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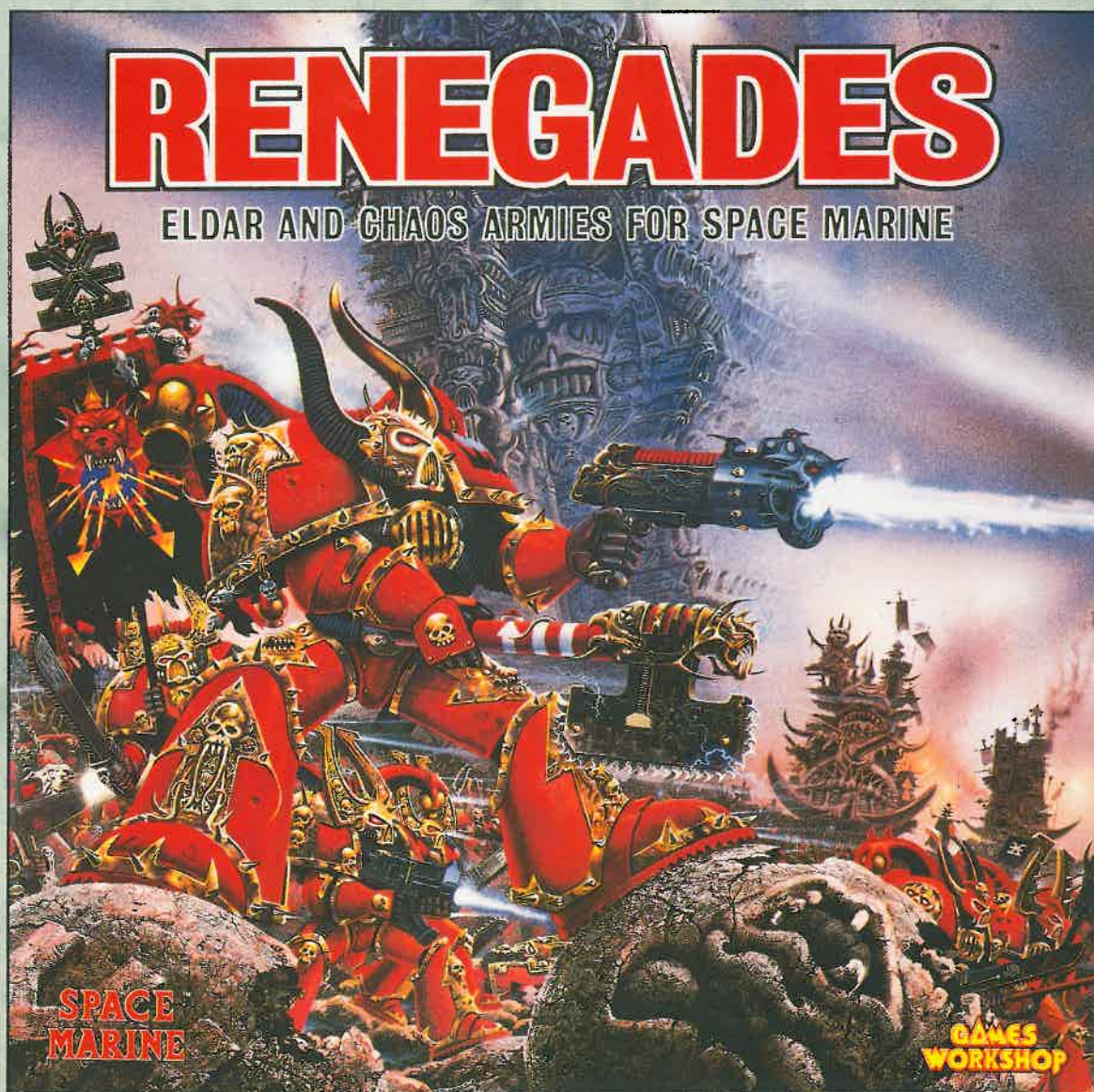
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SPACE MARINE™



Renegades describes the Chaos and Eldar forces of the 41st Millennium, and contains rules for using these armies in your games of Space Marine. The Eldar section covers the mighty fighting machines, troops and special characters of the Eldar Craftworlds, such as the indestructible Eldar Avatar, Exarch Warrior-priests, Aspect Warriors and psychic Warlocks.



The Chaos section contains rules for the forces of Chaos and covers the four major Chaos powers – Khorne, Slaanesh, Nurgle and Tzeentch – and their lesser daemons and minions such as minotaurs and trolls. Also included are the Chaos Space Marines of the Chaos Legions and Chaos Renegades.

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Renegades contains rules for new models such as the vast Khorne War Machines, Chaos Dreadnoughts and Chaos Androids, plus epic army cards for all the new troops and formations described in the rule book

**EPIC
BATTLES®**

RENEGADES IS NOT A COMPLETE GAME. A COPY OF SPACE MARINE IS REQUIRED TO USE THE CONTENTS OF THIS BOX

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John Blanche



ISSUE 147 MARCH 1992

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WHITE DWARF CONTENTS

COVER: ELДАР ATTACK - Dave Gallagher

Dave's stunning picture of an attack by Alaitoc Craftworld Guardians supported by Dark Reapers and Dreadnoughts.

SPACEFLEET - Andy Jones

We add a new weapon to the forces of the Imperium in the form of the Constellation Targeting Ship. Andy Jones provides the background and a full colour data card to use in your games of *Space Fleet*.

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GW AND CITADEL NEWS

News of the latest *Space Marine* supplement, a brand new paint set and D-ROK on tour.

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THE GREAT GAMES WORKSHOP SALE

We're giving away £££'s off your favourite Games Workshop books and games. Citadel and Marauder miniatures at the great Games Workshop sale. Cut out the special sale vouchers and head down to your nearest Games Workshop store.

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ELДАР WAR WALKER AND AVATAR - Rick Priestley

New rules and army cards for including the Avatar and squadrons of War Walkers in your Epic Eldar army.

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ELДАР CRAFTWORLD COLOUR SCHEMES - Rick Priestley

We've been painting up lots of Epic Eldar armies for our games of *Space Marine*. Here we provide a guide to the colours of the five main Eldar Craftworlds.

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CHESTER GRAND OPENING

Games Workshop has recently opened a new store in Chester and we're celebrating with a grand opening on the Saturday 14th March. There'll be lots of special offers and you can use the discount vouchers from *White Dwarf* on any Games Workshop books and games or Citadel and Marauder miniatures.

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EMPIRE ARMY LIST - Rick Priestley and Nigel Stillman

Over the last few months Michael and Alan Perry have been working on a brand new range of models for the Empire Army. Inspired by their work, Rick and Nigel have come up with a completely new army list for fighting *Warhammer Fantasy Battle* games with the new Empire army. Here we provide the complete list with pages of flags, banners and uniform guides for painting your Empire forces.

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EMPIRE ARMY 'EAVY METAL - Mike McVey

Mike explains the techniques used to paint some of the stunning new models from the new *Warhammer Fantasy Battle* Empire army.

24

EMPIRE ARTILLERY RULES - Rick Priestley

The Empire army features several new types of artillery pieces. We've been playing lots of games with these models and experimenting with the scatter dice from *Space Marine*. The result is these brand new rules for the Empire artillery in *Warhammer Fantasy Battle*.

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SPACE HULK: THE WOLF'S LAIR - Dean Bass and Chris Colston

Dean has written a new five-part *Space Hulk* campaign for two or four players. The game involves a desperate rearguard action by a small group of *Space Marines* who must hold out until reinforcements can arrive. We've provided a complete set of maps plus a campaign roster and three pages of brand new floorplans, corridor sections, barricades and counters that you can cut out and use in your games.

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BIRMINGHAM GRAND OPENING

Games Workshop's Birmingham store has moved to a new bigger and better location. At the grand opening on the 21st March there'll be a host of one-off bargains and you can use our special Birmingham Grand Opening discount vouchers.

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BACK COVER: Epic Chaos Horde

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Andy Chambers



Mike McVey



Alan Perry



Michael Perry



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US & CANADIAN GOLDEN DEMON '92 GRAND FINALS

Saturday April 25th, Games Workshop, Baltimore, MD

On Saturday 25th April, Games Workshop Baltimore hosts the 1992 US and Canadian Golden Demon Award Grand Finals. There will be a host of exciting events throughout the day including exhibition and participation games, painting demonstrations, miniature painting contests and prize drawings. All of the latest products from Games Workshop and Citadel Miniatures will be on display together with a limited number of special Golden Demon T-shirts and FREE Golden Demon '92 posters. Everyone is welcome, so come along and see a selection of the best painted miniatures in the world.

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While stocks last



Blood Angel Terminator Librarian
US East Coast Competition 1991

SCHEDULE OF EVENTS

- 11.00 Doors open
- 12.00 Speed Painting Contest
- 1.00 Space Marine Game
- 3.00 Warhammer Fantasy Battle Game
- 4.00 Speed Painting Contest
- 5.00 Golden Demon Judging
- 6.00 Awards Presentation

Each Games Workshop store in the US and Canada will have 10 regional winners, one from each category. All the regional winning entries will be on display throughout the day. Gold, silver and bronze Golden Demon trophies will be awarded to the three winners of each category and one entry will also be awarded the overall Grand Prize – a full-size replica of Ultra Marine Commander Lord Macragge's helmet.

KENT MARTIN MINIATURE PAINTING DEMONSTRATION



Kent Martin will be in the store all day at a special Citadel Miniatures painting demonstration. If you are a beginner, expert, or anywhere in between you can always learn something new and Kent will be happy to help out with all your painting and modelling questions. Kent will also be displaying his Warhammer Fantasy Battle Dark Elf army featured in White Dwarf 144. This has now been expanded to a 3000 point force with a complete with new units and characters.



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SPACE FLEET™

IMPERIAL CONSTELLATION TARGETTING SHIPS

We're continually adding to the range of models available for your Space Fleet games, and last month we provided a complete set of rules and data cards for the Tyranid Hive Fleet. This month we add a new model to the arsenal of the Imperium – the Constellation Targetting Ship.

The Constellation is capable of playing a key part as an Imperial battlefleet support ship. Its huge detection systems can track multiple targets across the void which would normally be out of range.

The great domes of the Constellation house the huge radar dishes which constantly sweep the void, combing microscopically for indications and impulses which betray the presence of alien or enemy ships.

The Constellation is also able to link up its computer systems with a squadron of Imperial battleships. Once 'on line', the Constellation is able to channel the data which it is receiving to the targeting computers which control the firing systems of these great warships.

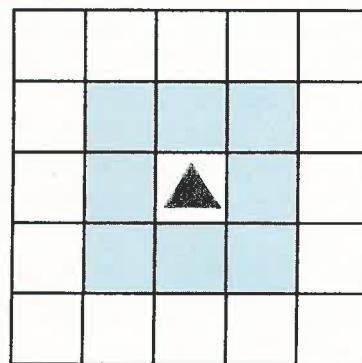


The Constellation thus enables other Imperial vessels to detect enemy attacks at a greater range, and target accurately the enemy long before they are able to fire back. If an Imperial Battlefleet is fortunate enough to be supported by a Constellation, it will tend to commence firing those vital few minutes before the enemy is in range. The Constellation is particularly useful when used in conjunction with Imperial warships such as the Dominator which prefers to stand off and fire at incoming enemy ships with its long range weaponry. The Constellation has also been used to good effect against Eldar ships such as the Shadow Hunter, as it is able to track the elusive vessels, managing to see through the holo-fields of the enemy ships at all but the longest ranges.

The Constellation is a particularly vulnerable Space ship, as it has little offensive or defensive weaponry and no shields. Every available space is crammed full of electronic equipment to monitor the incessant crackling and hissing of the warp-static for signs of danger.

SPECIAL RULES

The Constellation can 'associate' with other Imperial ships which are within 1 square of the Constellation.



The special targetting abilities of the Constellation can be utilised by any friendly ships within the blue shaded squares.

Each of those ships gains the following bonus when firing:

- +2 range to all weapons
- Each ship can re-roll any **one** attack dice which has missed that turn.
- When targeting holofields, the Constellation gives a +1 to hit.
- If the Constellation is destroyed, then all ships within 1 square take 1D6 hits on the side facing the Constellation as the stricken ship cataclysmically explodes.
- The Constellation operates as an individual squadron, and the points cost is assumed to include the cost of a captain for the ship.
- The Constellation costs 50 points, and the Imperial player may have one for every 500 points of other vessels in his fleet.

GAMES™ WORKSHOP AND CITADEL™ NEWS

UK FANTASY AND SCIENCE FICTION CHAMPIONSHIPS

Dean Bass, the author of *Space Hulk Campaigns*, is currently involved in organising the UK Fantasy and Science Fiction Gaming Championships to be held in Milton Keynes on the weekend of the 25th and 26th April 1992. Although not an official Games Workshop event, the championships will feature gaming competitions in *Warhammer Fantasy Battle*, *Warhammer 40,000*, *Advanced Heroquest*, *Space Hulk* and *Bloodbowl*.

Entry into all of the competitions is free, so if you want more information or an entry form, please send a stamped self-addressed envelope to:

Dean Bass,
UK Fantasy and Science Fiction
Championships,
68 Corn Hill, Two Mile Ash, Milton
Keynes MK8 8JR.

NEW EPIC PAINT SET

Mike McVey is currently selecting the colours that will make up the new *Epic Battle* paint set. The paints will consist of the most famous colours from the *Codex Astartes* such as: Fire Orange, Jungle Green, and Codex Grey. The paints will be ideally suited for painting colours schemes on models for both *Space Marine* and *Warhammer 40,000*.

SPACE MARINE ORKS AND SQUATS SUPPLEMENT

Now that *Renegades*, the *Eldar* and *Chaos Space Marine* supplement has left the studio, we've all turned our attention to the last two major races of the *Warhammer 40,000* universe, the *Squats* and *Orks*. We've not yet thought of a name for this, but it will

contain all of the rules, army cards painting schemes and background information you'll need for fielding a *Squat* or *Ork* army in *Space Marine*. There are also a whole lot of exciting new models planned for the *Squat* and *Ork* armies including a giant *Land Train* and loads of special *Mekboy* battlewagons. We'll keep you up to date with its progress and hopefully snatch a few pages out of *Andy Chamber's* fingers to give you a sneak preview in *White Dwarf* as soon as we can.

D-ROK TOUR

Warhammer rockers *D-ROK* have now started their mammoth *Oblivion '92* UK tour. The tour kicked off at the *York Rock Festival* where the band went down a storm. Two new dates have been added to the tour at *Plymouth Cooperage* on March 23rd and *Norwich Waterfront* on April 1st. The gig at *Newport TJ's* has now been moved to March 10th. Special *Oblivion '92* T-shirts are now available on the tour and the band will be dropping into Games Workshop stores around the country where they'll be signing albums and autographs.

CONSTELLATION

SPEED: 2 DAMAGE: 4 POINTS: 50



WEAPON TABLE

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

CRITICAL DAMAGE TABLE

- 1 The Constellation's laser batteries are completely destroyed and it may no longer fire.
- 2 The Constellation's deep space detection computers are damaged, and the ship only gives +1 to the range of 'associated' vessels.
- 3 The Constellation's deep space detection computers are destroyed - lose all range bonuses.
- 4 The detection systems of the Constellation are gutted, and all associated ships lose the +2 extra range bonus and the +1 bonus for shooting at Holofield protected craft.
- 5 The Constellations targeters are destroyed, and all associated ships lose the re-roll bonus.
- 6 Engines Damaged: the Constellation is reduced to a maximum speed of 1.

SPECIAL RULES

- Any Imperial ships within 1 square of the Constellation, can 'associate' with the Constellation targeting ship. These ships get the following bonuses.
- 1) +2 to the range of all weapons.
 - 2) Each ship can re-roll any one attack dice which has missed that turn.
 - 3) When targeting Holofields, the Constellation gives a +1 to the dice score of any dice which land in hit squares.
- If the Constellation is destroyed, then all 'associated' ships take 1d6 hits on the side facing the Constellation as the ship catastrophically explodes.



SPACE MARINE™

AVATAR AND WAR WALKER

We've just finished work on the new Space Marine supplement "Renegades". This provides all of the rules and army cards for including the forces of Chaos and Eldar in your games of Space Marine. By way of a preview, we present here the rules for two new additions to the epic Eldar forces, the Avatar and the War Walker.

AVATAR

The Avatar is the embodied spirit of the Craftworld's War God, and when the Eldar go to war he stirs from sleep to take part in the battle. The Avatar is a raging spirit, blind to notions of tactics or objectives, his only objective to wreak as much damage and destruction as possible. The Avatar's body can be physically destroyed and removed from the battlefield, but he cannot be completely eradicated. Should his physical shell be destroyed his spirit will retreat to War God's throne room on the Craftworld where it will draw strength and await its next call to battle.

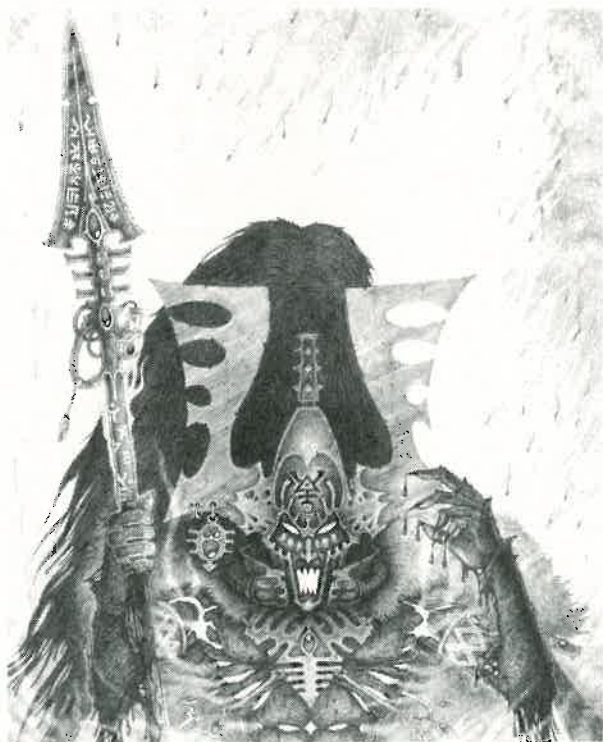
Any Eldar force may include an Avatar. This is represented by a free card which costs no points. This free card comes in addition to the rest of the force, so it does not reduce the number of support and special cards you can have. The Avatar is a spirit of blind blood-letting, so his actions are not completely under the Eldar player's control. The Avatar is not given orders. He automatically moves at 15cm towards the nearest enemy in the movement phase of each turn. If this distance is sufficient to reach the nearest enemy model then he will stop and fight it in close combat that turn. If the Avatar isn't engaged in close combat he can cast his spear at an enemy model in the first fire phase. The spear automatically returns to his hand after use, so it can be cast each turn. The spear may be cast in any direction, and has a range of 15cm.

The Avatar is the embodiment of the battle-lust of the entire Eldar race, and as such counts as a daemonic creature. Because of this, any mortal troops and material machines attacking the Avatar suffer combat penalties. Any enemy fighting the Avatar in close combat suffers a -1 penalty on its close assault factor, and any enemy shooting at the Avatar suffers a -1 penalty to hit. The only exception to this rule is in the case of other daemonic troops, such as Chaos Daemons and Androids, and Eldar Wraithguard and Dreadnoughts. When daemonic troops fight or shoot at each other these penalties do not apply.

The Avatar's physical body is made of red-hot iron and is almost indestructible. Molten metal flows through his frame like blood, and drips and sizzles from his mouth, running down his arms and splattering on the ground. This terrifying appearance has earned him the title of the bloody-handed god.

Any unit the Avatar attacks in close combat must check morale in the same way as if it had been broken. Models which are not affected by morale do not have to make this test. The Avatar himself is unaffected by morale and never needs to take a morale check.

The Avatar has a saving throw of 2 or more on a D6. This saving throw is never modified by the enemy's attack, so the Avatar always saves on the D6 roll of a 2 or more. Even if weapons normally destroy without recourse to a saving throw the Avatar still saves on a 2+. This represents the Avatar's supernatural qualities, allowing him to avoid or deflect all manner of dangers, emerging unscathed from under tons of rubble, or absorbing colossal energy blasts. If the Avatar fails to save (i.e. if you are unlucky enough to roll a 1) then the model is removed from the game - the spirit of the War God is not destroyed but is banished back to its throne room on board the Eldar Craftworld.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Avatar	15cm	2+	+10	Spear	15cm	1	2+	-3	



JOHN BLANCHE

ELDAR WAR WALKERS

The War Walker is an armoured frame which can be operated by one man. It carries a variety of light armament, most commonly an Eldar Scatter Laser and Lascannon. Unlike a more conventional vehicle the operator is exposed and

therefore vulnerable to enemy attack. However, the War Walker is fast and well armed, and certainly capable of holding its own against comparable Imperial vehicles such as the Sentinel and Land Speeder.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar War Walker	25cm	None	+1	Lascannon Scatter Laser	75cm 25cm	1 3	5+ 5+	-2 0	

WAR WALKER SQUADRON

The War Walker Squadron consists of three War Walkers.



POINTS VALUE 150

BREAK POINT 2: The squadron is broken once it has lost 2 War Walkers. Once the squadron is broken, the remaining War Walker must take a morale check.

MORALE VALUE 3: War Walkers must roll 3 or more on a D6 to pass their morale check.



VICTORY POINTS 2

Your opponent gains 2 VPs when this squadron is broken.

FREE CARD

AVATAR



M	Save	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
15cm	2+	+10	Spear	15cm	1	2+	-3

POINTS VALUE FREE



AVATAR

The Avatar is a living embodiment of the Eldar War God Khaela Mensha Khaine - the bloody handed god. This supernatural warrior sits brooding upon a throne of smouldering iron deep within the Craftworld until roused to full wakefulness when the Eldar march to war.

The Avatar can never be broken, and does not need to test morale. Victory points are awarded once he is destroyed.



VICTORY POINTS 2

Your opponent gains 2 victory points when the Avatar stand is destroyed.

To make up your data cards, first photocopy this page. Fold each card along the dotted line and glue the two halves together on the inside. You can then use the cards as normal in your Space Marine games.

THE ELDAR CRAFTWORLDS

The Eldar Craftworlds drift through the void of space, far away from the inhabited planets of other races. Each Craftworld preserves a little of the once great Eldar civilisation which was destroyed thousands of years ago by the Chaos God Slaanesh. Every Craftworld shelters the survivors from one of the ancient Eldar planets, and each has its own cultural traditions and separate identity amongst the Eldar race. Although each Craftworld has troops and vehicles coloured in a variety of ways, their traditional colours remain common.



Biel-Tan



Ulthwe



Saimm-Hann



Alaitoc



Iyanden

IYANDEN

The Craftworld of Iyanden was once the largest of all the Eldar Craftworlds and its people the most numerous. Iyanden was the scene of the Eldar's first encounter with the Tyranid Swarm, the all consuming menace whose locust-like advance through the galaxy has since enveloped hundreds of human worlds. Though the Eldar finally repulsed the invaders, the cost was bitter. Their once proud world stood in ruins, and four-fifths of the inhabitants lay dead or dying in its shattered halls.

Drifting through space, the Craftworld was powerless to avoid the sudden onslaught of Genestealers and Tyranids. Wave upon wave of merciless hive warriors swept over the Craftworld, each eventually beaten by the Eldar, but at the cost of thousands of lives. The Tyranids' psychic warp blockade disabled the Craftworld's warp tunnels, and preventing the Eldar summoning help from other Craftworlds. As a last desperate gambit the Eldar of Iyanden decided to wake their dead to repel the invaders. All the ancient Spirit Stones were plucked from their resting place and installed into metal fighting bodies called Wraithguard.

The Ghost Warriors turned the tide of battle, and soon the Tyranids were beaten back, but it was a hollow victory for Iyanden. The Craftworld and its people had been dealt a blow from which they could never recover.

Since their awakening most of the Iyanden Ghost Warriors gradually drifted back into the slumber of death and their

Spirit Stones were re-implanted into the Wraithbone core that forms the psycho-active skeleton framework of the Craftworld. However, some Ghost Warriors still linger in wakefulness, driven by anger and a burning desire for vengeance. These metal-bodied heroes of long ago wait for the call of battle and a chance to vent their wrath upon the enemies of their race.

The Iyanden Ghost Warriors are represented by a Free Card of Wraithguard. If the Eldar force is from Iyanden then this card may be included in the army at no extra points cost. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Iyanden troops.



Iyanden Ghost Warriors

The colour associated with Iyanden is yellow and the symbol of Iyanden is the Shrine of Asuryan, the oldest and wisest of the Eldar gods also called the Phoenix King. Most Iyanden troops have yellow uniforms and vehicles have yellow colour schemes, although with differently coloured details and camouflage schemes. Iyanden Guardian Hosts can be distinguished by the colour of their helmets for example. Ghost warriors have a bone coloured head carapace.



The symbol of Iyanden may be painted onto a flag and used to denote a Warlock stand. Warlocks or their attendants carry banners of this kind and it is a useful way of indicating an Eldar Warlock command stand.



Iyanden Guardians



ULTHWE

The Craftworld of Ulthwe is the most overtly militaristic Craftworld. Its people have long been accustomed to warfare, for Ulthwe is situated perilously close to the Eye of Terror - the warped part of the galaxy which is the stronghold of Chaos.

Constant warfare has hardened its people, not just the Aspect Warriors, but all of Ulthwean society. The need for vigilance in the face of their greatest enemy has led to the creation of a



Ulthwe Guardians

standing force of Guardians known as the Black Guardians of Ulthwe, after the colour of their uniforms. Thanks to this large force of permanently mobilised troops the Craftworld of Ulthwe has endured almost constant warfare for hundreds of years.

The Black Guardians are represented by a Free Card of Guardians. This is not intended to represent the entire corps of Guardians, but to reflect the preponderance of Guardians in an Ulthwean force. If the Eldar force is from Ulthwe then this card may be included in the army for free. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Ulthwean troops.



Ulthwe means the Song of Ulthanash and its symbol is the Eye of Isha. This represents the tears shed by the goddess Isha for her mortal children the Eldar.

The colour of Ulthwe is black, the Eldar colour of mourning, and it is usual for Guardians to wear this colour. Vehicles are also most likely to be black, sometimes with bright overlaying camouflage. Contrasting

helmet or other detail colours enable each Host to be identified on the battlefield.

ALAITOC



Alaitoc Craftworld lies in the the eastern edge of the galaxy, the frontier region which has never been reconquered by the Imperium. Before the Imperium it was colonised by humans, Orks and Eldar, and even now it remains a sprawling zone of border empires and outlaw worlds.



Alaitoc Guardians

This melting pot of races and cultures lies far away from the immediate threat of Chaos, but even so the threat cannot be ignored. Alaitoc Scouts explore and patrol the thousands of worlds beyond the reach of the Imperium, secretly monitoring the isolated civilisations and strange races that live there. All Eldar Craftworlds have Scouts, but on Alaitoc there is a real need for thousands of these lonely travellers.

The Alaitoc Scouts are represented by the Alaitoc Scouts Free Card. If the Eldar force is from Alaitoc then this card may be included in the army for free. In the case of a mixed force this card may be included if the majority of the Host cards represent Alaitoc troops.

