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FOREST GOBLINS AND STONE TROLLS CLASH WITH AN ARMY OF WOOD ELVES



AN ELDAR FORCE LAUNCHES AN ATTACK AGAINST A SQUAT STRONGHOLD



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WARHAMMER®

40,000

SPACE WOLF ARMY LIST

By Andy Chambers, Bill King
and Jes Goodwin

In last month's issue of White Dwarf we took a detailed look at the history and organisation of the Space Wolves. In this issue we present a complete army list for this infamous and deadly Space Marine Chapter.

You can use this list to field a complete Space Wolf army or include one or more units of Space Wolves as part of your Warhammer 40,000 force. In next month's issue, we'll be bringing you a Warhammer 40,000 battle report to see how well the Space Wolves perform in action.



MARK GIBBONS

The Space Wolves are organised in a very different way from other Marine Chapters. The Chapter dates from the First Founding and its idiosyncratic structure owes more to the personality of Leman Russ than it does to the Codex Astartes. It also reflects the preferred fighting style and social organisation of the native Fenrisians. Obviously this means the Space Wolves need a new, special army list to show their particular organisation. Over the course of writing this list we've taken the opportunity to revise and update the way that a Space Marine army list should work, so astute players will note that a number of elements of the old Warhammer 40,000 Space Marine army list are handled differently or are completely absent. After (literally) years of playtesting and talking to Warhammer 40,000 players we've attempted to create a list that's balanced in comparison with the more recent armies (Orks and Eldar, for example) and fun to use. Please feel free to write in and let us know what you think of the Space Wolf army list, but remember that if you want a reply you need to send a stamped, self-addressed envelope and an international reply coupon if you're writing from overseas.

SPACE WOLF MORALE

Space Marines are legendary for their incredible bravery. Even in the face of devastating casualties and hopeless odds they will hold out to the last and only grudgingly withdraw while there is a chance of victory. However, this does not mean that they will hurl themselves at the enemy regardless of danger – Space Marines are quite aware of their own worth and will not throw away their lives in displays of futile bravado. Space Wolves are no exception and to represent their high morale special rules apply when they take rout tests. Note

that these rules apply to all Space Marines and were first published in White Dwarf 129 and then reprinted in the Warhammer 40,000 Compilation; they are repeated here for convenience.

The high morale and stoic martial virtues of the Space Marines are represented by special rout rules. Space Marines still take rout tests as normal, but if they fail a rout test they are not routed as other troops are. Instead of routing, the Space Marines become shaken. This means that they may not move towards the enemy. If they are unable to move without moving closer to an enemy model (if surrounded, for example) then they may not move other than to turn and face another direction. Assuming they are not surrounded, Space Marines may continue to move away from enemy models and so may retreat to cover or from the table if they wish. The unit may recover normal morale by rallying, just as normal troops may recover from a rout by rallying. The normal rallying rules apply (see the Warhammer 40,000 rulebook, p32).

If shaken while engaged in hand-to-hand combat the same rules apply. This means that any shaken models that win their round of combat will not be able to make follow-up moves. However, any Space Marines that kill their personal opponent can move towards the enemy in order to attack an enemy model which is already fighting another Space Marine. This reflects the fact that although their morale might be shaken, the Space Marines would still be willing to pitch in to help other members of their unit who are already engaged in close combat.

Because Space Marine units which fail their rout tests are not actually routed, it is possible that they may be called upon to take further rout tests. A Space Marine unit which is already shaken, and which takes and fails another rout test is routed as normal. This means that it is often preferable for a player to retreat a shaken unit in order to rally it, or to withdraw a unit from combat altogether, rather than to stay in place just for the sake of killing a few more enemy.

SPACE WOLF LEADERS

During a campaign the structure of a Space Wolf Great Company is less formalised than that of many other Chapters. Forces are organised on a temporary basis with whatever troops seem necessary assigned to the task. If any man has the specialised skill needed to do the job he will be listened to regardless of his rank. The Space Wolves are a band of brothers and their leaders are first among equals; they hold their position because they have the respect and trust of their comrades. It is true that many of the Wolf Lords are held in awe by their men but the forces of this Chapter resemble a warrior band more than a formalised army. Because of this there are no Captains or Lieutenants in a Space Wolf force; instead the oldest and most experienced Space Wolf present will act as the force leader. Hence, whenever a Space Wolf squad needs to take a psychology test they can use the highest characteristic score of any Space Wolf model within 2" (normal squad coherency distance).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Ragnar Blackmane	4	7	6	5	5	3	6	3	9	9	9	9
Blood Claws	4	5	3	4	4	1	4	1	7	8	7	8
Blood Claws Sergeant	4	5	4	4	4	1	4	1	8	8	8	8
Grey Hunters	4	5	4	4	4	1	4	1	8	8	8	8
Grey Hunters Sergeant	4	5	5	4	4	1	5	1	9	8	9	8
Long Fangs	4	5	5	4	4	1	5	1	9	8	9	9
Long Fang Sergeant	4	5	5	4	4	1	5	1	9	8	9	9
Wolf Guards	4	6	5	4	4	1	5	1	9	8	9	9
Wolf Guard Sergeant	4	6	6	4	5	2	6	2	9	9	9	9
Wolf Lord	4	7	6	5	5	3	6	3	9	9	9	9
Wolf-Priest	4	6	6	4	5	2	6	2	9	9	9	9
Rune Priest Skald	4	5	4	4	4	1	4	1	8	8	8	8
Rune Priest	4	6	5	4	5	2	5	2	9	9	9	9
High Rune Priest	4	6	6	4	5	3	6	3	9	9	10	10
Iron Priest	4	5	5	4	4	1	5	1	8	9	8	8
Servitor	4	3	4	3	4	1	4	1	7	4	10	7
Scout	4	4	3	4	3	1	4	1	7	7	7	7
Veteran Sergeant	4	5	4	4	4	1	4	1	8	8	8	8

REVISED SPACE MARINE POINT VALUES

The Space Wolves have a unique organisation in comparison to other Space Marine Chapters which has led to a marked difference in the training and areas of expertise for the different squad types. This difference is illustrated through the different stat lines presented for the Space Wolves throughout the army list, showing their gradual development from the wild, half-trained Blood Claws to the hardened Wolf Guard. The practice of having more experienced sergeants has also been embraced with special stat lines for sergeants throughout the list. All of the Space Wolves stats include the +1 on toughness first introduced for Space Marines in White Dwarf 129.

The points values used in this army list have been revised to take into account the increase in toughness and the special morale rules for Space Marines first published in WD129 and reprinted in the Warhammer 40,000 Compilation. Despite the fact that the old army lists made Space Marine squads too cheap, personalities other than champions seemed to work out OK so they haven't been significantly altered. We would recommend that players use the following points values for Space Marine Squads from now on.

SPACE MARINE SQUADS

Space Marine Assault Squad	295
Space Marine Tactical Squad	315
Space Marine Devastator Squad	415
Space Marine Champion	31

These are basic costs for squads before they are given any additional equipment or weapon upgrades.



SPACE MARINE BATTLE SQUADS

The Space Wolves, like all Space Marines, are organised into ten-man squads. However, it is standard practice for Space Marine squads to split up into two five-man "battle" squads in combat – One half of the squad being led by the sergeant and the other half by a veteran trooper. This means that though Space Marine squads come in tens on the table they can be split into two independent five-man squads from the start of the game. Each battle squad is treated as an individual unit, so it has to maintain 2" unit coherency amongst its members, takes morale checks according to its own casualties, and so on. This practice greatly improves tactical flexibility and is so commonly used that it is not unusual for the two halves of the squad to be equipped differently. For example, one battle squad might be equipped with jump packs or bikes and extra grenades so they could undertake an assault role while the other battle squad give long range fire support. Within the Space Wolf list this practice has been subsumed into some of the equipment options for squads, allowing players great flexibility in equipping their troops.

WOLF GUARD

The Wolf Guard are the mightiest warriors of a Space Wolf Great Company, companions and bodyguards of the Wolf Lord. To become a member of the Wolf Guard a Space Wolf must distinguish himself with some exceptional feat of bravery or martial prowess, such as defeating a host of opponents in single combat or storming a position against impossible odds. It's possible for a Space Wolf to become part of the Wolf Guard at any age; that he is selected by his deeds, not by his age. On the battlefield, the Wolf Guard are free to fight in whatever way they like, blasting their foes from a distance or battling them in hand-to-hand combat. The Wolf Guard of each Great Company are theoretically organised into four five-man squads which include a sergeant, but this has little bearing on their deployment except during ceremonial occasions. Wolf Guard are not bound by unit coherency rules on the tabletop and are purchased as individuals in the army list. Each Wolf Guard is, in effect, an individual character which operates independently.

SPACE WOLF ARMOUR

The majority of the Space Wolves wear Mark 6 or 7 power armour which is indistinguishable from that used by other Chapters except for its wolf-grey colour and markings. However, many Space Wolves adorn their armour with items such as teeth or claws or pieces of wolf skin. Such honours can also mark a Space Wolf's seniority within a Great Company. For example it is common practice for a newly promoted Grey Hunter to hunt down and slay a great grey wolf, keeping part of its skin as a personal trophy. Nonetheless a Space Wolf may still wear plain armour because he believes it unlucky or immodest to carry his trophies into battle.

All of the Great Companies still retain a number of the early armour Marks. These are often revered artefacts from the long history of the Chapter which once belonged to heroes whose names still live on in the Sagas. In some Great Companies whole squads are equipped with early armour Marks as a reward for some act of bravery or devotion, in others heroic individuals are rewarded with 'honour suits' of ancient armour once worn by legendary Space Wolves in the distant past. In others still the Wolf Guard and Long Fangs receive suits of historical armour in recognition of their long service. Other Great Companies combine all of these traditions, while some do not use the older armour at all.

SPACE WOLF SPECIAL RULES

Acute Senses

The Space Wolves' natural senses of sight, hearing and smell are legendary. In combination with the enhanced auto-senses neural linked into their armour these powers of perception make it nearly impossible to hide from, or creep up on, a Space Wolf. To represent these special powers, a Space Wolf can detect hidden troops at up to twice their Initiative score in inches, double the normal distance. This means, for example, that a Space Wolf Blood Claw with an Initiative score of 4 can detect hidden models up to 8" away.

Hatred

Since the time of the Horus Heresy, the Space Wolves have harboured a burning hatred of the Thousand Sons Space Marine Chapter. The Rune-Priests often retell the Saga of One-Eyed Magnus which speaks of how Russ befriended

Magnus the Red, Primarch of the Thousand Sons. The Space Wolves still howl with fury when the Rune-Priests tell of how Magnus and his renegade Chapter betrayed the Emperor and then fled when Russ was sent to bring the Emperor's divine retribution upon them. This betrayal of trust and dishonourable flight has sparked an abiding hatred which has lived on amongst the Space Wolves for ten thousand years. Whenever the Space Wolves and the Thousand Sons clash the action is a bloody affair with no quarter asked or given. This means that Space Wolves are subject to the psychology rules for *Hatred* when they are fighting against Chaos Space Marines of the Thousand Sons Chapter.

ALLIES

In their long, illustrious history the Space Wolves have fought alongside many different forces across the galaxy, including even the aloof Eldar Aspect Warriors. Space Wolves can be allied to any force except those totally inimical to humanity – Tyranids, Genestealers, Orcs and Chaos. Simply select Space Wolf squads and characters as normal from the army list and spend the desired proportion of your points using the allies' army list. Indeed, if you wanted you could have a mixed force drawn from several different army lists – Space Wolves, Blood Angel Space Marines and Imperial Guard, for example. Such composite forces are a common occurrence on the strife-torn worlds of the 41st millennium.

NEW WEAPONS AND EQUIPMENT

Crozius Arcanum

The Crozius Arcanum is a sacred rod of office carried by the Wolf-Priests. It is a symbol of their authority as arbitrators and tutors within the Space Wolves as part of the Imperial Cult. A Wolf-Priest always carries his Crozius into battle with him to smite the foe with righteous power. The Crozius is surrounded by a crackling blue energy field when it is swung, rending the target apart with flare-like lightning as it strikes.

Short Range	Long Range	To Hit	S	L	Strength	Damage	Save	Special
-	-	-	-	-	5	D3	-3	Close Combat only

Note: the Crozius cannot be used to parry.

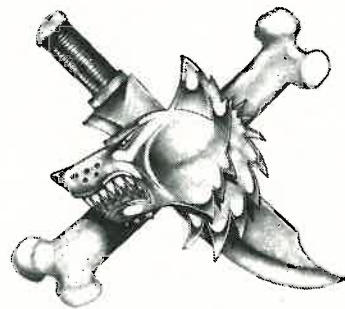
Rosarius

The Rosarius is a gorget or amulet worn about the Wolf-Priest's throat. It bears the symbol of an Imperial Eagle or a Terminator cross and is the Wolf-Priest's 'soul armour' bestowed upon him by the Ecclesiarchy of Terra. To protect the Wolf-Priest's physical as well as spiritual well-being the Rosarius incorporates a conversion field generator. A Conversion field converts incoming energy from shooting and close combat hits into light, giving the bearer an additional saving throw of 4, 5 or 6 on a D6. This extra save is always taken before an armour save and is not subject to saving throw modifiers so it always succeeds on a 4, 5 or 6 whether the field is hit by laspistol or a battle cannon. A successful save causes a blinding flash of light that illuminates a circular area with a radius equal to the Strength of the attacker or weapon in inches. Any models within this area which have no kind of eye protection will be blinded on a roll of 4, 5 or 6 on a D6 until the beginning of their next turn (eye protection includes photochromatic visors, auto-senses etc – look in the Battle

Manual under the entry for the Photon flash flare for more information). While blinded models cannot move or shoot and fight in hand-to-hand combat with a Weapon Skill of 1.

Servo Arm

Iron-Priests are often equipped with a special servo arm fitted onto their back pack. The servo arm is linked to the power armour's neural network to become, in effect, an additional limb for an experienced operator. Servo arms are equipped with a number of different attachments – lastorches, vibrosaws, power drills and so on, but by far the most common are manipulative claws or grabbers. With the aid of a claw-equipped servo arm and specially reinforced leg units an Iron-Priest can carry exceptionally heavy items of equipment and lift objects weighing several tons. An Iron-Priest equipped with a servo arm suffers no movement penalties for carrying equipment or heavy weapons, and counts as two crew members if he is crewing a support weapon or operating a vehicle or equipment. Because the tools fitted on the servo arm are also good weapons an Iron-Priest equipped with one also rolls one extra attack dice in close combat.



Great Company Banner

Each Space Wolf Great Company has its own banner which is carried and guarded by the Wolf Guard. The Company Banner is an ancient and revered artefact from the early days of the Chapter, and bears the Great Company's totem and battle honours won in thousands of campaigns by successive generations of Space Wolves. The Space Wolves see their Company Banner as a representation of the accumulated honour and worth of their Company, an object which fills them with the desire to prove their own worth to the company by rending their foes apart! The Wolf Guard often carry the Company Banner into the forefront of the battle, fighting with fanatical fury as they drive deep into the enemy. Should the banner fall in battle the Space Wolves will go wild, howling with fury as they hurl themselves into the fray to recapture it.

If you choose to take the Company Banner into battle it must be carried by a member of the Wolf Guard. Any Space Wolves from the Great Company within 6" of the banner will fight more ferociously, adding +1 to their Weapon Skill in close combat as long as the banner is raised. If the Wolf Guard carrying the Company Banner is killed by shooting it can be assumed that another Space Wolf within 2" can snatch it up immediately. However, if no Space Wolves are within 2" or the Wolf Guard is slain in close combat, the Banner falls, place the model carefully on its side or mark the spot where it fell. At the start of their turn any Space Wolves which can see their fallen Company Banner within 16" must move towards it, charging and engaging enemy models in the way in close combat if they can reach them. The first Space Wolf model to reach the fallen banner can raise it again.

Psyber Ravens and Psyber Wolves

Many Rune Priests are psyberlinked to ravens and wolves. This enables the Rune Priest to see with their eyes and control their actions. The birds are freed to gather news from all corners of Fenris. The ravens are also used as messengers to the tribes and to this end they have voders linked to long range comm-systems that allow them to speak with the Rune Priest's voice. The ravens observe the progress of the aspirants as they wander the land during the Bleeding, watching over them with eyes of glittering crystal and alloy. The Psyber Wolves act as scouts and guardians for the Rune Priests during their lonely vigils on the windswept slopes of the Fang. When the Space Wolves go to war the Rune Priests are accompanied by their ravens and wolves. The exceptional talents of these creatures can prove particularly useful on the battlefield.



A Rune Priest's psyber-linked creatures are free to roam the battlefield at will; they do not have to maintain squad coherency with each other or the Rune Priest. The Rune Priest is aware of everything the creatures can see so hidden troops they can detect are revealed and the Rune Priest can direct his psychic powers against targets the creatures can see which are out of his line of sight. In this case, the range to the target is still measured from the Rune Priest.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
--	---	----	----	---	---	---	---	---	----	-----	----	----

Psyber Raven	12	4	0	3	3	1	4	1	7	4	7	7
--------------	----	---	---	---	---	---	---	---	---	---	---	---

Special Rules:

Small Target. All shooting at a Psyber Raven suffers a -1 modifier due to its small size. Also, remember to make any deductions for its speed ie -1 if it moved 10"-20", -2 if it moved 20"+.

Flyer. Because the Psyber Raven flies it ignores move reductions for terrain it moves over.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
--	---	----	----	---	---	---	---	---	----	-----	----	----

Psyber Wolf	9	4	0	4	4	1	3	1	8	5	8	7
-------------	---	---	---	---	---	---	---	---	---	---	---	---

Special Rules:

Pack tactics. Wolves naturally hunt and fight in packs, hence they are experts in using their advantage in numbers to bring down larger creatures. The Psyber Wolf retains this natural instinct for co-operation so it gains a +2 bonus to its WS instead of the normal +1 for being the second opponent in a close combat. This bonus is cumulative, so if it is the third opponent fought it gains +4 and so on.

GRENADES

One of the big changes to the Space Wolf army list is the removal of most grenade options. We did this for two very good reasons. Firstly, it is inaccurate to say that all Space Marine Sergeants are likely to carry exceedingly rare and dangerous weapons like vortex grenades or virus bombs or to have all Space Marine Squads equipped with stasis grenades –

stocks of these weapons are limited and not to be squandered lightly. Space Marines undertaking specialist missions would most certainly have access to these devices; Space Marines fighting in the battle line would not. Ambitious players who want to play special scenarios where one or both sides carry all sorts of exotic grenade types can balance the forces themselves, but these army lists are intended for use in straight battles with roughly equal points values.

Secondly, the availability of some rare grenades at unreasonably low points costs makes for unbalanced, or even just plain old unfair, games. We've received enough letters from people bemoaning how their Imperial Guard, Orks, Squats or Genestealer Covens were wiped out on the first turn by a hail of virus grenades to know that some people are quite shameless when it comes to using such weapons of mass destruction. The tightening up of the grenade rules in *The Battle Manual* has gone some way to redressing this problem, but it will persist as long as there is easy access to grenades within the army lists. So, we would recommend all players try limiting troops to using the grenades they are supplied with in their basic equipment. However, it would be boring to eliminate exotic grenades altogether, so personalities still have the option of buying rolls on the special grenade table shown below. This allows players to continue using all kinds of grenades but prevents unrealistic battleplans which revolve around using them to excess.

**SPACE MARINE PERSONALITIES
GRENADE TABLE**

D100	Type Obtained
01-15	Krak
16-20	Smoke
21-30	Anti-plant
30-40	Blind
41-45	Choke
46-50	Hallucinogen
51-55	Photon Flash Flare
56-60	Scare
61-65	Tanglefoot
66-70	Haywire
71-80	Plasma
81-85	Toxin
86-90	Rad (3)
91-93	Stasis (3)
94-96	Virus (1)
97-99	Vortex (1)
00	Choose any type listed above or roll twice more

Except for very rare types (which have the number obtained specified in brackets) enough grenades are supplied to last for the entire battle.

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SPACE WOLVES

GREY HUNTERS



The Space Wolves are the most ferocious of all Space Marine warriors, bred on the harsh world of Fenris where savage tribes are locked in a continual struggle for existence. The Grey Hunters make up the majority of any army fielded by the Space Wolves. These are warriors in their prime, tempered by battle yet still hungry for a place in the elite Wolf Guard. They are proud and fierce fighters who have acquired all the skills of combat to enable them to crush any foe in battle.

This box contains ten Space Marines in Mark VI and Mark VII power armour, including six with wolf totems and pelts to add variety to your squads. These metal miniatures come with separate plastic arms, backpacks and bolters plus a sprue of close combat weapons. Allowing you to assemble your Grey Hunters in an almost endless variety of poses. Also included in this box is a Space Wolves transfer sheet which provides all the markings you will need to complete your Space Wolves Grey Hunter squad plus a number of honour badges and distinctions.



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SPACE WOLF GREY HUNTERS



**INCLUDES
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SPACE MARINE TERMINATORS

WOLF GUARD



The Wolf Guard are the elite Space Marine warriors of the Space Wolf Great Company. The Wolf Guard fight alongside the Wolf Lord in the thick of battle, ready to give their lives to protect their leader. A Space Wolf can only become a member of the Wolf Guard by performing an exceptional feat of heroism such as single-handedly storming an enemy strongpoint or by slaying a mighty foe in hand-to-hand combat.

This boxed set contains a squad of Space Marine Terminators of the Space Wolves Wolf Guard. The squad consists of one Wolf Guard Sergeant and four Wolf Guard. These models are supplied with separate arms allowing you to create a variety of different poses. Also included in the box is a Space Wolf transfer sheet containing enough wolf head company markings for all five Terminators, plus army and personal honour badges.



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SPACE WOLVES - WOLF GUARD



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WOLF LORD



Bravest of the brave, mightiest of the mighty, the Wolf Lord leads the Great Company. Each Wolf Lord has proven himself again and again in battle. He is selected from the ranks of the Wolf Guard on the death of the previous Wolf Lord. His fellow Wolf Guard make the choice after consulting with the Long Fangs and the Priests, and their choice is respected by all. Thus, to become a Wolf Lord, a Space Marine must be an extraordinarily brave and able man, a great warrior and trustworthy leader.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Wolf Lord	4	7	6	5	5	3	6	3	9	9	9	9

EQUIPMENT

The Wolf Lord is armed and equipped as detailed below, but weapons may be exchanged or upgraded and additional equipment chosen as noted below. Basic equipment consists of:

Power Armour giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: The Wolf Lord is armed with a bolt gun, bolt pistol, knife and frag grenades.

VEHICLES

The Wolf Lord may be mounted on one of the vehicles shown below at the points cost indicated.

Bike	15
------	----

OPTIONAL WARGEAR

The Wolf Lord may exchange his standard equipment for a suit of Terminator armour including a storm bolter, targeter and power glove for the points cost indicated.

Terminator armour including Storm Bolter and Power Glove)	40
--	----

If the Wolf Lord is wearing Terminator armour he may exchange his power glove for a close combat weapon shown below at the points cost indicated.

Chain Fist	5
Power Sword	0

If the Wolf Lord is wearing Terminator armour he may exchange his storm bolter for a heavy weapon shown below at the points cost indicated.

Assault Cannon	30
Heavy Flamer	20

The Wolf Lord can be equipped with the following types of field armour at the points cost indicated.

Refractor Field	5
Conversion Field	10

GRENADES

The following grenades are available to the Wolf Lord at the points cost indicated.

