossfire before the Eldar return fire started to cause casualties.

The Eldar unleashed a devastating hail of fire on the Space Marines with missiles, lasers, shurikens and melta fire. The Terminators were exposed to some of the worst fire and almost wiped out, losing three more of their number. One even fell to a lucky shot from a Guardian with a lasgun! (pure

embarrassment!), the others fell to the scatter laser and super krak missiles from the Dark Reapers. Another Guardian with a shuriken catapult managed to gun down three Space Marines from the Squad 1 flamer group singlehandedly!

The Reaper Exarch brained two members of the Squad 1 missile launcher group with his Web of Skulls and narrowly missed killing the Medic. The Swooping Hawks cut down the missile launcher Space Marine with accurate lasgun fire. On the right the Guardians emerged from the woods and managed to kill two more Space Marines (including one of the Devastators' heavy bolters). The Fire Dragons with their deadly meltaguns were left mercifully out of range by the casualties they took from overwatch fire.

Amongst all this devastation there was one nugget of good news. The Banshees found out that Space Marine heroes are *tough*, and failed to even wound the Librarian in close combat, despite their special Banshee masks. In spite of their heavy casualties this turn (a massive *thirteen* casualties in one round) none of my squads failed their morale checks and all remained steady.



ELDAR TURN 3

Eldar Key

- Guardian Squad
- Guardian Battle Squad
- Guardian Close Combat Squad
- Dark Reapers
- Howling Banshees
- Fire Dragons
- Dire Avengers
- Swooping Hawks
- Scatter Laser
- Heavy Plasma Gun

SPACE MARINE PLAYER TURN

Everything seemed to be going down in flames wherever I looked, with Eldar popping out of the woodwork. If I couldn't halt the Eldar now they could keep the pressure up and I would suffer even more seriously on the next turn. I desperately needed to marshal my remaining strength and hit back hard before I lost my chance.

The surviving Terminator took cover and lent supporting fire as the Chaplain led the Squad 2 flamer group against the two surviving Fire Dragons. If they could break through here they

could get deep into the Eldar line, threatening the Dark Reapers, the support teams and the Warlock from their advanced position. The Captain moved forward with the devastators to take on the surviving Guardians before them while the Squad 2 missile launcher group gave support.

I withdrew the two survivors of the Squad 1 missile launcher group down to the back of the hill to try and take out some of the remaining Hawks before they got airborne again.

The remnants of the Squad 1 flamer group held their position and desperately threw Frag grenades and sprayed flamer fire into the advancing Guardian battle squad.



Turn 3 - Eldar Guardians and Howling Banshees burst upon the Marines' left flank

The Space Marines struck back with the ferocity of a wounded bear. The Fire Dragons and Guardians on the right flank were wiped out with bolter fire and frag grenades. The Terminator also gunned down most of the Guardian squad facing him, the two survivors being forced to rout, leaving only the heavy plasma gun and Warlock defending the right hand half of the table

man under two hellishly lucky frag grenades thrown by the survivors of the Squad 1 missile launcher group, while the Librarian, singlehandedly taking on the three Banshees, managed to fell one with his bolt pistol and force back the other two! A truly heroic act, for which I intend to paint a special battle honour onto his armour.

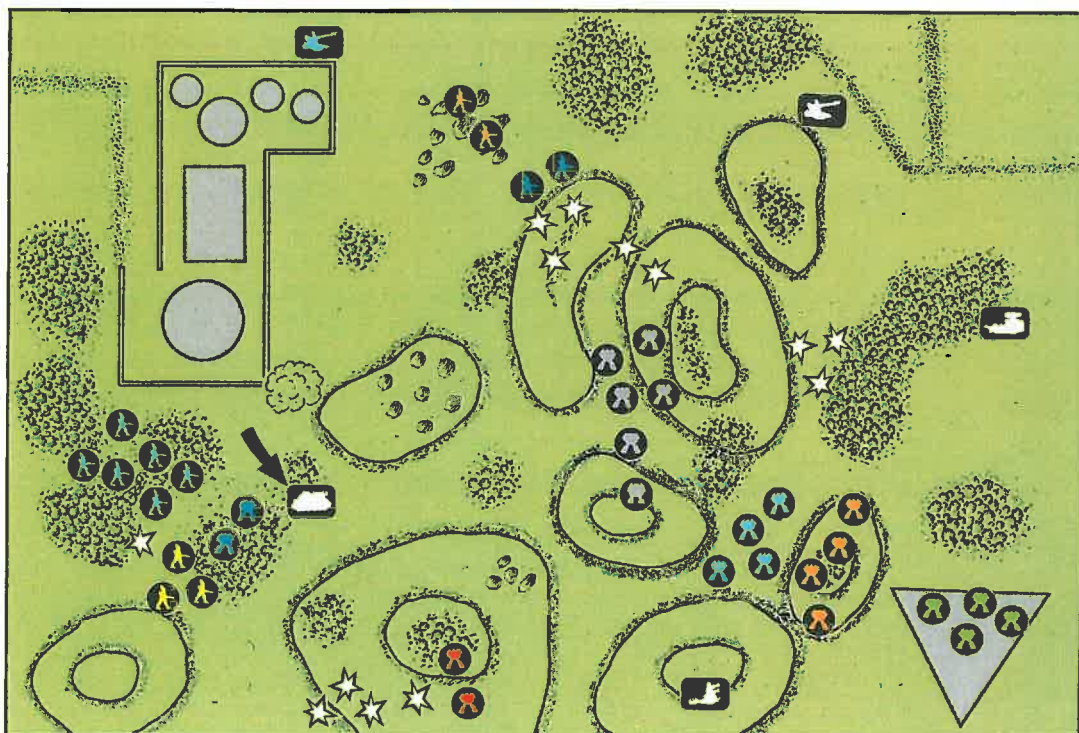
In the centre, my missile launcher shots failed to make any impression against the well-concealed Dark Reapers, and the firing against the Guardian battle squad on the left was also ineffective. Much to my relief the Swooping Hawks died to a

The awful casualties inflicted on the Eldar during this turn meant that they couldn't continue to push their attack against my Space Marines, lacking the manpower to support the casualties they would suffer if they did. The tide had turned decisively against the Eldar.

MARINE TURN 3

Marine Key

- Squad 1 (Tactical)
- Squad 1 (Tactical)
- Squad 2 (Tactical)
- Squad 2 (Tactical)
- Squad 9 (Devastator)
- Squad 9 (Devastator)
- Terminators
- Land Speeder
- Thudd Gun
- Rhino



TURN FOUR

ELDAR PLAYER TURN

The Eldar attack ground to a halt. All remaining Eldar took cover and fought where they could. The Reapers managed to take out the last Terminator and one of my two remaining missile launchers, while the scatter laser also knocked out my Thudd Gun. The Reaper Exarch unleashed his fearsome Web of Skulls again and killed two exposed members of the Squad 2 flamer group.

However, the Eldar still failed to cause any casualties on my left - the Banshees were still unable to win the close combat with the Librarian. The remnants of Squad 1 flamer group gained a miraculous reprieve as the Guardian battle squad failed to score any hits with their shuriken catapults! This left the Guardians very exposed to my return fire next turn.



Although this turn had left the Space Marines with virtually no long-range firepower, I now had numerical superiority and plenty of cover to move through. This meant that I could hunt down the surviving Eldar support troops without suffering too many casualties. As Jervis' last remaining assault troops were still deadlocked on the extreme left he decided to withdraw his remaining forces at this point.

So, with the battlefield silent save for the moans of dying, Jervis and I sat down with a cup of tea to reflect upon what we'd learnt from our game.

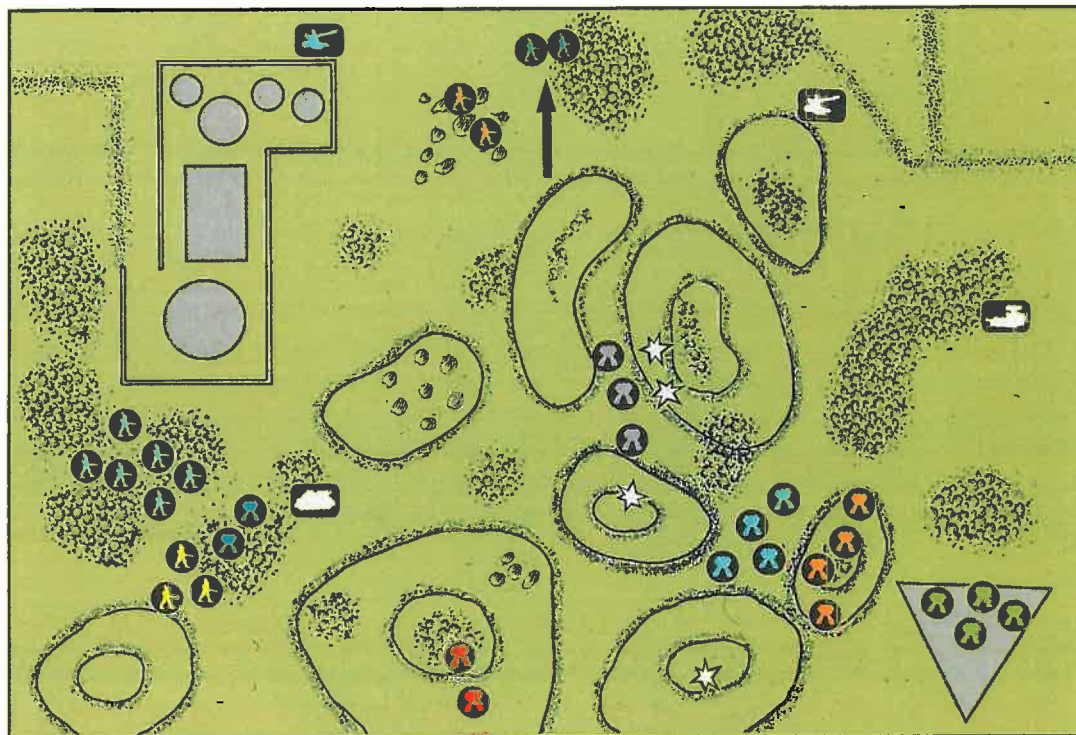
CONCLUSIONS

Despite having been driven off, Jervis was very pleased with the way things went in the game. He maintained that the hills and buildings on the Space Marines table edge, which had provided the Space Marine heavy weapons with such superb fields of fire, had been pivotal to his defeat and that denser terrain or even reversing our positions on the same terrain set-up would have been enough to change the outcome of the game.



Given this, he thought that the Eldar would have stood a very good chance of winning, and I must say I would be inclined to agree with him. As it was pretty much all of the Eldar support troops survived to the end of the game, which is more than can be said of the Space Marine heavy weapons. If a few more of the assault troops had survived the opening turns then the Eldar would have been in a very good position on turn seven. As it was they just didn't have enough men left to take on the remaining Space Marines.

This is not to say that Jervis' plan was perfect. The heavy plasma gun served no useful purpose stuck out on its own. It should have been placed near the other heavy weapons to concentrate their fire. As for the Swooping Hawks, they did worse in this game than ever before, getting wiped out in a single turn! I must admit that his was mainly due to bad luck (or good luck depending on how you look at it) and one day Jervis will learn how to land the Hawks so they can't be fragged to death. That's the time I'll really have to look out; I've learned from other games that their grenade attacks can be utterly deadly if properly timed.



ELDAR TURN 4

Eldar Key

-  Guardian Squad
-  Guardian Battle Squad
-  Guardian Close Combat Squad
-  Dark Reapers
-  Howling Banshees
-  Fire Dragons
-  Dire Avengers
-  Swooping Hawks
-  Scatter Laser
-  Heavy Plasma Gun

BATTLE REPORT



Turn 4 - Dark Reapers and Support Teams cover the Eldar retreat.

Given the terrain, I think Jervis should have pushed more troops through the woods on my left. What had in effect been little more than a diversionary attack advanced further than any part of his main force, moving through the gullies and just one more squad over there might well have swung the whole battle. As for me, I think I dispersed my force too widely across the table to be able to give the elements on either end of the line sufficient supporting fire. Fortunately Jervis advanced right into the mouths of my guns and lost too many troops early on to make his attack work. However, choice of terrain and luck played their parts too; next time I may not get either on my side, and Jervis' tactics are becoming ever more finely honed with each new game.

The battle has given us both ideas about what we would like to add to our respective armies next. Personally I'd like to get a few Dreadnoughts for dealing with the Eldar at close quarters, and supporting my flamer squads. I also think that using the Assault Squad against Eldar may not be such a bad idea after all, providing they got into close combat they would have a definite edge over most of the Eldar, and their potent selection of grenades would also come in handy. Jervis on the other hand, wants to get an Avatar to lead his attack, he reckons that with the help of the Avatar he should be able to break through a defensive line with ease. More Eldar support teams would also help, possibly with a second squad of Swooping Hawks to give him more chance of overwhelming the defenders in one area.

Overall it was an exciting and challenging battle with some great moments and I'm more than looking forward to meeting with Jervis again in our next one.

And what of the Space Marines? Well, as ever they fought with their customary verve and performed their tasks with gratifying efficiency. My plan was adequate, though it's clear that I didn't need to do anything particularly clever apart from site my heavy weapons properly. Using the flamer groups to move up and mop up survivors after the missile launchers had done their damage seemed to work well, though I handled the situation on the left flank poorly, I should simply have hidden the group in the woods until I got a good opportunity to fire. As it was pure luck kept my forces on that flank alive long enough to prevent the Eldar carrying their attack through.



Losing the Terminators was probably the most galling part of the whole thing for me. I had figured that they would be able to weather most of the fire thrown at them but this wasn't the case (unsurprising considering how bad I am at making saving throws). In retrospect I would have done better pushing them up one of the extreme flanks, where they would have been able to close the range without being hammered. Of course I could have teleported them in, but teleporting is so inaccurate that personally I don't trust it much, except in extreme circumstances. The Land Speeder would also have been far better off on the left flank than the right. As it was it advanced as far as it could in cover and then ended up being stuck for the rest of the game.



JES GOODWIN

GOLDEN DEMON '91

GRAND FINALISTS

Following the special Golden Demon issue last month, the next few pages show you more superbly painted and brilliantly modelled Citadel and Marauder Miniatures from this year's Golden Demon Awards. The overall standard was so high we couldn't fit all our favourites one issue!



C. Fern – Single Miniature



Thomas Woodward – Vignette



John White – Single Miniature



Ben Fox – Single Miniature



Thomas Woodward
Single Miniature



Iain Beswick – Chaos Cultist Command Group



Gordon Klimes – Tyranid Hunter-Slayer mounted on a Zoat



John Toyer – Space Ork Single Miniature



Simon D'arcy - Space Wolf Captain in Artificer Armour



Shaun Allen - Scratch Built Baneblade, as featured in Modelling Workshop, White Dwarf 132



Peter Cook – Ork Freebooterz Vignette.



Peter Hutchins – Vignette.



K. Boulton – Goff Rok Band Vignette

GOLDEN DEMON GRAND FINALS



Ian Spence - Vignette



John Toyer - Vignette .