The sword symbol represents the Sword of Vaul, the weapon forged in the Smith God's desperate battle against Khaine the God of War. It represents the defiance and determination of its people, a sign that no matter how hard the fight the Eldar will never abandon it. Alaitoc is associated with the colour blue or with the mixture blue and yellow. Like all Craftworlds its forces also use other colours too, but blue is the one most strongly associated with it. Scouts wear coats which blend

into their background - this is shown by the multi-hued greens and oranges used on these models.



Eldar Scouts



Tempests



SAIM-HANN

The Saim-Hann Craftworld is renowned amongst the other Eldar as a slightly wild and dangerous place. Whereas the other Craftworlds have long since developed the Eldar Path as a means of self-control, in the Saim-Hann Craftworld the Eldar Path is followed in a less formal manner. It is as if the people of Saim-Hann have a thin veneer of Eldar ways, covering the wild and carefree Eldar of old. Other Craftworlds regard this as very dangerous because these are the very cultural traits which led to daemonic possession, the invasions of Chaos, and the eventual downfall of the Eldar race.

Some Eldar even regard the Saim-Hann Craftworld as a nest of wild barbarians living at the edge of Eldar society. The raucous, boastful warriors of Saim-Hann are aggressive, mobile troops, and skilled bikers.



Saim-Hann Guardians

The speed and power of these barely controllable machines is a symbol of warrior prowess, with young Guardians determined to out do each other in battle.

The Saim-Hann Guardians' love of battle and power is represented by the Saim-Hann Wild Riders Free Card. This gives the Saim-Hann Craftworld a number of Jet-Bikes completely free. If the Eldar force is from Saim-Hann then this card may be included in the army for free. In the case of a mixed force this card may be included if the majority of the Host cards represent Saim-Hann troops.



Saim-Hann Wild Rider Squadron



Saim-Hann means the Quest for Enlightenment and its symbol is the Cosmic Serpent. Saim-Hann troops wear red uniforms or orange flame coloured costumes. You can also use contrasting detail colours to identify individual Hosts or vehicle squadrons. Saim-Hann vehicles also favour a red scheme, often with vividly contrasting black or yellow stripes.



BIEL-TAN

Each Craftworld carries the seeds of Eldar culture. Not all are identical by any means, as each reflects the cultural heritage of its long dead world of origin. Biel-Tan is renowned for the strong warrior ideals of its people. For the Eldar of Biel-Tan the Way of the Warrior, the life-stage that encompasses the Aspect Warriors, is considered the first step upon the Eldar Path. Upon reaching physical maturity a Biel-Tan Eldar becomes an Aspect Warrior, and only once he has fulfilled this role can he continue along the Eldar Path.

The Eldar of Biel-Tan have a strong honour code and believe that the best way to die is in battle fighting the enemies of Biel-Tan. In the centre of the Craftworld there is a special Chamber of Heroes where the Spirit Stones of dead Aspect Warriors are placed. When the Runeseers have to make a particularly difficult decision about the future of their

Craftworld they retire to the Chamber of Heroes to consult with the warrior dead. The dead of particular battles are arranged together and are often referred to by the name of the battle in which they fell - for example the Dead of Corrus fell fighting Chaos on an ancient Eldar colony.

The Biel-Tan Craftworld's high proportion of Aspect Warriors is represented by a Free Card of Biel-Tan Avengers. If the Eldar force is from Biel-Tan then this card may be included in the army at no extra points cost. In the case of a mixed Eldar force this card may be included if the majority of the Host cards represent Biel-Tan forces.



Biel-Tan Avengers



Biel-Tan Guardians



The symbol of Biel-Tan is the Eldar rune of rebirth and its name actually means the Rebirth of Ancient Days. Biel-Tan Guardians wear white, grey or very pale green or blue uniforms and their helmets are coloured to indicate the Host they belong to. Vehicles may be white too, but Guardian Falcons are more likely to be in the Host colour.

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4th Leeds – Duchess of York
5th Derby – Flamingo's
6th Nottingham – Rock City
8th Chelmsford – Y Club
10th Newport – TJ's



11th Ebbw Vale – Market Tavern
13th Cardiff – Bogiez
14th Tonypandy – Naval Club
18th Bristol – Fleece and Firkin
19th Red Ruth – London Brewhouse
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21st Newquay – Victoria Bars
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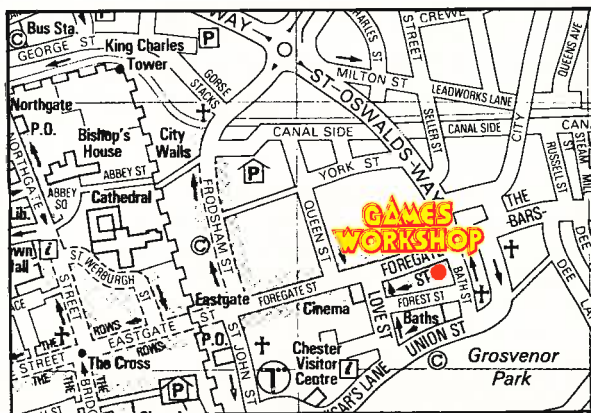
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FANTASY BATTLE

ARMY OF THE EMPIRE

By Rick Priestley & Nigel Stillman

Over the last few months Michael and Alan Perry have been working hard on a brand new range of models for the Empire army. To accompany their release, Rick Priestley and Nigel Stillman have created a completely new army list that provides the organisation and rules for all of these exciting new miniatures. Last month we set the stage by detailing the background to the Empire army and in this issue we provide the complete army list needed for fielding the new Empire army in your games of Warhammer Fantasy Battle.

You can use the following Empire Army lists to plan and organise your own Empire Army, whether it's large or small. An Empire Army certainly does not have to include all the troops described in the lists. There are many troops to choose from and only a very large force could possibly include every type.

If you look at the lists you will see that each entry describes one type of warrior such as the Reiksguard Knights, Halberdiers, and so on. Some entries represent an individual hero or war machine rather than a unit of troops, for example the Grand Theogonist of Sigmar or a Great Cannon. All the information you need to organise your army and field it on the gaming table is included in the list. An army can be made up from one or more units plus heroic characters and war machines.

So you can organise your force to a specific points total the list gives a points value for every unit or character. The points values given here are completely compatible with values given elsewhere, including Warhammer Armies. It is usual for opponents to choose armies with the same points total, so the outcome of the battle can be decided as far as possible by the skill of the generals. On occasion, however, it is well worth bringing out your entire collection and fighting all-comers regardless of the points values! Massive free-for-alls like this are great gaming events and the sheer spectacle and size of the forces makes up for any imbalance in points. You can always let a smaller side bring casualties back onto the table as reinforcements, or give them some defences to fight behind, or balance the game up in some other way. Points

values are given here strictly for those who want to use them and should be regarded as a useful and convenient way of choosing two forces which are similar in fighting strength.

In the Warhammer World it is very common for two or more nations to form a temporary alliance against a particularly dangerous foe. It is therefore quite usual to see armies which combine Empire troops with Dwarfs, Bretonnians, and Elves. Similarly, their foes may consist of equally assorted forces including Chaos, Orcs, and Dark Elves. If players wish to field armies which consist of troops from several army lists this is fine. In fact this is a good way of building up your forces, as it enables you to collect one or two units of Empire troops which you can field alongside existing Bretonnians, Elves, Dwarfs (or whatever).

UNITS

Infantry and cavalry models are organised into units which consist of the same type of troops - for example an infantry regiment of Archers or a cavalry squadron of Reiksguard Knights. In the Empire all fighting units are organised very carefully into regiments of a standard size. This basic size is 5 models for cavalry and 10 models for infantry. The points values in the list are for entire units of 5 or 10 models - you cannot choose a unit which is smaller than this number.

This basic unit size of 5 cavalry and 10 infantry can be increased if you wish. The lists give the points cost of

expanding a unit by a further increment of 5 models. So you could have a Reiksguard Knight cavalry unit of 5, 10, 15, 20 or more models, adding as many additional increments of 5 models as you want. Similarly you can have a Halberdier regiment of 10, 15, 20, 25 or more models in the same way. This helps you to build your army bit by bit, enlarging each unit as you collect and paint new models. So for example, you might start off with a unit of 10 Halberdiers which you later increase to 15, then 20, and so on. There is usually no upper limit to the size of a unit, so it can be as large as you want, although you will find 20 or 30 is about the largest you can comfortably manoeuvre about the tabletop.

The unit's points value is given in the list with the cost of increasing the unit's size by a further 5 models. This makes it very easy to calculate the points value of the unit and the army as a whole. The best way to do this is to make a list of your troops on a sheet of paper, writing down the points value of each unit or character next to its name. Add up the total to find the points value of your entire army, or choose troops to an agreed points value to fight your opponent.

We have calculated the points values to take into account the armour, weapons, and tactical value of each troop type. In a few cases there may be an additional costs to represent a change in weapons or armour, but on the whole these are simple additions to the total. We have played numerous games against a variety of opposing armies and generals in order to put our values to the test, but inevitably every army and every player's style is unique, so it is impossible for any points based system to reflect all eventualities.

We're more than happy to receive comments and suggestions about points values based on your own playing experiences as this helps us to get the balance right. So if you would like to contribute your own comments why not drop us a line - we won't be able to reply to individual letters but all contributions will be gratefully received. Please try and include details of how many games you have fought using the army, how many games against each type of opponent (Skaven, Orks, Chaos, etc), how old you and your opponents are, how long you have been playing Warhammer, the size of your force, and any other interesting or relevant details, such as details of other armies you own.

LEADERS

Every unit of troops has its own leader who commands the unit as well as subordinate officers who can take over this role if he is slain. In most cases these leaders are not better fighters than the rest of the unit, so we don't make any special rules for them. However, in some cases a unit is led by a hero: a character whose exceptional fighting abilities and qualities of command mark him out as an inspirational warrior. These heroic leaders fight in the front rank of their unit, and remain with their unit throughout the battle, leading their men forward or bravely battling against the odds as the fortunes of war dictate.

When two opposing units clash in combat it is usual for heroic leaders from both sides to fight each other whilst the battle rages around them. This is covered in detail by the Challenge rules in Warhammer Fantasy Battle. We find it most satisfying to assume that leaders always fight - regardless of whether there is a challenge or not. When two

units fight place the leader models aside, or just move them so that they are facing each other, and work out their combat separately.

STANDARDS AND MUSICIANS

The Empire's forces are well organised and equipped, and all but the smallest units carry a proud standard displaying their provincial coat-of-arms, the emblem of their Knightly Order, or the banner of the Reiksguard, or some other flag or standard. Any unit of 10 or more models may include a standard bearer at no extra points cost. The standard bearer always fights in the front rank beside the unit's leader. Even though he is carrying a heavy standard he fights just like an ordinary trooper, and is assumed to have whatever weapons and armour the other troops have even though the model may actually lack a shield or a particular weapon. This is because standard bearers are chosen from the bravest, toughest and most determined troops, which easily makes up for carrying a weighty standard.

Any unit of 15 or more models may include a horn blower or drummer. These musicians sound the calls or beat the signals which herald a charge, retreat, or other manoeuvre. As with standard bearers these models cost no extra points and fight just like the other troops in their regiment.

If your regiments are too small to qualify for free standard bearers or musicians, but you would like to include these models in your force anyway, then you may do so if you pay extra points. It costs 10 points to include a standard bearer or musician in an infantry regiment, and 20 in a



Remember that leaders, standard bearers and musicians are included in the size of a regiment. So a regiment of 15 models could be composed of 12 warriors, a leader, a standard bearer, and a musician.

PROFILES

With a few worthy exceptions the Empire Army consists of human warriors with the usual human game profile (ie WS3, BS3, etc). A few units of especially brave, hardy, or veteran troops have better profiles to reflect the fact that they are especially tough, uncommonly good fighters, or well trained. Profiles for warriors and heroic leaders are included in the lists with details of their armament and any special rules that apply. This is essential information for choosing the army and playing the game so it is good to have the facts to hand. We have found it handy to either copy, photocopy or cut out each list entry and stick it onto card to create an index system. You can keep the cards handy when playing the game too, to save sifting through paperwork in the middle of a battle.

If you look at the profile you will notice that we have decided to show the details in a slightly different manner than some of our previous lists. The biggest change is that instead of having a separate Leadership, Cool, Intelligence and Will Power there is now only a single value called Leadership (Ld). This is not a mistake - we have decided to have a catch-all value instead of four separate values which never get used. This single value is used for all rout, psychology and any other tests where any of the Ld, Int, Cl or WP values would otherwise be used.



We have also included the armour saving throw on the profile as a 'Save' characteristic. This is merely the D6 score required to save the model from a wounding blow exactly as normal. We find it useful to have the value included rather than having to work it out by comparing the models' armour or by keeping a separate note. The save value reflects the general level of defensive armour carried by the unit, but it does not necessarily mean that every single model in the unit is armoured in exactly the same way. For example if a unit of infantry is made up of models mostly wearing light mail armour and carrying a shield it will have a save of 5+, even though it may include some troops wearing heavy armour and others wearing no armour at all. This doesn't matter too much as it makes the unit look more attractive and it all averages out in the end.

Profiles have been tailored to the specific troop type so that its abilities can be represented as faithfully as possible. The values may therefore vary slightly from the standard values given in the Warhammer Fantasy Battle book and elsewhere. The movement characteristic already takes into account any encumbrance penalty due to armour and, in the case of mounted troops, the movement value is based on the movement rate of the horse.

DETACHMENTS

Some of the units described in the lists are called detachments. These are special units unique to the highly organised and well drilled Empire Army. Detachments may fight exactly like ordinary units if you wish, in which case the rules described below may be ignored completely. However, detachments are also trained to fight in a special supporting role which many players will find useful.

Detachments are specially drilled to take orders from the leader of an infantry regiment. This is very convenient, because the detachment is effectively controlled by the regiment's leader and is therefore much less likely to rout, panic, or become useless through fear.

Depending on its armament the detachment can be usefully employed on the battlefield in a variety of ways. The simplest way is to place it next to the regiment so it can fight alongside. In some situations this may be enough to turn the tide of battle in your favour. A more interesting ploy is for a bow or handgun-armed detachment to line up in front of the regiment to protect it from enemy shooting and to return fire with its own weapons. If the regiment is composed of bowmen or crossbowmen, then a detachment of swordsmen can be usefully employed to chase away attacking enemy or hold off cavalry while the missile troops let loose with their weapons. These are just examples of ways in which detachments can be used; the variations are many and every general will have his own favourite.

When you include a detachment in your army you can allocate it to support an infantry regiment if you wish. This is not obligatory - you can just use the detachment as an ordinary unit if you prefer. A detachment cannot support a regiment which has less models than itself at the start of the game - it doesn't matter if casualties reduce the size of the regiment during the battle. Two or more detachments can support the same infantry regiment if you wish, but the total number of supporting troops must not be greater than the number of models in the supported regiment at the start of the game. For example, a regiment of 20 men may be supported by two detachments of 10 men (total 20) but not by three detachments of 10 men, as this would come to 30.

If you decide to allocate detachments to support regiments then they are deployed within 8" of their regiment before the game begins. So long as the detachment remains within 8" of its regiment it is still supporting it. While it is within 8" the detachment can take any leadership-based test on the leadership of the regiment, including any bonuses that apply to the regiment such as standards. This is very useful as the chances are this value will be higher than the detachment's leadership. The leadership (Ld) value is used to test for routs, panic, fear, and other psychology, so a supporting detachment will be less likely to run from combat than it would otherwise be.

The detachment is under no obligation to remain within 8" of its regiment, but if it is further away it loses the advantage of testing on the regiment's leadership value. There is nothing to stop a detachment from moving beyond 8" of their regiment in one turn and then moving back to within 8" in a subsequent turn. The only restriction is that a detachment can only support one unit during a battle - it cannot switch from one regiment to another even if it moves to within 8" of another regiment.



A regiment of halberdiers supported by detachments of archers and handgunners.

HEROES AND WIZARDS

The Empire is a land of gigantic mountains, dark forests, and mighty heroes! The lists include a selection of heroic characters including the Emperor himself. The Empire is also a land of magic, its cities home to the foremost schools of magic in the Old World – the renowned Colleges of Magic. Generations of Emperors have encouraged wizards to settle in the Empire, giving them land, property and the freedom to practice their magic in return for their help in battle. For this reason the battle wizards of the Empire are the most numerous and amongst the most powerful anywhere. The lists include a number of these wizards for your army.

All the characters described in the list may be represented by a model on foot or a model riding a horse - this does not affect the points value. Players may wish to have two models to represent their character, a foot version and a mounted version, so that they can field their character in either form. A model on horseback can mount or dismount during the game, it takes a half of the model's movement to do so. When a model is on foot it is assumed that the character has an attendant or groom who follows behind leading his horse. There is no need to represent the groom and horse with models as it is perfectly easy to assume they are there in the background, keeping well out of the way of the mighty man himself.

FABULOUS BEASTS

Some characters can ride a monster or fabulous beast such as the Griffon - a fearsome lion-bodied monster with the wings, head and forelimbs of an eagle. Such creatures are common in the Chaos-infested wastelands of the far north. Even the upper reaches of the Worlds Edge Mountains are home to outlandish Chaos monsters, and the northern parts of the forests of the Empire are also known to harbour these creatures. Most of these creatures are intelligent after a fashion. Some are ferocious strong-willed brutes that can only be tamed if taken from the nest and hand reared. Others can be caught and broken to accept a rider.

The Emperor maintains a large park or zoological gardens which contains many wonders of the Old World. Cages of brass and iron have been fashioned by the Engineers School to contain the creatures on show. Magical spells

placed by the Colleges help to bind some of the more dangerous creatures. The whole complex is enclosed by tall walls and guarded by a company of the Reiksguard.

On holidays the great iron gates of the Emperor's Zoo are rolled back and the public allowed to enter and gape in wonder at the thousands of marvels inside, from Dragons, Hydra and Griffons, to the unique and horrific mutations of Chaos Spawn. An important role of the several hundred staff is to hatch out the eggs of creatures taken by expeditions into the wastelands. These eggs are hatched and the chicks reared to produce the most spectacular creatures in the entire stable - the battle mounts of the Empire, which the Emperor and other important officials are permitted to ride. Many must be raised to accept a particular rider, and it is accepted as tradition that the heads of the Colleges of Magic and certain other important Wizards should be granted the right to stable a fabulous beast of their own in the Emperor's Zoo.

The Emperor and certain other characters may ride one of these beasts into battle. Models permitted to do so are indicated in the army list. Because these creatures are so powerful it costs extra points to mount a character in this way. The list below summarises the cost of mounting a character on various types of fabulous mounts. The dragon indicated is the smallest type described in the Warhammer book. Larger types are far too unruly and malicious for even the skilled staff of the Emperor's Zoo to rear successfully.

Mount	Points Value
Chimera	250
Cockatrice	150
Giant Eagle	75
Griffon	200
Hippogriff	200
Hydra	200
Manticore	200
Pegasus	50
Unicorn	50
Winged Dragon	300
Wyvern	180



MAGIC

The Emperor is the custodian of various magical weapons passed down since the days of Sigmar, acquired in barter with the Dwarfs, and presented as gifts from the Elves. The Grand Theogonist of the Cult of Sigmar also has a number of sacred relics, while the Colleges of Magic remain secretive about their own treasures. To represent these mighty magical weapons we have included various weapons and talismans in the lists themselves.

These specific weapons and abilities are intended to replace those described in the Warhammer Armies book for the Empire Army and those covered in the Warhammer Fantasy Battle rule book. This means that the Empire army has its own magic, tailored to its own needs and fully compatible with its own magical traditions. Of course, if players prefer to dispense with these items in favour of either no magical weapons or perhaps a selection which they have made themselves then that is up to them. Such matters may be safely left to competing players to work out to their mutual satisfaction.

ALLIES AND MERCENARIES

Over the last few years we have had considerable cause to regret inventing the rules which govern allies and mercenaries in the Warhammer game. Although they suited our own selection of armies and our approach to the game at the time, they make it very difficult to collect and expand armies in a satisfying way. Naturally we realised this as soon as we started to raise new armies! We would therefore like to suggest an alternative approach which makes it far easier to add existing armies together or to

combine your forces with another player's army for a battle. This suggestion is by no means an official amendment - it is merely an approach which we find useful, and if you'd like to adopt it for your games too then that's fine.

We now play to the rule that at least half the points value of the army must be made up from its own list, and only up to half of the army's points value can be allies or mercenaries. Allies are chosen from the main Warhammer Armies army list for each race, and you can include as many different allied forces as you wish. We allow basically 'good' races to ally as they wish (ie any human armies, Dwarfs, and any Elves may ally) and the same with basically 'evil' armies (Chaos, Skaven, Orcs, Undead and Dark Elves).

As a general rule we play that an allied force can't have more than one character or war machine for each rank-and-file ally unit - this stops people fielding allied forces made up entirely of characters or war machines. The Empire list already contains a built-in system for limiting characters and war machines in this way. The advantage of this approach is that you can buy that unit of High Elves or Bretonnians that you always wanted and add them into your Empire or Wood Elf army. This makes it very easy to start new armies and incorporate new models into your existing forces. It also means you can get together with your friends and combine armies more easily. Of course you can also agree to ally three or four armies together and ignore the limit of half the points as allies - this allows you to fight big spectacular battles with your entire model collection! We haven't tried this yet but will give it a go over a weekend soon.

We also want to make some new models of specific mercenary units: Golfag's Mercenary Ogres, Urock's Orc Boys, Frank Marlick's Cannons, Mad Malvolio's Tilean Cut-throats, and other infamous sell-swords from the Warhammer Old World. This would enable you to buy a specific boxed set of models which you could then include in your army, or in any other army that you started to collect. However, we haven't got round to this yet and so it's not really worth saying any more about, although if you write and tell us this is a good idea it might just stir some model designer into frenzied enthusiasm.



NEW RULES AND MODELS

At the time of writing, we still have some great new models in preparation including the Empire Mortar, Volley Gun, War Altar of Sigmar, Steam Tank, War Wagon and several brand new Battle Wizards. We decided to include these in the list in order to make it as complete as possible - although we can't preview them as the models aren't yet finished! As soon as they are ready, we'll be showing them in full and providing all the details, new rules and points values you'll need to include them in your games.

CHOOSING AN EMPIRE ARMY

The Empire army may be chosen from the troops described on the pages that follow. Each entry describes a unit of troops, a machine of war, or an individual hero. Points values are given for a unit, with additional points to expand the unit to a larger size, and in some cases the extra cost for changing or adding equipment. This is quite different to the system used in

Warhammer Armies but the two systems are fully compatible. You can fight an Empire army chosen from this list against any army chosen from Warhammer Armies.

The list breaks down into three categories: TROOPS, WAR MACHINES, and CHARACTERS.

TROOPS

The Empire army has strong cavalry and sturdy infantry. The following lists describe the troops available in detail, and the summary below indicates how many units you may include of each type. The points value for a minimum-sized unit is also indicated, though most units can be expanded by paying extra points.

TROOPS	YOU MAY INCLUDE	POINTS COST
Reiksguard Knights	1 unit	240 for 5 models
Knights Panther	1 unit	210 for 5 models
Knights of the White Wolf	1 unit	210 for 5 models
Kislev Winged Lancers	1 unit	150 for 5 models
Kislev Horse Archer	As many units as you wish	80 for 5 models
Pistoliers	As many units as you wish	100 for 5 models
Reiksguard Regiment	1 unit	200 for 10 models
Halberdier Regiment	As many units as you wish	110 for 10 models
Spearmen Regiment	As many units as you wish	90 for 10 models
Tilean Crossbow Regiment	As many units as you wish	100 for 10 models
Handgunner Detachment	As many units as you wish	40 for 5 models
Archer Detachment	As many units as you wish	35 for 5 models
Greatsword Detachment	As many units as you wish	40 for 5 models
Swordsmen Detachment	As many units as you wish	35 for 5 models
Flagellant Warband	1 unit	50 for 5 models
Empire Dwarf Regiment	As many units as you wish	120 for 10 models
Halfling Regiment	As many units as you wish	50 for 10 models



WAR MACHINES

The Empire is renowned for its cannon foundries and the Imperial Gunnery School at Nuln is the most advanced in the world. Three types of artillery have been included: Great Cannons, Mortars, and Volley Guns. The Empire's arsenal also includes Steam Tanks and Battle Wagons. Note that there are special limitations regarding how many artillery pieces, Steam Tanks and War Wagons you can include in your army. These limitations are explained in the text and are summarised below.

WAR MACHINES	YOU MAY INCLUDE	POINTS COST
Great Cannon	Up to 1 artillery piece for every 2 Empire human infantry units (but not Dwarfs or Halflings)	100 per cannon and crew
Mortar	See above	100 per mortar and crew
Volley Gun	See above	50 per volley gun and crew
Steam Tank	1 per 2 Empire human infantry units (not Dwarfs or Halflings) up to a maximum of 8	Models in preparation, new rules and points coming soon
War Wagon	1 per 2 Empire human infantry units (not Dwarfs or Halflings)	

CHARACTERS

The Empire army may include a wide assortment of characters including the Emperor Karl-Franz, the Grand Theogonist, the Emperor's Champion and Battle Banner, and Empire Battle Wizards. Some characters are individuals and can only be represented once, eg the Emperor. In other cases you can include several characters of the same type, eg Battle Wizards. The total number of characters you can include is limited by the size of your army. You may include up to 1 character for every 2 Empire infantry units. In the case of characters, Halflings and Dwarf regiments do count towards this total.

TROOPS	YOU MAY INCLUDE	POINTS COST
Emperor Karl Franz	1	150
Champion of the Empire with Battle Banner	1	150
Grand Theogonist and War Altar	1	150
Elector Count	As many as you wish	100
Empire Battle Wizard	As many as you wish, but you may not have more Battle Wizards than other characters	Lvl 1 Wizard - 50 Lvl 2 Wizard - 100 Lvl 3 Wizard - 150
Ice Queen of Kislev	1 if you have at least 1 unit of Kislev troops.	200



HOCHLAND HALBERDIER



REIKSGUARD CAPTAIN
WITH PISTOL



THE ICE QUEEN OF KISLEV



CAPTAIN OF THE REIKSGUARD KNIGHTS



REIKSGUARD STANDARD BEARER



EMPIRE HERO
WITH HAMMER



TALABECLAND
HAND GUNNER



MASTER GUNNER



EMPIRE CHAMPION
WITH PISTOL



Empire Army Champions and Characters

This month's 'Eavy Metal focuses on some of the superb new models from Michael and Alan Perry's range of Empire miniatures. As well as designing all of the miniatures, they've also painted up their own army for Warhammer Fantasy Battle and we've used some of their units to illustrate the Empire army list elsewhere in this issue. All the models in the army are painted to a good gaming standard, with neatly painted miniatures and a basic level of highlighting and shading. This enables you to paint-up large units quickly and get them into action on the gaming table.

The miniatures on the opposite page are examples of what can be achieved if you are prepared to spend extra time on full-shading and detailing. Of course it's not practical to paint a whole army to this standard, but a little extra time spent on the special models such as characters and heroes really makes the whole army shine.