Krak	2
Each roll on the grenade table	10

The Wolf Lord may have one or more bionic implants at the points cost indicated below; the appropriate bionic part must be visible on the Wolf Lord model.

Bionic Arm (per arm)	5
Bionic Legs	10
Bionic Eye (including targeter, energy and bio scanners)	5

A Wolf Lord may be equipped with any of the close combat weapons shown below at the points cost indicated.

Plasma Pistol	4
Hand Flamer	2
Chainsword	2
Power Axe	6
Power Sword	7
Power Glove	10
Bolt Pistol	1
Digital Laser (maximum of four)	3 (each)

A Wolf Lord in power armour may substitute his bolt gun for one of the weapons shown below at the points cost indicated. All heavy weapons include a targeter and suspensors to offset their weight.

Melta-Gun	6
Plasma Gun	6
Flamer	0
Heavy Bolter	20
Lascannon	50
Multi-Melta	45
Conversion Beamer	55
Auto-cannon	50
Heavy Plasma Gun	50
Missile Launcher	50
Melta missiles	4
Frag missiles	1
Plasma missiles	3
Super-Krak missiles	2

POINTS COST

125 POINTS PER WOLF LORD

You may include 1 Wolf Lord
in the force.



WOLF PRIEST



These are among the most revered men of the Chapter. They are the first Space Marines an aspirant ever sees and quite often the last. They recruit new brothers, oversee their training and minister to their spiritual needs. In battle they perform heroic feats of field medicine, swiftly patching up wounded comrades and sending them back into the fray with words of encouragement. If necessary they are responsible for performing the benedictio ultimus; removing the gene-seed from a dead brother. The Wolf Priests also have full access to the facilities of the Apothecarion with its deadly selection of neuro-viruses and haemotoxins. They have tacit approval to unleash these lethal weapons if circumstances require it.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
Wolf Priest	4	6	6	4	5	2	6	2	9	9	9	9

EQUIPMENT

The Wolf Priest is armed and equipped as detailed below, but weapons may be exchanged or upgraded and additional equipment chosen as noted below. Basic equipment consists of:

Power Armour giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: A Wolf Priest is armed with a Crozius Arcanum, bolt pistol, knife and Frag grenades.

Equipment: A Wolf Priest carries a medi-pack and bio-scanner. A Wolf Priest also bears a *Rosarius*, an amulet which contains a conversion field generator.

VEHICLES

A Wolf Priest may be mounted on one of the vehicles shown below at the points cost indicated.

Bike	15
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OPTIONAL WARGEAR

The following grenades are available to the Wolf Priest at the points cost indicated.

Krak	2
Each roll on the grenade table	10
Toxin	10
Virus (1)	15

A Wolf Priest may have one or more bionic implants at the points cost indicated below; the appropriate bionic part must be visible on the Wolf Priest model.

Bionic Arm (per arm)	5
Bionic Legs	10
Bionic Eye (including targeter)	5

The Wolf Priest may be equipped with any of the close combat weapons shown below at the points cost indicated.

Plasma Pistol	4
Hand Flamer	2
Chainsword	2
Bolt Pistol	1
Power Sword	7
Power Glove	10

SPECIAL RULES

Steadfastness

Wolf Priests are hard, grim men knowledgeable in the Sagas of the Chapter's history. They choose new recruits and supervise their training. During training the Space Wolves learn a near religious respect for these hardened old warriors which never leaves them. In battle, the presence of a Wolf Priest steadies the headstrong Blood Claws and reassures the Grey Hunters – old habits die hard, and the Space Wolves always attempt to impress the Wolf Priests with their discipline and devotion. Because of this, any Space Wolves within 8" of a Wolf Priest can reroll the dice for failed psychology and Leadership tests once.

Ministrations and Last Rites

Wolf Priests fulfill the functions of both Chaplains and Medics, stalking the battlefield and recovering the gene-seed of fallen Brother Marines so that it can be returned to Fenris for the creation of future generations of Space Wolves. If a Wolf Priest finds a badly injured Space Wolf he will administer stimulant drugs, blood transfusions and the like to put him back on his feet. A Wolf Priest can minister to a fallen Space Wolf if he can reach the model during the next Space Wolf movement phase after the model has been reduced to 0 wounds. The Wolf Priest can't shoot or fight in close combat during the turn, because he's too busy working. At the end of the turn roll a D6 and consult the table below:

D6	Result
5-6	The Wolf Priest succeeds in patching up the Space Wolf and the model is placed back on its feet with 1 wound. It can act normally from the next turn onward.
3-4	The Space Wolf is too badly injured to carry on fighting in this battle but, with help, he will live to fight another day. The Wolf Priest stabilises his condition and ensures he's in no immediate danger before moving on.
1-2	The Space Wolf is beyond help, he has gone to join Russ in the Halls of the Emperor. The Wolf Priest speaks the benedictio ultimus over the fallen Space Marine and removes his gene-seed so that it can be returned to the Chapter.

POINTS COST

70 POINTS PER WOLF PRIEST

You may include 1 Wolf Priest, plus an additional 1 for every two Grey Hunter Packs in your force.



RUNE PRIEST



From an early age Rune Priests are trained in the ancient sagas of the Chapter's history and in the perilous art of mastering psychic power. They learn of hidden secrets and how to control their occult powers during shamanic rituals. They learn to carve runes from the fangs of wolves and to divine the future from their casting. Their armour is covered in representations of the runic alphabet which help them focus their energies. Rune Priests carry a staff of terran oak sealed in ancient ferroplastics. This staff is used to channel destructive psychic energies towards their foes.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Rune Priest Skald	4	5	4	4	4	1	4	1	8	8	8	8
Rune Priest	4	6	5	4	5	2	5	2	9	9	9	9
High Rune Priest	4	6	6	4	5	3	6	3	9	9	10	10

EQUIPMENT

The Rune Priest is armed and equipped as detailed below, but weapons may be exchanged or upgraded and additional equipment chosen as noted below. Basic equipment consists of:

Power Armour giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: The Rune Priest is armed with a bolt pistol, force rod, knife and Frag grenades.

Equipment: The Rune Priest is equipped with a psychic hood.

PSYCHIC POWERS

Rune Priests are gifted with psychic powers with the following Mastery levels:

	Mastery	Psi-level	Powers			
			1	2	3	4
Skald	Lvl 2	6D6	6	1	-	-
Rune Priest	Lvl 3	9D6	6	2	1	-
High Rune Priest	Lvl 4	12D6	5	2	1	1

OPTIONAL WARGEAR

A Rune Priest may exchange his weapons and armour for an Aegis suit of Terminator armour including a storm bolter, targeter, Force axe and psychic hood for the points cost indicated.

Aegis suit of Terminator armour (including Storm Bolter and Force Axe)	60
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The following grenades are available to the Rune Priest at the points cost indicated.

Krak	2
Each roll on the grenade table	10

The Rune Priest may have one or more bionic implants at the points cost indicated below, the appropriate bionic part must be visible on the Rune Priest model.

Bionic Arm	10 (per arm)
Bionic Legs	10
Bionic Eye (including targeter)	5

A Rune Priest can have one or more psyberlinked creatures under his control; the maximum number a Rune Priest can control is equal to his Mastery level.

Psyber Wolf	10
Psyber Raven	3

The Rune Priest can be equipped with the following types of field armour at the points cost indicated.

Refractor Field	5
Conversion Field	10

The Rune Priest in power armour may be equipped with any of the close combat weapons shown below at the points cost indicated.

Plasma Pistol	4
Hand Flamer	2
Chainsword	2
Power Axe	6
Power Sword	7
Power Glove	10
Bolt Pistol	1
Force Sword	20



POINTS COST

RUNE PRIEST SKALD 100 POINTS

RUNE PRIEST 200 POINTS

HIGH RUNE PRIEST 300 POINTS

You may have up to 1 Rune Priest plus another 1 for every 3 Grey Hunter Packs in your force.



WOLF GUARD



The Wolf Guard are the bravest warriors of the Great Company, the chosen companions and bodyguard of the Wolf Lord. Each has distinguished himself with some truly exceptional feat of bravery or martial prowess, and each would give his life to protect the life or honour of the Wolf Lord. A Space Wolf can become part of the Wolf Guard at any age; a Blood Claw is as eligible as a Long Fang. It is by his deeds that he is selected, not by his age. As a Wolf Guard, the brother may be issued with one of the sacred Terminator suits or carry the revered Company Banner into battle, the highest honours to which a Space Marine can aspire. A Wolf Guard has the pick of the weapons from the Space Wolves' arsenal and is permitted to fight in whatever way suits him best – for most Wolf Guard this is in deadly hand-to-hand combat. In battle the Wolf Guard may form a small, elite unit with the Wolf Lord or split up to lead individual packs of Space Wolves, who welcome such heroes of the company into their ranks like long-lost brothers.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
Wolf Guard	4	6	5	4	4	1	5	1	9	8	9	9
Wolf Guard Sergeant	4	6	6	4	5	2	6	2	9	9	9	9



EQUIPMENT

A Wolf Guard is armed and equipped as detailed below, but weapons may be exchanged or upgraded and additional equipment chosen as noted below. Basic equipment consists of:

Power Armour giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: Each Wolf Guard is armed with a bolt gun, bolt pistol, knife and Frag grenades.

VEHICLES

A Wolf Guard may be mounted on one of the vehicles shown below at the points cost indicated.

Bike	15
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COMPANY BANNER

A single Wolf Guard can carry the Company Banner at the points cost indicated.

Company Banner	50
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OPTIONAL WARGEAR

A Wolf Guard may exchange his standard equipment for a suit of Terminator armour including a storm bolter, targeter and power glove for the points cost indicated.

Terminator armour (including Storm Bolter and Power glove)	40
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A Wolf Guard wearing Terminator armour may exchange his power glove for one of the weapons shown below at the points cost indicated.

Chain Fist	5
Power Sword	0
Cyclone Missile Launcher (maximum of one Cyclone per 5 Wolf Guard)	50

A Wolf Guard wearing Terminator armour may exchange his storm bolter for a heavy weapon shown below at the points cost indicated.

Assault Cannon	30
Heavy Flamer	20

A Wolf Guard wearing Terminator armour may be equipped with any of the wargear listed below at the points cost indicated.

Refractor Field	20
Grenade Harness (Frag or Krak)	10



GRENADES

The following grenades are available to Wolf Guard at the points cost indicated.

Krak	2
Each roll on the grenade table	10

A Wolf Guard may have one or more bionic implants at the points cost indicated below. The appropriate bionic part must be visible on the Wolf Guard model.

Bionic Arm (per arm)	5
Bionic Legs	10
Bionic Eye (including targeter)	5



WOLF GUARD



A Wolf Guard in power armour may be equipped with any of the close combat weapons shown below at the points cost indicated.

Plasma Pistol	4
Hand Flamer	2
Chainsword	2
Power Axe	6
Power Sword	7
Power Glove	10
Bolt pistol	1

A Wolf Guard in power armour may substitute his boltpgun for one of the weapons shown below at the points cost indicated. All heavy weapons include a targeter and suspensors to offset their weight.

Melta-gun	6
Plasma Gun	6
Flamer	0
Heavy Bolter	20
Lascannon	50
Multi-Melta	45
Conversion Beamer	55
Auto-cannon	50
Heavy Plasma Gun	50
Missile Launcher	50
Melta-missiles	4
Frag missiles	1
Plasma missiles	3
Super-Krak missiles	2

POINTS COST

35 POINTS PER WOLF GUARD
50 POINTS PER WOLF SERGEANT

(Your force may include up to 20 Wolf Guard in total)

1 in 5 Wolf Guard may be Wolf Guard Sergeants





BLOOD CLAW PACK



Blood Claws are the youngest and most ferocious of the Space Wolves. The memories of the Blooding are still strong in them and they still possess the primitive animal fury that carried them through their time of trials. In battle, their lust for combat sometimes overcomes their discipline and they desire nothing more than to get into close combat with the enemy. Wolf Lords make good use of their ferocity by ensuring they are well-equipped with grenades, chainswords, power axes and other weapons for close assault. Whole groups of Blood Claws often work themselves into a howling battle-madness before rushing headlong at an enemy strongpoint or emplacement and rending the foe limb from limb. After dispatching a foe in single combat, it is traditional for them to tear out his heart with their bare hands, and so literally blood their claws.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Blood Claw	4	5	3	4	4	1	4	1	7	8	7	8
Blood Claw Sergeant	4	5	4	4	4	1	4	1	8	8	8	8

EQUIPMENT

All members of the squad are armed and armoured identically, but weapons may be exchanged or upgraded and additional equipment chosen as noted below.

Basic equipment consists of:

Power Armour giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: Each Blood Claw is armed with a bolt pistol, chainsword, knife, Frag and Krak grenades.

OPTIONAL WARGEAR

In battle, Blood Claws packs are normally split into two Battle Squads each comprising 5 Blood Claws. The following options are available to individual Battle Squads at the points cost indicated.

Jump Packs	20 per 5 Blood Claws
Bikes	75 per 5 Blood Claws

GRENADES

Photon Flare	10 per 5 Blood Claws
Plasma	20 per 5 Blood Claws
Choke	10 per 5 Blood Claws

WEAPON UPGRADES

Any model may exchange his chainsword and/or bolt pistol for one of the close combat weapons shown below at the points cost indicated.

Power Sword	5
Power Glove	8
Power Axe	4

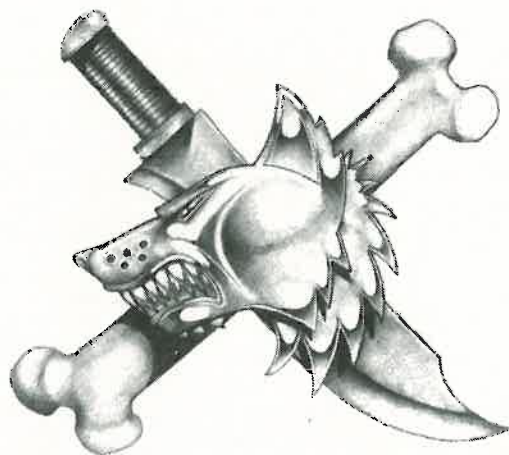
Any model may be equipped with an additional pistol weapon at the points cost indicated.

Plasma Pistol	4
Hand Flamer	2
Bolt Pistol	2
Laspistol	1
Autopistol	1

SPECIAL RULES

Berserk Charge

Blood Claws are famous for their determined and terrifying charge accompanied by a wolf-like howling, a blood-thirsty assault which can sweep away enemy troops like chaff before a storm. When they charge, Blood Claws work themselves up into a berserk fury and attack without thought of defence, ferociously hacking and slashing at their foes. To represent this savage attack, Blood Claws roll twice the normal number of attack dice in close combat on the round when they charge (usually 4 dice instead of 2). However, because they give no thought to defence Blood Claws armed with chainswords or power swords cannot make any parries on the turn they make a Berserk charge. Model defending themselves from a Berserk charge can parry normally.



POINTS COST

290 POINTS PER SQUAD

(Each Squad consists of 9 Blood Claws and 1 Blood Claw Sergeant)

You may include up to 1 Blood Claw Pack per Grey Hunter Pack in the force.



GREY HUNTER PACK



Usually by the time Blood Claws develop their first grey hairs the fury of the Bleeding has receded, leaving them cunning and rational, wily and deadly as wolves. They can control the urge to get straight to grips with the foe and are ready for the next step in their career as Space Wolves. They are sent out alone into the Hyperborean wastes to kill a great Grey Wolf. Grey Wolves are the most vicious of the wolves of Fenris so a duel with one is far from one-sided, even for a Space Marine. The Grey Hunter is expected to run the beast down and break its neck with his bare hands. He returns with its pelt as proof of his victory. Usually some part of the wolfskin is incorporated into his ceremonial dress or worn as a lucky charm. This tradition is often carried through the Space Wolf's career so periodically he will hunt alone in honour of a victory or promotion and take a new wolfskin to adorn his armour. In battle the Grey Hunters stalk the enemy and trap them in deadly ambushes before closing in to tear them apart in close combat. They eschew heavy weapons like missile launchers in favour of tactical mobility, carrying a variety of grenades and close combat weapons to slaughter their opponents at close quarters.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Grey Hunter	4	5	4	4	4	1	4	1	8	8	8	8
Grey Hunter Sergeant	4	5	5	4	4	1	5	1	9	8	9	8



EQUIPMENT

All members of the squad are armed and armoured identically, but weapons may be exchanged or upgraded and additional equipment chosen as noted below. Basic equipment consists of:

Power Armour giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: Each Grey Hunter is armed with a boltgun, bolt pistol, knife and Frag grenades. The Grey Hunter Sergeant is also equipped with a power sword and bio scanner.

VEHICLES

A Grey Hunter pack may be mounted in one of the vehicles shown below at the points cost indicated.

Land Raider	250
Rhino	25

OPTIONAL WARGEAR

In battle Grey Hunter packs are normally split into two Battle Squads each comprising 5 Grey Hunters. The following options are available to individual Battle Squads at the points cost indicated.

GRENADES

Krak	10 per 5 Grey Hunters
Plasma	20 per 5 Grey Hunters

WEAPON UPGRADES

Any model may be equipped with one of the close combat weapons shown below at the points cost indicated.

Chainsword	2
Power Glove	10
Power Axe	6
Power Sword	7

The sergeant may substitute his boltgun for one of the weapons shown below at the points cost indicated.

Melta-gun	6
Plasma Gun	6
Flamer	0
Plasma Pistol	2
Hand Flamer	0



POINTS COST

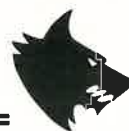
295 POINTS PER SQUAD

(Each Squad consists of 9 Grey Hunters and 1 Grey Hunter Sergeant)

You may include any number of Grey Hunter Packs in the force.



LONG FANG PACK



The eldest of the Space Wolves are called Long Fangs. Since Space Wolf canines grow throughout their lives this description is literally true. Sometimes these teeth are so long that they can no longer speak properly and can communicate only in the howling battle language of the Chapter. Although silver-haired, the Long Fangs are every bit as fit and strong as their younger brethren, hard-bitten warriors still able to show the younger wolves a thing or two in a fight. They watch over their rash young battle-brothers and give them supporting fire, using missile launchers, heavy bolters, lascannon and other heavy weapons to strike down their foes from long range. Long Fangs are veterans of hundreds of battles and are almost unshakeable in combat. In many battles Long Fangs have held the field against overwhelming odds even after all others have fled or been killed.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Long Fang	4	5	5	4	4	1	5	1	9	8	9	9
Long Fang Sergeant	4	5	5	4	4	1	5	1	9	8	9	9

EQUIPMENT

The Long Fangs are armed and equipped as detailed below, but weapons may be exchanged or upgraded and additional equipment chosen as noted below. Basic equipment consists of:

Power Armour giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: Each Long Fang is armed with a bolt pistol, knife and Frag grenades. The sergeant is armed with a bolt gun equipped with a targeter. Two of the Long Fangs are armed with heavy bolters equipped with hellfire shells and the remaining two are armed with missile launchers equipped with Frag and Super Krak missiles. All heavy weapons include a targeter and suspensors to offset their weight.



VEHICLES

A Long Fang pack may be mounted in one of the vehicles shown below at the points cost indicated.

Land Raider	250
Rhino	25

OPTIONAL WARGEAR

The following options are available to Long Fang packs at the points cost indicated.

GRENADES

Krak	10
Plasma	20
Anti-plant	2

MISSILES

(Cost is per missile launcher)

Melta-missiles	4
Anti-plant missiles	1
Plasma missiles	3

WEAPON UPGRADES

Any model armed with a heavy bolter may substitute his weapon for one of those shown below at the points cost indicated.

Lascannon	30
Missile Launcher	30
Multi-Melta	25
Auto-cannon	30
Heavy Plasma Gun	30
Conversion Beamer	35

Any model armed with a missile launcher may substitute his weapon for one of those shown below at the points cost indicated.

Lascannon	10
Heavy Bolter	0
Multi-Melta	5
Auto-cannon	10
Heavy Plasma Gun	10
Conversion Beamer	15

Any model may be equipped with one of the close combat weapons shown below at the points cost indicated.

Chainsword	2
Power Axe	6
Power Sword	7
Power Glove	10

The sergeant may substitute his boltgun for one of the weapons shown below at the points cost indicated.

Melta-gun	6
Plasma Gun	6
Flamer	0
Plasma Pistol	2
Hand Flamer	0

POINTS COST

315 POINTS PER SQUAD

(Each Squad consists of 4 Long Fangs and 1 Long Fang Sergeant)

You may include up to 1 Long Fang pack per Grey Hunter pack in the force.

SPACE WOLVES NJAL STORM CALLER RUNE PRIEST

After banishing the Greater Daemon that slew the old Rune Priest Heimdall, Njal summoned up a mighty psychic storm, sweeping away the daemon's minions and bringing victory to his hard-pressed brother Space Wolves. From that day forth Njal was known as "Storm Caller".

Now Njal serves Lord Ragnar Blackmane, tempering the young Wolf Lords impetuosity with wisdom and knowledge gleaned from the runes and the sagas.



RUNE PRIEST WITH PSYBER RAVEN

LONG FANGS



BLOOD CLAWS





IRON PRIEST



Iron Priests are the masters of the ancient mystic art of the Adeptus Mechanicus. They spend long years being trained by the tech-priests of Mars in the mysteries of the Machine God. Standing apart from their brother Space Marines they are more at home with their machines than with any human contact. Iron Priests are responsible for the maintenance and repair of the Chapter's machines and factories. In battle they are often interfaced with relays of cyborgised Servitors who in turn are linked to war machines such as Tarantulas or Rapier Laser Destroyers. Iron Priests seldom take a direct hand in the fighting but their position within the Machine Cult means that they are well equipped with strange and exotic weapons seldom carried by other warriors. An Iron Priest at bay will fight with the savagery of a cornered wolf to protect his treasured war-machines.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Iron Priest	4	5	5	4	4	1	5	1	8	9	8	8

EQUIPMENT

The Iron Priest is armed and equipped as detailed below, but weapons may be exchanged or upgraded and additional equipment chosen as noted below. Basic equipment consists of:

Power Armour giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: The Iron Priest is armed with a bolt gun, bolt pistol, power axe, knife and Frag grenades.

Equipment: The Iron Priest always has one bionic arm.

VEHICLES

The Iron Priest may be mounted on one of the vehicles shown below at the points cost indicated.

Bike	15
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OPTIONAL WARGEAR

The Iron Priest can be equipped with the following devices at the points cost indicated.

Refractor Field	5
Conversion Field	10
Displacer Field	10
Jump Pack	5
Web Solvent	1
Bio Scanner	1
Energy Scanner	1
Targeter	2
Servo Arm	5
Auxiliary Grenade Launcher (Frag or Krak)	3

The following grenades are available to the Iron Priest at the points cost indicated.

Krak	2
Each roll on the grenade table	10
Haywire	8
Rad	8
Blind	5
Tanglefoot	4

The Iron Priest may have one or more bionic implants at the points cost indicated below, the appropriate bionic part must be visible on the Iron Priest model.

Bionic Eye (including targeter, energy and bio scanners)	5
Tendrils Sensors	7
Bionic Arm	4
Bionic Legs	7

An Iron Priest may be equipped with any of the close combat weapons shown below at the points cost indicated.

Plasma Pistol	4
Hand Flamer	2
Chainsword	2
Power Sword	7
Power Glove	10
Bolt Pistol	1

An Iron Priest may substitute his boltgun for one of the weapons shown below at the points cost indicated. All heavy weapons include a targeter and suspensors to offset their weight.