SPACE FLEET™

FOUR NEW SPACESHIPS. RULES FOR FLAGSHIPS AND A SCENARIO SYSTEM FOR OUR GAME OF SPACESHIP COMBAT IN THE 41ST MILLENNIUM

BY SIMON FORREST AND ANDY JONES

FLAGSHIPS

Every fleet is led into battle by its flagship. The flagship is personally captained by the fleet commander who directs the course of the battle from the flagship's bridge right in the thick of the fighting.

The fleet commander always has the finest spaceship, officers and crew in the fleet. As an experienced captain and the hero of countless battles, he is an inspiration to his men. They proudly serve him with great vigour, honoured to be chosen by a leader of such renown.

The flagship often displays a striking emblem that identifies the commander leading the fleet. The commander is always ready to announce his presence, hoping to strike fear into the enemy who will know the legends that have grown up around his past successes.

These legends portray the fleet commander as an almost mythical figure, capable of superhuman feats and blessed with supernatural foresight that predicts and out-guesses the enemy's every move.

In a game of Space Fleet you represent this hero, trying to outwit and outfight your opponent as you lead your fleet to ultimate victory or defeat.

FLAGSHIP BONUSES

These flagship rules are optional. Before the game, agree with your opponent whether or not you're going to use them.

If you're using Imperial spaceships, you can pick any one of your capital ships or battleships as your flagship. If you're playing the Eldar you can choose any one Wraithship. You pay the normal points cost for this ship. In addition, your flagship is always a separate squadron at no extra points cost.

Tell your opponent which of your ships is the fleet's flagship. It's best to use a ship that's easily identified as the flagship by its striking paint scheme. If you haven't painted up a flagship yet, you can mark the ship you've chosen with a flagship counter to avoid confusion.



Example of Imperial and Eldar Flagship counters

Because the fleet commander has chosen the finest spaceship with the most experienced crew, a flagship is often better than a standard ship of its type. To reflect this, you can roll once or more with a 20-sided dice on the Flagship Table to see how your flagship is superior.

Each roll on the table costs 25 points. You can spend as many points as you want on extra rolls up to the limit listed below. You don't have to spend any extra points if you don't want to.

Type of Spaceship	Maximum Points
Imperial Battleship	100
Imperial Capital Ship	150
Eldar Wraithship	100

There are two Flagship Tables, one for Imperial ships and one for Eldar ships. Roll for your flagship's bonus abilities at the start of the game so your opponent can see what you roll.

FLAGSHIP DATA CARDS

We've included blank data cards for Imperial and Eldar flagships so you can keep track of what bonuses your flagship has. As you roll up your flagship bonuses, you can either fill in the data card with pencil or make a note of your bonuses on a piece of scrap paper. Once you've finished you can fill in the data card properly.

There are two parts to the data card. The top part has blanks for you to fill in the flagship's class (eg Emperor, Gothic etc), speed, damage, points cost, shields and weapon data.

You start with the same data as a normal ship of the class you've chosen. As you roll on the Flagship Table, you'll get to add bonuses to some of these numbers – if you roll a bonus more than once, simply add the bonus on again.

The bottom part lists all the other bonuses you can roll up with tick boxes next to each. Simply tick the relevant boxes as you roll up your flagship. You can't get any of these bonuses more than twice – if you do, reroll the bonus. A few of the bonuses can only be rolled once (so they've only got one tick box) – if you roll one of these a second time, reroll it.

Some of the bonus abilities say they can be used once during the game. If you roll one of these twice, you can use the ability a second time but it must be in a different turn.

Note that where your flagship's bonus ability lets you change the outcome of an attack or manoeuvre, you can decide to use the ability after the dice have been rolled and the full results of the attack or whatever worked out.

For example, if you have the ability to make your opponent reroll an attack you can wait until after he's rolled in the Combat Tray, checked how many criticals he's scored and rolled for all the criticals and their effects – once you know just how bad the hit is, you can decide whether or not to force him to reroll.

Since we don't know which ship you're going to choose for your flagship, we obviously can't put the Critical Damage and Special Rules tables on the flagship data card. Refer to the tables on the data card for normal ships of that type.

SURVIVING FLAGSHIPS

After a major space battle, many of the ships will have suffered minor damage. Shield generators recover over time as the excess power that has been built up is drained off. But if the shields have been breached by enemy attacks, the ship itself will have taken damage. Sometimes this can be repaired as the spaceship continues its journey – more often the ship has to return to the nearest space dock for repairs and a refit.

While his ship is docked, the fleet commander uses his authority and high prestige to get the most out of the engineers working on his flagship. And although he won't let the rest of his fleet suffer, he can requisition the best materials for his own ship. As the flagship is often the key to success or victory in a battle, it is entirely appropriate that it receives the most attention.

To represent the improvements a flagship may undergo and the ever-growing bond between commander, officers and crew, you may be able to continue from game to game with the same flagship, possibly even adding extra free bonuses along the way.

Free Flagship Bonuses

These rules are optional. Before the game begins you'll have to get your opponent's agreement that you can use a flagship that you've already rolled up.

These rules are best used when you're playing Space Fleet with a regular group of friends so everyone knows that your flagship was fairly rolled up and then improved over several games.

If you're playing your games at your local Games Workshop store, one of the staff will be happy to act as an impartial witness who can authorise your bonuses as properly earned in battle.

The better you do in your previous battles, the greater the chance of your flagship improving – seeing your skill and success, your superiors are happy to reward you by agreeing to your requests for the best men and materials. Of course, if you lose badly, you'll have your command revoked and another officer will be given his chance as fleet commander.

To find out what happens to your fleet command and flagship at the end of a game, check the following list.

- 1) **Flagship Destroyed:** if your flagship was destroyed you must obviously roll a new flagship for the next game whatever the result of the battle.
- 2) **Total Defeat:** if you suffered a Total Defeat, a new fleet commander is appointed. You must roll a new flagship for the next game.

- 3) **Heroic Defeat:** if you suffered a Heroic Defeat you can continue to use the same flagship in the next game – your superiors recognise your valiant efforts and you remain in command of the fleet. However, your flagship doesn't get any extra bonus abilities at the end of the battle.

- 4) **Victory:** if you won a Victory you can continue to use the same flagship in the next game. In addition you may be able to trade on your renown to improve your flagship.

Roll a dice – if you roll a 6 you get an extra flagship bonus at no points cost. Roll this up as usual and add it to your flagship's data card. If your flagship survives to future games you keep this free bonus.

If you don't get a free bonus (or you've already got the maximum number) you can choose to pay 25 points for an extra roll on the Flagship Table – provided you haven't already spent the maximum number of points on bonuses.

- 5) **Heroic Victory:** if you won a Heroic Victory you can continue to use the same flagship in the next game. Your glorious victory also further enhances your already legendary status. The fleet's best officers and crewmen request a transfer to serve under your command – the best engineers vie for the honour of refitting your ship.

You automatically get an extra flagship bonus at no points cost. Roll this up as usual and add it to your flagship's data card. If your flagship survives to future games you keep this free bonus.

If you've already got the maximum number of free bonuses and you haven't spent the maximum points on bonuses, you can pay 25 points for an extra roll on the Flagship Table.

If you've got the maximum number of paid for and free bonuses your ship can't get any better – you can only hope to amass more glory for yourself and your fleet! However, to stop everyone developing superships which totally dominate the game, once you've got this far roll a dice after each Heroic Victory. If you roll a 6 your fleet commander has been promoted to the higher ranks of the Administratum – his flagship is transferred to another fleet and you must start again with a new flagship.

- 6) **New Flagship:** you can always choose to roll up a new flagship, whatever the result of the battle. In this case you don't get any free bonuses regardless of how many battles you've already won.

Before the next game, roll up a new flagship from scratch, spending whatever points you want on bonus abilities up to the usual maximums.

(Note that if you're not using the subplot system from elsewhere in this issue, you won't get Heroic Defeats or Heroic Victories – just ignore these options.)

Maximum Free Bonuses

However many battles you fight, you can never have more free bonuses than are listed below:

Type of Spaceship	Maximum Free Bonuses
Imperial Battleship	4
Imperial Capital Ship	6
Eldar Wraithship	4

The maximum free bonuses represent the natural limit to your flagship's improvements. There's only so much you can do when rebuilding and refitting your ship and your crew will eventually reach a peak of perfection that cannot be surpassed.

IMPERIAL FLAGSHIP TABLE

1 Massive Hull

Your flagship is millennia old, dating back to the earliest days of the Imperium. Over its thousands of years of service, much of the ship has been rebuilt and additional turrets or spires have been added, gradually increasing the bulk of the ship.

Your flagship has 2 extra points of damage.

2 Reinforced Shields

With the best engineers in the fleet aboard your flagship you can push your shield generator right to its limit. Lesser men would be overwhelmed by the maelstrom of power that builds up as your ship takes hits. But your engineers have a strange empathy for the raging mechanical beast and can safely take it to the very brink of a fatal meltdown.

Your flagship has 2 extra shields on its front, left and right facings. Imperial ships, as usual, don't get any shields to their rear because of their engines.

3-4 Evasive Action

As a veteran of countless space battles you see the enemy attack coming. With split-second timing, you order your flagship into an evasive manoeuvre which prevents the enemy from accurately bringing all their guns to bear.

Once during the game you can make your opponent reroll one attack against your flagship. He rerolls all the dice for the attack, including any criticals scored. The second result is final – even if it's better than the first!

5 High-Powered Weaponry

The ship you've chosen as flagship has the best weapon systems in the fleet. Its reactors have been specially-reinforced so that you can squeeze every ounce of power out of them. Deep inside the ship, they pulse with unrestrained energy. Lightning leaps from reactor to reactor brilliantly illuminating the vast chambers and as the massive bolts of power are released a mighty thunderous roar echoes through the ship.

All your flagship's weapons (except torpedos) roll 1 extra dice when they attack. This dice is treated just like any of the other dice you roll for that weapon.

6 Additional Torpedo Tubes

Your flagship has been fitted with additional torpedo tubes and loading bays. These fire alternately, doubling your normal rate of fire.

Your flagship's torpedos can be fired each turn – they don't need a turn to reload. You can only get this once – if rolled twice, reroll it.

7-8 Tactical Genius

Drawing on your decades of experience as a spaceship captain, you accurately predict where the enemy ships are going to move and brilliantly out-maneuvre them, putting your ship into an excellent attacking position.

Once during the game your flagship can ignore its orders on the helm computer and choose a different manoeuvre. You can choose to change your orders after your opponent has moved his ships. You can only choose manoeuvres normally allowed to your flagship.

9 Armoured Hull

Over the centuries your flagship has been repaired and refitted countless times. In many places, layers of armour plating have been built up to cover the gaping holes left by enemy fire.

When the enemy fire at your flagship, you can remove any dice that roll a 1 from the Combat Tray before working out damage. If you roll this a second time, remove any dice that roll 1 or 2.

(Ironclads already have heavily-armoured hulls so if you roll this treat it as a Massive Hull result instead.)

10-11 Elite Gunnery Crews

Your flagship has the fleet's best gunners. They work with the precision and co-ordination of a well-oiled machine. It's almost as if they think with a single mind and they have an uncanny ability to predict your firing orders and ready the weapons accordingly.

Once during the game your flagship can fire twice. It can fire twice at the same target or once each at two different targets.

12 Stalwart Defence

You've added a couple of Stalwarts to your fleet to give your flagship protection as it closes with the enemy. Once in the thick of battle you'll have to be careful how you manoeuvre so the Stalwarts don't provide cover for enemy ships and prevent your attacks.

Your flagship is escorted by 2 Stalwarts at no points cost. The Stalwarts move at the same speed as your flagship. You can only get this bonus once – if you roll it a second time, reroll.

13-14 Inspired Shooting

With a combination of expertise and good fortune you second-guess the enemy's manoeuvres. Just as he thinks he's evaded your attack, you bring all your weapons to bear and catch him with a devastating salvo.

Once during the game you can reroll one of your attacks. You reroll all the dice for the attack including any criticals. The second result is final – even if it's worse than the first!

15 Overdrive

Your flagship's engine cavernous engine rooms shudder with the barely-contained power of its plasma drives. Your engineers constantly fight to keep the reactors under control as you order the drives to run as close to overload as possible. A moment's inattention and the drives would reach critical level – only immediate shutdown would prevent disaster.

Your flagship has +1 speed.

If you roll this twice your flagship has +2 speed. However, if you choose to make any manoeuvres at this speed, there's a chance you'll overload the engines. Each turn you pick a manoeuvre that's 2 speeds faster than normal for your ship, roll a dice. On a 6 the engines overheat with catastrophic results and you suffer the effects of an Engine Damaged critical hit (ie max speed 1 until repaired). If you're moving within your normal speed or 1 higher there's no need to roll.

16 Advanced Targeters

Your weapons are equipped with an advanced targeting system. This allows your gunners to shoot accurately beyond their weapon's normal range.

Increase the range of all your flagship's weapons by +1. This increases the maximum range in each range band. For example, a Gothic has ranges 1-3, 4-6 and 7-9 – if you roll this, its ranges are changed to 1-4, 5-7 and 9-10.

17 Desperate Manoeuvre

As enemy fire rakes along your hull, you order a desperate evasive manoeuvre. The plasma drives scream and the ship's whole structure groans with the strain but you manage to avoid the worst of the enemy's attack.

Once during the game you can ignore the effects of a critical hit on your flagship – the ship still takes the normal damage from the attack.

18 Space Marine Assault Squads

You have a company of Space Marine Assault Squads aboard your flagship, including a small contingent in Terminator Armour. With these elite warriors leading your own assault teams you have little to fear from enemy boarding actions.

If you're boarding an enemy spaceship, add +1 to your roll on the Boarding Actions Table. If your flagship is being boarded, your opponent must deduct -1 from his roll on the Boarding Actions Table.

19 Adeptus Mechanicus Advisors

You have advisors from the Adeptus Mechanicus aboard your flagship. If you're damaged in the battle, they take command of your repair teams, passing on some of their arcane wisdom and inspiring your engineers to superhuman efforts.

Add +1 to your dice roll when rolling to repair your flagship – this counts for critical damage and if the ship has been crippled.

20 Skilful Targeting

Your gunnery officers are the best you've ever seen. Sometimes their ability to target an enemy spaceship seems almost supernatural.

Once during the game you can choose any Miss square in the Combat Tray and treat it as a Hit square for that attack.

