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FREE COMPETITION INSIDE





HIGH ELF DRAGON PRINCES OF CALEDOR



A CHAOS ARMY OF KHORNE MARCHES TO BATTLE



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Editor: Robin Dews

CONTENTS

COVER: PLAGUEFLEET— *Mark Gibbons.*

Chaos Warriors and Beastmen stalk the decks of a Nurgle Plagueship.

INSIDE FRONT — Dragon Princes of Caledor and Daemon Engines of Khorne.

SPACE HULK COMPUTER GAMES COMPETITION

We've got fifteen copies of the new **Space Hulk** computer game to give away in this free competition.

4

SEAS OF CHAOS — *Andy Jones.*

Plaguefleet, the first supplement for **Man 'O War** covering the fleets of Chaos, Skaven and Chaos Dwarfs is about to be released. Andy explains how the arrival of the forces of Chaos brings a new level of excitement to your **Man O' War** games.

7

'EAVY METAL: Nurgle Plagueships painted by the studio 'Eavy Metal team.

11

SPACE MARINE: DAEMON ENGINES OF KHORNE — *Andy Chambers.*

Andy provides the rules, background and army and data cards for these new Chaos war Machines in **Space Marine**.

18

THE BANELORD: CHAOS TITAN OF KHORNE— *Jervis Johnson.*

Across the battlefields of the 41st Millennium stalk the dreaded Banelords – Chaos Titans of Khorne. Here are the rules, background, data and army cards for including Banelord Titans and their devastating array of weapons in your **Space Marine** games.

21

DOOM OF THE ELДАР — *Jervis Johnson.*

Doom of the Eldar is the latest release in the gripping Wargames series of battle games. Jervis has written a campaign history to the game and provides hints and tips for both the Eldar and Tyranid players.

27

MAN O' WAR : WIZARDS — *Bill King.*

Bill explains how to make the best use of your Wizards and magic spells in **Man O' War**.

35

'EAVY METAL: Hobgoblin Wolf Riders and Bugman's Rangers and the new Dwarf Flame Cannon, painted by the studio 'Eavy Metal team.

38

THE BATTLE OF ANURELL'S TOMB — *Robin Dews and Gary Morley.*

This month's **Warhammer** battle report is a bitter struggle between the High Elves and a marauding Chaos Dwarf army.

40

MODELLING WORKSHOP : TAKE COVER — *Adrian Wild.*

Adrian talks about some of the varied ways in which you can build walls, hedges, fences trees and plants to provide cover in your games of **Warhammer** and **Warhammer 40,000**.

60

ADVERTS

Games Day '933
Doom of the Eldar6
Grand Re-Opening – York17
Space Marine20
Bournemouth and Kingston New Stores...26
Plague Fleet.....33

Grand Opening – Aberdeen34
White Dwarf Subscriptions58
Grand Opening – Metrocentre59
Space Marine Battles69
Games Workshop Mail Order.....70
Citadel Miniatures Catalogue74



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CHAOS DWARFS

This month sees the release of new models for the Chaos Dwarf, High Elf and Dwarf armies.

The Hobgoblin wolf riders and wolf riders command group are an exciting addition to the Chaos Dwarf army. In the battle report on pages 40-57 of this issue, you can see how these new units perform on the tabletop when a Chaos Dwarf army commanded by Citadel Miniature designer Gary Morley takes on a High Elf army led by Robin Dews.

HIGH ELVES

The High Elf Army is also expanding with some wonderful new miniatures. The Dragon Princes of Caledor have been designed by Jes Goodwin and must stand as some of the finest work he has ever done. On the inside front cover of this issue, you can see the three new

Dragon Prince miniatures painted by Games Workshop's expert painter Mike McVey.

DWARFS

The other set of Warhammer releases this month are for the Dwarf army.

For a number of years, the rules for the Dwarf Gyrocopter have been one of the most requested articles from back issues of White Dwarf. Now with the release of the Warhammer Armies – Dwarfs book, the rules are once again in print and there is a brand new Gyrocopter model to go with them.

You can see the model on the back cover of this month's issue and needless to say, we'll be bringing you a battle report featuring the Dwarf Gyrocopter and their other new war machine – the Flame Cannon in the near future

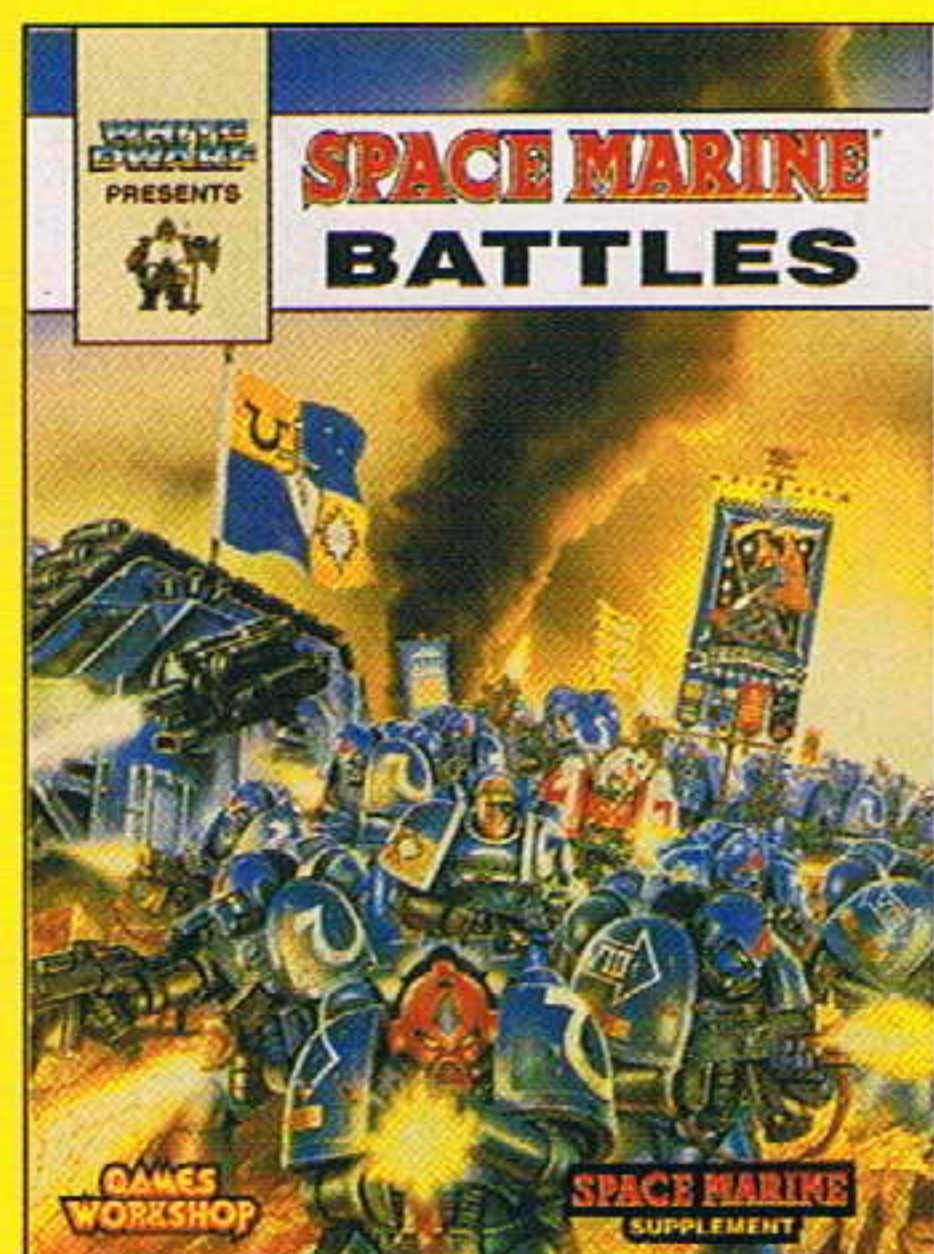
THIS MONTH'S WARHAMMER RELEASES

Hobgoblin Wolf Riders:	£2.99
Hobgoblin Wolf Riders Command Group:	£2.99
Bugman's Dwarf Rangers boxed set:	£11.99
Bugman's Troopers: (4 per blister pack):	£3.99
Dwarf Gyrocopter boxed set:	Phone Mail Order for price
Dragon Princes of Caledor boxed set:	£9.99

The other new release for all you Dwarf generals is the Bugman's Dwarf Rangers boxed set. This contains Josef Bugman himself, his Champion and Standard Bearer plus seven other troopers. The special rules for Josef Bugman and many other Dwarf characters can be found in Warhammer Armies – Dwarfs book.

THIS MONTH'S SPACE MARINE RELEASES

Blood Reaper Daemon Engine of Khorne:	£2.99
Brass Scorpion Daemon Engine of Khorne:	£2.99
Doom Blaster Daemon Engine of Khorne:	£2.99
Banelord Chaos Titan of Khorne:	£9.99
Space Marine Battles	£9.99



SPACE MARINE

NEW EPIC MINIATURES

It's an exciting month for Space Marine gamers with the release not only of **Space Marine Battles**, but also a host of new miniatures for Epic Chaos armies. First off we have the new Daemon Engines of Khorne. These three new miniatures – the **Blood Reaper**, **Brass Scorpion** and **Doom Blaster** add to the existing three Daemon Engines to put even more firepower into the hands of Epic Chaos generals. Elsewhere in this issue, Andy Chambers has written the rules for these three new models and we've provided a cut-out minion card. You can add the new models to your collection in any combination with your existing Daemon Engine miniatures.

Next up we have the **Banelord – Chaos Titan of Khorne**. The new metal pieces add onto the existing plastic Warlord Titan to create a devastating Khorne Titan. Jervis Johnson has written the rules for this new model and these appear in this issue of White Dwarf together with a complete data sheet so that you can get your Titan into action straight away.

In next month's issue of White Dwarf we'll be bringing you a battle report of an epic struggle between a Chaos army and an Ork horde which will show just how devastating these new models can be.

MAN O' WAR

THIS MONTH'S MAN O' WAR RELEASES

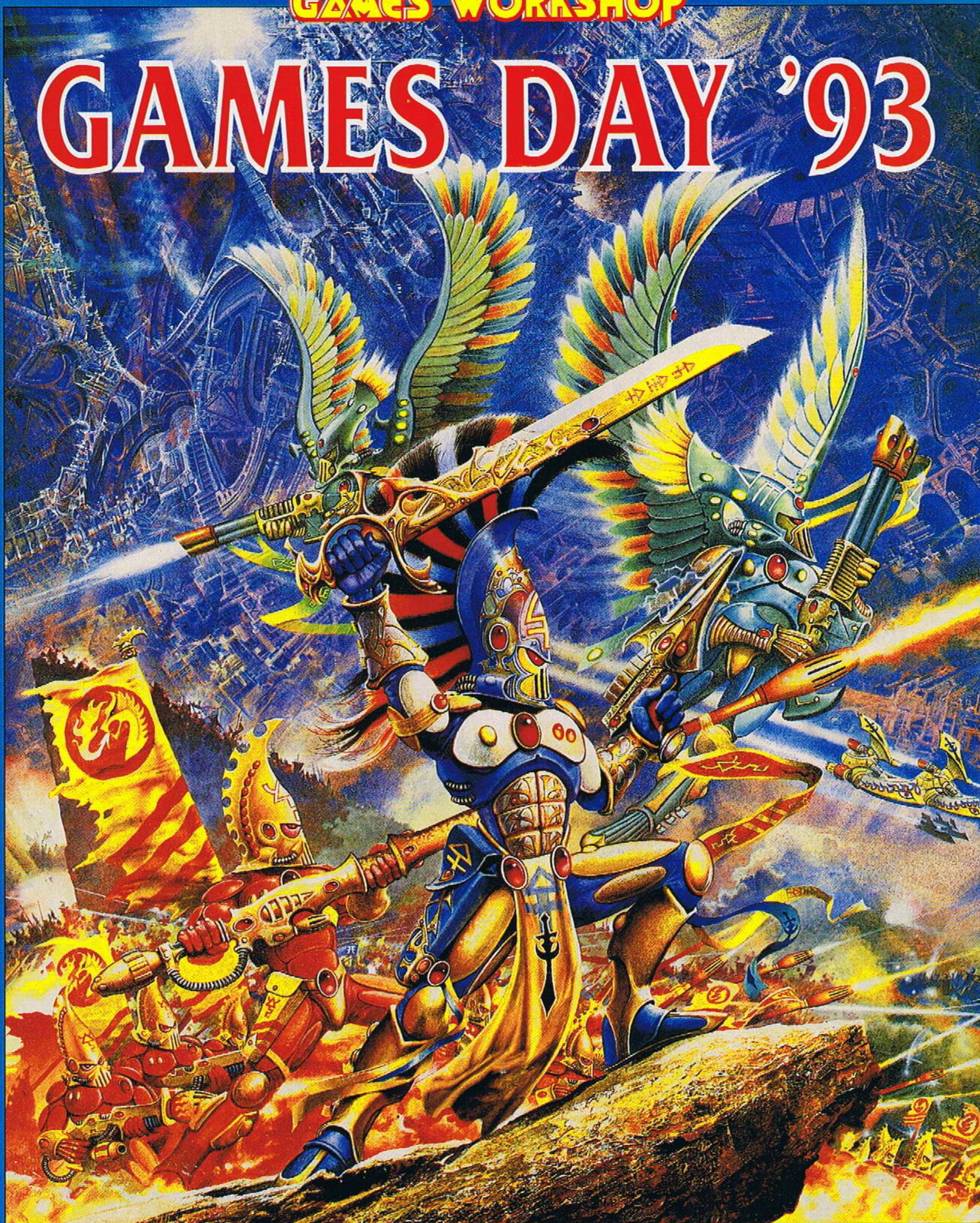
Plague Fleet Chaos supplement for the Man O' War game:	£4.99
Plagueship Single boxed miniature:	£4.99
Plaguecrushers 3 boxed miniatures:	£9.99

GAMES DAY '85

As you can see from the ad on the opposite page, Sunday 3rd October is the date for Games Day '85. There will be coaches running to the event from every Games Workshop store, so see your store manager now for details.

GAMES WORKSHOP

GAMES DAY '93



SUNDAY 3RD OCTOBER 10AM - 4PM AT DONINGTON EXHIBITION HALL

Games Day is the largest fantasy gaming event in Europe where you can actually come along and participate in the games. Throughout the day you can try any number of games and see all the latest Citadel miniatures.

Games Day 1993 is a ticket only event, available now for only £5

Donington Park Exhibition Hall is situated within easy access of junction 24 off the M1. Tickets are available from your local Games Workshop store, or direct from Mail Order on (0773) 713213. Special coaches will run from every Games Workshop store.

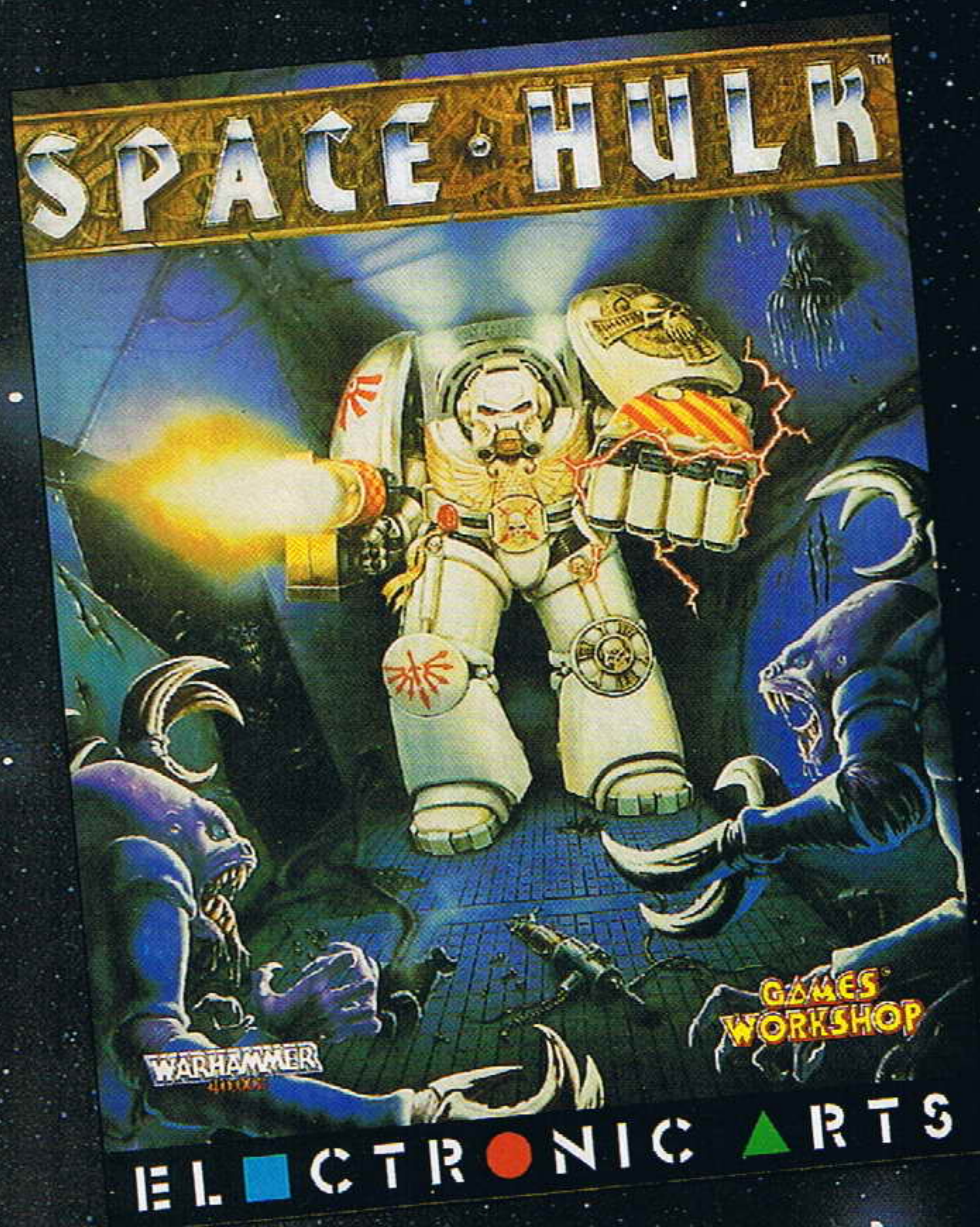
Ask your local store Manager for more details.



WHITE DWARF

SPACE HULK

COMPETITION



In the few weeks since its release, the **Space Hulk** computer game has received numerous rave reviews in the computer press including the accolade "Game of the Year" from PC Zone. Electronic Arts have provided us with fifteen copies of **Space Hulk** to give away exclusively to White Dwarf readers, so here's your chance to pick up a copy of this brilliant game absolutely free!

To enter the competition all you have to do is answer the three simple questions at the bottom of this page and send your answers on a postcard or the back of a sealed envelope to the address below. For example, if you think the answer to Question 1 is B, you should write 1:B on your postcard and so on. All of the correct entries will be put into a very large hat and the first fifteen winners to be picked at random will all receive a free copy of the game.

Send your entry to:

Space Hulk Competition,
Games Workshop Ltd, Chewton Street, Hilltop, Eastwood,
Nottingham NG16 3HY

Please remember to write your name, age, and address on your entry so that we can contact you, and also indicate whether you would like the game format to be for the PC or Commodore Amiga®. The closing date for entries is the 30th September 1993 and all winners will be notified after that date. Good luck!

Question 1: Which Chapter of Space Marines was featured on the box cover of the original Space Hulk Game?

A/ The Dark Angels

B/ The Blood Angels

C/ The Ultramarines

Question 2: What is the full name of a suit of Terminator Armour?

A/ Space Marine Power Armour

B/ Exo-force Armour

C/ Tactical Dreadnought Armour

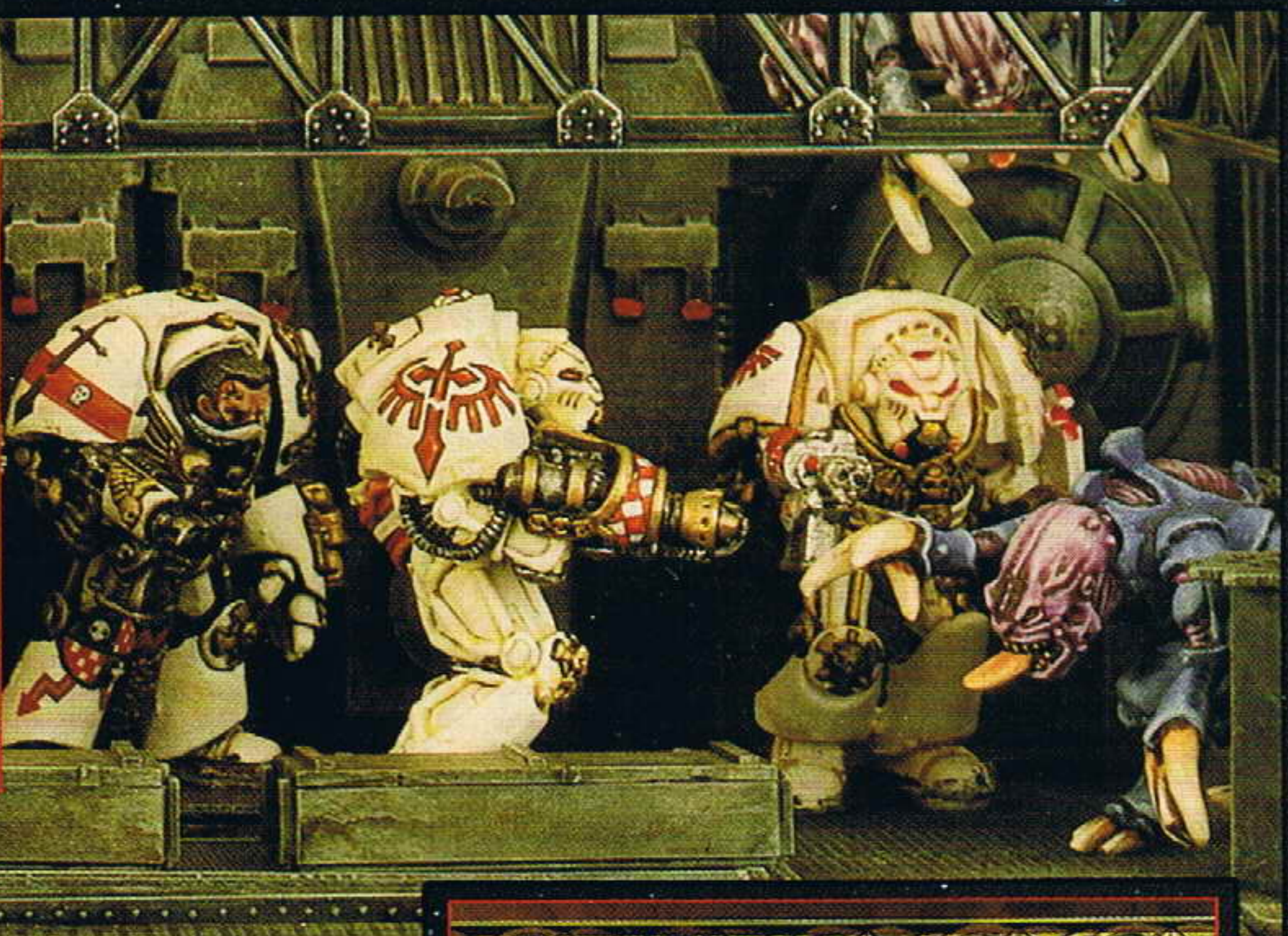
Question 3: What are the Terminators of the Dark Angels Chapter also known as?

A/ The Darkwing

B/ The Deathwing

C/ The Angelwing

The competition is not open to Games Workshop or Electronic Arts employees or their families. The judges decision is final and no correspondence will be entered into.



The Warhammer 40,000 universe is vast. Across a million, million worlds the Imperium holds sway. But there are other races, other civilisations, that strive to take control; when faced with such threats, conflict is inevitable. The Genestealers are just one of Mankind's enemies. Spreading like a cancer through Imperial Space, they ride the derelict space hulks that drift between the far-flung planets of the Imperium. They infect and dominate each planet that lies in their way. The only defence open to the Imperium is to destroy the infection at source.

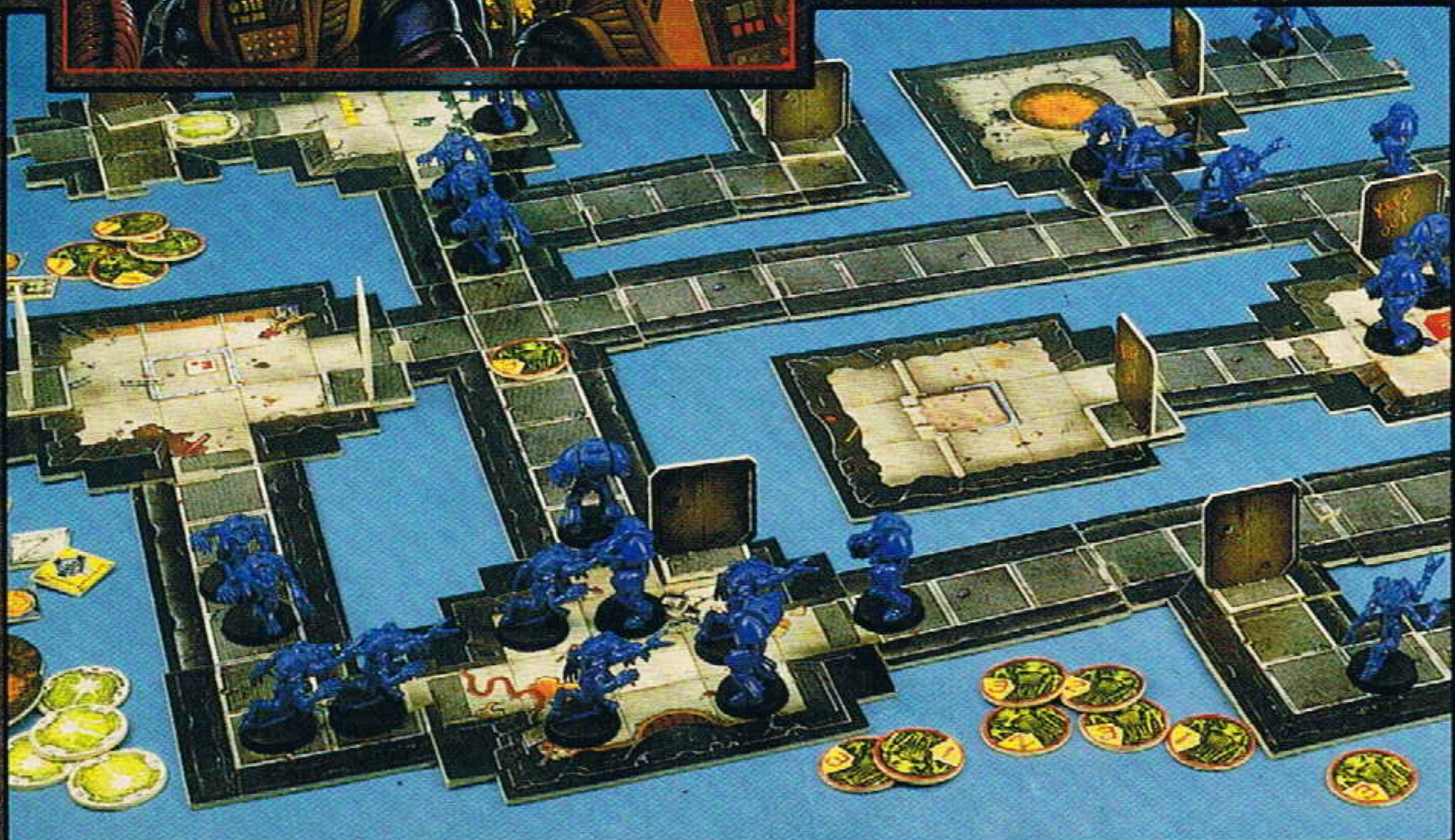
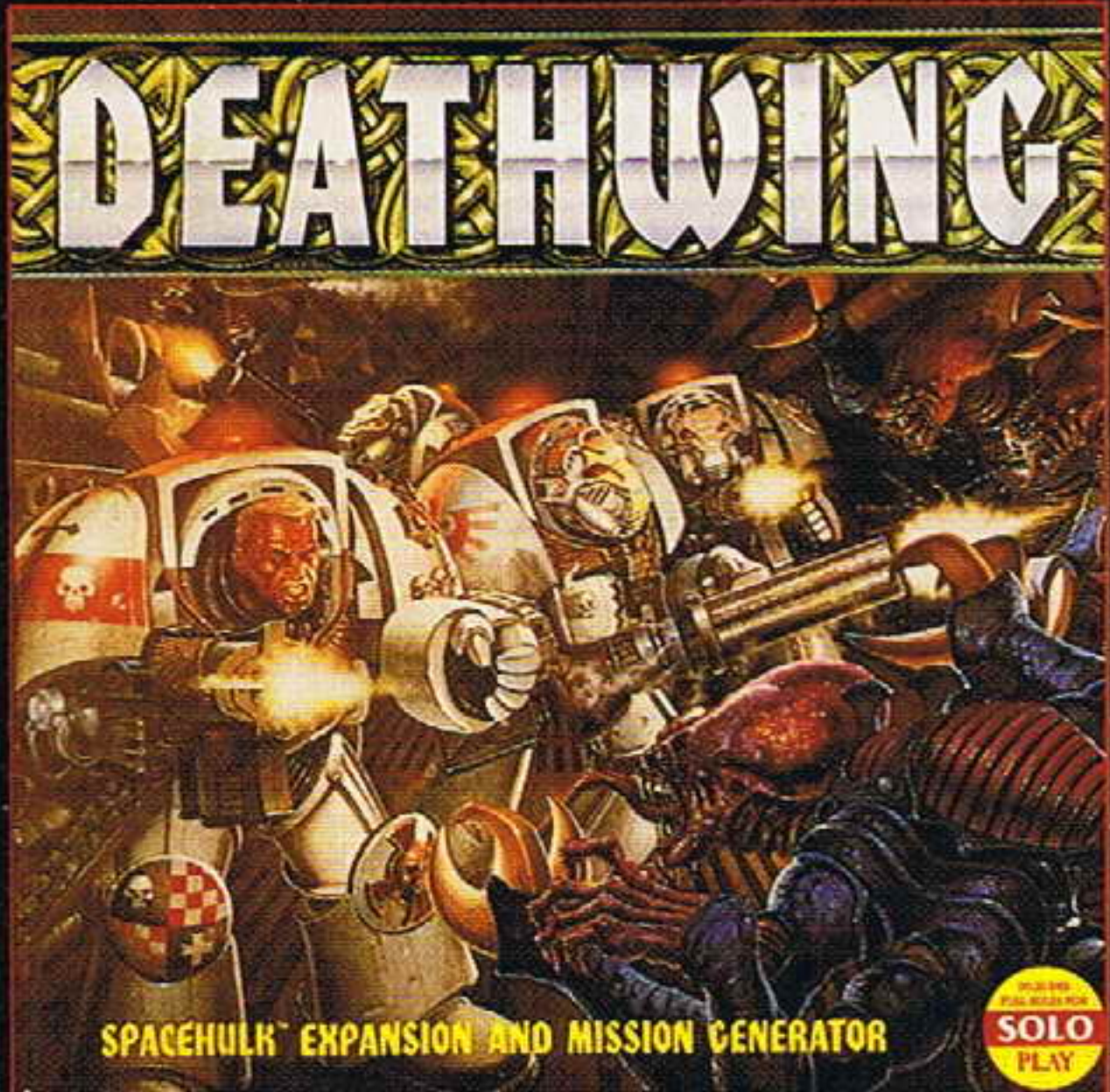
In **Space Hulk** you fight battles between Space Marines clad in Terminator Armour and the Genestealers aboard space hulks.

Space Hulk includes: 30 Plastic Citadel Miniatures (10 Terminators and 20 Genestealers); 49 large full-colour interlocking board sections to lay out an infinite variety of scenarios; a comprehensive rulebook; counters; and a missions booklet containing 6 pre-generated missions and background information on the Imperium, Terminators and the Genestealer threat.



With **Deathwing**, the Space Hulk mission generator, you can easily create new scenarios and board layouts. It contains 20 new board sections; solo rules; a six mission campaign; 12 extra plastic Citadel Miniatures; and a lavishly-illustrated rulebook containing full details of new Terminators and weapons, plus a 15,000 word novella by William King featuring Deathwing, the Terminators of the Dark Angels.

Genestealer: 15 new plastic Citadel Miniatures (5 Librarians and 10 Genestealer Hybrids with a choice of weapons and arms); rules and cards for a new psionic combat system; counters and 8 large board sections; and detailed background and painting information for the Grey Knights Chapter.



Citadel Miniatures produce thousands of different metal and plastic models for Warhammer 40,000. There are Terminators, Genestealers and a wide range of different Ork models including plastic and metal vehicles, heavy weapons and boxed sets.

GAMES WORKSHOP

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DOOM OF THE ELDAR™



Forty thousand years in the future the Eldar of Iyanden Craftworld are under attack! From out of the darkness of intergalactic space explode the Tyranids, terrifying alien monsters whose only aim is to conquer and destroy. As the Tyranid Hive Swarms drift menacingly towards the Craftworld, ready to unleash vast hordes of Tyranid Warriors, Genestealers, Hunter Slayers and Screamer Killers to overrun the Eldar, the hugely outnumbered defenders prepare themselves for the desperate defence of their entire civilisation. All that stands between the Eldar and total destruction are the mighty battleships of the Eldar fleet and the Guardians and Aspect Warriors of the Craftworld's highly trained army. But can even these brave and brilliant warriors hope to turn the tide against the vast numbers of the Tyranid invasion force?

Doom of the Eldar is a two-player wargame that recreates the assault on Iyanden Craftworld by the Tyranids. One player takes command of the Tyranid Hive Fleet and the other takes command of the gallant defenders of the Craftworld. The enormous space fleets and mighty armies that took part in the campaign are represented by colourful counters that move and fight over a realistic map of the Iyanden Craftworld and the area of deep space that surrounds it. The winner is the player who best uses the forces under his command to outwit his opponent's plans and outmanoeuvre the enemy's army.



Iyanden Craftworld

Doom of the Eldar contains 83 double-sided, high quality counters, a full-colour map of Iyanden Craftworld and the surrounding area of deep space, 1 warp gate template, 1 wave assault track, 1 reference sheet, 2 six-sided dice, and a rulebook with a full history of the war and background information on the Eldar and Tyranid races.

**WARGAME
SERIES**



**GAMES®
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MAN O' WARTM

SEAS OF CHAOS

By Andy Jones

The first supplement to the Man O' War game, *Plague Fleet*, is here, and the seas of the Warhammer World will never be the same again! If you field a Chaos, Skaven or Chaos Dwarf army in Warhammer Battle, you can now choose a fleet to match...

Last month we previewed the contents of the *Plague Fleet* supplement. As it is now in the shops, we thought it an opportune moment to examine some of the tactics open to the fleets of Chaos. *Plague Fleet* contains rules for many different warships, and over the next few pages I examine some of the options available when using the Chaos ships in your games of Man O' War, as well as provide some useful tactical observations.

The Skaven and Chaos Dwarf fleets warrant separate articles, as each has its own fleet list, special rules, new weapons and, in the Skavens' case, a different magic system. All of this means that they play very differently to other Chaos fleets and to each other. What is good tactical advice for a Chaos Lord will not necessarily hold true for the Warlord of a Skaven Clanfleet, and vice versa!

The ships of the *Plaguefleet* are very different to any other Man O' War fleet, and open up many new options and tactics. The *Plaguefleets* of Chaos have their own magic system, and their crews develop in totally different ways to the crews of normal fleets. What's more, a *Plaguefleet* never gets Man O' War cards, and Chaos Terrain is actively on the side of the Chaos player!

If you choose a Chaos fleet, you have the choice of putting together a fleet of a single Chaos Power, or a combined *Plaguefleet* of all four Powers – Nurgle, Khorne, Slaanesh and Tzeentch. Each fleet has its own unique feel, from the Bloodships and Ironsharks of the Khorne fleet that are great for boarding actions, to the Bane Towers and Winged Terrors of Tzeentch that, though unpredictable, can be the most powerful vessels in the game.

PLAGUEFLEETS

The following notes should prove useful if you decide to play with a *Plaguefleet*. They provide an overview of a *Plaguefleet's* strengths and weaknesses, and any unusual traits you should remember when deciding its composition.

CHAOS SORCERERS

The first thing you'll notice when you come to choose a *Plaguefleet* is that if you want a Chaos Sorcerer you have no choice about how many points he will cost. A Chaos Sorcerer always costs 200 points (50 points more expensive than a Wizard Lord in Man O' War!). Furthermore, you have no choice about whether to choose a Wizard or a Sorcerer – it's a Chaos Sorcerer or nothing! This means that your commitment to magic, in a 1000 point game, is 20% of your entire fleet! It follows that you should be extremely careful with your Chaos Sorcerer, and do not expose him to unnecessary risks.

On the plus side, the spells of the Chaos Sorcerer are very powerful, and he does come complete with his own vessel – a Bane Tower of Tzeentch – included in his points cost. A Chaos Sorcerer is not placed aboard the flagship of the fleet, as would be the case with a normal Wizard from the Man O' War rulebook.



Chaos Sorcerer

BANE TOWER OF TZEENTCH

Even without the Chaos Sorcerer aboard, a Bane Tower of Tzeentch is a dangerous opponent – capable of moving up to 18", repairing three lots of damage, or firing three energy bolts per turn.

By having the Chaos Sorcerer aboard his own vessel, a Chaos Fleet gains two advantages: firstly it spreads the risk of losing the Admiral and the Chaos Sorcerer if the flagship is sunk, and secondly, the Bane Tower gives the Chaos player an initiative advantage that no other fleet has.

Normally, by purchasing a Wizard, you give up the chance to buy another Man O' War or squadron of Ships of the Line. Instead, the Wizard is placed aboard the fleet's flagship along with the Admiral.

Because the Man O' War game works by each player taking it in turns to move and fight with one of his squadrons, the player with the most squadrons always has the last say. He can save his best ship or squadron until last, waiting until everything else has moved before taking decisive action with his most powerful vessel. By having the Chaos Sorcerer aboard his own vessel, a Chaos fleet has an extra vessel to move, and therefore an initiative advantage over most other fleets.

A Bane Tower of Tzeentch is also different from other ships in that it hovers above the waves, and is therefore capable of moving over rocks and islands (although with a small chance of crashing). Furthermore, the warping influences of Tzeentch permeate its very structure, and if attacked in a boarding action, there is every chance that some of the attackers will be mutated into Pink Horrors and join the Bane Tower's own crew.

However, although the Bane Tower is a powerful vessel, never be tempted to expose it to danger. Remember that it carries the fleet's only Chaos Sorcerer, and if it is destroyed, so is he. As will become clear later, the nature of Chaos Magic gives a Chaos Sorcerer plenty of opportunity to kill himself without you taking foolish

risks with his Bane Tower. Apart from anything else, in the closing stages of a game, having an unscathed Bane Tower around firing energy bolts at battle-damaged enemy ships, will be a great advantage. Until such time, keep your Bane Tower out of reach of the enemy, using its fast movement to get away from danger, or to sneak up on damaged or straggling enemy vessels.



CHAOS MAGIC

Chaos Magic is very powerful indeed, much more so than the puny spells wielded by other Wizards. However, Chaos Magic holds its own risks, and a Chaos Sorcerer is always on the knife edge of either glorious success or abysmal failure and death. If he gets things badly wrong, he will almost certainly be destroyed by the power of the Warp that he strives to control.

Although superficially very similar to the normal Man O' War magic system, Chaos Magic has fundamental differences, not the least of which is that not all the cards in the deck are spells. A Chaos Magic deck also contains a number of Power Cards. It is entirely possible for a Chaos Sorcerer to have no spells at all in some turns, instead holding a hand of Power Cards. Alternatively, he may sometimes hold nothing but Spell Cards.

As a Chaos player, your strategy for using magic should be very different to your opponent's. You don't have to worry about having a correct colour spell to dispel enemy magic – any of your spells can potentially cancel out your opponent's most powerful magic.

On the other hand, Chaos spells are very difficult to cast, even though



you have a +1 spell casting bonus like a Wizard Lord. You'll notice that your spells have casting numbers going up to 9+, yet you still only roll one dice to try and cast them. The only way to cast such awesome magic is to use Power Cards to augment your energy – each one you use adds +1 to your casting roll.

This means that the best strategy for a Chaos Sorcerer is to cycle through the Chaos Magic Deck as fast as possible, looking for three things – a powerful spell to cast against your opponent, Power Cards to augment it, and a lesser spell to dispel incoming enemy magic.