Melta-gun	6
Plasma Gun	6
Flamer	0
Graviton Gun	8
Heavy Bolter	20
Lascannon	50
Multi-Melta	45
Conversion Beamer	55
Auto-cannon	50
Heavy Plasma Gun	50
Heavy Webber	50
Missile Launcher	50
Melta-missiles	4
Frag missiles	1
Blind missiles	4
Plasma missiles	3
Super-Krak missiles	2

SPECIAL RULES

The Iron Priests undergo long and arduous training in the mysteries of metal and machines. They spend much of their early training on a pilgrimage to Mars where they are apprenticed to the Tech-Priests of the Adeptus Mechanicus. Here they are initiated into the secrets of the Machine Cult, and learn to manufacture and repair all kinds of complex devices and convert ordinary humans into Cyborg Servitors. On the battlefield the Iron Priests lend specialist support with their Servitors, operating thudd guns and other support weapons. The Iron Priests are also capable of conducting field repairs on damaged vehicles and weapons to get them back into action. An Iron Priest can attempt to repair a damaged vehicle, dreadnought or destroyed support weapon if he can reach the model during the next Space Wolf movement phase after the damage has occurred. The Iron Priest can't shoot or fight in close combat during the turn, he's too busy working. At the end of the turn roll a D6 and consult the table below. If the Iron Priest is accompanied and assisted by one or more Servitors he can re-roll the dice for repairs if desired.

D6 Result

5-6 The Iron Priest succeeds in restoring function back to vehicle or weapon with the correct incantations and consecrated unguents. It can be used normally from the next turn onward.

3-4 The damage is severe but potentially repairable. The Iron Priest can either abandon his attempt or carry on working and roll again next turn.

1-2 The damage is critical and impossible to repair on the battlefield. The Iron Priest speaks a Litany for the departed machine-spirit and moves on.

Note that if a vehicle has several damaged locations the Iron Priest can only attempt to repair one of them per turn.

POINTS COST

IRON PRIEST 40 POINTS

You may have up to 1 Iron Priest plus another 1 for every 2 Grey Hunter Packs in your force.

SERVITORS

Servitors are culled from the aspirants which fail the questioning with dishonour or are hideously maimed in the bleeding. The Iron Priests come and take them deep into the bowels of the Fang where the forges lie, and cyborgise them in long, complex rituals. When the rituals are over the aspirant has been reduced to an automaton, tougher and quicker than before, but robbed of free thought and emotions forever. The Servitors aid the Iron Priests in the forges and operate heavy support weapons on the battlefield, freeing valuable battle-brothers to fight in the front line.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Servitor	4	3	4	3	4	1	4	1	7	4	10	7

EQUIPMENT

The Servitor is armed and equipped as detailed below.

Body Armour giving a basic saving throw of 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: The Servitor is unarmed but the the assorted cybernetic enhancements to his body mean he counts as using a combat blade in hand-to-hand combat.

OPTIONAL WARGEAR

Support Weapons

Each Servitor can crew one of the following types of support weapons which are purchased at the points cost indicated.

Mole Mortar	42
Thudd Gun	42
Rapier	42
Tarantula (with twin Lascannon)	92

WEAPON UPGRADES

A Tarantula may replace its lascannon with any of the weapons shown below at the points cost indicated.

Heavy Bolter	0
Multi-Melta	5
Conversion Beamer	10
Auto-cannon	10
Heavy Plasma Gun	10
Missile Launcher	5
Melta-missiles	8

Frag missiles	2
Plasma missiles	6
Super-Krak missiles	4

SPECIAL RULES

Immune to Psychology

Servitors are more machines than men and therefore no longer feel emotions – hate and fear have been reduced to meaningless input which is disregarded by their cyborg brains. Servitors are therefore immune to all psychology.

Crew

Servitors are so well adapted to interface with their weapons that only a single Servitor is ever required to crew a weapon, even if it normally needs a crew of two. In cases like the Mole Mortar, which has a gunner and a Spotter who moves off independently to locate targets, the Servitor will act as gunner and the Iron Priest will act as spotter. A Servitor whose weapon is destroyed may be moved to join another support weapon and act as spare crew or sent to join the Iron Priest. If neither of these two options is available (if, for example, there are no other support weapons and the Iron Priest is dead) the Servitor must take an Ld test on 2D6 every turn. If the test is passed the Servitor can be moved normally; if it is failed the Servitor stands around doing nothing for the entire turn.

POINTS COST

SERVITOR 8 POINTS

You may have up to 3 Servitors for every Iron Priest in your force.



SCOUT PACKS



Scouts are the most recent additions to the Chapter. Fierce Fenrisian warriors which have passed the great tests to prove themselves worthy as Space Marines, they are deadly warriors in their own right. But to earn their place amongst the Blood Claws the Scouts must prove their mettle further by undertaking difficult and dangerous missions. Their training by the Wolf Priests is still incomplete so the Scouts are only equipped with partial armour and light weapons, to compensate they use stealth and infiltration to catch their foes unawares and cause maximum damage.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Scout	4	4	3	4	3	1	4	1	7	7	7	7
Veteran Sergeant	4	5	4	4	4	1	4	1	8	8	8	8

EQUIPMENT

All members of the squad are armed and armoured as detailed below, weapons may be exchanged or upgraded and additional equipment chosen as noted below. Basic equipment consists of:

Scout Armour giving a basic saving throw of 5 or 6 on a D6 and including a respirator, a combined infravision-photochromatic visor and a communicator. The Veteran sergeant wears **Power Armour** giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto-senses and a communicator.

Weapons: The Scouts and the Veteran Sergeant are all armed with a bolt pistol, knife, Frag and Krak grenades. The Veteran Sergeant is also armed with a chainsword.



OPTIONAL WARGEAR

GRENADES

The entire squad may be equipped with the grenades shown below at the points cost indicated

Photon Flare	10
Plasma	20
Choke	10
Blind	10

WEAPON UPGRADES

Any model may be equipped with one of the close combat weapons shown below at the points cost indicated.

Chainsword	2
-------------------	---

The Sergeant may exchange his chainsword for one of the close combat weapons shown below at the points cost indicated.

Power Sword	5
Power Glove	8
Power Axe	4

The Sergeant may be equipped with an additional pistol weapon at the points cost indicated.

Plasma Pistol	4
Hand Flamer	2
Boltpistol	1

Any model may be equipped with one of the weapons shown below at the points cost indicated.

Autogun	2
Boltgun	2
Sniper Rifle	2
Shotgun	1

One Scout may be equipped with one of the weapons shown below at the points cost indicated. All heavy weapons include a targeter and suspensors to offset their weight.

Melta-gun	6
Plasma Gun	6
Flamer	0
Heavy Bolter	20
Multi-Melta	45
Auto-cannon	50
Lascannon	50
Missile Launcher	50
Melta-missiles	4
Frag missiles	1
Blind missiles	4
Plasma missiles	3
Super-Krak missiles	2

SCOUT PACKS

SPECIAL RULES

Infiltration

Scouts are more lightly equipped than other Space Marines. They are trained to clear the way for the Space Marines, secure vital strong points and scout the enemy's firepower.

To represent the way in which Scouts infiltrate the battlefield unseen by the enemy, the Space Wolf player can deploy his Scouts after the enemy has placed all his models on the table. The Scouts can be placed anywhere on the table outside the enemy's deployment zone in a position which places them out of sight of the enemy at the start of the game.

Unit Coherency

Scouts are deployed to avoid direct contact and heavy fire fights with the enemy and hence adopt a looser squad formation to make maximum use of cover. This means that Scouts have to maintain a unit coherency of 4" between models instead of the normal distance of 2" for standard squads.

POINTS COST

80 POINTS PER SQUAD

(Each Squad consists of 4 Scouts and 1 Veteran Sergeant)

Your force may include up to 3 Scout Packs.

VEHICLES

BLOOD CLAW LAND SPEEDERS

You may have up to 2 Land Speeders for every Grey Hunter pack in your force.

BLOOD CLAW BIKE AND SIDECARS

You may have up to 2 Bike and Sidecars for every Grey Hunter Pack in your force.

DREADNOUGHTS

You may have up to 3 Dreadnoughts for every Grey Hunter Pack in your force.

TANK SQUADRONS

You may have up to 1 tank squadron for every Grey Hunter Pack in your force.

A tank squadron comprises 1 to 3 vehicles of the same type chosen from the list below at the points cost indicated

Land Raider	250 per vehicle
Rhino	25 per vehicle
Predator	200 per vehicle
Whirlwind	150 per vehicle

Rules and Datafaxes for these vehicles are available in the Warhammer 40,000 Vehicle Manual.



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WARHAMMER

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GRAND THEOGONIST VOLKMAR

An Empire army may include the Grand Theogonist of Sigmar, the high priest of the Cult of Sigmar and one of the most powerful leaders in the whole Empire. In the reign of Karl Franz the Grand Theogonist is Volkmar the Grim. Volkmar is a zealous preacher utterly devoted to the destruction of Chaos, but he is also a mighty warrior who is not afraid to face the peril of battle. When the Theogonist accompanies the Empire army into battle he rides on the mobile War Altar of Sigmar, a huge chariot which carries the sacred altar surmounted by a huge statue of a griffon. The griffon statue was fashioned on the orders of Magnus the Pious after his accession, and is the emblem of his dynasty.

The War Altar is a chariot and the rules described in the Warhammer rulebook for chariots apply.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grand Theogonist	4	5	3	4	4	3	5	3	10
War Altar	-	-	-	7	7	3	1	-	-
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: The Grand Theogonist carries no weapons or armour, but has three magic items. In addition, the War Altar itself acts as a source of magic power. The Warhorses which pull the War Altar wear armoured barding.

SPECIAL RULES

SPELLS

The War Altar is a source of raw magic that the Grand Theogonist can draw on by using the Staff of Command, enabling him to cast spells. The Grand Theogonist is dealt two spells at the start of the game in the same way as a level 2 wizard. He may choose to be dealt cards from any of the colour decks or the High Magic deck.

The Grand Theogonist is not a wizard – his powers are derived from the War Altar itself. When magic cards are dealt from the Winds of Magic, the Grand Theogonist is dealt an additional D3+1 cards. These cards should be kept separate from the player's other cards. They may only be used by the Theogonist, and are the only magic cards he can use. The Grand Theogonist's powers are dependent upon the War Altar. If the War Altar is destroyed or if the Theogonist leaves it he is dealt no magic cards, and will not be able to cast spells.

Psychology: The War Altar exudes raw power which banishes all thought of fear or panic. So long as the War Altar is intact, the Grand Theogonist and any Empire unit within 6" are immune to the effects of psychology including fear, panic, terror, etc. In addition, neither the Theogonist nor any Empire unit within 6" can be broken in combat, so no break test is needed.

Leadership: The Grand Theogonist fights as an independent model, and may not join other units to lead them. The Theogonist's leadership value is not therefore used, but has been included for comparative purposes.

THE JADE GRIFFON

The Jade Griffon is a huge piece of carved jade that hangs upon the Grand Theogonist's chest. It draws magic power from the War Altar and glows with a green inner light. If the Grand Theogonist suffers harm the Jade Griffon uses the power of the War Altar to instantly heal him. Unless the Grand Theogonist is killed outright the Jade Griffon will enable him to sustain wounds which would kill an ordinary man. The effect of the Jade Griffon is worked out at the end of each shooting phase and at the end of each hand-to-hand combat phase. If the Grand Theogonist has suffered any wounds but has not been killed then all his wounds are instantly healed. If the Theogonist is killed outright during shooting, hand-to-hand fighting, or at any other time then the Jade Griffon is powerless to save him. This means that in order to slay the Theogonist the enemy must inflict the full 3 wounds on him before the end of the next shooting or hand-to-hand combat phase.

THE STAFF OF COMMAND

The Staff of Command is the Grand Theogonist's badge of office and also a mighty weapon of destruction. It draws magical power from the War Altar and passes it into the Grand Theogonist. This allows him to cast his spells and also gives him incredible strength. As long as the War Altar is undamaged the Grand Theogonist may add +2 to his strength. Should the War Altar be damaged the Grand Theogonist adds +1 to his strength. If the War Altar is destroyed then the Staff of Command is useless and all bonuses are lost.

THE HORN OF SIGISMUND

The Emperor Sigismund was given this huge enchanted horn by the Dwarfs after the battle of Grimgrill Dale. After the death of Sigismund during the siege of Altdorf the horn passed into the keeping of the Temple of Sigmar. It has remained in the temple ever since, and is blown three times on the anniversary of the death of Sigismund as a solemn reminder of the dark days when the Empire was ravaged by Orcs and Altdorf was almost destroyed. When the War Altar goes to battle the Horn of Sigismund is taken as well.

The Horn may be sounded by the Theogonist as the War Altar charges into combat. When the War Altar charges into combat (and only when it charges) the sounding of the Horn strikes terror into the charged enemy unit. *Terror* is caused on the charged unit exactly as described in the Warhammer rulebook. Note that this only affects the unit being charged, and not any other enemy units within 8".

IMPERIAL WAR ALTAR

When the Empire goes to war it is accompanied by the huge War Altar of Sigmar. Astride this ancient artifact rides the Grand Theogonist head of the Cult of Sigmar and the most powerful religious leader in the Empire. As the army advances he wields the magic Staff of Command, striking down his foes with devastating spells while the Jade Griffon allows him to survive wounds that would kill a lesser man. The sight of this monstrous altar inspires acts of heroic bravery by the forces of the Empire, and strikes fear into the hearts of their enemies.



THE IMPERIAL WAR ALTAR'S
MIGHTY GRIFFON STATUE



THE GRAND THEOGONIST'S
WAR BANNER



THE WAR BANNER
OF SIGMAR



THE GRAND THEOGONIST



THE GRAND THEOGONIST AND THE MIGHTY WAR ALTAR OF SIGMAR

WARHAMMER



Warhammer Battle Magic adds spells, magic items and wizards to the Warhammer game. Special rules and unique spells are included for the eight Colleges of Magic: Light, Gold, Jade, Celestial, Grey, Amethyst, Bright and Amber, plus High and Dark Magic. There is Waaagh Magic for Orcs and Goblins, Skaven Magic, and spells for the Chaos Gods Slaanesh, Tzeentch and Nurgle. Magic items include many powerful magic weapons, armour, amulets and rings, plus staves, rods and scrolls for use by Battle Wizards.

Warhammer Magic includes the following components:

64 page rulebook containing full rules for using wizards and magic, a history of magic in the Warhammer World, magic 'Eavy Metal, a detailed spell commentary, playsheet, and much more.

135 spell cards including 10 different spells for each of the eight Colleges of Magic; 10 spell cards each for the potent forces of High and Dark Magic; plus spells for Orc Waaagh! Magic, Skaven, and for the Chaos gods Tzeentch, Slaanesh and Nurgle.

Over 100 magic item cards including over 50 magic weapons ranging in potency from the humblest enchanted blade to the mighty Hellfire Sword and the Hammer of Sigmar! Also 15 new magic standards to fortify your troops, magic armour to protect your heroes, and an amazing selection of unique magical items such as the Chalice of Sorcery and the Crown of Command.

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Warhammer Battle Magic is an expansion to the Warhammer game of fantasy battles. A copy of the Warhammer Fantasy Battle game is essential to use the contents of this box.

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THE HORN OF SIGISMUND

The Emperor Sigismund was given this huge enchanted horn by the Dwarfs after the battle of Grimgrill Dale. After the death of Sigismund during the siege of Alldorf the horn passed into the keeping of the Temple of Sigmar. When the War Altar goes to battle the Horn of Sigismund is taken as well.

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GRAND THEOGONIST ONLY

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM 35 POINTS

THE STAFF OF COMMAND

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GRAND THEOGONIST ONLY

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MAGIC ITEM

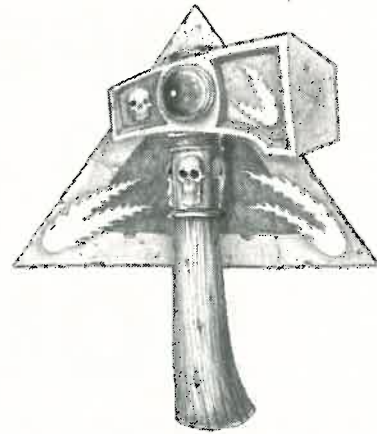
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THE JADE GRIFFON

The Jade Griffon is a huge piece of carved jade that hangs upon the Grand Theogonist's chest. If the Grand Theogonist suffers harm the Jade Griffon uses the power of the War Altar to instantly heal him.

The effect of the Jade Griffon is worked out at the end of each shooting phase and at the end of each hand-to-hand combat phase. If the Grand Theogonist has suffered any wounds but has not been killed then all his wounds are instantly healed. If the Theogonist is killed outright during shooting, hand-to-hand fighting, or at any other time then the Jade Griffon is powerless to save him. This means that in order to slay the Theogonist the enemy must inflict the full 3 wounds on him before the end of the next shooting or hand-to-hand combat phase.

GRAND THEOGONIST ONLY

THE GRAND THEOGONIST
VOLKMAR

150 POINTS

+80 POINTS STAFF OF COMMAND

+75 POINTS JADE GRIFFON

+35 HORN OF SIGISMUND

TOTAL 330 POINTS

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By Mike McVey

GOBLINS

Goblins are one of the most varied and exciting races in Warhammer. The different types of Goblins and the wide variety of specialist troops always make for an exciting game. Forest Goblins are perhaps the most colourful part of the Goblin models. These wild and savage creatures are decorated with feathers, bones and all manner of trophies, as well as being covered in brightly patterned war paint. The vivid colours and distinctly Red Indian feel make the Forest Goblins fun and interesting to paint.

The skin is painted in the same way as you would with any Goblin. An initial base coat of Goblin Green is washed with Green ink to add shading and bring out the detail and definition on the miniature. When this wash is dry, highlights are added. First with Goblin Green, to cover most of the skin area and then by adding Sunburst Yellow and Skull White to the base colour. These are applied to the raised areas of the miniature, paying particular attention to the face. The main areas to highlight on the face are the nose, ears and upper lip. The area round the eyes should be deeply shaded with a mix of Ork Flesh and black paint. The beady eyes themselves should be picked out first in white and then in Blood Red. A tiny white highlight can be added to really make them sparkle. I tend to make the flesh tone slightly lighter on Forest Goblins to ensure that the war paint stands out against their skin.

I painted the clothes in bright, strong colours. Red and blue look the best next to the skin and Snakebite Leather highlighted with yellow and white gives a bright tanned leather effect. A striking feature of these miniatures is the feathers and bones that adorn their bodies. Pick them out in bright, positive colours and you can't go far wrong. I like to paint white feathers with a black or red tip, but other vivid colours work equally well. Paint the whole feather Elf Grey and then highlight the edges with Skull White. Leaving the area on either side of the quill dark. Finally, paint on a V-shape for the coloured tip.

Paint the bone areas with a mixture of Snakebite Leather and Bleached Bone. If there are several bones linked together to form armour, it's best to give them a wash of Brown ink to bring out the definition. When this is dry, give them a highlight of Bleached Bone and a final highlight of Skull White.

The wooden hafts on the tomahawks and spears are best painted in natural wood colours. I usually add Blood Red to Snakebite Leather and use this mix as a base colour. This can be highlighted with Blood Angel Orange to give a bright colour that contrasts well with the skin tone. Bright coloured bands and a distinctive dog-tooth pattern features on many of the miniatures. The dog-tooth pattern is quite easy to achieve. First paint a broad band of Skull White onto your model. When this is dry, overpaint it with a fine black zig-zag line. Finally, fill in the resulting white triangles in contrasting colours. We've used Hawk Turquoise and Sunburst Yellow, but any other bright colours will work equally well. Simply coloured bands and hoops also look very effective.

The shields are painted in bright yellow blending to red around the edges. This gives an ideal base for applying transfers as the yellow centre really picks the design out. An alternative shield design can be created by painting on a web pattern. First paint two thin black lines across the shield, one straight down and the other from side to side. Two further lines are then added at forty five degrees to give the basis of the web pattern. The cross pieces are painted in small sections, each one curving slightly towards the centre. Once you've tried this a few times, you'll soon get the hang of it.

War paint is a vital part of the appearance of the Forest Goblins. The patterns reflect the hoops and zig-zag band decorations that these Goblins use on everything. On our models we've stuck to the two colours that work best against a green skin tone – red and blue. We used Ultra Marine Blue and highlighted it with Enchanted Blue. The red war paint was given a base coat of Blood Red highlighted with Blood Angel Orange. Apply the highlights where the bands cross raised areas on the miniature. For instance on the face, if a band runs across the eyes, it should be highlighted where it crosses the cheekbones and the bridge of the nose.

Some of the most exciting Forest Goblin models are the Spider Riders. These horrifying creatures are trapped and tamed by the bravest warriors who ride them into battle. We wanted them to look dark and sinister without painting them in dull, muddy colours. We decided to paint the bodies in deep colours, changing to brighter tones on the legs and faces. The dark bodies also enable the brightly coloured riders to stand out against their mounts. First paint the entire creature in a mix of black and your chosen colour. For the Red Spider, we used a mixture of Blood Red and Chaos Black. When this was dry, the legs and face were painted Blood Red and highlighted with Bad Moon Yellow and Skull White. The lighter highlights were applied further down the legs, so that the tips of the legs are almost pure Skull White. The fangs and teeth are painted either red or bone, depending on which colour created the best contrast with the rest of the spider.

RIVER TROLLS

The River Trolls are loathsome creatures which tower above the Goblin ranks and provide some great characters for the army. As we wanted to paint them in bright slimy colours, green was the obvious choice. So that they didn't merge in with the expanse of green in an Orc and Goblin army, we chose a yellowy, almost luminous shade of green. The whole model was given a base coat of Bad Moon Yellow mixed with Striking Scorpion Green. This was highlighted on the smooth parts of the model with more yellow and Skull White. Particular attention was given to the face. The highlights were raised to almost pure white on the nose and round the mouth. The spots and sores were picked out in red and highlighted with yellow. If you look carefully you'll note that there are some barnacles dotted around their bodies! These were painted Bestial Brown and highlighted with Orc Brown. The scales on the back and arms were given a thin coat of Ork Flesh. This acts like a wash and runs into the crevices, to provide shading to the model.

The hair was painted blue to give it a lank, unhealthy look. A base coat of Space Marine blue was highlighted with Skull White. We painted the inside of the Troll's mouth black and then highlighted the tongue with green to make it look especially loathsome and un-human. The teeth were painted white and textured with a little red paint and the claws were given a coat of Blood Red paint highlighted with Blood Angel Orange. Finally, the huge wooden clubs were painted in the same way as the Goblin weapons.

A couple of the River Trolls are carrying fish. These look good painted in naturalistic colours. We chose the very light-Electric Blue, highlighted with Skull White. A tiny amount of Blood Red was blended into the nose and the tail to give them a bit of colour. The other decorations and adornments mainly consist of fish bones, animal skulls and pebbles. The bones were given a base coat of Snakebite Leather and highlighted with Bleached Bone and the pebbles were painted an orangey-brown, to resemble sandstone.

WAR ALTAR

In time of War, the Altar of Sigmar is taken from its normal resting place in the Temple of Sigmar, placed upon a wheeled wagon and taken into battle by the Grand Theogonist. The Altar inspires bravery and devotion in the Empire's troops and strikes fear into the heart of the enemy.