The Captain of the Reiksguard Knights is an important figure in the Empire. He commands the most powerful unit in the army and often has official duties as one of the Emperor's personal bodyguards. His finely wrought armour and weapons are valuable relics, encrusted with jewels and covered with engraved detail, and we decided to paint the model to reflect this importance.

His gold armour was painted with colours from the new Citadel Metallic Paint Set. It was first given a base coat of Dwarf Bronze and then highlighted with Burnished Gold. The bright red details were then picked out with Go-Fasta Red. The haft of the hammer was also painted in red rather than the usual wood tones. This gives it a rich look as if it were covered in velvet or lavishly enamelled.

The whole model has been made to look really impressive by the special details painted onto the warhorse barding. The large plain areas on the new plastic horses are perfect for painting decoration onto. The first stage was to paint all of the armoured areas of the horse with Chaos Black. The base colour for most of the decoration will be Skull White and so the black undercoat provides a good contrast to work over.

First of all, the delicate scroll work was painted in a band round the bottom of the barding. This is less complex than it looks and consists of a fairly random series of curls and scrolls painted on with thinned down Skull White. You can rectify any mistakes by over-painting them with Chaos Black and then re-touching the white. Once the white paint is thoroughly dry, several thin glazes of red ink are applied over the detail. The aim of this is to 'tint' the white so that it looks like red engraving on black armour. The final touch is to outline the area with a thin line of Burnished Gold.

The decoration over the scroll work combines three designs that are fairly common in the Empire to

produce something really flamboyant. The skull, as the symbol of Sigmar, is a particularly apt device for the Captain of the Reiksguard. It is surrounded with a green laurel wreath and red ribbon to make it look really spectacular. All these symbols were painted in Skull White and then the appropriate colour; this gives a good 'undercoat' to work over and makes the designs far brighter.

The ridges on the front of the horse's barding make it a fairly awkward shape to paint designs onto. In the end we decided to paint a scroll bearing a motto. As with all of the other designs, the first thing was to paint the shape of the scroll in Skull White. This was then over-painted with Snakebite Leather and highlighted with Bleached Bone. When the paint was completely dry, the 'Deus Sigmar' motto was carefully drawn in using a sharp pencil. The words were then over-painted in Chaos Black. The technique of doing effective lettering is quite difficult to master and it's a good idea to have some reference on hand so you can see exactly how you want it to look. You can get lots of ideas for inscriptions from history books and magazines, or just work out what you want to paint on the model and write it out neatly out on paper.

The Captain of the Reiksguard Infantry is another good example of the sort of flamboyant decoration that heroes and champions of the Empire display on their armour. The scroll work on the lower part of his armour was painted with the same technique we used on the warhorse barding, except that yellow ink was applied over the Skull White lines instead of red. This gives it the appearance of ornate gold inlay.

The Ice Queen of Kislev is painted in a combination of tones designed to give her a frosty, hard appearance. All of the colours used are cold ones, like blue, pale green and white. This effect is reinforced by painting some of the trim and linings with Go Fasta Red. The sharp contrasts make the colder colours look even more effective. This technique has also been repeated on the horse. Painting the mane and tail in Chaos Black makes the white areas stand out even more.

Some of the other character models are regimental leaders that have been painted with extra care to make them stand out from their units. These don't necessarily have to wear the same uniform as the troops they are leading as they are far more likely to have painted and engraved armour or richly decorated clothing.

Along with the characters, there are also some examples of standard troop types, such as the Stirland archer, that have had extra decoration added to them. The symbols and mottos have been taken from the relevant provincial flag and have been added purely for decoration. If you do this on a few models it goes a long way to livening up the whole unit.

REIKSGUARD KNIGHTS



The Reiksguard is recruited from the oldest sons of the Knights of the Empire. It is divided into warriors who fight on foot, referred to as the Reiksguard Regiment, and a mounted arm known as the Reiksguard Knights. The Knights carry tall lances and ride prancing stallions. Their armour is highly polished to a mirror-like finish, and their helms are adorned with the red and white crest of the ruling Emperor Karl Franz.

The Reiksguard Knights are the Emperor's best troops, and form the core of the Imperial army. Many a battle has been won thanks to a decisive charge by the Reiksguard Knights. The Captain of the Knights is a powerful figure in the Empire, ranked as one of the personal bodyguards of the Emperor on state occasions, and chief amongst all the Emperor's war masters.

The Reiksguard Knights are represented by a single unit of 5 or more models including their Captain. All wear heavy armour and carry a shield, and ride armoured warhorses. This gives them a basic armour saving throw of 2+ on a D6, which is an excellent degree of protection. Only enemy with a saving

throw modifier or enemy who ignore saving throws stand much chance against them.

The Reiksguard Knights are armed with a tall lance as well as a sword to cut their way out of thick fighting. The charging Knight holds the lance level with its tip aimed squarely at the enemy. The moment the lance strikes home the Knight drops it to the ground and draws his sword, because the lance itself is too long and cumbersome to use once the fighting closes in. The lance is therefore very effective during the first part of the fight, but if the battle gets bogged down all its advantages are lost. To properly exploit their weapon the Knights must charge into combat, if they wait around to be charged by the enemy then their lances will be useless. This means that the Empire general must be very careful how and when he commits his Reiksguard Knights. It is important not to waste them by allowing yourself to be drawn into combat with large units of ordinary troops - leave these targets to your infantry or see them off with a blast from your cannon.

Always use the Reiksguard Knights decisively! If you sit around and wait for the enemy to charge then the advantage of the lance is lost, and your troops will get stuck in a drawn out hand-to-hand combat engagement. Troops which charge into combat with a lance receive a +2 initiative bonus, a +2 strength bonus, and their opponents suffer a -1 reduction in their armour saving value (from 3+ to 4+ for example). These bonuses only apply during the first round of the engagement and only if the Knights charge into combat.

If the Reiksguard Knights number 10 or more models they may carry the personal standard of the Emperor as their unit banner. This is a great honour for the Reiksguard Knights, and if the Emperor's banner should retreat or be lost this would be a terrible disgrace. Thanks to the sobering effect of this banner the Reiksguard automatically pass their first Leadership test of the game - either a rout or psychology test, whichever comes first. Thereafter the banner is treated like any other unit banner.



PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Captain	6	6	3	4	3	2	5	2	10	2+	240 POINTS FOR 5 KNIGHTS INCLUDING CAPTAIN
Knight	6	4	3	4	3	1	4	1	7	2+	200 POINTS FOR EACH FURTHER 5 KNIGHTS
Warhorse	6	3	-	4	-	-	3	1	-	-	

KNIGHTS OF THE WHITE WOLF



The Knights of the White Wolf are amongst the most numerous and powerful of all the Knightly Orders in the Empire. They are especially strong around Middenheim where the order was created following a victorious battle against Chaos. The Knights of the White Wolf keep alive the old fierce ways of their warrior forebears. They wear mantles of wolf skin over their armour, and spurn shields, helms and lances in favour of a heavy two handed maul. They swing this weapon around their heads, knocking enemy horsemen from their saddles and pounding the skulls of enemy foot troops.

The Knights may be represented by a single unit of 5 or more models including their Champion who leads them into battle. They wear heavy armour and ride into battle on armoured warhorses. This gives them a basic armour saving throw of 3+ on a D6.

The Knights of the White Wolf carry a double-handed maul with which they are highly proficient. This heavy weapon can batter apart the thickest armour, while a good blow on a helmet will knock a man senseless even if the metal doesn't crack apart. To represent this the enemy's armour saving value is reduced by 1 pip of the dice (from 4+ to 5+ for example). This is very useful in a fight, as it enables the Knights to slay enemies wearing a great deal of armour. Unlike the lance armed Knights this bonus applies all the time, so the White Wolves are not as reliant as other Empire cavalry on the effect of their charge.

If the Knights of the White Wolf number 10 or more models they carry their banner depicting the white wolf's head of Ulric. This banner was carried at the battle of Middenheim itself, and afterwards dipped in the blood of a mighty daemon prince of Chaos destroyed by the Knights. This has endowed the banner with magical properties, radiating a sense of terror that affects the Knights' enemies. If any unit wishes to charge the Knights of the White Wolf it must first take a fear test, and if this test is failed the unit may not charge or move that turn.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Champion	6	5	3	4	3	2	5	2	9	3+	210 POINTS FOR 5 KNIGHTS INCLUDING CHAMPION
Knight	6	4	3	4	3	1	4	1	7	3+	180 POINTS FOR EACH FURTHER 5 KNIGHTS
Warhorse	6	3	-	4	-	-	3	1	-	-	

PISTOLIERS

The Pistoliers are young nobles, sons of the Knights who are as yet too inexperienced to join one of the Knightly Orders. Many of them are fighting for the first time and will be eager to join in the battle. Pistoliers have a deserved reputation as wild, hot-headed youths, swift to dash into danger where more experienced warriors might bide their time.

Pistoliers fight in units of 5 or more horsemen, and the army may include several such units if you wish. They wear heavy armour but do not carry shields. Unlike their fathers they ride fast, unarmoured horses, relying on their speed to avoid harm. This gives a basic armour saving throw of 4+ on a D6.

Pistoliers carry a sword and a brace of pistols which they use at very close quarters to blast enemy horsemen from their saddles. Pistols can be fired at targets up to 6" distance, but it is far better to reserve them for hand-to-hand fighting. In close combat the Pistoliers fight as normal using their sword, and then fight again with a pistol, so they actually have double their normal number of attacks, which makes them very effective fighters! Any hits with a pistol are worked out with a strength value of 4, and any close combat casualties suffer a



-2 penalty on their armour saving value (4+ becomes 6+ for example). As the Pistoliers carry two pistols they can use the pistols every turn - they do not need to spend a turn reloading as described in the Warhammer Fantasy Battle rulebook.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Pistolier	7	3	3	3	3	1	3	1	7	4+	100 POINTS FOR 5 PISTOLIERS
											100 POINTS FOR EACH FURTHER 5 PISTOLIERS

KNIGHTS PANTHER

The Knights Panther rank alongside the Knights of the White Wolf as the noblest and most powerful of the Knightly Orders. They were established following the wars against Araby when returning crusaders brought back many magnificent leopards, tigers and panthers, as well as furs which they proudly displayed as cloaks and saddlecloths, or decoration for their helms. Although the original furs have long since mouldered away to nothing, the Knights still trim their clothes and crests with whatever exotic spotted or striped fur they can obtain. Their shields carry the emblem of their order, the fabled spotted panther of Araby.

The Knights may be represented by a single unit of 5 or more models including their Champion who leads them into battle. They wear heavy armour and carry shields, and ride armoured warhorses. This gives them a basic armour saving throw of 2+ on a D6.

If the Knights Panther number 10 or more models they carry their battle standard depicting the spotted panther of Araby. The Panther Knights' battle standard was made by the College of Light, one of the first Colleges of Magic to be established in Aldorf. The banner was created as part payment for property owned by the Knights Panther which the Wizards wished to adopt as their College. Even today, after much rebuilding, the



central tower still stands as it did then, and continues to be known as the Panther Tower. The banner protects the unit carrying it against hostile magic, and any spell cast upon the unit is nullified on the D6 roll of a 4 or more.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Champion	6	5	3	4	3	2	5	2	9	2+	210 POINTS FOR 5 KNIGHTS INCLUDING CHAMPION
Knight	6	4	3	4	3	1	4	1	7	2+	180 POINTS FOR EACH FURTHER 5 KNIGHTS
Warhorse	6	3	-	4	-	-	3	1	-	-	

KISLEV HORSE ARCHERS

The vast realm of Kislev encompasses many areas which are populated only by nomadic tribes. These tribes virtually live on horseback, and make a great nuisance of themselves by raiding and robbing outlying towns and villages, as well as by capturing merchant caravans. On occasions vast numbers of these tribesmen will flood westward and attack the Kislevites themselves, but most of the time they are content to acknowledge the supremacy of the Tzar.

Fortunately these tribes are too busy squabbling amongst themselves to unite and press south. Meanwhile they fight as part of the Tzar's armies and join the Kislevites as they ride to the aid of the Empire. The three largest nations of Kislev nomads are the Cossacks, Tartars, and Huns, but there are many smaller tribes too, all having their own characteristic styles of costume and decoration.

Horse archers fight in units of 5 or more horsemen. The army may include several such units if you wish. They carry shields but wear no armour. This gives a basic armour saving throw of 5+ on a D6.



The Kislev horse archers are expert bowmen and can shoot a bow from horseback as easily as a Bretonnian might fire a longbow. They also carry a sword, axe, or club to use in close combat. Kislev Horse Archers may fight as skirmishers if they wish. Although large units are not normally permitted to skirmish, Kislevites are an exception, and they can skirmish regardless of the size of the unit.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Chieftain	8	4	3	3	3	2	4	2	8	5+	80 POINTS FOR 5 HORSE ARCHERS INCLUDING CHIEFTAIN
Horse Archer	8	3	3	3	3	1	3	1	7	5+	60 POINTS FOR EACH FURTHER 5 HORSE ARCHERS

KISLEV WINGED LANCERS

The Knights of Kislev are the proud warrior elite of the Kislev realm, the vast land of forest and steppe to the north of the Empire. In their mutual war against Chaos both the Empire and Kislev have need of each other's help, so it is quite common for the Winged Lancers to march south to the aid of the Emperor. The outlandish appearance of these fur clad warriors causes peasants to flee from their villages and towns to bar their gates. Their strange appearance is enhanced by the tall wings fastened to their backs. These are made from the feathers of Griffons and other Chaos creatures hunted in the northern wastes. When the Kislevites charge into combat these wings catch in the wind and make a great roaring sound.

Kislevite Lancers may be represented by a single unit of 5 or more models including their Captain. All wear heavy armour and carry a shield, giving them a basic armour saving throw of 3+ on a D6.

The Kislevite Lancers are armed with a tall lance as well as a sword to cut their way out of thick fighting. As with all lance armed cavalry this is a weapon which is only fully effective in the charge. If the Kislevites wait around to be charged by the enemy then their lances will be useless. The same general comments therefore apply as for Reiksguard Knights regarding how best to use them. Cavalry which charge into



combat with a lance receive a +2 initiative bonus, a +2 strength bonus, and their opponents suffer a -1 reduction in their armour saving value (from 3+ to 4+ for example). These bonuses only apply during the first round of the engagement and only if the Knights charge into combat.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Champion	6	5	3	4	3	2	4	2	9	3+	150 POINTS FOR 5 WINGED LANCERS INCLUDING CHAMPION
Lancer	6	4	3	3	3	1	3	1	7	3+	120 POINTS FOR EACH FURTHER 5 WINGED LANCERS

REGIMENT OF HALBERDIERS

The Empire is divided into many city states and provinces which maintain their own small armies. The troops that comprise these armies vary a great deal in their appearance, costume, weapons, and fighting quality, but for the most part they are sturdy and reliable troops. Each regiment which is raised for its state's army is equipped in a particular fashion depending on local preferences and the availability of certain weapons. Halberdiers are extremely common, especially amongst the southern states of the Empire.

As a rule these regiments are dressed in the colours associated with their province or city state, although this is not an absolute rule and it is quite common to see units dressed in civilian costume or in some unusual uniform of its own invention. They wear whatever armour is available, consisting of padded and studded leather jerkins, with the occasional mail cape or metal breastplate. Few regiments are identically armoured, so it is quite likely that some troops will have no armour, while others have may have mail capes, and one or two mail coats or breastplates.



Halberdiers fight in units of 10 or more warriors. The army may include several such units if you wish. They wear a mixture of padded jerkins and mail armour, which we shall assume averages out to give the unit a basic armour saving throw of 6 on a D6.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Captain	4	3	3	3	3	1	3	2	8	6	110 POINTS FOR 10 HALBERDIERS INCLUDING CAPTAIN
Halberdier	4	3	3	3	3	1	3	1	7	6	40 POINTS FOR EACH FURTHER 5 HALBERDIERS

REIKSGUARD REGIMENT

The infantry arm of the Reiksguard is formed from the Reiksguard Regiments. These are the Emperor's own troops and the nearest thing the Empire has to a state army. They are based near the Emperor's palace and can be seen parading through the streets, escorting the Emperor on state occasions, and patrolling the city walls. The Reiksguards themselves are the sons of noblemen, many of whom hope to inherit their father's title and property one day. Some younger sons will never inherit, and while most leave the army to pursue other interests, some remain in the Reiksguard to become its senior officers, commanders and generals. They are armed with heavy swords and shields and wear ornate steel armour which they keep polished to a mirror like finish.

The Reiksguard is represented by a single regiment of 10 or more models including its Captain. They are armed with swords and shields, which together with their heavy armour gives them a basic saving throw of 4+ on a D6.



PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Captain	3	6	3	4	3	2	5	2	10	4+	200 POINTS FOR 10 REIKSGUARD INCLUDING CAPTAIN
Reiksguard	3	4	3	4	3	1	4	1	7	4+	60 POINTS FOR EACH FURTHER 5 REIKSGUARD

FLAGELLANT WARBAND OF THE APOCALYPSE

There are many people in the Empire who believe their society is doomed, and that the growing power of Chaos is certain to overwhelm the land, destroying every city, burning and looting, slaying those who stand in the way of the Gods of Chaos and dragging the rest into hellish servitude. There is good reason to be fearful, as the ever increasing presence of Chaos creatures makes it harder every year to defend the northlands. The number of Chaos Warbands, Beastmen, and Chaos Monsters in the forests of the Empire has increased out of all proportion in the last few years.

Although most of the Empire's citizens are steeled to defend their homeland, there are many others who have been driven to the edge of madness by fear and uncertainty. It is now a common sight in the Empire to see bands of penniless zealots whipping and beating themselves as they travel from village to village, begging scraps of food and preaching their nightmare vision of doom and despondency. The solid citizens of the Empire pity these Flagellants of the Apocalypse, but most people have no time for their endless sermons about the end of the world and damnation of their souls. The weak minded and fearful are the most susceptible to their fanatical invitation to join their band and travel the Empire preaching their own particular brand of misery.

Although clearly mad, the Flagellants of the Apocalypse are not cowards - they simply believe that they and all of mankind are doomed. When they hear that a battle is brewing they flock towards the battle site in vast numbers, ready to cast themselves into the fray in a gesture of hopeless sacrifice.

Flagellants feel almost no pain, whether self-inflicted or otherwise, so they can withstand the most horrendous wounds without flinching. They are also completely fearless, having confronted their own vision of world destruction nothing holds any terror for them any longer.

Your army may only include one Flagellant Warband. Empire generals do not encourage these warbands or accept these anarchic fanatics in their armies, but they can do nothing to stop them from joining in the battle. Although rather disturbing and almost impossible to control, Flagellants of the Apocalypse have won battles for the Empire before now, and only a fool would underestimate their strength and tenacity.

Flagellants are unaffected by fear, panic, or any psychology tests - they ignore all such tests regardless of cause. In addition they cannot be routed from hand-to-hand combat, as a result of casualties from shooting, or by any other means - they never rout and will fight to the last man in combat. Flagellants' minds are a whirl of doom and morbid energy, and they do not think clearly. Their self-destructive urges are disturbing at the best of times and during battle reach a new pitch of madness. To reflect this Flagellant Warbands must always move towards the enemy at their normal move rate during their movement phase, and must charge the enemy if they are able to do so. Because they are impossible to control precisely, they are never provided with supporting detachments of troops. To reflect their insane strength and ability to sustain damage they have an enhanced game profile as shown below. Note that no leadership value is given as they never test on this characteristic.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Flagellant	4	3	3	4	4	1	3	2	-	-	50 POINTS FOR 5 FLAGELLANTS
											50 POINTS FOR EACH FURTHER 5 FLAGELLANTS

REGIMENT OF SPEARMEN

Spear armed regiments are most common in the northern states where wild forests provide ample opportunity for hunting with spear and hound. The same comments as regards uniform and uniformity apply as for the halberdiers, and they too are likely to wear a mixture of armour. Unlike halberdiers they carry shields but they are less likely to wear body armour, which is rarer in the northern forests than in the more urbanised lands of the south.

Spearmen fight in units of 10 or more warriors including their Captain. The army may include several such units if you wish. They wear a mixture of padded jerkins and mail armour and carry shields, which all average out to give the unit a basic armour saving throw of 6 on a D6.



PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Captain	4	3	3	3	3	1	3	2	8	6+	90 POINTS FOR 10 SPEARMEN INCLUDING CAPTAIN
Spearman	4	3	3	3	3	1	3	1	7	6+	35 POINTS FOR EACH FURTHER 5 SPEARMEN

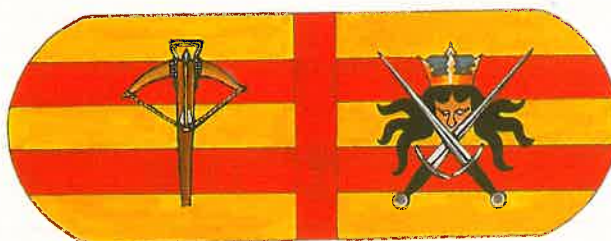
TILEAN CROSSBOW REGIMENT

The Tileans are renowned throughout the Old World for their skill with the crossbow. Tilea is a land torn by continuous warfare, so that a whole social class of professional warriors has evolved. These fighters know no other way of life, and earn their living by fighting and plundering. When the occasional unexpected peace breaks out vast numbers of Tileans find themselves without employment, and they flock to the northlands of Bretonnia and the Empire in search of work. Bands of Tileans readily find employment in the retinue of a Bretonnian noble or the state armies of the Empire.

Tileans fight in units of 10 or more crossbow armed warriors including their Captain. The army may include several such units if you wish. They wear a mixture of leather jerkins, padded clothes and mail armour. Many Tileans in the service of the Empire are equipped from the state's own arsenals and wear breastplates or chain mail shirts as well as state uniforms. Whatever their combination of armour the unit has a basic armour saving throw of 6 on a D6, the advantage of more heavily armoured individuals being cancelled out by individuals with no armour at all.



PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Captain	4	3	3	3	3	1	3	2	8	6+	100 POINTS FOR 10 CROSSBOWMEN INCLUDING CAPTAIN
Crossbowman	4	3	3	3	3	1	3	1	7	6+	40 POINTS FOR EACH FURTHER 5 CROSSBOWMEN



DETACHMENT OF HAND GUNNERS

A detachment is a small unit of troops which can fight on its own in exactly the same way as a regiment, or it can fight alongside a regiment under the command of that regiment's leader as described already. Detachments are trained to fight alongside regiments from their own city or province army, so it is usual for them to wear the same uniform as the regiment they are supporting - if only because they come from the same states and are usually raised at the same time.

However, this is not always the case, and sometimes detachments are given their own distinctively different uniforms so that commanders can see exactly where they are on the battlefield. These uniforms are made up as required and so can be widely different from each other as well as from their state's usual scheme. It is also possible for detachments from one state to fight in support of regiments from another state, as all states are trained in pretty much the same drill.

Detachments of Hand Gunners fight in units of 5 or more soldiers. The army may include several such detachments if



you wish. They wear padded or leather jackets but these offer little protection and do not warrant a saving throw. Detachments may be used to support larger regiments or they may be used exactly like other units.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Hand Gunner	4	3	3	3	3	1	3	1	7	-	40 POINTS FOR 5 HAND GUNNERS 40 POINTS FOR EACH FURTHER 5 HAND GUNNERS



DETACHMENT OF ARCHERS

The bow is a traditional weapon throughout the Empire but it is an accepted fact that the best archers come from the tree shrouded mountains of the north and east, where every farmer and woodsman relies on the bow to defend himself from the many wild beasts and to hunt game for meat and fur. These brave frontiersmen often decorate their hats with the tails of foxes, squirrels and other animals, or the feathers of birds they have shot. A particularly fortunate individual might boast a cloak made from bear skin, or the feathers from a giant eagle.

Detachments of archers fight in units of 5 or more soldiers. The army may include several such detachments if you wish. Although some units wear proper uniform many have only the thick woollen smocks and leather jackets which they wear to keep out the harsh mountain weather. Some may well have chain mail or plate armour breastplates to protect them from wild beasts. Other archer units are more uniformly equipped by their city or province and have chain mail shirts, this being more common in the middle and south of the Empire where cities are wealthier and city arsenals more proficient.



Whatever the individual archers wear we assume their average protection is equivalent to a saving roll of a 6. Detachments of archers may be used to support larger infantry regiments or they may be used on their own exactly like other units.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Archer	4	3	3	3	3	1	3	1	7	6+	35 POINTS FOR 5 ARCHERS 35 POINTS FOR EACH FURTHER 5 ARCHERS

DETACHMENT OF GREATSWORDS

The greatsword is a heavy and very powerful weapon, but it is difficult to wield and only men with considerable physical stamina can use it effectively. To use the weapon the warrior swings it around his head in great sweeping arcs. Any enemy who gets too close risks being caught by the heavy whirling blade and knocked to the ground.

A blow from a greatsword can easily sever a foe's neck, sending his head spinning into the air with a final look of indignant surprise fixed to its features. It is said that the famous Count Strome of Stirland once cut a Bretonnian Knight clean in two with a single blow from a greatsword so that the unfortunate victim and his horse were split straight down the middle.

Warriors with greatswords fight in detachments of 5 or more soldiers, and the army may include several such detachments if you wish. Because they need both hands to swing their mighty blades they usually wear chain mail armour or thick padded jackets, sometimes with metal studs. Some wear plate armour on their arms and legs, but others wear no armour at all, so this is equivalent to an armour save of 6.



PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Greatsword	4	3	3	3	3	1	3	1	7	6+	40 POINTS FOR 5 GREATSWORDS 40 POINTS FOR EACH FURTHER 5 GREATSWORDS

DETACHMENT OF SWORDSMEN

Some of the states within the Empire raise detachments of swordsmen to support their regiments in hand to hand combat. These soldiers use their shields to parry their enemy's blows or to punch him in the face while striking with their swords.

Their swords are long weapons made from the finest Empire steel and every man is highly skilled in their use. Swordsmen from the Empire are highly respected throughout the Old World and are regarded as romantic, dashing characters with a rather exaggerated sense of honour and unparalleled zest for duelling. In battle their favourite tactic is to attack round the sides of enemy units which are locked in combat with another regiment.

Detachments of swordsmen fight in units of 5 or more soldiers, and the army may include several such detachments if you wish. As with other Empire troops their uniforms are mostly supplied from the city state or provincial armouries, and so will vary from state to state.

To use their swords properly they prefer not to restrict themselves with metal body armour, although most wear a leather or padded jerkin and a few will have breastplates or chain mail armour.



All carry shields as their style of fighting depends on the aggressive use of a shield combined with skillful sword strokes. This gives the unit an overall saving throw of 6. The quick thrusting swordmanship of these expert fighters is reflected in their enhanced WS value of 4 compared to a normal value of 3 for a human warrior.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Swordsmen	4	4	3	3	3	1	3	1	7	6+	35 POINTS FOR 5 SWORDSMEN 35 POINTS FOR EACH FURTHER 5 SWORDSMEN

EMPIRE DWARF REGIMENT

The Empire has a substantial population of Dwarfs, especially in its larger cities where their skills as metalworkers and their hard-working manner has enabled them to establish themselves and grow wealthy. Much of the technology that has created the Empire stems from the Dwarfs, and there is little doubt that without their help the Empire would have long since collapsed under the threat of Chaos. City states and provinces with large populations of Dwarfs raise regiments to fight in their armies.