Sometimes, as a Chaos player, you won't want to cast any spells for a number of turns, instead biding your time for the moment to strike. Always bear in mind, however, that every time the Chaos Dwarf Sorcerer tries to cast a spell, there is a chance it will go horribly wrong. The more Power Cards you add into the spell to cast it, the greater the Chaos Sorcerer's chance of destruction if the spell fails!

Of course, if you have a number of spells that can be cast without using Power Cards (Death Venom has a casting number of 5+ for instance) there is no harm in casting them. As long as you do not use Power Cards to augment your casting roll, you are in no danger.

However, keeping a spell such as Death Venom in your hand is useful, as it can dispel any incoming spell on a 5+. When you add your +1 on the roll because you are a Chaos Sorcerer, you have a 50% chance of dispelling *any* enemy spell.

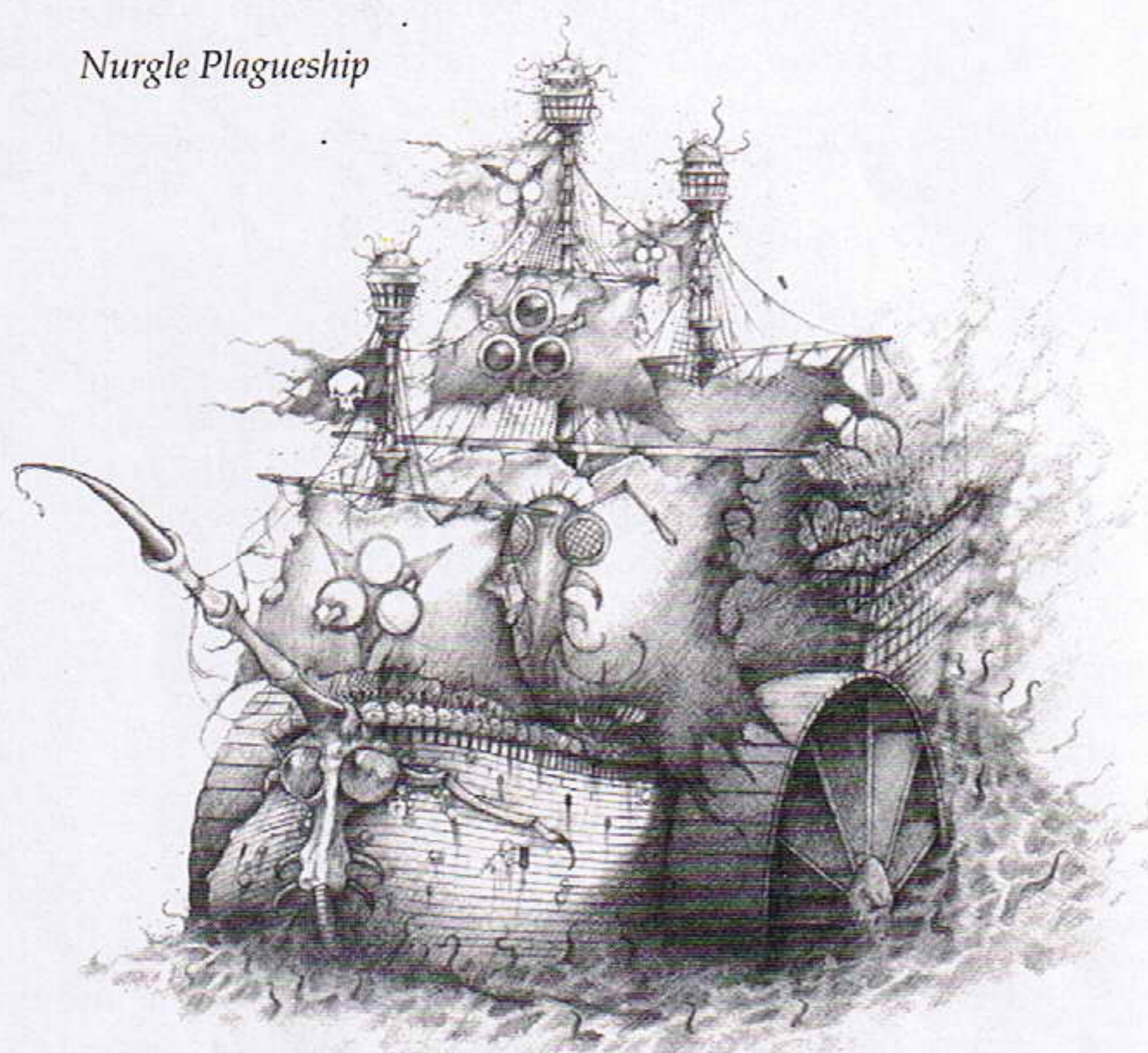
So, the ideal hand of cards for a Chaos Sorcerer is something like Death Venom for dispelling, 4 Power Cards, and a powerful spell like Plague Sea. (Plague Sea is normally 8+ to cast, modified to 7+ by your +1 bonus, and then modified by +4 for the Power Cards, so you can cast it on a 3+. (Just pray that you don't roll a 1 or 2 when casting it, as using 4 Power Cards means there are 4 chances that the Chaos Sorcerer will be destroyed by the power of the Warp if the spell fails).

CHAOS SHIPS

As each of the four Chaos Powers contributes its own unique abilities to the ships in the Plaguefleet, it would take many pages to describe the best tactics for every ship in the Plaguefleet rulebook, and we simply do not have enough space. Besides which, half the fun of any game system is in discovering and developing your own tactics and cunning strategies based on your experiences from game to game.

However, it is worth spending some time looking at the basic strengths and weaknesses of each Chaos Power, so that you'll have a general idea of the opportunities and pitfalls to look out for.

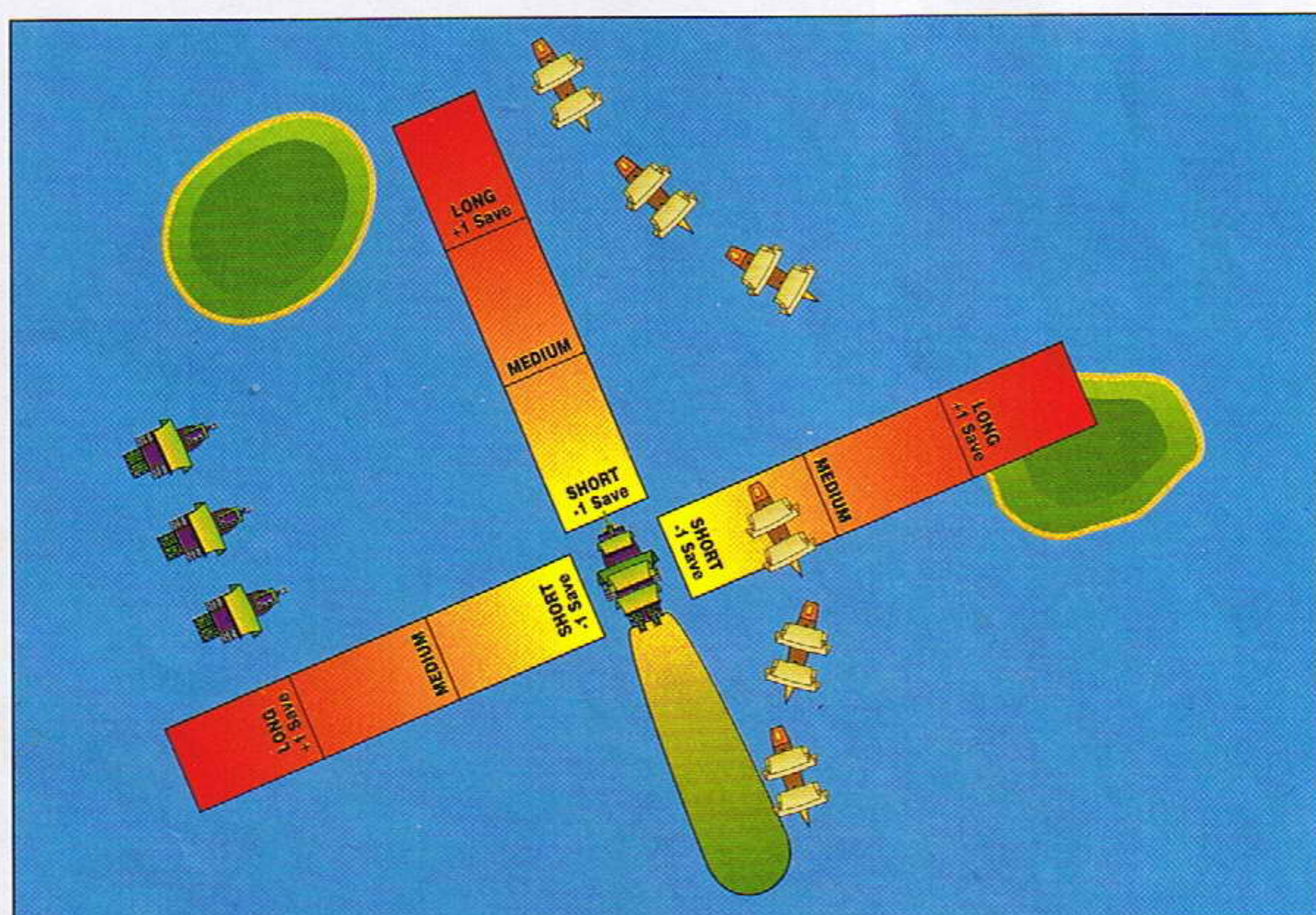
Nurgle Plagueship



NURGLE

Nurgle ships, and in particular the Plagueship, are not very fast. On the plus side, however, they do have both paddles and sails, so they are fairly difficult to immobilise completely. Given their lack of speed, they are unlikely to be effective if deployed in the front-line of a Plaguefleet, as they would hold up the rest of the fleet.

Furthermore, their ranged weapons are catapults, and as such cannot fire at targets within close range. This means there is absolutely no point in getting too close to the enemy line with them. They also fire plague-spores that can infect the enemy vessel's crew and destroy them, so there is even more reason to hold off and keep firing. The more plague-spores fired at an enemy ship, the more chance of it contracting Nurgle's Rot.



The Bretonnians have adopted their typical line astern formation, in an attempt to encircle the Plagueship. The Bretonnian player now has a difficult choice to make — does he move in close, to get under the range of the catapults, or does he keep away to avoid the horrifying prospect of boarding action, and the chance of catching Nurgle's rot.

At the start of the game, Nurgle ships are best placed where they can move to provide covering fire, without getting caught in close-in fighting or boarding actions.

In addition, enemy ships should be dissuaded from trying to board Nurgle ships, because they run a very real risk of being infected with Nurgle's Rot.

Having said that, in the later stages of the game, Nurgle ships are certainly well served in attempting to board enemy ships. The Plaguecrushers are especially effective in this role, as they have a great tower at the front, designed to protect the crew in boarding actions. The presence of this tower means that the crew are immune to the effects of defensive grapeshot.

KHORNE

Khorne ships give real muscle to a Plaguefleet. They are fairly fast and all are very effective in an offensive role.

The mighty Bloodship can move 9" in a straight line, and is armed with devastating weaponry. Given the opportunity, it can close with and cripple the biggest enemy ships. It is crewed by Chaos Warriors, so if the Admiral is aboard it gets a dice +7 in boarding actions.

Ironsharks of Khorne have no option other than to engage the enemy ships in close-in fighting as they have no ranged weapons. As their shark heads are so devastating, it is wise to quickly manoeuvre a squadron of Ironsharks into contact with the enemy, so that they can do their worst as soon as possible.

If a complete squadron of Ironsharks attacks the same vessel it is almost certainly doomed, as they always attack low. With three low area attacks – each with a -1 saving roll and each causing 2 points of damage – the chance of sinking the enemy ship is fairly good, particularly if 2 or more of the attacks happen to hit the same place!

SLAANESH

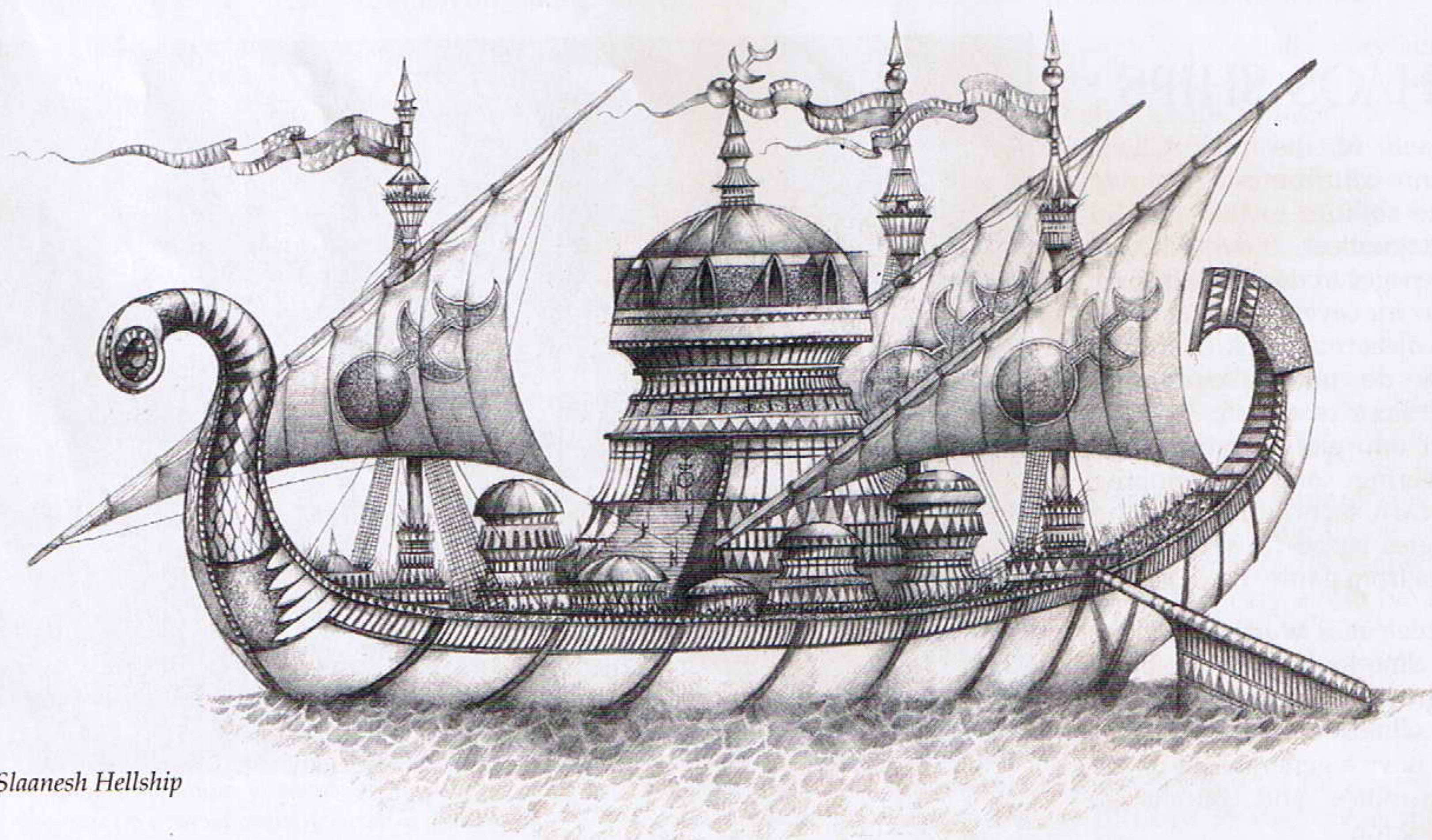
Slaanesh has the greatest variety of ships, with the Hellship, Hellslicer and Hellrammer. The Hellship is a powerful Man O' War, on a par with a Bloodship or Plagueship, whilst the Hellslicer and Hellrammer are fairly cheap ships that can bulk out a Plaguefleet.

The Hellship is peculiar in that it never causes damage to enemy vessels. You may think that this makes it very weak, but it is extremely good at killing crew. Ultimately, a ship with no crew is no ship at all, and being able to seek out and kill an enemy ship's crew without having to pulverise the ship and inflict critical damage is actually a great strength. A Hellship is fast – so long as it does not sail into the wind – and can therefore wreak havoc among quite distant enemy crews before boarding them with Ironsharks, Deathgalleys or the other Chaos ships.

In addition, whenever anyone tries to board a Hellship, there is a chance that they will succumb to the lure of Slaanesh and join its crew! This means that your enemy should be looking to blow the Hellship out of the waters from as far away as possible, whilst you will want to get in quite close.

At the start of a game, a Hellship only has 2 crew (although they are Chaos Warriors) and must try and catch smaller enemy vessels and steal their crew early on. If it succeeds, it will be in a good position to try boarding actions against enemy Men O' War later on in the game.

The Hellrammer and Hellslicer are fairly self explanatory – one has a big ram, and the other slices its opponents to bits. Both ships are designed to get in close with the enemy, although the Hellrammer does have a single cannon battery. Note, however, that the Hellslicer is only of any use against fairly large targets, as it only attacks high locations!



Slaanesh Hellship

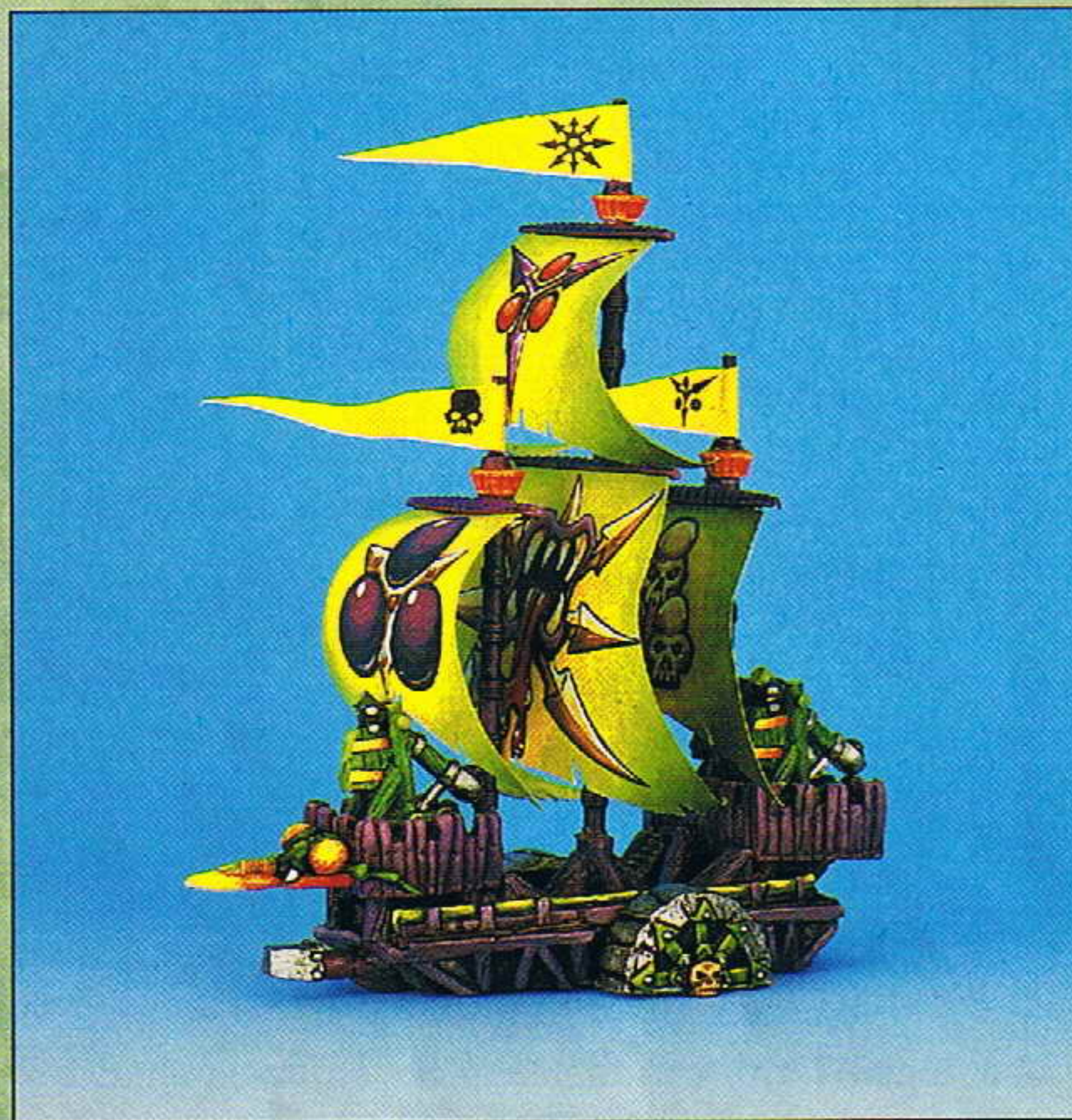


Plagueships of Nurgle are hideous to behold. They are huge, rotund vessels lashed together from mildew-ridden, slimy planking. They fly vast, ragged and rotting sails from their uneven and splintered masts. Their great treadwheels lazily churn the sea as they plod forward under a cloud of flies.

NURGLE PLAGUESHIPS



PLAGUECRUSHER



PLAGUESHIP



NURGLE PLAGUESHIPS AMBUSH A BRETONNIAN FLEET

TZEENTCH

Apart from the Bane Tower, the only other Tzeentch ship is the Great Winged Terror. Like a Bane Tower, it is a flying vessel that skims over the waves. It starts off with 6 dice each turn, which it can split up into moving, firing and healing itself. Potentially it could move up to a maximum of 36" in one turn, stay where it is and fire 6 Bolts of Tzeentch at the enemy, or have 6 attempts at mending damage, or any combination thereof.

This makes a Winged Terror particularly useful for disrupting the enemy battle line. Up against a vessel that can potentially move so far – and can completely disregard terrain – the enemy player will be very hard put to think of any effective countermeasure. He should have no real idea of what the Winged Terror is going to do until it does it – and it will often be able to strike at almost any vessel in the enemy fleet it chooses.

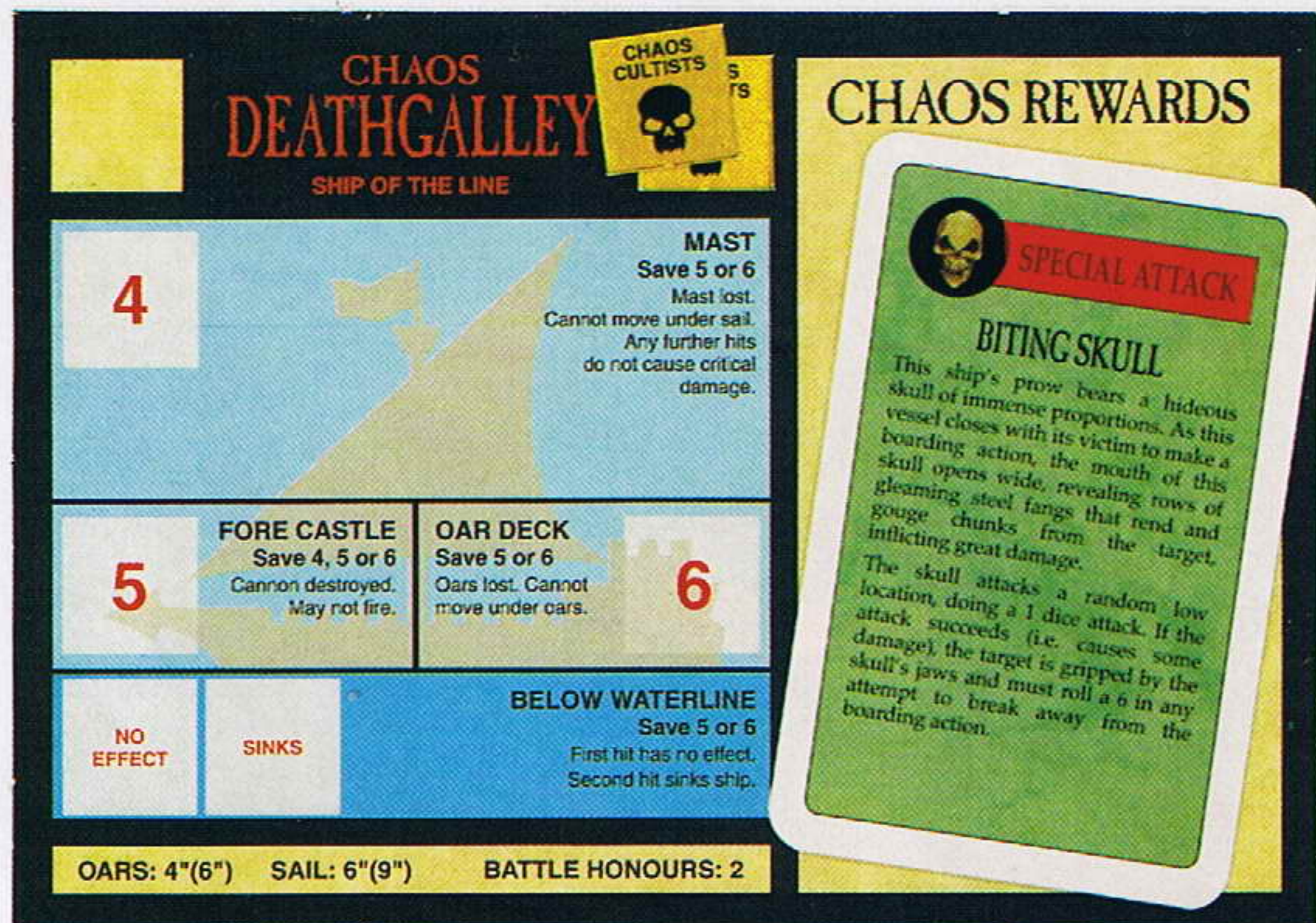
A Winged Terror can therefore be deployed almost anywhere in your fleet, and saved until near to last when it can strike deep within the heart of your opponent's fleet. On the other hand, you could just as well sending it zooming off on one side of the action, hovering just out of range. Your opponent may then be distracted by the presence of such a powerful ship, and you may upset his strategy.

DEATHGALLEYS

Every Chaos Fleet must have at least one squadron of Deathgalleys, at a cost of 200 points each. However, you decide which Chaos Power the squadron follows, and each ship within it comes with one free Chaos Reward of that power (chosen randomly from the Chaos Reward Cards in the box). Deathgalleys are superficially the same as Wargalleys, but their Chaos Rewards can turn them into very deadly vessels indeed.

CHOOSING A PLAGUEFLEET

Working within a 1000 points limit is quite tricky for Chaos players as they have so many vessels to choose from. It is entirely possible to choose a fleet from just one Chaos power if you wish, but being able to select from them all is obviously advantageous. What you need to do first is decide whether you want a fleet that is geared towards close-in fighting and boarding actions, one that stands off and fires from a distance, or a combination of the two. My favoured Chaos fleet is of the former type, able to move fast and deal plenty of damage up close.



Deathgalley template with Khorne Chaos Reward.

You must have at least 1 Man O' War, so pick that first. I chose a Bloodship as it is a good all rounder. Cost 150 points

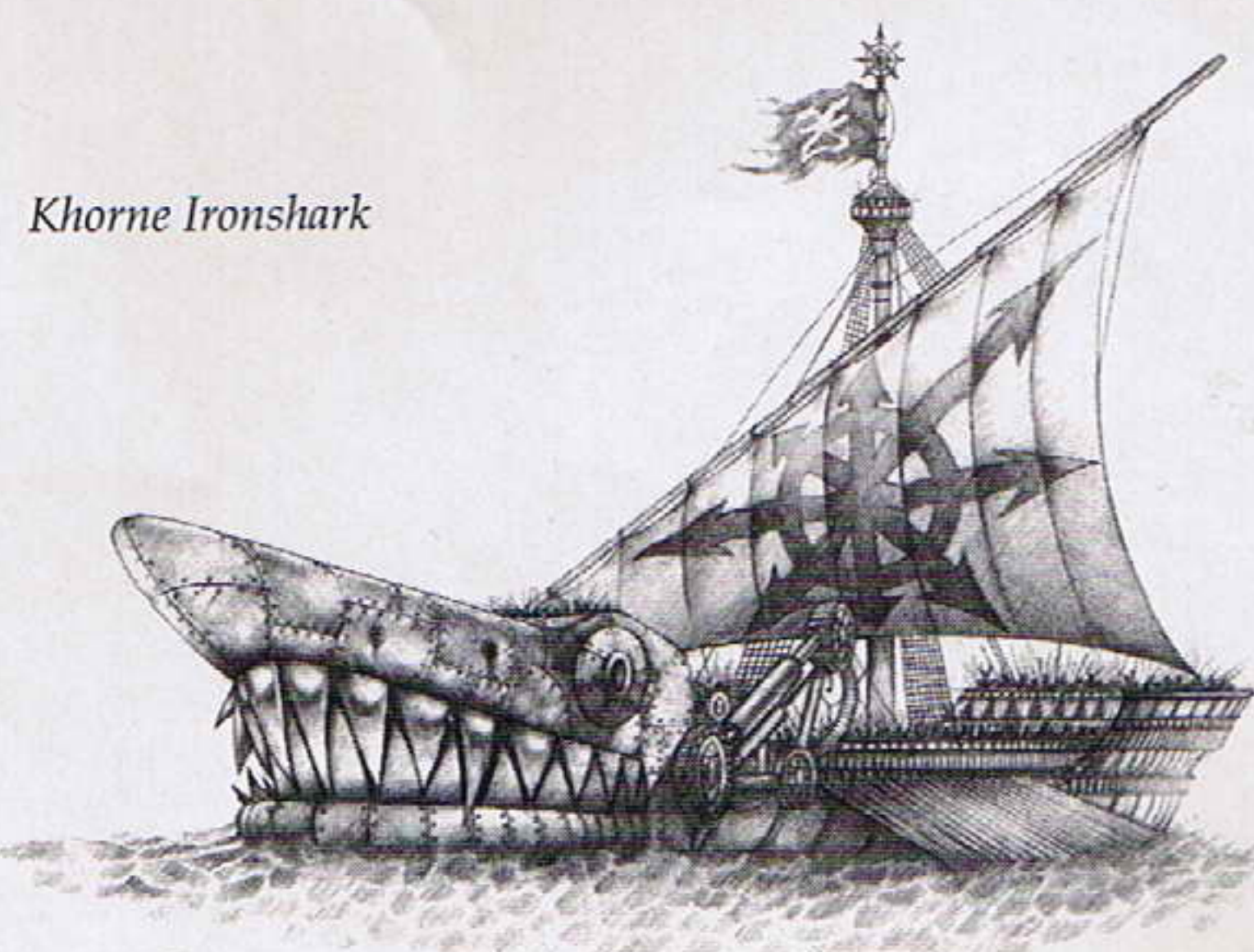
You must also have at least one squadron of Deathgalleys. I make them Khorne to fit in with my flagship, and because their Chaos Reward Cards are generally to do with straight forward death, damage and destruction. Cost 200 points

I always take a Chaos Sorcerer, as he is so potentially devastating and if used correctly can win a battle. Cost 200 points.

That leaves me with 450 points to spend on other vessels. I decide to spend 150 points on one squadron of Hellslicers and one squadron of Hellrammers, to boost my numbers and help give me an initiative advantage.

That leaves me 300 points to spend, which I split between another Man O' War (which cannot be another Bloodship), and another squadron of Ships of the Line.

My second Man O' War could be loyal to any one of the remaining three Powers. Even though a Hellship could kill enemy crew before the Bloodship gets stuck into the survivors, I decide on a Winged Terror for its flexibility.



Khorne Ironshark

My last 150 points are spent on Plaguecrushers, to get those Nurgle's Rot counters into action.

This fleet is geared to getting to grips with the enemy as quickly as possible. None of the ships rely on the wind, so it will be difficult for my enemy to bring me to a halt.

In terms of tactics, the Hellslicers and Hellrammers provide a good screen to advance behind, hopefully soaking up enemy fire. If they reach their targets so much the better, as they can do some damage and tie the opposing ships down for a while.

My Chaos Sorcerer can stay out of the fracas to start with, looking for spells such as Carnage, Deathsurge, Abject Terror or Plague Sea. These spells affect the entire seascape, either causing the Chaos fleet to move faster, the enemy to ground to a becalmed halt or even send the enemy mad with terror! Anything that I can do to ensure my ships get into contact with the enemy will help.

The Great Winged Terror gives my fleet flexibility, and could be set up either in the centre of my fleet to react quickly to whatever my opponent does, or sent out on its own to worry enemy ships from the rear. A Great Winged Terror is potentially so fast, it can zip behind the enemy fleet and attack from any unexpected quarter.

The Plaguecrushers are a fairly safe bet in whatever role they play. They are quite sturdy, are armed with catapults, and can ignore grapeshot in boarding actions as long as their towers are intact.

Behind my Hellrammers and Hellslicers come the Bloodship and Deathgalleys as the main hitting force of the fleet.

The Plaguecrushers are best situated to one of the flanks, where they can hopefully be swung around to fire upon the enemy ships without getting in the way of, or being obstructed by, other vessels.

In addition, a fleet of seven squadrons like this one is great from an initiative point of view. I have a Bloodship, a Bane Tower (with Chaos Sorcerer board), a Great Winged Terror, a squadron of Deathgalleys, a squadron of Hellslicers, a squadron of Hellrammers, and a squadron of Plaguecrushers for exactly 1000 points.

A typical Bretonnian fleet might have a Galleon, a Wizard Lord, two Corsair squadrons, a Buccaneer squadron, and an extra Man O' War card for exactly 1000 points. You can see that a Bretonnian player has only four squadrons to my seven.

This means that I can save my Bloodship, Great Winged Terror and Deathgalleys until the end of each Battle Phase, when the Bretonnian player has nothing left to move. I can use these vessels however I want, and the Bretonnian player can do nothing to stop me!

All in all, a Plaguefleet is a wonderful fleet to play with, as there are so many different vessels available, giving all manner of different tactical alternatives. No other fleet has so many options open to it without recourse to allies.

Depending on your preferred style of play, you can have anything from a fleet geared up to get stuck in fast, with many squadrons of small ships, or a fleet that just has one of each Chaos Man O' War, a squadron of Deathgalleys and a Bane Tower.

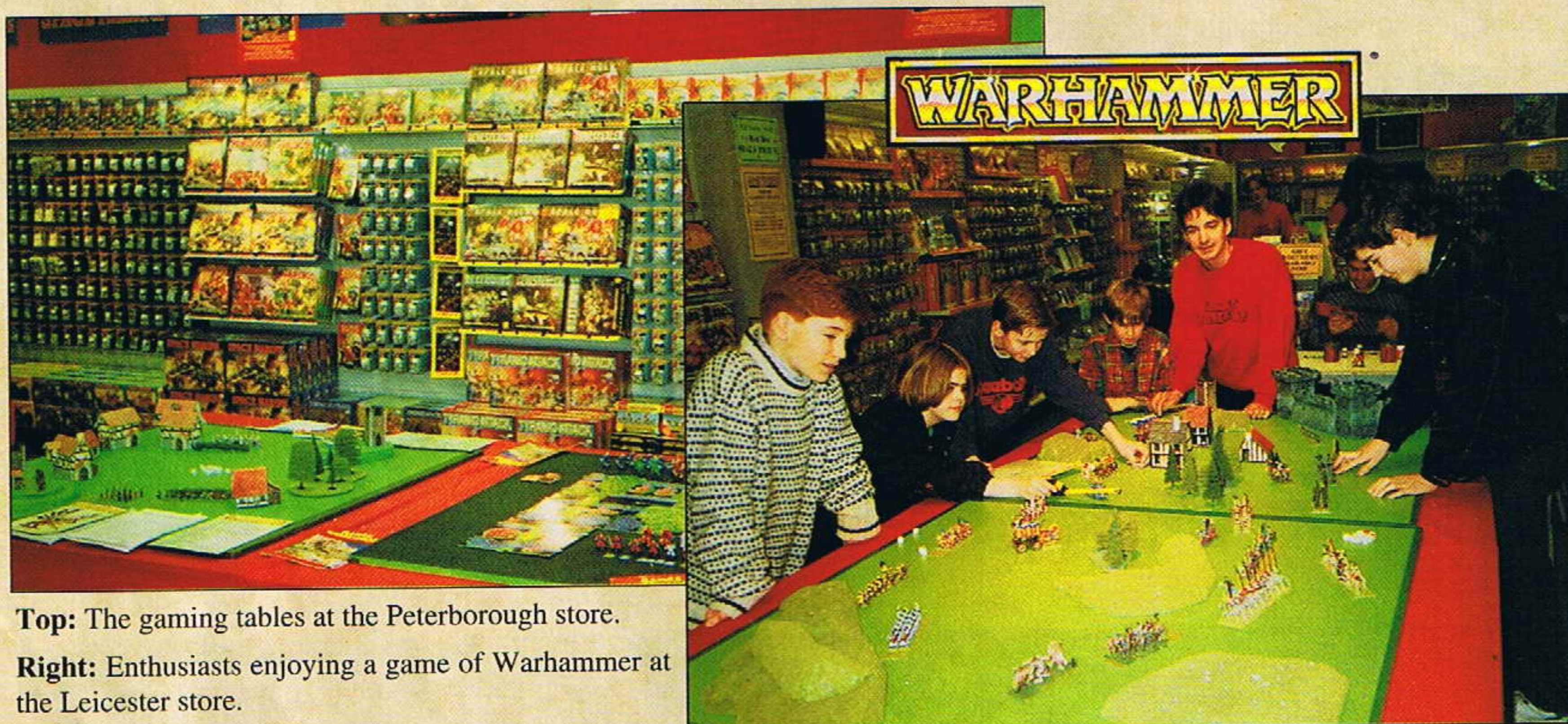


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Top: The gaming tables at the Peterborough store.

Right: Enthusiasts enjoying a game of Warhammer at the Leicester store.

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and
MAIDSTONE

SPACE MARINE



Top: A game of Space Marine at the Leicester store.

Left: Bob from the Nottingham store gives some tips on miniature painting.

Below: Some of the vast range of stock in a typical store.

Bottom: An exciting game of Warhammer 40,000 at the Peterborough store.



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In addition to individual models, we want to show you some of the best units and armies from the stores, as well as vehicles, war machines and interesting conversions. It's not only the staff that display models in Games Workshop stores, many examples of local painters' work also appears in the shop cabinets and we'll be featuring some of the best in the pages of White Dwarf too. If you have a fine army, a special unit, or even a gem-like character model that fits the bill why not take it down to your local Games Workshop shop to put on display. You never know - your work could appear in a future White Dwarf.