The best way to paint the model is to treat it as four separate items; the Grand Theogonist, the mighty Griffon statue, the War Altar that carries them and the two horses that pull them along. As with any miniature make sure you clean up and check the fit of the components before you start to paint. It's a good idea to pin the larger components together for extra strength. For example, the statue can be pinned to the altar, but not actually glued in place until both parts have been painted. Glue the Theogonist and the horses to the appropriate bases to make them easier to hold while painting.

The Grand Theogonist is a powerful and spectacular miniature. We decided to paint him in strong colours to make him stand out on the tabletop. We picked a colour scheme based around the Jade Griffon that he wears around his neck. A base coat of Striking Scorpion Green was highlighted with Skull White and then glazed with several very thin washes of Green and Yellow ink mixed together. These glazes tint the white highlights and really make them glow. The robe and reverse of the cloak were painted in the same shade of green and the interior of the cloak was painted in a rich golden yellow to compliment the green. Finally a flame pattern was added round the base of the robe and the leather armour was painted bright red. The same shade of green was used on the Horn of Sigismund, mounted on the front of the War Altar. This is decorated with repeating twin-tailed comets, picked out in red and yellow.

The Griffon statue was given a base coat of Burnished Gold and then shaded with a wash of Brown and Yellow ink. The highlights were added by drybrushing with Dwarven Bronze and Burnished Gold. Rather than paint the whole model in the same colour, we decided to pick out some of the detail. This gives the model a little more variation and interest.

The chariot has been painted in similar colours to the rest of the model, mainly red and gold. The altar itself was painted to resemble marble. A base coat of Space Wolf Grey was highlighted with Skull White. The detail was then picked out in Blood Red. To further emphasize the strong colour scheme of the rest of the model, the horses' armour was painted bright red with gold edging and also features the twin-tailed comet design.

When the painting was finished, the whole model was assembled and mounted on a large base. This is made from a couple of thick pieces of art-board glued together with PVA. For extra strength it's best to glue and pin the horses and Altar

onto the base. Drill up into the horses legs with a 1mm bit and insert a short piece of wire. Then make a matching hole in the base and stick the pieces together with superglue. Use the same technique for the chariot, but this time drill up into the bottom of the wheels

SPACE WOLVES

The colour scheme for Space Wolves is based around three colours, grey, red and yellow. The blue-grey in which nearly all of the armour is painted is complimented by bright red and yellow decoration. Some of the miniatures also have wolf tails, pelts, talismans and other forms of decoration adorning their armour, but not all Space Wolves have these. For example, six of the troopers in the Grey Hunters box set have some kind of special decoration, the others are just wearing plain Space Marine armour. It's perfectly fine either way. Any Space Marine model can be painted up in Space Wolf colours, they don't have to have specific decoration.

The armour is given a base coat of Blue Grey over a white undercoat. When the base coat is dry, mix a mid tone from Blue Grey and Space Wolf Grey and apply this all over the armour, leaving the darker colour showing only in the deepest recesses. This colour can then be highlighted up by mixing in more Space Wolf Grey and applying it to the edges of the armour. Lighter highlights can be added by mixing Skull White with Space Wolf Grey.

Each of the new box sets has a special sheet of transfers which contains enough designs to apply markings to the complete squad. There was an in-depth look at transfers in White Dwarf 152, but here's a brief re-cap. Cut the design you want off the backing sheet, leaving as much white paper round the design as possible. Dip the paper into a shallow saucer of water and leave for approximately one minute. Hold the paper next to the miniature and slide the design off the backing and onto the desired area of the model with an old brush. You may find it easier to brush a little water onto the model before you apply the design. This ensures that you can position the design correctly before it dries in place. When you are sure that the design is in the right place, gently dab away any excess water with a tissue.

For the wolf pelts and tails, a realistic effect can easily be achieved that also stands out well from the grey armour. On wolves, the upper part of the pelt is dark brown, even black, fading down through reddish browns and tans to almost pure white on the underbelly and legs. Start with a base coat of Orc Brown, shading down from the top with brown ink and highlighting the lower part with Skull White. When it is all dry give the darker colours a drybrush of Orc Brown followed by a thinned down mix of brown and red ink applied sparingly to parts of the fur.

NIGHT GOBLINS



BANNER BEARER



LEADER



CHAMPION



GOBLIN WITH WAR GONG



THE COMPLETE SQUIG HERDER TEAM



SQUIG PRODDERS



CAVE SQUIGS



FOREST GOBLINS

Forest Goblins are found in the dark forests of the Old World. These ancient forests are full of all kinds of horrifying creatures including giant spiders. Forest Goblins are experts at capturing these creatures and large ones are ridden into battle while the smaller ones are kept as pets.

Forest Goblins decorate themselves with brightly coloured feathers, bits of bone, and warpaint. This adds to their frightening appearance when they emerge from the forests to carry out raids on surrounding villages and farms.



STANDARD BEARERS



LEADER



SHAMAN



FOREST GOBLIN SPEARMEN



LEADER



FOREST GOBLIN WARRIORS



DRUMMER



FOREST GOBLIN ARCHERS





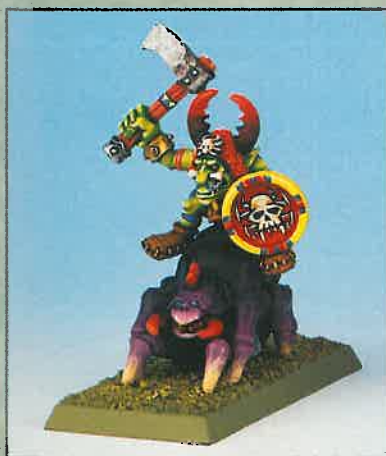
FOREST GOBLIN REGIMENT



SPIDER RIDER BANNER BEARER



FOREST GOBLIN SPIDER RIDERS WITH SPEARS



CHAMPION ON SPIDER



FOREST GOBLIN SPIDER RIDER



LEADER ON SPIDER

RIVER TROLLS

River Trolls are amongst the most loathsome of all varieties of Troll found in the Old World. These enormous creatures inhabit dank, wet places such as rivers and marshes. River Trolls catch their prey by covering their bodies in ooze and slime and partially submerging themselves until a hapless victim comes within reach.

Despite their stupidity River Trolls are fearsome opponents and are easily driven into battle by evil creatures such as Orcs and Goblins with the prospect of a juicy titbit.



ELECTOR COUNTS OF THE EMPIRE



ELECTOR COUNT OF HOCHLAND



ELECTOR COUNT OF AVERLAND



ELECTOR COUNT OF MIDDENLAND



ELECTOR COUNT OF OSTLAND

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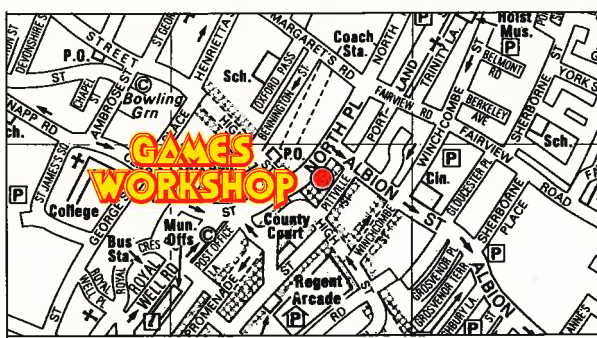
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PRESENTS

GOLDEN '93 DEMON

THE 6th INTERNATIONAL CITADEL MINIATURES
PAINTING CHAMPIONSHIPS

The annual Golden Demon Awards have become a regular highlight of the Games Workshop gaming calendar. Each year, the world's finest miniature painters and modellers compete for the honour of winning a prestigious Golden Demon Award. This year, the grand finals will be held at the Sheffield Arena on Sunday 2nd May. There will be thousands of wonderfully painted miniatures on display, and the winners will be awarded their prizes and the coveted title of Golden Demon Award Winner 1993.

GOLDEN '93 DEMON

THE 6th INTERNATIONAL CITADEL MINIATURES PAINTING CHAMPIONSHIPS

The annual Citadel Miniatures painting championship is a regular highlight of the gaming calendar and this year, there are even more categories to enter than ever before. The Grand Finals will be held at the Sheffield Arena on Sunday the 2nd May, when the 1993 Golden Demon Master Painters will be awarded their prizes. The closing date for entries to all the categories is Saturday the 27th February 1993. So drop into your nearest Games Workshop store to pick up a free entry form and get painting those miniatures. This year it could be your turn to win a prize.

1993 GOLDEN DEMON CATEGORIES



1. BEST WARHAMMER 40,000 SINGLE MINIATURE

This miniature will be chosen from the following sub-categories. You can enter as many miniatures you want, but only one model in each category.



**Best Space
Marine**

Best Ork

Best Eldar

**Best Warhammer
40,000 mounted
miniature (Bikes,
Trikes, Jet Bikes
etc)**

**Best other
Warhammer
40,000 single
miniature**



*1992 Runner Up Mark Bonner's
Eldar Guardian Exarch*

2. BEST WARHAMMER 40,000 VEHICLE

This can be any plastic vehicle kit from the Warhammer 40,000 range.

3. BEST WARHAMMER 40,000 ARMY

Your entry can be any Warhammer 40,000 army for which there is a published army list and must consist of:

1 Command Group consisting of five models, including a Commander, Hero, Standard Bearer and two other models.

20 Miniatures arranged into appropriate sized units with a maximum of five mounted models.

1 Dreadnought or Support Weapon



4. BEST WARHAMMER SINGLE MINIATURE

This miniature will be chosen from the following sub-categories. You can enter as many miniatures you want, but only one model in each category.

Best Wizard Best Chaos / Undead Best Skaven

Best Elf Best Dwarf Best Orc/Goblin

Best Fighter of the Empire or Brettonia

Best Monster (Trolls, Ogres, Greater Daemons, Giants, Dragons, Spiders etc.)

Best Warhammer Mounted Miniature (Horses, Boars, Wolves, Cold Ones etc.)

Best other Warhammer single miniature (20mm, 25mm or Horse base only.)

5. BEST WARHAMMER WAR ENGINE

This category includes Cannons, Mortars, Chariots, Bolt Throwers, Stone Throwers, Chariots, Special Weapons Teams etc.



6. BEST WARHAMMER ARMY

Your entry can be any Warhammer army for which there is a published army list and must consist of:

1 Command Group consisting of five models, including a General, Hero, Standard Bearer Wizard and one other model. These can be on foot or mounted. The general can be mounted on a Monster.

20 Miniatures arranged into appropriate units with a maximum of five mounted models.

1 War Engine or Monster on a 40mm base.



7. BEST SPACE MARINE SINGLE MINIATURE

This miniature will be chosen from the following sub-categories. You can enter as many miniatures you want, but only one model in each category.

Best Titan/Gargant (including the Chaos Lord of Battle)

Best Vehicle Squadron (equivalent to one support card)

Best Gigantic Vehicle (Leviathan, Colossus, Land Train with up to 5 carriages, Capitol Imperialis or Hellbore)

Best Chaos Greater Daemon including Primarchs

8. BEST SPACE MARINE BATTLEFORCE

This should be an Epic force consisting of the miniatures representing a company card, a Titan/Gargant or Gigantic Vehicle as a special card, and five support cards.

OPEN CATEGORIES

9. BEST BATTLE SCENE

This should consist of a battle scene from either Warhammer 40,000, Warhammer or Space Marine. The maximum base size is 120mm by 80mm with a maximum height of 120mm. The model should have at least two miniatures arranged in a combat scene.



10. VETERANS CATEGORY

This category is open only to previous winners of a Golden Demon Award or particularly experienced and skilled modellers and miniature painters.

As with Category 9, this is a battle scene category, but this time with a maximum base size of 160mm by 120mm with a maximum height of 120mm.

COMPETITORS GUIDELINES

All entries to the 1993 Golden Demon Awards must be personally handed in at a Games Workshop store. No postal entries will be accepted.

All miniatures must be clearly labelled with the name, age, and phone number of the entrant together with the name of the store at which the models were entered.

All entries must be Citadel or Marauder miniatures.

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

The judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes.



THE BATTLE OF OSTERWALD

By Robin Dews, Jervis Johnson and Bill King

For this month's battle report, we bring you an encounter between the forces of the Empire and a rampaging horde of Goblins. We decided to play the game using the new Warhammer Battle Magic rules. The result was an exciting struggle between two powerful armies and two well matched Generals.

"The sun is climbing above the hills, milord," said the young Reiksguard Knight. "It is time to mount up."

Otto Blucher looked up from the map of the battlefield. Outside his tent the flower of the Empire's fighting men waited for the battle to begin. How many of them would not be coming back by this day's end, Blucher wondered? The terrible weight of responsibility pressed down heavily on him. Unconsciously he sat straighter, holding his back ramrod stiff.

All night Blucher had sat at this table, studying dispositions by candlelight while his men slept fitfully. He was weary now, but he let none of his tiredness show on his face. Today of all days, he could afford to show no indecision, no weakness. Too much depended on the outcome of this battle. If Blucher failed here then the Goblins would be free to ravage the Empire's eastern provinces, and tens of thousands of innocents would die in agony and despair. Blucher forced himself to smile confidently at the youth.

"In a moment lad. In a moment. The greenskins have waited all night for death. Let us grant them a few minutes reprieve."

Through the thin silk walls of his tent, Blucher could hear the soft whinnying of horses and the clatter of war gear as men made ready for the fray. There was that curiously subdued air that he had come to expect before a great battle. Death stooped over this camp and all the men sensed its waiting presence.

By Sigmar, he hoped that Imperial cartographer had done his work properly – if not then Blucher would have him shot. Too many lives could be lost because of some scribe's careless error. Well, it was too late to worry about that now. It was too late to worry about anything. His plans had been laid. Every man knew his part in the coming battle. Blucher had planned for every contingency he could think off, confident that his troops could carry out their assigned tasks. Now he needed to have faith in himself and his plan.

Blucher rose from the table and removed the goblet from the map's edge. With a defiant gesture the old soldier tossed back the last of the wine. It seared the throat and tasted

bitter in his mouth. He slammed the cup down so hard the table shuddered.

Without the goblet's restraining weight, the map began to curl up. With deliberate casualness Blucher picked up the parchment and finished rolling it with his stubby, powerful hands. Now, the time for pouring over maps was over. The time for battle was near.

Blucher knew he had every reason to be confident. For twenty years he had fought the Emperor's wars and he had never been beaten. But then, there's always a first time, he told himself. Over confidence is as deadly as a sword. He shook his head ruefully, still able to remember his father telling him that twenty five years ago when he had been as young as that Reiksguard there. He felt a momentary pang of nostalgia for that simpler time.

Then there had been none of these niggling worries, only the glory of the charge and the reckless pursuit of the fleeing enemy. His only anxiety had been that the Knights Panther might earn more glory than his own Reiksguard unit. Then he had not had to trouble himself with the disposition of troops and the reports of spies. There had been none of these new-fangled devices to deploy or take into account; his father had never needed to find a place for the Steam Tank or the War Wagon or the Volley Gun in his battle lines.

Like most members of the old warrior aristocracy, Blucher was still suspicious of these mechanical machines, but he was a good enough soldier to recognise their utility. It was his duty to defeat the enemies of his Emperor using whatever means came to hand, and duty was the watchword Otto Blucher lived by.

With his helmet under his arm Blucher strode calmly from his tent to receive the acclamation of his army. From the distance, the Goblins greeted the mighty roar with a howl of defiance. Blucher made the sign of the Hammer over his chest with his leather clad fist. He breathed a last prayer to his god, and then climbed into the saddle once more. He brandished his great warhammer aloft and gave the signal to advance.

The time of blood and iron was close at hand.



THE ORC INVASION OF 2512

In the year of 2512, after a particularly bitter winter, a massive horde of Orcs and Goblins descended from the World's Edge Mountains and ravaged the easternmost provinces of the Empire. The Goblins were led by Azhag the Slaughterer, one of the most feared Orc warlords of the age. Azhag's career of carnage began when he found the Crown of Sorcery in the ruins of the abandoned, daemon-haunted city of Todtheim, on the edges of the Chaos Wastes. This gave him sorcerous powers far beyond any Orcish chieftain. Perhaps it also explains the nature of his conquests. Azhag showed cunning and tactical skill far in excess of what one would have expected from a primitive tribal chieftain. He swiftly mustered a huge horde that crashed through the mountain passes, bypassed the strongly held Dwarf citadels and threatened the safety of the thinly populated eastern marches of Ostermark.

Mounted on Doomfang, his great war wyvern, Azhag left a trail of terror across the human lands. Behind him, his gibbering greenskinned horde grew stronger every day, as word of plunder and battle attracted ever more Goblins to his standard. That spring three towns were completely destroyed and the great Sigmarite Temple at Nachtdorf, the largest shrine in the east, was desecrated and burnt to the ground. Claims were made that Gork and Mork, the Orcish gods had proved they were stronger than Sigmar.

Such was the seriousness of the situation, that the Reiksmarschel dispatched Otto Blucher to intercept and destroy this savage marauder. Blucher was then in his forty-first year and widely regarded as the best general in the Empire – possibly because of his habit of never losing a battle.

A blunt, straightforward man, known for his meticulous planning and savage ferocity in combat, Blucher was given

command of one of the finest armies the Empire had ever fielded, and told to end this threat quickly. Since Azhag was known to possess sorcerous powers and to be accompanied by two Goblin Shamans, the Reiksmarschel attached two of the Empire's best battle wizards to the force. Wolfgang Greiss, was a Wizard Lord from the Amethyst College. He was a master of his art and renowned throughout the empire for his single-minded ferocity in pursuit of victory. Accompanying him was Franz Wagner, a Bright Master Wizard from the College at Altdorf.

Incensed by the destruction of the Temple at Nachtdorf, the Grand Theogonist himself – Volkmar the Grim – also decided to accompany the army to give aid to his old friend Blucher.

On the fourth of Sigmarziet Blucher succeeded in drawing Azhag into battle near the small village of Osterwald. As the day dawned the scene was set for one of the fiercest battles in the Empire's long history.

THE EVE OF BATTLE

Magic is part of the very essence of fantasy battles, that takes tabletop games into another dimension. Robin Dews was given the task of trying to lead our Empire army to victory. Jervis Johnson volunteered to ravage the eastern provinces with his Orc and Goblin horde. Both were experienced Warhammer commanders. Neither would be easy to beat.

The battlefield was set up according to the rules in the Warhammer boxed-set. Both players agreed to modify the terrain slightly to make the battlefield more challenging. A dice was rolled to determine how long the battle was going to last. The result was five turns. Since this is the maximum length of a Warhammer battle fought using the full rules, both generals knew that a long haul lay before them.

MUSTERING THE EMPIRE ARMY

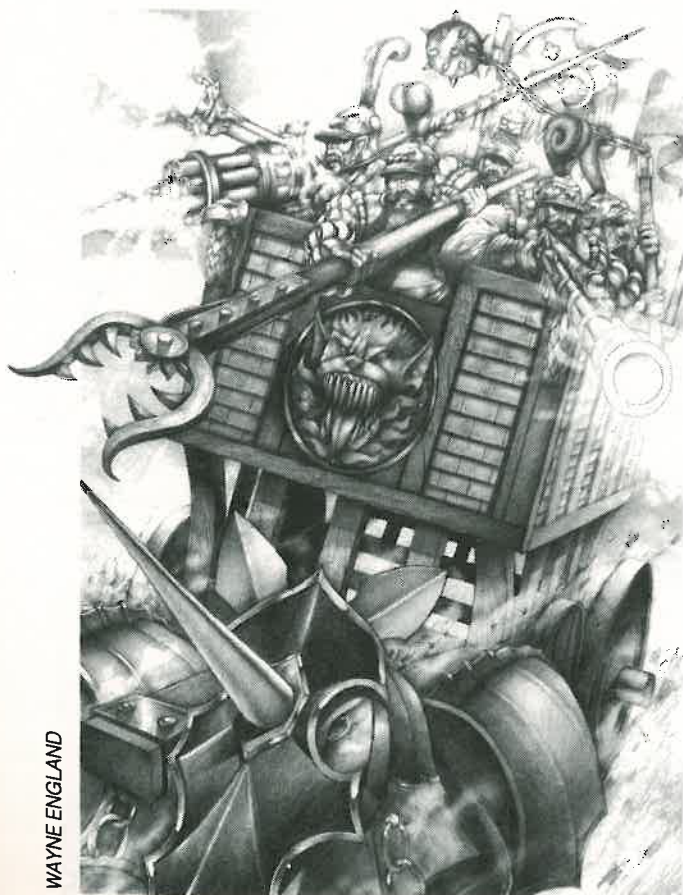
Robin Dews



When I came to pick an Empire army I was completely spoiled for choice. The studio has a large collection of wonderfully painted models to choose from. It was really only a matter of picking what I wanted to field. I personally favour a fast moving aggressive style of play and my army needed to reflect this.

As you can see from my army list I chose an force based around the Imperial cavalry and two fast-moving, hard-hitting War Engines in the Steam Tank and the War Wagon. I intended to take the war to Jervis and use these powerful mobile troops to deliver a knockout blow to those scrawny green-skinned scum.

In addition to my strike force, I also picked a Helblaster Volley gun and Imperial Cannon. This is because well-used artillery can be just as effective in an all-out attack as the mightiest cavalry. Cannon can pound the enemy at long range, while the volley gun is a powerful tool in defence. I would use the artillery to channel Jervis's forces to where I wanted them to be and then smash them. A screen of Kislevite skirmishers was assigned to the job of drawing out the inevitable Night Goblin fanatics. The Halberdiers and Archers were there to round out my force and defend the artillery.



WAYNE ENGLAND

CHOOSING MAGIC

Having chosen such an aggressive force it was appropriate to select battle wizards that would also be able to throw a devastating barrage of spells at the enemy. For my Wizard Lord I picked an Amethyst Wizard. This was largely because of the possibility of obtaining the "Purple Sun of Xereus". This is an absolutely devastating spell that sends a 3" diameter ball of incandescent death at the enemy. The template travels 4D6" across the battlefield during each magic phase and chews up everything in its path on a roll of 3+. This is the spell for me.

Bright Magic is also a good source of potent destructive spells. Throwing caution to the winds I decided not to rely on the more protective colleges of magic such as Jade but to pick Wizards capable of dealing the maximum amount of death to the Empire's enemies. A point I feel is worth making is that having chosen an overall strategy for an army you really should execute it thoroughly. This Empire Army was committed to death or glory. There would be no holding back here, not even for the Wizards.

Lastly I chose Gold spells for the Grand Theogonist. This, I will admit, was something of an experiment. I'd never used Gold Magic before and wanted to give it a try. Gold magic contains a number of immobilising spells such as *The Gilded Cage*, *Fools Gold* or *Fear of Aramar*, as well as several aggressive spells like the *Gleaming Arrow* or *Searing Doom*. I reasoned that with at least one exchange, I should be able to provide the Theogonist with one spell to stop the goblins in their tracks and another to cause them some serious damage.

I was very fortunate in my draw of spell cards. The spell decks granted me all the raging destructive power I could hope for. My Amethyst Wizard managed to draw the *Speed of Lykos*, *The Purple Scythe*, *The Choking Foe* and after an exchange, *The Purple Sun Of Xereus*. Here was a master of destruction to be proud of! My Bright Wizard drew *The Sanguine Swords*, *Fireball* and *Conflagration of Doom*. Truly Sigmar smiled on me. Lastly the Grand Theogonist drew *The Crucible* and *Searing Doom*. These were more than good enough, and *The Crucible* would allow me to magically transport the War Altar directly into combat, anywhere on the battlefield, causing *Terror* wherever I appeared.