The Empire army may include Dwarf regiments of 10 or more models each. There is no upper limit on the number of Dwarf regiments you can include, but you cannot field more than 1 Dwarf regiment for every 2 human infantry regiments or

detachments. So, for example, you could have 2 human regiments and 2 detachments plus up to 2 Dwarf regiments. This restriction reflects the Dwarf's relatively low numbers compared to humans in the Empire armies.

Although equipped from state armouries, Dwarfs often supplement their gear with chainmail coats and metal breastplates of their own. Although some Dwarfs may be content with a thickly padded leather jerkin or studded coat, others insist on good Dwarf plate covering every vital spot. This gives them a saving throw of 5+ as a whole regiment, averaging out those with varying armour. They carry shields and axes or swords, but they can also have other weapons as described below.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Captain	3	4	3	3	4	1	2	2	10	5+	120 POINTS FOR 10 DWARFS INCLUDING CAPTAIN
Dwarf	3	4	3	3	4	1	2	1	9	5+	50 POINTS FOR EACH FURTHER 5 DWARFS

OTHER WEAPONS: If you wish, a Dwarf regiment may be equipped with either spears or crossbows at an additional points cost. Note that you cannot arm Dwarfs with both spears and crossbows, only one or the other.

A Dwarf regiment may be armed with spears instead of their axes and swords. This costs an extra 1 point for every model in the regiment. Eg, you can arm a regiment of 20 Dwarfs as spearmen for 20 points.

A Dwarf regiment may armed with crossbows in addition to their axes and sword. This costs an extra 3 points for every model in the regiment. Eg, you can arm a regiment of 20 Dwarfs with crossbows for 60 points.

HALFLING REGIMENT

Halflings live in their own realm which is nominally part of the Empire, but which is really left pretty much to itself. This realm is called the Moot and it lies within the borders of the province of Stirland. Halflings maintain a small body of warriors whose principle tasks are to round up bandits, root out dangerous animals from the forests, and keep the peace in the scattered Halfling villages. Halflings are not the world's most dangerous warriors. They also eat twice as many rations as larger humans! However, they make excellent trackers and woodsmen and are especially skillful bowmen.

An Empire army may include Halfling regiments of 10 or more models each. There is no upper limit to the number of Halfling regiments you can have, but you cannot field more than 1 Halfling regiment for every 4 human infantry regiments

or detachments. So, for example, you could have 2 human regiments, 2 human detachments and 1 Halfling regiment.

Halflings don't have much in the way of armour, although they may occasionally pick up a padded jerkin or even a small coat of chainmail. Halflings therefore have no saving throw. They are good woodsmen and can move through woods without movement penalty. They favour bows so that they can fight at a distance, but may alternatively be armed with shields or shields and spears as described below.



PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Captain	3	2	4	2	2	1	5	2	7	-	50 POINTS FOR 10 HALFLINGS INCLUDING CAPTAIN
Halfling	3	2	4	2	2	1	5	1	6	-	20 POINTS FOR EACH FURTHER 5 HALFLINGS

OTHER WEAPONS: If you wish, a Halfling regiment may be equipped with shields and swords instead of bows. Alternatively you can arm a regiment with shields and spears at an extra points cost. Note that you cannot arm Halflings with both spears and bows, only one or the other.

A Halfling regiment may be given shields instead of their bows. This costs nothing and gives the regiment a saving throw of 6.

A Halfling regiment may be given spears and shields instead of their bows. This costs an extra 1 point for every model in the regiment and gives the regiment a saving throw of 6. Eg, you can arm a regiment of 20 Halflings with spears and shields for 20 points.

GREAT CANNON

Cannons are forged by the Imperial Ordnance based in Nuln from where they are distributed throughout the Empire. Most of these guns are used for the defence of the Empire's cities, but some are mobile and form a part of each state army. It is mostly city states which have significant numbers of cannons, although a few of the larger provincial towns also have them. The largest of these mobile cannons are called Great Cannons or Great Guns and they are masterpieces of the cannon makers' art. They are long barrelled and large bored weapons of iron or bronze, and can fire a metal cannonball many hundreds of yards.

The Empire army may include a maximum of 1 artillery piece for every 2 human infantry regiments or detachments it contains. Artillery pieces include mortars and volley guns as well as great cannons. Otherwise there is no upper limit to the number of guns in your army, so the bigger the army the more cannons it can include. This restriction of 1 artillery piece for every 2 human infantry units reflects the proportion of cannon pieces in each state army.



Gun crews often wear light leather jackets to protect them from powder burns and flash-backs from the cannon. These are too insubstantial to offer any resistance to a blow from a weapon and therefore gunners have no save. A great cannon has a crew of 3 men.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE						
Crew	4	3	3	3	3	1	3	1	7	-	A CANNON AND CREW COSTS 100 POINTS						
SPECIAL RULES: We would recommend players use the new cannon rules described earlier for all the Empire artillery pieces as well as Bretonnian, Dwarf and any other guns.											<table><tr><td></td><td>Range</td><td>Casualties</td></tr><tr><td>Great Cannon</td><td>48"</td><td>D4 wounds</td></tr></table>		Range	Casualties	Great Cannon	48"	D4 wounds
	Range	Casualties															
Great Cannon	48"	D4 wounds															

MORTAR

Mortars are shorter and heavier weapons than cannons, designed to lob a special shell high into the air so that it drops down on the target from the sky. Unlike a cannonball a mortar shell is hollow and filled with gunpowder. It has a fuse made from string soaked in a flammable substance, and when the crew are ready to fire the mortar one of them lights this fuse before dropping the mortar shell into the mortar. If all goes well the mortar fires and lobs its shell high into the air where the fuse continues to burn. Only when the shell is about to strike the ground does it explode.

This is the main difference between a solid cannon ball and a mortar shell - the cannon ball may well plough through a line of troops and kill two or three victims, but the mortar shell explodes with a tremendous bang, scattering mud, dirt and bits of shell over an area. A well placed mortar shell can therefore kill a great many victims at once.

The only drawback comes when the mortar fails to go off, leaving the smouldering mortar shell inside the barrel and threatening to explode at any second. When this happens gun crews have a tendency to lose their nerve and make a run for it!

The Empire army may include a maximum of 1 artillery piece for every 2 human infantry regiments or detachments it contains. Artillery pieces include great cannons and volley guns as well as mortars. Otherwise there is no upper limit to the number of guns in your army, so the bigger the army the more cannons it can include. This restriction of 1 artillery piece for every 2 human infantry units reflects the proportion of artillery pieces in each state army.

Gun crews often wear light leather jackets to protect them from powder burns and flash-backs from the cannon. These are too insubstantial to offer any resistance to a blow from a weapon and therefore gunners have no save. A mortar has a crew of 3.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE						
Crew	4	3	3	3	3	1	3	1	7	-	A MORTAR AND CREW COSTS 100 POINTS						
SPECIAL RULES: We would recommend players use the new cannon rules described earlier for all the Empire artillery pieces as well as Bretonnian, Dwarf and any other guns.											<table><tr><th></th><th>Range</th><th>Casualties</th></tr><tr><td>Mortar</td><td>16-48"</td><td>Models within blast template are hit on the D6 roll of a 4+.</td></tr></table>		Range	Casualties	Mortar	16-48"	Models within blast template are hit on the D6 roll of a 4+.
	Range	Casualties															
Mortar	16-48"	Models within blast template are hit on the D6 roll of a 4+.															

VOLLEY GUN

The master gunners of the Imperial Ordnance at Nuln are always experimenting with unusual cannons. Some of their experiments are deemed failures - such as Hans Cufmeister's infamous Tower Gun which had a barrel as tall as tower and fired a ball over a yard in diameter - or would have if it hadn't exploded the first time it was used levelling several hundred square yards of the Imperial Gunnery School. A popular experiment is to incorporate several barrels into a single weapon to increase the cannon's rate of fire.

Although several successful three and four barrelled weapons have been made, the most spectacular is the nine barrelled volley gun invented by master gunner Heinrich Von Klomp. The Klomp volley gun has a rotating carriage which allows its barrels to be cranked round to meet a hammer which ignites the charge. The gun can be fired very quickly, but takes so long to reload it is rare for anyone to attempt to do so during a battle. The advantage of the volley gun is that you can fire a

great many shots at the critical moment to break an enemy charge or decimate an advancing unit. The disadvantage is that the mechanism is delicate and the more shots you fire the more likely it is to misfire.

The Empire army may include a maximum of 1 artillery piece for every 2 human infantry regiments or detachments it contains. Artillery pieces include great cannons and mortars as well as volley guns. Otherwise there is no upper limit to the number of guns in your army, so the bigger the army the more cannons it can include. This restriction of 1 artillery piece for every 2 human infantry units reflects the proportion of artillery pieces in each state army.

Gun crews often wear light leather jackets to protect them from powder burns and flash-backs from the cannon. These are too insubstantial to offer any resistance to a blow from a weapon and therefore gunners have no save. A volley gun has a crew of 3.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE						
Crew	4	3	3	3	3	1	3	1	7	-	A VOLLEY GUN AND CREW COSTS 50 POINTS						
SPECIAL RULES: We would recommend players use the new cannon rules described earlier for all the Empire artillery pieces as well as Bretonnian, Dwarf and any other guns.											<table><tr><th></th><th>Range</th><th>Casualties</th></tr><tr><td>Mortar</td><td>24"</td><td>Total hits with a D6 per barrel - rolls of 1 equal misfires. All hits cause 1 wound on D6 roll of 3+ with no saves.</td></tr></table>		Range	Casualties	Mortar	24"	Total hits with a D6 per barrel - rolls of 1 equal misfires. All hits cause 1 wound on D6 roll of 3+ with no saves.
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Mortar	24"	Total hits with a D6 per barrel - rolls of 1 equal misfires. All hits cause 1 wound on D6 roll of 3+ with no saves.															

WAR WAGON

The War Wagon is a reinforced wagon built up high to raise it above the battlefield, and looks like a tall mobile tower. In battle War Wagons can perform several roles. Several can line up together to form a static defensive line or even a complete circle - this is ideal for fighting highly mobile enemies such as Goblin Wolf Riders or raiding Kislev Nomads. War Wagons can also be used aggressively, bowling straight forward into the enemy and using their weight and cannon fire to break the foe apart. Another tactic is to bring the War Wagons up behind the advancing infantry line, using the wagon's height to overlook the enemy and pour hand gun and cannon shots into their ranks.

War Wagons carry a small cannon, its crewman, and 3 hand gunners, making a total of 4 crew. Crewmen do not wear much in the way of personal armour, relying on the high sides of the War Wagon to protect them instead. They therefore have no saving throw.

The Empire Army may include as many War Wagons as you wish, but may not field more than 1 War Wagon for every 2 human infantry regiments or detachments. This limitation is intended to keep a sensible proportion of troops to War Wagons, as the Empire would never field War Wagons on their own.



PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Crew	4	3	3	3	3	1	3	1	7	-	A WAR WAGON AND CREW COSTS 100 POINTS

BAGGAGE TRAIN

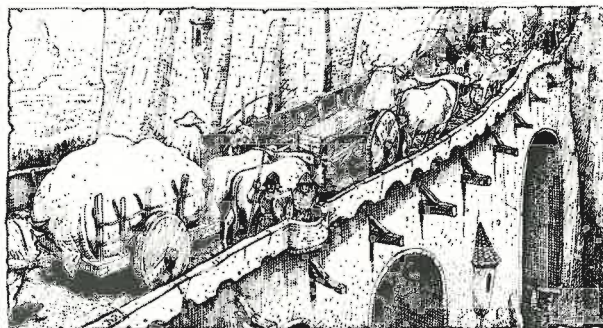
A large Imperial army needs a long baggage train trundling behind it, crammed full of provisions, armaments and camp followers, but most importantly gunpowder and shot for the hand gunners and cannons. Wagons carry the heavy gear, but light provisions are carried by mules, donkeys or horses. A huge number of mule drivers, wagoneers, and other civilians is employed to keep the army properly supplied. Although the baggage train is not a fighting force it is an obvious target for enemy attack. If the baggage train were to be lost the army would be deprived of all its gunpowder weapons as well as most of its provisions.

You do not have to include a baggage train in your Empire army, if you prefer you can assume that it remains well behind the battle lines where it cannot be affected by the fighting. However, many people enjoy collecting a few wagons, pack horses, and interesting characters for their baggage train. If you wish you can place these models on the battlefield to make a baggage train.

As a guide we recommend the baggage train includes a wagon for each artillery piece to carry the powder and shot, and up to four pack horses or mules for each infantry unit to carry its provisions. Each wagon and each group of pack animals has two human crew who will defend the baggage if it is attacked.

They are armed with swords, axes and other hand weapons. The baggage train forms a single group which you can position on the table along your own base edge and no further than 6" in.

The baggage train costs no points but it is worth 100 points when it comes to deciding who has won the game. If the enemy succeed in destroying or routing the members of the baggage train they will spend 1 turn looting the baggage. Once looted the baggage train is worth nothing to you but 100 points to the enemy.



PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Baggage Train	4	3	3	3	3	1	3	1	7	-	THE BAGGAGE TRAIN COSTS NO POINTS



STEAM TANK

The Steam Tank is the most extraordinary of the Imperial Engineering School's inventions ever to become part of the Emperor's forces. It is powered by an innovative but rather unreliable steam engine whose efforts are conducted to the wheels by a series of gears and pulleys. The crew are enclosed behind thick armoured plates to protect them from enemy missile fire. The Steam Tank is armed with cannon, although its sheer weight and invulnerability are also potent weapons in the hands of a determined driver!

Twelve Steam Tanks were originally built, of which four have been lost through accident or battle, so the Empire army currently has eight - although it is rare to use more than one or two at a time. The Engineering School is always trying to

produce new Steam Tanks but without success - the secrets of its working were lost with the death of their inventor in a heavier-than-air flying machine accident.

The Empire army may include up to its full complement of eight Steam Tanks, but may not field more than 1 Steam Tank for every 2 human infantry regiments or detachments it contains. This limitation reflects the importance and tactical role of Steam Tanks. They are never used in any numbers except in the largest battles and always have plenty of other troops to support them.

The Steam Tank is an extraordinary invention and for this reason has its own set of special rules, which we'll be publishing as soon as the new model is ready!



REIKSGUARD KNIGHTS

The Reiksguard is recruited from among the oldest sons of the Knights of the Empire. The Reiksguard Knights carry tall lances and ride fierce stallions. Their armour is highly polished to a mirror-like finish, and their helms are adorned with the red and blue crest of the Emperor Karl Franz. The Reiksguard Knights are the best of the Emperor's troops, and form the core of the Imperial army. Many a battle has been won thanks to a decisive charge by the Reiksguard Knights. The Captain of the Knights is a powerful figure in the Empire, ranked as one of the personal bodyguards of the Emperor on state occasions, and chief of the Emperor's war masters. The Reiksguard Knights' standard displays the emblem of Karl Franz and their lance pennants are decorated with crowns. The motto 'malleus' painted on this Knight's armour means 'hammer'. Mottos are common and popular examples include Sigmar, Desporandum, Victorium and Mortis, amongst others.



KNIGHTS PANTHER

The Knights Panther rank alongside the Knights of the White Wolf as the noblest and most powerful of the Knightly Orders. They were established following the wars against Araby when returning crusaders brought back many magnificent leopards, tigers and panthers, as well as furs which they proudly displayed as cloaks and saddlecloths, or decoration for their helms. Although the original furs have long since mouldered away to nothing, the Knights still trim their clothes and crests with whatever exotic spotted or striped fur they can obtain. Their shields carry the emblem of their order, the fabled spotted panther of Araby. Their battle standard was made by the College of Light, one of the first Colleges of Magic to be established in Altdorf. It protects the Knights Panther from magic by warding away evil sorcery. The banner was created as part payment for property owned by the Knights Panther which the Wizards wished to adopt as their College. Even today, after much rebuilding, the central tower still stands as it did then, and continues to be known as the Panther Tower.



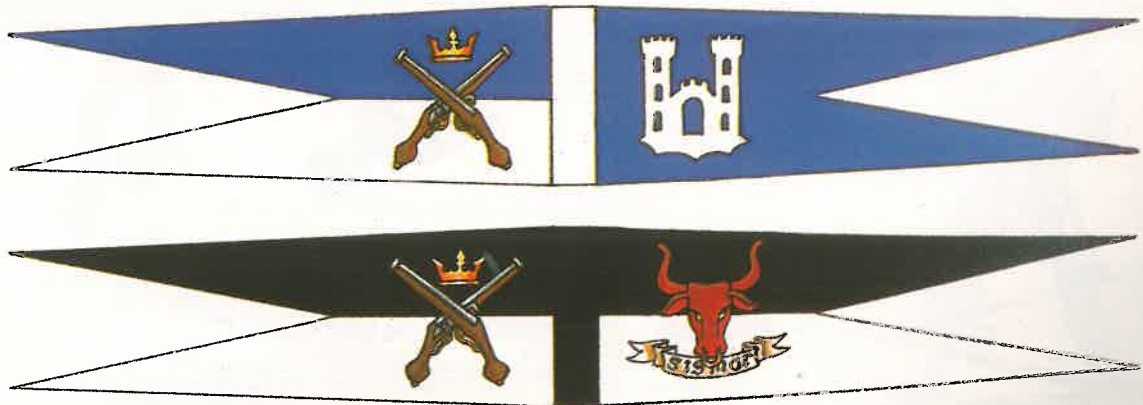
KISLEV HORSE ARCHERS

The vast realm of Kislev encompasses many areas which are populated only by nomadic tribes. These tribes virtually live on horseback, and make a great nuisance of themselves by raiding and robbing outlying towns and villages, as well as by capturing merchant caravans. On occasions vast numbers of these tribesmen flood westward and attack the Kislevites themselves, but most of the time they are content to acknowledge the supremacy of the Tzar. Fortunately these tribes are too busy squabbling amongst themselves to unite and sweep down into the south. Meanwhile they fight as part of the Tzar's armies and join the Kislevites when they ride to the aid of the Empire.



PISTOLIERS

The Pistoliers are young nobles, Knights' sons who are still too inexperienced to join one of the Knightly Orders. Many of them are fighting for the first time and will be eager to join in battle. Pistoliers have a deserved reputation as wild, hot-headed youths, swift to dash into danger where more experienced warriors might bide their time. Their banners depict the pistol emblem on one side and the city or provincial badge on the other. The examples shown are from Middenheim and Ostland.



ARTWORK BY MICHAEL AND ALAN PERRY



KISLEV WINGED LANCERS

The Knights of Kislev are the proud warrior elite of the Kislev realm, the vast land of forest and steppe to the north of the Empire. In their mutual war against Chaos both the Empire and Kislev have need of each other's help, so it is quite common for the Winged Lancers to march south to the aid of the Emperor. The outlandish appearance of these warriors causes peasants to flee from their villages, and towns to shut their gates. Their strange appearance is enhanced by the tall wings fastened to their backs. These are made from the feathers of griffons and other Chaos creatures hunted in the northern wastes. When the Kislevites charge into combat these wings catch in the wind and make a great roaring sound. The banner shown is carried by the nobles of the city of Kislev, and represents the great warrior Tzar Boris Ursa who rode to battle on a huge bear.



KNIGHTS OF THE WHITE WOLF

The Knights of the White Wolf are amongst the most numerous and powerful of all the Knightly Orders in the Empire. They are especially strong around Middenheim where the order was created following a victorious battle against Chaos. The Knights of the White Wolf keep alive the old fierce ways of their warrior forebears. They wear mantles of wolf skin over their armour, and spurn shields, helmets and lances in favour of a heavy two handed maul. They swing this weapon around their maned heads, knocking enemy horsemen from their saddles and pounding the skulls of enemy foot troops.

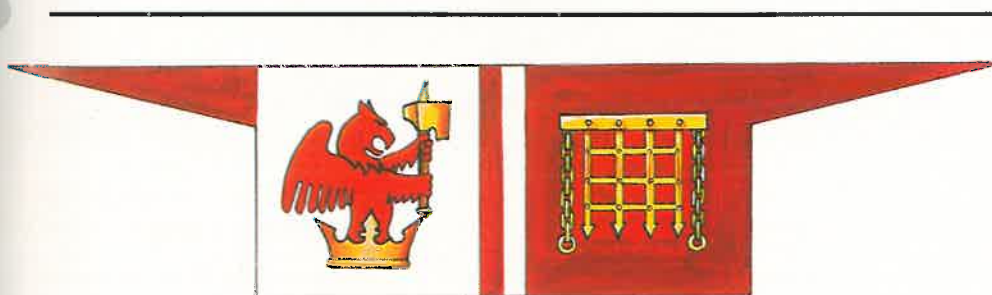
Their banner depicts the white wolf of Ulric. This banner was carried at the battle of Middenheim itself, and afterwards dipped in the blood of a mighty daemon prince of Chaos destroyed by the Knights. This has endowed the banner with magical properties, radiating a sense of terror that affects the Knights' enemies.





KNIGHTS OF THE BLAZING SUN

There are many Knightly Orders in the Empire, and most of them are much smaller than the Knights of the White Wolf and the Knights Panther. The Knights of the Blazing Sun is one of these lesser orders of brave warriors. They wear no uniform or badge to distinguish them from other Knights, except that they carry a lance pennon decorated with the blazing sun. When they fight in battle the Knights carry their standard depicting a soaring Pegasus against the blazing sun emblem. The Knights who belong to this order are all followers of the goddess Myrmidia. Myrmidia is a warrior goddess of the southern lands of Estalia. During the wars against Araby some of the Empire's Knights helped to recapture the temple of Myrmidia in Margritta, the southern sea port of Estalia. During the fierce fighting around the temple a violent earth tremor shook the building, dislodging the vast bronze statue of Myrmidia riding a pegasus which was fixed on its topmost steeple. The statue fell to the ground smashing into a thousand fragments and flattening the Emir Wazir the Cruel and his Black Scimitar Guard. Upon returning to the Empire the veterans of that battle formed the Knights of the Blazing Sun and built a shrine to Myrmidia in Talabheim. Since that time the Knights of the Blazing Sun have fought with distinction against the enemies of the Empire.



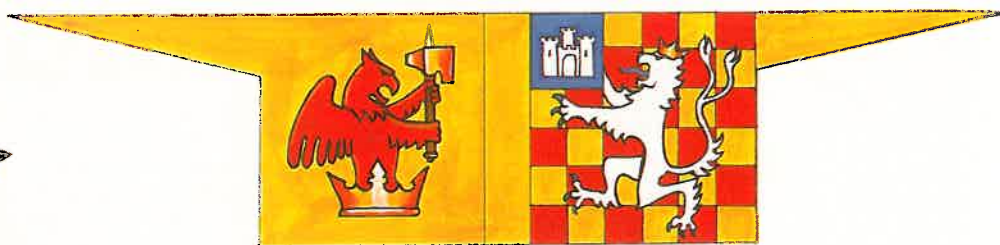
CARROBURG GREATSWORDS

The greatsword is a heavy and very powerful weapon, but it is difficult to wield and only men with considerable physical stamina can use it effectively. To use the weapon the warrior swings it around his head in great sweeping arcs. Any enemy who gets too close risks being caught by the heavy whirling blade and knocked to the ground. A blow from a greatsword can easily sever a foe's neck, sending his head spinning into the air with a final look of indignant surprise fixed to its features. This Greatsword wears the dark red colour uniform of Carroburg, one of the most prosperous cities of the Empire.



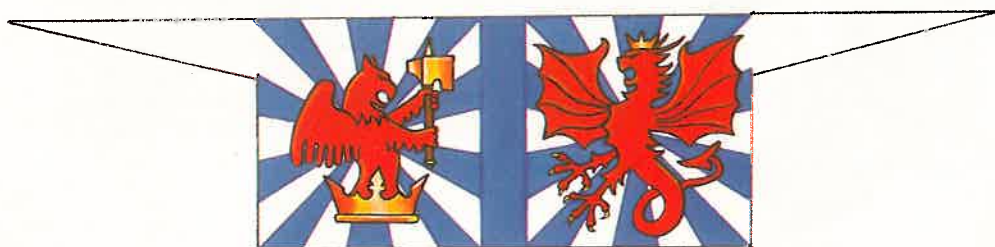
ARTWORK BY MICHAEL AND ALAN PERRY

WD41



WISSENLAND ARCHER

Wissenland lies in the foothills of the Grey Mountains around the upper reaches of the river Reik. Its provincial uniform colour is grey and white. This particular archer is from a rural area and his uniform is derived from the peasant-style smock worn by mountainmen. Other Wissenland infantry would be just as likely to wear the more elaborate parti-coloured style as shown on the Ostermark Halberdier below. The provincial banner of Wissenland is a white lion.



OSTERMARK HALBERDIER

Ostermark lies on the Empire's eastern frontier against the Worlds Edge Mountains. Its people are hardy folk, well used to the rigours of unforgiving winters and relentless raids by the Ork tribes of the mountain valleys. Ostermark troops wear purple and yellow or purple and white uniforms. The flag of Ostermark is the red cockatrice. This Halberdier's parti-coloured uniform is a very popular design for soldiers throughout the Empire.



HALFLING REGIMENT

Halflings live in their own realm which is nominally part of the Empire, but which is really left pretty much to its self. This realm is called the Moot and it lies within the borders of the province of Stirland. Halflings maintain a small body of warriors whose principle tasks are to round up bandits, root out dangerous animals from the forests, and keep the peace in the scattered Halfling villages. Halflings are not the world's most dangerous warriors. They also eat twice as many rations as larger humans! However, they make excellent trackers and woodsmen and are especially skillful bowmen. The banner shown is the fighting cockerel motif which is a popular badge of Halfling troops, reminding their enemies that though they are small they are mean and determined fighters.



ARTWORK BY MICHAEL AND ALAN PERRY

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JOHN BLANCHE

THE EMPEROR KARL FRANZ

The Emperor Karl Franz is probably the greatest statesman in the Old World. He is acclaimed as a patron of arts and science, as a military innovator, and a great military leader. Thanks to his efforts the Empire has prospered during his reign. The Imperial Engineering School has grown, the Colleges of Magic have thrived, and the army has gone from victory to victory. The Emperor leads his army into battle wherever possible, and has earned a reputation as a brilliant tactical commander. It was the Emperor who led the charge of the Reiksguard at the battle of Noirdun against the Bretonnians. The battle took place in a narrow pass in the Grey Mountains and the Bretonnians were holding a narrow defile. Wave after wave of Empire troops were repulsed until the Emperor led the Reiksguard through a side pass and charged in on the Bretonnians' flank.

In battle the Emperor wears a suit of armour fashioned by Dwarf smiths. It incorporates reworked pieces of metal said to be from the armour of Magnus the Pious, Saviour of the Empire, in the wars against Chaos. The helmet is shaped into the great griffon symbol of the ruling dynasty. Over the centuries Emperors have accumulated a treasure of magic items including the gifts of Elves and Dwarfs, and weapons won on the battlefield against men and Undead. Of these the most powerful weapon of all is the great Warhammer of Sigmar, carried by Emperors since its rediscovery by the Dwarfs in the Worlds Edge Mountains.