ELDAR FLAGSHIP

Into Wind Sidewind Wind Behind FRONT

SPEED

DAMAGE

POINTS

LEFT **RIGHT**

REAR

WEAPON TABLE

Weapon

Arc of Fire

Range

- ☐ **Brilliant Strategy** – you can pick the direction of the solar wind before the start of the game.
- ☐ **Inspired Shooting** – once during the game you can reroll one of your attacks.
- ☐ **Skilful Targeting** – once during the game you can choose any Miss square and treat it as a Hit square for that attack.
- ☐ **Tactical Genius** – your flagship can ignore its orders and choose a different manoeuvre once.
- ☐ **Boredomgers** – you can add +1 to repair rolls. Plus roll D6 (+1 if you have this ability twice) to see how much damage you get back: 1-2 = 0 damage, 3-5 = 1 damage, 6 = 2 damage.
- ☐ **Sixth Sense** – you can move your flagship 1 extra square (same facing) to avoid a ram.
- ☐ **Marksmen** – you can alter plasma torpedo rolls by +1 or -1 before checking critical caused.
- ☐ **Desperate Manoeuvre** – once during the game you can ignore the effects of a critical hit.
- ☐ **Holo Fields** – when attacked, remove any dice that roll less than or equal to the ship's speed.
- ☐ **Expert Helmsman** – you can turn your flagship 90° to face left or right after its normal move.
- ☐ **Evasive Action** – once during the game you can make your opponent reroll an attack.
- ☐ **Elite Gunnery Crews** – once during the game your flagship can fire twice.

Note: if you have **Enchanted Plasma Torpedos** and roll the same critical twice in the same attack, the first hit is the critical rolled but you can choose which critical is caused by the second hit.

IMPERIAL FLAGSHIP

SPEED

DAMAGE

POINTS

FRONT

LEFT

RIGHT

WEAPON TABLE

Weapon

Arc of Fire

Range

- ☐ **Evasive Action** – once during the game you can make your opponent reroll an attack.
- ☐ **Additional Torpedo Tubes** – your flagship's torpedos can be fired each turn.
- ☐ **Tactical Genius** – your flagship can ignore its orders and choose a different manoeuvre once.
- ☐ **Armoured Hull** – when the enemy fire at your flagship, remove any dice that roll a 1 before working out damage (if you have this twice, remove dice that roll 1 and 2).
- ☐ **Elite Gunnery Crews** – once during the game your flagship can fire twice.
- ☐ **Stalwart Defence** – your flagship has 2 Stalwarts to accompany it at no points cost. The Stalwarts move at the same speed as your flagship.
- ☐ **Inspired Shooting** – once during the game you can reroll one of your attacks.
- ☐ **Desperate Manoeuvre** – once during the game you can ignore the effects of a critical hit.
- ☐ **Space Marine Assault Squads** – add +1 to your dice roll when boarding – your opponent must subtract -1 from his dice when boarding.
- ☐ **Adaptus Mechanicus Advisors** – add +1 to your dice roll when rolling to repair.
- ☐ **Skilful Targeting** – once during the game you can choose any Miss square and treat it as a Hit square for that attack.

Note: if you have **Overdrive** with +2 speed, roll a dice every time you move at 2 speeds greater than normal. On a 6 your drives overload – suffer the effects of an Engine Damaged critical (max speed 1).

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STALWART ESCORT SHIP

SPEED: 2 DAMAGE: 1 POINTS: FREE



Stalwarts escorting a Goliath Factory Ship.

WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	Any Direction	2 dice
		1 dice
		3

SPECIAL RULES

Squadrons: the Stalwart is grouped into a squadron with a support ship – it follows that ship's rules for formations. As usual, the whole squadron moves with the same orders.

Shields: a Stalwart has no shields.

Blind Field: no spaceship can shoot if an imaginary line drawn from the centre of the firer's square to the centre of the target's square passes through any part of the Stalwart's square.

Firing at the Stalwart: the blind field makes targeting the Stalwart much harder. When a spaceship shoots at the Stalwart remove any dice in the Combat Tray that roll less than or equal to the range between the two ships.

Critical Damage: any critical hits against a Stalwart automatically destroy it.

DICTATOR BATTLESHIP

SPEED: 3 DAMAGE: 6 POINTS: 100



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	Any Direction	2 dice
		1 dice
		5-6

CRITICAL DAMAGE TABLE

- Laser Batteries:** the Dictator's laser batteries are completely destroyed and it may no longer fire.
- Power Claws Damaged:** the claws are so severely damaged that the Dictator can no longer board enemy ships unless they've been crippled.
- Boarding Drill Damaged:** the Dictator can no longer board enemy ships although it can still grab and damage them with its power claws.
- Troop Casualties:** enemy fire has killed many of the Dictator's assault troops – boarding strength is reduced to 9. If you roll this again, boarding strength is reduced to 6.
- Engines Damaged:** the engines are rapidly losing power – the ship is reduced to a maximum speed of 1.
- Magazine Explosion:** roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

Boarding: the Dictator can board a spaceship in the 3 squares directly in front of it. Roll a 4 dice attack – this damages the target as usual but ignores shields. Plus, if any of the dice that hit rolled equal to or more than the target ship's speed, the Dictator has grabbed hold.

To board, roll a D6, add or subtract modifiers, and consult the Boarding Actions Table – the Dictator has boarding strength 12.

Escaping: if the boarding action leads to a Counter-Attack or Boarders Repelled result, the grabbed ship can try to escape. Its chance depends on its original damage – roll a D6:

Size	Roll	Size	Roll
1-3	6	7-9	4+
4-6	5+	10-12	3+

If a ship escapes it immediately suffers an 8 dice attack, ignoring shields.

Falling to Board: if the Dictator fails to board a ship (it can a) release the ship and move away, b) try to board again, or c) rip the enemy ship apart with its claws – make an 8 dice attack, ignoring shields. If you opt for b or c, neither ship moves or can try to repair – the grabbed ship can fire at the Dictator.

ELDAR FLAGSHIP TABLE

1 Reinforced Shields

With the best engineers in the fleet aboard your flagship you can push your shield generator to its limit. Lesser men would be overwhelmed by the maelstrom of power that builds up as your ship takes hits. But your engineers have an empathy for the raging mechanical beast and can safely take it to the brink of a fatal meltdown.

Your flagship has 2 extra shields on each facing.

2-3 High-Powered Lasers

The ship you've chosen as flagship has the best weapon systems in the fleet. The banks of laser batteries are running at maximum power, tightly focused to slice through the hulls of enemy ships.

All your flagship's laser weapons roll 1 extra dice when they attack.

4 Brilliant Strategy

As the two fleets approach each other your squadrons make a series of feints and flanking moves. The enemy fall for your ruse and move exactly where you want them. You manoeuvre your fleet into a great attacking position.

Before the start of the game you can pick the direction of the solar wind. It can be coming from any board edge. You can only get this bonus once – if you roll it a second time, reroll.

5 Inspired Shooting

With a display of inspired captaincy you second-guess the enemy's manoeuvres. Just as he thinks he's evaded your attack, you bring all your weapons to bear and catch him with a devastating salvo.

Once during the game you can reroll one of your attacks. You reroll all the dice for the attack including any criticals. The second result is final – even if it's worse than the first!

6-7 Sail Close to the Wind

Your helmsmen are highly skilled indeed. They can sail your flagship close into a headwind, or run flat out before a following wind with full sail billowing out in the solar gale.

Your flagship has +1 speed. This increases the ship's maximum speed by +1 whichever direction it's sailing. A Wraithship, for example, is normally speed 1 into the wind, speed 2 with the wind from the side and speed 3 with the wind from behind. With this bonus the Wraithship's speeds are changed to 2, 3 and 4 respectively.

8 Skilful Targeting

Your gunnery officers are the best you've ever seen. Sometimes their ability to target an enemy spaceship seems almost supernatural.

Once during the game you can choose any Miss square in the Combat Tray and treat it as a Hit square for that attack.

9 Tactical Genius

Drawing on your decades of experience as a spaceship captain, you accurately predict where the enemy ships are going to move and brilliantly out-maneuvre them, putting your ship into an excellent attacking position.

Once during the game your flagship can ignore its orders on the helm computer and choose a different manoeuvre. You can choose to change your orders after your opponent has moved his ships. You can only choose manoeuvres normally allowed to your flagship.

10-11 Bonesingers

You have powerful Bonesingers aboard your flagship. They are able to use their outstanding psychomorphic abilities to accelerate growth of new Wraithbone structures, replacing damaged areas of the ship by drawing on the raw energy of the warp and shaping it into new matter.

If your flagship has taken damage you can try to regenerate it during the repair phase of the turn. Roll a dice to see if you're successful:

1-2	0 damage regenerated
3-5	1 point of damage regenerated
6	2 points of damage regenerated

You can never have more damage than the flagship started with. If you roll this ability more than once, add +1 to the dice roll.

If your flagship has taken critical damage or is crippled, you can also add +1 to your repair rolls. You can make a roll for repairing criticals and try to regenerate damage in the same turn.

12 Sixth Sense

Your uncanny skill and outrageous good fortune is renowned throughout the fleet. You seem to have a sixth sense for predicting the movements of enemy spaceships at the vital time. Time and again you've managed to make a last minute manoeuvre to avoid a ram.

You can change your manoeuvre after the enemy has moved all his ships in order to avoid a ram. Move your flagship 1 square in any direction onto an empty square – you keep facing the same direction.

13-14 Marksman

Your gunners are the fleet's finest marksmen, able to pinpoint their target and choose which part of an enemy ship their weapon's strike.

When you hit with a plasma torpedo, you can choose to add +1 or subtract -1 from the number on the dice (or leave the number as it is) before looking up the result on your target's Critical Damage Table.

15 Desperate Manoeuvre

As enemy fire rakes along your hull, you order a desperate evasive manoeuvre. The ship's whole structure groans with the strain but you manage to avoid the worst of the enemy's attack.

Once during the game you can ignore the effects of a critical hit on your flagship – the ship still takes the normal damage from the attack.

16 Holo Fields

Your flagship has been equipped with holo fields. As it moves, its outline shatters into a myriad of multi-coloured shards. Targeting the ship, especially at high speeds, is almost impossible.

Holo fields are covered in last month's rules for the Eldar Shadowhunter. Basically, before working out the result of an attack, you remove any dice from the Combat Tray that roll less than or equal to the ship's speed.

If you've already got holo fields you get 2 extra shields on each facing instead.

17 Expert Helmsman

After decades of sailing the solar winds, your helmsmanship is second to none. You can make manoeuvres that most captains would declare impossible, pulling your ship round in the tightest of turns.

Once you've moved your flagship according to the orders you've given it on the helm computer, you can turn it 90° to face left or right. This is in addition to any turns marked on the helm computer. This extra manoeuvre only changes the direction the ship is facing – it stays on the same square it ended its normal move on.

18 Enhanced Plasma Torpedos

Your flagship's torpedo tubes have been specially modified to fire the enhanced plasma torpedos you have aboard. These are armed with a larger warhead than normal torpedos and strike with awesome power, burning through enemy ships with their intense searing heat.

Roll an extra dice in attack with your plasma torpedos, possibly causing more than one critical hit with each attack. If you roll the same critical result twice in one attack, the first hit takes effect as rolled – for the second hit, you can choose which critical affects the unlucky enemy ship.

19 Evasive Action

As a veteran of countless space battles you see the enemy attack coming. With split-second timing, you order your flagship into an evasive manoeuvre which prevents the enemy from accurately bringing all their guns to bear.

Once during the game you can make your opponent reroll one attack against your flagship. He rerolls all the dice for the attack, including any criticals scored. The second result is final – even if it's better than the first!

20 Elite Gunnery Crews

Your flagship has the fleet's best gunners. They work with the precision and co-ordination of a well-oiled machine. It's almost as if they think with a single mind and they have an uncanny ability to predict your firing orders and ready the weapons accordingly.

Once during the game your flagship can fire twice. It can either fire twice with the same weapons or fire two different weapons. The two attacks can be at different targets if you want.

SPACESHIPS

ANNIHILATOR BATTLESHIP

On the Annihilator battleship, the usual laser broadsides of Imperial battleships have been abandoned in favour of two huge turret-mounted cannon. Known as Annihilator cannon, these massive weapons fire huge shells armed with powerful explosive warheads. The shells are fired at high velocity and then accelerated even further under propulsion from fast-burning plasma rockets. When they hit their target, their sheer speed and mass is enough to tear through even the armoured hull of an interstellar warship. A fraction of a second later their warheads explode and inflict devastating damage.



The turret mounting allows the Annihilator captain to bring his weapons to bear on all sides – only ships directly behind the Annihilator are safe from attack. The cannon can also be fired as the turret is being rotated – where a laser broadside has to concentrate its fire, the Annihilator cannon can pick out separate targets for attack. This is especially effective against smaller ships when a single shot from an Annihilator cannon can destroy the target.

Annihilators were the first battleships designed and built at the great Cypra Mundi forge worlds in the Segmentum Obscurus. Although they show their heritage in the rear portion of the ship, which resembles the typical design of the Jovian shipyards, the spear-headed front clearly shows the unique character of ships from Cypra Mundi. The use of unusual armament rather than the traditional laser batteries is also typical of Cypra Mundi.

SHOOTING

The Annihilator makes 2 separate attacks, one with each barrel. These can both be against the same target, or you can choose 2 different targets.

Each attack is made with the number of dice shown on the data card. So, for example, at range 1 or 2, it can make one 8 dice attack or two separate 4 dice attacks.

ROTATING THE TURRET

At the start of the game you should point the Annihilator's turret in one of three directions: left, right or directly forward. It can never point backwards.

Each turn you can then rotate the turret 90° to point in another direction. So if it's pointing forward you can rotate it 90° to either point left or right – if it's pointing left you can rotate it 90° to point forwards (as it can't point backwards).

You can rotate the turret before you fire the Annihilator cannon, after you fire, or between your two shots. In this way, you can attack two separate targets, one to the left, say, and one in front of the ship.

Remember that even if you don't rotate the turret before or between your attacks, you should think ahead to following turns – it may be worth turning the turret after you've fired in preparation for your manoeuvres and attacks next turn.

FIRE ARC

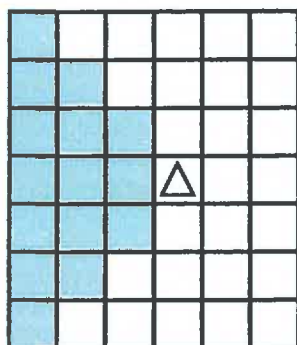
The Annihilator's fire arc depends on the direction the turret is pointing – it covers the ship's left, right or front facings. This is clearly shown on the diagrams below.

CRITICAL DAMAGE

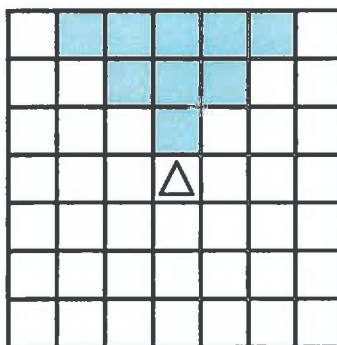
The Annihilator Cannon Destroyed and Magazine Damaged criticals each put one barrel out of action. If you get both criticals, or if you roll either of them twice, both barrels are disabled and the Annihilator can no longer fire.

Note that there are two critical damage counters for each of these criticals – one saying one barrel out of action, the other showing that both barrels are out of action. Make sure you place the right one on the ship's base!