GRAND MASTER OF THE KNIGHTS PANTHER



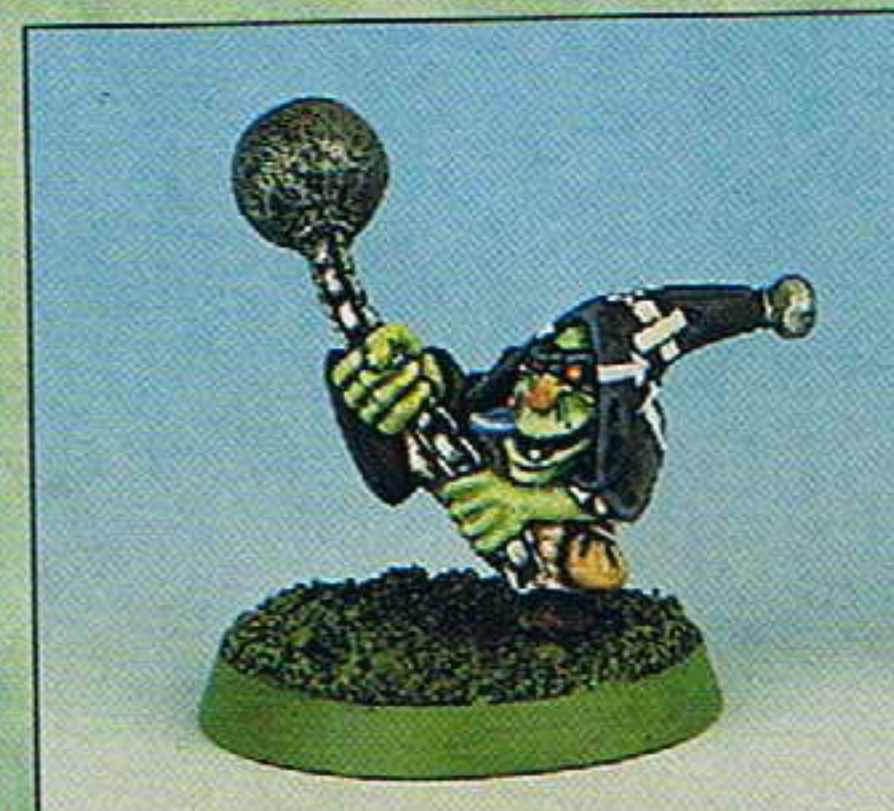
CAVE SQUIG



NIGHT GOBLIN SQUIG HUNTERS



THE ICE QUEEN OF KISLEV



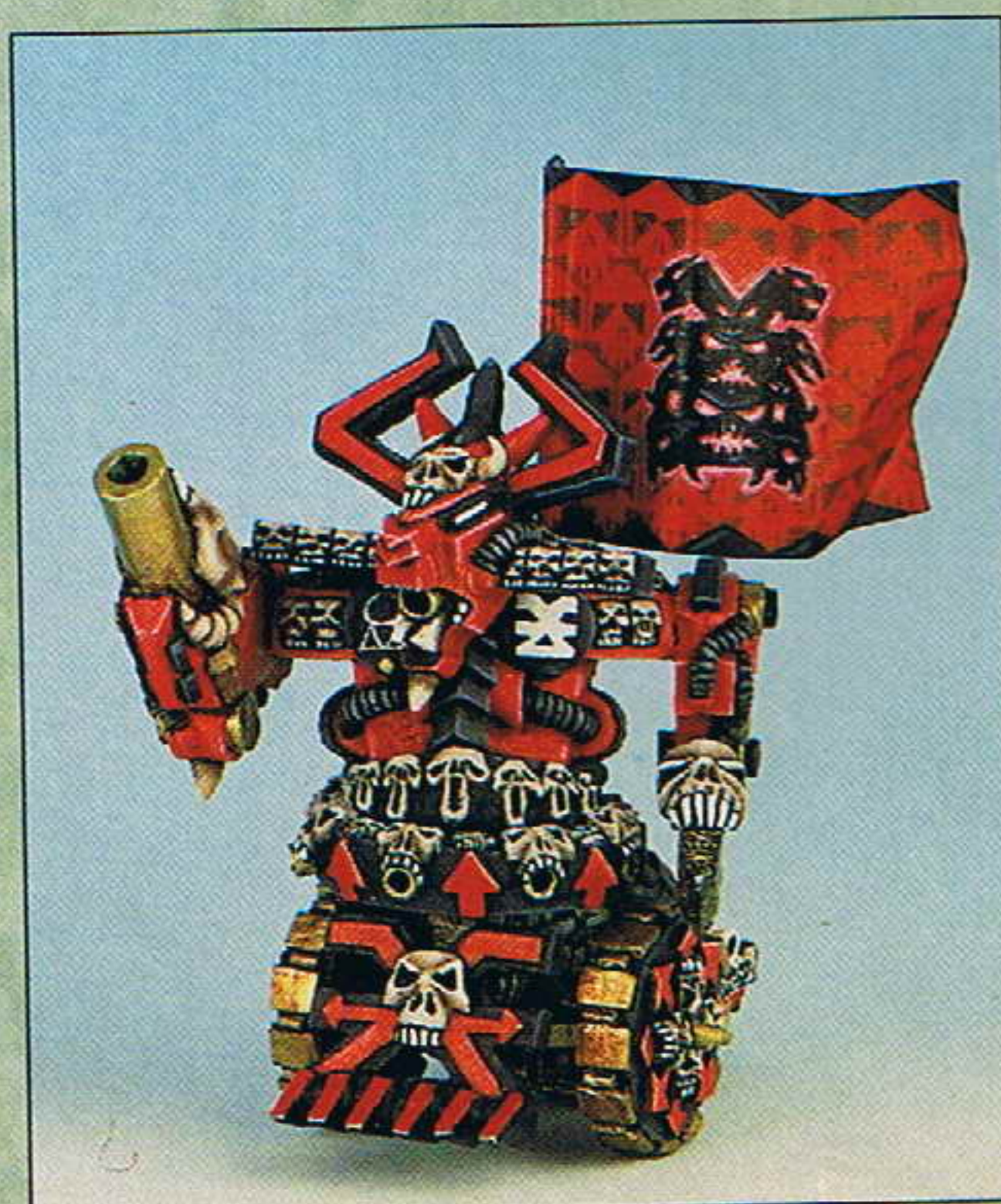
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SPACE MARINE[®]

DAEMON ENGINES OF KHORNE

By Andy Chambers

Across the nightmare battlefields of the 41st millennium, lumbering beasts of iron and brass reap the souls of thousands in the dread name of Khorne – dark God of bloodshed and war. A force of unstoppable destruction and terror, the blood-drenched hordes of Khorne grind the bodies of their foes to leave a desert of shattered skulls in their wake.

Though Khorne despises magic and wizards he does not limit his followers to swords and axes to gather souls - technology and even magical weapons are all tools to increase the tally of the fallen. Greatest of Khorne's weapons are the part magical, part technological Daemon Engines. Daemon Engines vary in size and appearance but all are large and bristle with weapons. Covered with heavy armour of black steel and marked with brass skull runes of Khorne, Daemon Engines resemble deadly, hulking monsters. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels. Daemon Engines of Khorne are utterly implacable and must always have advance or charge orders and attempt to close the distance towards the enemy.

Daemon Engines are motivated by the will of Khorne and their potency increases if Khorne is pleased by the battle's progress. Your success is dependent on whether you are winning by scoring more victory points. If you have the most victory points during a turn Khorne is pleased by your progress and all your Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are drawn or your opponent has more points, Khorne is less well disposed and you receive no extra benefits.



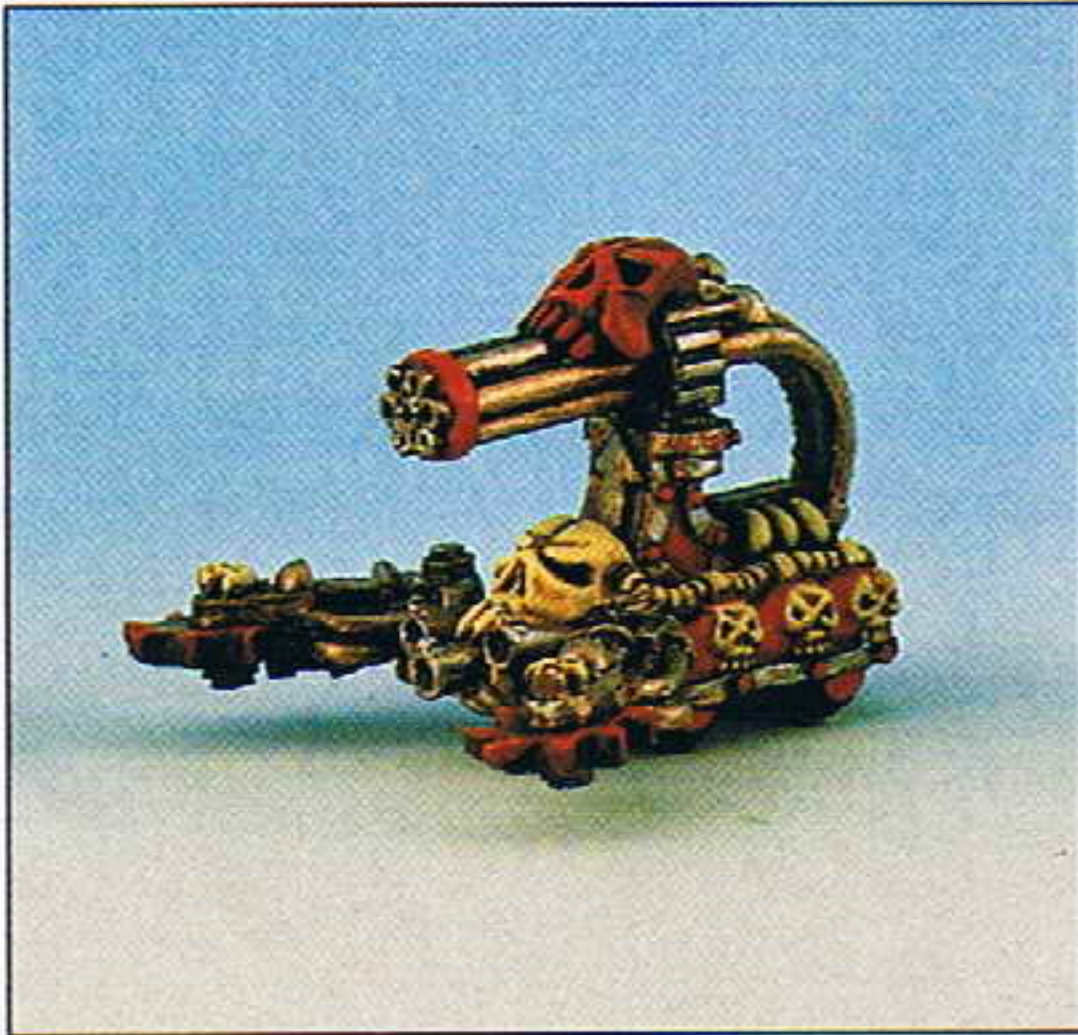
THE BLOOD REAPER



The Blood Reaper is a towering Daemon Engine of Khorne literally bristling with weapons. The battery of guns mounted in its central tower blaze with continuous salvos of destruction and the heavier upper cannon blast apart armoured opponents. Anything lucky enough to survive the Blood Reaper's withering salvos is overrun and impaled on its mighty battle scythe or crushed beneath its giant wheels. In battle Blood Reapers often rumble steadily forward over a broad front, leaving a trail of smashed and blasted remnants in their wake.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
The Blood Reaper	15cm	2+	+4	Skull Cannon	50cm	2	5+	-2	
				Tower Guns	50cm	4	5+	-1	

BRASS SCORPION



Brass Scorpions are fast, fearsomely armed and possessed of a daemonic viciousness and cunning. They clatter forward on brazen wheels to hunt down their prey, racing ahead with their whirling power saws promising a quick death to anything foolish enough to come within reach. A Brass Scorpion is well-equipped with short range firepower – a lethal gatling “sting” rears up from its back and more guns jut forward from its daemonic maw, but it’s at its most deadly in close assaults. Up close the scything power claws slice through armour and flesh with ease and few can stand before their charge. Normally, woods and buildings are the infantryman’s sanctuary from such metal predators but even these offer no succour as the Scorpions slash their way forward to winkle out the hiding troops. Because of their power saws Brass Scorpions can move through woods, counting them as difficult ground. They can also close assault buildings in the close combat phase, causing the building to take an unmodified save or collapse into rubble.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Brass Scorpion	20cm	3+ All round	+7	Scorpion Cannon Jaw Guns	25cm 50cm	6 3	5+ 5+	0 -1	See above for special rules

DOOM BLASTER

Doom Blasters crawl forward on heavy, clanking treads with the gaping maws of their quad mounted doom mortars menacing the enemy. The doom mortars lob a thunderous carpet of shrapnel-packed shells amongst the foe, tossing troops and vehicles aside with their close packed barrages until there is nothing left but bleeding remnants to be crushed as they advance.

Because Doom Blasters mount four barrage weapons they can fire two barrage templates per turn, each with 4 barrage points and a -1 saving throw modifier. The two barrages always fall close together so the templates must be placed so that they are touching. Note that because the Doom Blaster is a Daemon Engine of Khorne it can't use first fire orders orders so it can't fire indirect barrages at all.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Doom Blaster	15cm	2+	+4	Doom Mortars Bolters	75cm 15cm	6 2	5+ 5+	0 -1	See above for special rules

DAEMON ENGINES OF KHORNE ARMY CARD

DAEMON ENGINES OF KHORNE

A squadron of Daemon Engines of Khorne consists of any three Daemon Engines of Khorne.



POINTS VALUE 300



DAEMON ENGINES OF KHORNE

BREAK POINT 2: The squadron is broken once it has lost 2 models.

MORALE VALUE 1: Daemon Engines of Khorne must roll 1 or more on a D6 to pass their morale check.

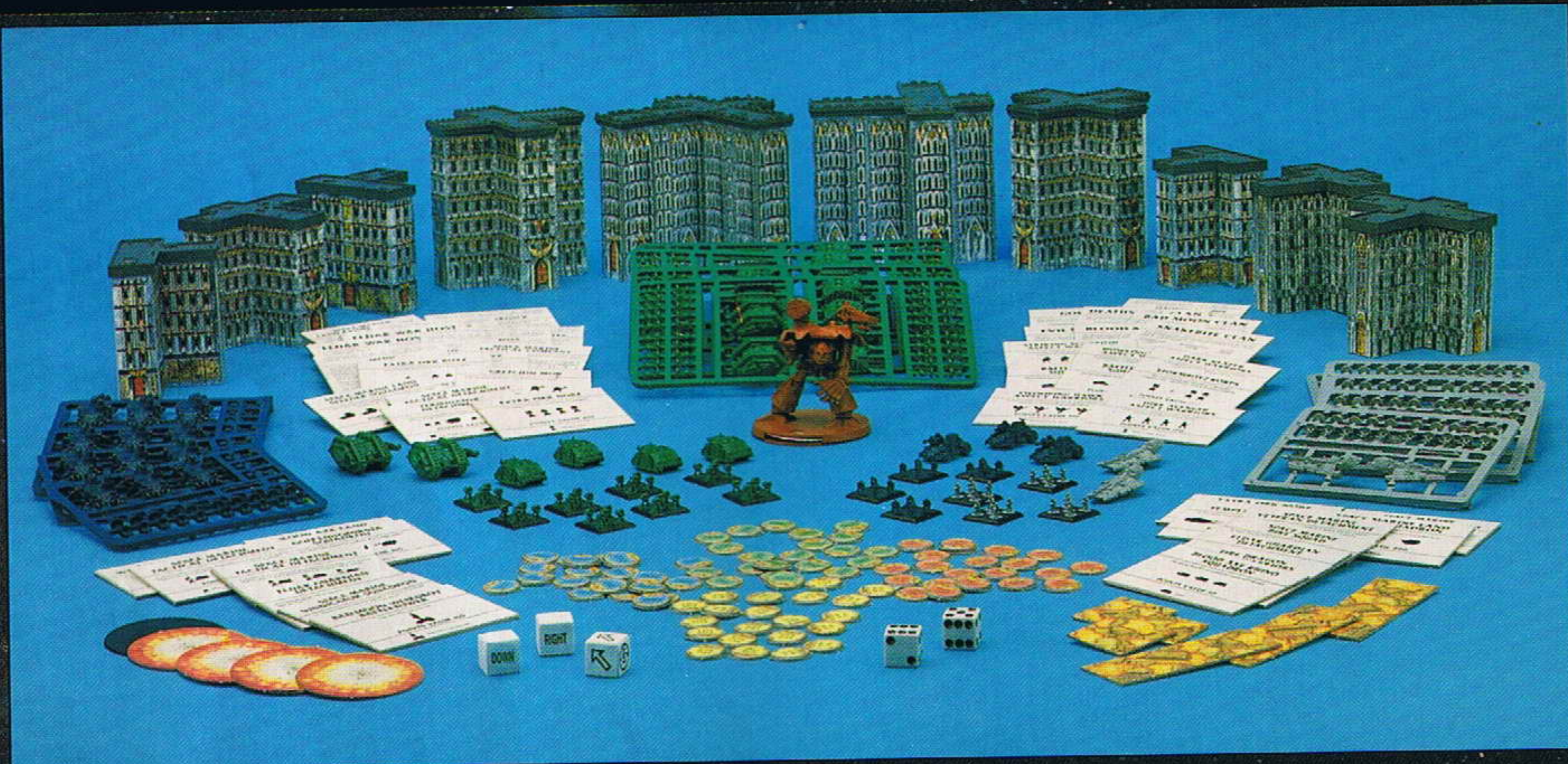
VICTORY POINTS 3

Your opponent gains 3 VP's when the squadron is broken

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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

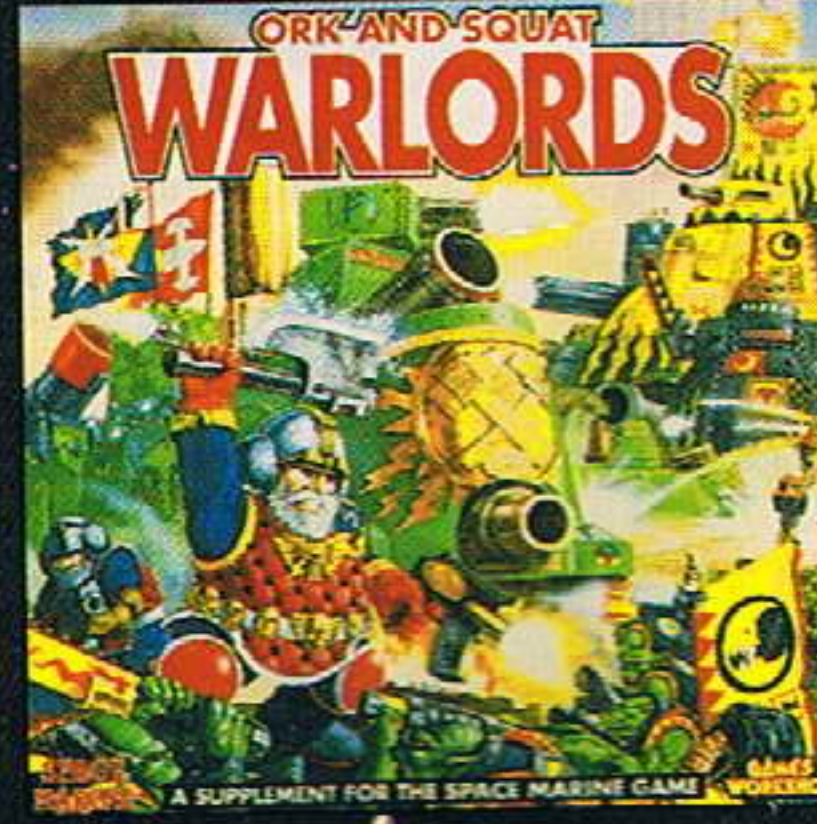
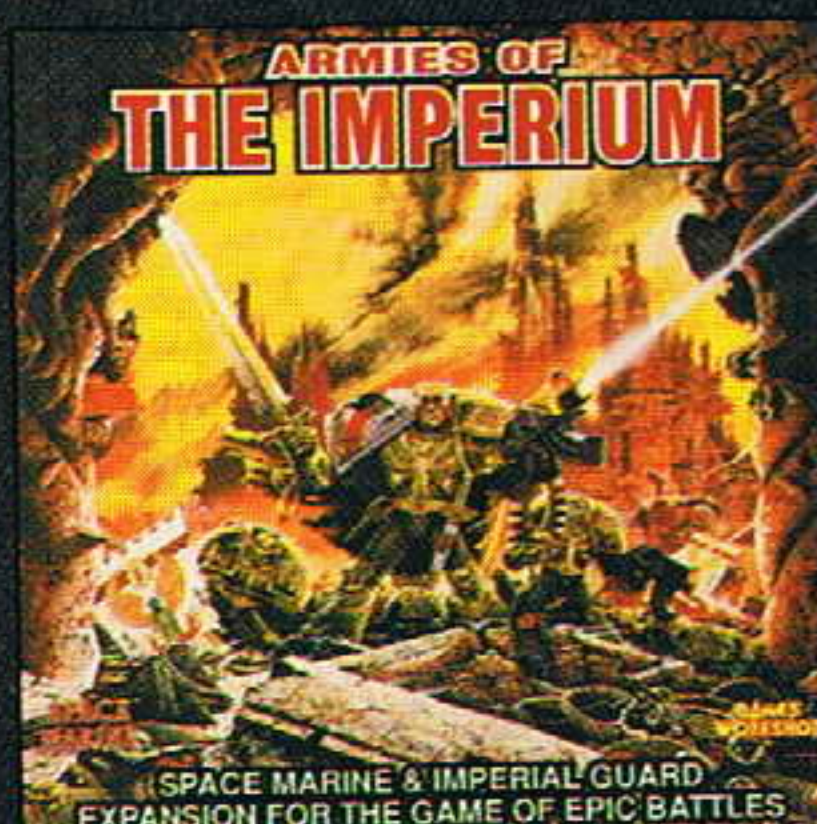
This supplement describes the Space Marine and Imperial Guard Forces that comprise the Imperium's fighting armies.

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

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

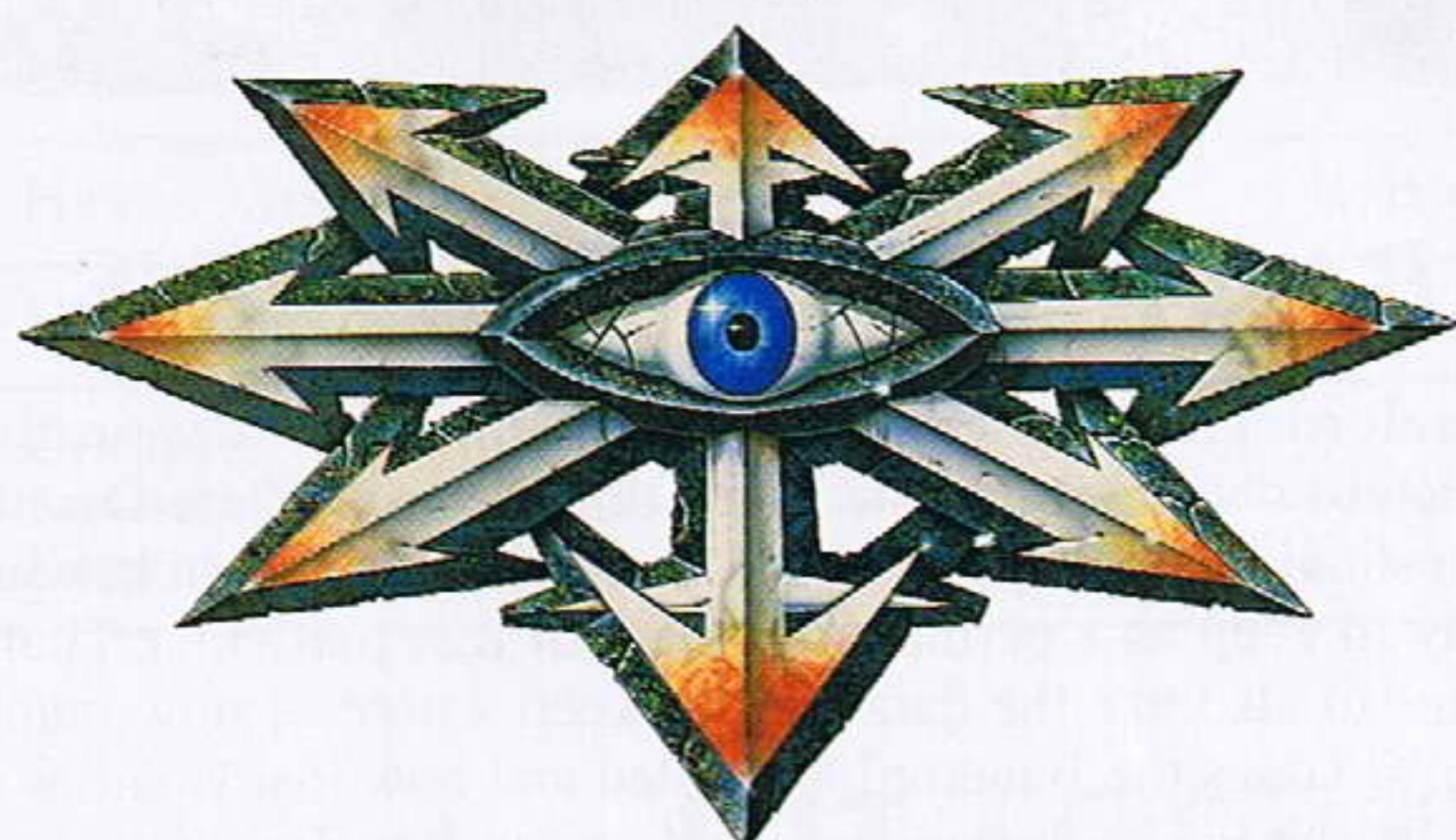


THE BANELORD CHAOS TITAN OF KHORNE

By Jervis Johnson

The dreaded Banelord is one of the most feared of all of the Chaos Titans. Dedicated to Khorne, the Chaos god of war, the Banelord is a towering mountain of destruction. The Banelord excels at short range combat, closing with the enemy to blast them with its missiles and cannon and to smash them with its fists and tail. Only the most powerful opponents are able to withstand the onslaught of a Banelord Titan!

Titans are the supreme fighting machines of the Imperium - towering metal giants armoured in adamantium and armed with the mightiest weapons the Imperial TechPriests of the Adeptus Mechanicus can devise. At the heart of every Titan a blazing plasma reactor harnesses the power of the sun to supply the machine's massive energy requirements. Each of these vast war machines requires a substantial crew to control and direct it. Few troops can survive the assault of a Titan's devastating weapons.



In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. The Tech Priests of Mars were pitched into bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions of the Collegia Titanica split into loyalist and traitor factions, with over half of the Titan Legions joining Horus. Throughout the Heresy innumerable battles were fought between Titans and whole cities shook beneath the heavy tread of these awesome war machines. With the failure of the Heresy the renegade Titan Legions were driven into the Eye of Terror where they still dwell ten thousand years on, waiting to board space hulks and devastate the worlds of the Imperium again.

During their long sojourn among the Daemon worlds the renegade Titans have warped and mutated, for the mutable power of Chaos is not limited to creatures of living flesh. These gigantic engines of terror are universally feared as they wander the Daemon worlds from battle to battle, eternally wreaking the carnage they were built for. No-one quite knows whether they still contain their original crews, their lives unnaturally prolonged by the warping power of Chaos, or something far worse. Chaos Titans are feared and respected by

the followers of Chaos as monstrous, brooding effigies of ancient gods of war. The Imperium fears the Chaos Titans as the avenging revenants of an horrific past.

Most Chaos Titans are Warlord class Battle Titans as these were the commonest type at the time of the Heresy. Nearly all of them have been altered in some way. Some have had their heads reshaped into daemoniac visages, or mounted with close combat weapons or extra guns, and another common change is the addition of long sinuous tails mounting weapons or gigantic blades. The Banelord is aligned to the Chaos Power known as Khorne, and has taken on the appearance and hues associated with that Power. Flags, kill banners and pennants



fly from the weapons and arms of the Titan, with the symbol of Khorne prominently displayed.

BANELORD MINION CARD

Cards for the Banelord Chaos Titan of Khorne are supplied in this issue of White Dwarf. They are included as Minion cards, so up to five can be chosen for each Greater Daemon in your force. However, Banelords may only be taken as the minions of a Bloodthirster, the Greater Daemon of Khorne or a Lord of Battles. They may not be taken as minions of any other type of Greater Daemon.

BANELORD SPECIAL ABILITIES

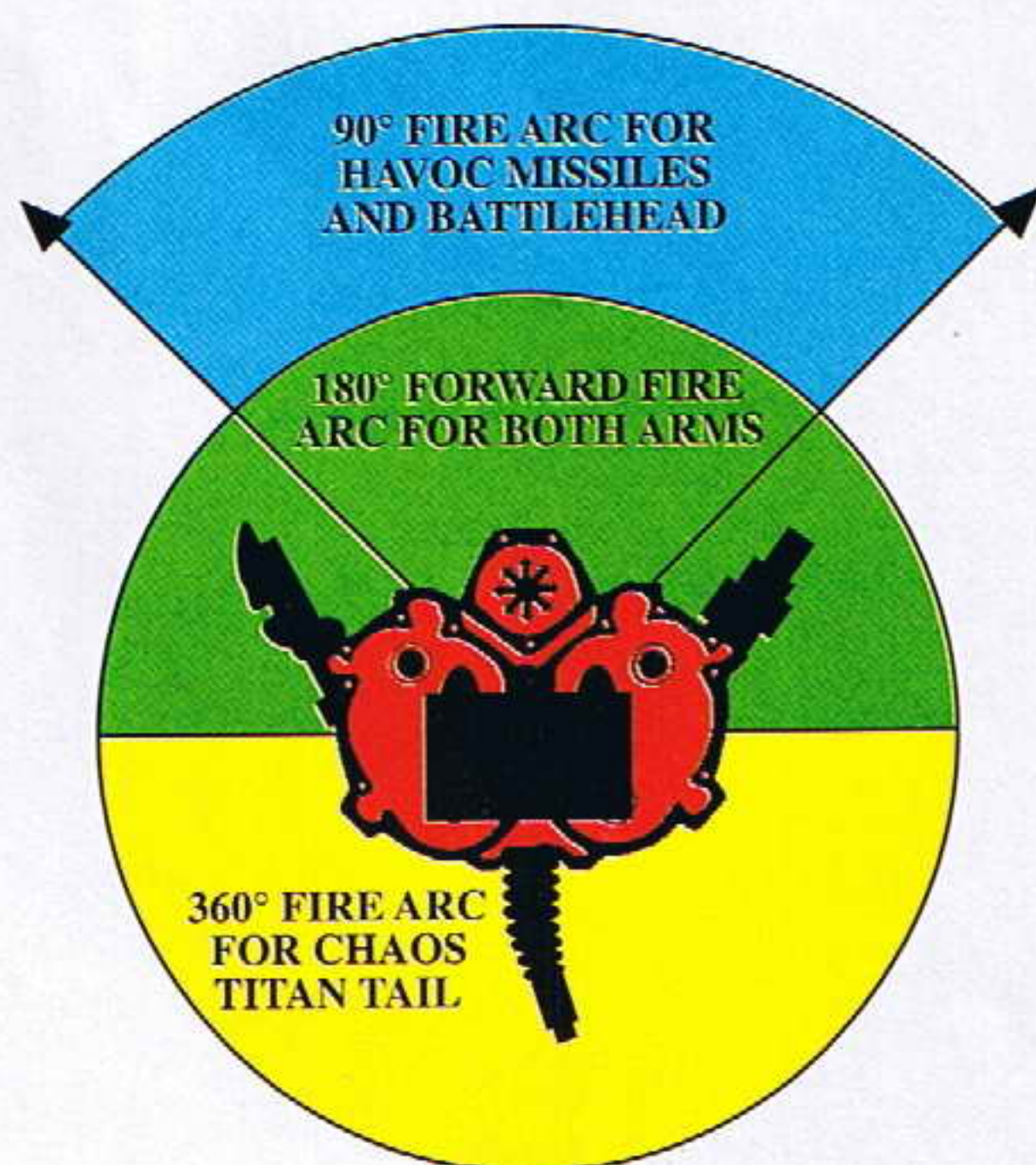
A number of special rules apply to the Banelord which do not apply to other Titans. To reflect the fury of its advance and the Titan's desire to enter into close combat, the Banelord must always be given charge or advance orders, and must always attempt to move towards the enemy.

The Banelord is under the protection of Khorne, and this makes it particularly resistant to psychic attacks. Banelords always receive a special saving throw of 3, 4, 5 or 6 against Psychic attacks, in addition to any other saving throws it may receive. Psychic attacks include Eldar Warlock powers, Weirdboy psychic bolts, and Space Marine Librarian powers.

The followers of Khorne are strengthened by the release of psychic energy brought about by bloodshed and death. Their potency increases if the battle is going well for the armies of Chaos. This success is judged by which side has more victory points. If the Chaos army has more victory points during a turn, then all Banelords receive +1 on their to hit rolls, +1 on their saving rolls, and roll an extra D6 in close combat. If the victory points totals are equal or your opponent has more points no extra benefits are received.

BANELORD FIRE ARCS

Because Banelord weapons are mounted rather differently to those on other Titans they have different fire arcs, those shown on the diagram below. The Havoc Missile Rack has a 90° arc of fire forward, the left and right arms have a 180° arc of fire forward, while the tail has a 360° field of fire.



BANELORD WEAPONS

Banelord Titans always use the weapons shown on the Banelord data card included with this issue of White Dwarf. You should photocopy one of these for each Banelord in your army to keep as a permanent record of that particular Titan. You can also use the data card to keep a note of how many enemy Titans the Banelord has killed and how many battles it has fought in. The weapons listed on the Banelord data card are available exclusively to Banelord Titans and may not be used by any other class of Titan. They are: Bloodletter Battlehead, Hellstrike Cannon, Havoc Missile Rack, Doomfist, Chaos Titan Tail of Khorne.

BLOODLETTER BATTLEHEAD

The once noble head of a Warlord Titan has been horribly mutated on the Banelord so that it resembles the features of the Daemoniac servant of Khorne known as a Bloodletter. Jutting from the mouth of this horrific visage is a large assault cannon capable of spewing high explosive rounds at an enormous rate of fire.

HELLSTRIKE CANNON

The Hellstrike Cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture that is known appropriately as *hellfire*. The shells are set to explode in mid-air just above the target, so that the splatter as wide an area as possible with the deadly hellfire mixture. As the hellfire saturates the area it ignores cover, making it particularly potent against infantry in woods or buildings.

BANELORD CHAOS TITAN

MOVE	CLOSE ASSAULT FACTOR
15cm	+14

The Banelord Chaos Titan has six void shields and capacity to mount four weapons.

Record shield loss using the Titan's shield wheel.

SPECIAL RULES

The Banelord must always be given Advance or Charge orders.

The Banelord has a saving throw of 3 or more on a D6 against psychic attacks.

If the Chaos player is winning, all Banelords receive +1 on their saving and to hit rolls and roll an extra D6 in Close Combat



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Bloodletter Battlehead	25cm	2	4+	-1	
Havoc Missiles	75cm	8 Barrage Points		-1	
Hellstrike Cannon	50cm	6 Barrage Points		-1	Ignore To Hit modifiers for cover.
Doomfist	25cm	2	4+	-3	Add D6 to Close Combat score.
Khorne Titan Tail	50cm	1	5+	-2	Add +2 to Close Assault Factor

HIT LOCATION TEMPLATES

FRONT

	WEAPON	
	2+	
WEAPON	HEAD	WEAPON
2+	1+	2+
WEAPON	PLASMA REACTOR	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
1+		1+

SIDE

WEAPON	WEAPON
2+	2+
CARAPACE	WEAPON
1+	2+
	HEAD
	1+
	WEAPON
	2+
	WEAPON
	2+
LEG	
2+	
LEG	
2+	

REAR

	WEAPON	
	2+	
CARAPACE	CARAPACE	CARAPACE
1+	1+	1+
WEAPON	PLASMA REACTOR	WEAPON
2+	3+	2+
LEG		LEG
2+		2+
LEG		LEG
3+		3+



BANELORD CHAOS TITAN DAMAGE TABLES



HEAD DAMAGE TABLE - Roll D6

- 1-2 The cannon in the Bloodletter battlehead is destroyed. This damage so enrages the Banelord that it must be placed on charge orders next turn.
- 3-4 The hit temporarily blinds the Banelord. It may not fire this turn or next turn. At the very start of the next movement phase the Banelord runs amok, charging forward 5D6cm in a straight line. Anything in the way has to fight the Banelord immediately but it rolls 2D6 for its effective CAF in each combat. Keep moving and fighting until the Banelord has moved the full move distance rolled. If the Banelord runs into impassable terrain such as a building it will be stopped and suffer an automatic hit to the reactor, roll damage immediately.
- 5-6 The shot rips through the Banelord's head and triggers massive internal explosions within it which destroy it utterly. With an anguished groan the Banelord crashes to the ground. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or stands units that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Banelord and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Banelord as above, but there is also a flashback to the Banelord's hull. Roll a D6 to see what was affected by the flashback:

- | | |
|-----|---------|
| 1-3 | Reactor |
| 4-6 | Head |

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

CARAPACE DAMAGE TABLE - Roll D6

- 1-2 The Banelord's void shield generators are damaged and shut down temporarily. Until the void shield generators are repaired they may not be used.
- 3-4 The Banelord's void shield generators shut down and may not be used any further in the game.
- 5 The Banelord's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 – on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.
- 6 The Banelord's void shields overload and explode causing massive internal damage. The Banelord is destroyed but remains standing. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Banelord's armour is holed and dozens of captive souls escape into the warp, badly weakening the Banelord. The Banelord's CAF is halved for the rest of the game.
- 3-4 The Banelord's plasma reactor has been breached. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Banelord is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Banelord may move and fire as normal.
- 5-6 The Banelord's plasma reactor has been destroyed, and the Banelord is vaporised in a spectacular meltdown. The Banelord is removed from play (replace it with a model crater if you've got one). All units within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Banelord to walk with a pronounced limp. The Banelord's move rates are halved and it may not enter difficult terrain.
- 3-4 The Banelord's leg has suffered extensive damage, and it is very likely that it will give way if the Banelord attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Banelord has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Banelord will crash to the ground and is destroyed. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
- 5 The Banelord is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Banelord collapses to the ground. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Banelord as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

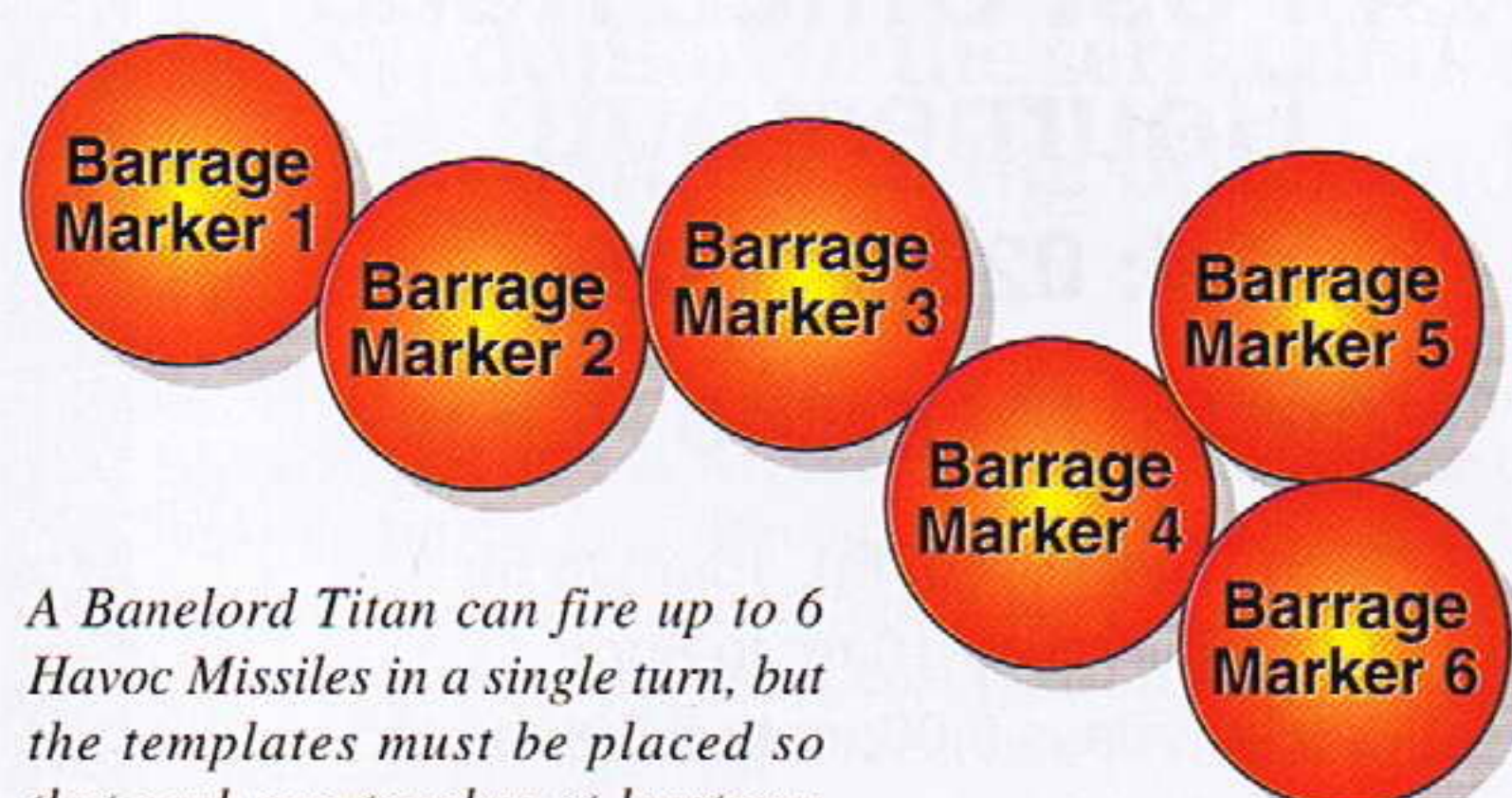
CLOSE COMBAT

If beaten in close combat, the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HAVOC MISSILE RACK

The Havoc Missile Rack is loaded with six deadly Havoc Missiles. One or more missiles can be fired in a deadly salvo that roars towards the target at ground level to avoid enemy fire, exploding to cover a wide area in death and destruction. These missiles are fired individually so it's up to the Chaos player whether he wants to fire some, all or none of his missiles during a turn. Whenever a missile is fired, record it with a counter or a D6 placed close to the Titan. Once all 6 missiles have been fired the racks are empty, and no more missile attacks can be made.

Each missile creates a barrage with 8 barrage points and a -1 saving throw modifier. If the Chaos player wants to fire more than one missile on the same turn, then all of the missile barrage templates have to be placed so that each one is touching at least one other missile barrage template.