Dwarf miners uncovered the resting place of the Warhammer in the area where Sigmar vanished fighting a mighty daemon of Chaos. Although many hundreds of years have passed since Sigmar's death his hammer is uniquely magical, and in the hands of the true Emperor becomes a lethal agent of destruction, drawing its power directly from the spirit of the God Sigmar.

The Emperor also wears the Great Silver Seal of the Empire around his neck on an ornate chain. This seal represents his authority and is carried into battle as an emblem of his right to rule over the lands of the Empire. The Silver Seal was originally made for Magnus the Pious, and is said to be based on the lost Seal of Sigmar given to him by the Elves. The Silver Seal was made by Frederick Von Taurus, a mighty warrior-mage at a time when magic was actively persecuted in the Empire. Magnus the Pious gathered the secret wizards of the Empire together to fight against Chaos, and with the help of the Elven Wizards of Ulthuan helped to defeat the advancing Chaos hordes. After the defeat of Chaos the Colleges of Magic were founded, and Von Taurus made the Silver Seal as a token of union between the Emperor and the Wizards. The Silver Seal radiates power and its influence is aid to be able to divert an arrow or knock aside a killing blow.

The Empire army may include the Emperor Karl Franz as its leader. Karl Franz' armour gives him a saving throw of 4+ which increases to 2+ when he is riding an armoured Warhorse.

The Warhammer of Sigmar is a mighty double-handed weapon. When it strikes an enemy raw magic flows from the hammer into its opponent. The stronger the opponent, the

greater the flow of energy generated by the Warhammer. Any foe hit by the Warhammer is automatically wounded - no dice roll is need to damage. In addition the sudden influx of power bursts apart any armour the victim has - so no saves are allowed for armour. If the enemy has magic armour then the armour saves as normal, as the warhammer does not have the power to burst apart magic armour.

The Silver Seal radiates power and has the ability to turn a missile or to soften a blow. Any bow, crossbow or other missile weapon fired at the Emperor suffers a -1 to hit penalty. Any blow aimed at the Emperor also suffers a -1 hit penalty. In addition the Silver Seal wards off any magical spell that would otherwise affect the Emperor. On the D6 roll of a 4+ the Emperor is unaffected by any spell cast against him or which would otherwise affect him.

The Emperor keeps a stable of fabulous beasts in the Imperial Zoo, a huge high-walled complex in Altdorf founded specifically to collect and hand-rear specimens of griffons, chimera, and other chaotic creatures from the northern forests and Chaos Wastes. The Emperor's favoured mount is the griffon Deathclaw, collected and raised from the egg by Karl-Franz in his youth. Although the Emperor prefers to ride Deathclaw this is not always possible, as the beast is sometimes recovering from injuries or unfit, so the Emperor can ride other creatures instead, including a large stable of Warhorses. When riding an armoured Warhorse, the Emperor's saving throw is increased to 2+. The Emperor can fight on foot, from the back of a Warhorse, or he can ride any of the fabulous creatures described in the introduction. The game profile for a Warhorse is given below.



PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Emperor	4	6	4	4	4	3	6	3	10	4+	150 POINTS FOR THE EMPEROR
Warhorse	6	3	-	4	-	-	3	1	-	2+	

CHAMPION OF THE EMPIRE WITH BATTLE BANNER

The Emperor's Champion, Ludwig Swartzhelm, is a towering figure of man, renowned throughout the Empire for his mighty physique and stern expression. Said to have never smiled in his life, Ludwig's role is to uphold the Emperor's justice in trials by combat answering challenges to his right to rule. Ludwig's other duty is to carry the Battle Banner of the Empire into battle beside the Emperor. He is armed with the Sword of Justice, an ancient weapon passed down from Champion to Champion and studded with potent Dwarf runes of retribution and vengeance. Dwarfs are particularly good at runes of retribution and vengeance, and to date Ludwig Swartzhelm has never lost a combat.

You may include the Emperor's Champion and Battle Banner in your army if you wish. The Battle Banner is the army's standard and normal rules for army standards apply ie, +1 to the combat resolution of a unit fighting alongside, any friendly unit which routs within 12" may retake its test, and any unit attempting to rally within 12" may +1 to its leadership value. Army Standard Bearers normally fight alongside the army general and this is true of Ludwig. If the Emperor fights on foot then Ludwig fights on foot beside him. Similarly if the Emperor fights from a Warhorse Ludwig also fights from a Warhorse beside him. If the Emperor is mounted on some fabulous beast then it is not possible for Ludwig to fight



alongside him, but he may still be included in your army if you wish. However, the Battle Banner cannot function as an army standard if the Emperor is not beside it.

The **Sword of Justice** is unswerving in its accuracy. When Ludwig Swartzhelm rolls to hit any miss results may be instantly re-rolled once. No mortal armour can protect a person from a Dwarf rune of retribution, so any wounds inflicted by the Sword of Justice cannot be saved. Magic armour is proof against runes and so may save as normal.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Champion	6	5	4	4	4	3	5	3	9	4+	150 POINTS FOR THE CHAMPION OF THE EMPIRE AND ARMY STANDARD
Warhorse	6	3	-	4	-	-	3	1	-	2+	

ELECTOR COUNT OF THE EMPIRE

Elector Counts are the rulers of the city states and provinces which make up the Empire. They are called Electors because they elect the Emperor, although in practice the choice of an Emperor's successor is usually made by the previous Emperor, and the Electors merely lend their authority to the decision. Each state has its own army, which together with the other state armies and the Reiksguard make up the Empire army itself. The Elector Counts are great leaders in their own right, and will often take their state's army to war. When the Empire army assembles to fight the Elector Counts often bring their armies in person. Many famous heroes of the Empire come from the ranks of these Elector Counts, often coming from families as ancient and as steeped in tradition as the Emperor himself.

Long ago, when the Empire was newly founded following the death of Sigmar, the twelve greatest nobles in the land assembled to elect the next Emperor. As they met to discuss the future of the Empire an entourage of Dwarfs entered the camp and their leader demanded to speak to them, maintaining that he had a debt to pay Sigmar. As Dwarfs are well known to take debts and all matters involving money and trade

extremely seriously, the twelve agreed to see the Dwarf at once. The Dwarf turned out to be no less than the famous smith Alaric the Mad, and his debt was twelve great runeswords promised to Sigmar in return for his help recapturing Alaric's Dwarfhold from the Orcs. These weapons are still held by the Elector Counts, passed from father to son, and carried into battle by the heroes of the Empire. Known as the Runefangs, the swords have arcane runes carved upon their blades and strange relics built into the hilts. A Runefang will cleave through any armour, even magic armour, so no saving throw is allowed an enemy struck by one. In addition the Runefang is enchanted against unearthly foes. Any undead or ethereal creatures wounded by the blade suffer double wounds ie, 2 instead of 1.

Your Empire army may include as many Elector Counts as you wish, within the total limitation of no more than 1 character model for every 2 infantry regiments or detachments. An Elector Count may ride a Warhorse at no extra points cost, or he can ride a fabulous beast as described in the introductory section. Warhorses are also armoured and increase the Elector Count's saving throw to 2+.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Count	-	5	4	4	4	3	4	3	9	4+	100 POINTS FOR AN ELECTOR COUNT
Warhorse	6	3	-	4	-	-	3	1	-	2+	

THE GRAND THEOGONIST AND SIGMAR'S WAR ALTAR

The Grand Theogonist is the head of the Cult of Sigmar and the most powerful religious leader in the Empire. When the Empire goes to war its patron deity goes too, in the form of the War Altar of Sigmar. The altar is taken from its normal place in the temple of Sigmar and mounted onto a wheeled wooden platform. The altar is an elaborate affair with a huge gilded statue of a griffon built on top of it. The sight of this monstrous affair wheeling way across the battlefield is very unsettling for the enemy! The altar is large enough for the Grand Theogonist to ride on, which he does, waving his great staff of office and casting spells against his foes.

The Theogonist of Sigmar is the High Priest of the cult of Sigmar and guardian of its many ancient treasures, which include the magical Staff of Command and the Jade Griffon.

The **Staff of Command** is the Theogonist's badge of office and also the source of his magic powers. The staff draws in magic and channels it through the Theogonist, allowing him to cast spells like a Wizard, although in fact he is powerless without it. The Staff of Command gives its wielder the powers of a level 2 Wizard.

The **Jade Griffon** is a huge piece of jade that hangs upon the Theogonist's chest like a piece of armour. It is intensely magical and glows with a strange inner light. If the Theogonist suffers harm, the Jade Griffon will heal him instantly. Unless the Theogonist is killed outright the Jade Griffon will enable him to sustain wounds which would kill an ordinary man.

The effects of the Jade Griffon are worked out at the end of the shooting phase and at the end of the hand-to-hand combat phase. If the Theogonist has suffered any wounds but has not been killed then all his remaining wounds are healed instantly. If the Theogonist is killed in either the shooting or hand-to-hand combat phase then the Jade Griffon is powerless to heal him. The Theogonist must have at least 1 wound left if he is to recover, so to stand any chance of killing him an opponent must be able to score 3 wounds.

The **War Altar** is also a potent magical item, channelling the power of Sigmar through to his followers. Any unit within 6" of the War Altar does not have to take any rout or psychology tests - any such tests will be passed automatically. It has been known for Empire forces to rally around the War Altar of Sigmar in moments of desperation, and to put up such resistance that severe defeat has been averted or even turned to victory. The War Altar is pulled by two horses. It can be attacked and has a profile as shown below. Should the War Altar be destroyed the power of the Staff of Command and Jade Griffon is immediately broken.

You may include the Grand Theogonist and War Altar of Sigmar in your army. The Grand Theogonist always fights from the altar unless it is destroyed, in which case he may continue to fight on foot although of course without his special powers. Thanks to the Staff of Command the Theogonist has the power of a level 2 Wizard - work out his spells and other details as normal.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Gnd Theogonist	4	5	3	4	4	3	5	3	10	none	150 POINTS FOR THE GRAND THEOGONIST AND WAR ALTAR
War Altar	6	0	0	0	6	3	0	0	0	0	

EMPIRE BATTLE WIZARD

There are eight Colleges of Magic in Altdorf. These are the Golden Wizards, Jade Wizards, Celestial Wizards, Grey Wizards, Amethyst Wizards, Bright Wizards, Amber Wizards, and Light Wizards. They enjoy the patronage and favour of the Emperor, exemption from taxes and prosecution under certain minor by-laws, and the general freedom to practice their arts without hindrance. This enlightened attitude has turned Altdorf into the centre of magical learning in the Old World, where hopeful student wizards flock in the hope of winning a coveted apprenticeship. In return the Colleges of Magic provide a core of Battle Wizards to fight in the Empire's armies.

Not all wizards are able to perform battle magic - in fact most are concerned with more ethereal or philosophical matters such as turning lead to gold and uncovering the whereabouts of the world's Heartstone. Others are more skilled at medical magic or petty magic that allows them to make a living in some practical manner such as by conjuring up rain and

sunshine for the Empire's farmers. Battle Wizards are a more dangerous sort altogether. Each college teaches a certain sort of Battle Magic based around a traditional repertoire of spells handed down since the colleges were founded and originally deriving from the Elven Mages of Ulthuan. When the Empire goes to war the colleges send Battle Wizards to support the Empire army.

There is no upper limit on the number of wizards your army can include, but it must include no more than 1 character model for every 2 infantry regiments or detachments, and may not include more wizards than other characters. The Grand Theogonist does not count as a wizard for these purposes, although he has certain magical powers by association with the Altar of Sigmar. Empire Battle Wizards may be level 1, 2 or 3 and have the normal magic powers and spells for their level. However, regardless of their level they have the game profile as shown below. Wizards may fight on foot or on a Warhorse for the points indicated, or they may ride a fabulous beast as described earlier.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Battle Wizard	4	4	3	3	3	3	3	1	8	-	50 POINTS FOR A WIZARD WITH MAGIC LEVEL 1
Warhorse	6	3	-	4	-	-	3	1	-	-	100 POINTS FOR A WIZARD WITH MAGIC LEVEL 2
											150 POINTS FOR A WIZARD WITH MAGIC LEVEL 3

THE ICE QUEEN OF KISLEV

In ages past a tribe of fierce warrior horsemen called the Gospodars rode from the east, crossed the mountain passes of the Worlds Edge Mountains, and settled in the valley of the river Urskoy. Although barbarous and uncivilised they were led by a determined and ambitious Shaman-Khan whose first action was to conquer the native people, drive out the goblins, and build the city of Kislev. Since that time the Kislev state has prospered and its capital city has sprouted golden domed temples and palaces.

The first Shaman-Khans of Kislev were magicians of great power. Unlike the Wizards of the south whose battle magic was slowly learned from the Elves, these northern wizards drew their power from an older, more elemental source rooted deep in the planet itself. Over the years the Shaman-Khans became Tzars, and their magical powers grew, especially in the female line. Drawing their power from the land they became the greatest practitioners of Ice Magic - the manipulation of chill, frost, and biting winds.

The Tzarina Katarin is the current ruler of this warlike people, having succeeded to the throne on the death of her father the Tzar Bokha. She is the most powerful magician ever to wear the crown of Kislev, and her aloof majesty and icy disposition has earned her the nickname of the Ice Queen of Kislev.

The Empire army may include the Ice Queen if it also includes at least one unit of Kislev troops. The Ice Queen is included in the general allowance for characters, ie, the total number of character models must not exceed 1 per 2 infantry regiments or detachments. The Ice Queen rides a Warhorse and carries the enchanted blade Fearfrost, heirloom of the Tzars of Kislev forged by the great Khan-Queen Miska the Slaughterer. She wears no armour, but has a save of 6+ when riding a Warhorse. The Tzarina has a Magic Level of 3, and she only uses the special Ice Magic spells described for her below. The Empress can fight on foot, from horse back, or on a fabulous beast at the additional points cost indicated in the introductory section.

ICE MAGIC

CRYSTAL CLOAK

A swirl of ice and snow enfolds the Tzarina like a shimmering light. Once cast this remains effective for the rest of the game. Any hit scored on the cloak by any ordinary weapon is deflected harmlessly on a D6 roll of 3+. If struck by a magical weapon, both the weapon and the cloak are destroyed in a cascade of shimmering light, leaving the Tzarina unharmed.

Magic points to cast: 2.

ICE SHARDS

Sharp icicles fly up to 18" from the Tzarina's hand and pierce the first model or unit in their path. The shards cause 1 hit per model in the target unit. Hits are resolved with a strength of 4 and saving throws for armour are ignored.

Magic points to cast: 6.

FREEZE WATER

This spell turns any body of water into solid ice that can be moved over at normal rate. It affects an entire river, marsh, or lake on the table and lasts for the rest of the game.

Magic points to cast: 4.

DEATH FREEZE

This spell can be used against any opponent engaged in hand-to-hand combat with the Tzarina. The opponent is frozen solid and turned to ice, killing them instantly.

Magic points to cast: 4.

CHILL WIND

An icy wind blasts through a nominated enemy unit within 24" of the Tzarina, chilling flesh to the bone so that limbs freeze and snap. This causes 1 hit on each model in the unit and any hits cause 1 wound on the D6 roll of a 4+. No saves are allowed for armour. In addition the Chill Wind may freeze the unit to the spot. Roll a D6, and on the roll of a 5 or 6 the unit is frozen to the spot next turn. On the roll of a 1-4 its movement rate is reduced to half next turn.

Magic points to cast: 8.

FEARFROST

This is not a spell but the ancient enchanted blade carried by the Tzars and Tzarinas of Kislev. It was forged by the greatest of all the Khan-Queens in the days before the rulers of Kislev settled down and called themselves Tzars. In the royal line of Kislev the greatest magicians are always female, and Miska the Slaughterer was undoubtedly the most potent sorceress of her age. She led her marauding bands deep into the heart of the Empire, slaying and looting before finally defeated by a coalition of the Emperor, the Bretonnian King and the Dwarfs. This was a long time ago, and since that time the Tzars and Emperors have enjoyed an uneasy truce with Kislev and the Empire helping each other against the rising tides of Chaos. Fearfrost has been passed from each ruling Tzarina to the next. Only a Tzarina can touch the magic blade, and any man who held it would be instantly frozen to death. The intense cold that radiates from this weapon will slay anyone it cuts. If the Tzarina scores a successful wound with this weapon the victim is automatically slain outright regardless of their wounds value or any saving throw for armour.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Save	POINTS VALUE
Tzarina	4	4	3	3	3	3	5	3	10	-	200 POINTS FOR THE ICE QUEEN OF KISLEV
Warhorse	6	3	-	4	-	-	3	1	-	6+	

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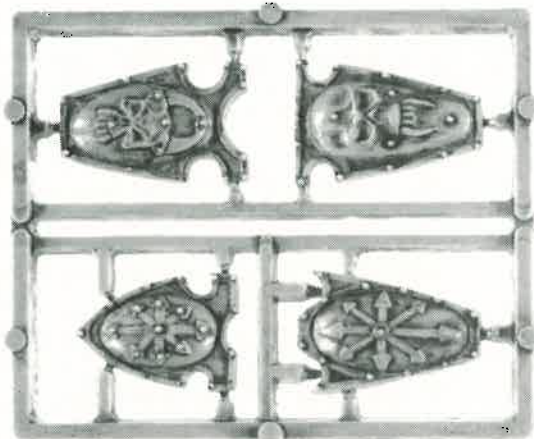
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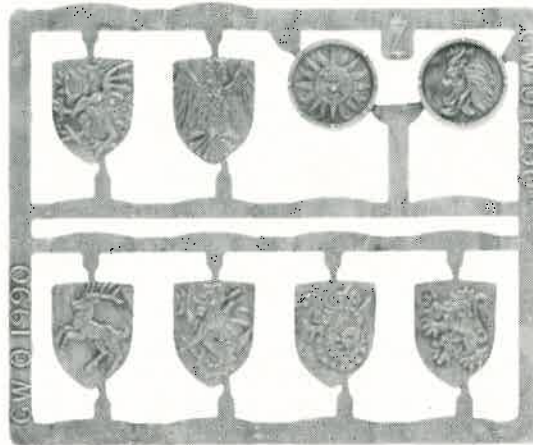
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EMPIRE ARTILLERY RULES

We have new rules in preparation for many of the special models in the Empire range. Some of these are not ready to be published yet, but we thought we'd let you see our work in progress. To date we've covered the new artillery pieces and a new section on hand guns. Rules for the Steam Tank and the War Wagon will be coming soon.

One of the advantages of working on new games is that you sometimes get interesting spin-offs that benefit another game. For example, the new Space Marine game has a really clever dice called a scatter dice which is used to control the artillery rules. We found the scatter dice so useful that it wasn't long before we started thinking about using it to establish hits and scatter in Warhammer games.



Artillery and Scatter dice

Inspired by this new invention we have been trying out some new rules for cannons in Warhammer Fantasy Battle. As the Empire army has a good assortment of artillery it gives us an ideal opportunity to present our latest ideas. They're still a bit experimental at the moment, so we'd be glad to hear what you think of them. To use these new rules you will need to get hold of a scatter dice (from the Space Marine supplement *Renegades*) and one of the new artillery dice. Both sorts of dice will be available through Games Workshop stores soon, but in the meantime you can improvise their effects with a D6.

GREAT CANNON

Cannons are forged by the Imperial Ordnance, based in Nuln, from where they are distributed throughout the Empire. Most of these guns are used for defending the Empire's cities, but some are mobile and form a part of each state army. It is mostly city states which have significant numbers of cannons, although a few of the

larger provincial towns also have a few. The largest of these mobile cannons are called Great Cannons or Great Guns and they are masterpieces of the cannon makers' art. They are long barrelled and large bored weapons of iron or bronze, and can fire a metal cannon ball over a long distance.

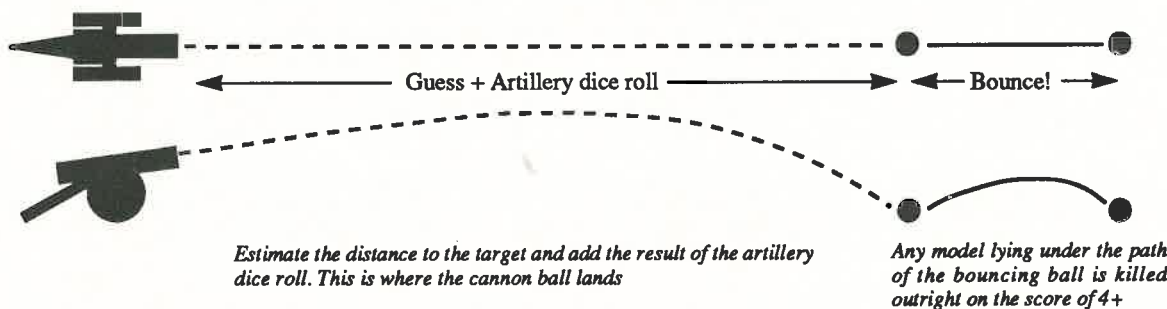
To shoot a cannon you will need a six-sided artillery dice, which is marked 2, 4, 6, 8, 10 and MISFIRE. Artillery dice will shortly be available from Games Workshop, but in the mean time you can use the chart below to convert an ordinary dice into an artillery dice.

D6 Roll	1	2	3	4	5	6
Artillery Dice	2	4	6	8	10	MISFIRE

To shoot the cannon first pick a target, for example a particular model in the front rank of a unit. You must have a clear line of sight to your target, so you cannot fire through your own troops or through a wood, but you can turn the cannon model so it is sighted at your intended target.

It is important that you don't measure the range yet, because you'll have to guess the range to determine where the cannon ball lands. The cannon ball travels the distance you nominate plus the score of the artillery dice, so you must take into account this extra distance when you make your guess. Once you have made your guess and rolled the artillery dice take a tape measure and measure the distance between the cannon and your target. The distance the cannon ball travels towards the target is the total of your guess and the roll of the artillery dice. Mark the spot where the cannon ball lands with a counter, dice or whatever.

A cannon ball does not stop when it hits the ground - it bounces straight forward. This is when it is most devastating! Roll the artillery dice again to determine how far the ball bounces. Measure the distance in a straight line using the tape measure, and place another marker to indicate where the cannon ball finally comes to rest. With the tape extended you'll be able to see the path of the bouncing ball very easily. Any model crossed by this path is killed outright on the D6 roll of a 4 or more, armour saving throws cannot save the model!



Character models who are fighting alongside other troops may be lucky enough to avoid the cannon shot if some self-sacrificing trooper yells "Look out!" or pushes the character out of the way. For this reason character models are only killed by a cannon ball on the D6 roll of a 6, and on the roll of a 4 or 5 another model next to them is removed instead. This is called the 'Look Out Sir!' rule, and it stops your characters falling like nine-pins to cannon shots.

The artillery dice has a MISFIRE result on one side. If the first artillery dice roll is a misfire, then roll a D6 to determine why the shot has failed.

- | | |
|-----|---|
| 1-2 | BOOM! The shot explodes in the cannon shattering the barrel. The gun and crew are destroyed. |
| 3-4 | The charge fizzles out and the gun fails to explode. It takes a complete turn to replace the cannon ball and prepare to fire. You not only fail to shoot this turn but you cannot shoot next turn either. |
| 5-6 | The cannon ball drifts hopelessly off target and misses, landing safely on some unoccupied patch of mud where it sinks without trace. Your shot has no effect this turn. |

If the second or 'bounce' roll is a misfire, then the ball hits the ground but does not bounce. Only the model standing where the cannon ball lands is hit.

Picking a target

You cannot pick a character model as a target unless it is more than 5" away from any unit of troops. If a character is fighting alongside other troops, he can also be selected as the target, but is protected by the "Look out Sir!" rule. We find this works and stops characters being smashed to bits in the first turn!

THE HELBLASTER VOLLEY GUN

The Helblaster volley gun has nine separate barrels fixed onto a circular crank. As the crank is turned a clever system of cams ignites each charge in turn propelling a cannon ball from the gun. The advantage of the Helblaster is that it can fire several shots at once in the form of a devastating volley. A full volley will rip through the toughest regiment causing immense casualties in the blink of an eye. The disadvantage of the Helblaster is that it is impossible to reload on the battlefield - each barrel has to be removed and fitted with a new charge before it can be replaced on the gun. The other, and more serious, disadvantage of the Helblaster is that it is inclined to jam or misfire, and once it has misfired it is useless! In fact the chances of being able to fire all nine barrels are slim, as the weapon is more likely to misfire first.

The Helblaster has nine shots, one for each barrel. When you shoot you can discharge as many barrels as you wish, but you cannot fire more than nine shots in the entire game. So, for example, you might decide to spread out the shots by firing 1 or 2 per turn or you can blow the lot in a

spectacular nine shot volley - it's your choice. As you fire the Helblaster note down how many shots you have expended so far. Once all nine barrels have discharged the weapon is no further use - although hopefully it will have done its job by this time and your enemies will be running for the hills.

The procedure for firing the Helblaster is as follows. The gun has a range of 24". Firstly nominate your target as normal. Then fire your first shot. Once you have worked out how many hits are caused you can fire a second, then a third, and so on. You can continue to fire as many barrels as you have left but you must fire at the same target. To work out if you hit and how many hits are caused you will need the special 'artillery' dice shortly to be available from Games Workshop. This is a six sided dice numbered 2, 4, 6, 8, 10 and MISFIRE. You can use the chart below to convert an ordinary dice into an artillery dice.

D6 Roll	1	2	3	4	5	6
Artillery Dice	2	4	6	8	10	MISFIRE

Roll the artillery dice for each shot in turn. The result indicates the number of hits inflicted by that shot. Each hit causes 1 wound on the D6 roll of a 4+ with no saving throws for armour. For example, roll 6 on the artillery dice and you have caused 6 hits, so roll a further 6 D6 to determine how many wounds are inflicted - scores of 2, 2, 3, 4, 5 and 6 = 3 wounds for instance. Once you have established how many hits the shot has caused you can go on to fire another barrel if you wish, but don't resolve the effect of the hits until you have finished firing all the barrels you want. So, if you are firing three barrels roll the artillery dice three times, add the numbers together, and then roll this many D6s to establish the total number of wounds. It is better to resolve all the hits at once as it is far quicker, but also it means you have to take a chance on how many shots to fire as you can't be certain of their effect until you have finished.

If you should roll a misfire result then the gun has jammed. The shot is not fired, no further shots can be fired, and the gun is rendered useless for the rest of the game. If the gun misfires on its first shot then something spectacular and unusual has happened. Either the gunners have packed in far too much gunpowder, or the igniting charges all go off at once. All nine barrels burst into flame sending nine cannon balls hurtling towards the target. Roll the artillery dice nine times and add the result. Ignore further misfires (these are misses) and work out damage on the target as normal. The volley gun itself is burst apart and the unfortunate crew blasted to pieces.

	RANGE	EFFECT
VOLLEY GUN	24"	Roll artillery dice for each shot to find number of hits. Hits cause 1 wound on the D6 roll of 4+ with no armour save. If the gun misfires there is no effect and it is useless. If the gun misfires on its first shot all 9 barrels are discharged.