Now it was time to acquire some suitable awe-inspiring magic items. It was inconceivable that Otto Blucher would go into battle without his *Hammer of Might*. He also received a *Spellshield*. Since he was going to lead from the front, and be attached to the Reiksguard, my largest cavalry unit, I thought it would be just as well to protect him (and them) against incoming magical spells. The Reiksguard unfurled their *Banner of Wrath*. This would give them the ability to blast the massed ranks of Goblins with a storm of lightning bolts even before they skewered the stunted beasts on their lances. Showing no favouritism I allowed the Knights Panther a *War Banner* this would make their charge even more powerful and help them to cleave through those huge green-skinned units.

For my Amethyst Wizard I chose the *Orb of Thunder*, a particularly useful device against flyers since it forces them to either remain airborne or not take off at all. This would at least partially neutralise Azhag the Slaughterer on his wyvern. If he chose to fly high I could trap him up there for at least one turn which might prove decisive.

My Bright wizard utilised a *Rod Of Power*. This device would enable him to store excess power from turn to turn and increase his hitting power still further.



BLUCHER'S IMPERIAL COMMAND



10 Reiksguard Knights: Armed with lance, hand weapon, heavy armour, shield, riding a barded Warhorse. The regiment includes a champion and standard bearer carrying the *Banner of Wrath* and is accompanied by the General armed with a *Hammer of Might* and a *Spellshield* and the Amethyst Wizard Lord equipped with *The Orb of Thunder* and a *Dispel Magic Scroll*.



5 Knights Panther: Armed with lance, hand weapon, heavy armour, shield, riding a barded Warhorse. The regiment includes a champion and standard bearer carrying a *War Banner* and is accompanied by the Bright Master Wizard equipped with the *Rod of Power* and a *Dispel Magic Scroll*.



6 Kislev Horse Archers: Armed with short bow and hand weapon, riding a horse. The regiment includes a champion.



6 Kislev Horse Archers: Armed with short bow and hand weapon, riding a horse. The regiment includes a champion.



12 Stirland Bowmen: Armed with long bow and hand weapon. The regiment includes a champion.



20 Halberdiers: Armed with halberd and hand weapon. The regiment includes a champion and a standard bearer.



War Wagon: Imperial war engine and six crew armed with Hochland long rifle, repeater musket, bluberbuss, ball and chain, man catcher and hook halberd.



War Altar: The War Altar of Sigmar ridden by Volkmar the Grim, the Grand Theogonist of the Cult of Sigmar.



Steam Tank: Imperial war engine armed with a steam cannon and Commander with a repeater pistol.



Helblaster Volley Gun: Two crew armed with hand weapons and light armour.



Imperial Great Cannon: Three crew armed with hand weapons and light armour.



Ludwig Swartzhelm: The battle standard bearer. Armed with hand weapon, heavy armour, riding a barded Warhorse.

**Total Army Value
(including magic items)**

3001

Last but not least I gave both magicians *Dispel Magic Scrolls*. From bitter experience I know how useful these can be in protecting crucial troops from dangerous enemy spells. The lack of these vital items has cost me dearly on previous occasions. I was determined not to repeat this mistake.

THE IMPERIAL BATTLE PLAN

As I've already said my basic plan was simple; pound the gobbos at long range with artillery and archers while closing for the kill with my mighty horsemen. In practise this is easier said than done. Goblin fanatics can be deadly to even the most heavily armoured knight so it was essential to clear them from my path. Presumably so wily and experienced foe as Jervis wouldn't stand still and let me do what I wanted so I also needed a plan for containing any counterstrokes he might try.

To try and anticipate his potential deployment and response I studied the terrain carefully. I knew that there were certain other considerations that would influence Jervis's tactics, not the least of these being the positioning of my Volley gun!

I'll deal with the set-up on my left flank first. I placed the volley gun on top of the hill. Volley guns can be absolutely devastating when they fire, but they are also terrible psychological weapons. It is either a brave or a foolish player who pushes his units forward in the face of a volley gun. I was confident that it would seal the gap between the village of Osterwald and the wooded hill and prevent Jervis from threatening the left flank of my main force. If he did then I would teach him respect for this powerful tool of the Empire's military engineers.

Goblin units come in dense, close-packed formations and so are very vulnerable to artillery fire. This meant that the best place for my cannon was also on top of the hill alongside the volley gun. Although this gave good fields of fire across the table, the lines to the right flank were blocked by the wooded hill – known locally as the Mount – in the centre of the table. I reasoned that Jervis would also notice this blockage and would set up most of his army to face my right flank in an attempt to avoid taking too much punishment from the artillery.

Finally, I placed a regiment of Stirland Bowmen at the foot of the hill, alongside a unit of Kislev horse archers. The purpose of these troops was to further emphasize the need for Jervis to keep his distance and to enable me to skirmish forward with the horse archers if the opportunity arose. They would also prevent a lightning sweep around my flank by Jervis' Wolf Riders

I reasoned that Jervis wouldn't place the bulk of his army opposite this light force, since he is too experienced a general to fall into the simple trap of marching straight at a Volley gun on a hill and would undoubtedly realise where the Helblaster was going to be positioned.

The right flank set-up was simple. My cavalry were lined up en-masse, ready for the killing blow. The plan was to place all of my hard hitting units, the Reiksguard, the Knight Panther, the Steam Tank and the War Wagon, in a single line and crash them into the Goblins in order to grind the Goblins into pulp and send them running.

My cavalry were simply going to engage and destroy the vast majority of the goblins. It was not a particularly brilliant plan but it had the merits of simplicity, directness and of causing the maximum possible bloodshed.

The War Wagon went with the cavalry because it could

usefully hold their left flank and can be awesome in close combat given half a chance. It also has a variety of potent long range weapons which I could use to harass and provoke Jervis' force. The War Wagon and Steam Tank would also be able to keep up with the advancing cavalry to provide mobile fire support as well as extra force when they charge home.

I placed the Steam Tank on the extreme right of the cavalry. This fiendish war machine is practically invulnerable to all but cannon fire or extremely powerful monsters. In fact it is far more likely that a Steam Tank will disable itself rather than be knocked out by enemy action. The only real threat to the Steam Tank would be the Goblin Doom Divers. These vicious green maniacs not only have an unlimited range on the battlefield, but they can correct themselves in flight and strike home with an S10 hit. This gives them a good chance of damaging the Steam Tank with each attack.

As an aside, I was also very aware that the Doom Divers would be a major threat to my cannon and volley gun. If Jervis were to use them – and I was sure he would – they could destroy the guns and send the crews running for cover. If this happened, then my left side would be left wide open, but I determined to take this risk in order to maintain the power of my cavalry charge.

The main problem for my cavalry was going to be those Night Goblin fanatics. They can be absolutely deadly especially against heavily armoured knights whose impressive 2+ saving throw counts for nothing when they are caught in the path of these ball-wielding maniacs.

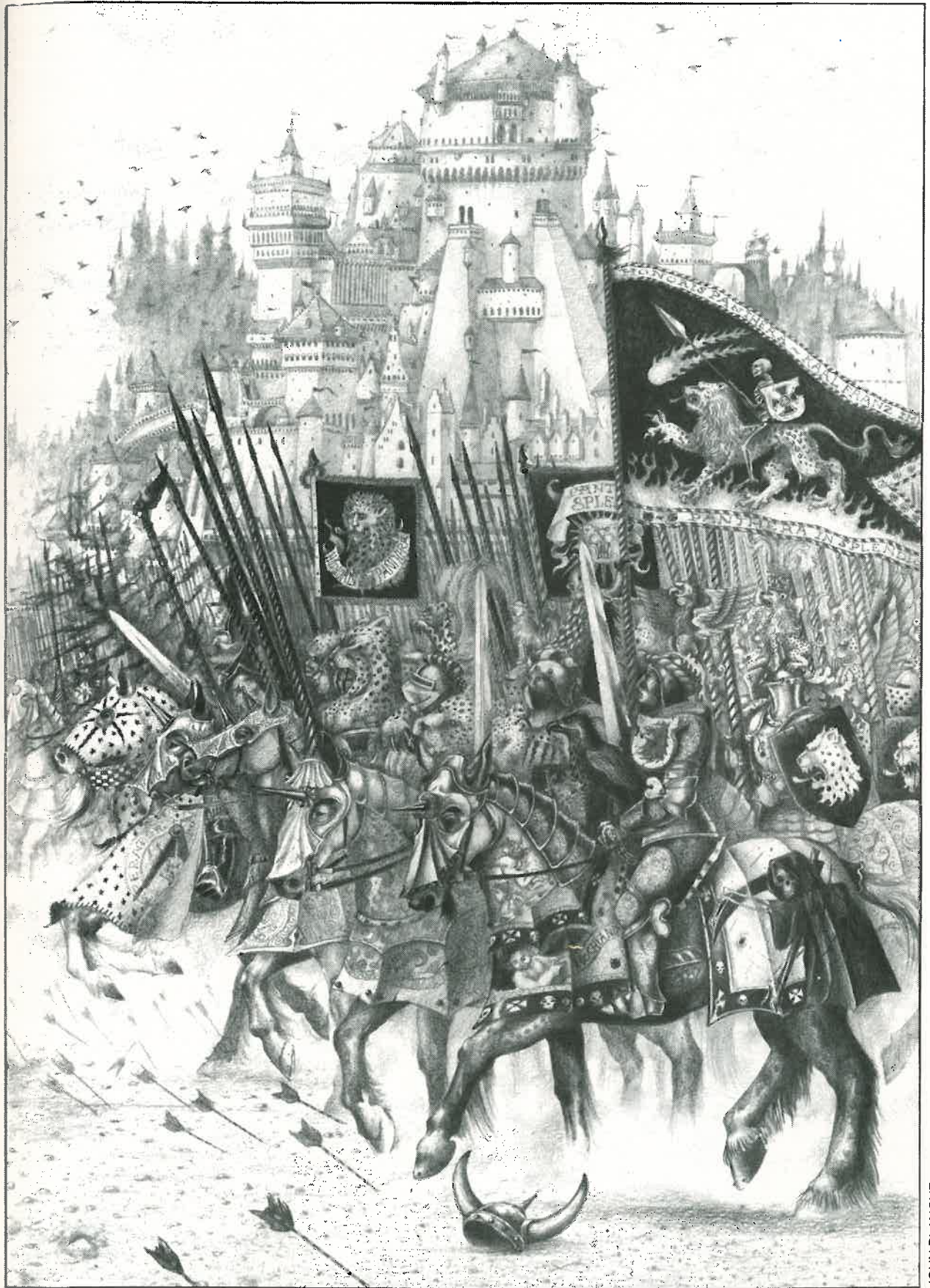
In order to draw out the fanatics I placed the second unit of Kislev horse archers, lined up in skirmish order, out in front of my main body of troops. At the earliest possible opportunity they were to gallop forward to within 8" of the Night Goblin units. I knew that once the fanatics were released, the horse archers were bound to take casualties, but those that survived would be able to shoot at the fanatics and hopefully clear the path for my heavy cavalry.

One of the essentials of being a Warhammer general lies in knowing not only the strengths and weaknesses of your own troops, but also those of the enemy. This knowledge will enable you to always use your soldiers to their best advantage. Kislev horse archers are fast moving, relatively cheap and are perfect for the role of luring out Goblin fanatics.

Partly because I had no further room on the right side, and also because of the danger that the loss of my artillery would pose, I placed the Grand Theogonist mounted on the War Altar of Sigmar alongside the Stirland Bowmen. The Theogonist has a number of special Magic Items including the *Horn of Sigismund* which causes *Terror* when the Altar charges into combat. Although he would be outside the main arena of conflict, one of the two spells I had drawn for him was the Gold Magic spell – *The Crucible*. This allows the caster to vanish and instantly re-appear in any other part of the battlefield including directly into hand-to-hand combat.

Lastly I placed the halberdiers in the centre. These were being kept in reserve to plug any gaps in my line and deal with any green-skinned scum that got round behind my cavalry. This is always a possibility with a fast moving, highly concentrated force such as the Imperial horsemen and I was determined to take whatever measures I could to deal with it.

That then was the Imperial deployment. All that was left now was to get out there and smash those Goblins before they could wreak havoc in the Imperial homeland. I was confident that the Emperor had chosen the right man for the job.



JOHN BLANCHE

CHOOSING THE GOBLIN ARMY

Jervis Johnson



With the publication of the new Warhammer we have been playing lots of games of at the Studio and our figure painters have been working overtime (literally!) readying regiments of new models. The Studio's Orc and Goblin army has received the lion's share of Jay and Neil's attention and has greatly increased in size and variety. When we decided to fight a large scale battle

using the Warhammer Battle Magic rules, the obvious choice was to field our Orc and Goblin army in a struggle to the death against the Studio Empire army.

Because the Orc and Goblin army came to around about 3,000 points in total (including magic items), I didn't really have a huge choice about what I could use in my army; I simply had to take what was there and that was that! In addition, because the Studio army isn't finished yet (it'll be 6,000 points plus by the time we're done), it isn't as balanced a force as I would normally choose to use.

For example, there is only one regiment of Orcs and we don't have any Boar Riders yet. The amount of artillery is also rather limited. But in a way these restrictions would make for a much more interesting and realistic game. After all, no real

general is able to choose exactly the troops he wants, he has to make do with what he's got. My army did come to 3,000 points, the same as Robin's army, and with any two armies of equal points values, it is ultimately what you do with your force that counts, not what's in it.

CHOOSING MAGIC ITEMS

The one area where I had complete freedom to choose what I wanted was in the selection of magic items. I had saved 440 points to spend on magic items, which is quite a lot, but not excessive for a 3000 point game. (I normally allocate between 5% to 15% of my points total for magic items).

When you start using the Battle Magic rules you'll soon discover that your choice of magic items is a vital part of your game plan. The correct choice can allow you to emphasise your own army's strengths and neutralise its weaknesses, while doing exactly the opposite to your opponent. Because of this you need to take into account the composition both your own army and your opponent's force when choosing which magic items to take.

If for example, you are playing against a Chaos army that includes a Daemon or two, it is almost essential that you invest some points in a *Daemon Slayer Sword*. If your army includes lots of Goblins like mine did, then you must find some way of stopping the pointy-headed little chaps from running off!

Taking the above factors into account, I went through the deck looking for magic items that would help keep my Goblins in the game. Fortunately there are a number that will do this. The most useful of which is the *Crown of Command*. At only 50 points this is an absolute bargain for a Goblin army and always worth taking. I gave the crown to one of my Big Boss Goblins, whose job would be to lead my Night Goblin warriors – the largest Goblin unit I had – into battle.

The next magic item I chose was the *Sword of Fortitude*, which makes the bearer and the unit he is with immune to *Fear*, *Terror* and, most importantly *Panic*. As one fleeing Goblin unit can easily panic several more, it is useful to have at least one unit in reserve that you know will not run off! These two magic items meant that I had at least two Goblin units that I could rely on to last until the end of the battle.

The choice of my next two items was influenced by my fear of the Empire's deadly war engines (especially the Volley gun and the Steam Tank). My army had two Shamans in it giving me access to a large number of Waaagh spells. To further increase the number and variety of magic spells I could use, I took the *Crown of Sorcery* for my General and *The Ring of Volans* for my Orc Big Boss. I planned to use these items to take as many Dark Magic spell cards as possible, in the hope that I would get the Doombolt spell. This could be put to devastating use against the powerful war machines I knew would be in the Empire army.

Next I took two *Dispel Magic Scrolls*, one for each of my Shaman. The new magic rules include several spells that can cause terrible damage to an army if cast at the right time, so it is absolutely vital to have, at the very least, one *Dispel Magic Scroll*. Two or three are even better. What's more, make sure that you hang onto them. Use them only when you *really* need to. If you fritter these powerful defensive items away early in the game you are absolutely bound to regret it later on!

My final major purchase was the Dread Banner for my large unit of Night Goblins – the ones led by the Big Boss with the

MARK GIBBONS





AZHAG THE SLAUGHTERER'S GOBLIN HORDE



Azhag the Slaughterer: Orc Warboss mounted on a War Wyvern. Equipped with heavy armour, an *Ogre Blade*, the *Crown of Sorcery* and the *Shield of Ptolos*.



Doom Fire Goblins: 36 Goblins armed with hand weapons and shields. The regiment includes a Big Boss with the *Sword of Fortitude* and standard bearer.



Forest Goblins: 36 Goblins armed with hand weapons and shields. The regiment includes a Big Boss and standard bearer.



Orc Warriors: 20 Orc boyz armed with hand weapons, light armour and shields. The regiment includes a Big Boss wearing the *Armour of Fortune* and standard bearer.



Goblin Spears: 36 Goblins armed with hand weapons, spears and shields. The regiment includes a Big Boss and standard bearer.



Trolls: 3 Rock Trolls led by an Orc Big Boss. The Orc wears the *Ring of Volans* containing a *Doombolt* spell.



Night Goblins: 49 Night Goblins armed with hand weapons and shields plus three fanatics. The regiment includes a Big Boss with a *Potion of Strength* and the *Crown of Command* and a standard bearer carrying the *Dread Banner*.



Night Goblin Archers: 36 Goblins armed with short bows plus three fanatics.



Goblin Wolf Riders: 10 Goblin Wolf Riders armed with hand weapons and shields. The regiment includes a Big Boss.



Goblin Battle Standard: Goblin standard bearer armed with hand weapon and wearing light armour.



Night Goblin Squig Herders: One squig herder team plus three cave squigs.



Night Goblin Net Team: Two Night Goblins armed with nets and two Night Goblins armed with clubs.



Goblin Shaman Champion: Level 2 Goblin Wizard with *Dispel Magic Scroll*.



Goblin Shaman Lord: Level 4 Goblin Wizard with *Dispel Magic Scroll*, and *Blade of Ensorcelled Iron*.



Goblin Doom Diver: Goblin Doom Diver and catapult.



Orc Rock Lobber: Orc war engine with commander and two crew.



Night Goblin Fanatic: Goblin fanatic armed with a ball and chain.

Total Army Value
(including magic items)

2999

Crown of Command. Fear is most deadly when it is caused by large units, as the enemy will only run away from fear-inspiring opponents if they are outnumbered. This means that a large unit of Goblins with a *Dread Banner* can be very effective, especially against Empire troops who usually only have a Leadership of 7.

After all of this I was left with 95 points, which I spent on relatively minor items to make the characters in my army more formidable in combat. I gave *The Shield of Ptolos* and *Ogre Blade* to my General. The shield protects against missiles and is a useful item for a character mounted on a large creature, as he can be picked on by enemy missile troops. *The Ogre Blade* gave my General a strength of 6 and a -3 save modifier to help deal with those pesky Empire knights.

The Potion of Strength was bought for the Goblin Big Boss in charge of the Night Goblins for the same reason. Next I bought the *Blade of Ensorcelled Iron* for my Shaman Lord. A +1 to hit is useful in combat when you've only got a weapon skill of 2. Finally I bought the *Armour of Fortune* for my Orc Big Boss for the simple reason that it seemed the best thing I could get for 15 points!

CHOOSING SPELLS

Although you can't choose which spells you will be dealt, the fact that you can discard some or all of the cards you first pick up and then replace them with new cards, does give you some control over the spells that you will eventually be able to cast. Because of this you should apply the same criteria when picking your spells as you would when picking magic items. Always take spells that emphasise your own strengths or compensate for your weaknesses, or that do the opposite for your opponent's army. The only way to really do this is to study the spells for the colleges that your magicians belong to before the battle. In this way you will know in advance which spells are the best to have against any particular opponent.

As I have mentioned above, I wanted to have the *Doombolt* spell because I knew that it is very effective against war engines, especially the Empire Steam Tank, which is nearly invulnerable to anything else. When it came to picking spells for my General with his *Crown of Sorcery*, and my Orc Big Boss with the Ring of Volans, I declared that all of the spells would come from the Dark Magic deck, to maximise the chance that I would get the *Doombolt* spell. The General received *Blade Wind*, *Hand of Dust* and *Witch Flight*, while the Big Boss got the *Doombolt* spell (hurrah!). Because the Orc Big Boss managed to get the *Doombolt* at the first attempt, while my General had received a perfectly acceptable hand of cards, I decided to stick with the ones I'd been dealt.

My two Goblin Shaman had no choice about the deck that their cards would come from – it had to be the Waaagh! spell deck. However, there was one spell I really wanted to get and that was the *Hand of Gork*. This spell allows the Orc player to move a regiment up to 18" and what's more the unit can use the move to charge straight into hand-to-hand combat! Against Empire knights this is a vital ability, as the only real chance a Goblin regiment has of winning a combat (and it still isn't a good chance) is if they can charge the knights before the knights charge them!

Fortunately for my army, I could guarantee getting the spell, because my two Shaman would be dealt 6 cards between them. This would only leave 4 cards in the deck. If I didn't have *Hand of Gork* I could simply discard 4 cards that were not as vital to ensure that I got the card I wanted.

This turned out to be important, because *Hand of Gork* was not among the first six cards I was dealt. My Shaman Lord received *Mork Save Uz*, *Waaaaaagh!*, *Brain Bursta* and *'Eadbutt*, while the Shaman Champion got *Gaze of Mork* and *Ere We Go!* Looking at these cards, I decided that two of my Shaman Lord's cards were not vital (*Brain Bursta* and *'Eadbutt*), so I discarded these and was rewarded with *Da Krunch* and *Hand of Gork*. If I had not got the *Hand of Gork* I would have discarded the two cards held by my Shaman Champion to make sure that he got the spell, but as it was he was able to hold onto the first two cards he received.

DA PLAN

With my army chosen, magic items selected and spells dealt, I was ready to deploy my green-skinned horde. With any army it is important to get your deployment right, because it can be very difficult to reorganise your force once the game is under way. This is even more true of a large and unwieldy army like the Orcs and Goblins and especially so because of the animosity rules which can make your troops a bit unreliable. Sometimes they will refuse to move, even when you want them to! and so its best not to count on your ladz being able to perform complex re-deployments once the battle is under way.