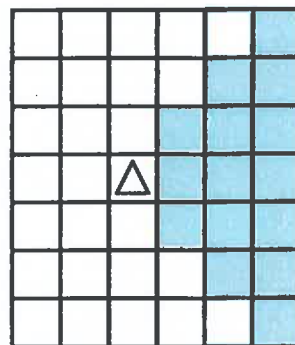
ANNIHILATOR FIRE ARCS



Left Fire Arc



Forward Fire Arc



Right Fire Arc



THUNDERBOLT CRUISER

The Thunderbolt is a fast-moving manoeuvrable strike ship from the shipyards of Cypra Mundi. It has the classic spear-headed shape which is the hallmark of spaceships from this forge world.

Its other distinguishing features also typify Cypra Mundi's experimentation: the unusual design of the large plasma drive at the rear, its inertial stabilisers and its use of forward-firing laser batteries rather than the more common broadsides.

The Thunderbolt cruiser is remarkably manoeuvrable for a ship of its size. This is due to its unique inertial stabilisers. These stabilisers use a similar technology to the anti-gravity devices found in weapon suspensors. They offset the effects of mass and inertia and allow the Thunderbolt to turn much faster and in a much tighter circle than other Imperial ships of its size.

The speed and manoeuvrability of the Thunderbolt cruiser, combined with its forward-firing laser batteries, make it ideal for fast sweeping attacks that aim to hit the enemy hard and then turn quickly to re-engage while the enemy is still recovering.

MOVEMENT

The Thunderbolt is super-manoevrable – you can choose orders from the outside columns on the helm computer.

DICTATOR BATTLESHIP

The Dictator is probably the most unusual battleship to be built at the great Jovian shipyards. It is designed specifically for close assault and is used to board, and often dismember, enemy spaceships.

The gigantic power claws of a Dictator can move with frightening speed to grab an enemy spaceship and rip it out of formation. Even if they fail to take hold, the massive force of the Dictator's claws can severely damage an enemy ship, tearing through its hull and crushing or pulling off huge sections of a ship's superstructure, engines or weapons.

An enemy ship that is firmly grabbed by the Dictator's claws is dragged onto the Dictator's huge boarding drill that bites deep into the unfortunate ship's innards. Once the drill has punched through an enemy's hull and torn its path of destruction deep into the interior of the ship, hundreds of vast reinforced hatches swing open and the Dictator's crack assault teams pour out and take the battle into the very heart of the enemy ship.

If the first assault of the boarding action isn't successful and the enemy resistance appears to be strong, the Dictator captain may order his troops back to their own ship. He'll then use the Dictator's mighty power claws to twist and tear and crush the enemy ship. Smaller ships may be literally torn in two by the Dictator – larger ships may be disembowelled by the terrible saw-toothed drill.

Sometimes a ship will manage to break free, firing its engines at maximum power to loose itself from the Dictator's iron grip. But this is a desperate manoeuvre, often crippling the escaping ship as huge sections of its hull are torn off in the attempt.

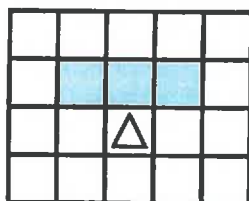
SQUADRONS AND FORMATIONS

To effectively attack enemy ships, Dictators always move independently, swooping in to pick off their targets. To represent this, a squadron of Dictators doesn't have to keep in formation. Each ship can be set up separately and can be given its own orders on the helm computer, even though you've only paid for one commander for the entire squadron.

GRABBING ENEMY SHIPS

The Dictator can board crippled spaceships following the rules we published last month. However, unlike other spaceships, the Dictator can also board ships that aren't crippled.

To do this, the Dictator must end its move with an enemy ship in one of the 3 squares in front of it. The following diagram clearly shows which squares the Dictator can attack with its power claws.



The Dictator can attempt to grab a ship in any of the three shaded squares.

If there's more than one target, it can only try to grab one ship each turn.

Trying to grab an enemy ship counts as the Dictator's attack for that turn so it can't fire in the same turn as it makes an attack with its power claws.

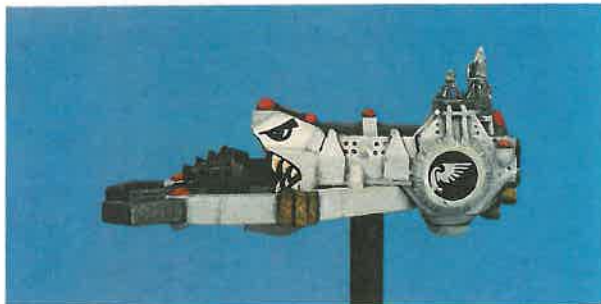
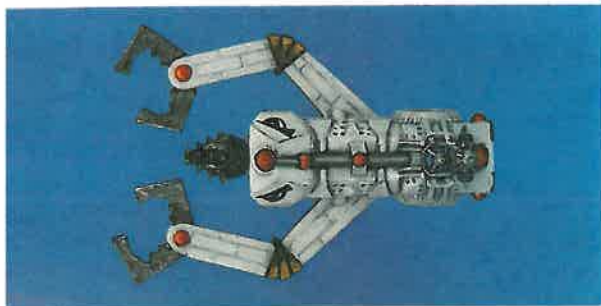
To see what happens when you try to grab a ship, roll a 4 dice attack ignoring shields – this reflects the damage the power claws do as they grapple with the enemy spaceship's hull.

If any of the dice that landed in a Hit square rolled equal to or more than the target ship's current speed, the Dictator has grabbed hold – this means a slow-moving ship has less chance of pulling free before the iron grip of the Dictator's power claws closes tight.

For example, a Dictator tries to grab hold of an Eldar Wraithship moving at speed 3. The Wraithship is in one of the Dictator's front 3 squares, so the Dictator makes its 4 dice attack. Two of the dice land in Miss squares and the other 2 land in Hit squares. This means the Wraithship takes 2 points of damage – its shields don't count.

Let's say the dice that Hit rolled 1 and 2. As the Wraithship is moving at speed 3, the Dictator has failed to grab hold – the Dictator can't board and the Wraithship moves off next turn.

On the other hand, suppose the dice rolled 1 and 3. In this case one of the dice equals the Wraithship's current speed – the Dictator does grab hold and it can try to board later this turn.



BOARDING GRABBED SHIPS

If the Dictator has managed to grab hold of an enemy ship, it can try to board it that turn. Boarding takes place at the same time as boarding crippled spaceships and is conducted out in the same way.

To work out the results of the boarding action, roll a D6 and add or subtract the relevant modifiers, then check the result on the Boarding Actions Table.

For convenience, here's a summary of the table (see last month's issue for the full table):

BOARDING ACTIONS TABLE

D6 Roll	Result of Boarding Action
1 or less	Counter-Attack: the defenders overwhelm the boarding parties and launch their own counter-attack. See Escaping From the Dictator.
2-4	Boarders Repelled: after a hard-fought battle, the boarding parties are repelled. See Escaping From the Dictator
5 or more	Ship Captured: the boarding action was successful – the attackers have captured the ship and now control it.

MODIFIERS

Attacker's boarding strength is 1-3 points higher	+1
Attacker's boarding strength is 4-5 points higher	+2
Attacker's boarding strength is 6+ points higher	+3
Defender's boarding strength is 1-3 points higher	-1
Defender's boarding strength is 4-5 points higher	-2
Defender's boarding strength is 6+ points higher	-3
Counter-attacking from a crippled ship	-1

Boarding Strength

The Dictator has a boarding strength of 12. This high boarding strength reflects the Dictator's specialist design and its trained boarding parties.

For other ships, unless noted in the ship's special rules, boarding strength is equal to the ship's original damage score.

ESCAPING FROM THE DICTATOR

If a roll on the Boarding Actions Table produces a result of Counter-Attack or Boarders Repelled, the ship being attacked may choose to try and escape from the Dictator. This attempt to escape is made instead of the normal counter-attack or repelling of boarders.

The chance of a grabbed ship escaping is based on its size – the bigger the ship, the more chance it has of breaking free. Roll a dice and consult the following table to see if the target ship can escape.

ESCAPING THE DICTATOR

Ship's Original Damage	Roll Needed to Break Free
1-3	6
4-6	5+
7-9	4+
10-12	3+

Crippled ships cannot try to escape.

If the ship escapes, it inevitably takes damage as it pulls free of the Dictator's claws. Roll an 8 dice attack in the Combat Tray. Any damage ignores the escaping ship's shields.

If the ship escapes it can move away from the Dictator next turn. If it escapes the turn it was grabbed, then it can continue to move as part of its squadron. If it escapes in a later turn, then you'll have to give it a separate squadron counter and move it according to its own orders.

At the start of its turn, a Dictator can choose to release an enemy ship from its claws without inflicting any more damage. In this case, the Dictator can move as usual – the released ship remains stationary this turn but can move as usual next turn (though it will now be a separate squadron).

FAILING TO ESCAPE

It's possible that the boarding action will last longer than one turn. This will happen if the Dictator failed to capture the enemy ship and the enemy ship failed to escape. In this case, the Dictator still has the enemy ship grabbed in its claws and can make another boarding attempt next turn.

If so, the following happens:

- Choose whether the Dictator is going to keep hold of the enemy ship or release it and move off:
 - if it releases its victim, the Dictator makes a normal move – the enemy ship remains stationary this turn.
 - if it keeps hold, neither ship is able to move as the Dictator keeps hold of its target.
- The grabbed ship can fire at the Dictator if it's within its fire arc. The Dictator's shields count against this attack. No other ships can fire at either the Dictator or the grabbed ship – there's too much chance of hitting your own side's ship.
- The Dictator can either:
 - make another attempt to board the enemy ship – follow the boarding actions rules already covered.
 - use its claws to rip the enemy ship apart. In this case, the Dictator rolls an 8 dice attack against the ship it has grabbed – any damage ignores the grabbed ship's shields.
- Neither ship can attempt to repair damage while they are grappled together.

STALWART ESCORT SHIP

The Stalwart is a convoy escort vessel and planetary defence ship. It is used primarily to escort merchant vessels as they travel between the heart of a system to the jump point at the very fringes of the system. The Stalwart itself has no warp drives and cannot make jumps between planetary systems. A squadron of Stalwarts will escort a convoy from the space docks around the system's planets and then remain at the jump point when the merchant vessels fire their warp drives and make their leap into warp space. The Stalwarts wait at the jump point for the arrival of another convoy, which they then escort back into the centre of the system.

Stalwarts both guide and guard the merchant vessels they escort. Drawing on an intimate knowledge of their own system, the Stalwarts plot a course to avoid potential hazards, such as asteroid belts, comets and the favoured hunting grounds of pirate ships.

If the convoy is unfortunate enough to encounter pirates or other aggressors, the Stalwarts turn their laser batteries onto the enemy. Compared to the average sub-stellar pirate ship or the rag-tag entourage of a planetary governor, a squadron of Stalwarts is a fearsome foe indeed.

As a specialist convoy escort ship, the Stalwart is fitted with powerful blind field generators. These throw out a massive field of wide-spectrum electro-magnetic interference. To the naked eye, this appears as something like a dark cloud of dense fog which is impossible to see through. It has a similar effect on the sophisticated technology of spaceship targeting systems, preventing accurate shooting of any weapons either into or through the blind field.

The blind field provides complete protection for the merchant vessels behind it. It also makes the Stalwart itself an almost impossible target. And as the enemy ship closes with the Stalwart in an attempt to penetrate the blind field, it comes within range of the Stalwart's own lasers.



Although they are hardy sub-stellar defence ships, Stalwarts are no match for huge interstellar warships and it is every Stalwart captain's fear that the convoy he is escorting will fall prey to the incredible destructive power of these mighty vessels. When a convoy does have the misfortune to get caught up in a battle between interstellar ships, the Stalwart captains must trust to the defence of their blind fields as the convoy runs a terrible gauntlet of laser and torpedo fire.

SQUADRONS AND FORMATIONS

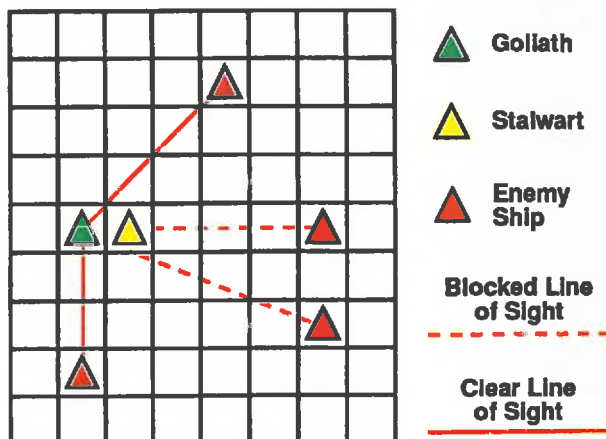
Stalwarts are grouped together with the support ships they're escorting into a single squadron. They follow the rules for squadron formations that apply to the ships they're escorting – so, for example, Stalwarts escorting Goliaths can be set up 2 squares apart if you want.

As part of the same formation, Stalwarts follow the same movement orders as the rest of the ships in their squadron.

BLIND FIELD

The Stalwart's blind field prevents any spaceship targeting through it. It completely blocks line of sight between the two ships.

If an imaginary line drawn from the centre of the firing ship's square to the centre of the target ship's square passes through any part of the Stalwart's square, the line of sight is blocked. The firer can't see his target and can't make the attack.



The two enemy ships on the right can't fire at the Goliath – the Stalwart blocks their line of sight. The other two enemy ships can fire at the Goliath – their line of sight doesn't pass through the Stalwart's square.

Of course, the same applies to your ships – if your line of sight passes through the Stalwart's square you can't make an attack.

FIRING AT THE STALWART

Although the Stalwart completely blocks line of sight to the ships beyond it, enemy ships can fire at the Stalwart itself. However, the Stalwart's blind field still disrupts the enemy ship's targeting – and the further the enemy ship is from the Stalwart, the harder it is to accurately target the Stalwart.

To represent this, when a ship fires at a Stalwart, remove any dice from the Combat Tray that roll less than or equal to the range between the two ships. Any remaining dice in Hit squares affect the Stalwart as normal.

For example, if a ship fires at a Stalwart from 4 squares away, roll the usual number of dice in the Combat Tray then remove any that score 1, 2, 3 or 4.

Simultaneous Firing

Remember that all shooting takes place at the same time. This means that a Stalwart blocks line of sight for the whole turn even if it's destroyed by the first attack that the enemy rolls.

If we're playing with a lot of ships we've found it's easiest to mark destroyed Stalwarts with a 0 damage counter and leave them on the board until the end of the turn. This way, no-one forgets what squares are blocked by the blind field.

CRITICAL DAMAGE

There's no critical damage table for the Stalwart. Because the ship is relatively small, any critical automatically destroys it.

VICTORY POINTS

The Stalwart makes no difference to victory points. Neither side gains or loses any points for Stalwarts.