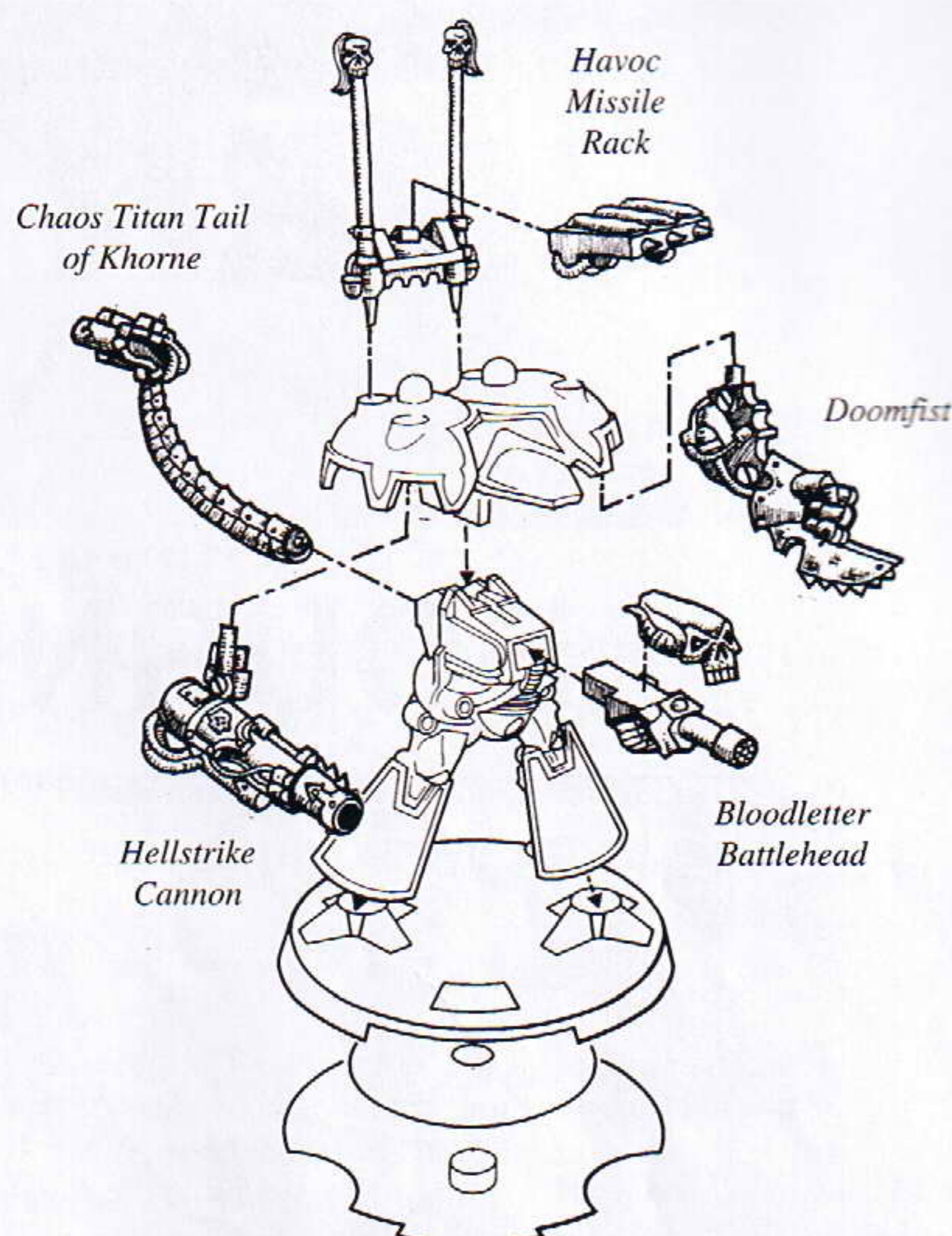


A Banelord Titan can fire up to 6 Havoc Missiles in a single turn, but the templates must be placed so that each one touches at least one other barrage marker.

DOOMFIST

The Doomfist is a deadly hand-to-hand combat weapon which combines the close combat abilities of a Chainfist and a Powerfist. In addition it is armed with a pair of melta cannon which provide a powerful ranged attack. In the combat phase the Doomfist may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If the Doomfist is used in close combat then the Banelord rolls an extra D6 to resolve the combat. What's more, if the Banelord wins a combat against another Titan, then the Chaos player may choose to make a special grab attack with the Doomfist instead of rolling for damage as normal. To represent the grab attack the attacker nominates location on the victim he is going to grab and both sides roll a D6. The Banelord adds +1

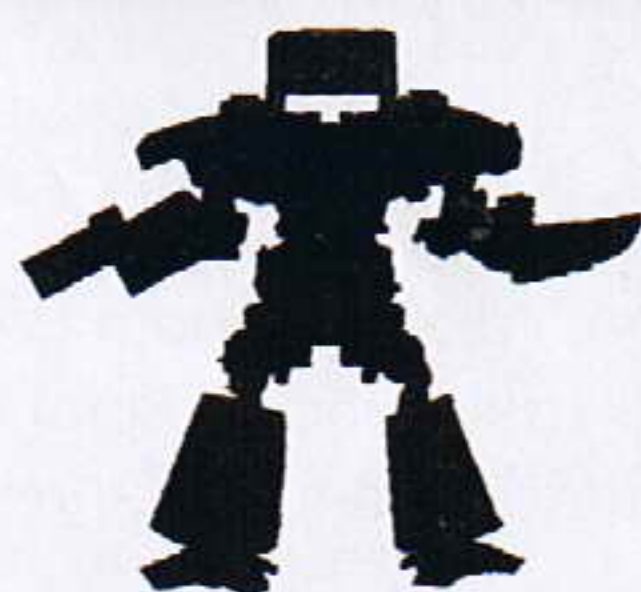


to its total, and if its score is highest it has ripped the nominated location apart. The enemy Titan takes maximum damage (worst result on the table). If the defender's score is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal, the defender has slipped away but sustains normal damage to the nominated location. If the Banelord hits a building with the Doomfist the building is destroyed unless it can make its saving throw with a -4 modifier.

CHAOS TITAN TAIL OF KHORNE

The Banelord has mutated into a hellish mixture of metal and flesh with a long sinuous tail armed with a large battlecannon on the end. In battle the tail can either be used to crush and gouge its enemies, or to fire at opponents that are too far away to be attacked in close combat. In the combat phase the tail may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn. If used in close combat the tail adds +2 to the Banelords close assault factor.

BANELORD CHAOS TITAN OF KHORNE



POINTS VALUE 900



BANELORD CHAOS TITAN OF KHORNE

The Banelord Chaos Titan fights As a single unit which cannot be broken and so does not need to take a morale check. Victory points are awarded to the opposing player once the Titan is destroyed.

VICTORY POINTS 9

Your opponent gains 9 VP's when the Titan is destroyed

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DOOM OF THE ELDAR

BY JERVIS JOHNSON

Doom of the Eldar is the latest battle game in the exciting Wargame series. This month, Jervis explains how the game was originally developed, as well as providing the history and background to the campaign. He also explains why this latest addition to the series makes for an action packed scenario guaranteed to keep you battling to the bitter end.

The original inspiration for Doom of the Eldar was a short piece of background text written by Rick Priestley for the Space Marine supplement 'Renegades'. It described how the Eldar of Iyanden Craftworld had managed to beat off a Tyranid assault, but only at great cost to themselves. The first time I read Rick's description I thought how perfect it would be as a scenario for a campaign, and so when I started work on the third game in the Wargame Series I decided to use the assault on Iyanden as the basis of the game. There were a number of

other reasons for choosing this subject in addition to the fact that it provided such an exciting scenario. For the next game in the series I wanted to feature at least one race that had not appeared in either of the previous games. The assault on Iyanden was perfect from this point of view, featuring not one but two races (the Eldar and the Tyranids) who had not appeared before. I also wanted to expand the Wargames Series game system to include ship to ship combat in deep space. Again, the assault on Iyanden offered the perfect opportunity to do this, featuring as it did huge space battles as the Tyranid Hive Fleet closed with the drifting Eldar Craftworld.

Before I could start work on the game I needed to expand the brief description given by Rick into a complete background on which I could base the game. This is an important step of the design process, as it gives you a solid basis to work from and a set of special events which can be incorporated into the game as interesting special rules. It's also a lot of fun! The history that follows is based on the background I originally worked out when I started to design the game - though in its original form it consisted of a few scribbled notes, and was mostly kept in my head! But, before I give the historical background to Doom of the Eldar, I'll give a brief description of the Wargame Series of games for any deprived readers who have not had the chance to play one of the games in the series yet.



THE WARGAME SERIES

Unlike most of our other games, which recreate individual battles on a wargames table using Citadel Miniatures to represent the soldiers, the Wargame Series games concentrate on entire campaigns involving hundreds, thousands or even millions of men. Such vast conflicts are impossible to recreate on the tabletop (unless your collection of Citadel Miniatures runs into thousands of models!), and so the Wargame Series games use a colourful mapboard and sets of cardboard counters to recreate the conflict. Both players have a set of victory conditions they must achieve in order to win the game based on the historical objectives of the two sides in the campaign. The map shows the terrain over which the campaign took place, while each counter represents a unit of troops rather than an individual soldier. For example, in Horus

Heresy the map shows the Emperor's Palace and the surrounding space ports and fortresses, covering an area of several hundred square miles, and each counter represents an complete Imperial Guard army or an entire Space Marine chapter.

The game boards used for a Wargame Series game are divided into a number of different sized areas, and each counter is given a movement value, which shows how many areas it can move in a turn. Most units have a movement value of one, but some swiftly moving units can have a movement value as high as 3 or even more. In addition to their movement value, each counter is rated for its ability to attack and defend. For example, an Imperial Guard unit might have an attack value of 2 and a defence value of 4, showing that it is better on the defensive than when ordered to attack, while a unit of Ork Nobs could have an attack value of 6 and a defence value of 3, as befits troops that are famed for their attacking qualities. Combat is resolved by comparing the strengths of each side's counters, and then rolling a dice on the special *Combat Results Table* that is included with the game.

THE TYRANID ASSAULT ON IYANDEN

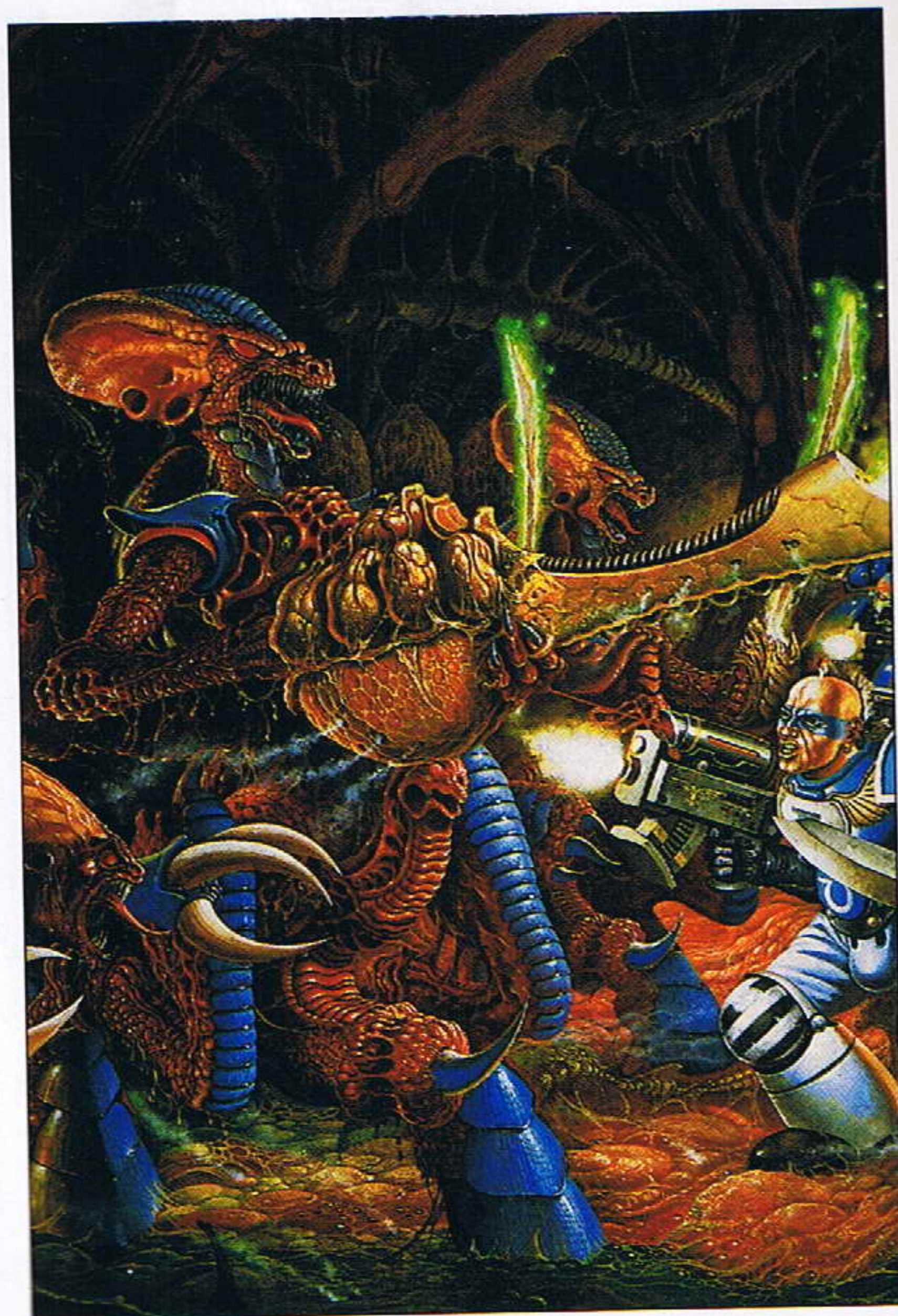
Thousands of years ago Eldar civilisation was all but destroyed in a catastrophe brought about by the Chaos God Slaanesh, the only survivors fleeing from their planets in giant space vessels known as *Craftworlds*. Iyanden was the largest of all of the Eldar Craftworlds and its people the most numerous. It drifted serenely through the void of space, far away from the inhabited planets of other races. Then, from out of the darkness of intergalactic space exploded the Tyranids, and Iyanden

became the scene of the Eldar's first encounter with the Tyranid Swarm, the all consuming menace whose locust like advance through the galaxy has since enveloped hundreds of human worlds.

The first warning the Eldar of Iyanden had of their fate was brought by the Craftworld's far ranging Scouts, Eldar whose instincts drive them to a life of exploration and danger, and who secretly monitor the planets and alien races near their Craftworld. The news that the Scouts brought was dire; a Tyranid Hive Fleet of immense proportions was heading towards Iyanden Craftworld. Already over a dozen Imperial planets had been consumed in the Tyranid's advance and, although the Imperium was mounting furious counter-attacks as and when it could, it would be months until a major Imperial task-force could be mobilised to deal with the threat. By then Iyanden would have been overrun.

Farseer Kelmon, leader and spiritual head of the Craftworld, called together the Eldar of Iyanden and warned them of the impending Tyranid assault. Each Eldar Craftworld has a great hall, known as the Place of Answering, which is capable of holding every member of the Craftworld. At times of crisis the Eldar meet there, so that all may know of the peril that faces their Craftworld, and so that any Eldar may voice an opinion on the course of action that should be taken. Only once all views have been debated and a consensus of opinion reached will the Craftworld's Farseer decide on the course of action to be taken. The debate on the action to take against the Tyranid Hive Fleet was heated and prolonged. The more conservative elements of the Craftworld argued for a policy of isolation, shielding the Craftworld behind a powerful psychic shield in an attempt to avoid all contact with the Tyranids, while the more aggressive elements wanted to attack the Tyranids immediately, dispatching the fleet to destroy the Tyranids before they reached the Craftworld. Both courses of action were deeply flawed, however, because they took no account of the sheer size of the Tyranid Swarm. It took a powerful speech from Eldar Scout Irilith, who has seen the Hive Fleet at first hand and understood the terrible threat that it represented. For over an hour she drove home to all present that the Hive Fleet was too large to hide from, and too powerful to be defeated by the Eldar fleet alone. It would take the combined efforts of every Eldar on Iyanden Craftworld to have any chance to turn back the Tyranids. Even then they might not succeed in defeating the alien menace.

A hush fell on the Hall as Irilith finished her speech. No more needed to be said, for all the Eldar present now realised the sheer enormity of the task ahead. Farseer Kelmon rose and began to issue the decrees to prepare the defences of Iyanden Craftworld. All elements of the fleet would be recalled, and every single Eldar must take on the Warrior aspect of Warlock, Guardian or Aspect Warrior. The entire gigantic Craftworld would be fortified, for there could be no doubt that the Tyranids would breach their outer defences and land on the ship. Help must be requested from the other Eldar Craftworlds. The Avatar, the embodied spirit of the Craftworld's War God, must be awakened to take part in the battle. And, most terrible of all, all of the Craftworld's ancient Spirit Stones must be plucked from their resting places and implanted in metal fighting bodies to battle as Ghost Warriors. When an Eldar dies the spirit is released into a gem known as a Spirit Stone, which is grafted into the very structure of their Craftworld to preserve the dead Eldar's consciousness. Thus, each Craftworld is a living thing which preserves a little of the once great Eldar civilisation. By risking the destruction of the Craftworld's Spirit Stones, Kelmon risked the destruction of Iyanden's culture and racial memory. It was a grave chance to



take, but Kelmon knew that the Ghost Warriors could make the difference between victory and defeat in the struggle that was coming.

The first Tyranid Hive Swarms attacked Iyanden just 20 days later. By then the Craftworld had already been isolated for over a week by a Tyranid psychic blockade, which made it extremely difficult for the other Eldar Craftworlds to send help. Apart from a few scattered units that made it through, Iyanden would be fighting the Tyranids on its own. Nonetheless, the first Tyranid waves were dealt with easily and efficiently by the Eldar fleet. The Eldar's spacecraft were faster, more manoeuvrable and had longer ranged weapons than their opponents. In battle after battle the Eldar spacecraft destroyed the lumbering Tyranid Hive Ships, only suffering minimal casualties themselves. For a while it looked as if the Fleet might be able to hold off the Tyranids on its own, as wave after wave of Tyranid Hive Swarms were wiped out. But Farseer Kelmon was not convinced. Already the ability of the Craftworld's Forges to replace destroyed Eldar spacecraft was being outstripped by the casualties being suffered in the deep space battles that raged around the Craftworld. The Eldar fleet was being ground down in a massive battle of attrition, a battle that only the Tyranids could hope to win.

As if to confirm Kelmon's worst fears, the next Tyranid wave was massive, very nearly twice the size of any that had hit the Craftworld so far. The Eldar Fleet suffered terrible casualties in its attempt to hold the Tyranids off, and for the first time was unable to stop them landing on the Craftworld. Although the landing was wiped out before any serious damage was done, the Eldar Fleet as a large scale fighting force had ceased to exist. Still there was hope, especially if the wave had represented the Tyranid's main assault force. Eldar spirits were raised even more as the next wave turned out to be tiny in comparison to what had come earlier. Although the weakened fleet couldn't keep all of the Swarms away from the Craftworld, the landings that were made were easily isolated and destroyed. For a short while it seemed that the Eldar had weathered the storm.

And then Iyanden was hit by two huge waves in succession. The pitiful remnants of the Eldar Fleet opposed the Hive Swarms as best they could, but were swept aside by a tide of alien spacecraft. Iyanden was all but engulfed as Horde after Horde of Tyranid Warriors, Genestealers, Hunter Slayers and Scream Killers were disgorged from the Hive Swarms onto the Craftworld. Huge battles erupted all over Iyanden, the fighting close ranged and bitter, with enemy forces often only separated by the width of a corridor of Wraithbone wall, as the Eldar desperately attempted to beat off the alien invaders. Often they succeeded, but the Fortress of Tears, Shrine of Asuryan and, most terrible of all, the ancient Forests of Silence all fell to the Tyranid hordes. The Eldar counter-attacked, with the raging figure of the Avatar leading the Craftworld's Aspect Warriors and Ghost Warriors in a berserk orgy of destruction which recaptured the Forests of Silence from the Tyranids. It is said that the Eldar Warriors wept tears of rage and sorrow to see the damage inflicted on the ancient forest domes of their Craftworld. Slowly the Eldar managed to turn the tide on the Tyranids and gain the upper hand, forcing the Tyranids back onto the defensive. And then another huge Tyranid wave arrived, the third in succession, and the largest yet. As Swarm after Swarm flickered into existence on the Eldar's scanners Kelmon knew that, barring a miracle, Iyanden Craftworld was doomed.

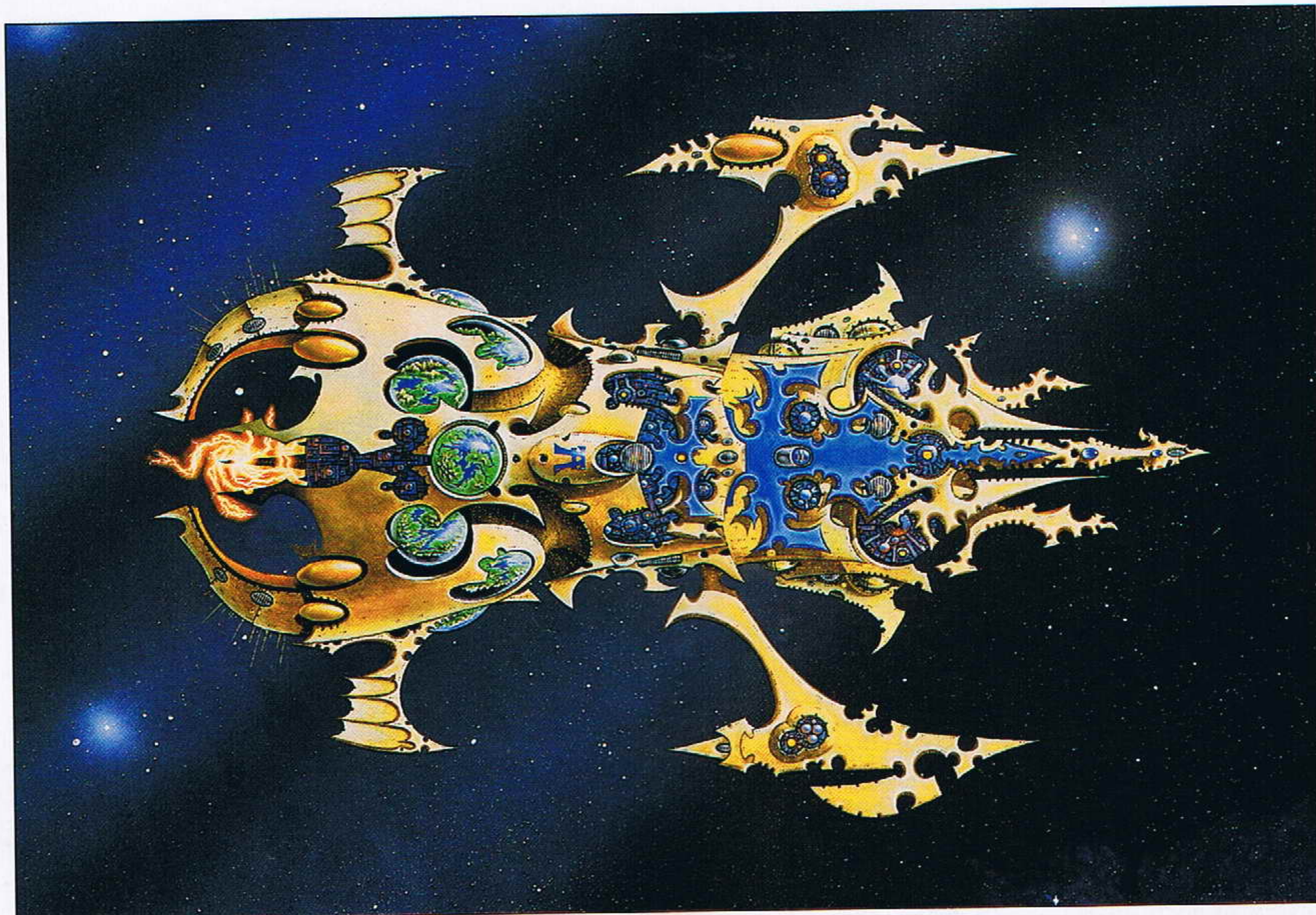
Over 50 years before the Tyranid assault, High Admiral Yriel had led Iyanden fleet. Although he was considered one of the greatest Eldar naval tacticians to have ever lived, his character



was flawed by the sin of pride. When Iyanden had been threatened by a Chaos Space Fleet raiding out of the Eye Of Terror, Yriel had led the fleet on a pre-emptive attack on the Chaos Fleet's flagship, leaving Iyanden Craftworld unprotected. He only returned just in time to stop a suicide attack by a small flotilla of Chaos Raider ships, who nonetheless managed to damage the Craftworld. Expecting to be fated and honoured for his victory, Yriel was deeply angered when he was called upon to defend his course of action. Claiming that his record should speak for itself, Yriel refused to enter into the debate, leaving his old friend Kelmon no choice but to elect a new High Admiral in his place. Almost apocalyptic with rage, Yriel vowed that he would never set foot on Iyanden again. He and a small band of followers left the Craftworld and formed an Eldar Raider company that became the single most powerful Eldar pirate force operating in the galaxy.

When he heard of the Tyranid's assault on Iyanden, Yriel did his best to ignore the terrible peril that threatened his old Craftworld. But proud though he was, righteously angry though he was, Yriel could not leave Iyanden to its fate in this, its very darkest hour. Battling his way through the Tyranid's psychic blockade, Yriel swept to the aid of his people. He arrived just in time.

Like a thunderbolt from the blue Yriel and his Raider fleet smashed into the Tyranid Hive Swarms. He was quickly joined by the few remaining craft of Iyanden's fleet, and together the combined Eldar space fleets tore the Tyranid Swarms apart. Two more waves of Tyranid Hive Swarms attacked the Craftworld, only to meet the same fate. Not a single Tyranid ship reached the Craftworld, though the cost to the Raiders was



The gameboard for Doom of the Eldar is a beautifully rendered painting of the Iyanden Craftworld and the surrounding deep space.

dear. Bloodied but unbowed, the Raiders prepared to sell their lives to the last in order to turn back the next wave of Tyranids. On the bridges of the Craftworld and of the circling Eldar ships, vigilant eyes watched the scanners, waiting for the first tell-tale blip that would indicate the direction of the next assault. Minutes passed, then hours, and with a growing sense of wonder the Eldar realised that no more Tyranid Swarms were coming - the assault was over. The Hive Fleet had been destroyed!

But on Iyanden Craftworld the war went on. The Tyranid Hordes that had been fighting a tenacious rearguard action, awaiting the aid of the rest of the Hive Fleet now turned like cornered rats and hurled themselves at the Eldar. Caught by surprise the Eldar staggered back, desperately trying to hold the suicidal Tyranid onslaught. The Fortress of the Red Moon fell to a surprise attack, and for a moment it seemed that with victory within their grasp the Eldar would be defeated. But, for the second time, Yriel led his Raiders to the rescue of the Craftworld. Disembarking from their orbiting spacecraft, the Raiders joined with the battered defenders of Iyanden Craftworld and, yard by yard, step by step, forced the Tyranids back. A final wild charge led by the Tyranid Hive Tyrant was annihilated by the combined efforts of the Avatar, Yriel and the Ghost Warriors, and then in a series of vicious one-sided battles, the last of the Tyranids were hunted down and destroyed. The Tyranid attack on Iyanden Craftworld was over. The Tyranids had been defeated.

But the victory was a hollow one. Though the Eldar had repulsed the invaders, the cost was bitter. Their once proud world stood in ruins, and four-fifths of the inhabitants were dead or lay dying in its shattered halls. Iyanden's mighty space

fleet was a pitiful shadow of its former self, the blasted remains of its majestic spacecraft and their brave crews hanging silent and weightless in space. But all this could be rebuilt, maybe not for hundreds of generations, but one day in the distant future. What was lost for ever were the souls of the Eldar whose Spirit Stones had been destroyed in the battle against the Tyranids. The massive destruction wrought upon the people and Ghost Warriors of Iyanden dealt the Craftworld a blow from which its culture could never fully recover.

THE GAME

Tyranid's attack on Iyanden Craftworld. Newcomer Richard Wright painted the original artwork for the map, and has excelled himself, producing the best Wargame Series maps yet. Considering the standard set by Battle For Armageddon and Horus Heresy this is high praise indeed! The game board shows a map of Iyanden Craftworld and the area of deep space surrounding it, and is divided into a number of different sized spaces to help regulate movement. In addition, each area of the Eldar ship has a 'special ability' which can be used by the Eldar player once per turn. For example, the Forge of the Singers area of the Craftworld allows the Eldar player to repair damaged spaceships, while the Fortress of the Red Mood area is capable of firing a barrage of plasma torpedoes at the Tyranid Hive Swarms as they approach the Craftworld.

The spacecraft, ground forces and important characters that took part in the campaign are represented by a number of different sized and shaped counters, and here again Doom Of The Eldar sets new standards of design and production. The Eldar counters come in two main types, one oblong and the

other hexagonal, representing the spacecraft of the Eldar fleet and the ground forces of the Eldar army respectively. In addition, there are triangular counters which represent units or characters with special abilities, such as the Ghost Warriors or Farseer Kelmon.

All of the Tyranid counters are round and are printed on both sides. One side shows a Hive Swarm, which is used while the Tyranids are travelling through space, while the other side shows a Horde, and this side is used when the Tyranids reach the Craftworld. As long as the counter is in space, only the Tyranid player is allowed to examine it to see what is on the Horde side of the counter. This is vitally important during the game, as it means that the Eldar player is never sure if a Hive Swarm will flip over to reveal a Horde of relatively puny Hunter Slayers, the ferocious Hive Tyrant, or a counter with a special type of attack such as the deadly explosive Spore Mine.

In all of the previous Wargame Series games there was only one type of combat which took place between opposing ground forces. In *Doom of the Eldar*, however, the combat within the winding corridors and built up areas of the Craftworld was bitter and prolonged compared to the swirling, lightning fast battles that take place in deep space. To represent the differences between the two types of combat, *Doom of the Eldar* uses two different Combat Results Tables, one for the battles fought on the Craftworld, and one for the Battles fought in space. The Eldar had a substantial advantage in space combat due to the long range of their weapons and superior manoeuvrability of their ships, which is represented by allowing the Eldar always to attack first in space combat. The Tyranids only get to fight back if they survive the first round of Eldar fire, which often means that small Hive Swarms can be destroyed before they get to fire back. However, the Eldar Fleet is small and brittle, and it can be severely mauled if the Tyranid player is able to mass enough Hive Swarms together to survive the Eldar's initial round of fire.

The game starts just as the first Tyranid Hive Swarms are picked up on the Eldar's scanners and as the game progresses more and more Tyranid Swarms will arrive to attack the Craftworld. At the start of each turn the Tyranid player rolls two dice and adds their scores together, with the result being the number of new counters he receives as reinforcements that turn. The total number of counters the Tyranid player has received over the course of the game is kept track of by the Eldar Player on a special chart called the Wave Assault Track. To recreate the Eldar uncertainty about the size of the Tyranid assault, if the Tyranid player rolls a double on his reinforcement roll then there is a chance that the assault will have ended and that no more reinforcements will turn up! The chance of a double ending the game depends on the number of counters the Tyranids have received so far. For example, if the Tyranids had taken 10-19 counters, the game will only end on a double 1, but if they had received 30-39 counters then the game will end on a double 1, 2 or 3. What this means is that neither player can be sure how large the Tyranid assault will be or how long it will last. This makes for very tense game play, especially when the game is in the balance late in the game and just a few Tyranid reinforcements more or less can spell the difference between victory or defeat. Under such circumstances, the Tyranid reinforcement roll is fraught with excitement, the Eldar player willing it to be a double and the Tyranid player praying that it isn't!

If Iyanden can hold out long enough, however, the Tyranid Hive Swarms will stop coming and, once the Eldar player has wiped out any Tyranids remaining on the map, each player can count up their victory points to see who has won. The number of victory points the Eldar player gets is determined by the size

of the Tyranid assault, while the number of victory points scored by the Tyranids is determined by the amount of damage that they cause to the Craftworld. At the end of the game the two players victory points totals are compared and the side that scored highest is the winner.

HINT AND TIPS

Players often ask me for hints and tips on how to win the games I have designed, which is fairly silly really, as I invariably lose when playing my own games (in fact I seem to invariably lose when playing other peoples games too, but that's another story...). Still there are a few pointers that I can pass on to new players of *Doom of the Eldar* which may be useful in the first couple of games that they play.

ELDAR TACTICS

The Eldar player needs to keep in mind that he is involved in a war of attrition, and that he must make his forces last for as long as possible. Once the Tyranid reinforcements dry up he can go all out for the remaining Tyranid forces, but until then he must do his best to preserve his units, and especially his fleet, for as long as possible. In game terms this means that the Eldar player must avoid low odds attacks. In particular, avoid trying to wipe out all of the Tyranid Hive Swarms before they reach the Craftworld, it is not necessary! The Craftworld's own defences are perfectly capable of dealing with isolated Tyranid attacks (any attack involving only one or two Tyranid counters) on their own.

Nonetheless, in most games the Eldar fleet will end up getting ground down and the Craftworld will come under serious



attack. At times things will look bleak, especially if the Tyranids manage to mass a powerful attack force. However, if you've handled the fleet correctly this will not occur until the Tyranid player has taken 40-50 counters, which means there is a very good chance that the assault will end soon. Whatever happens, you must do your best to hold onto as many areas on the Craftworld as possible. To do this you should try to keep at least 2 counters in each area, as most of the results on the Craftworld combat results table only call for the loss of one counter, which means that you will still have one counter left to hold the area. It is also worthwhile building up a powerful 'counter-attack' stack. This will normally consist of the Avatar, Farseer Kelmon, the Ghost Warriors, and as many of the Craftworld's Exarchs and Aspect Warriors as you can lay your hands on, and can prove extremely useful for dealing with powerful Tyranid stacks. Above all, never give up, there is always a chance of victory.



*Hive Fleet counters from
Doom of the Eldar*

TYRANID TACTICS

The Tyranid player does not need to worry about his casualties nearly as much as the Eldar player, although he should not throw units away just for the hell of it! On the whole though, any attack that has a reasonable chance of causing Eldar casualties is worth a try. Early on in the game you may find yourself feeling completely outmatched by the Eldar fleet, and suffering a casualty ratio of 3 or 4 of your ships for each 1 of the Eldar that you kill. Don't let this get to you - you can afford casualty ratios like this, while the Eldar cannot. As noted above, in most games you will end up destroying the Eldar fleet before the game is out. This being said, it is vitally important that you remember that you **only** score victory points for causing damage to the Craftworld. The single most common mistake made by an inexperienced Tyranid player is to try to wipe out the Eldar fleet at the cost of assaulting the Craftworld. Remember that your reinforcements may end at any time, so you must start capturing areas on the Craftworld as soon as possible.

The initial landings on the Craftworld can be intimidating, as you will be making low-odds attacks against a well dug-in defender, but you should bite the bullet and get stuck in. Once you've got a toe-hold on the Craftworld, things will get easier, and even a small landing can draw away defenders from another area, making latter landings that little bit easier. When

you pick a landing sight, grab any opportunity to take the Forests of Silence or either of the Forges, as this will reduce the Eldar's ability to replace units that you have destroyed. When your reinforcements finally run out you must go all out to cause as much damage to the Craftworld as possible. One useful tactic is to bypass the defence by moving out of one area into a weaker adjacent area. You are allowed to do this as you only have to stop moving when you *enter* an enemy held area, so there is nothing to stop you *leaving* an enemy held area, and it can often catch the Eldar out and give you some easy victory points. Even if it doesn't, it will force the Eldar to spread their troops around to defend all the areas on the Craftworld rather than concentrating them against your units. Above all, never give up, there is always a chance of victory.

CONCLUSION

I am very pleased with the way that Doom of the Eldar has worked out. It's an exciting, evenly balanced game, with plenty of opportunity to practice strategy and tactics, and a game can easily be played to a conclusion in 2-3 hours. The playing time means that it is easy for to play two games in an evening, swapping sides and comparing total victory points at the end to see who did best. Doom of the Eldar also makes an excellent solo-game, with the player controlling the Eldar and the Tyranids heading straight for the Craftworld, though you should double the Tyranid's victory points to compensate for their lack of tactical finesse in this case. But most importantly, I feel it captures the excitement and uncertainty of The Eldar's desperate defence against the huge Tyranid Hive Fleet. Have fun!



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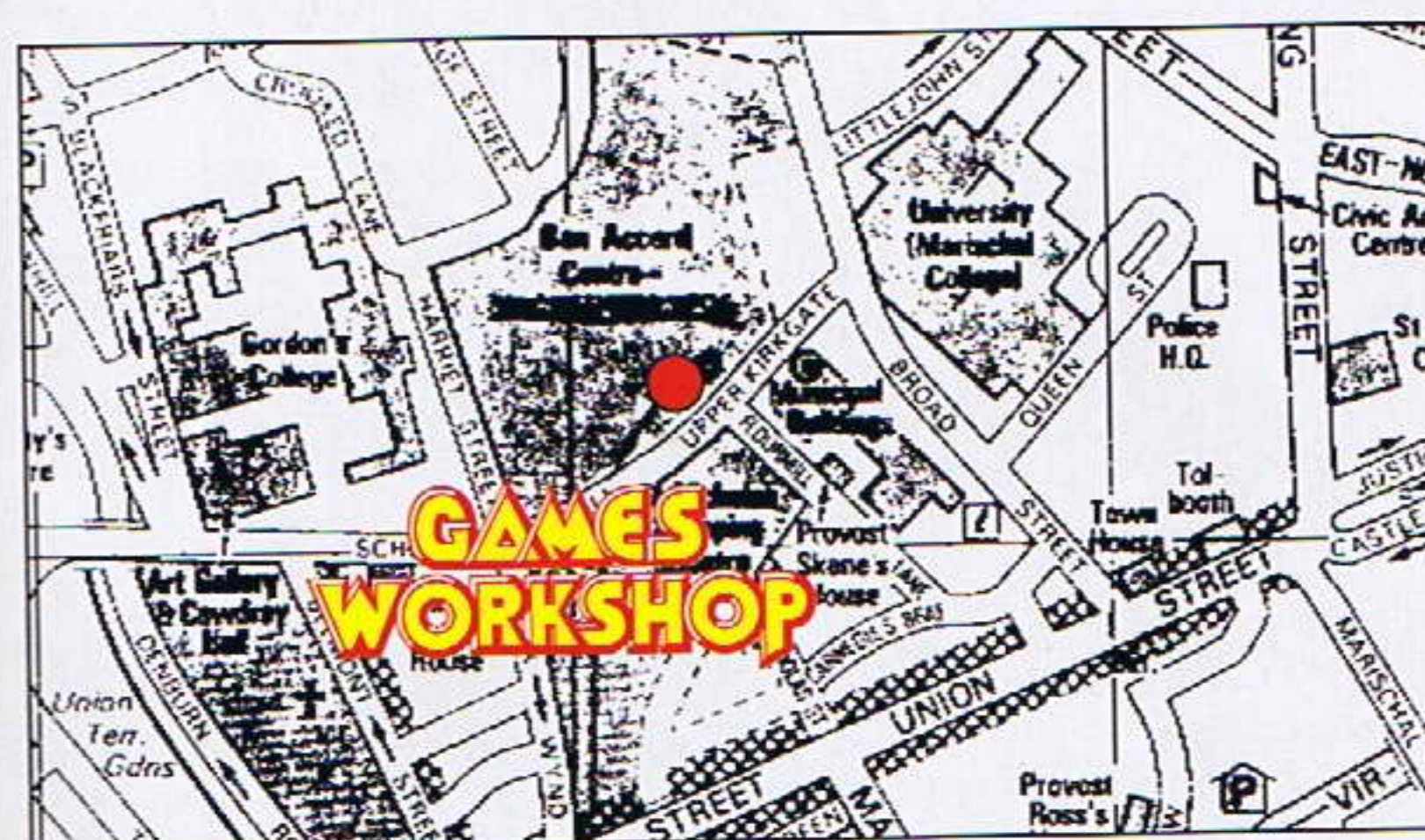
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MAN O' WAR

WIZARDS AND MAGIC

Magic can be very influential in your games of Man O' War, and under the right circumstances can win a battle. Bill King discusses how to get the best results from your fleet's Wizard and how to plan your magical strategy to the best effect.

One of the most common misconceptions about magic in Man O' War is that it is random. Many people think, because they are dealt spells from a deck of cards and acquire new spells from the same deck, that they have no control over what their Wizards can do. Actually, nothing could be further from the truth. Magic is very influential in Man O' War and under the right circumstances can win many a battle.

In the Warhammer World, magic is a powerful but fickle force. Spellcasters draw energy from the Warp to power their spells. Think of the card deck as representing the Warp – a vast turbulent dimension full of potential energy. At the start of any battle these energies will be an untapped and unstructured, bubbling sea filled with random vortices of power. Your Wizard must shape these energies to his will. As he does so he will affect the flow of power, patterns will emerge, and the energies he uses will be denied to his opponent. The Wizard who does this best will gain the upper hand.