MORTAR

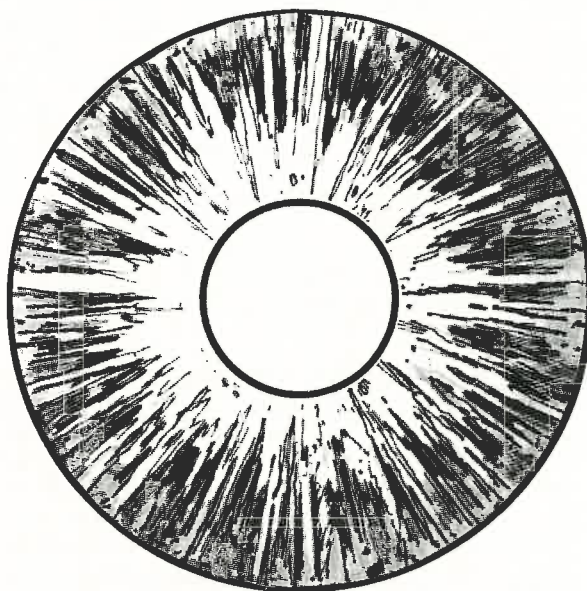
Mortars are shorter and heavier weapons than cannons, designed to lob an explosive shell high into the air so that it drops down on the target from the sky. Unlike a cannon ball a mortar shell is hollow and filled with gunpowder. It has a fuse made from string soaked in a flammable substance. When the crew are ready to fire the mortar one of them lights the fuse before dropping the mortar shell into the mortar. If all goes well the mortar fires and lobs its shell high into the air where the fuse continues to burn. The shell explodes just before it strikes the ground.

While a cannon ball may well plough through a line of troops and kill two or three victims, a mortar shell explodes with a tremendous bang, scattering mud, dirt and bits of shell over an area. A well placed mortar shell can therefore kill a great many victims at once. The only drawback comes when the mortar fails to go off, leaving the smouldering mortar shell inside the barrel and promising to explode at any second. When this happens gun crews have a tendency to lose their nerve and make a run for it!

Mortar shots are worked out using the special template, a scatter dice, and an artillery dice. The template is circular with a hole cut in the middle - like a doughnut. To make your template cut out or copy the pattern shown and glue it onto a firm piece of card. The scatter dice is marked with hit symbols and arrows and comes from the Space Marine game, so most of you will be familiar with how it works. The scatter dice is also available separately. This is used to establish whether you have hit and the direction of scatter for misses. If you don't have a scatter dice roll an ordinary dice: you hit on a 5 or 6 and scatter on any other number. You can then establish scatter separately using a D12 as a clockface. The artillery misfire dice has been described already and is marked 2, 4, 6, 8, 10 and MISFIRE.



The doughnut-shaped template is used to determine where the mortar shell lands, and represents the blast of the shell. Place the template over the centre of your chosen target with the cut out centre directly over the model in the middle of a unit or on top of a chariot or war machine. As usual, you can only shoot at characters if they are wandering about on their own more than 5" from a unit.



MORTAR TEMPLATE

Photocopy or cut out the template and glue it to some stiff card. Cut out the centre so that you are left with a doughnut shape. To fire a mortar, place the template over the target model, roll the artillery and scatter dice and consult the mortar table.

Your target must be within the maximum 48" range of the mortar, but it must also be more than 16" away. The mortar has a minimum range of 16" because of the way it lobs shells high in the air. Now roll the scatter dice and the artillery dice together.

If the mortar shell lands on target then damage is easily resolved. The artillery dice score indicates the number of wounds caused on the target. Because the effect of the shell is spread over a wide area damage is distributed in the same way as from bowshots - ie, if you score 4 wounds against a unit of Goblins, remove 4 casualties. Character models with units are never included as casualties unless all the troops are slain first.

If a mortar shell drifts off target then the amount of damage caused depends on whether it lands smack on top of a new target or not. If there is a new target directly in the hole in the template the shell has landed directly on top of the target and damage is worked out exactly as described above. If a target lies only in the outer portion of the template then the number of wounds inflicted is halved.

It is possible that the mortar shell may drift off target and land between two or more units so that both units are hit by the outer portion of the blast template. When this happens, divide the wounds evenly between the two targets.

	Range	Casualties
Mortar	16-48"	Artillery Dice Roll for direct hits Half artillery dice score for targets in outer zone.

MORTAR TABLE

RESULT		
SCATTER DICE	ARTILLERY DICE	
HIT!	2, 4, 6, 8 or 10	You have hit! The target sustains the number of wounds shown on the artillery dice. If the target is a unit of troops the wounds are deducted in the same way as casualties from bows or other missile fire. Note that the number of models encompassed by the template is irrelevant. No saving throw is allowed for mortar damage.
HIT! or Arrow	MISFIRE	Roll a D6 to determine why the shot fails:
		1-2 BOOM! The mortar shell explodes before it is fired. The gun and crew are destroyed.
		3-4 The shell and mortar fuses fizzle out and the gun fails to explode. It takes a complete turn to replace the shell and prepare to fire - so you not only fail to shoot this turn but you cannot shoot next turn either.
		5-6 The shell explodes in mid air causing no damage - your shot has no effect this turn.
Arrow	2, 4, 6, 8, 10	You have missed! The arrow indicates where you have missed and the artillery dice number indicates the number of inches you have missed by. Move the template in the direction shown by the arrow, measuring from the centre of the template. For example, if the arrow shows the shot lands to the left of the intended target and the artillery dice shows a 4, move the template 4 inches to the left.

HAND GUN

Although the Warhammer rule book has rules for hand guns or arquebuses we feel that minor amendments are due regarding the rules for these weapons - notably to make them less self-destructive! The following rules can therefore be used for any hand gunners or arquebus armed models whether for the Empire or any other army.

A hand gun is a simple firearm consisting of a metal barrel mounted into some kind of wooden stick. The gunpowder charge is ignited by a length of burning cord or match. On the simpler types of weapons the gunner lights the touchhole with his right hand while cradling the weapon in his left. With more sophisticated weapons the burning match is held by a lever which is pulled down onto the touchhole by means of a trigger. In the Empire this more advanced type of weapon is common.

Weapon	Range	Strength	Save modifier
Hand gun	24"	4	None at over 12" range -1 at 6-12" range -2 at up to 6" range.

If you shoot with a hand gun it takes a complete turn to reload, so you can only fire every other turn. In addition you cannot move and shoot in the same turn, except as described below for firing in ranks.

You can get round the weapon's slow rate of fire by firing in ranks. This work as follows. Form the unit up in two ranks. The first ranks fires in your turn and once you have fired you can either move the front rank models to the rear (effectively moving the unit back by the width of a slotta-base) or by moving the rear rank models to the front (effectively advancing by the width of a base).



This movement of ranks doesn't affect your ability to shoot that turn. The new front rank has fully loaded hand guns and can fire as normal while the rear rank reloads - you can then swap ranks round again. In this way you can fire every turn and your unit will either advance or retire slowly as it fires. In practice it is a bit fiddly to actually swap the models over - so you can edge the unit forwards or backwards and declare you are swapping ranks if you prefer.

SPACE HULK



WOLF LAIR



Brother Huron, Terminator Captain of the Space Wolves Chapter, leaned back angrily in the Command Throne. The air on the ship's bridge tasted foul, but the Tech-priests had higher priorities than calibrating filtration units now. A glancing hit from a Tyranid Deathburner had caused crippling damage to the Star of Fenris. Running from a fight had caused Huron to howl with rage but it had been the only course open to him at the time. He must now rendezvous with his brother Marines on the repair outpost A10709.

"Brother - Captain, look at this" said Sergeant Capel. "The signs are not good."

Huron glanced towards Capel; the man's head was eerily underlit by the holosphere hovering over his sensor-altar.

"Show me" he said coldly. Capel intoned a brief prayer to the Emperor. His fingers danced over the command runes of the altar. The holosphere drifted over the central command altar and expanded to twice the size of a man. Its light illuminated even the most shadowy corners of the Bridge.

Within the great glowing sphere drifted glyphs representing the Star of Fenris, the other contact and the Space Wolves base A10709. A dozen heads gazed up in surprise.

"Bones of Russ" Capel muttered, "It's huge. And what does that sign mean. I've never seen its like before". Huron had. Even as Capel reached for the Codex Sensorium Huron's words froze him.

"Its a Space Hulk," said Huron "and it's infected by Genestealers. Check the course vector."

Capel passed his hand over the control runes. Red lines extended from the hulk glyph and A10709. They intersected.

"It's directly on course for the base. There's not enough men there to withstand a Genestealer incursion."

"We have no choice," said Huron. "Feed all auxiliary power to the main drive. Notify the station commander. Genestealer attack imminent. Relief force on the way."

He prayed his brother Marines could hold out until he arrived.

CAMPAIGN RULES

Wolf Lair is a five-part campaign for two or four players using a selection of new board sections, new counters and a campaign roster sheet. It includes psychic Genestealer Hybrids although you can choose to play without them if you prefer. The Genestealer player uses the expanded blip set throughout the whole campaign.

- The Space Marine player must try to keep as many of his Space Marines alive as possible until the relief force arrives or he'll be overrun by Genestealers. The forces available for the later missions depend on the outcome of the earlier ones. This is explained in more detail in each mission.

- The Genestealer player must attempt to destroy as many Space Marines as possible early on in the campaign to give himself a greater chance of winning later on.

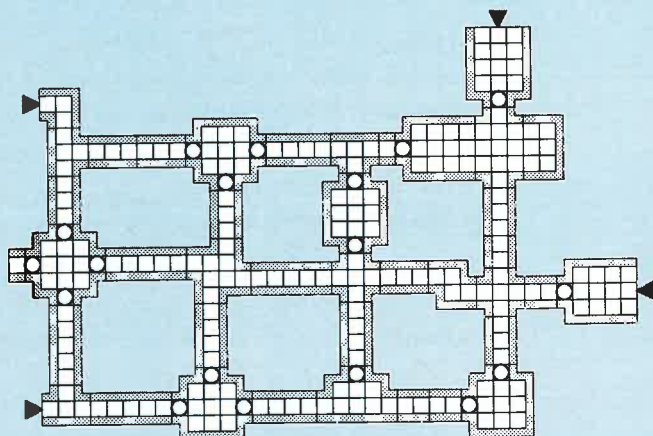
We recommend that you take a close look at all the missions before starting to play the campaign. This way you'll know what's at stake, and you'll be able to formulate a plan before you begin playing.

After playing each mission, players should always make a note of which forces they have left, as this information will be needed later.





WOLF LAIR FULL CAMPAIGN MAP



Mission 2 (Level 1)

Playing The Campaign As One Game

We've included a map of the entire complex so you can play the campaign all at once using the entire board if you want! To do this you'll need two complete sets of Space Hulk, Deathwing and Genestealer. You could play the campaign as it is written, using four players. Decide who'll play the two Genestealer players and who'll play Captain Vortigern and Sergeant Horst. Captain Vortigern and a Genestealer player should play Mission 1 while Sergeant Horst and the other Genestealer player are playing Mission 2. Stay in these pairs and play Missions 3 and 4 simultaneously.

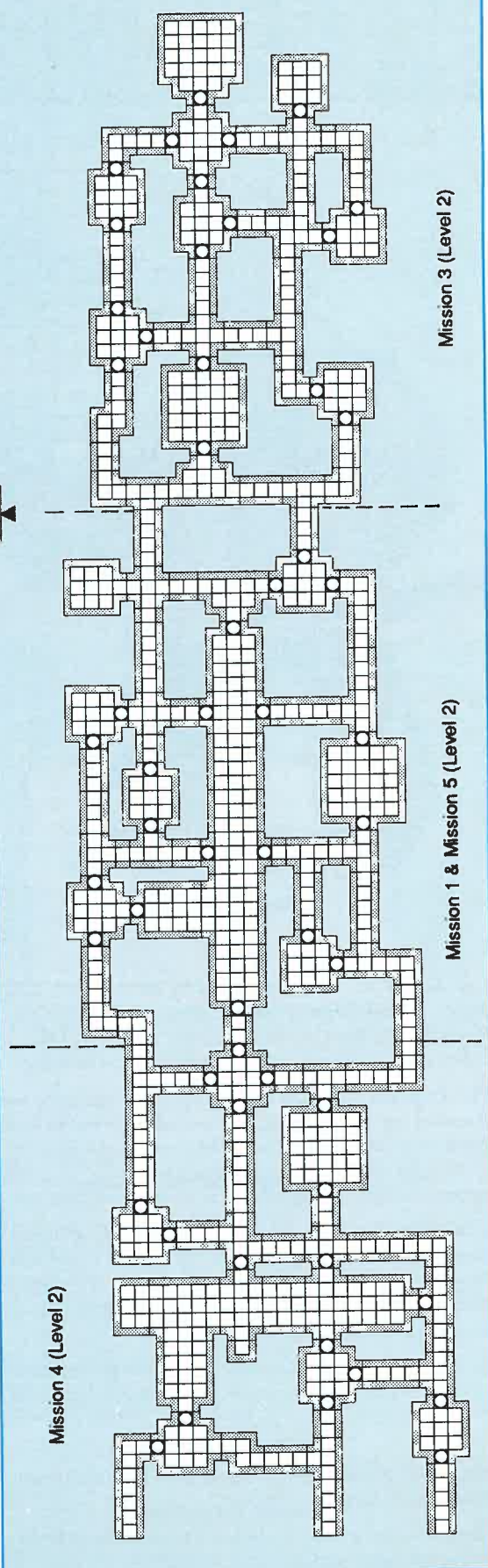
Finally, play Mission 5 with the Genestealers having 11 Blips each and all four players playing at once. The extra four Blips are to account for the extra command points the Space Marines will have, as both Space Marine players draw command points. Split any extra Blips from Missions 3 and 4 between the two Genestealer players.

Playing The Missions Separately

If you don't want to play the missions as a campaign, or you've already played the campaign and want to play the missions on their own, we've included rules to convert each one. You'll find details of deployment and victory conditions in each mission.

Playing The Campaign Without Psychic Combat Rules

This campaign can be played without the psychic combat rules from the Genestealer boxed set. If you decide to do this, count the psykers as non-psykers, but keep the same weapons. Any Librarians should be replaced with a Space Marine in Terminator armour, armed with a storm bolter and power fist.



Mission 3 (Level 2)

Mission 1 & Mission 5 (Level 2)

Mission 4 (Level 2)

1 - UNDER ATTACK



DAVE GALLAGHER

The outpost was only garrisoned by three squads of Space Wolf Terminator Marines, under the command of Captain Vortigern. When the alert sounded, he immediately sent out a call to his men to gather together for a briefing.

The Captain's plan was straightforward: they would abandon the surface level of the building, and defend the lower level in two stages. Squads Luther and Faust would try to hold up the enemy advance, while Squad Vortigern prepared a defensive position for them to fall back to.

Suddenly the warning systems went off. The enemy had landed and were breaking into the upper levels. Sensors confirmed that that it was the Genestealers who were flooding into the building. Captain Vortigern took a deep breath and informed his Brother Marines.

If only they could hold out until the relief force arrived.

OBJECTIVES

The Space Marine player must hold up the Genestealer attack for 12 turns.

The Genestealer player should try to move Genestealers across the board and off the other side.

FORCES

SPACE MARINES

The Space Marine player has two Squads as detailed below:

Squad Luther

- 1 Sergeant with storm bolter and power sword.
- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with flamer (1 reload) and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with storm bolter and power glove.

Squad Faust

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with thunder hammer and storm shield.
- 2 Space Marines with storm bolters and power gloves.



GENESTEALERS

The Genestealer player starts with 6 Blips and receives 1 more Blip as reinforcements per turn. These are taken from the expanded Blip set, but must not be ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol
- C 4th level psyker with laspistol
- D 4th level psyker with plasma gun
- E Non-psyker with conversion beamer
- F Non-psyker with bolter
- G Non-psyker with heavy bolter
- H Non-psyker with lasgun and power sword
- I Non-psyker with autocannon
- J Non-psyker with missile launcher

DEPLOYMENT

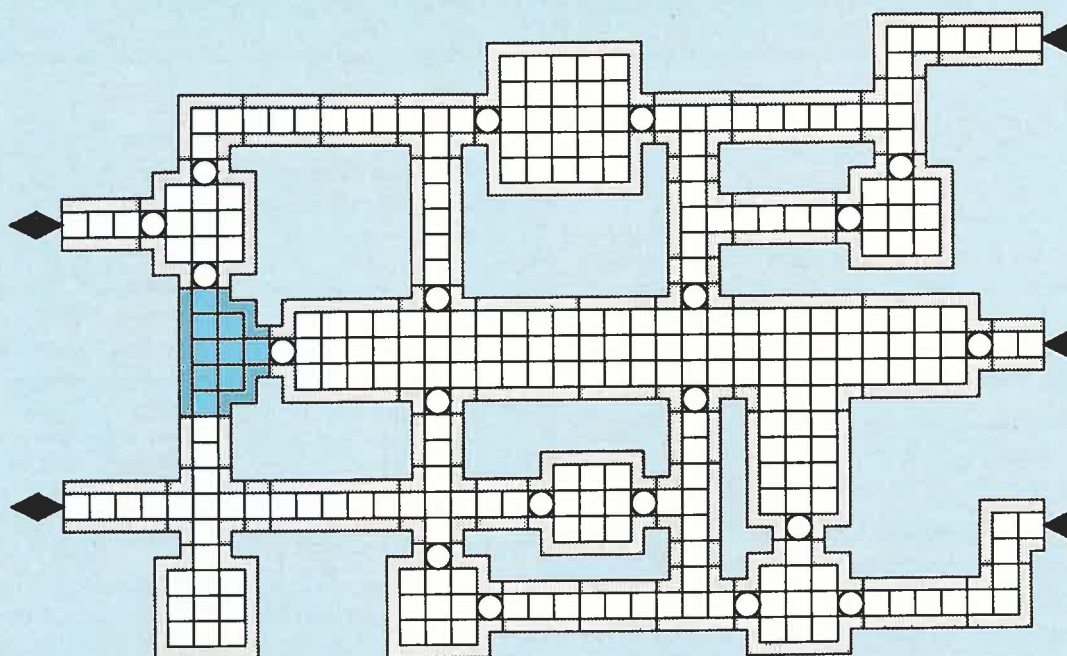
Space Marines

The Space Marines are divided up into the rooms so that each room contains either one or two Space Marines.

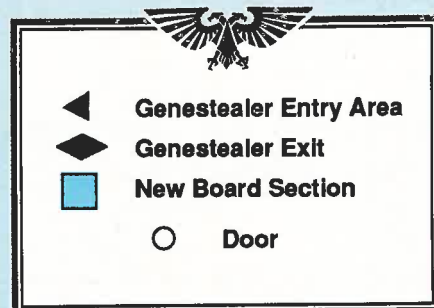
Genestealers

The starting force is placed as two Blips per entry area. The reinforcements may start at any entry area.

Genestealers move first.



WOLF LAIR **UNDER ATTACK**



SPECIAL RULES

Both players use psychic cards from the Genestealer boxed set.

ENDING THE MISSION

The mission ends after 12 turns.

Record whether any Genestealers exited the board and which Space Marines survived. Record how much ammunition was left for assault cannons and flamers. The results of this mission directly affect Mission Three.

If all the Space Marines were killed before turn 12 the campaign is lost as Captain Vortigern will not be able to hold out until the relief force arrives. If you weren't successful, try playing the scenario again.

NON-CAMPAIGN MISSION

The following rules cover using Mission 1 as a stand-alone rather than part of a campaign:

Increase the Genestealers to 2 Blips reinforcements per turn, and increase the game length to 14 turns.

Victory Conditions

Genestealers win if three or more Genestealers escape. The Space Marines win if no Genestealers escape. Otherwise the Mission is a draw.



2 - TO THE RESCUE

The worst had happened. The Genestealers had broken into the outpost before the relief force could arrive. Now it would be necessary for the force of Terminators to enter the building while their power-armoured brethren dealt with the foe still in the open.

Sergeant Horst would lead two squads into the complex while a third would break directly into the lower level.

Horst and his troops would have to locate the entrance the enemy had made into the lower level and follow them down, sealing it behind them.

However, they would have to move fast. Captain Vortigern and his men could not be expected to hold out long.

OBJECTIVES

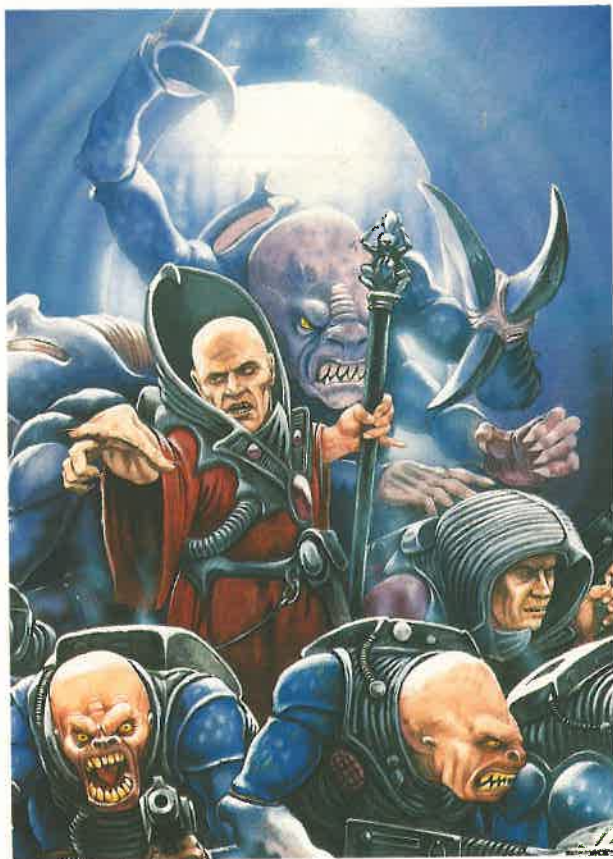
The Space Marine player must locate the Genestealer entrance to the lower levels.

The Genestealer player must destroy the Space Marine force.

FORCES

SPACE MARINES

The Space Marine player has the following two Squads:



Squad Horst

- 1 Sergeant with storm bolter and power sword.
- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 2 Space Marines with storm bolters and power gloves.

Squad Volund

- 1 Sergeant with storm bolter and power glove.
- 1 Space Marine with flamer (1 reload) and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with storm bolter, grenade harness and power glove.
- 1 Space Marine with storm bolter and power glove.

GENESTEALERS

The Genestealer player starts with 5 Blips and receives 1 Blip as reinforcements per turn from Turn 3. These are taken from the expanded Blip set or ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with laspistol
- C 4th level psyker with bolter
- D 4th level psyker with plasma pistol
- E Non-psyker with bolt pistol
- F Non-psyker with plasma gun
- G Non-psyker with lascannon
- H Non-psyker with autocannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marines start with one Squad per entry area.

Genestealers

The Genestealer starting force is placed as one Blip per room. The reinforcements start at any marked entry area. Note that the Space Marine entry areas are also Genestealer entry areas.

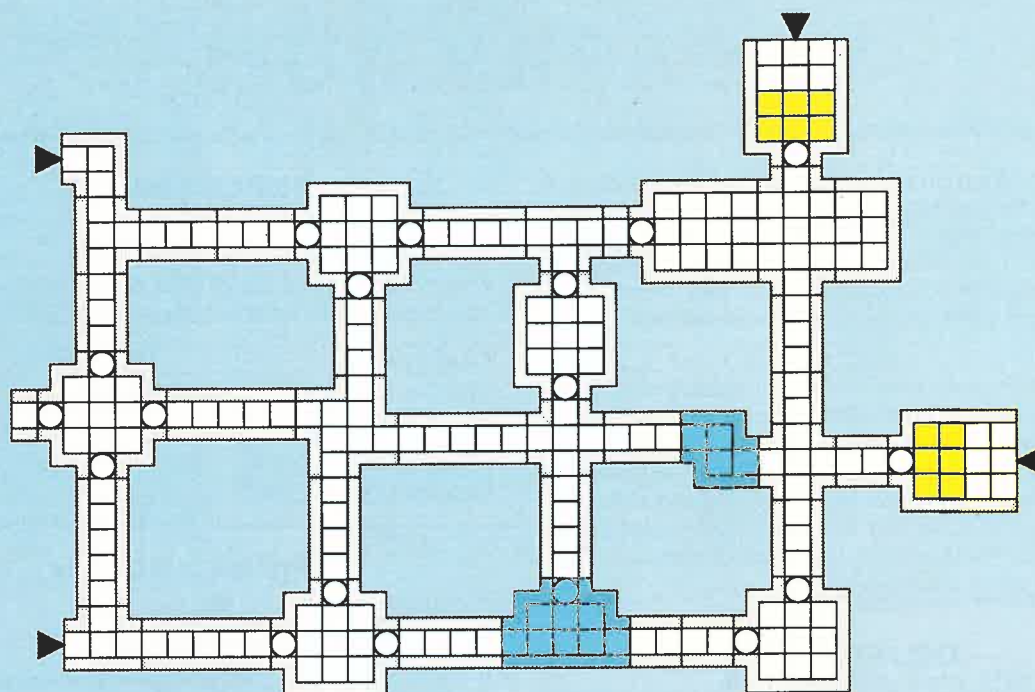
Space Marines move first.

SPECIAL RULES

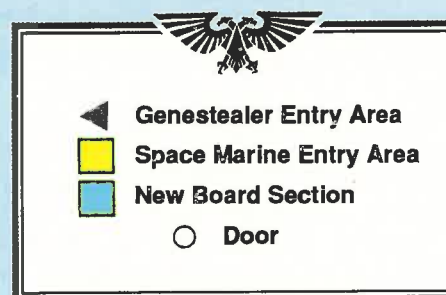
Both players use psychic cards.

Grenade Harness

The rules for a grenade harness firing blind grenades appear in the book *Space Hulk Campaigns*. A grenade harness fires a blind grenade into an adjacent section providing at least one square of that section is in line of sight and fire arc. The blind grenade blocks line of sight through that section for one turn and is removed at the start of the Space Marine player's next turn. It costs 2AP to fire a grenade from the harness.



WOLF LAIR **TO THE RESCUE**



Pitfall Placement

Before the game starts the Genestealer player places the pitfall counter and the four dummies on the board face down in corridor sections (not rooms). The counters must be a least six squares away from a Genestealer entry point and should be at least six squares away from another counter.

Finding the Pitfall

When a Space Marine gets within six squares of a pitfall and within line of sight the Genestealer player must turn the counter face up. If the counter is a dummy remove it from play, but if it is the pitfall leave the counter on the board. Once the pitfall has been found the remaining Space Marines must exit through the hole. It costs 1AP to enter the pitfall and the Space Marine is removed from play. The last Space Marine through the pitfall counts as sealing it behind him.

Ambush Blips

If an ambush counter is used and it is revealed to be a Genestealer rather than a false alarm, the Genestealer player draws a Blip. If the Blip shows Purestrains then the ambush is one Purestrain, but if it shows a Hybrid then the ambush is that Hybrid!