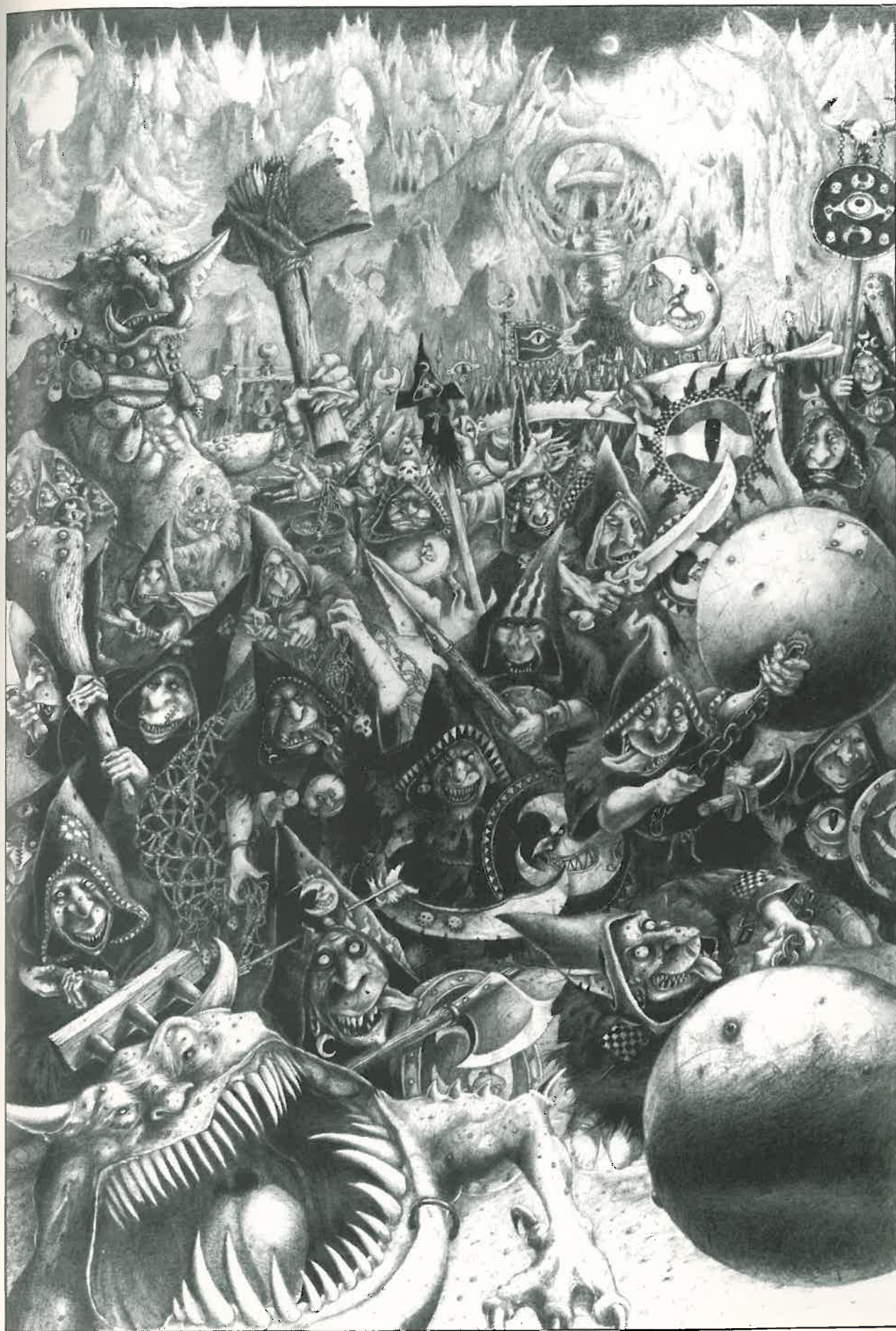
Although my army was large, I was determined not to spread it all over the table. One of the most common mistakes you can make is to spread your army evenly across the table, hoping you have everything covered. Against an opponent who has sensibly concentrated his main striking force on a narrow front you will find part of your army being overwhelmed while the rest of your army lacks the strength to make a decisive breakthrough. I was fairly certain that Robin would place his artillery on the hill on his left so I chose to place the bulk of my force on my left, as far from the dreaded volley gun as possible!

The actual deployment I used is shown on the accompanying map. On the whole it is fairly self explanatory, but there are one or two points that are worth making.

Formations: Apart from the Night Goblin archers, all of the Orc and Goblin regiments were formed in squares (ie: with equal numbers of ranks and files). The main benefit of this formation, apart from keeping the units' rank bonus intact for as long as possible, is to make it easy to manoeuvre the troops. A wheel is much more straight forward with the unit formed on a narrow front, while a simple left or right turn changes the whole direction of attack of the unit at a cost of only a quarter of its move. This idea was important, because if Robin decided to attack down the other side of the wood – in other words on my right – then I would need to quickly move units over to cover that flank.

Reserves: The regiment of Goblins behind the front line was led by the Goblin Big Boss with the *Sword of Fortitude*. Because this made them immune to *Panic* they would not panic if (or rather when!) a front line regiment broke and fled and I would be able to use them to plug any gaps in my line. My Orc regiment was formed up behind the wooded hill, so that it could advance to the cover behind this feature and then turn to face left or right to threaten the flank of any of Robin's units that tried to advance past the centre of the table.

Goblin Fanatics: Anybody who has played with or against an Empire army will know just how devastating a charge from their knights can be. This is especially true against Goblins! Because of this it was vital that I held the Empire cavalry at arms length for as long as possible, to give me a chance to



JOHN BLANCHE

THE BATTLE OF OSTERWALD



AZHAG THE SLAUGHTERER'S GOBLIN HORDE

BLUCHER'S IMPERIAL COMMAND

	Doom Fire Goblins		Goblin Wolf Riders		Reiksguard Knights		War Wagon
	Forest Goblins		Battle Standard		Knights Panther		War Altar
	Orc Warriors		Squig Herders		Kislev Horse Archers		Steam Tank
	Goblin Spears		Net Teams		Kislev Horse Archers		Helblaster Volley Gun
	Trolls and Orc Big Boss		Shaman Champion		Stirland Bowmen		Imperial Great Cannon
	Night Goblins		Shaman Lord		Imperial Halberdiers		Imperial Standard
	Night Goblin Archers		Doom Diver				
			Orc Rock Lobber				
			Orc General				
			Goblin Fanatic				

soften them up with my artillery and magic spells. Fortunately the Orc and Goblin army includes the perfect troops for holding off knights – Goblin fanatics!

If a Goblin fanatic manages to hit a unit of knights it causes terrible damage, so it is very rare for knights to move against a regiment of Night Goblins until any fanatics have been drawn out and dealt with (usually by a screen of skirmishers). Because of this I positioned my two regiments of Night Goblins on either side of the wooded hill. This meant that from whichever direction Robin attacked, he would be met by a screen of Goblin fanatics and held up for a turn or two.

Wolf Riders and Trolls: I positioned the Wolf Riders and Trolls so that they could support my regiments of Night Goblins and drive off the enemy skirmishers that are bound to be sent ahead of the main body of the Empire army. Hopefully these two fast moving and powerful units will break any skirmishers before they get close enough to my Night Goblins to draw out the fanatics. If I manage to do this, there is a small chance that I might even get the fanatics within striking distance of the Empire knights. If that happens then the game will be all but won!

Goblin Shaman: The final point worth noting is the positioning of my Shamans, one at each end of my battle line. The reason for this was that Goblin Shaman are *very* susceptible to being overwhelmed by the psychic energy from nearby Orc and Goblin units and suffering all kinds of nasty side effects, not the least of which being that their heads might explode!

To determine if the Shaman is overloaded by energy he must take a Waaagh test, and the greater the number of friendly units within 12" of the Shaman, the greater the chance he will fail the test. Unfortunately the Shaman must be kept within

12" of at least one unit in order to cast spells, so there will always be some chance that he will fail the test. What this means is that the best place for a Shaman is on the end of the line, where hopefully he will only be within 12" of one or two units.

The General: The General on his War Wyvern is extremely powerful in combat, perfectly capable of dealing with anything the Empire can throw at him. Because he is able to fly he can easily get into combat with anyone within 24" of him on the tabletop. For this reason I positioned him near the centre of my line. This will enable him to get into battle as quickly as possible.

You should note by the way, that flying creatures are *not* allowed to start the game flying high. They *must* start the game on the tabletop. We used the Ork Shaman as a stand-in for our army's Ork general because we do not have a General model painted yet (an oversight which is being corrected). Since the general was wearing the Crown Of Sorcery and was effectively a magician, this did not seem too unreasonable.

My overall game plan, was to use my Goblin fanatics to keep the Empire at arms length so that my artillery and spells (and hopefully the fanatics as well) could cause some serious casualties on the Empire knights and destroy his war machines. As soon as I got the opportunity, I would use *Hand of Gork* to move my Night Goblin regiment with the *fear* inspiring *Dread Banner* straight into combat, while my General would swoop down on his wyvern on the the Empire army. Hopefully this terrifying one-two would shatter the Empire line and give me victory. On my right flank I would try to skirmish with the Empire with my Wolf Riders and Night Goblin archers, while avoiding serious battle if possible.

That then was da plan. All that remained to do was see if it survived contact with the enemy.



THE BATTLE OF OSTERWALD



EMPIRE TURN 1 – THE ARMY ADVANCES.

EMPIRE TURN 1

As the trumpets sounded, the Empire right flank advanced towards the Goblin horde. With a resounding cry the Kislev horse archers spurred their horses and galloped forward to engage the Night Goblins in an attempt draw off the gibbering fanatics. Behind them, the Reiksguard and Knights Panther trotted forward accompanied by the War Wagon. Over on the extreme right, the steam tank let out a burst of hot vapour before rumbling forward and readying itself to fire.

On the Empire left flank, the second unit of horse archers rode out towards the distant Goblin archers, while the Stirland bowmen and the War Altar slowly advanced. Behind them on the hill the gunners checked their aiming charts and made ready their weapons.

Amidst a billowing cloud of smoke and flame the cannon roared and spat out its shot. Across the valley, the massive projectile crashed into the General's War Wyvern causing the creature to bellow with anger and pain. Below the guns at the foot of the hill, the Stirland archers let fly a volley of arrows at the distant Gobbos but failed to harm their opponents. On the right, the Steam Tank fired its cannon at the Goblin Spears but the shot passed over their heads and bounced into the woods behind them, crashing through the trees until it finally came to rest.

In the War Wagon, Karl Wetzel cocked his Hochland Long Rifle and took careful aim at the large Orc leading three giant Rock Trolls. The shot echoed across the valley, but the deadly missile missed its target.

Wolfgang Greiss, the Amethyst Wizard Lord, looked to the skies and gauged the shifting flux of magical energy. As he muttered his incantation, a small glowing sphere appeared between his fingers which rapidly grew to a large incandescent ball. At the shouted word of command, the Purple Sun of Xereus began to roll towards the Goblin army, but before it reached them it brushed against one of the horse

archers, transforming the startled Kislevite into a shining crystal statue

Standing astride the War Altar, the Grand Theonist felt the surge of power course through his body. As he stretched out his hand, bolts of molten gold bubbled from his fingertips and streamed out towards the Night Goblin archers. The magic flew straight and true, but before it could strike the Gobbos its energy dissipated and the bolts fell to the ground.

On the Goblin right flank, Snotgub Spiderida, the Forest Goblin Shaman failed to control the Waaagh! energy coursing through his body. With a resounding Fzzzzzzzzzap! a portion of his power drained away.

Ancient evil knowledge coursed through Azhrak the Slaughterer's mind as he invoked the *Blade Wind* against the Bright Wizard. Sensing the shift in energies, Wolfgang Greiss, the Amethyst Wizard Lord, dispelled the sinister magic with a short chopping gesture of his left hand.

GOBLIN TURN 1

As the Bosses attempted to boot their ladz forward, the Goblin army was paralysed by an outbreak of animosity. The Gobbo Net teams stood arguing with each other and the Squig Herders ranted and bashed each other over the head while their charges squealed and ran around in circles. Seeing all of this arguing going on around them, the Doom Fire Gobbos also decided to join in. With a great deal of gesticulating and shouting, they tried to decide who was right – the Net Gobbos or the Squig Herders.

Over in the centre, the Trolls stood stupidly gazing into space as the luminescent ball of the Purple Sun of Xereus rolled towards them. Seeing the danger, the leader of the Forest Gobbos yelled at his troops to make a sharp right wheel, attempting to manoeuvre his command away from the approaching purple death.

Azhrak dug his spurs into his War Wyvern's flanks to send it swooping low over the battlefield to crash into the Knights Panther. Shocked by this sudden attack, the knights tightened their grip on their lances and held firm.

On the Goblin right, the Wolf Riders charged down from the hillside into the advancing Kislev horse archers in an attempt to drive them away before they got too close to the Night Goblins. The Kislevites held their line and let fly a volley of arrows at the charging wolves, killing two of them.

Meanwhile, the Skull Fire Gobbos and the Night Moon Gobbos advanced and the Orcs quick marched towards the shelter of the wooded hill in the centre of the battlefield.



AZHAG SWOOPS DOWN ON HIS WAR WYVERN TO STRIKE AT THE KNIGHTS PANTHER.

As the army moved forward, the unleashed Night Goblin fanatics whirled through the Kislev horse archers. This was too much for the Kislevites, who had already seen one of their number accidentally turned to Amethyst Crystal. They turned tail and fled.

Far across the battlefield a Doom Diver gingerly increased the tension on his catapult as he aimed at the distant Steam Tank.

Shrieking hysterically, the insane Gobbo took to the air, soaring high above the battlefield before plunging down towards his target. As his rate of descent increased he flapped his wings in a vain attempt to correct his fall but with a final hideous squeal he crashed to the ground like a broken rag doll.

From the same hill, the Rock Lobber aimed a stone towards the Grand Theogonist. With a sharp thwack the missile sped across the valley, but overshot its target to fall to the rear of the Empire army.



GOBLIN TURN 1 – THE WYVERN ATTACKS.

With a blood-chilling howl, the Wolf Riders began to hack and snap at the Kislevites. Horses and wolves kicked and snarled at each other as their riders wheeled and slashed at their foes. It was a bitter and bloody struggle that ended only when the Wolf Riders broke and fled back up the hill.

Seizing the opportunity, the Kislevites pursued them, but were unable to catch up with their fleetier opponents. However, as they charged after the Wolf Riders, they swept past the Night Goblin Archers who could no longer restrain their fanatics. Scenting the



THE KISLEVITES PURSUE THE FLEEING WOLF RIDERS.

enemy, three ball and chain wielding maniacs dashed out of the unit and began to whirl about in front of their line.

As the Wolf Riders fled past their position, the Rock Lobber crew and Goblin Doom Divers on the hill were gripped with panic. The Doom Diver took one look at the charging horse archers and turned and fled. With the toe of his boot, the Orc boss kicked his crew back to their places as they readied their machine for another shot.

On beating wings, Azhag and the War Wyvern attacked the Knights Panther. With blinding speed, it lunged forward and snapped at the Bright Wizard tearing through the flesh of his arm with its teeth. Wielding his Ogre Blade, Azhrak the Slaughterer struck out at the knights, lopping the head off one of them and sending another tumbling from his mount with a mortal wound. The Panthers' champion struck back, wounding Azhag and the combat ended in deadlock. The knights rallied round their honoured standard, a magic War Banner, which steeled their resolve and prevented them from fleeing from their terrible foe.

The Purple Sun of Xereus continued on its inexorable path, turning one of the Trolls to crystal, before rolling through the Forest Goblins as they desperately attempted to scramble out of its path. Four Goblins were killed before the glowing ball moved past their formation towards the edge of the battlefield.

Drawing on the Dark Magic within the Crown of Sorcery, Azhrak cast Hand of Dust upon Franz Wagner – the Bright Wizard.

Darkness swam around him as the iron grip tightened around his throat and he felt his life energy draining away. In desperation, he muttered the incantation on his Dispel Magic scroll and instantly the pain was gone. Spluttering and gasping, he lashed out at the General's Wyvern with two fireballs. The bolts of flame struck home but failed to burn it's cold and scaly hide.

EMPIRE TURN 2

As the turn opened it was clear that this was going to be a deadly battle. On the Empire's right flank, the fleeing Kislevites managed to rally themselves and the two remaining horse archers formed up alongside the Steam Tank.

In the centre, the sight of the hissing War Wyvern proved too much for the Imperial Halberdiers who turned and fled in terror. The shouted orders of Otto Blucher and the sight of Ludwig Swarthelm holding aloft the the Imperial Standard were to no avail. Sigmar himself could not have convinced them to stand and fight.

Meanwhile over on the left flank, the horse archers; their nostrils filled with the smell of victory at the rout of the Wolf Riders, charged uphill to attack the Rock Lobber crew.

Suddenly a loud explosion echoed down the line as the Steam Tank's boiler ruptured in a burst of hissing steam. Boiling water sprayed across the Kislevites and the Reiksguard but fortunately no casualties were caused. Undeterred the Steam Tank commander took aim and fired at the Goblin Spears. The missile chopped through their formation killing four of them.

Over on the left, the Stirland archers fired a volley into the demented Goblin fanatics whirling towards them. Several arrows struck home, but almost impervious to pain, only one of the Goblins was brought down.

Seeing the same danger moving towards the Reiksguard, the crew of the War Wagon took aim. With devastating firepower, the Blunderbuss reduced one of the fanatics to twitching jelly. A hail of fire from the Long Rifle and Repeater Hand Gun kicked up the dirt at the other fanatics' feet. Undeterred the demented gobbos whirled on.



EMPIRE TURN 2 – AZHAG THE SLAUGHTERER IS KILLED.



THE KISLEV HORSE ARCHERS BREAK THE WOLF RIDERS.

Far back on the hill, the Imperial gunners took aim at the Orc column as it moved rapidly towards the shelter of the Mount. The cannon ball ripped through their formation killing three of the Orcs.

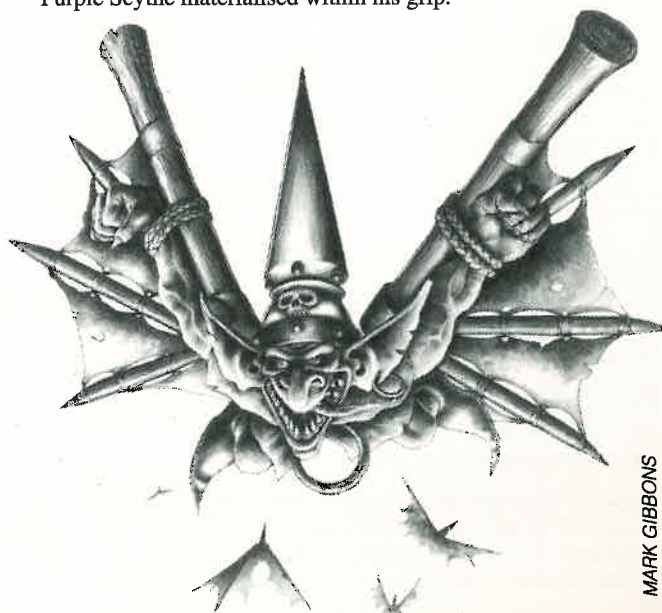
Behind the Orc line, a swirling hand-to-hand struggle developed around the Rock Lobber as the Orc crew and Kislevites struggled to the death. Two of the crew were hacked down with no loss to the bold horse archers. Resolute and determined to sell his life dearly the remaining Orc pressed his back to the hard timber frame and stood his ground.

Over in the centre the struggle between Azhrak and the Knights Panther reached its climax. The Bright Wizard struck out at the Orc causing a bloody wound. In reply, the General swung his Ogre blade at Heinrich Kessler, the Champion of the knights. The bone blade dashed twice against Heinrich's armour but the knight was miraculously left unhurt. With a muttered prayer to Sigmar, Heinrich seized his opportunity. Desperate to avenge the loss of his comrades, he saw a gap in his opponent's guard and thrust his blade at the Orc General throat. The weapon bit through the Azhrak's armour and the Orc tumbled from his mount, dead before he struck the ground.

The death of his master drove the Wyvern into an anguished fury. Lunging forward, it ripped the head from the Bright Wizard and spat the half-chewed remains onto the ground. For a brief moment the wizard's body, clothed in yellow and scarlet robes remained erect in the saddle before tumbling to the ground in a pitiful heap. Amidst this frenzy of blood, the Panther warhorses gouged and kicked at the Wyvern until they'd caved in its skull. At the end of the combat only two knights remained amidst a sea of gore.

Once more the clouds of magical energy burst over the battlefield. On the Empire right Muzgrot – the Shaman Champion cast the Gaze of Mork towards the Reiksguard Knights, burning a withering trail of destruction through their ranks. Two knights fell, the Wolfgang Greiss was wounded and one of the horses drawing the War Wagon was killed.

The Amethyst Wizard tried to respond in kind by casting the Choking Foe at the Shaman, but in his fury, he misjudged the range and the spell bubbled and dissipated before it could reach the triumphant Goblin. With a final incantation, the Amethyst Wizard stretched out his hands and a glowing Purple Scythe materialised within his grip.



MARK GIBBONS



GOBLIN TURN 2 – THE GOBLINS COUNTER ATTACK.

GOBLIN TURN 2

Without Azhrak's stern guiding presence, animosity once more swept through the Goblin army. Even though they were being killed by the Imperial guns, the Goblin Spears grumbled and argued about what to do next and still refused to move. The giant squigs resisted the energetic prodding of their herders, while out in the middle of the field the Orcs had a row about which was the best way to go and in the end stayed where they were.

On the far end of the line, the Gobbo Wolf Riders rallied themselves just before they were forced from the field. Bitter with anger, they turned once more to face the Kislevites who were locked in combat with the lone Rock Lobber crewman on the crest of the hill.

On the Goblins' left flank, one of the delirious fanatics whirled backwards and crashed through the Goblin Spears. Four of the Gobbos were killed while the rest continued to rant and shout at each other. The other fanatic whirled ominously towards the War Wagon and the waiting Reiksguard Knights.

On the right side of their line, one of the fanatics plunged headlong towards the Grand Theogonist while the other one stumbled and throttled himself with his own ball and chain!

The remaining two Trolls ignored the urgings of their Orc handler and slowly and stupidly stumbled forward.

On the left flank of the army, the Gobbo archers let fly at the Stirland bowmen killing two of them in a hail of arrows. Behind them on the hill, the lone Orc crewman was finally butchered by the Kislevites and trampled beneath their hooves.

As a great tide of magical energies flowed across the battlefield, the Wizards made ready to let fly their most devastating spells.

Unable to control the build up of Waaagh energy, the Forest Goblin Shaman's eyes rolled in their sockets as he let out an agonised Yuurgh!!! Holding his head in his hands, he once again felt part of his magical power drain away.

Nonetheless, he summoned the strength to cast The Hand of Gork on to the Trolls in an attempt to move them into combat with the Reiksguard. Seeing the danger, the magic was dispelled by Wolfgang Greiss – the Amethyst Wizard who frantically read aloud from his Dispel Scroll.

Now stretching forth his hands, the Imperial Wizard once again began to cast the Purple Sun of Xereus against the Goblin Horde. This spell was in turn defeated by the Shaman Lord who dispelled the magic before the energy could be unleashed.

Realising that the Imperial Wizards no longer had any Dispel Magic Scrolls at their disposal, the Big Boss Orc used his Ring of Volans

to attack the War Wagon. Bolts of black fire burst from his palm as the Doombolt struck the Imperial war engine. An awesome surge of destructive energy shattered the machine and slew the remaining horse. Miraculously the crew survived this assault and they remained within the broken remnants of their wagon.

On the left flank, the Grand Theogonist pulsed with golden light as he attempted to transport himself into combat with the Night Goblin archers but the Shaman Lord detected this new magic. As the sweat of exertion dripped down his green brow, he dispelled the Theogonist's spell with a wave of his hand.

EMPIRE TURN 3

On the left side, the triumphant Kislevites charged downhill into the now rallied Wolf Riders. In the centre, the Imperial Halberdiers, still terrified by the appearance of the Wyvern fled the battlefield. On the right, the two remaining Kislevites spotted Muzgrot, the Shaman Champion standing on his own. With a triumphant yell, they spurred their steeds and charged towards him.

Seeing the Goblin fanatic spinning towards the War Altar, the Stirland bowmen let fly a volley of arrows in an attempt to bring him down. Two arrows struck home, but crazed by the fungus bubbling through his brain, demented and impervious to pain, the fanatic continued on his path.

Determined to protect the Theogonist, the volley gun crew levelled their weapon and loosed a single barrel at the green dervish. As the smoke cleared, a twisted chain and fragments of skin and bone were all that remained.

Pivoting their weapon, the Imperial Gunners fired a shot into the stationary Orcs. The cannon ball ripped through their ranks before crashing onto the Forest Goblins. Grimly more Orcs stepped forward to fill the holes in their ranks.

Once again, the Steam Tank belched fire and a cannon ball sped towards the Goblin Spears, punishing them for their indecision.



EMPIRE TURN 3 – THE BATTLE IS JOINED.