This happens in many ways, but the most important is planning. At the start of a battle you have little say over the spells in your hand. This does not remain true for the rest of the conflict. You can actively seek out the spells you want. Remember, you can discard as many spells as you like in the End Phase and pick up new ones. If you decide that you want a particular spell, you can look for it. Discard and pick up till you find it. This represents the Wizard building up the power to cast the spell. Sometimes it will take you next to no time, sometimes it will take you a long time. The Warp is fickle and binding its force is not easy.

Bear in mind that there are only 32 spells in a deck. If you have a Master Wizard, you can play or discard up to 4 spells per turn. If you have a Wizard Lord, you can play or discard up to 6. With two players doing this it won't take many turns to cycle through the deck and find the spells you want. Of course, they may be being played or discarded by your foe, but that's a chance you take. Remember, the more spells you play or discard, the better your chance of finding the spells you want. If you are cycling through four per turn and your opponent is only cycling through two, you have twice the chance of getting the spells you want that he does. Once you've found them then hold on to them.

One of the things that makes some Wizards more powerful than others is the fact that they can discard more spells in a turn. This enables them to cycle through the magic deck more quickly and increases their chance of finding what they want. This elegantly represents their enhanced ability to harness the forces of the Warp.

CHOOSING YOUR COLLEGE OF MAGIC

The spells you seek to cast will be determined by the type of fleet you have. This should also determine the College of Magic to which your Wizard belongs. Being able to re-roll when you have failed to cast a spell is a powerful advantage. Anyone with a sailing fleet such as the Bretonnian's or the Elves would be well-advised to



Wizard of the Light College

take a Grey Wizard and seek Grey spells. Sailing fleets are very vulnerable to the vagaries of the wind. Spells such as Wind Master – which allows you to change the wind direction – can help you reduce the risk of the wind turning against you. Conversely, anyone facing a sailing fleet might consider a Celestial Wizard, as Celestial spells dispel Grey spells. Not only that, one of the most powerful Celestial spells is Sea of Glass which can cripple a sailing fleet at crucial moments, leaving them becalmed and unable to move.

USING SPECIFIC SPELLS

Many spells are useful to particular fleets or situations. The following guidelines should help you find exactly the right spell you need to win that decisive victory.

The Panic spell that allows you to seize the initiative is very handy for fleets with squadrons of ramming ships, such as the Empire. Played at the right moment it allows you to get in there and reduce your foes to splinters before they can move out of ramming range.

Anyone facing a fleet with small numbers of crew counters, such as the Dark Elves or the Dwarfs, should seek out spells like Spectre and Storm Strike that enable you to destroy the crew. Dark Elf Monsters are particularly vulnerable to this insidious tactic, which is why they tend to lurk within the Black Ark for as long as possible.

Arashkigal, High Witch-Priest of Slaanesh, stared down from the battlements of the Black Ark. Far below, waves crashed against the mighty vessel's stone prow; their thunder was almost drowned out by the screams of the captives below. With each offering to Slaanesh he felt the strength within him grow; soon he would have the power he needed and his foes would know the true meaning of fear.

He gazed into the great scrying crystal before him. For a second he saw only the reflected faces of his acolytes, pale and thin-lipped as they struggled to contain their portion of the power about to be unleashed. Then the crystal glowed deep, sensual blue and the Elf Fleet became visible within it.

Arashkigal snarled when he saw the long sleek ships, sails billowing in the wind. Hate filled him as Eagleships raced towards the Ark. He saw the brilliant glitter of a Dragonblade as it pierced the rolling waves in front of the Elves' massive golden flagship. High on its aftcastle he saw a flickering grey aura as the Elf Wizard struggled to harness the gusting wind.

"Novice", sneered Arashkigal, and with the merest twitch of his mind he snuffed out the spell, killing it before it was even born. The energy within him was hardly diminished. He still had more than enough to complete his masterstroke.

The Elf ships were almost within range now. Great salvos of bolts ripped through the air towards the Black Ark. The crew of one Eagleship were obviously baffled by the curtain of illusions surrounding the Ark. as their projectiles fell harmlessly into the sea.



Wizard of the Amethyst College

Spells such as Illusion Of Death and Fog Of Limbo that protect your craft are handy for those ships that sail into the middle of the enemy. Having one of these spells when the battle is close and deadly is always handy. Fleets that do a lot of close-in work, such as the Orcs', should consider the benefits of these Light College spells. The Dark Elves, who must protect their Ark at all costs, should also think about getting these spells as quickly as possible.

Spells that repair damaged areas are most useful to fleets that stand off at long-range, such as the Elves'. Generally speaking, once the fight is close and personal too much damage will be being meted out for one repair to make much difference. Best to use repair spells early or during lulls in the action.

HOLDING ON TO WHAT YOU NEED

Spells are divided into those you should cast instantly, and those that you should hold on to. Generally speaking, anything that does damage – or more importantly, those that start fires – should be cast as early in the game as possible to give them time to do their evil work. Cast them as soon as you pick them up unless there is a particularly pressing reason, such as repairs or protection, to do something else. On the other hand, you should hold on to spells like Illusion of Death for when you need them.

Flexibility is important. Decide on what you wish to achieve and then find the spells to do it. Obviously, what

you need will vary according to circumstance; if your Black Ark is blazing from stem to stern, a Torrent spell will prove extremely handy. If your crippled flagship is about to be rammed, Living Mire may keep the ramming ship pinned down long enough for you to get away. The important thing is to have some idea of what you want and of how to get it.

The other thing to bear in mind is that if you are vulnerable to certain spells you should try and pick them up and hold on to them. Any Elf Wizard who does not hold on to Sea of Glass when he finds it is a fool. A Dark Elf Wizard might be well advised to hold on to spells that kill crew. By keeping spells in your hand and not discarding them, you are effectively making yourself invulnerable to that spell.

This, of course, represents the fact that your Wizard is devoting a portion of his energies in blocking all efforts to cast that particular spell. Again, more powerful Wizards do better here because they can afford to hold on to more spells. A Wizard Lord can prevent two spells being cast against him and still cycle through as many spells as a Master Wizard.

It's always worth knowing where your weaknesses are. If you have a sailing fleet and don't pick up Sea Of Glass by the time all the spells in the deck have been cycled through, it's safe to assume your opponent has it and is keeping it for use against you. The best thing you can do then is look for a Jade Spell. These dispel Celestial spells and afford you some protection when the worst comes to the worst.

Another hail of bolts hit home, tearing great chunks from the Ark's side. Arashkigal concentrated and gestured. In the crystal he saw the holed sides of his home vessel knit together. A sense of his own destiny filled him. Soon now, soon. He adjusted his robe of Celestial blue fussily. His acolytes glanced at him, admiring his coolness under pressure.

Now, he thought. Now was the time. He unleashed the spell. For a moment he felt resistance. For a moment he wrestled with the titanic energies he had unleashed. For a moment it seemed the spell would go out of control and its energies would dissipate harmlessly. He almost screamed with fury as his concentration slipped. It was a most difficult spell to cast.

Then it was done. A blue haze shimmered over the sea. The billowing waves subsided into eerie calm. The ocean was as flat and smooth as a pane of glass. The fleet of his enemies was becalmed. Now the Monsters could be unleashed and the enemy destroyed at their leisure. Triumph filled him, but only for a moment.

A green blaze filled his sight. When it cleared, the waves rippled, the wind blew. His opponent had countered his spell. Arashkigal called the thousand curses of Slaanesh down on the Grey Wizard's head. There would be no easy victory. In the crystal he saw the Monsters erupt from the sea. Battle was joined in earnest.



Wizard of the Bright College

Wizards in Man O' War are powerful. You can make plans with them. Just because you don't have a spell in your hand at the moment doesn't mean that you're never going to have it. Look for opportunities, be flexible and plan for the worst and you'll be well on your way. Magic rarely sinks ships but it can turn a battle's course.

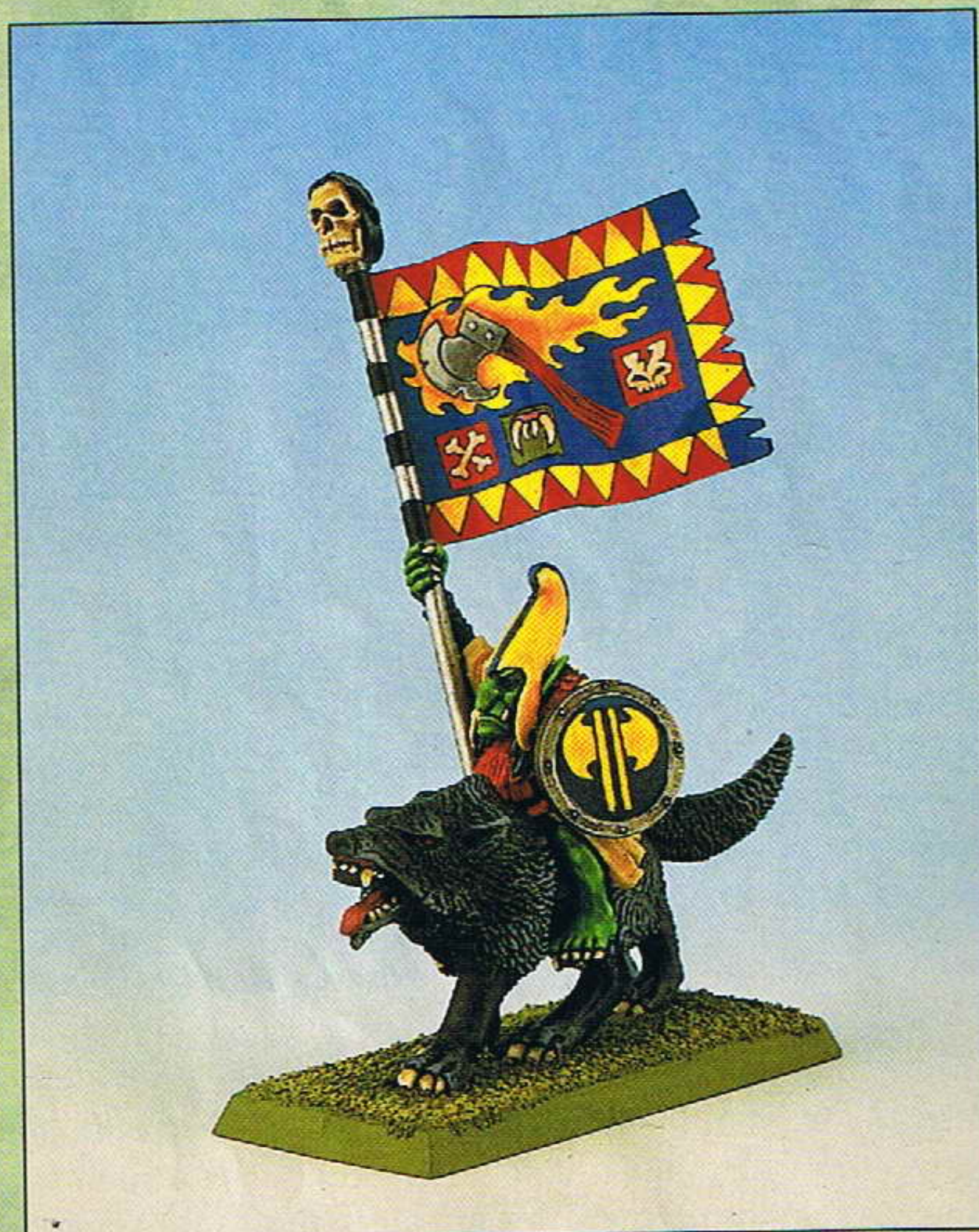
EXPANDED RULES FOR WIZARDS

The basic rules for purchasing Wizards in Man O' War work well, but sometimes you need a little more flexibility. To this end, we have expanded the list of Wizards available. The following table lists all of the Wizards available. However, you may still only have one Wizard in your fleet, and he may only cast one spell per turn.

Mastery Level	Points Cost	Magic Cards	Dice Modifier	Battle Honours
Wizard Champion	50	2	–	1
High Wizard Champion	75	3	–	1
Master Wizard	100	4	–	2
High Master Wizard	125	5	–	2
Wizard Lord	150	6	+1	3
High Wizard Lord	175	7	+1	3
Grand Wizard Lord	200	8	+1*	4

*Grand Wizard Lords may re-roll on any colour of spell that they fail to cast or dispel.

HOBGOBLIN WOLF RIDERS



STANDARD BEARER



BIG BOSS

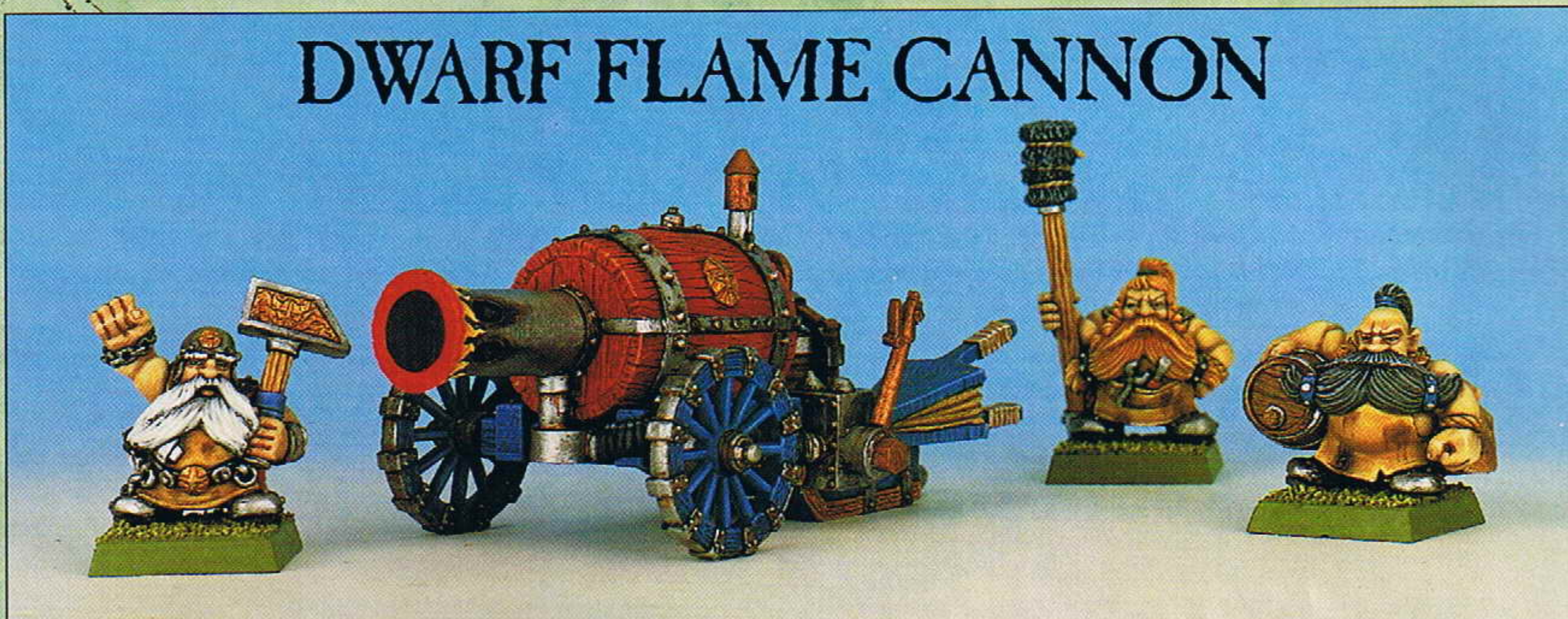


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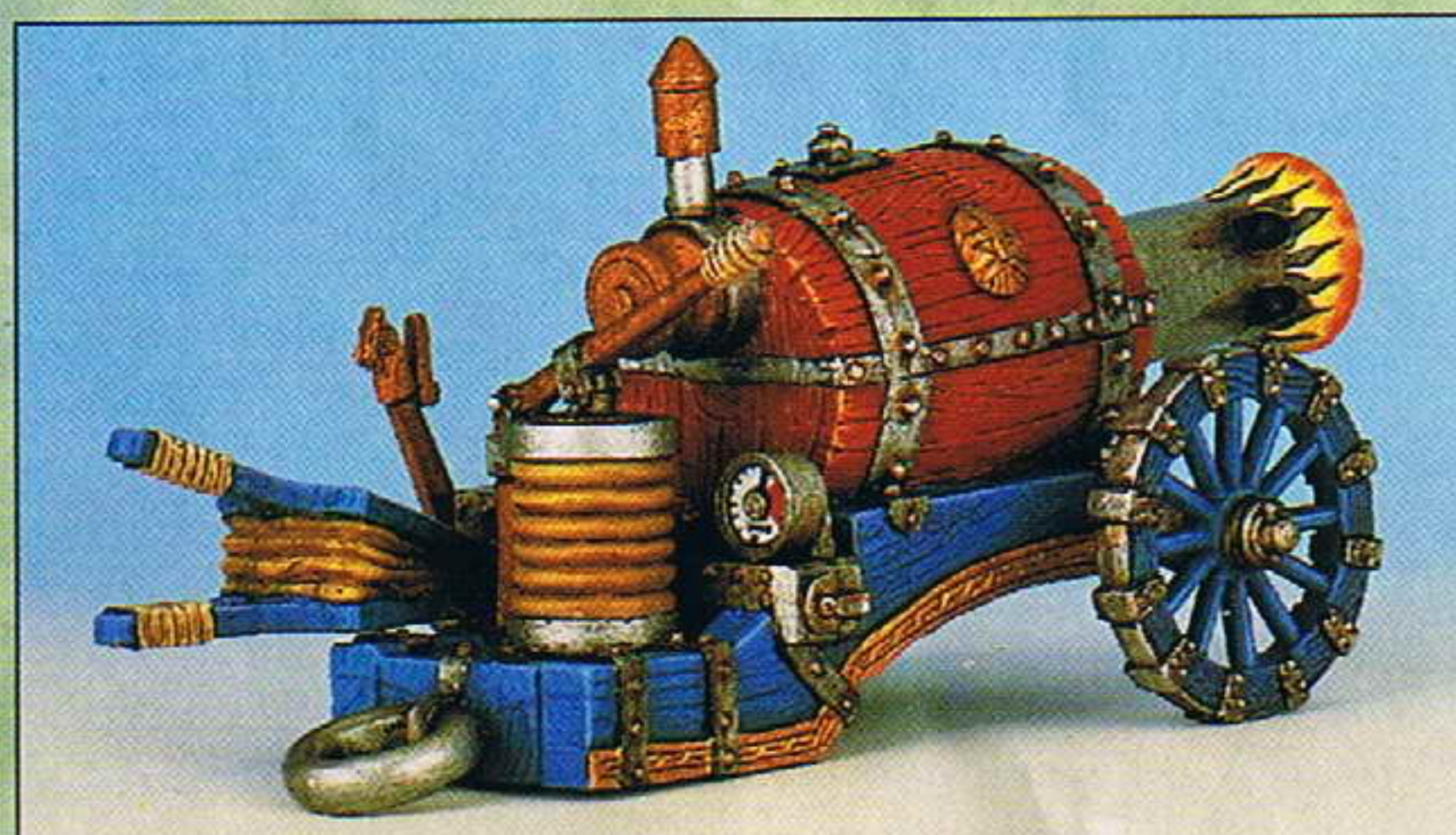
HOBGOBLIN WOLF RIDERS

DWARF FLAME CANNON



The Flame Cannon is one of the most deadly inventions of the secretive Dwarf Engineers Guild. A volatile concoction of hot oil and molten tar is mixed in the barrel. Air is then pumped in until the pressure inside the barrel is very great.

At precisely the right moment the Dwarfs place a burning oily rag into the nozzle and release the pressure. The mixture catches fire as it spurts from the barrel, and a jet of flaming liquid arcs into the air towards enemy ranks, spraying fire and boiling tar over the target.



STANDARD BEARER



JOSEF BUGMAN

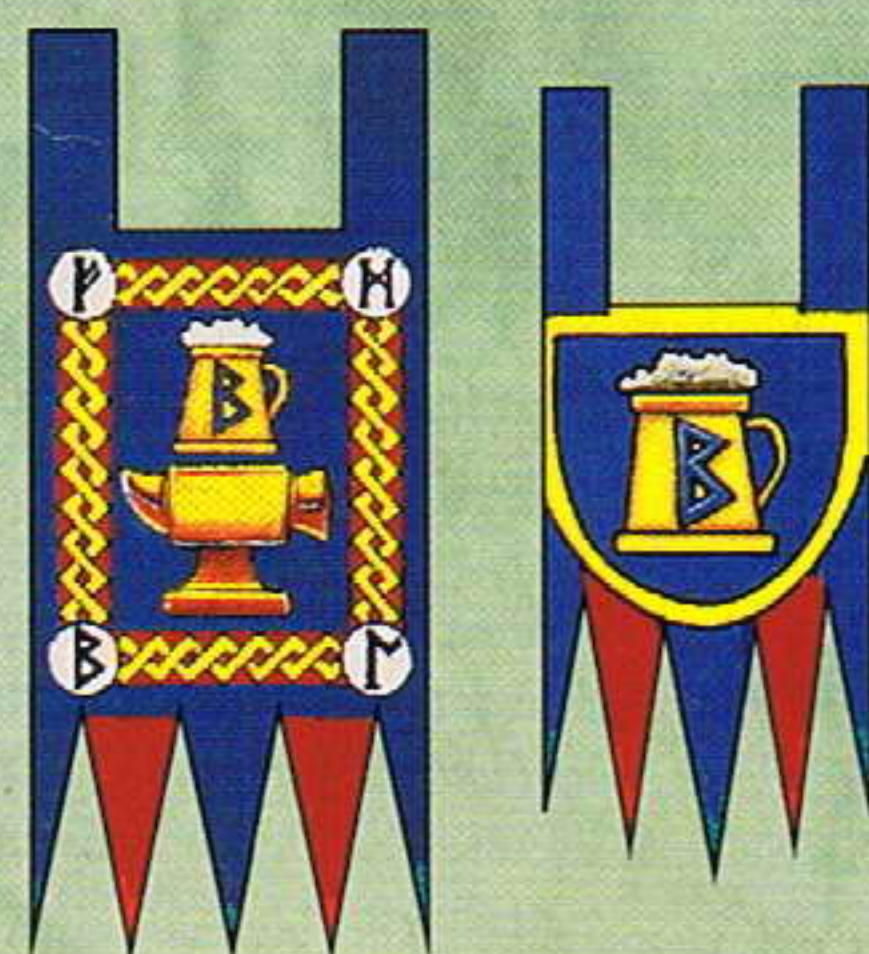


CHAMPION



TROOPER

BUGMAN'S DWARF RANGERS



Josef Bugman was the most famous Dwarf Master Brewer of all time, before a Goblin raiding party destroyed his brewhouse in the eastern forests of the Empire. Prior to this foul deed Bugman had acquired a considerable reputation for the fine quality and potency of his ale. Triumphs like Bugman's XXXXXX and the notorious Troll Brew were a sad loss to the Old World.

Bugman and his remaining companions swore terrible vengeance on all Goblins. Little has been heard of them since except rumours of cunning ambushes and night raids on Goblin camps. Sometimes the band will emerge from the wilds, tattered and blood-stained, to join a Dwarf army before a great battle against Goblins. They always keep themselves to themselves, huddling around their campfire, with a strange glint in their eyes and their hands clasped around tankards of their precious ale.

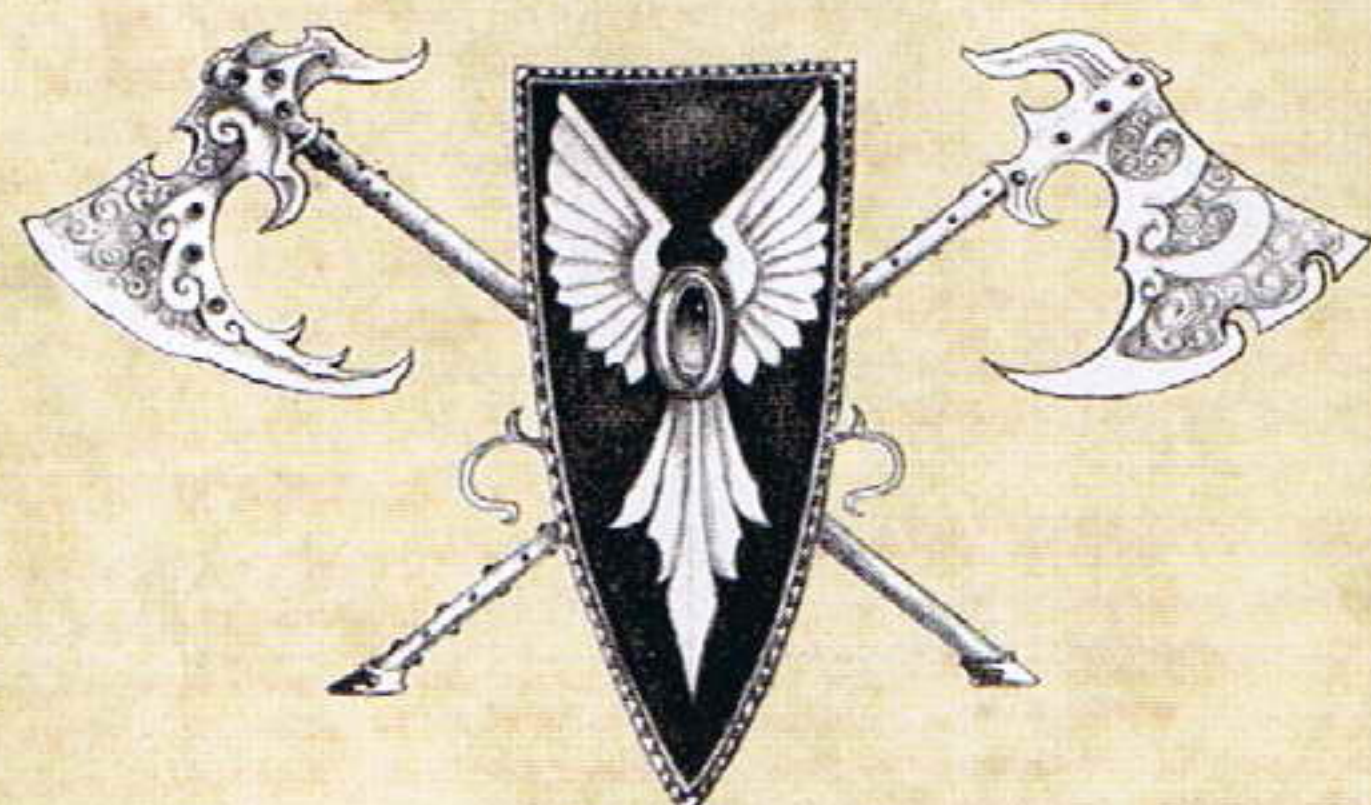


THE BATTLE OF ANURELL'S TOMB

By Robin Dews and Gary Morley

Eldril drew his cloak around him and turned his gaze towards the eastern horizon. As the stars faded into the azure tint of daybreak he wondered whether he too was destined to die in this barren and forsaken land.

Behind him, a sheer cliff rose dark and craggy into the sky, to tower over his small band of warriors. At its base, shrouded in vines, as with some ancient tapestry stood the granite pillar of Anurell's Tomb. He stretched out his fingers to touch the cold stone. Centuries ago, Anurell the great High Elf mariner and explorer had been laid to rest here when he and his crew had been shipwrecked on this coast. Now Eldril had come in the vanguard of Lord Dramalliel's army to recover Anurell's remains and recover that ancient jewel of power known as the Navigator Stone.



His mind drifted back to the arduous journey from the coast. They had marched relentlessly for three days, following the treacherous path of the dark river as it snaked its way through the shadowy mountain peaks. As they'd moved inland, Imrallion, Lord Dramalliel's chosen hero had flown above them on his war eagle silently scouting the land to warn them of approaching dangers.

When they reached the valley of Anurell's tomb, Imrallion had turned back to guide the main body of the army forward to join them — and it was then that disaster struck. As the small group of Elves approached the tomb, they had been attacked by a savage pack of wolves ridden by spiteful, leering creatures that Eldril recognised as Hobgoblins. They had driven the foul creatures off, but not before many of his men had fallen under a rain of black arrows or been cut down by the surprise and ferocity of the attack.

Eldril had immediately sent a messenger back to Lord Dramalliel to urge haste before the Hobgoblins regrouped

to attack again. All day they had scoured the skies waiting for Imrallion's return, but there had been no sign of the mighty warrior and his eagle Deathwing. Then in the late afternoon, the hills around their position had echoed to the thunder of drums and the braying of trumpets. His scouts informed him that a large army of Chaos Dwarfs was marching towards their position, alerted no doubt by the sneering tales of the Hobgoblins, and just before nightfall he had seen two great winged beasts flying high over the tomb. At first he thought that it was Imrallion and Lord Dramalliel returned to aid them but as the creatures descended he realised that both of the monsters were wreathed in smoke and flame and now he did indeed fear the worst.

He knew that the dark Dwarfs would have little idea of his real strength and would be unlikely to trust the tales of the Hobgoblins. He also knew that if he could hold his position, the main High Elf force led by the Silver Helms and Reaver Knights would soon come to their aid. With a heavy heart, he posted sentries and settled down for the night to wait for dawn...

"My Lord?", Eldril looked up, torn from his thoughts. Before him stood a young Elf. His bright features marked him from a noble family, but there was a hint of fear in his voice. Eldril nodded. "The sentries report movements to the north and west. They fear the dark ones are here and are preparing for battle." From where he stood at the centre of the clearing Eldril could just make out the silhouetted forms of the sentries standing guard at the edge of the trees. He turned back to the messenger, "Go my lad, have no fear and prepare your weapons."

As the sun crept higher, the chill mist that had filled the valley and all night long seeped into the bones and hearts of Eldril's warriors slowly burned away. To the west the broad valley stretched away, dipping gently to where it touched the dark ribbon of the river. From the edge of their camp, one of the sentries came running. My lord, the enemy is once again upon us. I can see their fiendish war machines being set up on yonder hill.

Eldril was silent. He gazed at the messenger and remembered yesterday's battle, the blood, the fear and the comrades who had fallen. As he strapped on his sword and prepared to sell his life, he heard a great shout come from the south. The triumphant yell echoed up the length of the valley. It was the war cry of Dramalliel, the High Elf army had arrived...



In the days of Bel-Shanaar before the Dark Elf wars, the High Elves had ranged across the world in their great age of exploration. Mighty ships sailed from Ulthuan carrying navigators, cartographers and warriors to chart the coasts of the new lands and establish settlements and colonies. Contact was established with the Dwarfs and the great era of trade and friendship began.

At this time, Anurell was a great High Elf seafarer who sailed the oceans of Old World in his mighty Dragon ship. He held in his possession an ancient jewel of power known as the Navigation Stone, with the aid of which he could scry the stars and sense the ebb and flow of the waters and the movement of the winds. Drawing on its power, he could ride the tossing seas when other ships were becalmed, or traverse the deep oceans and locate the narrowest of channels between deadly rocks and reefs.

In 1658 (Imperial calendar — 2739) Anurell set sail from Ulthuan in an attempt to locate the eastern route to Cathay. A month later he rounded the southern tip of the South Lands, where a thousand years later, the Fortress of Dawn would be built. The weather and omens had looked fair, but as he sailed north-east into the Sea of Dread disaster struck.

His fleet was attacked by hideous sea monsters rising from the depths to engulf the fragile ships. Loathsome black tentacles and cavernous jaws crushed the ships, sucking them down into the dark waters from where there was no escape. Their boats crippled and taking water, only Anurell's crew and one other ship broke free of the horror and fled northwards. Sighting land, Anurell and a handful of companions managed to haul themselves ashore on the southern tip of the Dark Lands, where they established a settlement and readied themselves for the harsh winter ahead.

As the months passed, despair gripped the group. Goblin raiders cut down their numbers and disease and hunger took their toll. When Anurell was killed in battle, his grief stricken kinsmen erected a huge monolith and laid his body underneath with the famed Navigation Stone at his side. Leaderless, demoralised and fearing for their lives, the ragged group decided to strike north rather than linger on and die of starvation. In the spring of 1659 they headed north towards the Plain of Bone and were never seen again.

Centuries later, an expedition from the Fortress of Dawn located the ancient monument. A force was dispatched under the command of Dramalliel to discover whether this truly was Anurell's tomb and to recover his body as well as the Navigation Stone. As the advance guard under the command of Eldril reached the site, they were attacked by a strong force of Hobgoblins. After a bitter struggle, the foul creatures were driven back but many of the Elves were lost. A messenger was sent back to the main force in order to hasten their march before the Hobgoblins regrouped and attacked again. The remaining Elf defenders waited for word from the main body of troops, but as dawn broke, the beat of drums from the surrounding hills once again pounded out a message of doom...

SETTING UP THE GAME

When we decided to fight this battle, Gary and I agreed to create a scenario upon which to base the game. Depending on who you normally play with, this can make for some highly entertaining games. It's sometimes hard to judge exactly how the details and special victory conditions of a scenario will affect the outcome of the battle, but with experience you will be able to play some exciting battles. The Mighty Empires

THE BATTLE OF ANURELL'S TOMB

campaign system is also an excellent way of creating Warhammer games with slightly unusual forces, or for creating a narrative campaign within which each battle is fought.

BACKGROUND AND DEPLOYMENT

The battle was to be fought the day after the encounter between the advance guard of the High Elf army and the Chaos Dwarf force. We decided that one foot unit of the High Elf army could set up first, anywhere within 12" of Anurell's tomb. The Chaos Dwarf army could then deploy anywhere in a zone stretching from the river to the half-hill on the north-west table edge and up to 18" onto the table. The remainder of the High Elf army would then be allowed to move onto the battlefield anywhere between the river and the half-hill on their table edge during the movement phase of Turn 1.

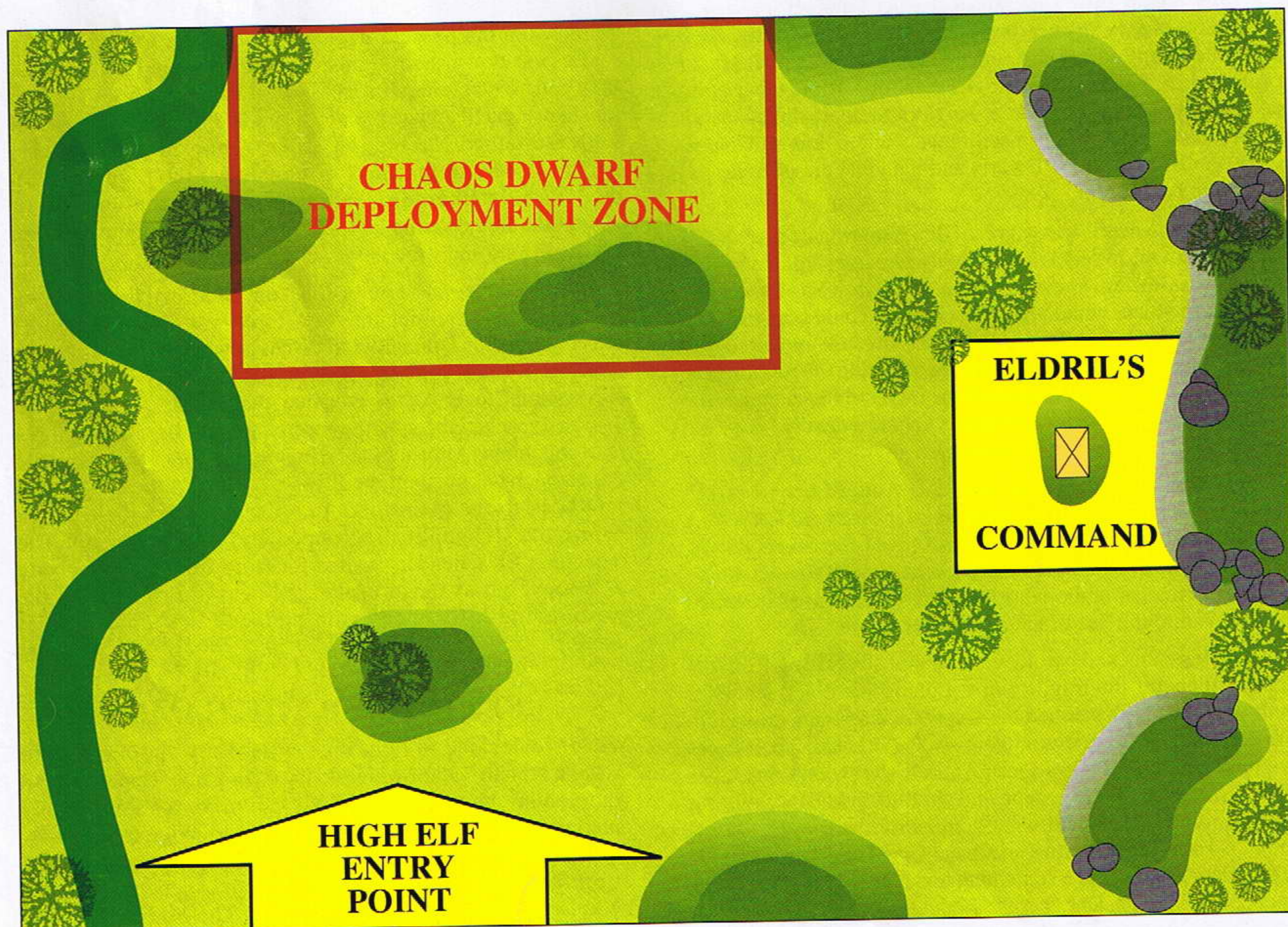
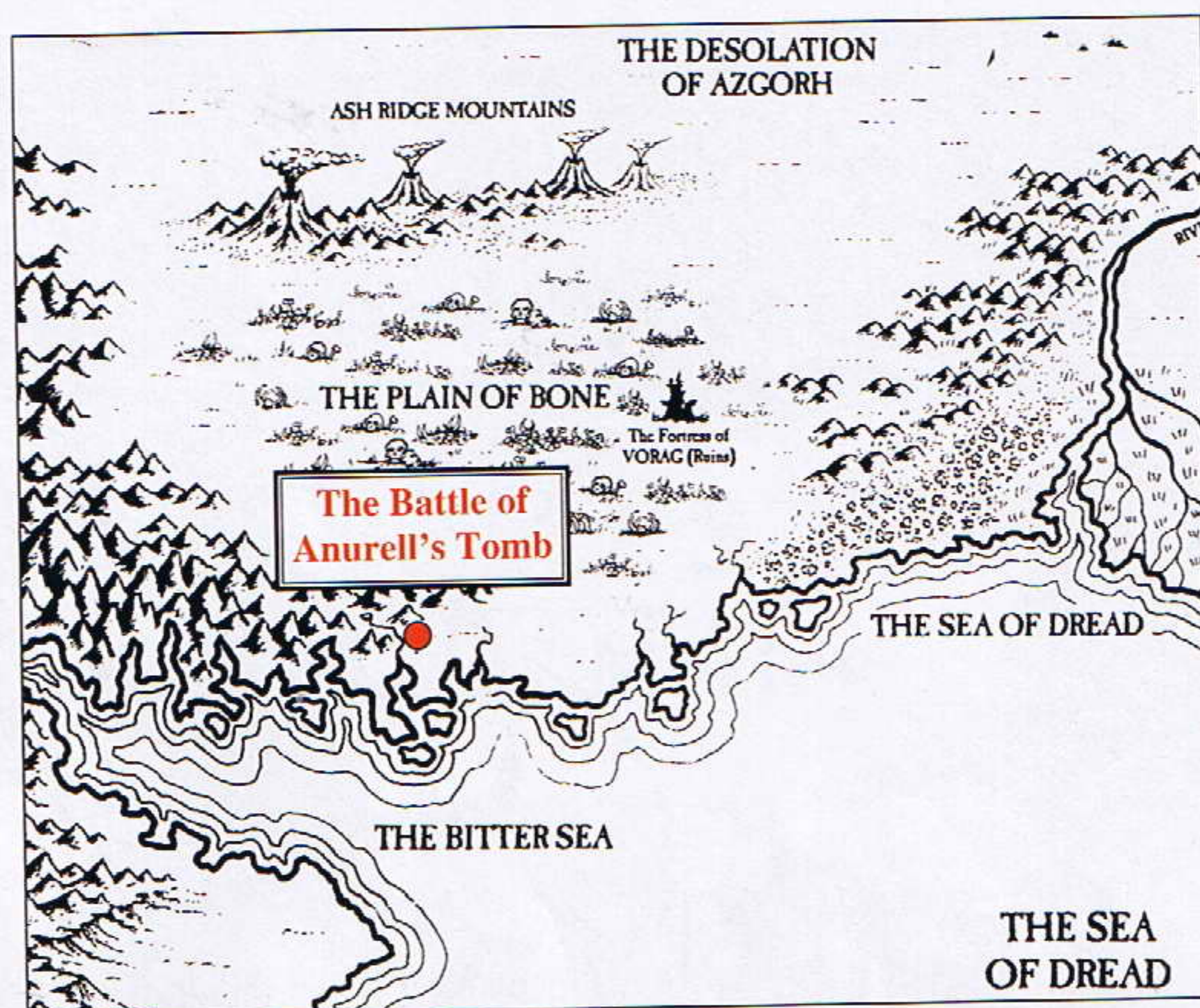
This set-up gave the High Elves the advantage of seeing the disposition of the Chaos Dwarf force before they committed their troops to battle. However, by allowing the Chaos Dwarf army to deploy up to 18" onto the table, we also balanced the advantage of speed that a High Elf army has over a Dwarf force.