IMPERIAL BATTLEFLEET



0-4 ANNIHILATOR SQUADRONS
AT 100 POINTS PER SPACESHIP

Models per squadron: 1-3



0-4 DICTATOR SQUADRONS
AT 100 POINTS PER SPACESHIP

Models per squadron: 1-3



0-4 THUNDERBOLT SQUADRONS
AT 60 POINTS PER SPACESHIP

Models per squadron: 2

FLEET SUPPORT SHIPS

Up to 2 STALWART ESCORT SHIPS FOR EACH SUPPORT SHIP

– Stalwarts don't count towards the maximum number of support ships in the fleet



STALWART ESCORT SHIPS
AT NO POINTS COST

Stalwarts are in the same squadron as the ship they are escorting – they don't need their own squadron commander

This Imperial Battlefleet list is an addition to the lists printed in White Dwarf 139 and 140. Remember that although you only pay for one commander for a squadron of up to three Annihilator battleships, each ship can operate independently with its own helm computer orders.

ADDITIONAL RULES

As we continue to play more and more games of Space Fleet, we occasionally come across minor discrepancies with some of the rules we've already published. Here's some corrections to clear up a couple of misprints and a suggested change to the victory points for the Goliath.

IRONCLAD BATTLESHIP

The Imperial Battlefleet list in White Dwarf 139 gives the cost of an Ironclad as 80 points per ship.

This is slightly too cheap and should be revised to 100 points per ship, the standard price for Imperial battleships.

GOLIATH FACTORY SHIP

In the rules for the Goliath printed last month, the Convoys section says that 'each ship can be up to one square away from the nearest ship in the convoy'.

11	5	4	3	2	1
10	0	0	3	2	1
9	8	CRITICAL DAMAGE Laser Batteries Destroyed	CRITICAL DAMAGE Shields Down	CRITICAL DAMAGE Engines Damaged Max Speed 1	CRITICAL DAMAGE Engines Damaged Max Speed 1
7	6	CRITICAL DAMAGE Laser Batteries Destroyed	CRITICAL DAMAGE Shields Down	CRITICAL DAMAGE Engines Damaged Max Speed 1	CRITICAL DAMAGE Vortex Torpedoes Destroyed
5	5	CRITICAL DAMAGE Annihilator Cannon: 1 Barrel Disabled	CRITICAL DAMAGE Annihilator Cannon: 2 Barrels Disabled	CRITICAL DAMAGE Magazine Damaged: 1 Barrel Disabled	CRITICAL DAMAGE Magazine Damaged: 2 Barrels Disabled
4	4	CRITICAL DAMAGE Turret Damaged	CRITICAL DAMAGE Troop Casualties	CRITICAL DAMAGE Power Claws Damaged	CRITICAL DAMAGE Boarding Drift Damaged
3	3	CRITICAL DAMAGE Inertial Stabilisers Damaged	CAPTURED SPACESHIP	CAPTURED SPACESHIP	CAPTURED SPACESHIP
2	2	CAPTURED SPACESHIP	ANNIHILATOR BATTLESHIP MAX SPEED: 2		
1	1	FLAGSHIP	DICTATOR BATTLESHIP MAX SPEED: 3		
0	0	FLAGSHIP	THUNDERBOLT CRUISER Super Manoeuvrable MAX SPEED: 4		
			STALWART ESCORT SHIP MAX SPEED: 2		

Remove these counters from the magazine, glue them to a stiff sheet of card and cut them out. Alternatively, photocopy the counters and glue the copies to card – it's a good idea to colour them in so you can easily tell the different types apart.

As we're sure you guessed, this should have read 'each ship can be up to two squares away from the nearest ship in the convoy' – ie there can be a one square gap between the ships if you want.

Victory Points

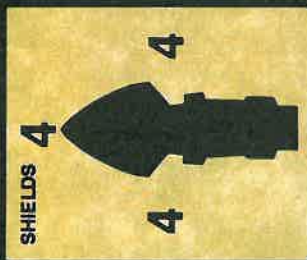
We've also found that the victory points given for the Goliath's plasma fuel mean that the survival of the Goliath becomes the central issue in the game. This is entirely appropriate if you're playing a game where you want the destruction or safety of a convoy to be the main objective.

However, if you want to include Goliaths without making them so vital to victory or defeat, we suggest you try out the following revised victory points table:

Points Scored For	Points scored by You Enemy
Each megaton of fuel aboard	10
Each megaton of fuel lost	5
Goliath destroyed	50
Goliath crippled	25

THUNDERBOLT CRUISER

SPEED: 4 DAMAGE: 4 POINTS: 60



WEAPON TABLE

Weapon	Arc of Fire	Range
Laser Batteries	Forward Arc	1-3
Vortex Torpedo	Fixed Forward	4-5
		6

CRITICAL DAMAGE TABLE

- Shield Generators:** with a sudden glaring blaze the cruiser's shields fail spectacularly – the Thunderbolt loses any remaining shields.
- Laser Batteries Destroyed:** the Thunderbolt's batteries are destroyed – it may no longer fire its lasers.
- Vortex Torpedos:** the torpedo tubes are destroyed – the ship can no longer fire vortex torpedos.
- Inertial Stabiliser Damaged:** the Thunderbolt is no longer super-maneuvrable – you cannot choose manoeuvres from the outside column of the helm computer.
- Engines Damaged:** the Thunderbolt is reduced to a maximum speed of 1.
- Magazine Explosion:** roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

Movement: the Thunderbolt cruiser is super-maneuvrable.



ANNIHILATOR BATTLESHIP

SPEED: 2 DAMAGE: 6 POINTS: 100



WEAPON TABLE

Weapon	Arc of Fire	Range
Annihilator Cannon	Left, Right or Forward	1-3
		4-5
		6

CRITICAL DAMAGE TABLE

- Shield Generators:** with a sudden glaring blaze of light the shields fail spectacularly – the Annihilator loses any remaining shields.
- Annihilator Cannon Destroyed:** one of the Annihilator's two huge cannon are destroyed – the ship can only fire once per turn.
- Turret Damaged:** the Annihilator's turret mechanisms are damaged. It can still fire but it can no longer turn its turret.
- Magazine Damaged:** the Annihilator's loading mechanisms are damaged – it can only fire once per turn.
- Engines Damaged:** the battleship is reduced to a maximum speed of 1.
- Magazine Explosion:** a lucky hit on the ship's ammunition store sets off a devastating chain reaction. Roll the dice again – the number rolled is the amount of extra damage taken.

SPECIAL RULES

Shooting: the Annihilator makes 2 separate attacks, one with each barrel. Each of the attacks is at the number of dice given above. These attacks can be at the same target or at two separate targets.

Rotating the Turret: at the start of the game, turn the turret to face left, right or forward. Each turn, you can rotate the turret 90° (eg left to forward, or forward to right) – it can't face backwards. You can turn the turret before firing, between your two attacks, or after firing. For example, you could fire one barrel to the left, turn 90°, and fire the second barrel forward at a new target.

Fire Arc: the Annihilator's fire arc depends on the direction the turret is pointing – it covers the ship's left, right or front facings. See the diagrams in the rules for full details.

Critical Damage: the Annihilator Cannon Destroyed and Magazine Damaged criticals each take out one barrel. If you get both criticals, or roll either critical twice, both barrels are disabled and the ship can no longer fire.

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SCENARIOS

Up until now, we've only given rules for straightforward battles where the two fleets set up on opposite sides of the board and meet to slug it out in the middle.

In reality, of course, battles are rarely this straightforward. One fleet may be surrounded by the enemy, or split up into isolated squadrons, or the two fleets might start alongside each other. The fleet's objectives may not simply be the destruction of their enemy – they could be trying to break through a blockade and make a run for it, or launching a desperate rescue bid to recover an isolated squadron, or fighting a heroic rearguard action against insuperable odds.



To recreate the legendary space battles of the 41st Millennium we're introducing a scenario system which allows you to roll up a whole range of battle situations quickly and easily. Each of these introduces interesting tactical problems to be overcome – unbalanced forces, different set-ups, alternative victory conditions and so forth.

We've provided 20 complete battle scenarios that briefly describe the background to the battle and detail the forces, set-up, special rules and victory conditions to be used. In addition, there are 20 optional subplots that can be used to further enliven your battles.

And once you've read through and played some or all of these, you'll be able to come up with your own scenarios and subplots. If you get together with your regular Space Fleet opponents, you'll easily be able to think up a couple of dozen new ideas that can form the basis of your own scenario and subplot tables.

PLAYING THE SCENARIOS

These scenario rules are optional and you should agree with your opponent before the game whether or not you're using them.

To decide which scenario you're playing, simply roll a 20-sided dice and check the Scenarios Table.

Choosing Fleets

The scenario briefing tells you if there are any restrictions on choosing your fleets. Most of the scenarios have been designed so that you can use them with whatever spaceships you have. Some of them require particular spaceships. If you roll one of these and you don't have those ships, either roll again or choose a different scenario.

In the scenario briefings, one player is referred to as the attacker and the other as the defender. You can either agree who's going to play which side or roll a dice for it.

Setting Up

Use the normal set-up rules unless the scenario says otherwise. Some of the scenario briefings refer to the 'middle of the board' or the 'edge of the board'. The actual number of squares this takes up will depend on how big your board is. Simply agree with your opponent which areas you're each going to use to set up in. We find it's best to define a strip of no-man's land between the two set-up zones so that the closest ships are still several squares apart.

Victory Points

Unless the scenario briefing says otherwise, victory points are gained as usual. Some of the scenarios say that you only earn victory points for certain actions – if this refers to just one side, the other side earns victory points as usual. Other scenarios specify that one side wins if it fulfils certain conditions, in which case you ignore victory points altogether.

Note that some of the scenarios are fairly balanced with about even chances for either side to win – others aren't 'fair' at all and one side has got a better chance of winning than the other. That's the way it is in war! If you think the odds were stacked against you, try swapping round the roles of attacker and defender and playing the scenario again – see who can win the most convincing victory.

Of course, once you've played a scenario a few times, you can always change the forces, set-up or victory conditions to give one side or the other a better chance. For example, it can be an interesting challenge to fight a desperate battle against a vastly superior force just to see how long you can hold out – heroically standing your ground when you know you're outnumbered and outgunned is the very stuff of legend!



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SCENARIOS TABLE

1 Jump Point

Squadrons from several different sectors are joining together to form a battlefleet, meeting at an agreed jump point. The attacker has received secret information revealing the location of the jump point and his fleet is already lying in wait as the defender's squadrons arrive.

The attacker can spend half as many points on ships as the defender. The attacker sets up his fleet in the middle of the board. The defender's squadrons don't start on the board – they arrive randomly during the course of the game.

At the start of each turn, the defender rolls a dice to see how many of his squadrons arrive:

D6	Result
1-3	No squadrons arrive
4-5	1 squadron arrives at a random board edge
6	2 squadrons arrive at random board edges

Pick which squadrons arrive at random from those remaining off the board. To decide where the squadrons arrive, split the edge of the board into 6 roughly equal lengths and number them 1 to 6 – then roll a dice for each squadron that arrives to see which board edge it enters from.

The defender scores double victory points for destroying, crippling or capturing the attacker's ships. The attacker scores victory points as normal.

2 Convoy

The defender's fleet is escorting a convoy of merchant ships through a dangerous region of space. Suddenly from behind a large moon the attacker's raiding fleet appears. The warships escorting the convoy aren't going to have an easy time fighting it off – they weren't expecting to meet such fierce resistance.

Decide on how many support ships are going to be in the defender's convoy. The attacker and the defender can both spend up to 100 points on warships for each support ship in the convoy.

Set up the two fleets as usual. The defender wins if he can get over half his support ships off the attacker's board edge – crippled support ships don't count. The attacker wins if he can destroy, cripple or capture at least half of the support ships.



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3 Blockade

The defender is blockading the attacker's system, cutting it off from reinforcements and vital supplies. If he can prevent any ships getting through, the system will weaken – soon he'll be able to launch full-scale planetary assaults. The attacker is trying to break through the blockade with a small relief fleet. If they can make it through the system should be able to hold out until stronger reinforcements arrive.

The defender can spend twice as many points on ships as the attacker. He can set up his ships anywhere in his half of the board. The attacker cannot include any ships of speed 6 in his fleet. He can only set up in the first two rows of squares along his board edge.

The attacker wins if he gets at least half his ships off the far side of the board – crippled ships don't count. The defender wins if he prevents this.

4 Deep Space Raid

The war has been raging for decades. Huge battles have been fought, planets razed, systems invaded. But still the conflict continues. Now the attacker has launched a small fleet in a daring raid deep into enemy territory. Their mission is to inflict as much damage as possible on a much larger enemy battlefleet. This is a desperate mission – every man knows that only a few of the ships are likely to return.

The attacker can spend half as many points on ships as the defender – his fleet can't include any support ships. Set the two fleets up as normal.

The attacker wins if he destroys at least half of the points value of the enemy fleet. The defender wins by destroying, crippling or capturing all the attacker's ships and still having at least half of his fleet intact.

5 Ambush

The defender is on a regular patrol through the outer fringes of a star system. He is searching for raiding pirates and doesn't expect to meet fierce resistance. Suddenly his fleet of small warships encounters an enemy battlefleet preparing for invasion.

The defender's fleet cannot include any ships costing 100 points or more. Neither fleet includes any support ships.

Set-up and victory points are as normal.

6 Breakout

The defender's ships are carrying vital information about the attacker's fleet strengths and the location of his hidden bases. But the defender's fleet is outnumbered, outgunned and surrounded. The attacker's ships are circling in for the kill. They know that if they let any of the defender's ships escape, the information will endanger their comrades – they must totally crush the defender's small fleet.

The attacker can spend twice as many points on his fleet as the defender. The defender cannot have any ships that move faster than speed 2.

The defender sets up his fleet in the middle of the board. The attacker's squadrons are set up along random board edges. Split the edge of the board into 6 roughly equal sections, numbered 1 to 6. Roll a dice for each of the attacker's squadrons. The squadron sets up anywhere on the board edge with that number, within 2 squares of the edge.

The defender wins if he gets any of his ships off the board – crippled ships don't count. The attacker wins if he destroys or cripples the entire enemy fleet.

7 Space Hulk

Drifting through the battle zone is a derelict space hulk. Its engines are dead, no power is running to its weapons and gaping holes have been torn in the side. But who knows what valuable technology may be aboard?

Pick a spare spaceship to use as the space hulk – this can be any ship normally worth at least 100 points. Place the space hulk in the middle of the board. The space hulk is crippled and stationary but has all its shields intact. Anyone who comes alongside may try to board it. They will have to fight a boarding action as usual – there's a Genestealer brood aboard the hulk!

Don't roll for repairing the space hulk unless it's captured. If it's captured, the controlling player can choose whether or not he tries to repair the ship – once he starts, he has to roll each turn.

Victory points are scored as usual. If the space hulk has been captured the controlling player scores double its original cost – if it's destroyed or crippled, neither player scores anything for it.

8 Surprise Attack

The attacking fleet seems to be friendly. It has opened communications with the defenders and broadcast all the right coded signals for an allied fleet. As the spaceships pass close to each other, the attacker suddenly reveals his true colours, bringing his weapons to bear and opening fire from right in the midst of the defender's fleet.

Take it in turns to set up your squadrons one at a time – the defender goes first. You can both place your squadrons anywhere on the board but each squadron must be at least 4 squares from the closest enemy ships.

Once both fleets are set up, the attacker can make a speed 1 manoeuvre with any or all of his squadrons – this represents the element of surprise as their hostile intentions become clear.