As the cannonade ended, a shattering report came from the wreckage of the War Wagon as the nearby fanatic was chopped to pieces by a hail of shrapnel from the Blunderbuss.

In the far corner of the battlefield, the Kislev archers charged into the Shaman. In the ensuing battle, the Goblin was wounded. Fearing for his life, he turned and ran for the woods,

but was trampled under the
hooves of the Kislevite
mounts

On the left flank, the Kislevites and Wolf Riders hacked and ripped at each other in a furious struggle to the death. Blood was spilled on both sides but no quarter was given.

As the magical energies waned the Wizards and Shaman drew on their innermost resources in a desperate attempt to gain the upper hand. Bolts of Lightning flashed from the Reiksguard's holy standard – the Banner of Wrath. The smell of burned flesh and death kissed the wind as the Night Goblins closed their ranks.

In an attempt to protect his army, Snotgrub cast Mork

Save Uz! upon the advancing Orcs but the energies were dispelled by the Amethyst Wizard.

Enraged at the carnage, the Grand Theogonist thrust forward his hands. Bolts of molten gold erupted from his fingers and flew towards the Night Goblin Archers. In an instant Snotgrub drew from his reserves of power and rebounded the spell back



THE NIGHT GOBLINS ATTACK THE REIKSGUARD, TRANSPORTED ON THE HANDS OF GORK

towards Volkmar. The bolts reversed their flight, and burst around around terrified high priest. The blistering heat killed one of the horses, damaged the Altar and wounded the Theogonist. Staggering back he invoked the power of the Jade Griffon, and his wound was instantly healed.

Howling with triumph, the Shaman Lord cast The Hand of Gork onto the Night Goblins and transported them into combat with the Reiksguard knights. In a desperate attempt to drive off the hooded creatures, Greiss cast the Speed of Lykos onto the Imperial Standard bearer to transport him into the fray, but the magic was dispelled by the Goblin Shaman who chanted aloud as he read from his scroll.

The Imperial cavalry charge had failed to materialise. The Steam Tank and War Wagon were out of action and now the Reiksguard were locked into a bloody combat. It felt like the high water mark for the Empire. Perhaps the tide of battle had turned against them.

GOBLIN TURN 3

For the first time in the battle, the Goblin army stopped bickering and got down to the serious business of stomping humies. Unfortunately, no-one told the Trolls who gazed around blankly and remained in a stupefied state. With their attention now fully focused on their enemies, the Goblin Army manoeuvred into a battle line and prepared to join the fray.

On the right hand side of the field, the final Gobbo fanatic continued his dervish dance and whirled back past the Gobbo Spears and twirled towards the Night Goblins engaged in battle with the Reiksguard.

On the Gobbo right, the Night Goblin archers poured volleys of black shafted arrows into the War Altar and Stirland bowmen. The remaining horse was killed, rendering the chariot immobile. Two more of the Stirlanders fell under the hail of fire.

Dwarfed under the towering steeds, the Big Boss of the Night Goblins reached into his cloak and pulled out a small black flask. Raising it to his lips, he quaffed the contents. He felt a burning sensation in his stomach as the brew acted upon his metabolism and increased strength coursed through his muscles and limbs. With renewed vigour, the Night Goblins attacked their heavily armoured and mounted foes, but to no avail. At the end of the combat both sides were locked together in a struggle to the death.

On the far right of the Goblin line, the Kislevites and Wolf Riders remained in deadly hand-to-hand combat. Horses bucked and reared as wolves snapped and clawed at their hooves.



GOBLIN TURN 3 – THE TIDE TURNS.

Once again the Wizards turned their eyes to the skies in an attempt to divine the flux of the magical winds. With renewed determination Greiss cast the Speed of Lykos onto Ludwig Swartzhelm the Imperial Standard bearer. Invigorated by corkscrew bands of energy, the standard bearer leapt forward into the front rank of the bloody battle with the Night Goblins.

The Reiksguard standard bearer held aloft the Banner of Wrath and lashed the Goblins with bolts of electrical energy. Four more were left burned and blackened amidst the metallic stench of death and ozone.

Summoning all of his power, the Grand Theogonist cast the Crucible on his now disabled War Altar. A golden light glowed and pulsated from the centre of its frame. The brilliance grew in power and intensity until the Altar faded away to nothingness. On the far side of the battlefield, the Night Goblins were unbowed as the Altar suddenly appeared amidst a burst of golden energy. A ripple of fear spread throughout the ranks but their morale held.

Both armies were now locked into a bitter struggle for survival – things looked increasingly desperate for both sides. Something had to give.

EMPIRE TURN 4

With a mighty yell, the two remaining Knights Panther charged forward into the advancing Forest Goblins. Everywhere else the Empire forces were either immobilised or locked in desperate struggles to the death with their Goblin opponents.

The Steam Tank tried to fire into the Goblin Spears, but confused by the swirling melee in front of them, they overshot and the missile bounced clear.

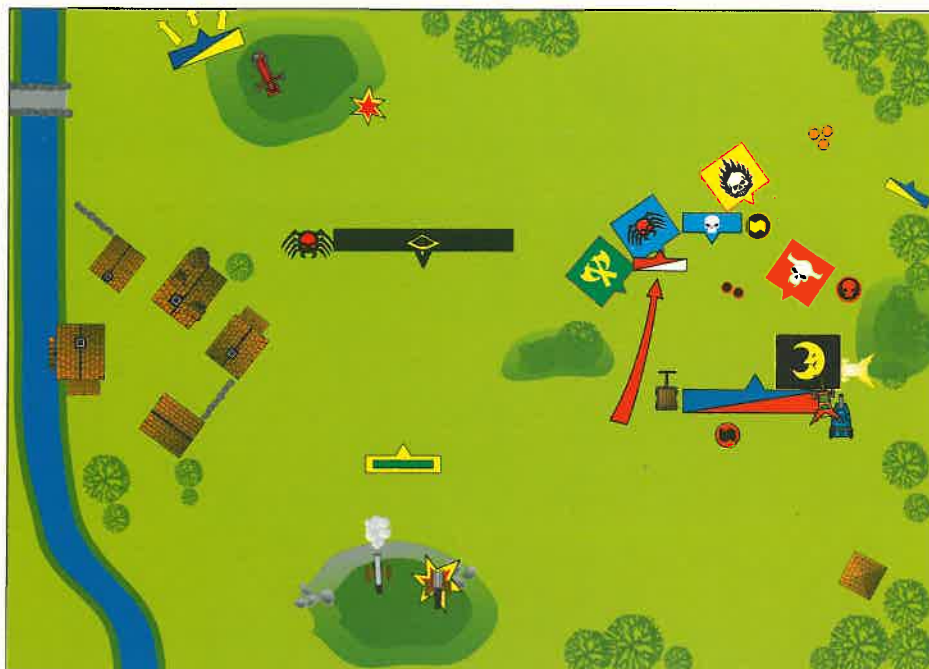
On the left, the Goblin Archers had advanced to within range of the Helblaster volley gun sited on top of the hill. Bent on destruction, the gunner stepped forward to ignite all eight remaining barrels, but the weapon blew apart in a catastrophic misfire.

Crouching amid the wreckage of their vehicle, the crew of the War Wagon let fly a hail of missiles into the massed Orcs, Trolls and Goblins but failed to strike any of their targets.

From the hill, the Imperial gunners fired a ball towards the line of Goblin Archers marching towards them, but the shot landed behind the intended target and thudded into the hillside. A flight of arrows from the Stirlanders failed to cause any casualties.

As the sound of gunfire quieted down, the clash of arms once more echoed across the battlefield. On the left of the Empire line, the struggle between the Kislevites and the Wolf Riders ended with the Goblins breaking and fleeing from the battle. The triumphant Kislevites licked their wounds and prepared to re-enter the fray.

In the centre, the two remaining Knights Panther charged home into the Forest Goblins. Their lances splintered under the force of the impact, but the shock was too much for the Goblins who turned and fled only to be hacked down and trampled underfoot.



EMPIRE TURN 4 – THE KNIGHTS PANTHER CHARGE FORWARD.

In the bloody hand-to-hand fighting between the Reiksguard and the Night Goblins, no quarter was given on either side. The Night Goblins were unable to penetrate the armour of their foes and each turn, ever more of their number fell under a hail of blows. The Reiksguard were unable to break the Goblins as the press of ranks, loyalty to their standard and the potent magic of the Crown of Command ensured that ever more Gobbos pushed forward to add to the carnage.



THE KNIGHTS PANTHER CHARGE FORWARD INTO THE MASSED GOBLINS.



GOBLIN TURN 4 – THE GOBLINS' FINAL ASSAULT.

The winds of magic blew once more. Fearing the Goblin fanatic whirling towards his War Altar, the Grand Theogonist once again cast the Crucible on himself and disappeared in a blinding flash of light to reappear seconds later alongside the Reiksguard Knights.

The Forest Goblin Shaman tried to cast Hand of Gork on the Doom Flame Goblins in an attempt to get them into the battle but this was dispelled by the Wolfgang Greiss. In reply, the Amethyst Wizard cast the Choking Foe on the Night Goblin Big Boss but under the protection of the Crown of Command he shrugged off the attack.



GOBLIN TURN 4

Once again animosity struck the Goblin army at the cruellest of moments. The Night Goblins engaged in the bitter struggle with the Reiksguard suddenly lost the will to fight and began to rant and argue about what to do next!

Now completely delirious with pain the goblin fanatic reversed direction and tore through the two Kislevites who had not moved since running down the Shaman Champion. The whirling fanatic killed both of the surprised archers, before he wrapped his ball, chain and himself around a tree!

In the centre, the Orc Big Boss commanding the Trolls, watched in horror as the the two Knights Panther charged past him and rode down the Forest Goblins. Thirsting for revenge, he ordered his charges to turn around and pursue them but the poor Trolls could only amble stupidly after the fast moving Panthers.

Now protected from the Imperial Artillery by the cover of the Mount, the Orcs advanced towards the battle line. From the centre of the Goblin army the Gobbo Net Teams charged

towards the Otto Blucher in a desperate attempt to drag him from his horse and demoralise the Imperial army by killing its general. Behind them the Doom Fire Goblins and Goblin Spears advanced towards the battle in an attempt to get within charge range before the Night Goblins were butchered to a man.

Somewhere behind the lines, the Squig herders, having seen the Kislevites dispatched by the fanatic, turned their squealing Squigs around and headed after the Panthers!

Yet again a volley of arrows flew from the bows of the Night Goblin archers and cut down another Stirlander

Despite the fact that Night Goblins were unable to fight back, the Reiksguard

and Grand Theogonist once again failed to cause enough wounds to break them. Bodies piled upon bodies until the combatants fought over a rampart of corpses. Before any of his men could interpose, Blucher hurled himself into battle. The Hammer of Might crashed through the Goblin Net Teams, caving skulls and breaking limbs. He left not a Goblin standing, a testament to the old warrior's formidable prowess.

The Reiksguard were trapped. They couldn't escape but neither could the Night Goblins win. The only thing that the greenskins could do was feed more units into the meat grinder in attempt to turn the battle by sheer weight of numbers.

Shaman and magician summoned their strength to once again channel the Waaagh! energy and winds of magic through their weary bodies.

The Forest Goblin Shaman cast Hand of Gork onto the advancing Orc unit and propelled them into combat with the left flank of the Reiksguard and into direct contact with the Amethyst Wizard.

Turning to face this threat, the Wizard cast the choking foe against the Big Boss of the Orcs but the brute failed to succumb to this deadly magic. The Shaman then cast Mork Save Us onto the Orc unit to render them immune to further magical attacks and from the Purple Scythe that the Amethyst Wizard wielded in his hands.

In the blood bath, the Grand Theogonist cast his spell of Searing Doom into the seething Goblins, but despite unleashing a bolt of terrible power, he failed to wound a single Gobbo!

The battle had now reached its bloody climax and could topple in either direction. The Night Goblins had been almost destroyed, but more forces were ready to throw themselves forward into the fray. Apart from the Knights Panther the threatened Imperial charge had failed to materialise. The War Wagon was out of action. The Steam Tank was immobilised and the flower of Imperial chivalry – the Reiksguard were locked into a bloody battle of attrition from which there would be no escape.



THE ORCS AND GOBLINS LAUNCH AN ALL-OUT ASSAULT IN AN ATTEMPT TO BREAK THE REIKSGUARD.

EMPIRE TURN 5

The battle was now drawing to a close and we still didn't know what the final outcome would be. In the last two turns, both sides had risked all to strike the decisive blow and break the bitter deadlock but to no avail.

On the far left, the triumphant Kislevites rode to the top of the hill to survey the battlefield. In an act that smacked more of self-preservation than of heroism, the Knights Panther spurred up their horses and trotted forward well out of charge range of the pursuing Trolls.



EMPIRE TURN 5 – THE GOBLINS BREAK.

On the far end of the line, the Imperial Gunners fired a shot at the Goblin Shaman mounted on his gigantic spider, but the cannon ball overshot its target and thudded into the ground.

A volley from the now depleted Stirlanders killed two of the Goblin archers, but this was a duel they could not win and time was running out.

The decisive results came in the melee. In this blood bath, the Goblins were once again trampled under the hooves of the Reiksguard but still they refused to break. Even though they were now reduced to a mere three ranks from their original seven, the Crown of Command inspired their resolve to battle to the death.

However on the left side of this enormous struggle, disaster struck. The Orcs who had charged into battle on the Hand of Gork caused only one wound on the Wizard Lord. In rage and pain he lashed back at the Orcs, chopping down two of them. A blow from his warhorse killed another Orc and so despite their extra ranks and standard, the Orcs were forced to break and flee. Once more the bloody tide turned.

Towering above the battlefield, the Grand Theogonist cast the Crucible spell upon himself and suddenly appeared in the flank of the Goblin Spears. Horrified by this sudden appearance they broke and fled in terror.

In a last ditch attempt to sway the battle, the Shaman Lord called down the Foot of Mork upon the remaining Knights Panther, but this was dispelled by the Amethyst Wizard. Finally, Wolfgang Greiss cast the Speed of Lykos onto himself. Unable to dispel it, the Goblins watched in horror as he sped into the rear of the fleeing Orcs. They were mown down like scythed grass.

The shattered Goblin horde had nothing left to give. They were locked in a futile hand-to-hand combat that they could not hope to win, the Orcs and Forest Goblins had been destroyed and the Spears were routing. The battle was effectively over.

EMPIRE CONCLUSIONS

Well what can I say? If I'm completely honest I would have to admit that it was sheer bad luck on Jervis' part that lost him the battle. My plan was very simple and had three components. Firstly to use the horse archers to draw the fanatics out of the Night Goblin units. Secondly to bombard the main Goblin force with the Imperial cannon and Steam tank. Thirdly, to charge home with the War Wagon, Knights Panther and the Reiksguard and send the greenskins running.

The first part of my plan worked perfectly. The Kislev horse archers drew off the fanatics and, although I had expected the Kislevites to be destroyed, many of them survived. Indeed, on the left flank, the presence of the Kislevites was decisive. Although I had decided that this was to be an all or nothing battle, with all of my weight thrown into one massive charge, at the last moment my nerve gave out and I decided to position the second of the Kislev regiments on the left end of my line.

In the event, what was a last minute decision while I was setting up my force possibly decided the game. These Kislevites performed far beyond my expectations. They twice defeated and broke the Goblin Wolf riders and finally sent them scurrying from the table. In the course of this action they also sent the lone Doom Diver fleeing from the field and butchered the crew of the Rock Lobber.

Let us consider for a moment what might have been. If I'd have placed these mounted troops on the other flank, the game looks very different. It is extremely likely that the Wolf riders would have run round my left side and knocked out both the Imperial cannon and the Helblaster at an early stage of the game. More importantly, Jervis's Rock Lobber and Doom Diver would have remained active throughout the battle, possibly wreaking terrible havoc on my front-line units.

Alternatively, if the Doom Diver and Rock Lobber had remained in action, it would only have been a matter of time before all of my artillery weapons would have been knocked out or destroyed. So I believe Blucher should award battle honours to these stalwart Kislevite horsemen. True heroes of the Empire all.

The surprising triumph of the Kislevites also meant that the second stage of my plan proceeded to a large extent unhindered.



The early break down of the Steam Tank was a blow, but at least it was able to maintain a steady barrage of cannon fire into the Goblin Spears.

The Imperial cannon also remained in action throughout the game. This allowed me to continue to harass Jervis's force and limit his freedom of movement. The cannon was also able to take advantage of one of the Goblin army's main weaknesses. Although Goblin units are relatively cheap and numerous, their densely packed regiments make incredibly inviting artillery targets. A good gunner can repeatedly bounce cannon balls through their ranks causing horrific damage.

The third part of my plan was an almost complete failure. My strategy depended entirely upon the Imperial Cavalry charging home and rolling over the massed Goblins. I delayed my cavalry charge for fear of the fanatics still whirling around in my path, and this hesitation could well have lost me the game. On the other hand, a couple of high dice rolls from Jervis and the flower of my Knighthood could have been brought down by D6 S5 hits from each fanatic with no saving throw. My caution was justified.

Then I hesitated for a further turn and attempted to bring down the final fanatic with fire from the now wrecked War Wagon. This enabled Jervis to play the Hand of Gork and move the Night Goblins into combat. With their Big Boss wearing the Crown of Command, giving him and the Goblins a leadership of 10, there was almost no chance for me to break this unit. So started the meat grinder that was to become such a bloodbath.

On several occasions, this bloody struggle teetered on the edge as each side tried to break the other. The presence of the General and Standard bearer balanced out the Crown of Command, and Jervis's rank bonus was eroded by almost a rank per round of combat. It was a combat in which Goblins were almost unable to damage the Knights (they have a 2+ saving throw) and in which the Knights were unable to rout the Goblins. Even when the Goblin champion drank his potion of strength in an attempt to break the deadlock, a succession of terrible dice rolls defeated Jervis.

Jervis tried to decisively defeat me on turn four by again thrusting the Orcs into battle on the Hand of Gork and then protecting them from magical attack with Mork Save Uz. This was necessary because my Amethyst wizard was wielding the Purple Scythe. The result of this combat was again decided by the dice. Jervis scored no wounds but with a +2 rank bonus and standard still resolved the combat at +3. In reply my Wizard caused two wounds and his warhorse one! In the same turn Blucher butchered the Net teams and the Reiksguard killed two more Goblins. As all of these combats were part of the same battle, the result for the Orcs was a +3 break test which they failed, sealing their fate.

Another setback was the destruction of the War Wagon. This was the result of a very skillful manipulation of the magic cards by Jervis. He knew or guessed that both of my Wizards would be holding Dispel Magic Scrolls. These are extremely useful items that can only be used once to automatically dispel and enemy magic attack.

I played my first scroll during the Goblin first turn to protect my Bright Wizard from being turned into a Wight under the control of the Orc General! I then played my second scroll during turn two to prevent Jervis from moving the Trolls into combat with the Reiksguard. Knowing that I was vulnerable, the Big Boss Orc leading the Trolls immediately loosed a Doombolt from his Ring of Volans against the War Wagon, hitting it with six S10 hits all of which caused damage! I was extremely fortunate that the crew weren't also killed outright.

This attack showed real cunning on Jervis' part as he'd been watching and waiting for precisely this moment before loosing his spell. A lot of the skill in using magic lies in attempting to draw dispel cards and scrolls from your opponent's hand and in this way sucker him into leaving himself open for your real killer punch. Of course most people know this, but a good player can use this knowledge to bluff about his intentions and before slipping in a decisive spell.

The other point in the game at which my whole plan could have come apart at the seams, was during the attack on the Knights Panther and Bright Wizard by the Orc General. This powerful character mounted on his War Wyvern was also wearing the Crown of Sorcery enabling him to wield three Dark Magic spells. A truly fearsome opponent!

In the first shooting phase of the game, I managed to hit the Wyvern with the cannon and cause two wounds. In the subsequent hand-to-hand combat these proved decisive. If the General had destroyed the Panthers, then I am convinced that the game would have lasted no more than two more turns. Azhrak could have done terrible damage to my forces.

I also have to admit to making several rather basic errors. After the fact, its so easy to find faults in your play. There were lots of things I did wrong. The loss of my two Kislevites on the right flank happened simply because in the heat of battle I didn't remember to move them! For a couple of turns I forgot to attack with the Banner of Wrath and so lost the opportunity to strike at the Goblins with D6 Strength 4 Lighting Bolts and no armour save! Most criminal of all, I forgot to use my General's spell shield when the Reiksguard were blasted by the Gaze of Mork. On reflection, it all seems so clear! Yet at the time, in the heat of battle, it was a different story.

This is of course shows the importance of having a plan. If you can, work one in the calm period before the excitement of the game, you are less likely to make obvious mistakes. If you give each of your units clear objectives and orders, even going to the point of writing them down, you will always stand a better chance on winning against a more disorganised opponent.

Jervis planned with consummate skill. There was nothing wrong with either side's plans its just that Jervis managed to bog mine down. In the end I feel that I was lucky to win the day. Its a testament to the sheer staying power of the Empire's knights that they managed to go the distance and salvage victory from what could have been a decisive defeat.

'WHY IT ALL WENT HORRIBLY WRONG' OR 'HOW I WAS ROBBED'

Well for once I don't think I did anything terribly wrong, and with just a little bit more luck I could easily have won the game. Rather than list what Robin and I did right and wrong, I'll simply explain what, for me, were the crucial turning points in the game.

At the end of Robin's first turn I was feeling quite happy. The Empire's dreaded volley gun was stuck on the hill to my right, and, as I had absolutely no intention of going anywhere near it, it would probably have no effect on the game. The Empire's knights, Steam Tank and War Engine were lined up in front of my main battleline, more or less where I wanted them. (Where I really wanted them was 4" in front of my troops and facing in the wrong direction, but you can't have everything!) What was more, the Kislev horse archers had stopped more

than 8" from my Night Goblins, but were within charge range of my Trolls and Wolf Riders giving my ladz the perfect opportunity to see them off. My General was within charge range of the Knights Panther, and should have been able to wipe them out. The only flies in the ointment were the cannon hit on the Wyvern, and the Purple Sun of Xereus spell hurtling towards my line.

Unfortunately my Trolls proved stupid, the poor old Wolf Riders had an outbreak of incompetence and the Knights Panther proved exactly as tough as I had feared they would be. By the end of my first turn, what should have been rather a good position was looking decidedly shakey. And my fanatics had been drawn out anyway!

Things carried on going down hill with my artillery being wiped out by the Kislevites, and my General and his Wyvern getting killed, so that by the start of the magic phase of the Robin's third turn I was feeling rather glum. The only bright point in all this was that at least the Steam Tank's boiler had exploded, immobilising that deadly threat.

But then suddenly things turned around as they so often do in Warhammer games. My Orc Big Boss used his Doombolt to demolish the War Wagon, while my Shaman Lord invoked the Hand of Gork to transport my large Night Goblin Regiment into battle against the Reiksguard.

Because the spell allowed me to move the Goblins more or less as I liked, I was able to position them so that they didn't have to fight the Empire's General and Elector Count, just ordinary Reiksguard Knights. What's more, my Goblins got first strike, and the Big Boss leading them still had his potion

of strength to use up. If the Goblins had won that one combat, and I reckon they had a bit more than a 50% chance of doing so, then I would have had the game in the bag. Sadly it was not to be. My Goblin Big Boss managed to spill the potion down his front, while the Reiksguard fought gloriously, hacking down Goblins left, right and centre to easily win the combat.