VICTORY CONDITIONS

The victory conditions for the game were simple. All of the normal Warhammer victory condition rules applied, but in

addition, the High Elves would gain five victory points if they managed to have an unbroken unit within 6" of the Tomb of Anurell at the end of the game. If the Chaos Dwarf's army prevented this, or had their own unbroken regiment within 6" of the tomb, then five extra victory points would be given to them.

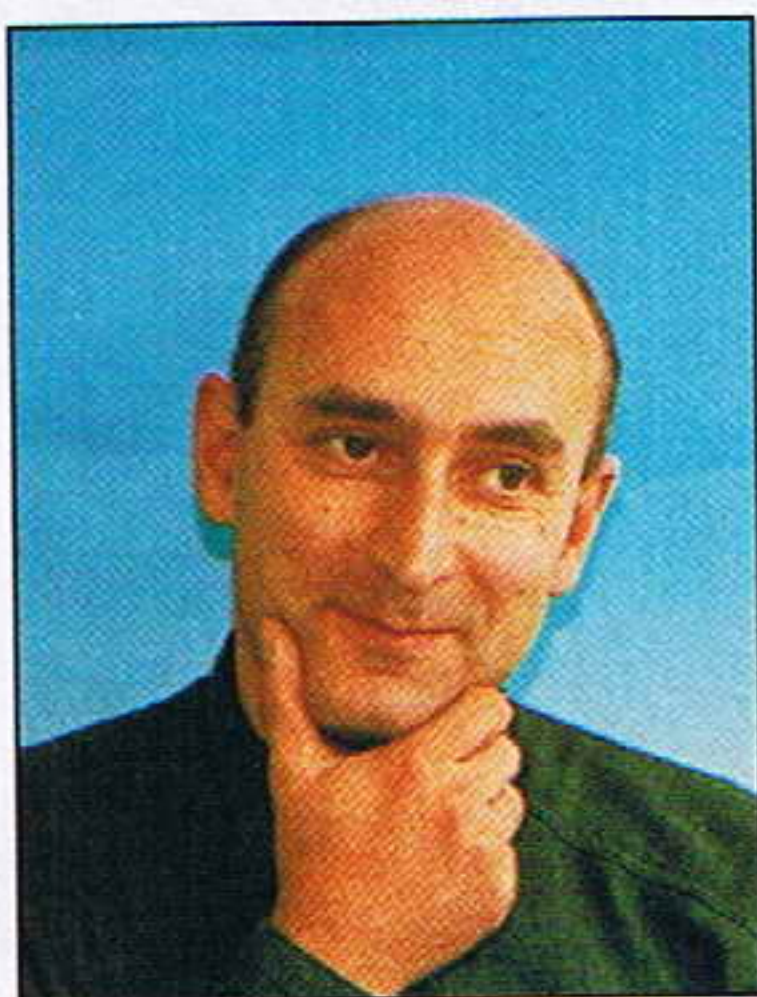
Having set up the terrain and agreed on conditions, we both went away to select our armies.





JOHN BLANCHE

THE HIGH ELF ARMY (Robin Dews)

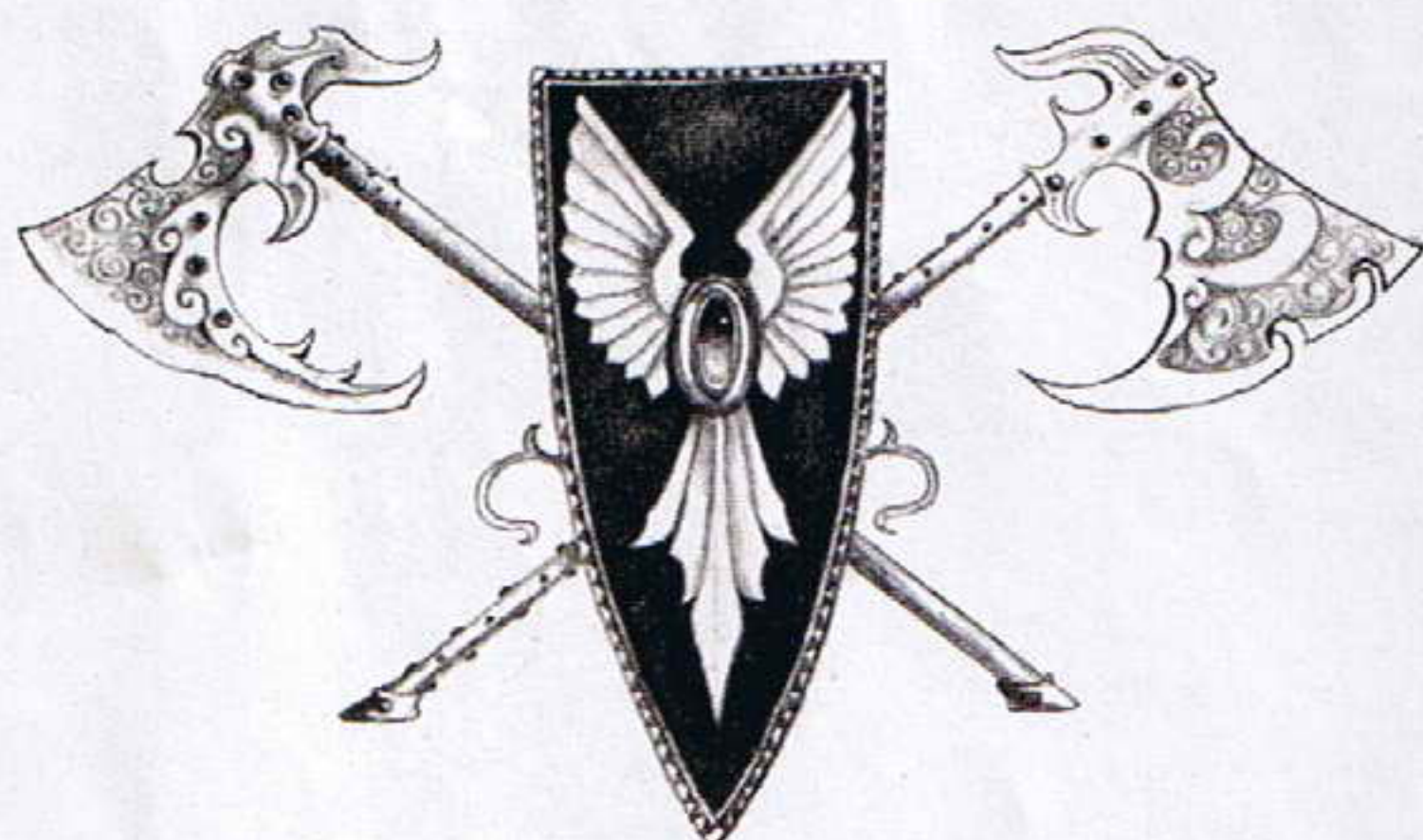


This was the first time I'd fought a battle with the High Elves and I was really looking forward to it. Over the last few months, we've added lots of new models to the Studio army and with the release of the Warhammer Armies — High Elves book, there was a lot of background and inspiration to draw upon.

The Chaos Dwarf army is relatively new and so I had a good idea as to what the core of the force would be. Gary

was bound to choose both the Bull Taurus and the Lammasu, and so I felt that I would also need some flyers that could move around the battlefield quickly, to counter this threat. It was also highly likely that he would include both the Death Rocket and the Earthshaker Cannon in his army. Having flyers on my side would also give me the opportunity to drop down on these fearsome war machines and kill or rout the crews.

My first choice was the army General. I chose the model of Eltharion riding on the War Griffon Stormwing and armed him with the *Sword of Teclis* — to give him some deadly striking power.



My next choice was Imrallion, a High Elf Hero mounted on a War Eagle. I equipped this character with *The Amulet of Hoeth* giving him a magic level equivalent to a Wizard Champion, and a *Blade of Darting Steel* which gives automatic hits in close combat. I wanted this character to be my mobile strike force, attacking the war machines and swooping down on the hapless Chaos Dwarfs. When I came to allocate my spells, Imrallion drew *Tempest* and *Fiery Convocation*, which placed suitably destructive forces in his hands.

My final two major characters were a High Elf Mage Lord and the Army Standard bearer.

I mounted the Mage Lord on a Unicorn (because I really like the model) and gave her the *Skull Wand of Kaloth* and the *Heart of Woe*. The Skull Wand is a deadly close combat weapon that has the ability to drain the soul from your opponent if you manage to strike them and they fail a subsequent leadership test.

This can be a great advantage if you are fighting a high level character who has a number of wounds, as a single hit is able to destroy them with no save. When I made the draw for magic items I picked all of the spells from the High Magic deck. I

was lucky to get the *Assault of Stone*, *The Glamour of Teclis*, *The Coruscation of Finreir* and *Drain Magic*.

This gave me a good balance of attacking, movement, and defensive spells, plus the ultimate weapon if ever I am under a serious magical assault.

For my army standard I used the model of a Tiranoc Charioteer. I wanted him to be able to keep pace with the Reaver Knights and Silver Helms but also be a powerful fighting unit in his own right. Used properly, a charging chariot can be a devastating weapon, and I spent the extra 100 points to turn the standard into a Battle Banner, giving him an extra +D6 to any combat resolution — more than enough to rout even a large Dwarf unit.

Turning to my rank and file units, my first choice was two regiments of archers. Under the set-up rules for the game, I was allowed to place one of my units within 6" of the tomb, before any other models were placed on the table. I decided to use one of my archer regiments — Eldril's Arrows — for this task. Their job was to keep the Chaos Dwarfs away from the tomb until the end of the game. This was quite a tricky decision. From their position on the tabletop, I knew their lines of fire would be restricted by the woods at the edge of the clearing. However, High Elf archers are also tough fighters. If a Chaos Dwarf unit got close enough to charge them, then I knew they would be more than able to take care of themselves.

The second unit of archers I placed with my main force. Although I had never faced one in battle, I knew that the Earthshaker cannon was a deadly threat. Even if it failed to score a direct hit on my regiments, the earthquake effect was more than likely to immobilise them or disrupt their movements. I couldn't afford for this to happen as it was essential to my strategy that my army moved in quickly to reinforce the archers located at the tomb. I therefore decided to deploy these archers opposite the Earthshaker cannon in order to kill the crew and prevent it firing.

The other units in my army were a regiment of Phoenix Guard and a regiment of High Elf spearmen. My plan for both of these units was for them to close with the main body of the Chaos Dwarf army in order to engage them in hand-to-hand combat. I was confident that with the exception of the Blunderbusses, with their deadly ranged fire, my forces were more than adequate for the job.

THE PLAN

My overall plan was basically very simple (and with hindsight, fatally flawed!). First of all, I intended to send the Silver Helms dashing for the clearing in order to reinforce Eldril's Archers positioned next to Anurell's tomb. The Reaver Knights and army standard bearer would swing around the wooded hill to attack the wolf riders and Blunderbusses before the latter could do any real damage to my forces. At the earliest opportunity I would send both of my flyers up high both to threaten his war machines and also hopefully draw the Bull Taurus and Lammasu up off the ground. Both of these monsters cause terror and could easily send my warriors running from the battlefield. If I could draw them away from the ground my army would be able to manoeuvre freely and I was confident that if it came to a battle in the skies, my general and hero would be able to hold their own. With only four turns to play speed was of the essence, and I couldn't afford to get drawn into a long slogging battle. Finally, I would attempt to knock out the crews of his war machines using my second regiment of archers and the Repeater Bolt thrower.

LORD DRAMALLIEL'S HIGH ELF COMMAND



Lord Dramalliel: High Elf General. Hand weapon, heavy armour and shield, riding his war griffon Nightwing. Dramalliel also wields the *Sword of Teclis*.



Imrallion: High Elf Hero. Hand weapon, Heavy armour and shield, riding his war eagle Deathwing. Imrallion wears the *Talisman of Hoeth* and carries a *Blade of Darting Steel*. His spells are *The Tempest* and *Fiery Convocation*.



Anaryll: High Elf Mage Lord riding a Unicorn. Anaryll bears the *Skull Wand of Kaloth* and wears the *Heart of Woe*. Her spells are: *Coruscation of Finreir*, *Assault of Stone*, the *Glamour of Teclis* and *Drain Magic*.



Gladaryll: Army standard bearer. Hand weapon, heavy armour and shield. Gladaryll rides in a two-horse chariot and carries the army standard which is also a *Battle Banner*.



6 Reaver Knights: Armed with swords and spears and wearing light armour and shields. The regiment includes a standard bearer.



16 Phoenix Guard: Armed with halberds and wearing heavy armour. The regiment includes a standard bearer.



Yvresse Emerald Company – 16 High Elf Spearmen: Armed with spears and swords and wearing light armour and shields. The regiment includes a standard bearer.



Ithrim Patrol – 16 High Elf Archers: Armed with longbows and hand weapons and wearing light armour. The regiment includes a standard bearer.



Eldril's Silver Arrows – 16 High Elf Archers: Armed with longbows and hand weapons and wearing light armour. The regiment includes a standard bearer.



6 Silver Helms: Armed with swords and lances. The Silver Helms wear light armour and shields and ride barded horses. The regiment includes a champion and a standard bearer carrying the *Banner of Wrath*.



1 Repeater Bolt Thrower: The two-crew members are armed with hand weapons and wear light armour.

Total Points Value

3002

THE CHAOS DWARF ARMY (Gary Morley)



I really like playing scenario battles as I am a keen Mighty Empires player, linking games with a campaign can really test your generalship. With the scenario set, I was really excited. High Elves are fast (especially compared to Chaos Dwarfs) and usually have plenty of High magic to wield. But with the new Chaos Dwarf army I knew I would have a force to be reckoned with.

I decided that I would give my army plenty of leaders and magic, and also make use of the Hobgoblin allies. I wanted an army with plenty of backbone capable of holding and pinning Robin's forces whilst I made a dash for the Tomb of Anurell.

Chaos magic is full of enraged volcanic destruction, so I thought a powerful Sorcerer Lord mounted on a Lammasu would be a match for any High Elf Mage. My Sorcerer, being a level 4 wizard, is allowed to have up to 4 magic items, I chose the *Book of Ashur* as one thereby increasing my magic level to 5, allowing me to have up to 5 spells from the Chaos Dwarf pack. I also chose a *Giant Blade*, giving me +3 strength, *Amulet of Fire* increasing my chance of dispel and *The Rod of Power* allowing me to store power cards for future use. When I came to pick my spells I got *Flames of Azgorgh*, *Lava Storm*, *Sorcerer's Curse*, *Ash Cloud* and the last was *Eruption*, which is my favourite and really sums up my image of a Chaos Sorcerer at work, spewing forth molten lava and ash clouds!

Next, my Army General. I mounted Lord Bzaark on a Great Taurus, giving me the ability to move around the battle field quickly. This monster is certainly a powerful foe, breathing fire is a great missile weapon to soften up your victim before you drive home your attack. I armed Lord Bzaark with 3 magic items, *Spellshield* to deflect spells, a *Healing Potion* and the *Obsidian Blade* which would give me a chance at destroying any magical armour my enemy should be wearing.



To give real backbone to my ground forces I decided to give each unit of troops a leader of at least champion level. First was a Unit of Bull Centaurs led by Bultar, armed with *The Blade of Leaping Copper* giving him +1 on his attack characteristic, these Bull Centaurs have 2 attacks, a toughness of 4 and 2 wounds providing the Chaos Dwarfs with a powerful, mobile, hard-hitting unit to counter enemy cavalry.

The unit of Blunderbusses was a must. These great models can have a devastating effect and a good round with their weapons can cause many casualties in the enemy ranks. Their Champion was wearing the *Crimson Armour of Dargan*. I intended this unit to provide support for the Hobgoblin units, one of which was to be a unit of wolf riders led by Glashruk, a Hero armed with *Heart Seeker* and *Enchanted Shield*, allowing him to re-roll his attacks and give him +1 save. The second unit of Hobgoblins were Warriors led by a Champion wielding a *Parrying Blade*, forcing a -1 Enemy attack.

I also included a unit of Chaos Dwarf Warriors, wearing Heavy armour and armed with huge double-handed axes, they are more than a match for Elf spearmen, led by a Champion carrying *The Blade of Slicing* giving him a -2 save modifier.

Probably the biggest advantage the Chaos Dwarfs have over High Elves is war machines. Positioned properly on the battlefield they can turn the events of the battle dramatically. I just had to equip my army with at least one Earthshaker and one Death Rocket. These models are brilliant and are certainly worth the points.



A CUNNING PLAN!

With my army worked out, and considering the deployment conditions, I decided to deploy the Hobgoblin Warriors on my right flank, supported by the Blunderbusses and Death Rocket. Here I hoped to entice Robin to attack me, to draw off some of his forces, smash them with missile fire and then make a sweeping right flank attack with the wolf riders.

In the centre I positioned the Earthshaker, hopefully to cause many casualties to the Elf ranks, or at least slow them down. The Bull Centaurs were to provide support to the Earthshaker or counter any cavalry attacks.

Meanwhile, to their left, I had diverted the slow but steady Chaos Dwarf Warriors towards the Tomb of Anurell. Led by Lord Bzaark, they would be positioned and ready for action by the time Robin's troops caught up.

The movements of my Lord Sorcerer were to engage and destroy the enemy Mage, I knew Robin was bound to include at least one Mage, and I felt very confident that I could beat him with my Sorcerer. He was a very powerful character now raised to level 5, mounted and with a lot of magic, the only thing that could go wrong was the dice!

LORD BZAARK'S CHAOS DWARF ARMY



Lord Bzaark: Chaos Dwarf

Lord: The General is armed with an axe and wears heavy armour. He is mounted on a Great Taurus and carries three magic items, a *Spellshield*, the *Obsidian Blade* and a *Healing Potion*.



Zhrazak Chaos Dwarf Sorcerer Lord:

The Wizard is armed with an axe and rides a Lammasu. He carries four magic items – a *Giant Blade*, the *Book of Ashur*, a *Rod of Power*, and an *Amulet of Fire*. His spells are: *Flames of Azgorgh*, *Eruption*, *Ash Cloud*, *Lava Storm* and *Sorcerer's Curse*.



Chaos Dwarf Blunderbusses:

10 Chaos Dwarfs equipped with Blunderbusses, axes and wearing heavy armour. The regiment includes a standard bearer and musician and is led by a champion who wears *Crimson Armour of Dargan*.



16 Chaos Dwarf Warriors:

Armed with double-handed axes and wearing light armour. The regiment includes a standard bearer and musician and is led by a champion armed with a *Blade of Slicing*.



8 Hobgoblin Wolf Riders:

Armed with axes and short bows and wearing light armour and shields. The regiment includes a standard bearer is led by a Hero equipped with an *Enchanted Shield* and *Heart Seeker*.



12 Hobgoblin Warriors:

Armed with axes and wearing light armour and shields. The regiment includes a standard bearer and musician and is led by a Champion equipped with a *Parrying Blade*.



8 Chaos Dwarf Bull Centaurs:

Armed with double-handed axes and wearing light armour and shields. The regiment includes a standard bearer and musician and is led by a Champion armed with a *Blade of Leaping Copper*.



1 Earthshaker Cannon:

The three crew members are armed with hand weapons.



1 Death Rocket:

The two crew members are armed with hand weapons.

Total Points Value

2950



HIGH ELF TURN 1

HIGH ELF 1

With a mighty shout, the High Elf army surged forward onto the battlefield. On the left flank, Gladaryll, the army standard bearer, drove forward his chariot with the Reaver Knights galloping alongside. Their task was to seal the gap between the wooded hill and the river and prevent the Hobgoblin wolf riders from running round the flank of the High Elf army. To his right, Anaryll, the Mage Lord, spurred forward her Unicorn.

Further along the line, the Phoenix Guard gripped the hafts of their halberds in silent, grim determination as they marched forward towards the wooded hill. The only sound from their advance was the chink of armour and the slap of leather on metal. Behind them, the Yvresse Sapphire Company strode forwards. To their right, the Ithrim Patrol halted in their stride as the warriors notched their bows and took aim at the huge Chaos Dwarf cannon, silhouetted on the distant hill. On the extreme right of the line, the mighty Silver Helms spurred on their steeds and galloped forward towards the copse of trees concealing Anurell's tomb and the waiting advance guard.

To the rear, Imrallion gripped the neck of Deathwing, his eagle mount, as the great beast prepared for flight. To his right, Dramalliel, the High Elf General spoke calming words to his mighty War

Griffon as it sensed and smelled the acrid, volcanic odour of the Chaos Dwarf army

Meanwhile, hidden amidst the trees, Eldril's men readied their bows and prepared to sell their lives dearly.

Taking careful aim, the Ithrim Patrol let loose a volley of arrows towards the crew of the Earthshaker on the distant hill. The hail of missiles danced around the crew but failed to wound a single Dwarf.

Gazing towards the skies Imrallion drew upon the power of the *Amulet of Hoeth* and unleashed a magical storm of terrifying intensity. Lurid, flashing polychromatic clouds spiralled madly around the sky and a crackling multi-

coloured rain sizzled across the battlefield. Along the valley Elves and Dwarfs cowered in fear, and the flying beasts on both sides remained rooted to the spot, unable to take to the air.

CHAOS DWARF 1

Amid the pounding thunder of their drums, the Chaos Dwarf army advanced. On the right, the Blunderbuss regiment shouldered their weapons and droning their dark battle cry advanced towards the wooded hill. Behind them the Hobgoblin wolf riders moved slowly forward, their savage mounts snarling and straining now that the scent of Elf was in their nostrils. Their champion, Grashnak signalled to his warriors to



CHAOS DWARF TURN 1



The two great armies advance

hold their line and draw bows and ready to fire. To their left, the Hobgoblin regiment marched forward alongside them, bickering and muttering dark threats to each other about what blood they would spill when they closed with the enemy.

Behind them Zhrazak the Great Sorcerer Lord descended the hill to ensure that the treacherous creatures stayed in line. At the sight of the mighty Lammasu, the Hobgoblins fell silent as a black fear swept their hearts.



On the left of the Chaos Dwarf line, the warriors raised their mighty axes and let out a deafening cheer as Bzaark flew down from the hill on the great Red Bull of Hashut. At the General's command they turned face and began to march towards the clearing and Anurell's tomb, just visible through the trees. In front of them the Bull Centaurs edged slowly forward, watching with hate filled eyes, the sight of the Silver Helms galloping across the battlefield on their swift Elf steeds.

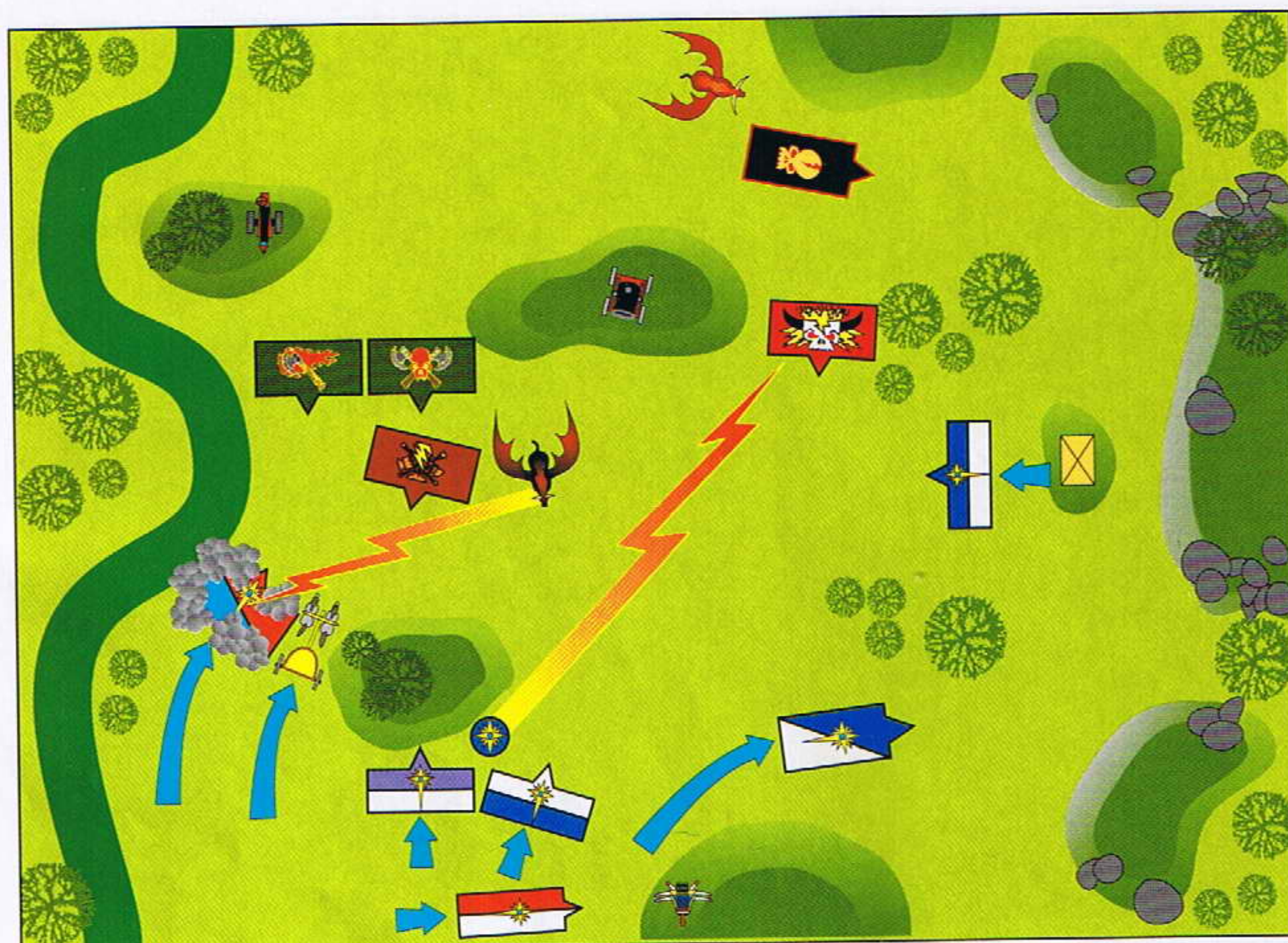
As the Centaurs reached the trees, there was a thundering roar and a thick cloud of black smoke erupted from the brow of the hill where the Earthshaker cannon was positioned.

Bzaark watched through narrowed eyes as the dark silhouette of the enormous missile tumbled towards the High Elf lines. Huge gouts of earth were blown into the air as the shell ripped a great gash in the earth just in front of the High Elf line. In an instant, black smoke and flames hid the Elves from view as the ground around them began to shudder and quake. The Phoenix Guard gripped the hafts of their halberds as the very earth trembled but their nerve was strong and they remained on their feet. To their right, the Yvresse Silver Arrows also steadied themselves and loaded their weapons ready to advance.

Amidst a blast of smoke, the Death Rocket crew fired their weapon. The deadly missile flew hissing towards the High Elf chariot like a winged serpent and although the projectile flew straight and true it overshot the mark to explode with a great flash behind the advancing Elves.

The skies above the battlefield still flashed and crackled with blasts of energy. Under this maelstrom of elemental force, metal shards flew from the Death cannon and Earthshaker as both weapons began to disintegrate. The Sorcerer Lord attempted to thwart the magic but was unable to stop the storm.

However amidst the High Elves the same force was also wreaking havoc. The Bolt Thrower was damaged and the chariot almost destroyed by a blast of thunderous energy. Fearing further damage, Imrallion raised his hands to the sky and at the word of command the tempest ceased.

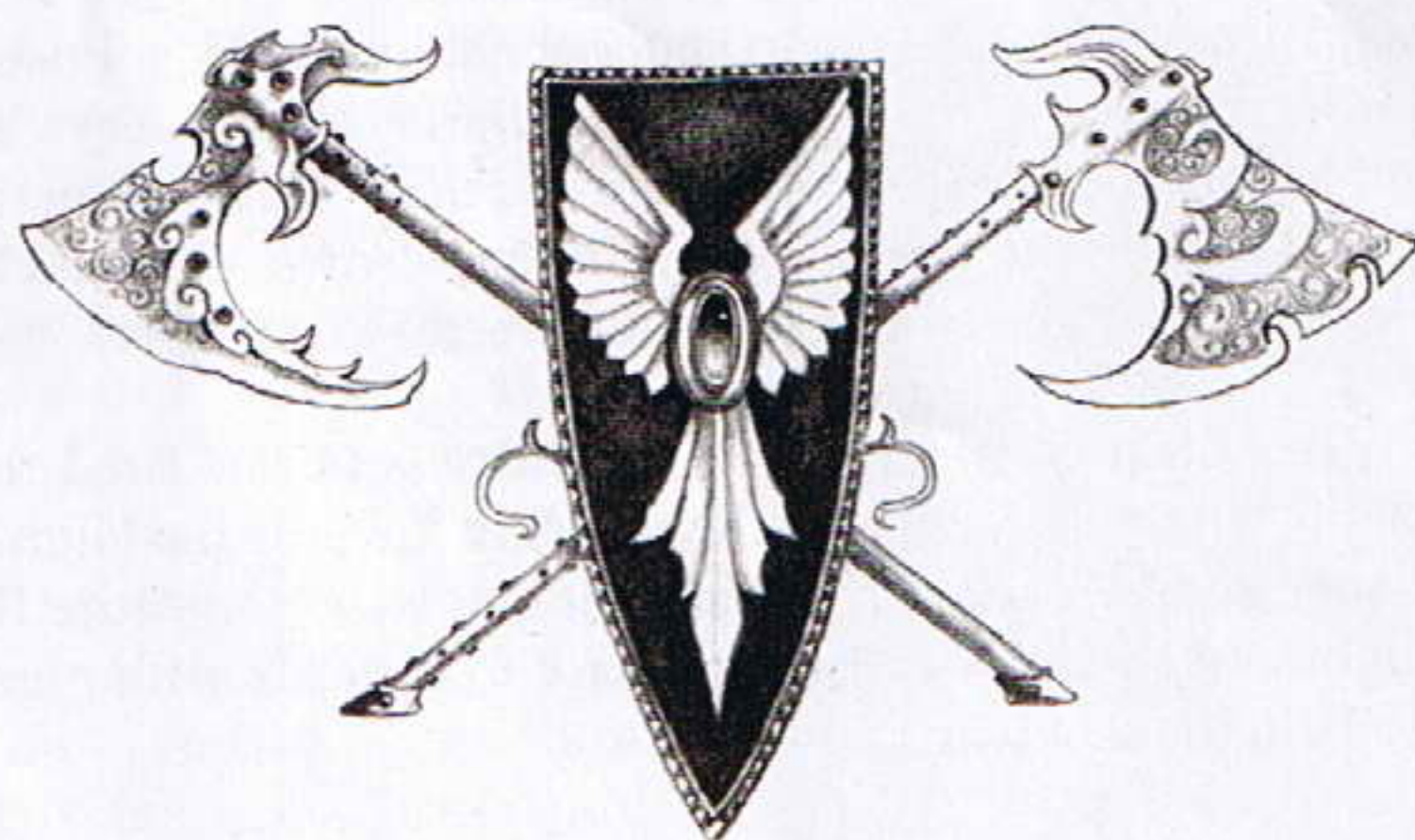


HIGH ELF TURN 2

HIGH ELF 2

Across the entire front, the High Elf army advanced. On the left, the Reaver Knights and Tiranoc chariot surged forward to close the gap between the river and the wooded hill. As they emerged into the gap, they saw, directly ahead of them, the Hobgoblin wolf riders and Chaos Dwarf Blunderbusses drawn up in formation, ready to receive the charge.

Now that the magical storm had lifted, the Silver Arrows once again loosed their bows and aimed a volley of missiles at the distant Earthshaker crew. As the Dwarfs dashed for cover, one of them was struck down by an arrow in the back. Stepping over the corpse, the two remaining Dwarfs grimly continued to load their weapon.



Seeing the danger to the Reaver Knights, the Bolt Thrower crew loosed a volley of missiles at the solid mass of the Chaos Dwarf Blunderbusses, but to little avail. Three of the bolts flew wide and the fourth thudded against the stout armour of one of the Dwarfs and failed to penetrate its target.

Anaryll gazed across the plain and focused upon the mutated forms of the Chaos Dwarf Centaurs moving forward at the edge of the trees. Drawing on but a small portion of her power, she began to trace a complex web of patterns and lines in the air. Immediately a mist-like haze engulfed the Centaurs,

spiralling round them and holding them in its grip.

No sooner had this spell been cast, than Anaryll sensed a surge of magical energy emanating from the enemy Sorcerer. Twisting on her mount she focused her mind on the dark power and sent it surging back into the void.

Exhausted by this effort, she was unable to prevent a further build up of magic. With a hissing roar, the Reaver Knights were engulfed in a stinging cloud of volcanic ash. Choking and coughing, the Elf riders struggled to rein in their horses as the evil smelling cloud engulfed them, blinding their eyes and filling their throats with dust.

CHAOS DWARF 2

With a braying of trumpets and thunder of drums the Chaos Dwarf army advanced. On the left, the Chaos Dwarf warriors, shouldered their axes and began to march in column towards the gap in the trees. On the right, the wolf riders, Blunderbusses and Hobgoblins formed up in a solid wall, ready to receive the charge of the Reaver Knights and the speeding chariot.

Entwined within the Glamour of Teclis, the Bull Centaurs were unable to move and remained where they stood. With a great roar, the Bull Taurus surged across the battlefield. Its mighty wings beat the air as it carried the Chaos Dwarf General over the trees and into the midst of the clearing containing Anurell's Tomb.

With a thunderous blast, the Earthshaker launched another projectile across the plain sending it crashing into the midst of the Ithrim Patrol, killing five of them. The remainder were shaken but resolved to hold their line. As the blast subsided, the ground beneath the Elf centre began to rumble and quake. Although severely rattled, the Phoenix guard, the Sapphire Company, Ithrim Patrol and the Mage Lord all managed to stay on their feet. Shaken, but resolute, the grim Elves stepped over the bodies of the slain and closed their ranks.

On the right, the crew of the Death Rocket primed the fuse and aimed their weapon towards the Reaver Knights lined up below them at the foot of the hill. With an evil hiss, the missile flew towards the Elf cavalry and great clods of earth and flame exploded in their midst killing one of the warriors. Miraculously, three others reared away from the devastation and avoided being caught in the blast.

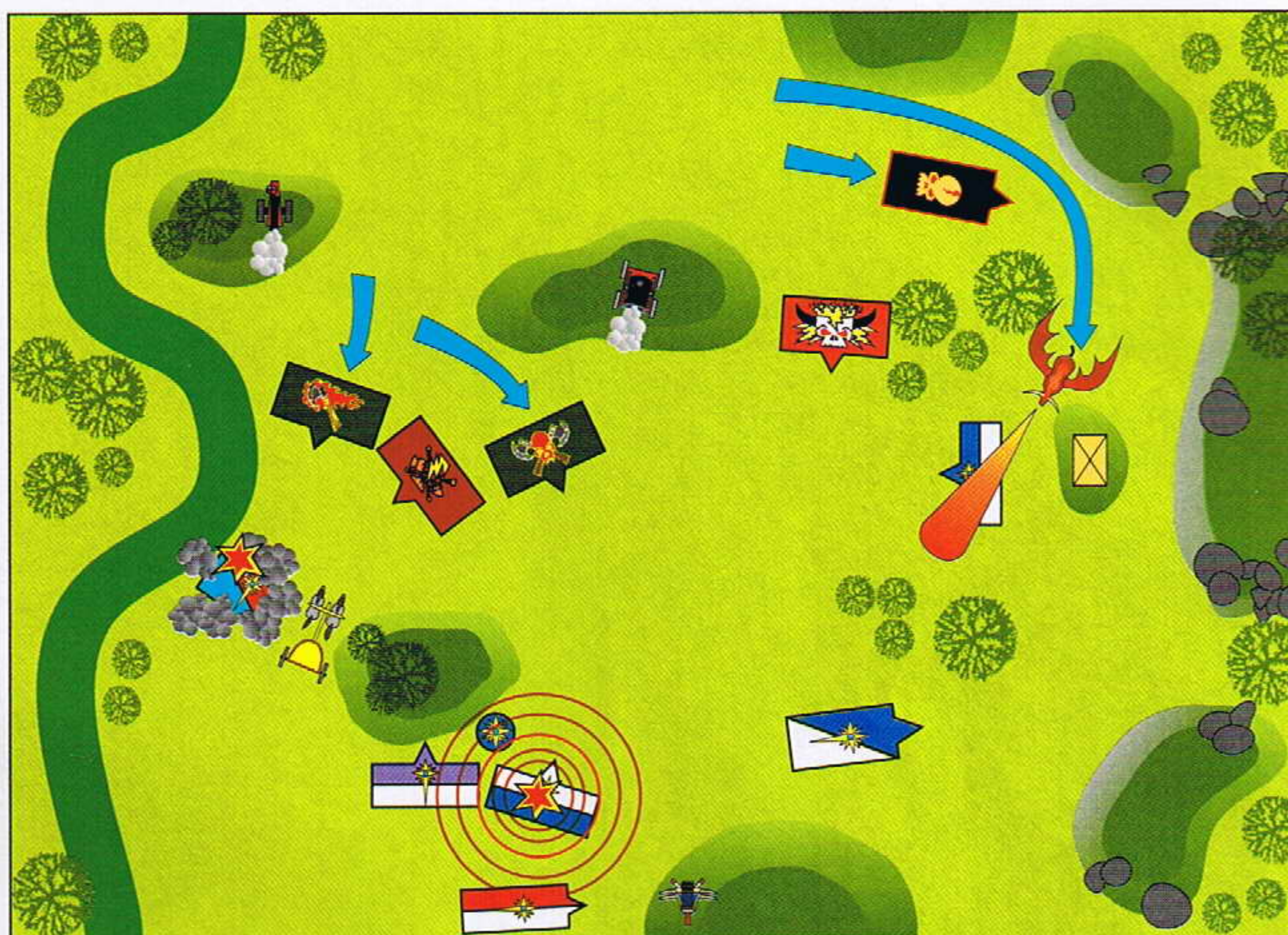
As they closed their ranks, the Knights were caught in a rain of arrows from the Hobgoblin wolf riders directly in front of them. Four arrows struck home, but all but one were stopped by the fine Elf armour. Shaken by this assault, the Reaver Knights steadied their nerve, inspired by the sight of their army standard mounted high on the Tiranoc chariot.

As the Red Bull of Hashut thundered to the ground, great bursts of flame tore from its nostrils, engulfing the High Elf

As they cowered from the heat and smoke, two of the Elves were burnt to death, but the remainder stood firm under the steady gaze of Eldril

As the winds of magic once more began to flow over the battlefield, Anaryll attempted to dispel the dark ash cloud engulfing the Reaver Knights. Despite her efforts, she was unable to counter the Chaos Dwarf Sorcerer's sinister magic. Sensing the confusion emanating from the Bull Centaurs, Zhrazak attempted to drive away the magical enchantment cast upon them by Anaryll. He too was unable to counter the powerful magic of his foe.

Drawing once again on the power of the Amulet of Hoeth, Imrrallion focused his energy on the entrapped Reaver Knights. Despite the power of the Sorcerer Lord, who had cast the spell, he broke through the enchantment and the cloud dissipated.



Although their Sorcerer had been unable to release them, the Bull Centaurs at last broke free from the magical effects of the Glamour of Teclis drawing upon their own grim determination and innate resistance to magic.





HIGH ELF TURN 3

HIGH ELF 3

On the right of the High Elf line, Eldril's command fled in terror from the apocalyptic form of the Red Bull of Hashut. Ignoring their commander's shouts, they turned and ran from the clearing.

At the edge of the trees, the Silver Helms formed up in a line and advanced towards the Bull Centaurs.

High above the battlefield, the High Elf General and Griffon swooped down upon the Chaos Dwarf Sorcerer riding his Lammasu, and deadly battle to the death began.

On the left, the Reaver Knights and Tiranoc chariot surged forward and charged into the wolf riders and Blunderbusses. As they surged forward, a volley of arrows flew from the Hobgoblins, cutting another knight from his horse. To their left, there was an ear-splitting roar from the Blunderbusses and the chariot was engulfed in fire and shrapnel.