Play now begins as usual with both players selecting squadron orders. Victory points are scored as usual.

9 Skirmish

The long war has taken its inevitable toll. Neither side wants to engage in a major battle unless there's a chance of decisive victory. The attacker is trying to get his fleet to the safety of a friendly system. But to do so, he must pass through a heavily-defended area of enemy space. The defender's fleet is under orders to keep losses to a minimum in preparation for the big push – however, the fleet has still got to try and stop the attacker getting through.

The attacker sets up anywhere along his board edge as usual. The defender sets up his fleet anywhere in his half of the board.

Each side only earns victory points for their own surviving spaceships – the points earned equal the original cost of the ships.

The attacker scores victory points for each intact spaceship he gets off the opposite board edge. Ships that leave the board by any other edge and crippled ships are only worth half victory points.

The defender scores victory points for each intact ship he has at the end of the game (including any captured ships). He scores half points for crippled ships but no points for ships that leave the board.

Neither side scores points for destroying or crippling enemy ships.

10 Outflanked

The attacker's scout ships have revealed the size and position of the defender's fleet. The attacker decides to take advantage of this information by splitting up his larger fleet and striking from two directions at once. He knows there's some risk as his flanking force might turn up at the wrong time or in the wrong place but the element of surprise outweighs the disadvantages.

The defender can spend up to three-quarters of the points spent by the attacker. The attacker can choose up to half of his squadrons to be a flanking fleet. He sets up the remainder of his squadrons as normal.



Before the game begins, the attacker writes down when and where the flanking fleet comes on. He can choose any 8-square long section of board edge to bring the ships on. He can choose any turn to bring them on except the 1st or 2nd.

At the start of the turn he's chosen, roll a dice and check the following table

D6 Result

- | | |
|-----|--|
| 1-2 | Bad Timing: the flanking fleet is still moving into position. Roll again on this table at the start of next turn and add +1 to the dice roll. |
| 3-4 | Wildly Off-Course: the flanking fleet arrives but the defender can choose which 8 edge squares it arrives at. |
| 5 + | Fleet Arrives: the flanking fleet arrives at the position already chosen by the attacker. |

Work out victory points as usual. However, the defender wins immediately if he can destroy all the attacker's ships before the flanking fleet arrives.

11 Rendezvous

A small part of the defender's fleet has been cut off by the attacker. A large force has been sent to cover their retreat but the attacker's own fleet is close by and threatening to overwhelm the isolated ships before help can arrive.

Both players should choose their fleets as usual. In addition, the defender gets extra ships for free to represent the isolated squadrons. The type of ships depends on whether the defender has an Imperial or Eldar fleet:

Imperial Fleet: 1 squadron of 3 cruisers. The cruisers can be Firestorms or Thunderbolts. As the squadron represents the remnants of a larger fleet you can mix the two types in the squadron if you want.

Eldar Fleet: 1 squadron of 2 Wraithships.

Each player places their main fleet along their edge of the board as usual. Then the attacker places his opponent's free squadron anywhere on the board, as long as it's at least 4 squares from the nearest ships.

The defender wins by getting the free ships from the isolated squadron off his board edge. He needs to get either 2 of the 3 Imperial cruisers or both the Eldar Wraithships off the board to win. The attacker wins by preventing this.

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12 Bridgehead

The attacker's fleet is the spearhead of a massive surprise assault. It only needs to crush the few remaining vessels in the system to establish a vital bridgehead for the full invasion fleet and its support vessels. However, the attacker's supply lines are over-extended and it's been some time since the spearhead fleet was docked for refuelling and rearming. If they can't finish off the enemy quickly, their fuel and ammo will run out!

The attacker has twice as many points to spend on his fleet as the defender. Set up the two fleets as normal.

At the start of each turn, after he's placed his orders on the helm computer, the attacker must roll for each of his squadrons on the following table to see if the ships have run out of fuel or ammo yet:

D6 Result

- 1-2 **Fuel and Ammo Fine:** the squadron can move and fire as normal. Roll again next turn.
- 3-4 **Low on Fuel:** reduce the squadron's speed by -1 for the rest of the game. Roll again next turn. If you roll this result more than once, keep reducing the squadron's speed by -1 – this could end up with a speed of 0 and the squadron unable to move any longer.
- 5 **Ammunition Low:** none of the ships in the squadron can fire this turn. Roll again next turn.
- 6 **Breakdown:** lack of vital resources has caused a catastrophic breakdown of the weapon and engine systems. Pick one ship in the squadron at random and roll once for critical damage on that ship. In future turns, don't roll on this table for the squadron – continue to pick one ship at random each turn and roll for critical damage.

Victory points are scored as usual. It's obviously only a matter of time before the attacker's fleet is completely crippled, so he'll have to fight hard to win before he loses all his ships.

13 Space Dock

The attackers have launched a daring raid right into the heart of a defended system. They've broken through undetected to the main space docks where most of the defender's ships are on standby being rearmed and refuelled. Only skeleton crews are aboard and the ships are sitting targets. The strike force attacks, hoping to inflict maximum damage before the defending ships can retaliate.

Pick two fleets of the same points value – neither fleet includes support ships. In addition, the defender gets 200 points to spend on a flagship and bonuses. The defender sets up in the middle of the board. The attacker then sets up along any two adjoining board edges.

At the start of the game, one of the defender's squadrons plus the flagship are fully active – the defender picks which squadron this is. The rest of his fleet is on standby – their shields are operational but they can't move or fire.

Play the first two turns. At the start of the third turn, and each turn thereafter, the defender rolls a dice for each of his squadrons still on standby:

D6 Result

- 1-3 The squadron remains on standby and cannot move or fire this turn – roll again next turn.
- 4-6 The squadron becomes active – it can move and fire as normal from now on.

Victory points are scored as usual. This is a fight to the death!

14 Race For Safety

The defender's convoy has been caught without its escort. It is being chased and harassed by a small enemy fleet. It's only a matter of time before the defender's warships arrive. But every delay spells the doom of another merchant ship.

Decide on a number of support ships for the convoy. The defender has twice as many warships as support ships. The attacker can spend half as many points on warships as the defender (he gets no support ships).

The attacker's fleet and the defender's support ships start on the same board edge but with the fleets at least 7 squares apart.

At the start of every turn after the first, roll a dice. On a score of 6 the remainder of the defender's fleet (ie his warships) arrive on the far board edge. Each time you roll after the first, add an extra +1 to the score (ie +1 the second time you roll, +2 the third and so on).

The defender wins if he can get at least one support ship off the far board edge (including crippled ships). The attacker wins if he can destroy all the support ships.

15 Rearguard Action

The defender's vital supply convoy has nearly escaped. Soon it will reach the jump point and safety. If the pursuing ships can be held up for just a short time, they'll be no danger. But if enough of the attacker's ships break through, the convoy could face destruction even with safety in sight. A small fleet stays behind to fight a rearguard action and cover the retreat of the fast-disappearing convoy.

The defender has half as many points to spend on his fleet as the attacker. Neither fleet contains any support ships. The attacker sets up as normal. The defender sets up anywhere within his three-quarters of the board.

The attacker wins if he can get at least half of his points value of ships off the far edge of the board – crippled ships don't count. The defender wins if at least half of the attacker's points value is destroyed, crippled or leaves by any other board edge.

16 Rescue the Flagship

The defender's flagship was caught alone by a small patrol fleet. It destroyed the patrol but not before they'd severely damaged its engines and reported its position to the attacker's main fleet. The flagship sent out a mayday call to alert its own fleet to its vulnerable situation. A squadron of Stalwarts has arrived to defend the flagship but now the two opposing fleets are closing in. Who will reach the flagship first?

The defender's fleet must include a flagship. He can spend points on flagship bonuses up to the normal maximum, plus he gets 4 Stalwarts for free. However, the flagship has damaged engines limiting it to a maximum speed of 1 for the entire game (this damage can't be repaired). The attacker's fleet costs half the points of the defender's fleet.

The defender sets up the flagship and its escort of Stalwarts anywhere in the attacker's half of the board. The rest of the fleets are set up as normal.

The defender wins if he gets the flagship off his board edge (crippled or otherwise). The attacker wins if he destroys or captures the flagship, or forces it off any other board edge.

17 Run the Gauntlet

The defenders have blockaded the system. Their ships seem to be everywhere. But the supplies must get through or the attacker's besieged planets are surely doomed. A merchant convoy and its escort of warships must run the deadly gauntlet of enemy fire to break through the blockade.

The attacker's fleet must have at least half as many support ships as warships. The defender can spend as many points on warships as the attacker (his fleet contains no support ships).

Set the board up in a long thin pattern. The attacker starts at one of the short edges. The defender can set up his squadrons anywhere along the two long board edges but none of his ships can start within 3 squares of any of the attacker's ships.

The attacker wins if he can get all his support ships off the far end of the board (crippled or otherwise). The defender wins if he prevents this.

18 Wolf Pack

The defender's fleet has been split up and is trying to reform. But time is running short. The attackers have hunted down the defender's flagship and are launching an attack. Unless help arrives soon, the lone flagship is certainly doomed.

The defender chooses a single flagship. He can spend up to the maximum points on flagship bonuses and he gets an extra D3+1 for free. The defender also chooses a reserve fleet costing the same points as the flagship. The attacker chooses a fleet costing double the points of the flagship.

The defender sets up his flagship in the middle of the board. His reserve fleet starts the game off the board. The attacker sets up his entire fleet in his half of the board – no ship can start within 3 squares of the flagship. Roll a dice and add +1. This is the turn when the remainder of the defender's fleet arrives at his board edge.

Work out victory points as normal. However, the attacker wins immediately if he destroys or captures the defender's flagship before the rest of the defender's fleet arrives.

19 Hit and Run

A merchant convoy carrying vital fuel supplies must get through. It is being escorted by a small fleet of battleships who must fight off the constant harrying attacks of the enemy. Every merchant ship is vital and the loss of any one would be a disaster. But the attackers are also hard-pushed – every vessel in their small fleet is precious and they must strike fast then escape.

The defender chooses a number of support ships – he must have at least 2 in the fleet – plus as many warships as he has support ships. These can be any value but none of his ships can be faster than speed 2.

The attacker can spend as many points on warships as the defender (he can't have any support ships). All of his ships must be at least speed 4.

The attacker wins if he can destroy at least half the enemy ships, including at least one support ship, and also get half the points value of his own fleet off any board edge (crippled or otherwise). The defender wins if he can prevent this.

20 Renegades

A bloody war has been raging for many years and dozens of battles have been fought. Prisoners have been taken and released – some have been persuaded to turn renegade against their own side. Mercenaries have been bribed and counter-bribed until even they seem unsure of their true allegiance. Nothing is certain as the two mighty fleets meet in battle.

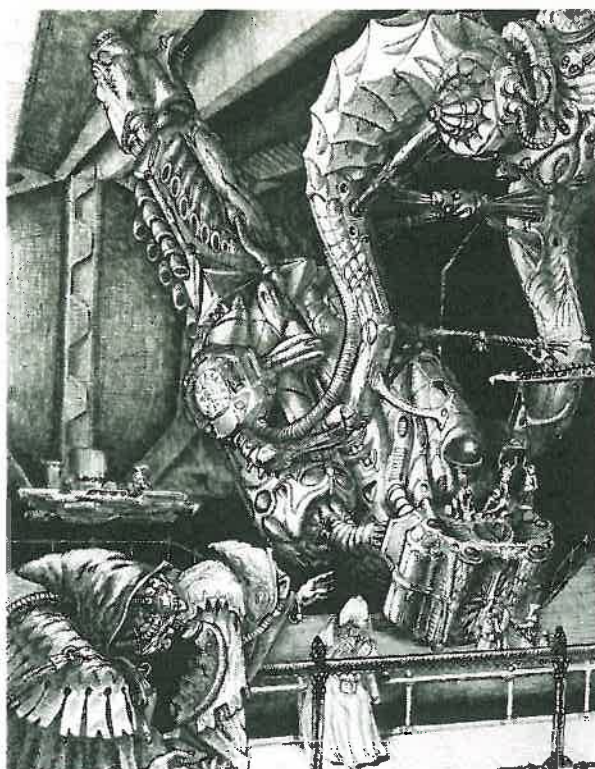
Both players choose and set up the fleets as normal, but the loyalties of their squadrons are by no means fixed. The first time a ship from a squadron is about to attack, roll a dice:

D6 Result

- | | |
|-----|---|
| 1 | The attacker's squadron defects – from now on this squadron is controlled by the defending player. |
| 2-5 | Both squadrons remain loyal to their own sides for the rest of the battle. |
| 6 | The defender's squadrons defects – from now on this squadron is controlled by the attacking player. |

Once you've rolled for a squadron, you don't have to roll for it again – if it's loyal it stays loyal, if it defected it stays defected. Note that even if only one ship makes an attack, you roll for the loyalties of the whole squadron.

Work out victory points as usual.



TONY HOUGH

SUBPLOTS

Subplots add a little extra spice and interest to the game. They set you additional objectives on top of winning the battle. Each player has his own subplot objective or objectives, rolled up separately from his opponent.

The main objective of a battle is shared by the two fleets – victory for one means defeat for the other. Subplots, on the other hand, are specific to each fleet. You and your opponent might have completely different subplots. It's entirely possible that you could both be successful in your subplots even though only one of you can win the battle.

ROLLING FOR SUBPLOTS

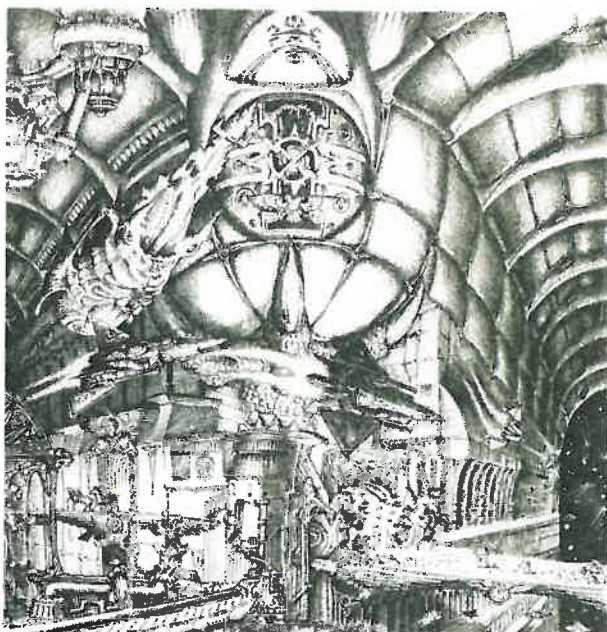
These rules are optional. It's up to you whether or not you use subplots – just agree this with your opponent before the game. You don't have to be using the main scenario system in order to use subplots – you can include them in straightforward head-to-head battles as well.

If you decide to use subplots, each player can choose whether or not he wants to roll on the subplot table – you don't have to roll for a subplot even if your opponent decides to. You roll for subplots after you've chosen your fleets but before you've set them up on the board. Simply roll a 20-sided dice and look up the result on the Subplots Table.