Here the purchase of the Crown of Command proved its worth, keeping the Night Goblins in the fray until darkness fell at the end of the battle. It allowed my brave ladz to lock the Reiksguard and the characters accompanying them in place as well. This almost proved to be of vital importance on the last turn, after my Shaman Lord was once more able to use Hand of Gork, this time to transport my Orc regiment into battle against the Amethyst Wizard on the Reiksguard's flank. This gave me my second opportunity to snatch a win, because if I could have killed the Wizard the victory points I would have gained might have proved just enough to give the battle to the Orcs and Goblins. The Orcish attack could have even routed the Reiksguard Knights, which would have given me an overwhelming victory. It was not to be, but it was damn close!

All in all then, although I am disappointed that I didn't manage to get a win, the game did prove to be an excellent demonstration of how the Battle Magic rules work and how they can effect the tactics in a Warhammer game. Probably the most important point to make, as I've already mentioned, is that you can use magic to enhance you army's strengths and neutralise its weaknesses, while doing the reverse to your opponents army. Used correctly magic items and spells can even turn a mass of lowly Goblin infantry into an army to be feared and respected by any opponent.

Wearily Blucher wiped away the green blood that had splattered his armour and gave thanks to Sigmar for the victory. Before him lay the corpses of Azhrak the Slayer and his wyvern. The great lizard looked as fearsome in death as it had in life, and yet there was something pathetic about the way it lay so close to its fallen master. Blucher was reminded of a great hound he had once had as a boy. That dog would have given its life to protect him, he was sure. Blucher was not surprised. The Orc had been a mighty foe and the man did not doubt the loyalty Azhrak had inspired in his followers. The heaped mounds of stunted corpses were testament enough to that.

As Blucher watched, the downcast Halberdiers continued to pile the dead onto the pyres for the burning. Clouds of oily smoke drifted over the battlefield from the other fires. None of the infantrymen would meet his gaze. Blucher did not blame them but he could not forgive them; there was no shame in being afraid, the shame came from letting your fear master you. Blucher was the first to admit that there moments when he himself had been afraid; but he had not fled like a scared rabbit.

The battle had been close, closer than Blucher would have liked. His plan had almost failed, bogged down by the sheer size of the Goblin host and the awesome power of the Orcish gods. The terrible sense of their presence was gone now, but there had been a moment during the battle when he could have sworn that he had seen their huge forms looming over the field, green giants emerging from the red murk of battle. He would see those great claws in his nightmares. The memory of the way they had shovelled a seemingly unending stream of howling green-skinned devils into the combat would haunt him to his dying day.

Wolfgang Greiss the Amethyst Wizard rode up. His face was pale and drawn and he seemed to have aged ten years in a day. Blucher felt a sneaking sympathy for the man, wizard though he might be. Greiss had stood like a rock that day, using his body as a channel for energies that would tear a lesser man apart and drive him to the edge of madness. He could see from the look of him that the exertion had cost him dear.

"There it is, the source of all this horror," said Greiss, pointing to the great rune-encrusted crown that rested on Azhrak's brow.

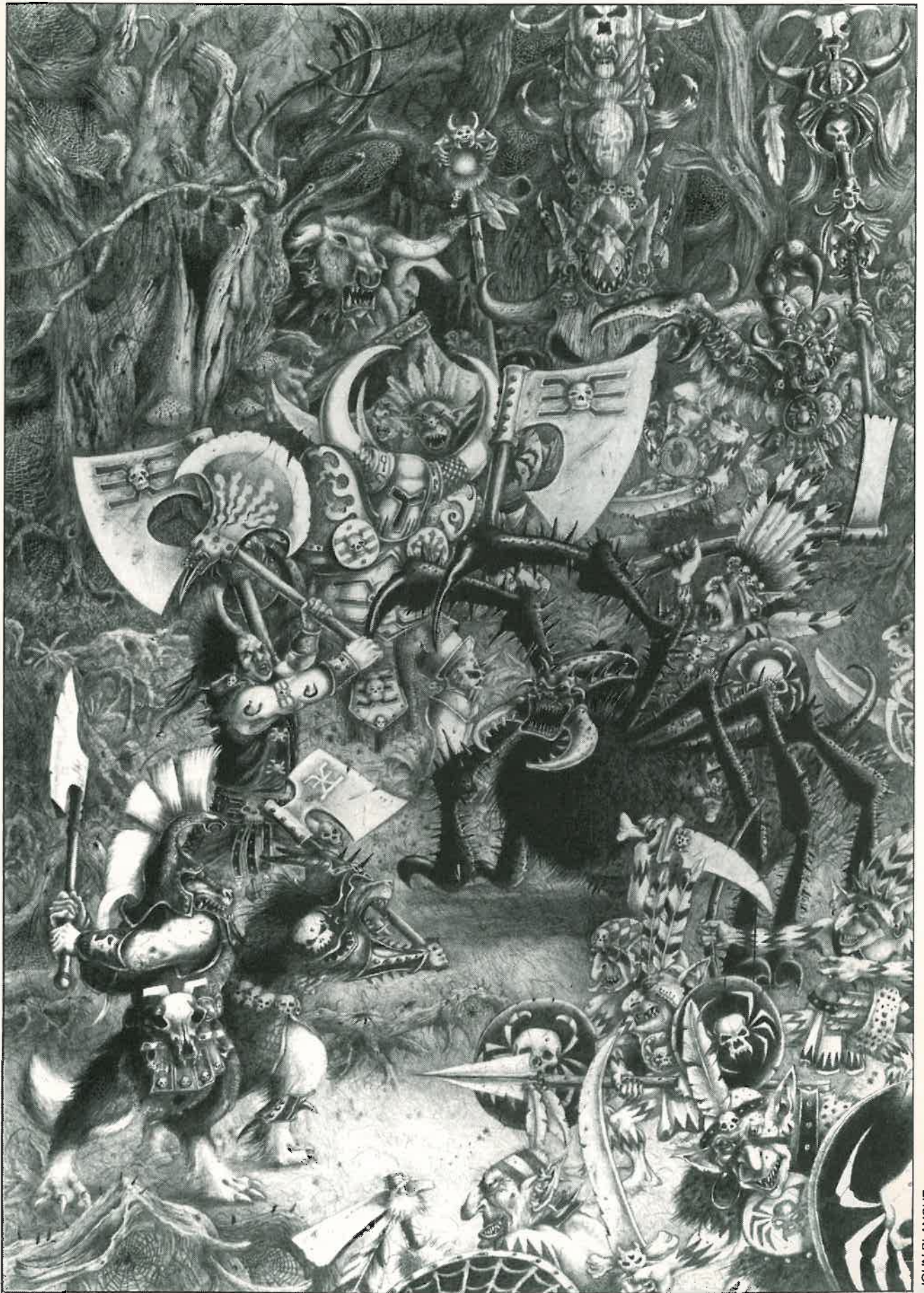
"Best destroy it now," said Blucher softly. The crown's cold glitter was hypnotic and he felt a near irresistible urge to claim it as his prize.

"Such things cannot be destroyed, only temporarily neutralised. The Theonist and I will deal with it."

"I trust you will," said Blucher, gently guiding his steed away from the fallen Orc warlord. "I trust you will."

Already the Knights had begun to chatter and joke about their victory. They cheered Blucher as he approached. He forced himself to smile as they gave him the ovation but really he just wanted to rest. He was tired, and looking at the fallen body of Azhrak had reminded him of the eventual fate of all conquering generals, and indeed of all men.





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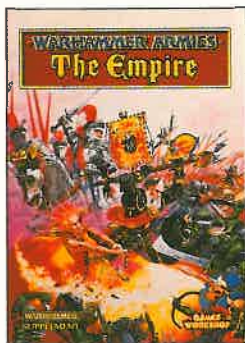
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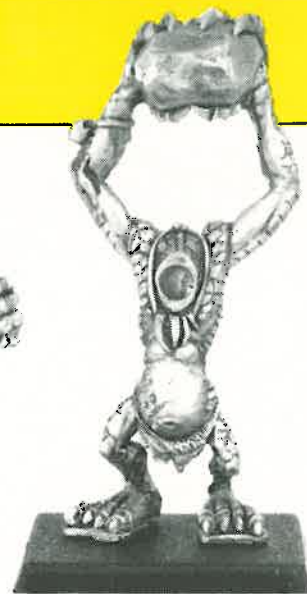
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STONE TROLL
WITH TWO HANDED AXE
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WITH STONE AXE AND BONE CLUB
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STONE TROLL
WITH ROCK
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STONE TROLL HEAD 1
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STONE TROLL HEAD 3
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CONSISTS OF:
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1 x STONE TROLL HEAD

EXAMPLES OF COMPLETED STONE TROLLS



STONE TROLL
WITH AXE
075398/2



STONE TROLL
WITH STONE HAMMER
075398/1



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RIVER TROLLS



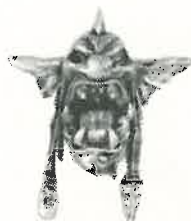
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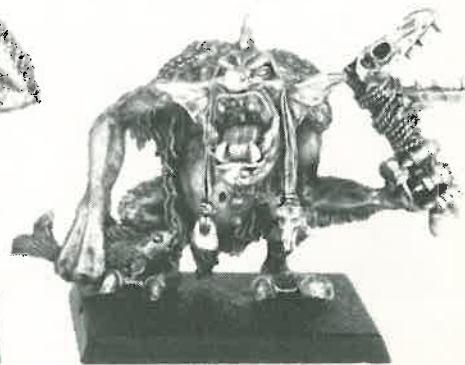
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RAGNAR BLACKMANE**



**RAGNAR BLACKMANE
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70008/2

**WOLF PRIEST
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**ULRIK THE SLAYER
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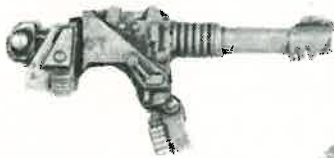
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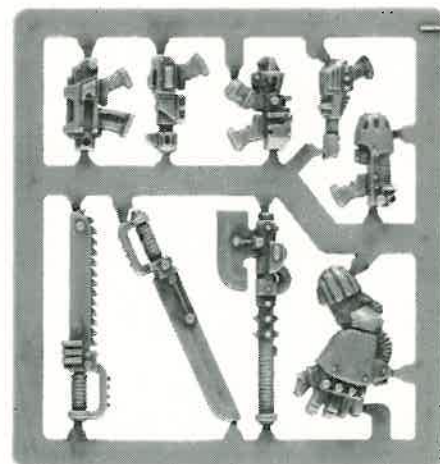
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BLOOD CLAW SERGEANT
0805/1



SPACE WOLF
BLOOD CLAW 2
0805/3



SPACE WOLF
BLOOD CLAW 3
0805/4



- | | |
|-----------------|-------------------|
| 1 x LAS PISTOL | 1 x BOLT PISTOL |
| 1 x POWER GLOVE | 1 x PLASMA PISTOL |
| 1 x POWER SWORD | 1 x AUTO PISTOL |
| 1 x POWER AXE | 1 x HAND FLAMER |
| 1 x CHAIN SWORD | |

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**FOREST GOBLIN
SPIDER BODY 1**
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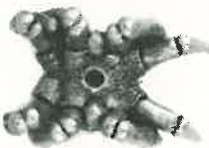
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SPIDER RIDER BANNER BEARER**
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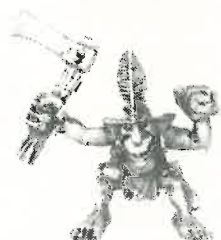
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**FOREST GOBLIN
SPIDER LEGS**
075490/1



**FOREST GOBLIN
SPIDER RIDER BOSS**
075490/5



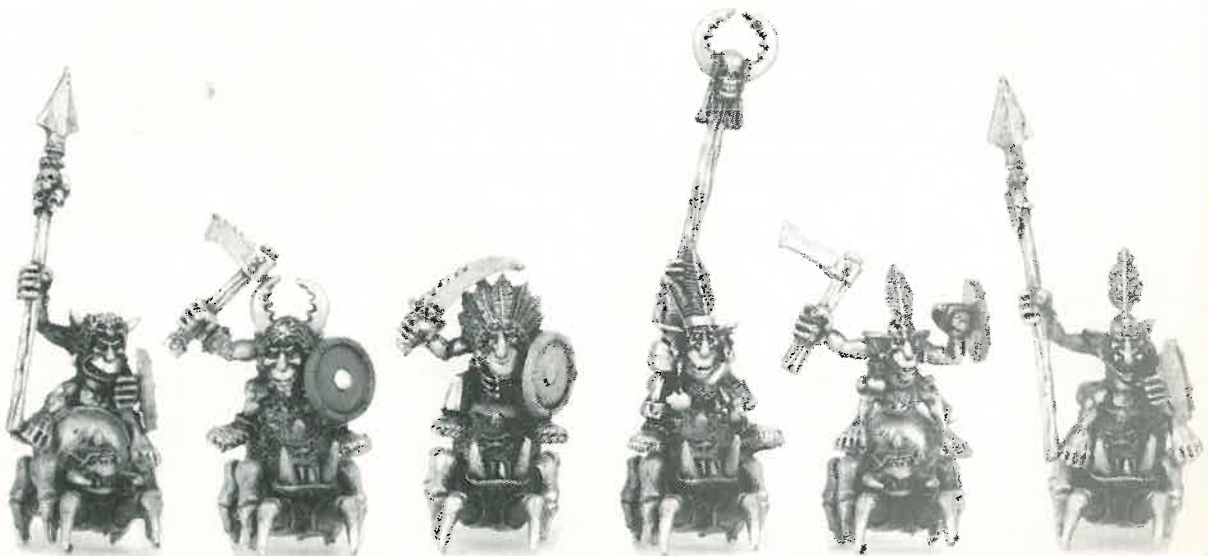
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SPIDER RIDER 3**
075490/9



**FOREST GOBLIN
SPIDER RIDER LEADER**
075490/8

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1 x SPIDER LEGS
1 x SPIDER RIDER

EXAMPLES OF COMPLETED SPIDER RIDERS



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CLUBBER 1
075457/3



NIGHT GOBLIN
CLUBBER 2
075457/4



NIGHT GOBLIN
NET CHUKKA 1
075457/1



NIGHT GOBLIN
NET CHUKKA 2
075457/2

CAVE SQUIGS



CAVE SQUIG 3
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CAVE SQUIG 1
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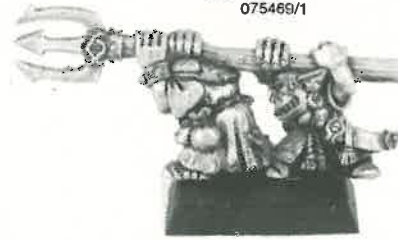
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FANATICS



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 1
075420/1



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 4
075420/4



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 2
075420/2



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 5
075420/5



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FANATIC 3
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**NIGHT GOBLIN
CHAMPION 2**
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075418/3



**NIGHT GOBLIN
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075418/7



**NIGHT GOBLIN
BANNER BEARER 1**
075418/1



**NIGHT GOBLIN
SHAMAN**
075418/4



**NIGHT GOBLIN
BANNER BEARER 2**
075418/8



**NIGHT GOBLIN
WITH AXE 1**
075405/9



**NIGHT GOBLIN
WITH AXE 2**
075405/14



**NIGHT GOBLIN
WITH AXE 3**
075405/17



**NIGHT GOBLIN
WITH MACE 1**
075405/10



**NIGHT GOBLIN
WITH SWORD 1**
075405/13



**NIGHT GOBLIN
WITH SPEAR 1**
075405/4



**NIGHT GOBLIN
WITH SPEAR 2**
075405/5



**NIGHT GOBLIN
WITH SPEAR 3**
075405/6



**NIGHT GOBLIN
WITH SPEAR 4**
075405/16



**NIGHT GOBLIN
WITH SPEAR 5**
075405/15



**NIGHT GOBLIN
ARCHER 1**
075405/11



**NIGHT GOBLIN
ARCHER 2**
075405/12



**NIGHT GOBLIN
ARCHER 3**
075405/1



**NIGHT GOBLIN
ARCHER 4**
075405/2



**NIGHT GOBLIN
WITH FLAIL 1**
075405/8



**NIGHT GOBLIN
WITH CLUB 1**
075405/7

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS

Designed by Kev Adams

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EMPIRE

IMPERIAL WAR ALTAR



GRAND THEOGONIST
0817/1



GRIFFON WINGS
0817/8



GRIFFON STATUE
0817/6



GRIFFON TAIL
0817/7



SHRINE OF SIGMAR
0817/3



WAR ALTAR PLATFORM
0817/2



WAR ALTAR AXLE
0817/4



HORN OF SIGISMUND
0817/5



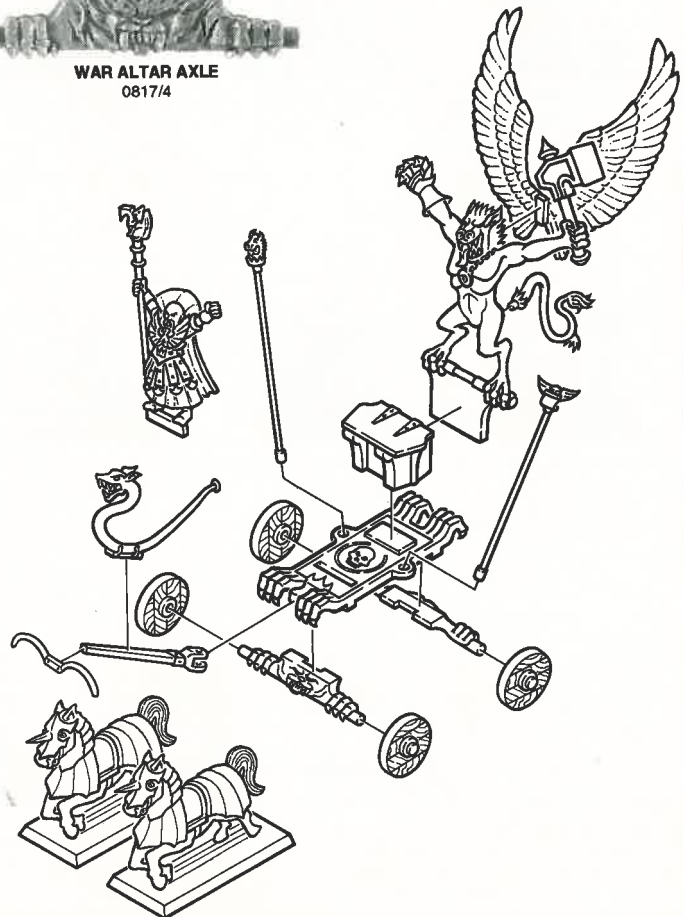
WAGON HAFT
0817/9



WAGON YOKE
0817/10



PLASTIC WHEEL



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Designed by Michael Perry

EMPIRE

IMPERIAL WAR ALTAR

GRAND THEOGONIST AND SIGMAR'S WAR ALTAR

CONSISTS OF:

- 2 x PLASTIC ARMoured HORSES
- 2 x IMPERIAL BANNER POLES
- 1 x HORN OF SIGISMUND
- 1 x GRAND THEOGONIST
- 1 x SIGMARS SHRINE
- 4 x PLASTIC WHEELS
- 1 x GRIFFIN STATUE
- 1 x GRIFFIN WINGS
- 1 x GRIFFIN TAIL
- 2 x WAR ALTAR AXLE
- 1 x WAGON YOKE
- 1 x WAGON HAFT
- 1 x WAR ALTAR



THE IMPERIAL WAR ALTAR INCLUDES TWO IMPERIAL BANNER POLES WHICH ARE SUPPLIED RANDOMLY

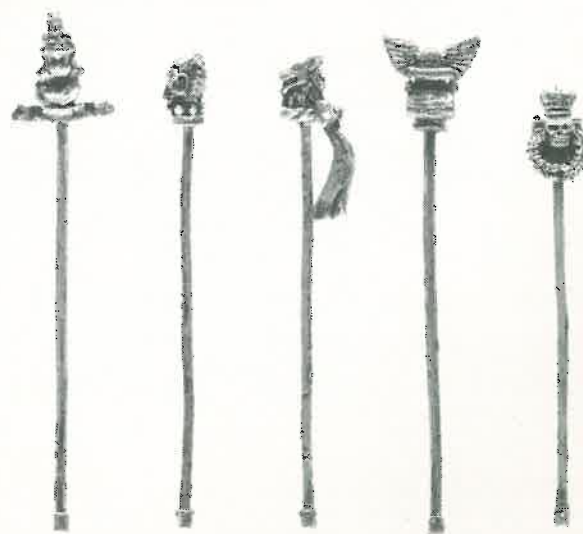
Designed by Michael Perry

IMPERIAL BANNER POLES



A B C D

IMPERIAL BANNER POLES
073725/1



A B C D E

IMPERIAL BANNER POLES
073725/2

Designed by Michael Perry

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SPACE MARINE®

HUGE ARMIES CLASH TO DECIDE THE FATE OF THE GALAXY

Space Marine is the game of Epic battles. The fate of the galaxy hangs in the balance as gigantic armies of warriors, tanks and other war machines clash in apocalyptic conflict. The mighty Space Marines, humanity's finest warriors and defenders of the Imperium, struggle to hold off relentless attacks from rampaging Orks and the ancient and technologically superior Eldar. As the commander of a whole army, each player relies upon tactical skill to defeat his opponent. Ultimate victory belongs to the best general, and the finest of the galaxy's bravest warriors.



SPACE MARINE



The Space Marine boxed game provides everything you need to fight huge Epic battles on the tabletop. The box contains plastic models and army cards representing three different forces: Space Marines, Eldar and Orks. There is also a huge Warlord Titan – the most awesome warrior machine of the Titan Legions. These models enable you to represent whole squadrons of tanks, companies of infantry and batteries of artillery, all ready to pound your enemy into submission. The Space Marine game is all you need to get started in the Epic hobby. In addition there's a vast and exciting range of Epic scale miniatures for you to collect, paint and add to your existing army. Rules for all the new models appear regularly each month in White Dwarf magazine together with battle reports, painting articles and advice on how to create new scenery and buildings for your games.

THE SPACE MARINE SUPPLEMENTS PROVIDE DETAILED RULES AND ADDITIONAL ARMY CARDS FOR THE FORCES OF THE 41st MILLENNIUM

ARMIES OF THE IMPERIUM

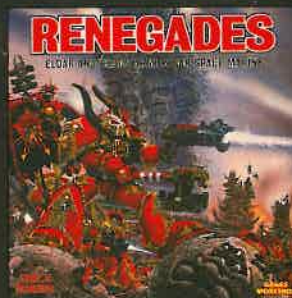
This supplement describes the Space Marine and Imperial Guard Forces that comprise the Imperium's fighting armies.

RENEGADES

Renegades describes the Chaos and Eldar forces of the 41st Millennium and contains rules for using them in your games of Space Marine.

ORK AND SQUAT WARLORDS

This boxed supplement contains all you need to start or expand your forces of rampaging Orks and Squat warriors.



EMPIRE

BATTLE WIZARDS



CELESTIAL WIZARD
073791/1



BRIGHT WIZARD
073791/2



GREY WIZARD
073791/3



GOLDEN WIZARD
073791/4

MOUNTED BATTLE WIZARDS



EXAMPLE OF A COMPLETED IMPERIAL BATTLE WIZARD



MTD LIGHT WIZARD
073703/3



MTD JADE WIZARD
073701/1



MTD AMETHYST WIZARD
073702/2



MTD AMBER WIZARD
073704/4

THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMoured HORSES AS STANDARD

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Designed by Dave Andrews



THE ARMY OF THE EMPIRE