ENDING THE MISSION

The mission ends when there are no Space Marines left in play, either because they have exited through the pitfall or they are dead. Record which Space Marines exited through the pitfall and how much ammunition was left for the assault cannon and the flamer.

If no Space Marines survive, the relief force has failed and the campaign is lost. If this happens, start the campaign again, bearing in mind in which areas you were at your weakest. This will enable you to formulate a new defence plan.

NON-CAMPAIGN MISSION

Increase the Genestealer starting force to 2 Blips per room.

Victory Conditions

The Space Marines win if three or more Space Marines escape. The Genestealers win if no Space Marines escape. Otherwise the Mission is a draw.

3 - BARRICADES

Captain Vortigern gave the order and the scant survivors of Squads Luther and Faust swiftly pulled back to the newly prepared positions. The Genestealers were caught by surprise and failed to stop them getting away. When they drove a fresh attack into the new area they found Space Marines firing from prepared positions and dug in for a long stay.

It was now a race as to whether the relief force could break through before the Genestealers overran the positions and got into the outpost control centre. Any damage in the control room could put the outpost out of commission for months, leaving a large hole in the defence net. But the relief force was on its way and once it broke through, the Genestealers would be forced to defend themselves. Then Vortigern's troops could attack!

OBJECTIVES

The Space Marine player must defend the Control Room (the new room section).

The Genestealer player is trying to attack the Control Room and do critical damage to the controls.

FORCES

SPACE MARINES

The Space Marine player has the survivors of Mission One (survivors of Squads Luther and Faust) plus Squad Vortigern. If any Genestealers exited the board in Mission One see the special rules below. Note that the Space Marines also have 1 flamer reload and two assault cannon reloads for the survivors of Mission One.

Squad Vortigern

- 1 Captain with storm bolter, power sword and grenade launcher.
- 1 Chief Librarian (level 4) with storm bolter and force axe.
- 1 Space Marine with flamer (1 reload) and power glove.
- 1 Space Marine with storm bolter and chain fist.
- 1 Space Marine with storm bolter and power glove.

GENESTEALERS

The Genestealer player starts with 4 Blips and receives 2 Blips as reinforcements per turn for 12 turns. These are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol
- C 4th level psyker with laspistol and chainsword
- D 4th level psyker with lasgun
- E 4th level psyker with heavy plasma gun
- F Non-psyker with missile launcher
- G Non-psyker with bolter
- H Non-psyker with autocannon
- I Non-psyker with lascannon
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

The Space Marines may be placed anywhere on the board except within 12 squares of a Genestealer entry area. They may be placed on overwatch if required.

Genestealers

The Genestealers start as 2 Blips per entry area. The reinforcements may be split between entry areas as required.

Genestealers move first.

SPECIAL RULES

Both players use psychic cards.

Pre-Scenario Casualty

If any Genestealers exited the board in Mission One then Squad Vortigern loses the Space Marine with the chain fist who was caught by surprise and killed before the Squad could react.

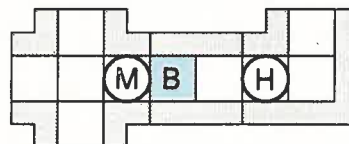
Set-Up

Before the game starts the Space Marine player places the new barricade counters anywhere on the board. It's a good idea to read the special rules on barricades before using them.

The Space Marine player may also open, but not remove, up to 5 of the doors.

Barricades

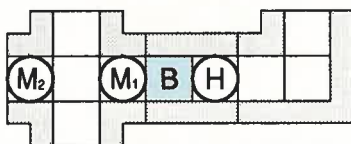
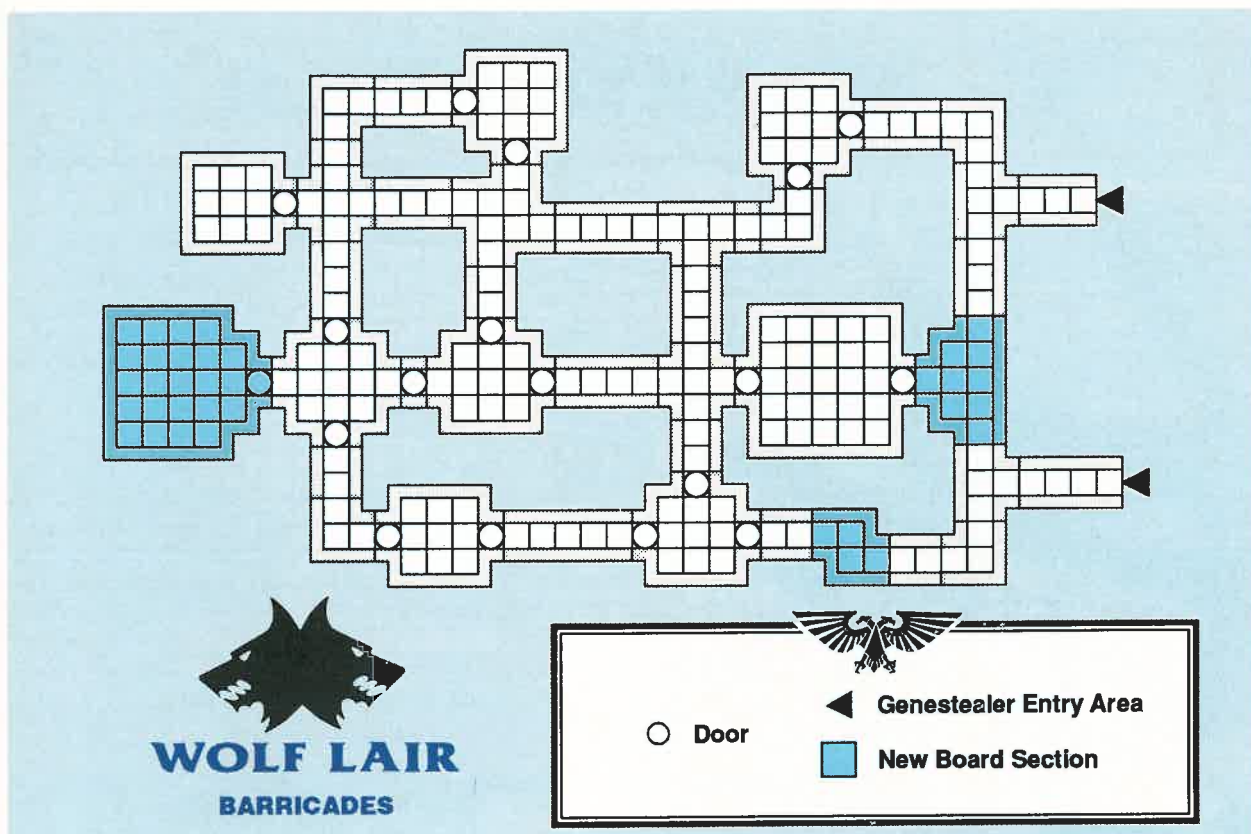
The barricades are specially constructed to protect troops firing from behind them. A model in a square directly touching a barricade has a line of sight through the barricade square and may fire through the barricade if a target is in line of fire. However, to anyone not in a square touching the barricade it will seem like a crate, completely blocking line of sight. A barricade is destroyed the same way as a crate, ie. roll as to destroy a door, with a successful hit turning the barricade to rubble unless the attack was by a conversion beamer or a Vortex or Blast psychic attack, which will vapourise it.



Example

The Space Marine (M) may fire at the Genestealer Hybrid (H) through the barricade (B), but the Hybrid cannot fire back. However, it could fire at the barricade.

Note, however, that if a target is also directly behind the barricade the defender can no longer fire.



Example

The Space Marine can no longer fire at the Hybrid and the Hybrid cannot fire at the Space Marine. However, if the Space Marine (M1) was not there the Hybrid could fire at Space Marine (M2).

The Control Room

If at any time there are Genestealers in the Control Room, but no Space Marines, the Genestealer player may count as destroying vital pieces of equipment. For each Genestealer in the room roll a D6. A result of 5 or 6 means that vital equipment has been wrecked.

ENDING THE MISSION

After turn 12 the Genestealers get no more reinforcements. After turn 15 the remaining Genestealers will retreat off the board. The mission ends when no Genestealers are left on the board, or all the Space Marines are dead.

If the Genestealers killed all the Space Marines the campaign is over and the Space Marine player has lost.

Otherwise note down the following:

- Which Space Marines survived and the amount of flamer and assault cannon ammo left, if the Space Marines using them survived.
- Which Genestealers survived. Add up the number of models and divide by three (rounding up) and this number of Blips is transferred to Mission 5.
- Whether the Genestealers managed to wreck any vital equipment.

NON-CAMPAIGN MISSION

The Space Marine force uses Squad Vortigern plus Squad Ragnar below.

Squad Ragnar

- 1 Sergeant with storm bolter and power glove.
- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with lightning claws.
- 1 Space Marine with storm bolter and power glove.

The Genestealers have a 4 Blip starting force plus 4 Blips per turn for the first 3 turns, then 2 Blips per turn for the rest of the 12 turns.

Victory Conditions

Genestealers win if they cause critical damage to the controls. The Space Marines win if three or more Space Marines survive and there is no critical damage caused. Otherwise the Mission is a draw.

4 - BREAKTHROUGH



The relief force was pushing ahead and they now had the remaining Genestealers trapped between them and the defenders. Vortigerns men had even started to push forwards and now there were only two sections of the outpost to clear.

Squad Gunnar joined up reporting weak resistance in the rest of the lower level. They must now push on and box the last of the foe into one small section.

OBJECTIVES

The Space Marine player must reach the 'crossroads' room and kill all the Genestealers.

The Genestealer player must kill all the Space Marines.

FORCES

SPACE MARINES

The Space Marine player has the survivors from Mission Two (survivors of Squads Horst and Volund) plus Squad Gunnar. There is also a reload for the flamer and two for the assault cannon if those Space Marines survived Mission Two.

Squad Gunnar

- 1 Sergeant with storm bolter and power glove.
- 1 Codicier (level 2) with storm bolter and force axe.
- 1 Space Marine with assault cannon (3 reloads) and power glove.
- 1 Space Marine with thunder hammer and storm shield.
- 1 Space Marine with storm bolter and power glove.

GENESTEALERS

The Genestealer player starts with 4 Blips and receives 1 or 2 Blips as reinforcements per turn as per the special rules below. These are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with laspistol
- C 4th level psyker with bolt pistol
- D 4th level psyker with bolter
- E 4th level psyker with autocannon
- F 4th level psyker with lascannon
- G Non-psyker with plasma gun
- H Non-psyker with heavy bolter
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

Space Marines

Survivors of Squad Horst use entry area A, survivors of Squad Volund use entry area C, while Squad Gunnar use entry area B.

Genestealers

The Genestealer player may place the starting force anywhere on the main (three wide) corridor. The reinforcements may use any of the three marked entry areas.

The Space Marines move first.

SPECIAL RULES

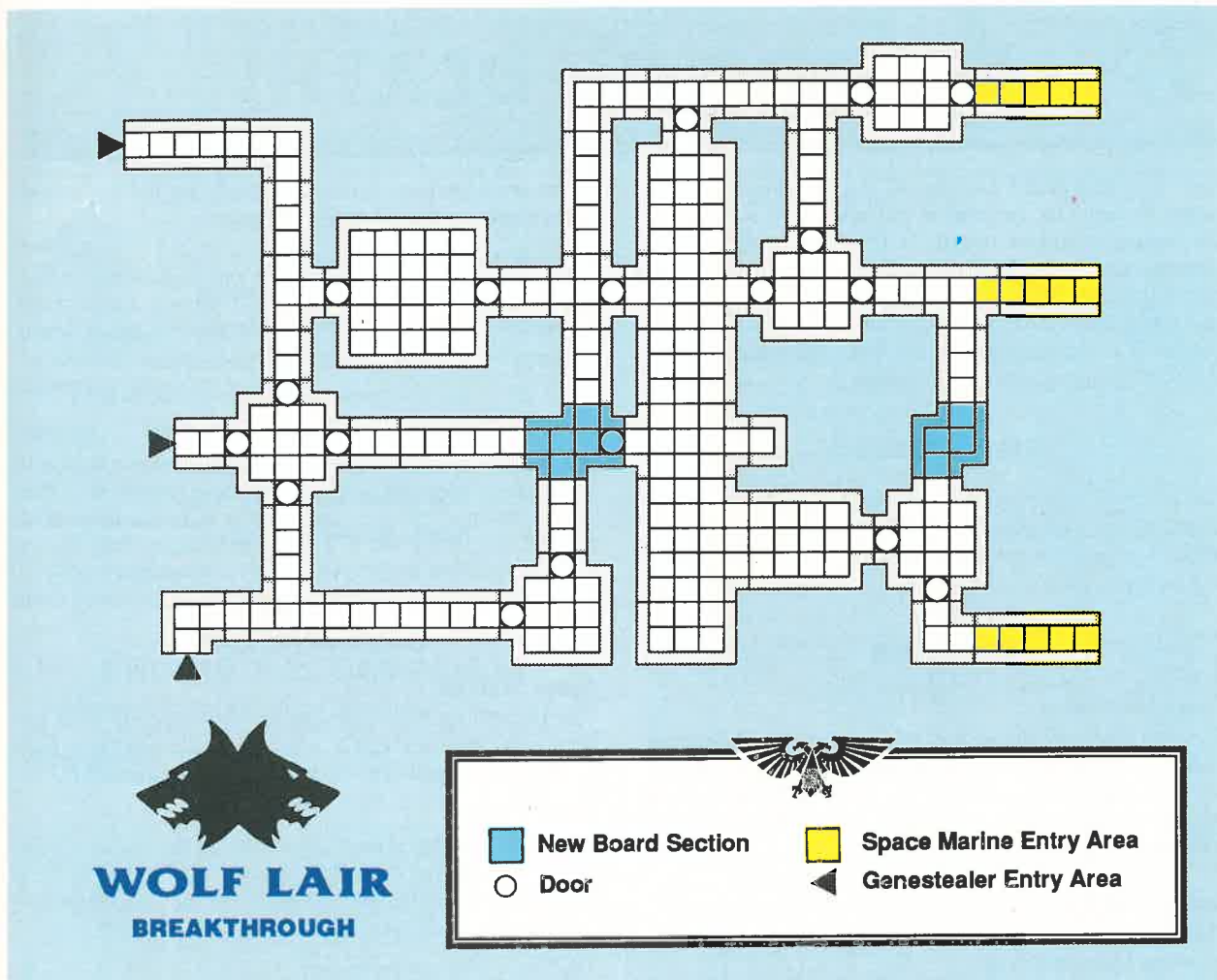
Both players use psychic cards.

The Space Marine player may block entry points.

Genestealer Reinforcements

The Genestealer player receives 2 Blips per turn until the first Space Marine has crossed the main corridor then the reinforcements decrease to 1 Blip per turn.

When the first Marine enters the 'crossroads' room the reinforcements stop.



ENDING THE MISSION

The mission ends when either all the Space Marines or all the Genestealers are dead.

If the Genestealers won convert any remaining Blips and add up the number of models. Divide this number by three (rounding up). This is the number of extra Blips used in Mission Five.



If the Space Marines won note down which Space Marines survived and what ammo is left for the flamer or assault cannons if those Space Marines survived. Full reloads from a dead assault cannon Space Marine can be counted by a surviving one.

NON-CAMPAIGN MISSION

The Space Marine force uses Squad Gunnar plus Squad Alric below.

Squad Alric

- 1 Sergeant with storm bolter and power sword.
- 1 Epistolary (level 3) with storm bolter and force axe.
- 1 Space Marine with flamer (1 reload) and power glove.
- 1 Space Marine with storm bolter, grenade harness and power glove.
- 1 Space Marine with storm bolter and power glove.

Squad Alric is split between entry areas A and C.

The Genestealers start with 4 Blips in the main corridor, 2 Blips in the big (5x5) room and 2 Blips in the 'crossroads' room.

Victory Conditions

The Space Marines win if three or more Space Marines survive. Genestealers win if no Space Marines survive. Otherwise the Mission is a draw.

5 - TO THE DEATH!

Now they had them! The last of the Genestealers were caught between the two forces and could now be crushed. The battle would be tough, as the Genestealers were cornered and would fight to the death. Victory was by no means assured. There was the threat of heavy numbers of psykers amongst the foe, possibly even a Magus. With one last check of their equipment the Space Marines prepared to do battle once again. To the death!

OBJECTIVES

The Space Marine player must destroy the last remaining Genestealers. The Genestealer player must kill the Space Marines, especially the remnants of Squads Luther, Faust and Vortigern.

FORCES

Space Marines

The Space Marine player has two groups: the Defending Force is the survivors of Mission Three (survivors of Squads Luther, Faust and Vortigern) and the relief force is the survivors of Mission Four (survivors of Squads Horst, Volund and Gunnar).

Genestealers

The Genestealer player starts with 18 Blips plus any from Missions Three and Four.

These are taken from the expanded Blip set and the lettered Blips represent the following Hybrids:

- A Unarmed Magus
- B 4th level psyker with bolter
- C 4th level psyker with lasgun
- D 4th level psyker with plasma gun
- E 4th level psyker with conversion beamer
- F 4th level psyker with autocannon
- G Non-psyker with missile launcher
- H Non-psyker with heavy bolter
- I Non-psyker with lascannon
- J Non-psyker with heavy plasma gun

DEPLOYMENT

Space Marines

The Defending Force may be split as required over the three entry areas marked A, while the Relieving Force may be split as required over the two entry areas marked B.

Genestealers

The Blips may be placed anywhere on the board except within 12 squares or in line of sight of a Space Marine entry area. The Blips are placed before the Space Marines are placed.

The Space Marines move first.



SPECIAL RULES

Both players use psychic cards.

Extra Genestealers

Any extra Genestealers from Missions Three or Four are added to the starting force as calculated at the end of the missions.

Set-Up

Before the start of play both players take it in turn to place the rubble counters on the board with the Space Marine player going first. Each player may also choose to remove up to 3 doors. This is to represent the carnage left from the fighting in Mission One.

Magus

If a Genestealer player draws Blip A there is a Magus in play. The Magus model must be placed on the board as any Librarians would be able to sense the high level of psychic energy that emanates from him. If there are no Librarians in play, the Magus is left as a Blip. The Genestealer player has a psychic hand of 5 cards until the Magus is killed.

ENDING THE CAMPAIGN

If the Space Marines kill all the Genestealers and there is at least one member of the defending force alive the Space Marines win.

If the Space Marines kill all the Genestealers and no vital equipment is destroyed in Mission Three, but there are no survivors from the Defending Force then the Campaign is drawn.

If the Space Marines are killed, or there are no Defending Force survivors and there was vital equipment destroyed then the Genestealers have won.

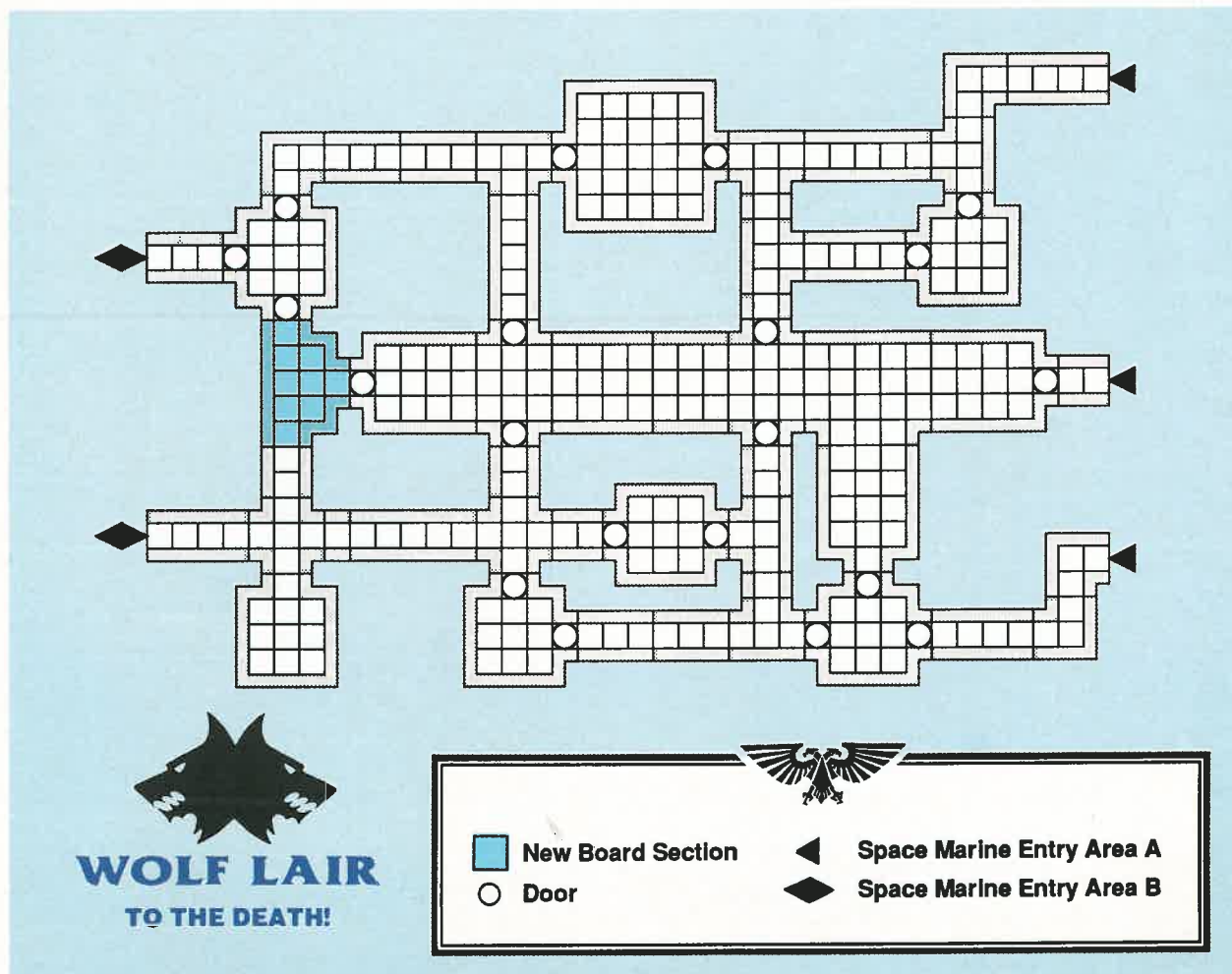
NON-CAMPAIGN MISSION

The Space Marine force is Squad Vortigern split over entry areas marked A and Squad Gunnar split over entry areas marked B.

The Genestealers have 25 Blips

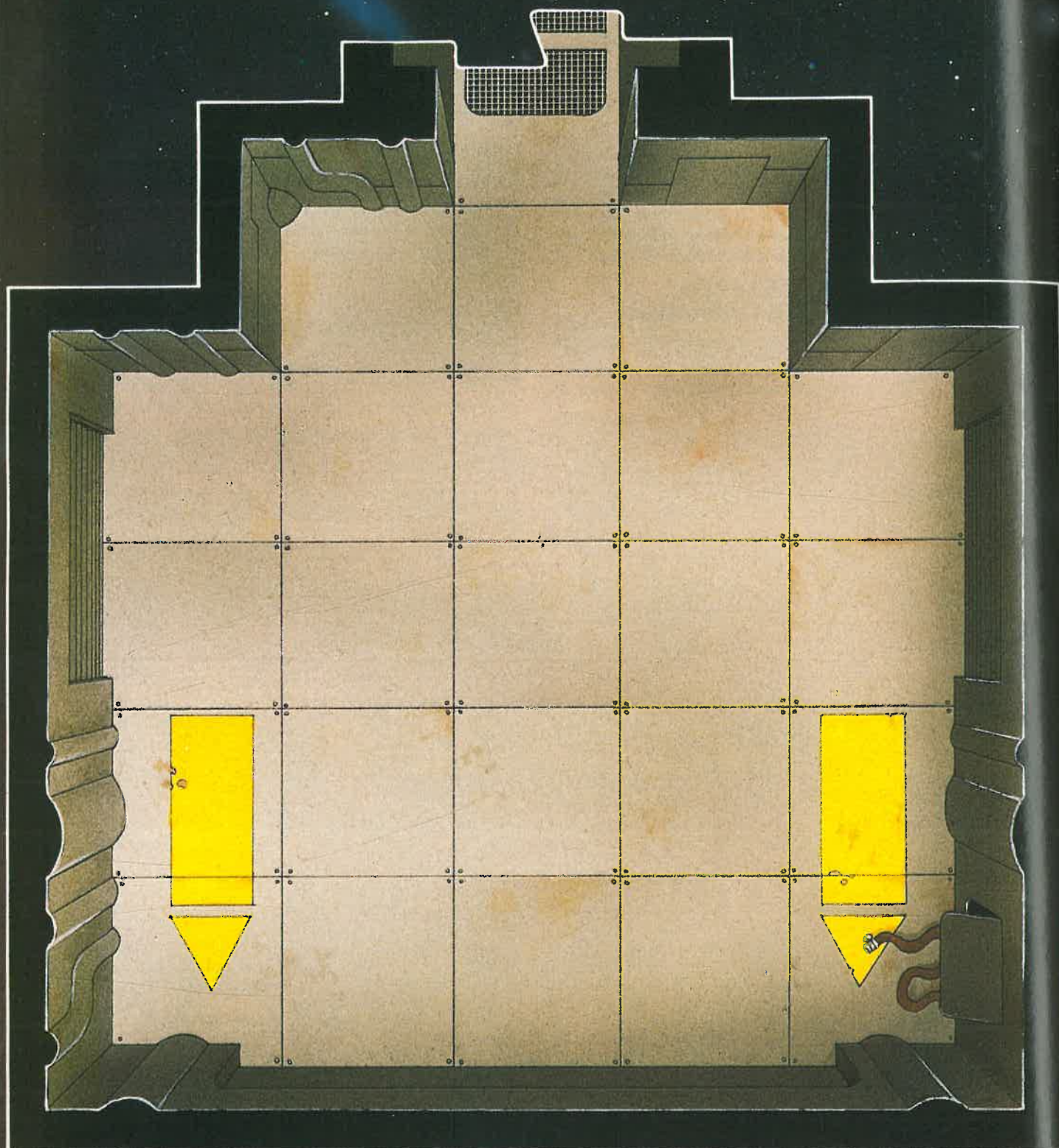
Victory Conditions

The Space Marines win if there is at least 1 survivor from each Squad. Genestealers win if there are no surviving Space Marines. Otherwise the Mission is a draw.