Usually you roll just once for your fleet's subplot. If you agree with your opponent in advance, you can roll for two or more subplots for each fleet.

If your subplot contradicts the main scenario or requires something you're not using in this game (eg flagships), simply reroll it.

Sometimes you'll roll up a subplot that duplicates the victory conditions for the main scenario. This is fine – it'll just make it all the easier for you to win that heroic victory. However, if you want to make the game more interesting (and difficult!) for yourself, feel free to reroll your subplot in this case.



TONY HUGH

WD70

VICTORY CONDITIONS

Subplots give you an extra victory condition that you should try to achieve in addition to winning the main scenario. For example 'Destroy more points worth of enemy ships than you lose from your fleet' or 'You must destroy or capture the enemy flagship'.

You can still win the main scenario even if you don't fulfil your subplot objectives. But if you do complete your subplot, your victory will be so much the greater – and even the sting of defeat will be lessened by knowing that your fight wasn't entirely in vain.

When you're using subplots, you'll get one of four results:

Heroic Victory

If you win the main scenario and also fulfil your subplot victory conditions you can claim a Heroic Victory.

Your name will go down as one of the great leaders of your time. Epic lays will be sung of your victory, people will speak of you in the hushed tones of reverential awe, stories will spring up about your mythical powers. You are on the way to becoming a true legend.

Victory

If you win the main scenario you can claim a victory regardless of whether or not you achieved your subplot objectives.

You have won a great victory. The battle may not have gone entirely your way but you didn't let the minor setbacks distract you. With daring, courage and tactical brilliance you showed yourself to be a fine commander and respected leader.

Heroic Defeat

If you lose the main scenario but managed to fulfil your subplot victory conditions you can claim a Heroic Defeat.

You will be remembered for snatching honour from the jaws of defeat. Your men will speak of overwhelming odds and a hopeless situation, singing your praises as the only man who could have brought them through.

Total Defeat

If you couldn't win the main scenario or fulfil your subplot victory conditions, you really have failed!

If you survived, you will no doubt be relieved of your post and dishonourably demoted to squadron commander or ship's captain. If you died, your name will be stricken from the records and will live only as a shameful memory.

SECRET SUBPLOTS

Normally you both roll up your subplots openly so that the other player knows what your victory conditions are.

If you want, there's no reason you shouldn't roll your subplots in secret. Just write down which subplot you've rolled on a piece of scrap paper. At the end of the game, reveal your subplot to your opponent so he can see whether you've achieved your objectives.

In a couple of cases, you'll have to reveal what your subplot is as soon as you roll it. For example, take a look at Blood Feud and Mercenary Squadron – in these cases you'll see why you've got to tell your opponent what you've rolled before the start of the game.

SUBPLOTS TABLE

1 All-Out War

Your fleet is but one part of a huge campaign to crush the enemy. Your commander has explained to you that it's vital to keep the enemy on the run so they've got no time to regroup into a single fleet. You must harry the enemy wherever you find them – don't leave crippled survivors that can be repaired ready to return later in the war.

Destroy more points worth of enemy ships than you lose from your fleet.

2 Vendetta

Looking across the voids of space at the enemy fleet, you recognise one of the ships as an old opponent. You've faced this vessel many times before but never bested it in combat. Now's the chance to prove that you are the superior commander once and for all.

Once your opponent has set up, randomly select one of his ships worth 50 points or more. You must destroy this ship.

3 Invasion Plans

You know that aboard one of your enemy's ships are the secret plans for his invasion of your home planetary system. If you can recover these plans, you'll be able to prepare your defences in time and your system will be safe. Otherwise who knows what fate might befall it?

Once your opponent has set up, randomly select one of his ships worth 50 points or more. You must capture this ship.

4 No Quarter

You're fighting a long campaign and you've got to do your best to destroy as many of the enemy ships as possible. Part of your long-term war aims are to whittle down the enemy fleets until they can't stand against your overwhelming might.

Destroy at least half the points value of the enemy fleet.

5 Capture the Flagship

Your main objective is to destroy, or better still capture, the enemy flagship. The opposing commander is a master tactician and killing or capturing him will be a great coup, demoralising and weakening the enemy.

You must destroy or capture the enemy flagship.

6 Diplomatic Envoys

Aboard your flagship are a group of diplomatic envoys and their retinues. They are on a vital mission to negotiate a peace treaty. They are vital to your strategic aims and you must ensure that they survive the battle.

You must prevent the enemy destroying or capturing your flagship – if it's crippled, make sure you get it off the board.

7 Retribution

The enemy has been launching small lightning raids against your fleets, destroying one or two ships and then fleeing before you can retaliate. The war's been going his way for too long now. It's time you taught him that he can't attack your fleets with impunity.

You must inflict at least 1 point of damage or a critical hit on every enemy ship (knocking down shields doesn't count).

8 Secret Mission

One of your captains is on a top secret mission. Not even you, as fleet commander, know the secret details of his mission. But at all costs you must ensure that he gets through the enemy lines.

Once you've set your ships up, randomly select one of your ships. You must get this ship off the other side of the board.



TONY ACKLAND

9 Allied Squadron

Your fleet has been joined by trusted allies who will fight alongside you against your common enemy. You've no doubts about the individual bravery or loyalty of your fellow captains but you know that the alliance is delicately balanced – loss of the allied ships could spark off a diplomatic incident with wide-reaching repercussions.

In addition to your fleet, you have an extra squadron of 1 or 2 ships at no cost. These can be any ships worth up to a total of 100 points. As they're allies, you can use Eldar ships with an Imperial fleet or Imperial ships with an Eldar fleet.

You must ensure that at least 1 of the allied ships survives the battle intact (ie isn't destroyed or crippled).

10 Cordon of Death

Your orders are to contain the enemy fleet and prevent it from breaking out of your cordon. It must not be able to link up with the main enemy force in the vicinity. Your only chance of success in this campaign is to keep the enemy divided into small fleets which can be destroyed one by one.

Prevent any enemy ships from leaving the board.

11 Heroic Destiny

One of your captains has proudly claimed that his ship will remain unscathed throughout the campaign you're fighting. So far he's been true to his word. The entire fleet takes great encouragement from his apparent invulnerability – only a man of great destiny could be so supernaturally lucky. If you can keep this ship unscathed you know morale will remain high.

Once you've set up, randomly select one of your ships. This ship must survive without suffering any damage or critical hits (losing shields doesn't matter). You can only take it off the far side of the board.

12 Vengeance

The fleet you're attacking has just spearheaded an invasion of one of your planets. They've razed countless cities to the ground with massive orbital bombardments, killing millions of people. One of your captains is a native of this planet. Nothing's going to stop him taking a bloody revenge – he won't rest until all the enemy are dead.

Once you've set up, randomly select one of your ships. This ship must destroy at least one enemy ship – it doesn't have to do all the damage, provided it delivers the fatal attack.

13 Experimental Ship

One of your ships was built with a slight variation on the standard design for its type. This may have been a deliberate experiment or could have been caused by limited resources at the time of its construction. In any case, the Adeptus Mechanicus are interested in the performance of this ship. At all costs you must ensure that the ship is not destroyed in the battle.



Once you've chosen your fleet, randomly select one of your ships worth at least 50 points. This is the experimental ship. It acts as a separate squadron at no extra cost. Roll a dice to see what the effects on the ship are:

D6 Experimental Effects

- | | |
|---|--|
| 1 | +1 dice of attacks (except torpedos),
-2 shields on each facing |
| 2 | -1 dice of attacks, +2 shields on each facing |
| 3 | +1 speed (max 6), -2 shields on each facing |
| 4 | -1 speed (min 1), +2 damage |
| 5 | ship is super-maneuvrable*, -2 damage (min 1) |
| 6 | +2 dice of attacks and +2 damage, but no shields |

* if the ship is already super-maneuvrable, roll again.

You must prevent this ship from being destroyed, crippled or captured. You can only take it off the far side of the board.

14 Blood Feud

As the two fleets line up for battle, one captain on each side recognises the markings of an enemy ship. These captains are fighting a long-running blood feud that has been passed down from father to son for centuries. Uttering mighty oaths of vengeance, the two captains prepare to meet their destiny and destroy their hereditary enemy.

Once you've set up, both players must randomly select one ship from their fleet worth at least 50 points. These two ships must always try to move within range of each other and must always fire at each other in preference to other targets. You're each aiming to destroy or capture the other ship.

15 Against the Clock

Time's running out! You can't delay any longer – now is the moment of truth! Unless you move fast, your efforts will have been in vain.

Roll again on this table to see what your objective is. Then roll 2 dice to see how many turns you've got to complete your objective – any longer than this and it doesn't count.

16 War of Attrition

You're fighting a long campaign and you can't afford to lose too many ships. You may win the battle but if your casualties are too heavy you'll be hard pushed to win the war.

You must keep at least half the points value of your fleet from being destroyed, crippled or captured.

17 Strategic Complexity

The situation's more complicated than it first seemed. Personal vendettas and strategic considerations are colouring your tactical decisions. It's going to be difficult to win this battle with glory.

Roll again on this table D3+1 times for your subplots. You must complete all of these to count as fulfilling your objective.

18 Traitor

One of your opponent's captains has secretly declared his allegiance to you. At a crucial moment in the battle, he and his crew will suddenly declare their new loyalties and change sides.

At the start of each turn you can pick any one enemy ship, except the flagship, and roll a dice to see if it changes sides. On a roll of 6, the enemy ship changes sides – from now on you control it as a separate squadron and can move and fire it as you want. Only one captain is a traitor so stop rolling as soon as you've taken control of this ship.

19 Mercenary Squadron

You've hired a mercenary captain to fight alongside your fleet. The extra firepower this gives you is more than welcome. But mercenaries are unreliable allies at best – you know there's a chance he may be bribed to defect to the enemy in the middle of the battle.

In addition to your fleet, you have an extra squadron of 1 or 2 ships at no cost. These can be any ships worth up to a total of 100 points. As they're mercenaries, you can use Eldar ships with an Imperial fleet or Imperial ships with an Eldar fleet.

At the start of each turn, your opponent can roll a dice to see if he's persuaded the mercenary squadron to change sides – if he rolls a 6, he now controls the squadron and can move and shoot it how he wants.

Of course, you can try to bribe the mercenaries back to your side by rolling a 6 at the start of any of the following turns. In this way, the mercenary squadron may change sides several times during the battle!

Even though the mercenaries have sold themselves to fight in battle, you'll earn the undying enmity of their kin if they suffer badly. You must ensure that at least 1 of the mercenary ships survives the battle (crippled or otherwise). This victory condition applies to whichever side the mercenaries are fighting on at the end of the game.

20 Critical Situation

Your fleet is in desperate straits. As it moved into position it was suddenly bombarded by a freak asteroid storm. All of your ships were hit and suffered massive damage. But there's no time to regroup or call for reinforcements. You'll have to face the enemy as you are. This is going to be the toughest battle you've ever had to fight!

Every ship in your fleet has suffered critical damage. Roll once on each ship's Critical Damage Table to see how it is has been affected.

There are no additional victory conditions – if you can win with your fleet in this condition your victory will have been truly heroic! Alas, if you lose you will be blamed for incompetent navigation and your defeat will be total.



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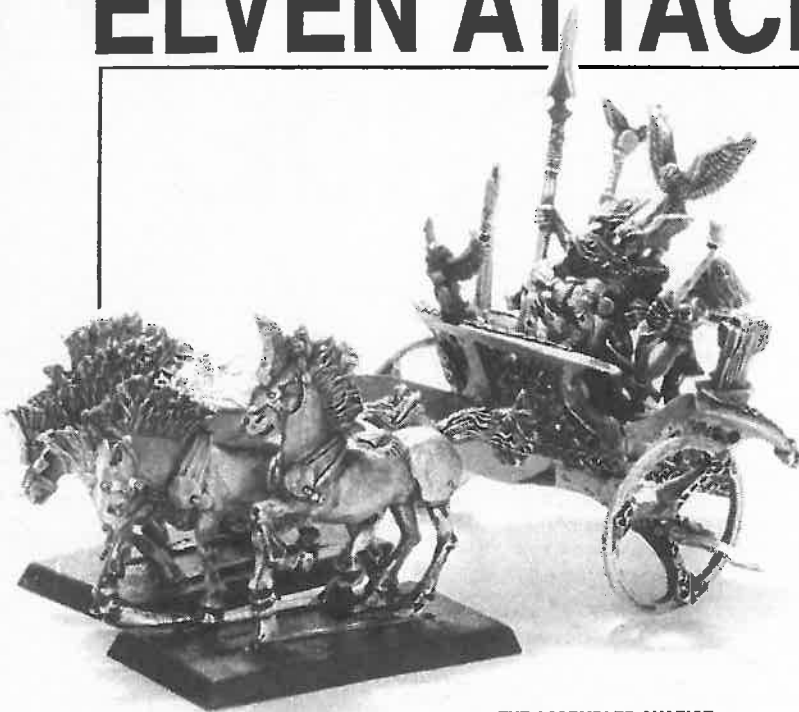
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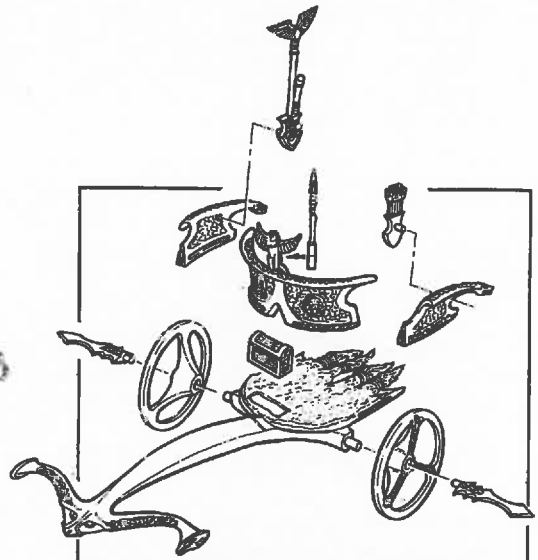
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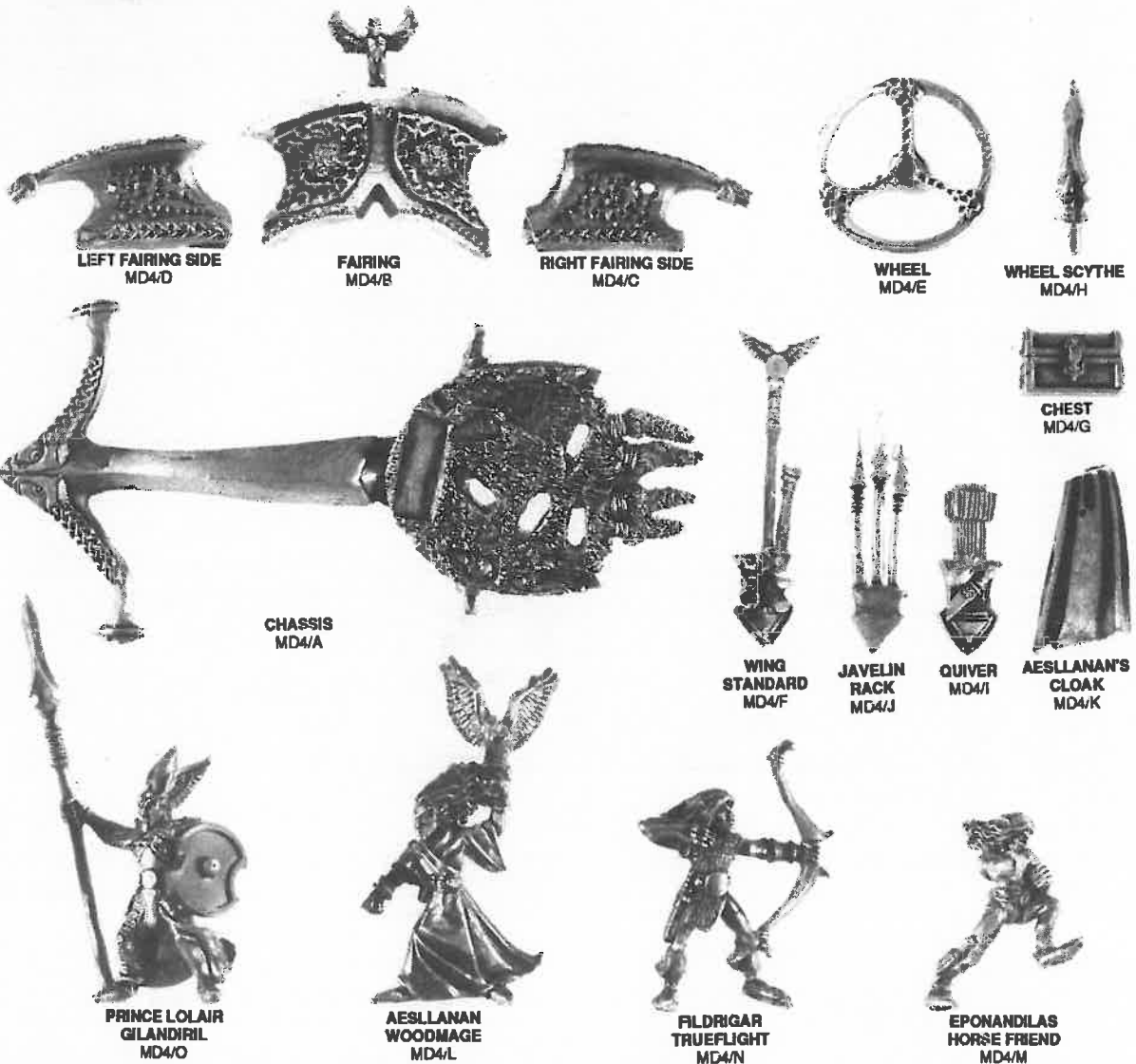
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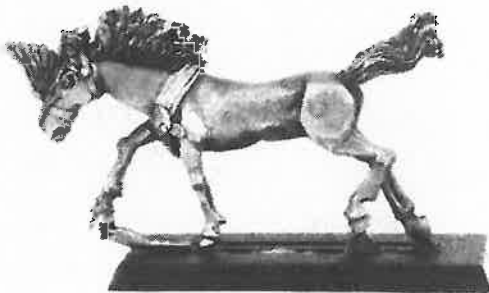
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AND THE FOUR HORSES