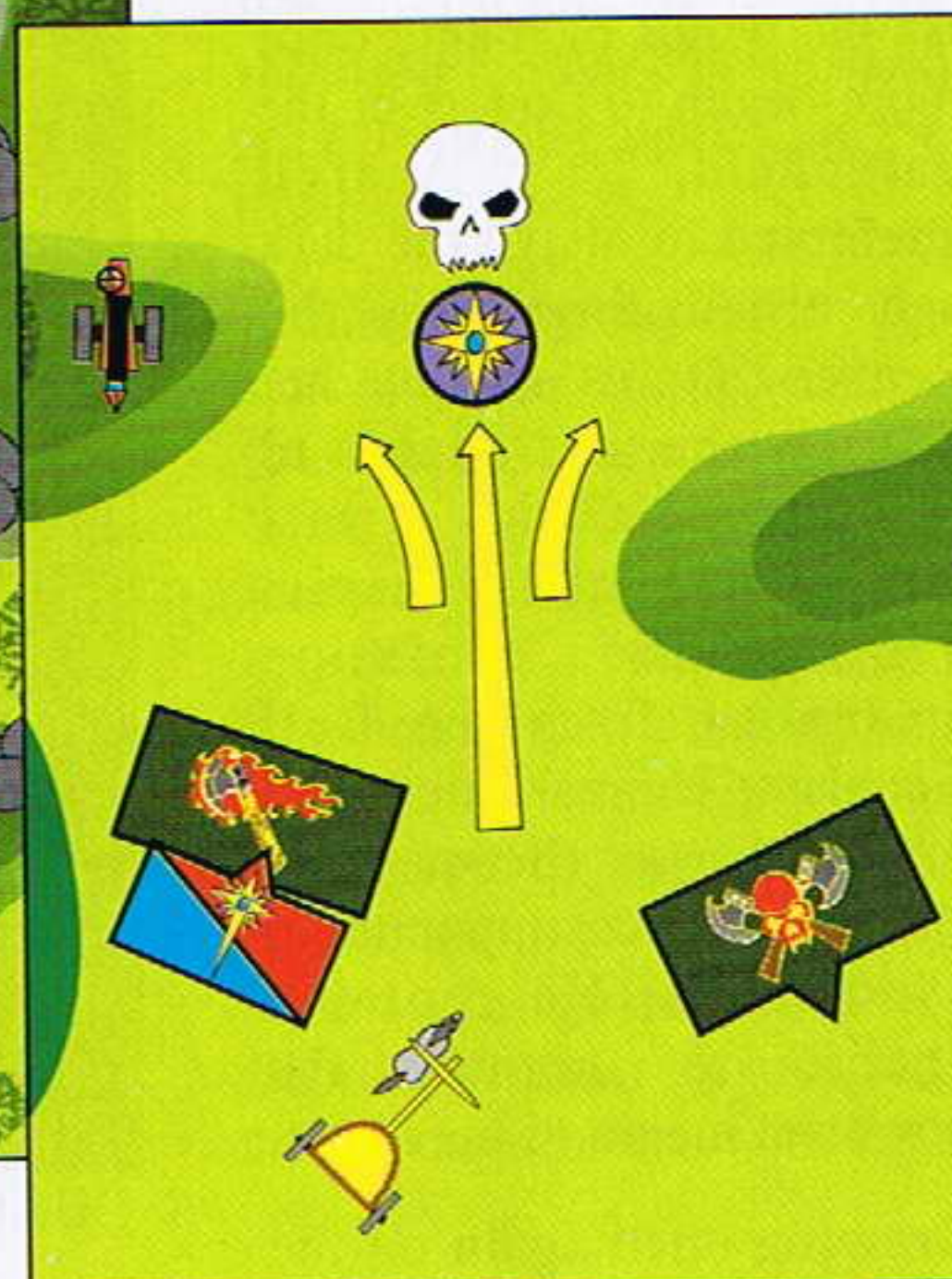
Gladaryll was cut down where he stood. His dead fingers still gripped the reins as the chariot crashed into the front rank of Blunderbusses. At the same instant Imrallion swooped down on the rear of the Dwarf regiment. Rearing back on his eagle, Imrallion yelled his battle cry as the beast ripped into the Dwarfs with beak and claws.

In the centre, the Bolt Thrower crew aimed their weapon at the distant Earthshaker and let loose a volley of bolts. The four missiles darted across the valley and another crewman was impaled and cut down.

Despite Gladaryll's death, the mighty chariot scythed into the first rank of Blunderbusses, cutting down two of them while the mighty Elf steeds champed and kicked out at the terrified Dwarfs. From behind them, Imrallion, wielding his *Blade of Darting Steel* cut down another Dwarf, as Deathwing clawed and ripped his way into their ranks. The great eagle beat down with his massive wings, leaving the bodies of two more Dwarfs twisted and broken.

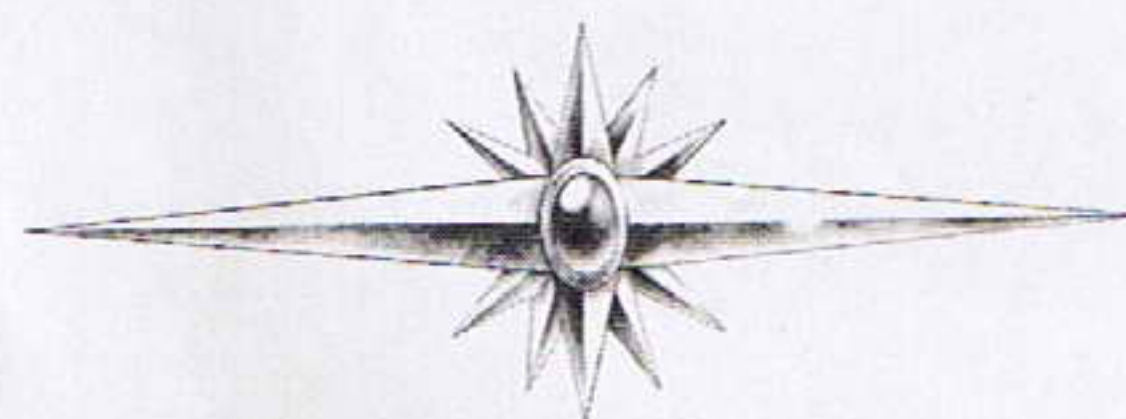
HIGH ELF TURN 3

The Blunderbusses break and flee from the Reaver Knights but are cut down by Imrrallion mounted on his war eagle.



Assailed from all sides, the beleaguered Dwarfs broke and fled. Before they could cover more than a few yards, Imrrallion once more swooped down on them and they were utterly destroyed.

Alongside this bloodlust, the Reaver Knights drove home their charge at the Hobgoblins mounted on their snarling wolves. Two of the evil greenskins fell under the force of the assault and a third was trampled underfoot by a rearing Elf steed. In the bloody fighting, one of the Knights was pierced by a cruel Hobgoblin blade, but the malevolent half-breeds refused to run and the bitter struggle continued.



High above the battlefield, the High Elf General overcame his fear as he dived down upon the Chaos Dwarf Sorcerer mounted on the Lammasu. As the two mighty war beasts clashed, Dramalliel drew *The Sword of Teclis* and made a deadly thrust at his opponent. Crackling celestial energies rippled up and down the blade, but it was turned aside by the smoky black threads of sorcery emanating from the Lammasu's skin. Nightwing lashed out with his beak and claws, tearing at the Sorcerer and wounding him, but the malevolent Dwarf struck back, wounding the Griffon and sending him rearing back. As the two great beasts tumbled across the skies, tearing and rending at each other the Lammasu gored the Griffon with his mighty horns. The Griffon let out a roar of pain as Dramalliel struggled to regain control of his wounded mount, and the Sorcerer and the Elf both steeled themselves for another deadly joust in the sky.

This turn, the winds of magic blew strong across the battlefield, but with a swift gesture Anaryll, the Mage Lord drained the energies away, leaving the spellcasters with no power to work their sorcery.



The Reaver Knights and Standard Bearer charge towards the right flank of the Chaos Dwarf army.

CHAOS DWARF 3

With a vast sweep of its leathery wings, the Red Bull of Hashut propelled itself towards the centre of the battlefield to land in the very teeth of the High Elf army. On the left, the Bull Centaurs galloped forward to charge into the Silver Helms, while the Dwarf warriors moved forward into the clearing, now empty but for the charred remains of the dead Elves.

As its sole crewman sweated and laboured to load another missile, the Earthshaker cannon was unable to shoot, but over on the right, the Death Rocket crew fired their weapon at the now crippled chariot, killing the remaining steed and blowing the war machine to smithereens.

Once again acrid smoke and flame belched from the nostrils of the Great Taurus, engulfing the Silver Arrows in a blistering column of fire. Three of the Elves were burned to death, but the remainder steadied themselves for the fight.

On the right, the raging battle between the wolf riders and the Reaver Knights continued. One of the knights lashed out at the Hobgoblin champion, but the blade was deflected by his armour. In reply, the champion thrust with his Heartseeker Blade, chopping through sinew and bone and cutting down the two remaining knights. In triumph the champion leapt from his



CHAOS DWARF TURN 3

With the death of his master, the Lammasu bellowed in fury. Enraged, it kicked and gored at the Griffon, raking its belly with its horns, gouging out deep furrows of flesh. The Griffon reared and struck back and the two great beasts remained locked in mortal combat.



Oblivious to the battle around them they hacked and thrust at each other. Two knights fell before the weapons of their foes and though the Centaurs were wounded in return, they ignored the pain and returned to the fray.

Crying revenge for their fallen comrades, the Silver Helms standard bearer drew upon the terrible power stored within the Banner of Wrath. Incandescent lightning bolts lashed the Bull Centaurs, but only one of them tumbled to the ground amidst the smell of burning flesh and ozone.

send the High Elf centre fleeing in terror. Tracing a delicate web in the air with her fingers, she attempted to trap the beast within the *Glamour of Teclis*. Before the misty shroud could materialise about the monster, the Chaos Dwarf General held high his spell shield and the sorcerous energies spiralled away to once more ensnare the Bull Centaurs in the magical maze.

On the right flank of the army, Eldril's command overcame their terror and formed up in readiness to rejoin the fight. In the centre, the remaining warriors of the Ithrim Patrol and the Silver Helms, grimly steeled themselves to face a vision of hell that was the Red Bull of Hashut.

The Ithrim Patrol once more attempted to prevent the Earthshaker from firing, but the lone crewman remained concealed behind his weapon and was unharmed.

Unable to withstand this deadly onslaught, the Lammasu let out its death shriek and tumbled to the ground to join its master.

In the bloody battle between the Silver Helms and the Bull Centaurs the staggering power of the massive creatures began to overwhelm the Elf knights. Their hero, Prince Aenerion was cut from his horse by the Centaur champion and yet other knight was split in two by the savage blow of an axe.



WD54

THE BATTLE OF ANURELL'S TOMB

In the face of this blood and slaughter, the Silver Helms resolve failed them and they turned and fled. Desperate to pursue their foes, the Centaurs remained trapped within the sorcerous energies of the glamour of Teclis.

As the sun began to set in the blood red sky, Anaryll the High Elf Mage Lord saw a vision of her destiny. Spurring forward her mount, she charged at the Bull Taurus, swinging the mighty Skull Wand of Kaloth high above her head. As the warriors clashed, Anaryll rained blow after blow upon the Chaos Dwarf General. As the final blow fell, the eyes on the skull opened and an ice cold voice hissed "You are mine!" With an anguished shriek, Bzaark's evil soul was sucked from him and his dead and broken body tumbled to the floor like a dry and lifeless husk.

Roaring with anger and grief, the great Bull Taurus drove at the Wizard, rending her body and crushing her head on the ground like a smashed gourd. In response to the agony of her death, the *Heart of Woe* shattered into a thousand shards, slicing through both the Great Taurus and the Unicorn to leave their ripped and shattered bodies strewn in pieces on the blood-stained ground.

Oblivious to this carnage, Imrrallion swooped down on his eagle to attack the Death Rocket positioned on the hill. With a blow from his taloned claw, one of the gunners was swiftly dispatched, while his companion turned tail and fled.

Swivelling on his mount, Imrrallion drew upon the power of the *Amulet of Hoeth*, and cast a *Fiery Convocation* upon the hapless wolf riders. Still triumphant in their victory, the Wolf Riders shrugged off the magical attack and prepared for the charge.



High above the battlefield, Lord Dramalliel and the Chaos Dwarf Sorcerer engage in a bitter struggle to the death.



CHAOS DWARF TURN 4

CHAOS DWARF 4

As the sun dipped towards the horizon, the Chaos Dwarfs licked their wounds and readied themselves for the final battle.

In the centre, the Hobgoblins faced off against the Phoenix Guard while on the right, the Chaos Dwarf warriors occupied

the clearing under the deepening shadow of the Tomb of Anurell.

From the central hill, the ground shook as the Earthshaker cannon once

more lobbed its massive projectile towards the Phoenix Guard, standing silent in the middle of the plain. Labouring alone to fire his weapon, the gunner misjudged the range and the missile overshot its target. Nonetheless, the shattering impact of the explosion rocked the ground beneath their feet, halting their advance.



The High Elf Mage Lord and Chaos Dwarf General clash in single combat.

On the left, the Hobgoblins fired a volley of arrows at Imrallion silhouetted on the hill above them, but the shots merely bounced off his finely wrought armour.

In response, Imrallion once again drew upon the power of the *Amulet of Hoeth* and cast the *Fiery Convocation* upon the hapless wolf riders. This time, no sorcery could save them, and two of the riders were killed, the remainder fleeing for their lives.

As night fell, the two armies disengaged. Both sides had been severely mauled in this bloodiest of battles. On the High Elf side, the Reaver Knights, Silver Helms, and Tiranoc chariot had all been destroyed. Anaryll their Mage Lord was dead and many more warriors would never see the dawn. They held less than a quarter of the battlefield, and the Tomb of Anurell was in the hands of the enemy. For the Chaos Dwarfs, the once proud Blunderbusses had all been killed. Their General and Sorcerer Lord were also dead, together with the Red Bull of Hashut and the mighty Lammasu. The wolf riders had routed and most of the crew of their war machines were either fleeing or dead. However, the Tomb of Anurell was within their grasp and bloody but unbowed, victory was theirs.

HIGH ELF SUMMARY

Oh, so close, so close. Another turn and I would have sent the evil scum running from the field. The Phoenix Guard could have easily defeated the Hobgoblin regiment and with support from my two regiments of archers I could have seen off the Bull Centaurs with attacks from my General on his War Griffon and the Eagle Rider.

If I have to own up to my mistakes, I think that I was mesmerised by the Chaos Dwarf Blunderbusses early in the game, and this affected my deployment and ultimately the outcome of the battle. The background to the game meant that Gary deployed first in his set up area, and I was able to move my forces onto the table in my first turn movement phase.

Whenever you play scenario games, it is essential to keep in mind just what it is you are trying to do. We had determined that whoever had an unbroken force within 6" of the Tomb of Anurell at the end of the game would gain five victory points. This effectively meant that the tomb was worth five enemy units routed or destroyed. Even if I had been able to destroy both the wolf riders and the Blunderbusses with my charge, it would still leave two of my fastest and most powerful units at completely the wrong end of the table.

What I should have done, was deploy the Phoenix Guard at the extreme left of my line to prevent the wolf riders coming round my flank. This tough High Elf unit would have been more than a match for the Hobgoblins and Gary would have been unable to fight with both the wolf riders and the Blunderbusses on such a narrow frontage. Following this plan would have enabled my Reaver Knights Tiranoc Chariot and the Silver Helms to race for the clearing where they would have been more than a match for the Chaos Dwarfs. Ah, the benefit of hindsight!

During the Magic Phase of turn two, I was confronted with a horrible dilemma. My General was in combat with the Chaos Dwarf Sorcerer, who could use his spell casting ability to attack my character. At the same time I needed to try and cast the *Glamour of Teclis* onto the Bull Taurus to prevent it from flying in to attack the Silver Helms or charging and destroying Eldril's Archers. When I rolled 2D6 for the winds of magic, the result was a double six! With that much power available I knew that it could be a decisive phase that might see the end of

my General. I therefore decided to play the *Drain Magic* card, thus saving my General but leaving my other units to their fate.

The Earthshaker cannon was probably Gary's most powerful weapon in winning the battle. Although it didn't directly kill many of my troops, the earthquake effects completely paralysed my centre by forcing the Silver Arrows, Phoenix Guard, Yvresse Sapphire Company, and my Wizard to only move at half rate throughout the game. Thus, this weapon was able to completely counter the major advantage I had over the Dwarfs — that of speed. I could maybe have attacked the Earthshaker earlier on in the game using my General or eagle rider, but again I used the latter to attack the Blunderbusses (a case of real overkill!) and then locked my General in combat with the Sorcerer on his Lammasu.

By the time these combats were resolved, it was too late for my forces to get into combat and the game was all but lost.

CHAOS DWARF SUMMARY

Phew! That was close, I only just managed to pull it off. I think I may have gone another move, but with my two main characters killed and the wolf riders routing off the table, no one to fire the Death Rocket and the Earthshaker reduced to one crew member — it was only a matter of time! However the Chaos Dwarf Warriors did manage to secure the Tomb of Anurell.

On the whole, my tactics worked roughly to plan. The Earthshaker Cannon could have caused more casualties but did manage to slow the Elf army down. My right flank held and both the Blunderbusses and wolf riders acquitted themselves well. Indeed I really did not think that the wolf riders would hold up against the Reaver Knights, I am glad I paid extra for short bows, and of course the Hero helped steady the ranks. (If they had not fled the field on the last turn, then I think Glashruk would have been awarded a medal.) If the Blunderbusses had not been attacked in the rear by the eagle then I may have been able to send the Wolf Riders off on a flank attack next turn. However the attack on the Blunderbusses probably saved the Earthshaker cannon from a similar fate.

My unit of Bull Centaurs were twice hampered by the *Glamour of Teclis*, but nevertheless made short work of the Silver Helms, and certainly arming their champion Bultar with *The Blade of Leaping Copper* giving him 4 attacks, worked a treat.

I think my biggest mistake in the battle was the use of my Sorcerer. I really think he would have been invincible, if I had engaged Robin's Mage, instead of his General, then things might have been more decisive. Although Robin seemed to have the upper hand in the "control" of the *Winds of Magic* when he used the *Drain Magic* card in turn two, my Sorcerer was about to unleash a whole fury of deadly spells against his General, plus there was also 3 unused Power cards stored in the *Rod of Power*. It certainly was a furious fight though, I almost had the Griffon, it was down to one wound before the Lammasu perished.

My General did fairly well and certainly the Bull Taurus performed admirably. In combat with the Mage he survived the attacks from the *Skull Wand of Kaloth*, losing on the last attack. A pity because I could then have charged him into the flank of the Phoenix Guard next move.

All in all a very close battle, one which was very exciting and could have gone either way. A lesson to remember, "Make a plan and stick to it!"

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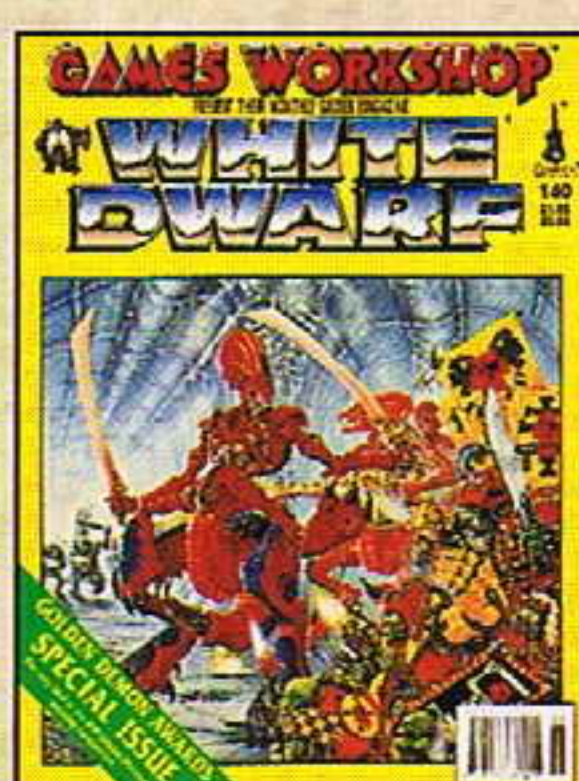
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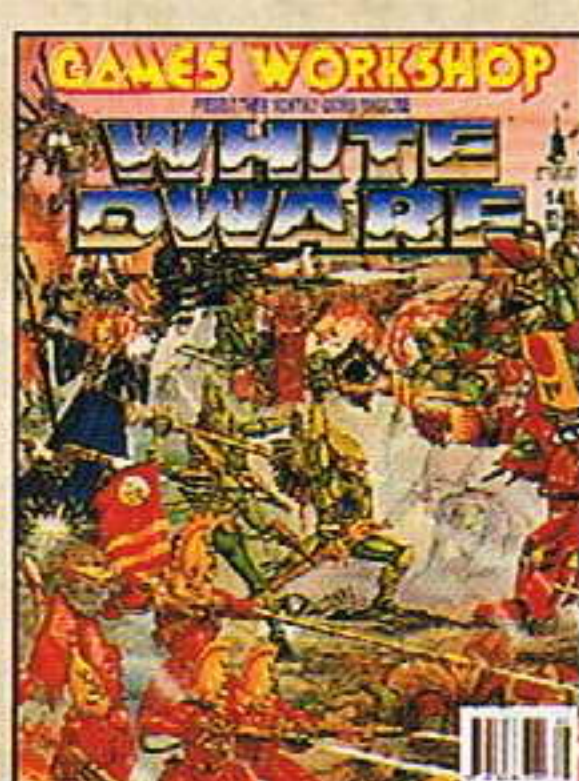
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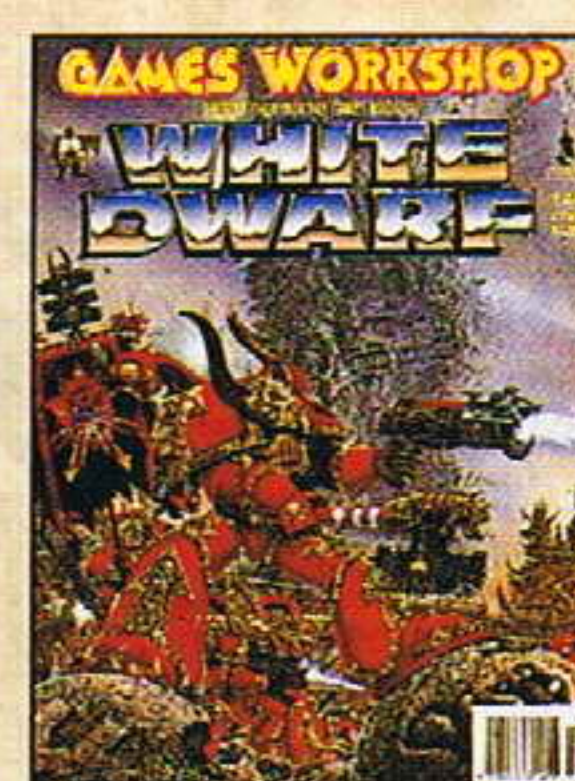
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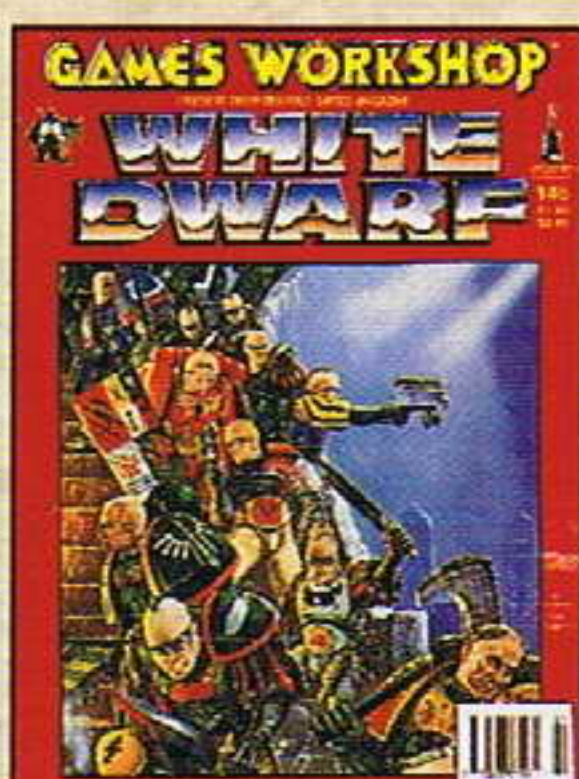
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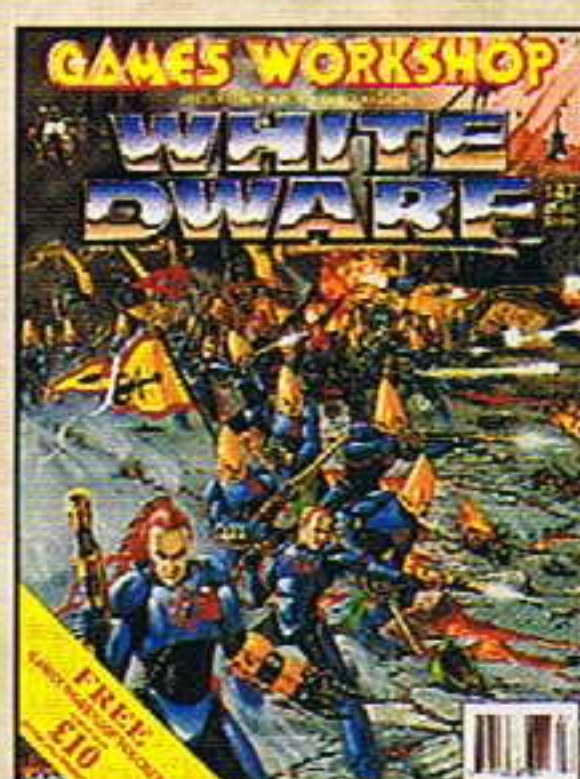
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WD 145: Warhammer 40,000 Tyrannid army, Space Crusade, Heroquest and Advanced Heroquest adventure.



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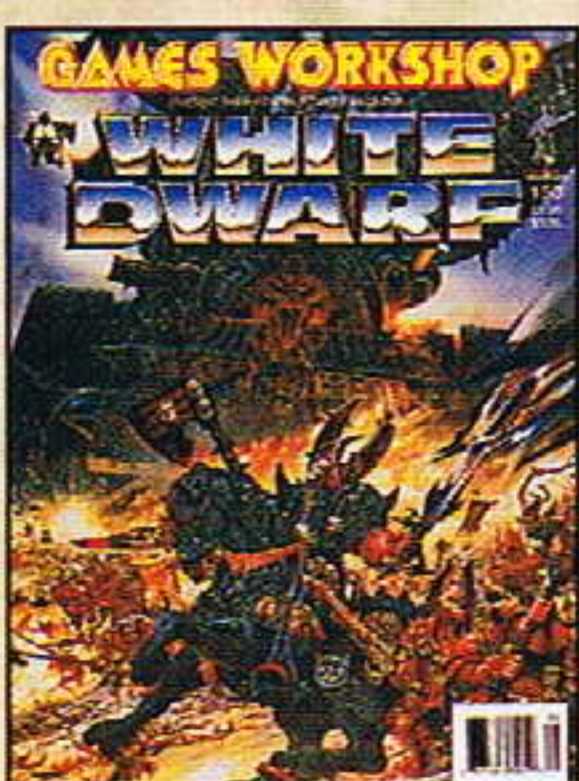
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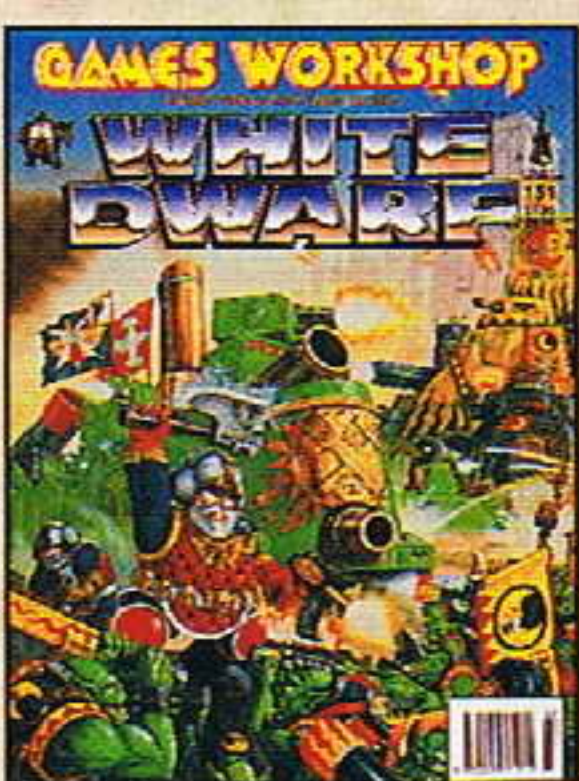
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WD 150: Warhammer 40,000 – close combat and hand weapons, Advanced Heroquest adventure.



WD 151: Battle for Armageddon, Golden Demon photos, Warhammer Fantasy Battle – Imperial Steam Tank.



WD 152: Warhammer 40,000 – Commissar Yarrick and Warlord Ghazghkull, Skaven's Claw – short story (part 1).

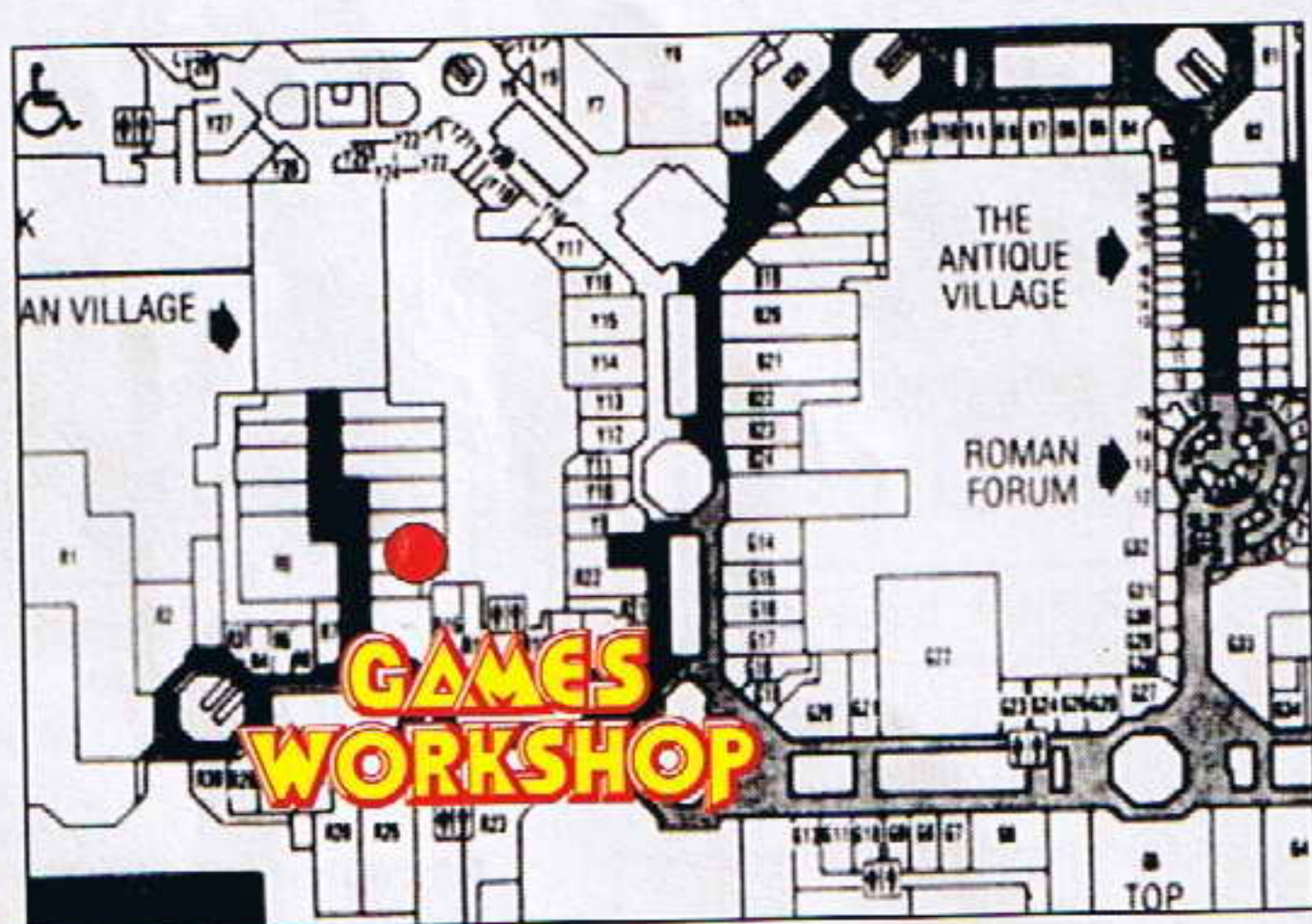


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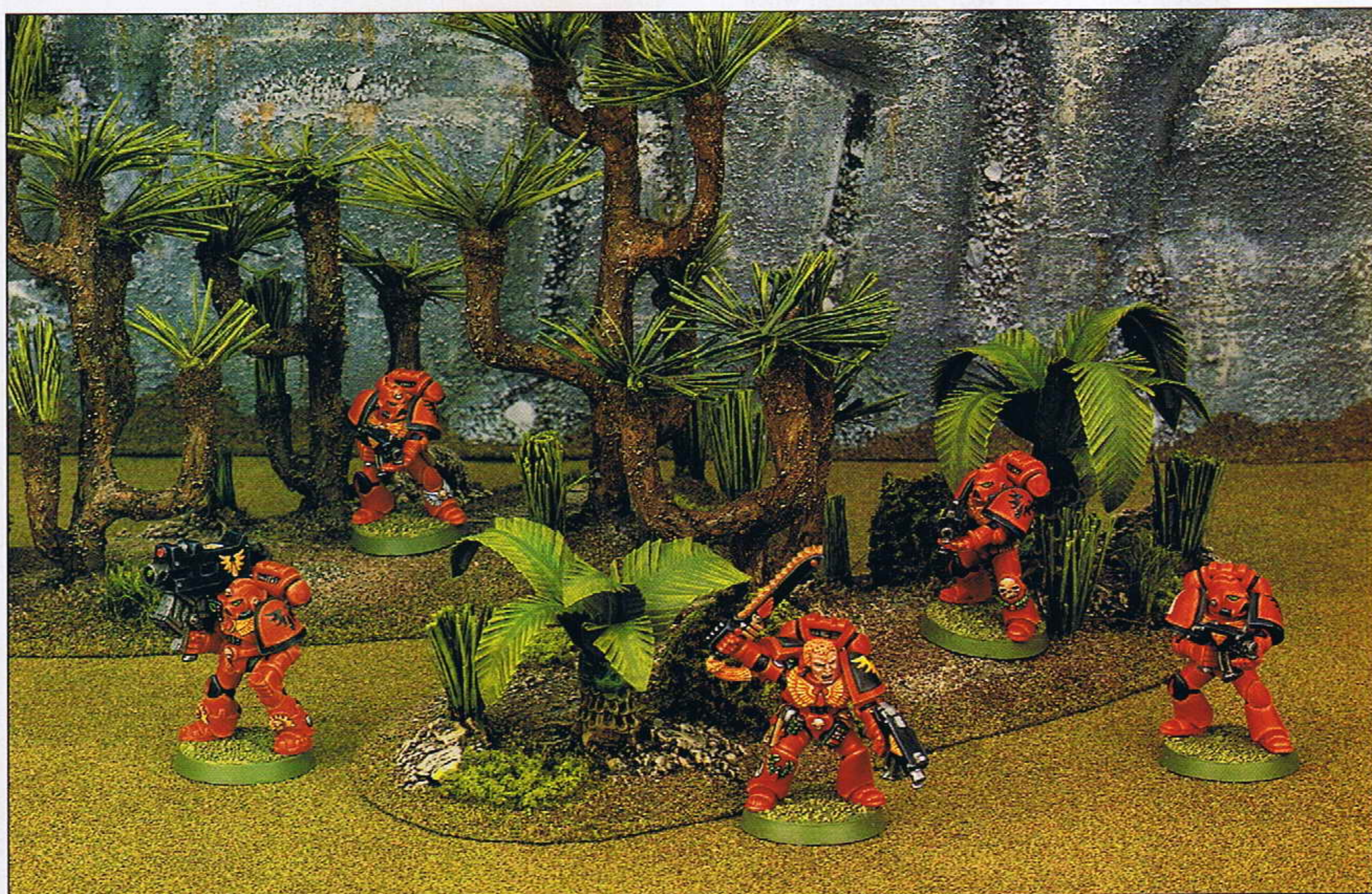
By Adrian Wild

Many of you write in to our modelling expert Adrian Wild to ask how some of the terrain and other models featured in the photographs in White Dwarf are made. In this article, Adrian takes a look at cover in games of Warhammer and Warhammer 40,000, and comes up with simple techniques for creating some stunning looking pieces for your battles.

When we talk about cover in Warhammer games, we usually refer to terrain that does one of two things. It either blocks the firer's line of sight to his target, or it in some way modifies the chances of the shooter hitting his target. Generally, any terrain that prevents models from seeing each other, such as buildings or woods, are considered to block the line of sight. If the terrain allows the models to see each other, but affords the defender some measure of concealment or protection, then it is known as cover. For the purposes of gaming, cover is further

sub-divided into two basic types, known as *hard cover* and *soft cover*. Hard cover offers real physical protection as well as partially concealing the target from view. The corner of a building, a large rock, walls and wooden pallsades are all considered to be hard cover, as are positions at windows and doors or in bunkers and trenches.

Soft cover can conceal troops from sight, but provides little actual protection against missiles. You can hide behind a



Blood Angels Space Marines take cover amongst some jungle foliage. All of these models were made from paper, card and bits of scrap materials like old scrubbing brushes.

hedge and not be seen, but a crossbow bolt or bolter shell will certainly penetrate this type of cover. Hedges, fences, wagons and woods all provide soft cover, and all troops hiding in woodland automatically count as being in soft cover.

As with most terrain features, walls, hedges, fences and the like can be made simply by using bits of scrap materials, some of which are common household items. So long as you spend a little time and effort and familiarise yourself with a few basic modelling techniques you can't go wrong.

Once you have made some hard or soft cover, you can add it to your game set-up and really make the battle exciting. With the addition of a few easily made rocks and boulders, a bare hill can be transformed into a heavily fortified position. Likewise, hedges and walls can turn a few scattered buildings into a strongly defended settlement that can deter all but the most determined of attackers.

In this article I talk about some of the basic techniques that you can use to create terrain for your own games. In places I give details on how to make specific models but in general, by applying a few simple modelling techniques, you will be able to create a varied range of pieces for your own games.

SOFT COVER

Soft cover is a term that encompasses vegetation such as bushes, undergrowth and collected foliage that either partially or fully block the enemy's line of sight.

There are of course many different types of vegetation. The main types which might be useful as cover would be plants with large, obvious leaves, such as palms, or tropical plants, but you can also create really exciting cover with leafless plants such as cacti.

There really is great scope to use your imagination when it comes to making different types of plants. For instance, if you wanted to make a plant that looks like something straight from a Deathworld, then a cactus would be a good choice because it's easy to make and with a little effort can look very effective. All you need to do is to get a small polystyrene block (such as those used in packaging or as insulation blocks), and some cocktail sticks. Then, very carefully trim the polystyrene into a ball, dome or even a club shape using a sharp modelling knife, (remember to cut slowly and carefully, and always aim the knife away from your body). Take care while you do this because as the polystyrene becomes more rounded, it can be difficult to hold steady. Don't worry if you don't get a really even, smooth shape at first, you can always use a medium grade sanding block to pare the rougher parts down to a smooth finish later on.

Now you are ready to add the cactus' spines, which are made from cocktail sticks that have been cut in half. All you have to do is to stick them on and paint them! Start by making a hole in the polystyrene with the sharp end of one of the sticks. This is basically a pilot hole that will allow you to insert the blunt end of the cocktail stick into the polystyrene without tearing it. Now add a little P.V.A. glue to the blunt end, fit it into the hole and you will have your first spine! To add more spines, simply repeat the above process, but remember not to go overboard, otherwise you won't be able to pick the model up!

Once the glue has dried, you are ready to start painting. If you want to give your cactus naturalistic colouring, you can apply a basecoat of Goblin green paint and then dry-brush this with Bilious Green. If you want to, you can look in nature books to see how a cactus is coloured and marked. You may already have suitable books at home but if not, try your local library.

To start off with, here is a list of some of the materials that you may need:

Tools:

1. A sharp **modelling knife**.
2. **Steel ruler**.
3. **Set square** to check that the sections you cut are square.
4. **Retractable craft knife** for shaving the polystyrene.
5. **Coping saw** or **fret saw** for cutting the hardboard base section.
6. **Scissors**.