NEW BOARD SECTIONS

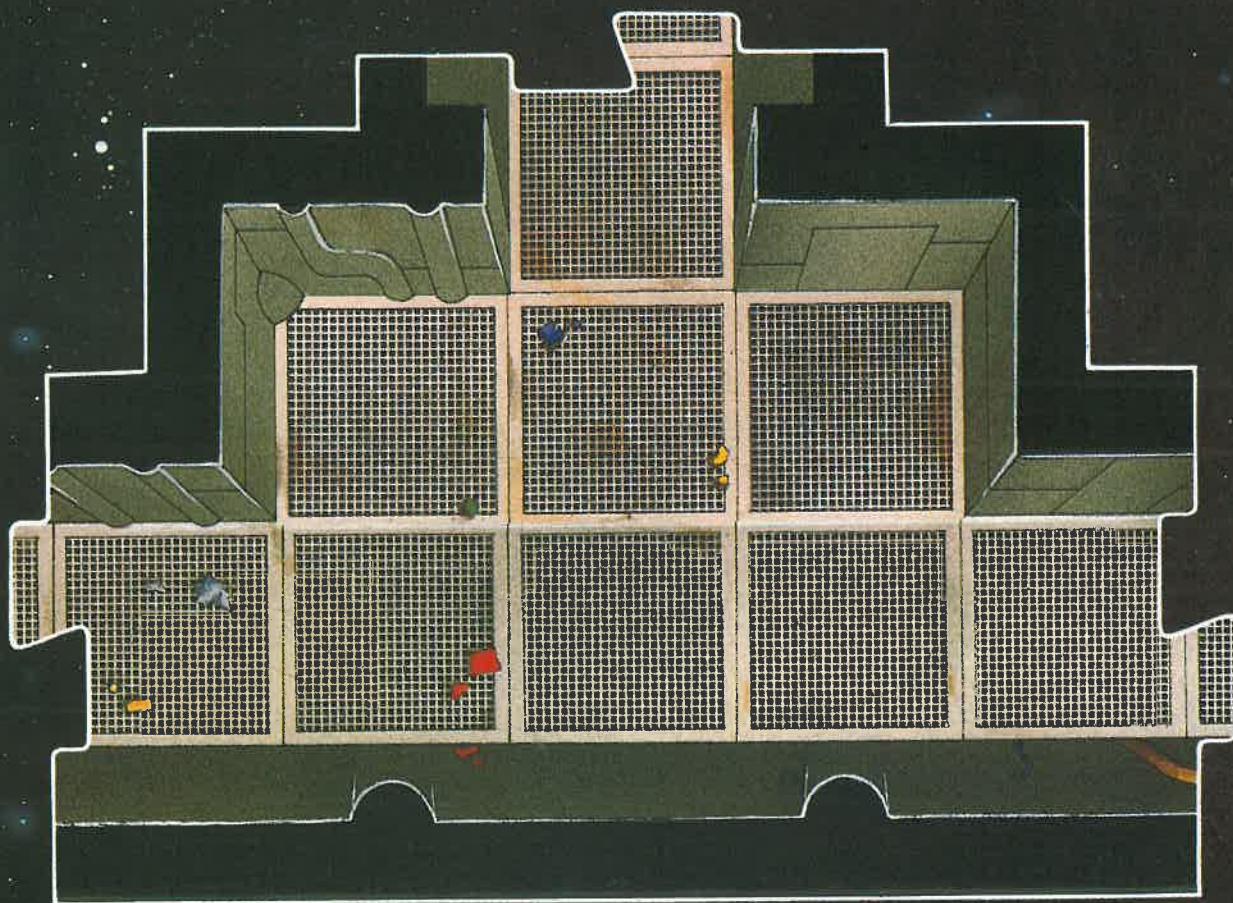
On the following pages are the new board sections, pitfall and barricade counters you'll need for this campaign. We've also included a Campaign Roster Sheet. All you have to do with the floorplans is stick them to a piece of card, let them dry and cut them out carefully with a sharp modelling knife or a pair of scissors. Take special care when you trim around the board joints to ensure that they link together with your existing Space Hulk floorplans.





BARRICADES

Stick the barricade counters to a piece of card and let them dry. Then cut them out carefully with a sharp modelling knife or a pair of scissors.





WOLF LAIR CAMPAIGN ROSTER



SQUAD HORST

SERGEANT

LIBRARIAN

MARINE WITH
STORM BOLTER

MARINE WITH
STORM BOLTER

MARINE WITH
ASSAULT CANNON
(3 reloads)

Assault Cannon ammo track

1	2	3	4	5
6	7	8	9	10

Reload 1

1	2	3	4	5
6	7	8	9	10

Reload 2

1	2	3	4	5
6	7	8	9	10

Reload 3

1	2	3	4	5
6	7	8	9	10

SQUAD LUTHER

SERGEANT

LIBRARIAN

MARINE WITH
LIGHTNING CLAWS

MARINE WITH
STORM BOLTER

MARINE WITH FLAMER
(1 reload)

Flamer ammo track

1	2	3	4	5	6
---	---	---	---	---	---

1	2	3	4	5	6
---	---	---	---	---	---

Reload 1

SQUAD VOLUND

SERGEANT

MARINE WITH LIGHTNING
CLAWS

MARINE WITH
STORM BOLTER

MARINE WITH FLAMER (1
reload)

MARINE WITH
GRENADE HARNESS

Flamer ammo track

1	2	3	4	5	6
---	---	---	---	---	---

1	2	3	4	5	6
---	---	---	---	---	---

Reload 1

Grenade Harness ammo track

1	2	3	4	5
6	7	8	9	10

SQUAD VORTIGERN

SERGEANT WITH
GRENADE HARNESS

LIBRARIAN

MARINE WITH
STORM BOLTER

MARINE WITH
STORM BOLTER
& CHAIN FIST

MARINE WITH FLAMER
(1 reload)

Flamer ammo track

1	2	3	4	5	6
---	---	---	---	---	---

1	2	3	4	5	6
---	---	---	---	---	---

Reload 1

Grenade Harness ammo track

1	2	3	4	5
6	7	8	9	10

SQUAD FAUST

SERGEANT

MARINE WITH
THUNDER HAMMER
& STORM SHIELD

MARINE WITH
STORM BOLTER

MARINE WITH
STORM BOLTER

MARINE WITH ASSAULT
CANNON (3 reloads)

Assault Cannon ammo track

1	2	3	4	5
6	7	8	9	10

Reload 1

1	2	3	4	5
6	7	8	9	10

Reload 2

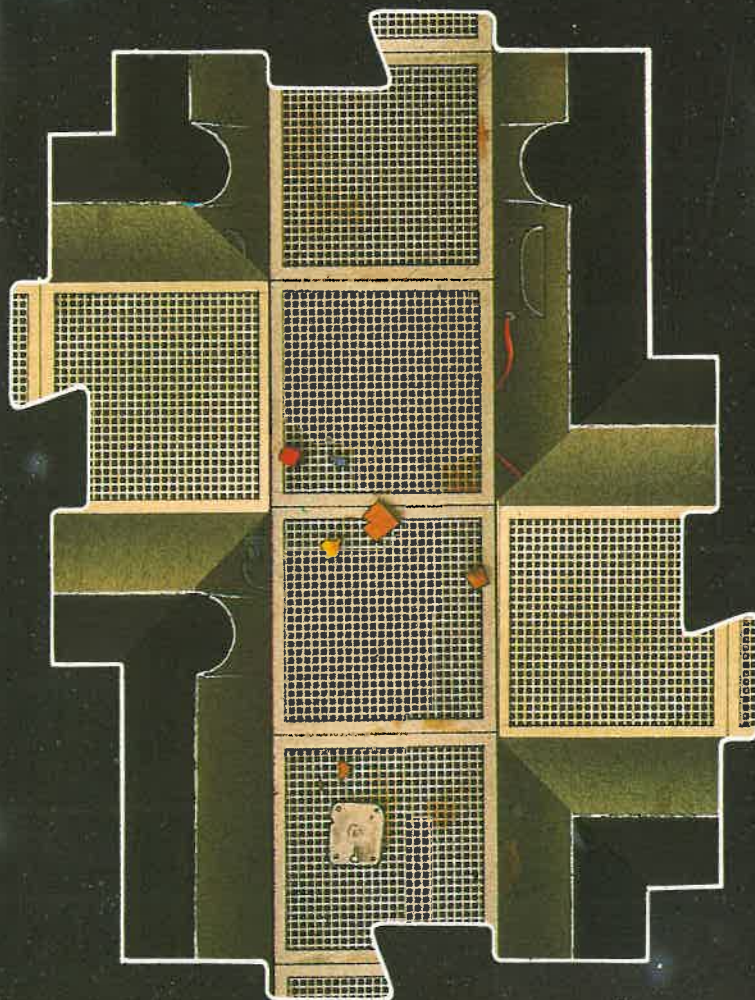
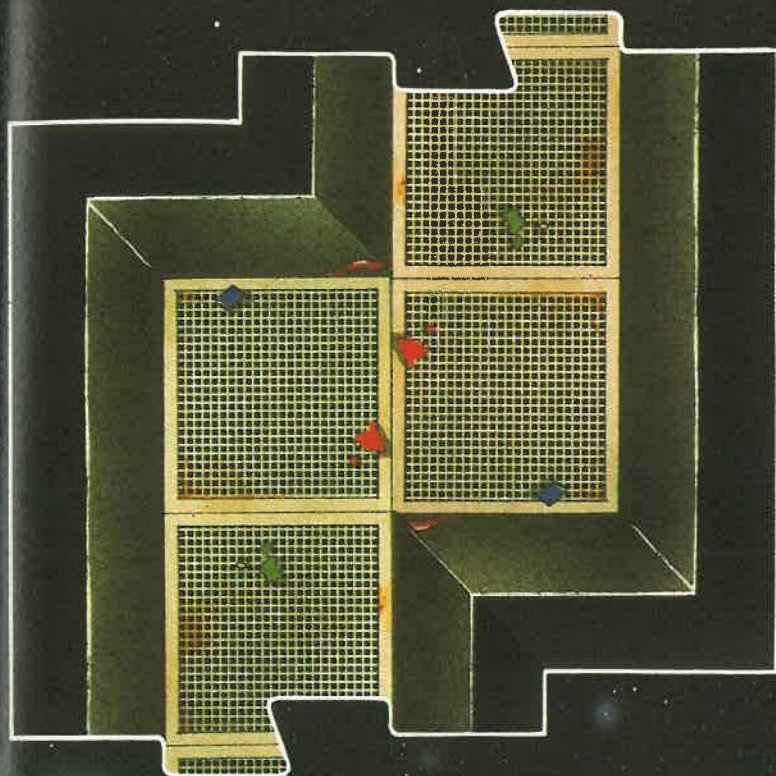
1	2	3	4	5
6	7	8	9	10

Reload 3

1	2	3	4	5
6	7	8	9	10

TURN TRACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

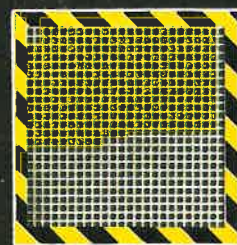


PITFALL COUNTERS

The Pitfall and Dummy Pitfall counters are all double-sided. Stick all of the counters marked 'A' to a piece of card. When they're dry, cut them out carefully with a sharp modelling knife or a pair of scissors. Then cut out all of the counters marked 'B' and glue them onto the reverse side.



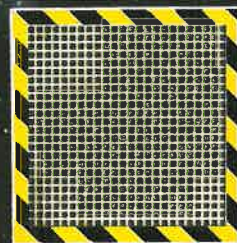
A



B



A



B



A



B



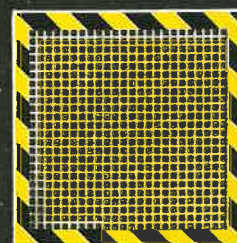
A



B



A



B

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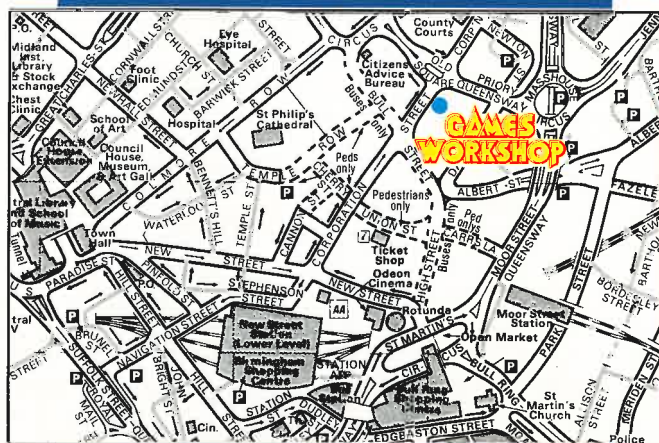
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LEVIATHAN RIGHT SIDE
LEVIATHAN LEFT SIDE
DOOMSDAY CANNON
LEVIATHAN TOWER
LEVIATHAN TURRET

£5.99 COMPLETE

£3.00 EACH
£3.00 EACH
£0.50 EACH
£0.75 EACH
£0.50 EACH

SPACE FLEET

TYRANID DEATHBURNER KRAKEN
IMPERIAL CONSTELLATION TARGETTING SHIP

£3.99 FOR 2 OR £2.00 EACH

£3.99 FOR 3 OR £1.35 EACH

WARHAMMER ARTILLERY AND SCATTER DICE

£1.00 FOR A SET OF TWO DICE

RENEGADES BOXED SET

PLEASE PHONE MAIL ORDER FOR DETAILS

D-RK "GET OUT OF MY WAY" 12" SINGLE & CD SINGLE

£3.99 EACH

D-RK "OBLIVION" ALBUM & CD

£5.99 EACH

D-RK "OBLIVION" CD

£10.99

D-RK POSTER

£3.99

D-RK T-SHIRT

£7.99

GOLDEN DEMON 1992 TICKETS £5.00 EACH

ALL MODELS SUBJECT TO AVAILABILITY

ORDER FORM

[illegible]

HOW TO ORDER CITADEL MINIATURES

We strongly recommend that you phone in your orders. You'll be talking directly to the Mail Order specialist who'll actually be packing and dispatching your order. He'll be able to tell you exactly what is and isn't available, and suggest alternatives in the case of any problems. He will also be able to tell you about any new models that have become available since last issue, and any special offers we may be running on old, discontinued or overstocked items.

If it's simply not possible for you to order by phone then it doesn't matter too much. All you have to do is tell us the name (if available) and code. Be as explicit as you can when writing out your descriptions of the models you want. This is particularly important if you want to order a particular combination of parts for a multi-part kit. We recommend using block capitals to avoid confusion!

ALTERNATIVES

You should always let us have a list of alternatives when ordering by post. Even if you make an order by phone, it is wise to give a few alternatives. The only reason we won't be able to supply you with a model is if it has been discontinued and the mould is no longer available on the factory floor. Normally speaking we manage to supply 95% of all orders. Our staff will be happy to suggest viable alternatives for any models which are out-of-stock or no longer produced.

DESPATCH AND DELIVERY

We always try to despatch your orders within 2 days of receipt; quite often we get them out the same day. Remember that parcels take longer than letters, but you should, in general, get your order back within 10 days. We do occasionally get behind, but this usually only happens when we hold a large sale with lots of irresistible offers, and at Christmas.

FOREIGN ORDERS

FOREIGN ORDERS
We are very happy indeed to supply foreign orders through our UK Mail Order Department.

POSTAGE & PACKING

POSTAGE & PACKING
Total up your order and add the following postage & packaging costs:

UK & BFPO: add £2.50

Overseas (including Eire): add 40%. If you pay by credit card, P&P will be charged at cost.

METHODS OF PAYMENT

You can pay by cheque or postal order. Alternatively, we take Access and Visa cards – write with your order, and include the card number, the cardholder's name and signature, the card expiry date, and your name and address. Better still, phone our Mail Order Hotlines to place an immediate order – make sure you have your Access or Visa card with you when you phone.

UK MAIL ORDER

Our UK Mail Order Hotlines are open for your orders from 9.00am to 6.30pm on weekdays.
The number to ring is (0773) 713213



If you're writing in with your order, send it to:

**GAMES WORKSHOP MAIL ORDER SERVICE,
CHEWTON STREET, HILLTOP,
EASTWOOD,
NOTTINGHAM NG16 3HY**



Or you can fax the order through on (0773) 530155

US MAIL ORDER

For US telephone orders (Visa and Master Card only) ring (301) 644 5699, Monday through Friday between 9.00am and 5.00pm EST. Or you can post orders to:

**GAMES WORKSHOP MAIL ORDER SERVICE,
3431 C BENSON AVENUE,
BALTIMORE, MARYLAND 21227-1072**

Please add \$3.00 postage and handling. Maryland residents add 5% sales tax, residents in Virginia add 4.5% sales tax, residents in California add 8.25% sales tax and residents in Pennsylvania add 6% sales tax. Write for free catalogue.

Cash, COD, and Canadian Postal Money orders are not accepted. Minimum order is \$20.00 and postage will be free if your order is over \$120.00.

You can also fax Access and Visa miniatures orders direct to the US on (301) 242-1839. Please remember to include the card number, the cardholder's name and signature, the card expiry date and your name and address. Handling will be charged at 40% or cost, whichever is cheaper.

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For Canadian telephone credit card orders (Visa and Mastercard only), ring (416) 595 1159, Monday to Saturday between 11.00am and 8.00 pm EST.

Postage and handling will be charged at cost. Please note that we are taking telephone credit card orders only. For postal orders, please contact our US Mail Order Service.

EMPIRE

EMPIRE REIKSGUARD



REIKSGUARD STANDARD
073945/6



REIKSGUARD 4
073945/4



REIKSGUARD HORNBLOWER
073945/7



REIKSGUARD CAPTAIN
073945/8



REIKSGUARD 3
073945/3



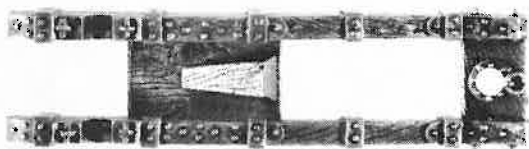
REIKSGUARD 1
073945/1



REIKSGUARD 2
073945/2



REIKSGUARD 5
073945/5



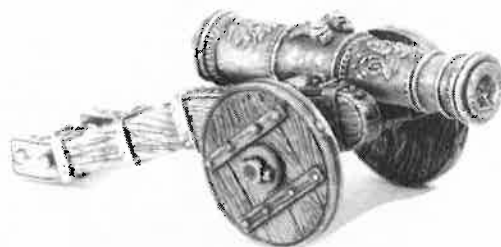
GUN CARRIAGE
073972/4



CANNON BARREL
073972/5



POWDER CHEST
073972/6



EMPIRE GREAT CANNON

THE COMPLETE EMPIRE CANNON
CONSISTS OF:

- | | |
|--------------------|-----------------------------|
| 1 x GUN CARRIAGE | 1 x MASTER GUNNER |
| 1 x CANNON BARREL | 1 x GUNNER WITH RAM |
| 1 x POWDER CHEST | 1 x GUNNER WITH CANNON BALL |
| 2 x PLASTIC WHEELS | |
| 1 x AXLE | |



MASTER GUNNER
073972/1



GUNNER WITH CANNON BALL
073972/3



GUNNER WITH RAM
073972/2



AXLE
073972/7



PLASTIC WHEEL

EMPIRE

EMPIRE ARCHERS



ARCHER 1
073921/1



ARCHER 2
073921/2



ARCHER 3
073921/3



ARCHER 4
073921/4



ARCHER 5
073921/5



ARCHER 6
073921/6



ARCHER 7
073921/7



ARCHER 8
073921/8



ARCHER 9
073921/9

EMPIRE HAND GUNNERS



HAND GUNNER 1
073960/1



HAND GUNNER 2
073960/2



HAND GUNNER 3
073960/3



HAND GUNNER 4
073960/4



HAND GUNNER 5
073960/5



HAND GUNNER 6
073960/6



HAND GUNNER 7
073960/7



HAND GUNNER 8
073960/8

Designed by Alan and Michael Perry

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EMPIRE

TILEAN CROSSBOW MEN



TILEAN CROSSBOW 3
073984/8



TILEAN CROSSBOW 1
073984/6



TILEAN CROSSBOW 4
07398/12



TILEAN CROSSBOW 2
073984/7



CROSSBOW 5
073984/9



CROSSBOW 7
073984/11



CROSSBOW 6
073984/10



ASSEMBLED MINATURE

THESE FOOTSOLDIERS ARE SUPPLIED WITH SEPARATE PLUG - IN CROSSBOWS



FOOTSOLDIER 1
073906/1



FOOTSOLDIER 2
073906/2



FOOTSOLDIER 3
073906/3



FOOTSOLDIER 4
073906/4



CROSSBOW
073984/5

EMPIRE FOOTSOLDIERS



SWORD 6
073906/16



SWORD 5
073906/15



SWORD 7
073906/17

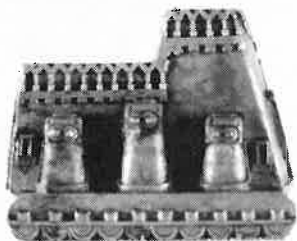
Designed by Alan and Michael Perry

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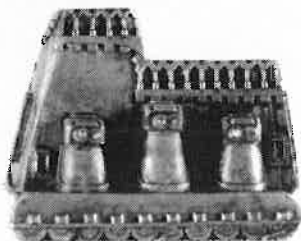


EPIC WAR MACHINES

IMPERIAL LEVIATHAN



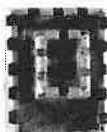
LEVIATHAN RIGHT SIDE
076113/2



LEVIATHAN LEFT SIDE
076113/1



DOOMSDAY CANNON
076113/3



LEVIATHAN TOWER
076113/5



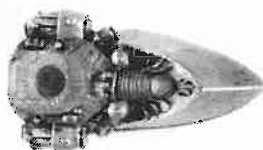
LEVIATHAN TURRET
076113/4



THE COMPLETE LEVIATHAN CONSISTS OF:

- 1 x LEVIATHAN RIGHT SIDE
- 1 x LEVIATHAN LEFT SIDE
- 1 x DOOMSDAY CANNON
- 1 x LEVIATHAN TURRET
- 1 x LEVIATHAN TOWER

ELDAR WAVE SERPENT



WAVE SERPENT HULL
076429/6



WARP ENERGY GENERATOR
076429/7

THE COMPLETE ELDAR WAVE SERPENT CONSISTS OF:

- 1 x WAVE SERPENT HULL
- 1 x WARP ENERGY GENERATOR

ELDAR DOOM WEAVER



DEATHSTALKER / DOOM WEAVER HULL
076429/4



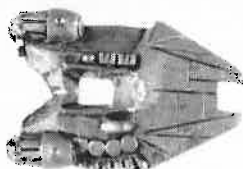
DOOM WEAVER WEB SPINNER
076429/8

THE COMPLETE ELDAR DOOM WEAVER CONSISTS OF:

- 1 x DEATHSTALKER / DOOM WEAVER HULL
- 1 x DOOM WEAVER WEB SPINNER

RULES FOR THE DOOMWEAVER ARE IN RENEGADES
THE NEW SPACE MARINE SUPPLEMENT

ELDAR DEATHSTALKER



DEATHSTALKER / DOOM WEAVER HULL
076429/4



PRISM CANNON
076429/7

THE COMPLETE ELDAR DEATHSTALKER CONSISTS OF:

- 1 x DEATHSTALKER / DOOM WEAVER HULL
- 1 x PRISM CANNON

ELDAR WARP HUNTER



WARP HUNTER
076429/3



ELDAR WAR WALKER
076431/4



ELDAR AVATAR
076404/17

NEW
RELEASE

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CITADEL
MINIATURES

Designed by Norman Swales with Jes Goodwin

SPACE FLEET

TYRANID



DEATHBURNER KRAKEN
077939

IMPERIAL



CONSTELLATION TARGETING SHIP
077868/1

Designed by the Citadel Design Team

TZEENTCH FLAMERS

FLAMERS OF TZEENTCH

EXAMPLE OF A COMPLETED FLAMER OF TZEENTCH



FLAMER ARMS 2
073238/9



EACH FLAMER OF TZEENTCH
CONSISTS OF:
1 x FLAMER BODY
1 x FLAMER ARMS



FLAMER ARMS 1
073238/8



FLAMER ARMS 3
073238/10



FLAMER ARMS 4
073238/11



FLAMER BODY 1
073238/12



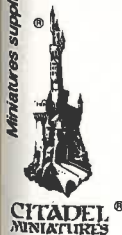
FLAMER BODY 2
073238/13



FLAMER BODY 3
073238/14

Designed by Kev Adams

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GENESTEALERS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A GENESTEALER ARM SPRUE AND A ORK WEAPON SPRUE AS STANDARD



PURESTRAIN 1
072596/10



PURESTRAIN 2
072596/11



PURESTRAIN 3
072598/12



HYBRID 1*
072557/6



HYBRID 2*
072557/10



HYBRID 3
072557/12



HYBRID 4
072557/13



HYBRID 5
072557/14



HYBRID 6
072557/15



HYBRID 7
072557/16



HYBRID 8
072557/17



HYBRID 9
072557/18



HYBRID 10
072557/19



HYBRID 11
072557/20



HYBRID 12
072557/21



HYBRID 13
072557/22



HYBRID 14
072557/23



HYBRID 15
072557/28



HYBRID 16
072557/27



HYBRID 17
072557/25



HYBRID 18
072557/24



HYBRID 19
072557/29



HYBRID 20
072557/26



EXAMPLES OF THE COMPLETED GENESTEALERS

Designed by Jes Goodwin with the Citadel Design Team

TERMINATORS

BODIES



CAPTAIN
RTB9/7



LIBRARIAN
RTB/6



MARINE 1
RTB9/5



MARINE 2
RTB9/4



MARINE 3
RTB9/3

**EACH COMPLETE
TERMINATOR
CONSISTS OF:**
1 x BODY
1 x LEFT ARM
1 x RIGHT ARM
1 x SHIELD
**PLEASE STATE WHICH
ITEMS YOU REQUIRE
WHEN ORDERING**

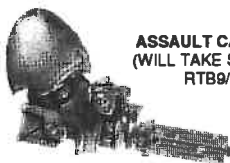
RIGHT ARMS



STORM BOLTER
RTB9/1



STORM BOLTER 2
RTB9/10



ASSAULT CANNON
(WILL TAKE SHIELD)
RTB9/8



HEAVY FLAMER
RTB9/9

THE COMPLETE TERMINATOR SQUAD BOXED SET CONTAINS:

- | | |
|----------------|--------------------------------|
| 1 x CAPTAIN | 1 x FORCE AXE |
| 1 x LIBRARIAN | 1 x SERGEANT'S POWER SWORD ARM |
| 2 x MARINE 1 | 1 x CAPTAIN'S POWER FIST |
| 2 x MARINE 2 | 3 x STORM BOLTER 1 |
| 2 x MARINE 3 | 3 x STORM BOLTER 2 |
| 1 x SHIELD 2 | 1 x HEAVY FLAMER |
| 2 x SHIELD 3 | 1 x POWER FIST |
| 1 x CHAIN FIST | 1 x ASSAULT CANNON |



LEFT ARMS



POWER FIST
RTB9/2



FORCE AXE
(WILL TAKE SHIELD)
RTB9/13



CHAINFIST
RTB9/11



**CAPTAIN'S POWER FIST
WITH GRENADE LAUNCHER**
RTB9/12

SERGEANT'S POWER SWORD ARM
(WILL TAKE SHIELD)
RTB9/14



SHIELDS



SHIELD 1
070243/13



SHIELD 2
RTB9/15



SHIELD 3
RTB9/16

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 17, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

Designed by Jes Goodwin



A MIGHTY ARMY OF CHAOS

CORD