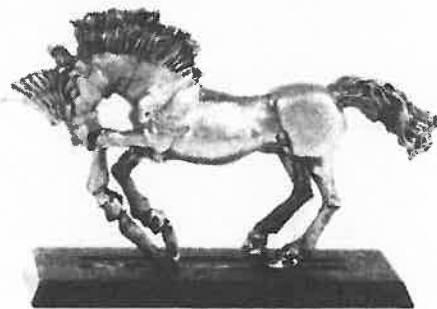
ELVEN ATTACK CHARIOT



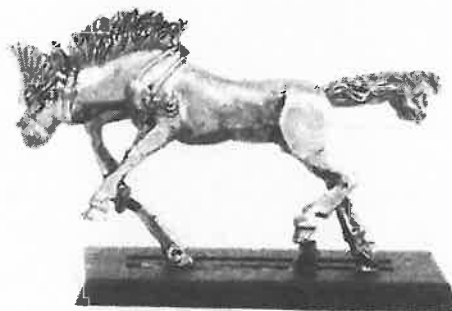
SILVERLEAF
MD4/R



FROSTGLINT
MD4/Q



MISTWEAVE
MD4/P



GRAYCLOUD
MD4/S



WARDANCERS



DOUBLE HANDED SWORD 1
074237/14



JAVELIN 1
074237/9



SWORDS 1
074237/22



SWORD 1
074237/7



DOUBLE HANDED AXE 1
074237/30



SPEAR 1
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JAVELIN 2
074237/6



AXE 1
074237/12



SWORD AND AXE
074237/27



SWORD 2
074237/21



SWORD 3
074237/20



FIGHTING CLAW
074237/26



JAVELIN 3
074237/5



SPEAR 2
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SWORDS 2
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SWORDS 3
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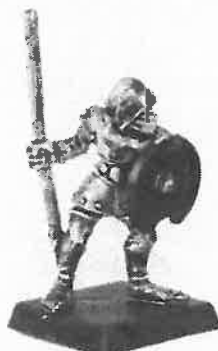
WARDANCERS



SWORD 4
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074237/16



SWORDS 4
074237/25



AXE 3
074237/3



DOUBLE HANDED SWORD 3
074237/22



DOUBLE HANDED SWORD 4
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DOUBLE HANDED AXE 2
074237/15



SWORD 6
074237/19



WOOD ELVES



SPEAR 5
074213/3



SPEAR 6
074213/5



SPEAR 7
074213/1



SPEAR 8
074213/2



SPEAR 9
074213/4



SWORD 9
074213/17



SWORD 10
074213/15



SWORD 11
074213/22



SWORD 12
074213/13



SWORD 13
074213/41



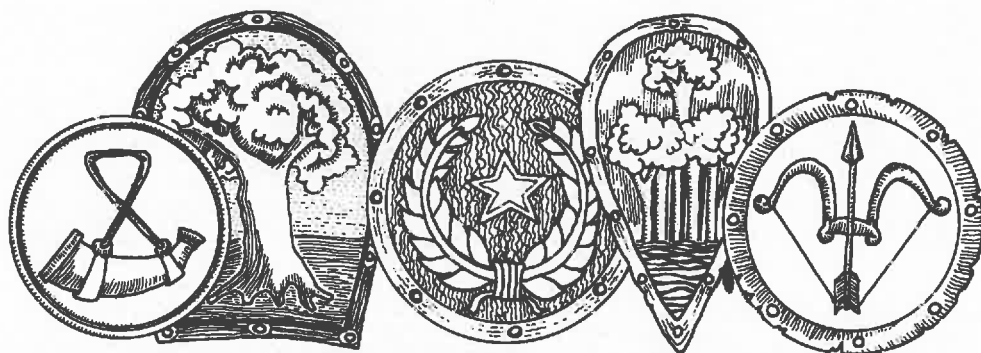
SWORD 14
074213/24



SWORD 15
074213/14



SWORD 16
074213/8



WOOD ELVES



BOW 1
RR4/EA



BOW 2
RR4/HA



BOW 3
RR4/GA



BOW 4
RR4/GB



BOW 5
RR4/FA



BOW 6
RR4/FB



BOW 7
RR4/EB



BOW 8
RR4/HE



BOW 9
074213/10



BOW 10
074213/11



BOW 11
074213/7



BOW 12
074213/25



BOW 13
074213/9



BOW 14
074213/6

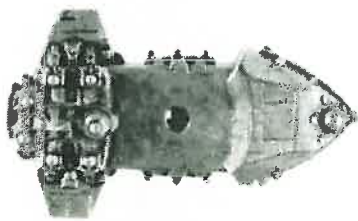


BOW 15
074213/23



BOW 16
074213/40

SPACE FLEET



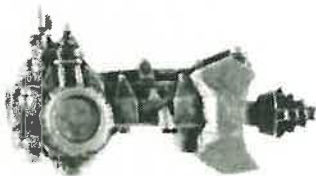
ANNIHILATOR SUPERSTRUCTURE
077843/1



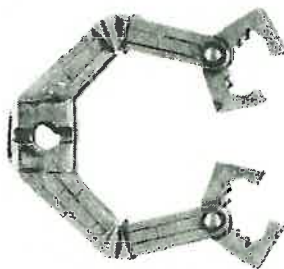
ANNIHILATOR CANNON TURRETS
077843/2



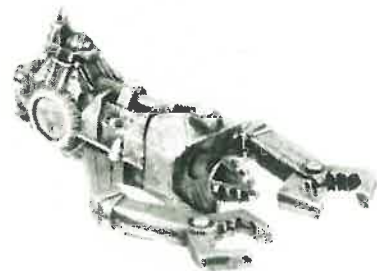
ANNIHILATOR BATTLESHIP



DICTATOR SUPERSTRUCTURE
077829/2



DICTATOR POWER CLAWS
077829/1



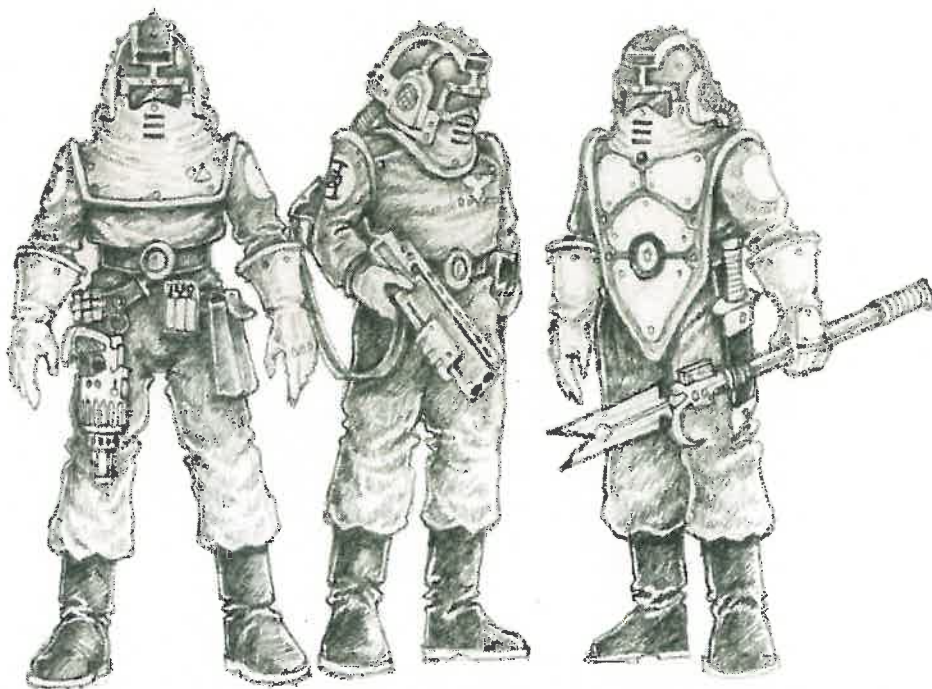
DICTATOR BATTLESHIP



THUNDERBOLT CRUISER
077831/1



STALWART ESCORT SHIP
077856/1

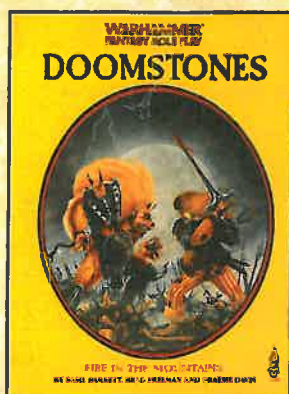


JES GOODWIN

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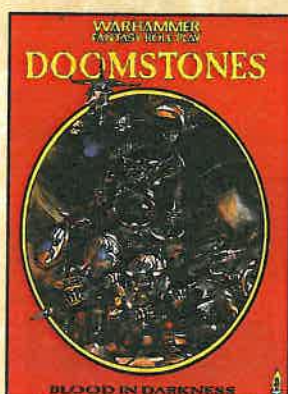
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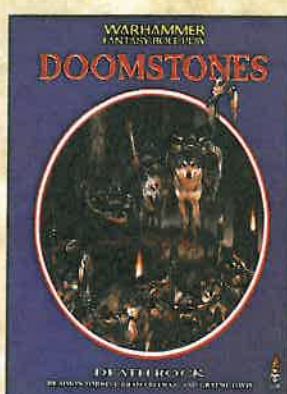
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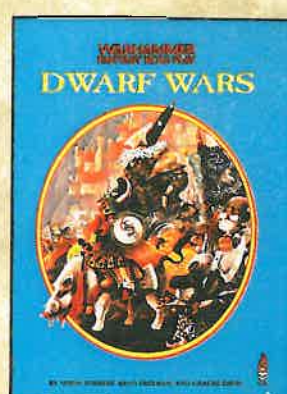
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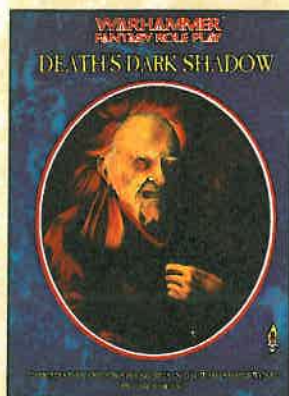
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DWARF WARS

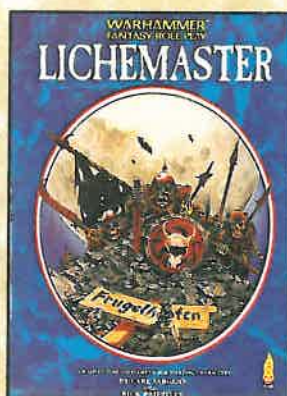
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A rare mixture of diverse materials for GMs and players of Warhammer Fantasy Roleplay. Within these covers you'll find four complete adventures, a wide range of articles presenting new character careers, spells, magical items and advanced rules, plus a special selection devoted to Jack Yeovil's Warhammer novel, Drachenfels.

IN THE WORKS

As well as the books we've already published, we're working on a range of new Warhammer Fantasy Roleplay supplements and adventures.

We'll be announcing these in 'White Dwarf' as soon as they're available, but for now here's an outline of a couple of our ideas.

We're working on a book based on Jack Yeovil's Warhammer novel, *Drachenfels*, with the castle of the Great Enchanter as a location for Warhammer Fantasy Roleplay adventures. This should include large-scale maps of the castle, with rules for the castle's own magical abilities and plenty of castle-based encounters.

Over recent months, adventure locations from the city-port of Marienburg have been appearing in 'White Dwarf'. As well as the published material, we're building up a large stock of unpublished locations, including details of many places that have only been referred to in 'White Dwarf'. These include locations and NPCs such as graveyards, criminal gangs, the Thieves' Guild, pit fighters, docks, boneyards... Eventually, we'll gather this material together into a Marienburg city adventure pack.

WHITE DWARF

We also produce regular Warhammer Fantasy Roleplay articles for 'White Dwarf' and there's plenty more planned for future issues.



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