Materials:

1. **Thick card**, such as mounting board — available from art shops.
2. **Thin plasticard** — from model shops, or thin card, for example from cereal packets.
3. **Polystyrene sheet** — such as insulation board from D.I.Y. suppliers, or built-up layers of ceiling tiles.
4. **Glue** — Different types for different tasks; Copydex or P.V.A. for fixing polystyrene, impact adhesive, or those mentioned for gluing card.
5. **Hardboard** — for the base section. Alternatively, you can use thick card, but this has the tendency to warp more readily.
6. **Textured paint** — or a home made alternative, such as sand and P.V.A. mix, or thinned plaster filler.
7. **Das modelling "clay"** — to fill any unsightly cracks or joints.
8. **Citadel Acrylic paints** — as mentioned in the article.
9. **Flock** or scatter material.
10. **Cat litter**, coral sand, and sand to texture sections

When the green paint has dried, you can turn your attention to colouring the spines. I have used deep red because it gives them a menacing, poisonous appearance, but you can use any colour that you like.

If however, you want your cactus to look even more otherworldly, you can easily add strange patterns and designs. All you have to do is cover the shape with a layer of Das (a white modelling material available from modelling shops) and while it is still tacky, mould patterns, such as scales or rings, or anything you think will look effective.

UNDERGROWTH

Now I want to take a look at modelling undergrowth vegetation, which you can make quickly and easily applying the following techniques. Although this kind of cover is really straightforward to model, it can look really effective as part of your battle terrain. Flat plastic pan scourers, like those you might find around the kitchen at home, or can buy in supermarkets, are really good materials to use for modelling undergrowth such as bushes and scrub. The bushes can be any size that you like, it is just a matter of cutting one scourer up, or sticking several together. Whatever size you choose, it will be easier to handle if you glue it to a temporary base (double-sided tape is good for this before you do any further modelling).

When you have done this, paint the whole shape with a coat of Goblin Green paint and when it's dry, carefully cover it with P.V.A glue — taking care not to fill in the gaps and lose the

underlying shape of the plastic mesh. While the glue is still tacky, cover the whole shape in flock. If you miss any bits just re-dip in the flock and shake off the excess again. Let the glue dry thoroughly before you remove the plant from its temporary base, then, to add the final touch, you can dry-brush with Bilious Green paint before fixing it to a permanent stand.

Now that I have covered low-lying vegetation, let's consider how to model tufts of grass or spiky tree-top fronds. If you look at a scrubbing brush, you may not think of it as being useful as part of your terrain, but in fact, the bristles are ideal to make tree-top fronds. Natural bristles are a good choice in this instance, largely because synthetic ones tend not to absorb paint very well — which means that you could go to all the effort of painting the bristles, only to see the paint gradually flake off.

The bristles are usually stapled into the handle and you will need to pull them out, so get a good grip on a pair of pliers and you won't have any problem! Although the bristles will come out in little clusters that you can then bend into shape, it is a good idea to apply a small amount of glue to the point where they are joined. This makes the cluster stronger and means that you can bend the bristles as much as you like. When you have done this, you can apply a layer of paint directly onto the bristles (what colour you choose is up to you) and when it is dry you will have your tree-top fronds.

You may notice that the techniques that I have looked at so far are designed to help you to make cover that gives the impression of foliage or undergrowth, without you actually modelling the fine details of individual leaves. Next we will look at modelling individual leaves and plant fronds (such as on ferns and palm leaves). This section deserves your extra time and attention, as you can get some really worthwhile results.

FRONDS AND FERNS

If you can imagine a palm leaf lying flat on a table, you will see that it has a central rib in the middle and spiky fronds that run the length of the rib and jut out diagonally on either side. If you decide that you want to model fronds, it is useful to have this objective in mind.

To make fronds for your own terrain, you can use different materials, such as thin card or plasticard, although an ordinary cornflake packet will do just as well. What size the piece of card is really depends on how big you want your frond to be. When you have decided this, cut the card accordingly and then mark out in pencil a strip about 12 to 15 mm wide, running the whole length of the piece of card. In the centre of this draw another strip, this time only 2 mm wide. This strip represents the central spine of the leaf and it is here that you will later add a strengthening wire rib that will allow you to bend the frond into a curved shape.

For the moment though, concentrate on scoring the fronds out of the card. Place a ruler along one edge of the central strip, then cut the card diagonally from the edge of the ruler outwards. Try to cut evenly spaced strips but don't worry if you aren't accurate, it is fine to judge the spaces by eye, just take care not to cut them too close together, or the leaf will be weakened when you bend it: between 1 and 3 mm apart should be fine. When you have cut one side of the leaf strip, turn it around and do the other side in the same way.

What you should end up with are multiple diagonal strips running along either side of an intact central rib. You are now ready to cut-out the leaf shape. Use a pair of sharp scissors and cut a symmetrical leaf shape that is pointed at the top and slightly rounded at the base. When you are doing this don't worry if any small sections do get broken off, naturalistic looking leaves aren't perfect anyway!



These alien cactus plants are made from rounded pieces of polystyrene covered in cocktail sticks.



The rocks were made from garden stones painted with textured paint. The rugged hill and rocky towers were first of all shaped from polystyrene and then also given a coat of the same material.

Now that you have your basic leaf shape, you can strengthen it by adding some wire for extra support and flexibility. The wire will run along the underside of the leaf from the tip to about 10mm beyond the base. This extra wire will make it easier for you to attach the leaf to a tree or other terrain fixture. To fix the rib to the leaf, you can use either superglue or contact adhesive. If you use contact adhesive, remember to apply it to both of the surfaces to be joined: allow the glue to become tacky and then press the parts together. If you use superglue, be careful that you don't stick your fingers to the leaf! Try pressing the two sections together between a piece of polythene or a couple of pieces of tissue paper. If the glue does run through, you can trim the polythene or tissue from the leaf when the glue has dried.

Once the rib is in place, the leaf will be pretty strong. However, if you wish to strengthen the structure even further, you can apply a thin layer of polystyrene glue to the underside which will give it just that little bit of extra protection.

When you come to paint your leaves, you can apply a layer of Goblin green directly onto the card and then highlight this by dry-brushing with a mixture of Goblin Green and Skull White, (again, refer to a nature book if you are not sure how to go about colouring and shading). It is worth bearing in mind here that you would be wise to paint leaves before fixing them to any other structure. This will just make them easier to handle and lessen the risk of them getting damaged.

ADAPTING YOUR TERRAIN MODELS

Earlier, I mentioned that you might want to attach fronds and foliage to structures such as tree trunks. If you do, then you have a choice as to what method you use for making the trunk. One way which is really simple and straightforward is to use a tube of some description, for

example, a ball point pen tube is ideal, or even some kind of fairly narrow plastic or metal tubing that may be lying around the house. This will serve as the basic trunk shape, to which you can either add textured paint, kitchen paper or anything you can find that will give a rough textured look.

When you have done this, it is really just a case of attaching the foliage to the top of the tube. You can do this by either gluing the foliage to the sides or else putting some foam or cotton wool inside the lip of the tube to anchor the tree-top foliage.

Another way to make a trunk is to use aluminium mesh and some wire. Decide how tall you want the trunk to be and then take a piece of mesh and cut out a square or rectangular shape. Wrap this around the wire (remember to leave a little excess wire sticking out of the bottom so that you can fix the trunk to a base section) and what you will get is a cylindrical, trunk-like roll. If you want to make branches, just use the same techniques, only cut out smaller rectangular or square shapes and once again, remember to leave a piece of wire protruding from the bottom end so that you can fix them to the trunk. Branches are not usually smooth, straight shapes, so bend them into the shape that you want, make a hole in the trunk section and insert the branch so it fits neatly. You will need to fix the branches to the trunk more permanently and you can do this by applying P.V.A. glue. If there are any excess bits of wire sticking out, then just trim them off or bend them downwards to lie against the trunk and bind into place with tape.

When all the branches are in place, you can either give the entire trunk section a heavy coat of textured paint (you may need more than one coat to fill the majority of the holes in the mesh), or you can cover it with a modelling material such as Das before texturing the surface. With a little glue and imagination, you can stick on almost any type of foliage, in any arrangement you like! It really is up to you. If you like,



These fences and structures were made with bits of balsa wood, car body mesh and bits from old plastic kits.

you can even mix different types of leaf designs on the same plant. You could mix the pan scourer type of foliage, or the frond type leaves, and surround these with flattened bristles. By mixing different types of cover, you can create some really diverse looking plants, ideal for an alien world setting!

FENCING

Fencing is really easy and fun to model. If you look at fencing that divides farm land, you will often see basically simple structures that are comprised of rugged fence posts with wire in between. To make fences for you tabletop this basic principle applies. All you need to start modelling is some of the aluminium mesh mentioned earlier and some balsa wood for the fence posts. Decide how long and how high you want your fence to be and then cut up the mesh accordingly. For the posts, balsa wood of either 3.5 or the 5 mm square cross section is available at most model shops. Simply cut a piece of balsa wood that is the same height as your fence mesh. You can actually vary the height of the fence sections if you wish, but try to keep them a uniform length of about 10 cm in length.

Fences that are part of hard cover on a tabletop are more than likely to incur damage. Therefore to represent this, just cut a ragged shape out of one or more of the sections and peel back the mesh to make it look as if it has been blasted by weapon fire. Battle damage can also be simulated by pushing pointed objects through the mesh, for example, cocktail sticks, different sizes of nails, and even pencils.

METAL GIRDERS

If you would prefer to have girders holding up your fencing, these can be constructed from plasticard, balsa wood or just plain cardboard. Whichever material you choose, the method is the same.

First of all, decide which material you are going to use and how high you want your fence to be. Then, use a sharp modelling knife to cut out long narrow strips, about 3 to 5 mm wide and the same height as the fence. To make a girder, lay one strip flat on the work surface, take another strip and apply some glue to one of its edges and then stick it to the centre of the flat strip. What you are aiming to get is a 'T' cross section. This on its own can be used as a fence support, but you can, if you wish take the design further and make an 'H' section, simply be gluing another length of Balsa wood to the bottom of the 'T' section.

GATES

You have several options with regard to how you model gates. The most basic method is to leave a gap between two short lengths of fence on a base. Alternatively, you can put in a simple raising barrier, such as those you might see at some railway crossings. The easiest way is to make a simple stand with a barrier that can be raised and lowered. This need not actually be moveable, but it can be made to do so if you want.

Another type of gate can be made from a section of mesh glued to a simple frame, and then attached to one of the fence supports by card hinges, (simply sections of plastic with a

small section of wire glued to it vertically in the middle to represent the moving part of the hinge). Other details that can be made from card and then added on are warning signs, locks, rivets, sections of chain and so on. All of these can be used to enhance what is essentially a very simple model to make.

HARD COVER

I have already looked at how hard cover differs from soft cover and how you can use it on the gaming table. But, just to re-cap, there are many examples that readily come to mind, such as rocks, walls, buildings, and emplacements, (a prepared position for the siting of a gun or other weapon trenches) and so on.

ROCKY OUTCROPS

Rocky outcrops might sound like they could be complicated to make, but in fact, they are a really simple to construct. All you have to do is collect some different sized stones from your garden, or anywhere that you can find them. You can of course use broken up bricks, coal, plaster lumps or anything that will give that coarse, jagged rock-like appearance to your cover.

When you have collected the stones, take a piece of hardboard and glue a few of the larger stones down, taking care to space them a little way apart from each other. Then, work some filler in between the base and the stones. A good material to use for this is Das, a white, putty-like substance that dries on contact with air and is available from all good modelling shops. When this is dry, you can add some extra features to make the

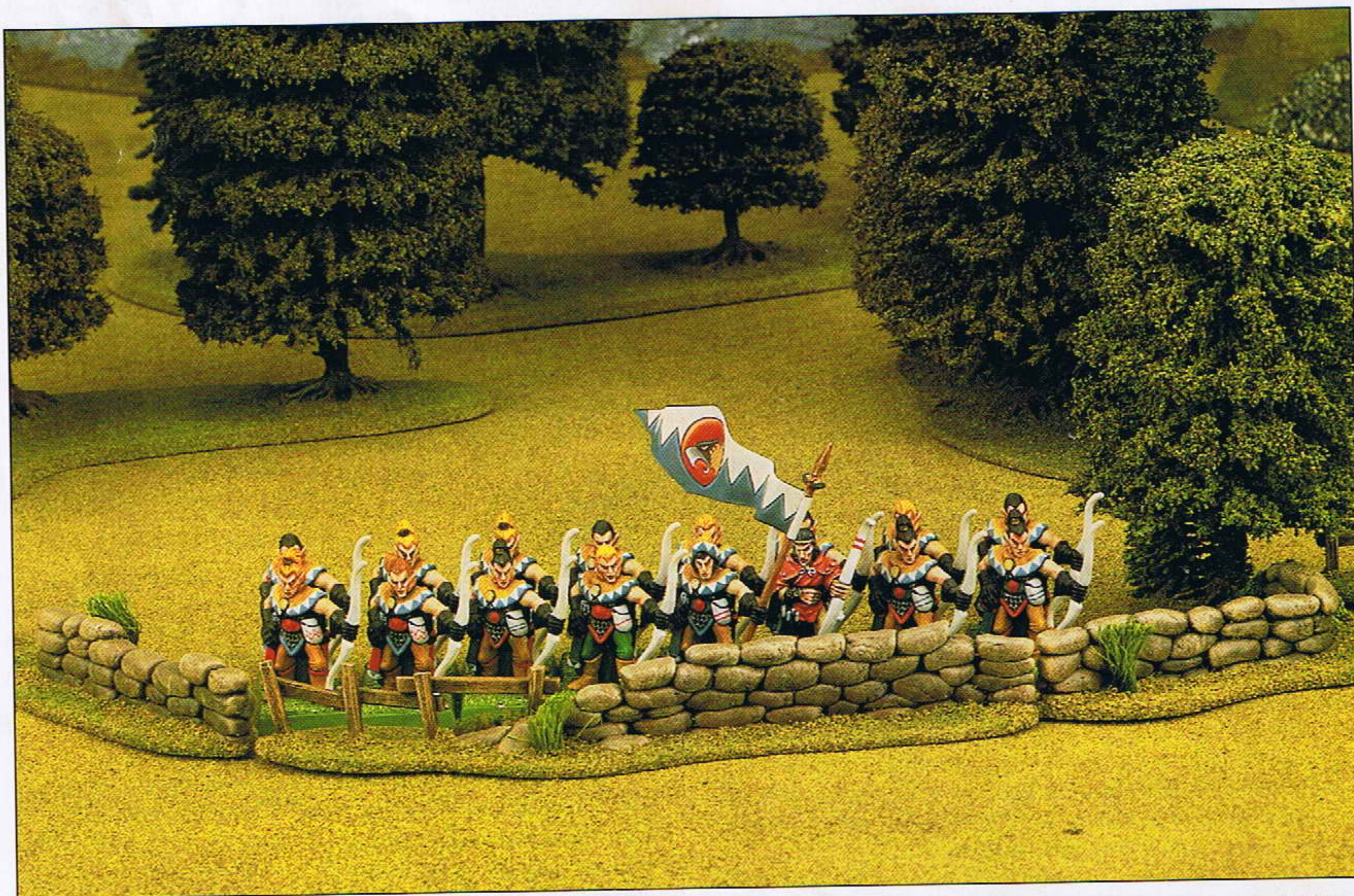
outcrop appear more naturalistic. A really good way to do this is by using a mixture of smaller stones, cat litter and sand. Pick out an area that you would like to texture and cover it with a generous layer of P.V.A. glue. Then, add some of the cat litter and tip off the excess. If there are some areas where the glue is still exposed, simply sprinkle on some more cat litter and again, shake off the excess. Repeat this process in another area, only this time use sand or small stones. Doing this will ensure that the model not only looks authentic, but that all the gaps are filled in too.

Sometimes, outcrops will have clumps of vegetation such as scrub and moss nestling in between the rocks. If you want to create this look, you can either use the techniques outlined in Soft Cover, or use pieces of unravelled parcel string or brush bristles. All you have to do is to glue pieces of the string in the chosen area, then cut them to the appropriate length and paint them. If you have textured the base of your model, try and remember to add the vegetation before you give the base a final coat of coloured paint. Once you have done all of this, you will have a rocky outcrop that will look good on any tabletop.

WALLS

Like the other methods that I have outlined, modelling walls are easy and fun, plus they can look really impressive as part of your terrain.

For gaming purposes, walls come in two forms, one is metallic and the other stone. Both of these are made using the same basic materials which can be either, foamboard, thick card, or even polystyrene ceiling tiles, which are cheap and readily available.



This wall was built up piece by piece out of DAS modelling clay. Once this had dried, the model was given a thin coat of PVA to bind the stones together before being painted.

You will of course need to decide how high and long you want your wall to be. After that it is just a matter of cutting out the shape from whatever material you have chosen, and gluing it onto a card base. You can either cut one long rectangular shape, or else cut out individual sections and then glue them together. Either way, you will now have the basic wall shape and you can begin to texture the surface. From here on, the techniques you use will depend on which type of wall you have chosen to make.

If you want your wall to look like it is made of metal, just apply a smooth coat of paint or plaster filler, let this dry and then add a coat of metallic paint. For the concrete wall you will need to apply textured paint or plaster filler to get that rough, stone look.

At this stage, you can either leave your wall as it is, or you can add some extra features such as buttresses, rivets and damage reinforcements. For the stone wall, buttresses can be made by cutting out very simple triangular wedge shapes from foam board, or even thick card. For the metal walls, simple supports that jut out from the sides can very easily be made from narrow sections of card that are cut out and then glued to the sides.

If you can imagine a wall that has acted as cover during a raging battle, then it is hardly likely to have remained pristine and intact. In this case, you might like to add features such as exposed steel reinforcements, sheets of metal covering damaged sections, blast holes from shells, and coiled wire running along the top of the wall sections. Exposed steel work can be made by cutting a jagged shape into the wall and inserting short sections of wire around the edge of the "damaged" section. Damaged areas that have been hastily repaired with sheet metal are simple to make using sections of card, coated with metallic paint and then glued down. The

coiled wire running along the top of the wall can be made from the aluminium mesh which was used for trees in the Cover section. Cut a long diagonal strand of the mesh, so that it has little barbed bits on the outer edges. Then, wrap this strand around a pencil, take it off and stretch it slightly so that you have an elongated coil. Now you can glue this to the top of your wall and it will look like barbed wire. Remember to be careful when you are making the barbed wire, not only is it quite delicate and easily squashed but the edges can be quite sharp and tend to catch on clothes etc.

Extra details that you may want to add to the metal walls are rivets. These will make the wall look as if it has been repaired and has been made from several different sheets of metal. This effect can also be enhanced if you use double rows of rivets and then draw or paint dark line between them. Remember also that metallic walls are very likely to oxidise with exposure to most atmospheres, so recreate this effect by adding colours that mimic streaks of rust and discolouration when you paint them. You can do this by applying washes of browns and oranges which will give the metal a real rusting, weathered look.

Now you are ready to paint the wall sections. A good combination of colours to use for creating the effect of concrete are Codex Grey dry brushed with Ash Waste, and highlighted with Light Space Wolf Grey. For the metal walls, there are various options. If you want an aged looking wall, you could paint it black first and then add varying shades of metallic paint later. To get the effect of a recently made wall, you can just apply metallic paint directly onto the material. If for instance you wanted the wall to look like iron or steel, you could start with Boltgun Metal, dry brushed with Chain Mail, and highlighted with Mithril Silver.



This hedge was made from cut up strips of pan scourer covered with PVA glue and dipped in modellers flock.

Other small details that can be easily made and added to the wall sections are warning signs. These can be made from thin card or paper, with a suitable design drawn or painted onto them. Another easy alternative is to use the wide range of Imperial style designs available on the transfer sheets which can be put onto sections of painted paper or card, before being fixed to the wall sections. You could pick a suitable icon, such as a skull or Imperial eagle, with some stylised writing underneath. There is in fact, a whole host of signs that you could make, all you have to do is use your imagination!

EMPLACEMENTS

Emplacements are positions prepared for the siting of a gun or other weapon. If you want to model an emplacement as part of your cover, you have a choice as to how simple or complex you can make it. At the most basic level you could make a sand bagged defence position, suitable for only a couple of figures, and at the other extreme, you could make an entire defence complex. For the example here, we will have a look at one of the more simple emplacements, suitable for only a few figures

What you aiming for is to provide cover for a squad of infantry. This will mean that you will need enough space inside the construction to fit five bases, each approximately 25mm in diameter. You would therefore want to cut a basic floor shape of approximately 70 x 50 mm for it to be large enough to accommodate one squadron. You can make the walls using the materials discussed in the Walls section. To make the two side walls, cut out strips of your chosen material to 50 mm long, and a suitable height, for example, 20 mm high. If the thickness of the material is, for example, 5 mm you will need to cut the length of the front wall to 70 mm plus an additional 10 mm to allow for the 5 mm overlap at each end of the wall. To fix the wall sections together you will need to use a glue compatible with the material used.



Goblin Wolf Riders emerge from a forest.

If the wall sections are made from polystyrene or foam board, you will need to use P.V.A. or Copydex. For card wall sections, either of these or an impact adhesive. Finish the emplacement model in the same way as described in the Walls sections earlier, choosing either the metal or concrete finish. If you want to add details such as the damaged or repaired sections, signs, rivets or the wire on top of the walls then just refer back to the Walls section and follow the techniques outlined there.

BOXES AND CRATES

Boxes and crates are also good to use as hard cover. They can be made from card, balsa wood or any material that you think might be suitable. To make a square box just take your card or balsa wood and cut out six equal shapes and glue them together. You can of course make the box rectangular, or even make boxes of different sizes to add variety. Extra details, such as simple hinges or locks can be added to give them a more authentic and detailed appearance, and you can even add a transfer or two such as the ones used as warning signs. They can be painted to look as if they are made of card, wood or even metal. If you arrange the boxes that you have made on a base and add some vegetation around the edges then you will have constructed a very effective looking piece of cover for your tabletop

Crates can be made in a similar way to boxes and basically entail the same techniques. One difference, however, is that crates really do look effective if they are made from balsa wood. What you are trying to do is to create the impression that the crates are actually made from planks of wood. To do this, make the basic box shape as discussed earlier, and then score the balsa wood with a sharp modelling knife. It's probably a good idea to score the wood after you have constructed the basic box shape, simply because you can then make the plank effect look more even. This is just something that I personally prefer to do, if you want to do it differently then that is fine. As with the boxes, extra details such as rivets, hinges can be added on. You can also add bindings by cutting up narrow strips of painted masking tape or black insulation tape.

HAVE A GO

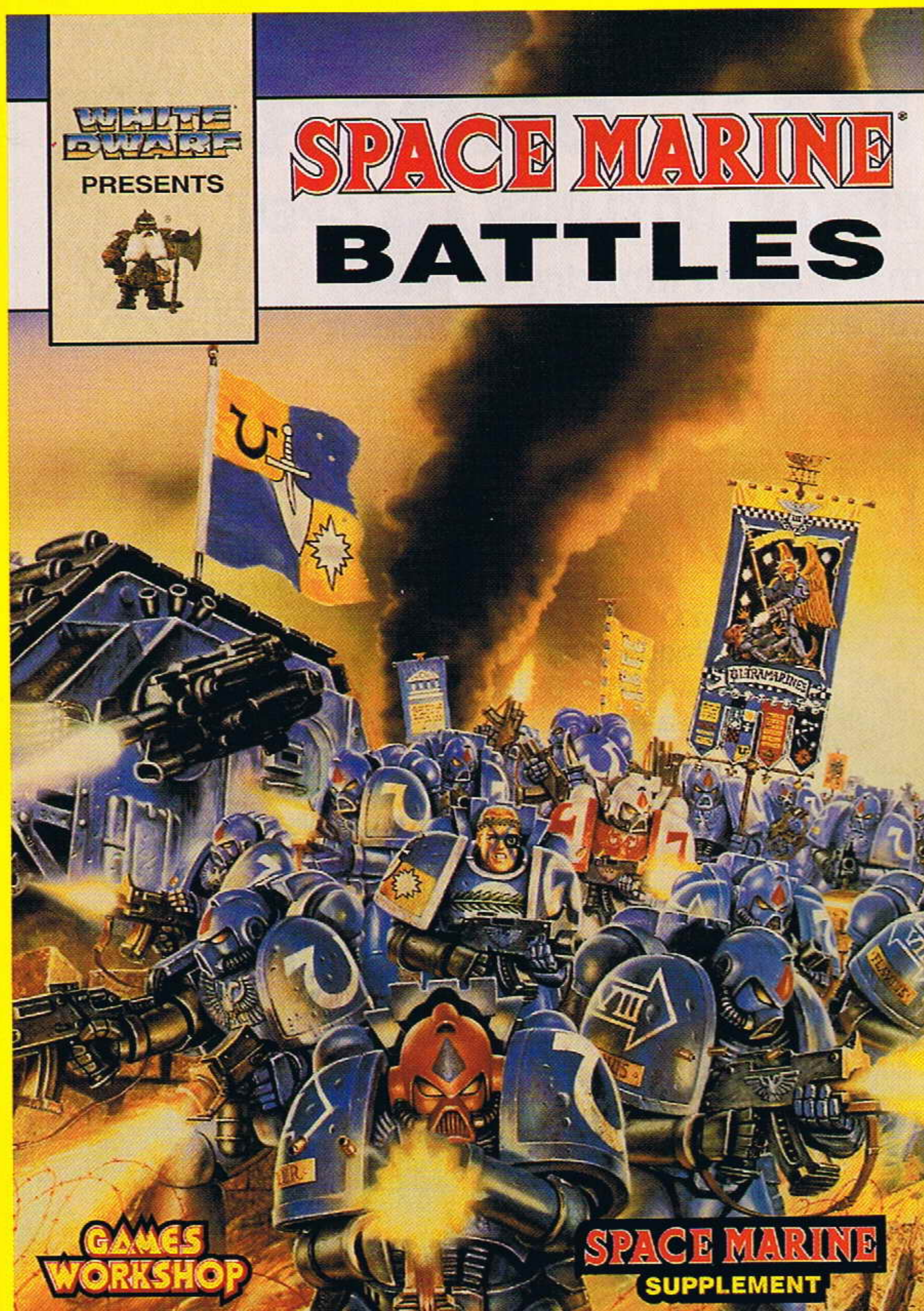
Throughout this article I've talked in general terms about how to make a wide range of terrain items for your games of Warhammer or Warhammer 40,000. The reason for this is that the size and space available for your gaming set-up will largely determine what kind of terrain you'll want to make for your games.

In future articles I'll be returning to many of these topics and giving more detailed advice and instructions on how to make some of the individual pieces that you can see each month in the photographs in White Dwarf.

The one piece of advice that I do give to everybody who asks me about how to set about modelling terrain is – HAVE A GO!

The best way to learn anything is to discover for yourself what works and what doesn't. All of the materials I use are either free or very cheap and so what have you got to lose!

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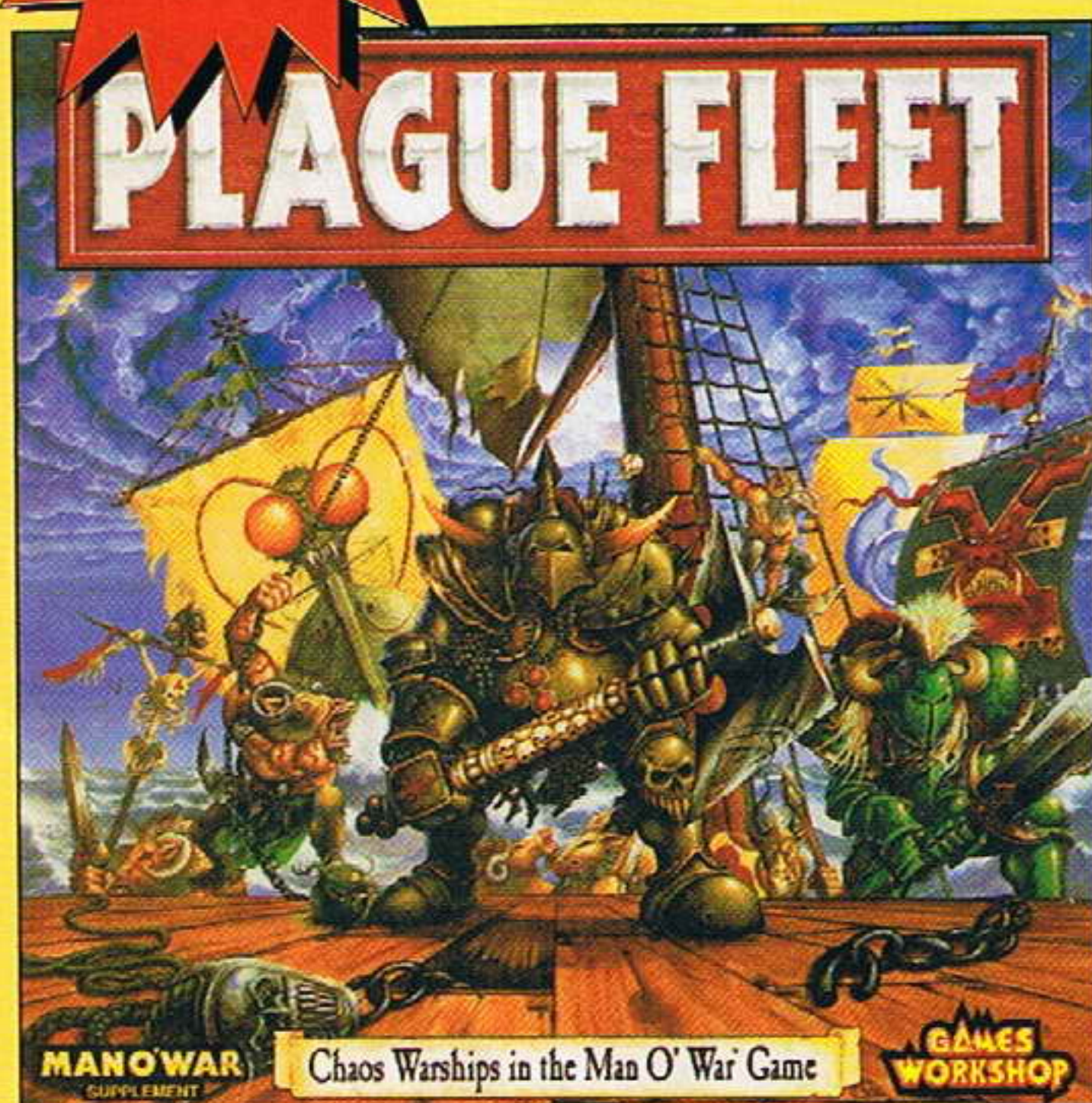
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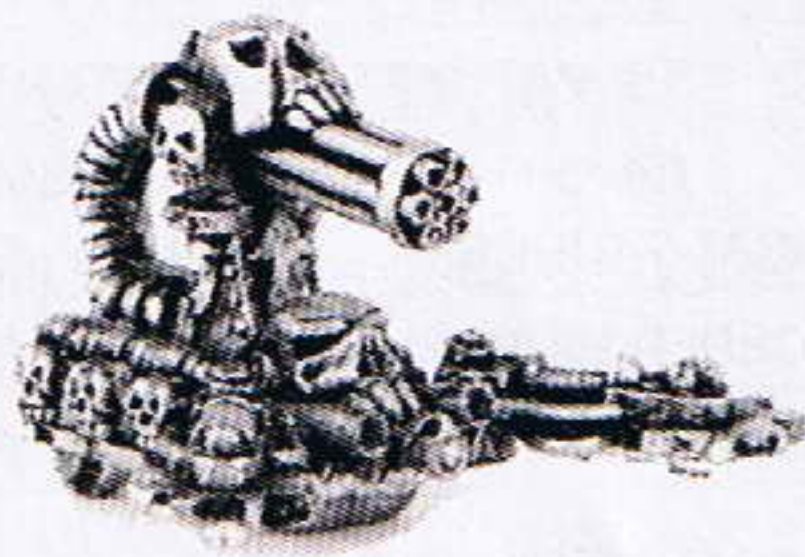
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DAEMON ENGINES OF KHORNE

BRASS SCORPION



THE COMPLETE
BRASS SCORPION
CONSISTS OF:
1 x BRASS SCORPION BASE
1 x SCORPION CANNON
2 x POWER SAW



SCORPION CANNON
076544/11



BRASS SCORPION BASE
076544/10



POWER SAW
076544/12

DOOM BLASTER



THE COMPLETE
DOOM BLASTER
CONSISTS OF:
1 x DOOM BLASTER BASE
1 x DOOM BLASTER LEFT
MORTAR
1 x DOOM BLASTER RIGHT
MORTAR
1 x BATTLE SCYTHER 3



DOOM BLASTER BASE
076545/13



DOOM BLASTER LEFT
MORTAR
076545/14

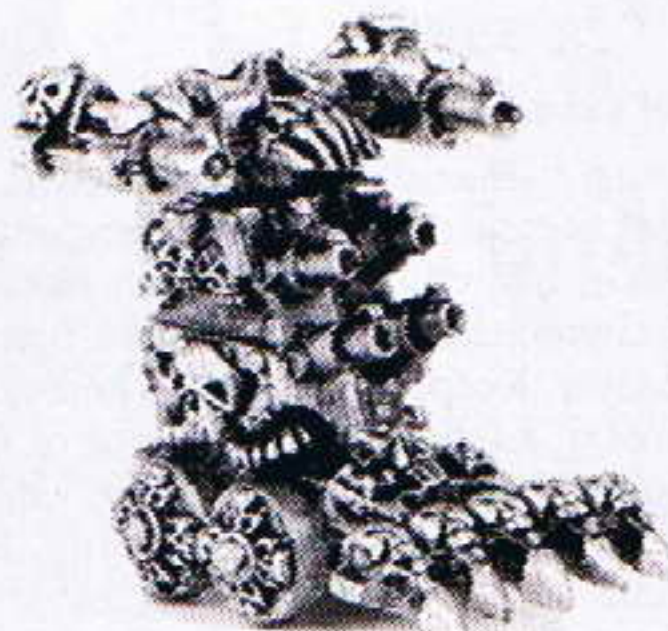


DOOM BLASTER RIGHT
MORTAR
076545/15



BATTLE SCYTHER 3
076545/16

BLOOD REAPER



THE COMPLETE
BLOOD REAPER
CONSISTS OF:
1 x SKULL CANNON
1 x BLOOD REAPER LEFT
TOWER
1 x BLOOD REAPER RIGHT
TOWER
1 x BATTLE SCYTHER 4



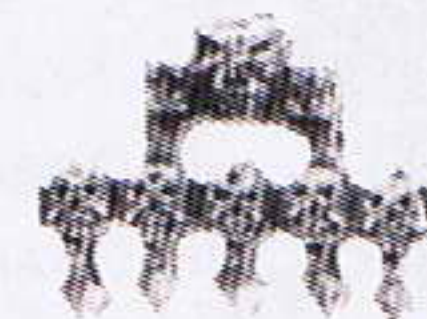
BLOOD REAPER LEFT TOWER
076546/17



BLOOD REAPER RIGHT TOWER
076546/18



SKULL CANNON
076546/19



BATTLE SCYTHER 4
076546/20

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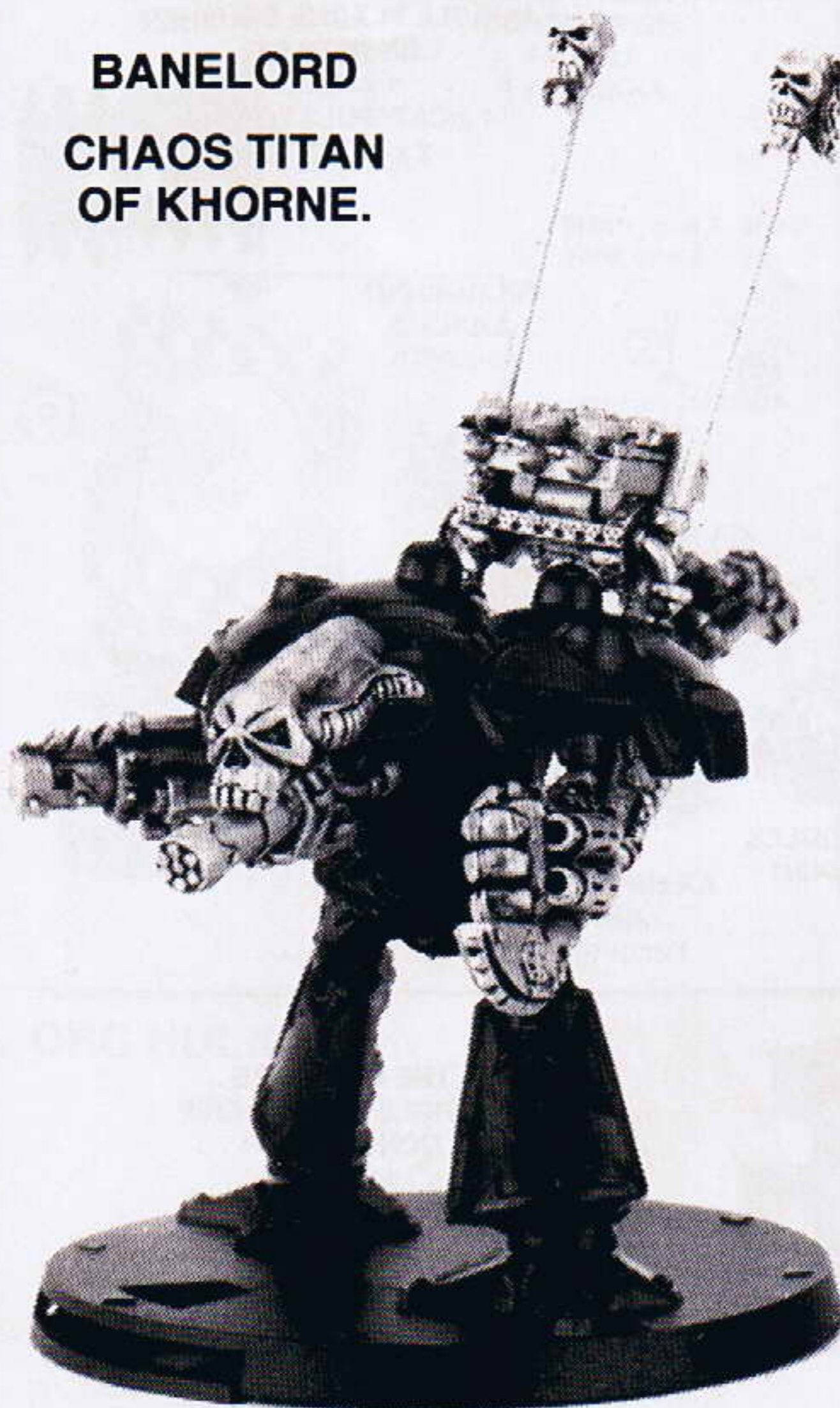


CITADEL
MINIATURES

Designed by Dave Andrews

CHAOS TITAN

BANELORD CHAOS TITAN OF KHORNE.



EXAMPLE OF COMPLETED BANELORD TITAN

THE COMPLETE
CHAOS TITAN
CONSISTS OF
1 x HELLSTRIKE CANNON
1 x HAVOC MISSILE RACK
1 x HAVOC BANNAR POLES
1 x BLOODLETTER HEAD
1 x HEAD CANNON
1 x DOOMFIST
1 x KHORNE TAIL
1 x TITAN BODY SPRUE

HAVOC BANNAR POLES
0843/6



KHORNE TAIL
0843/3

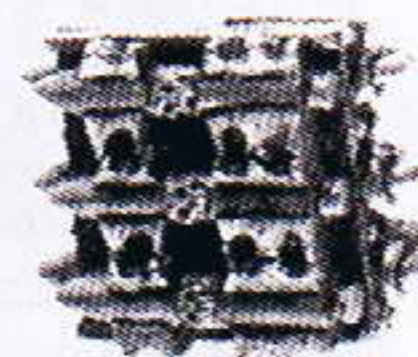
BLOODLETTER HEAD
0843/1



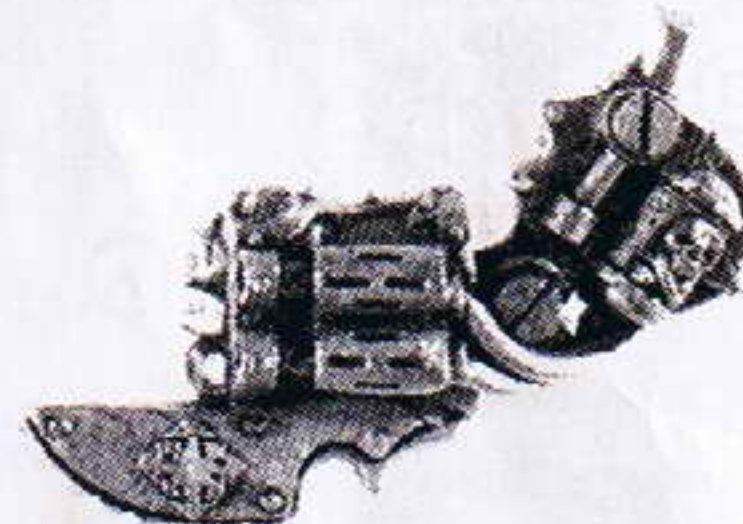
HEAD CANNON
0843/2



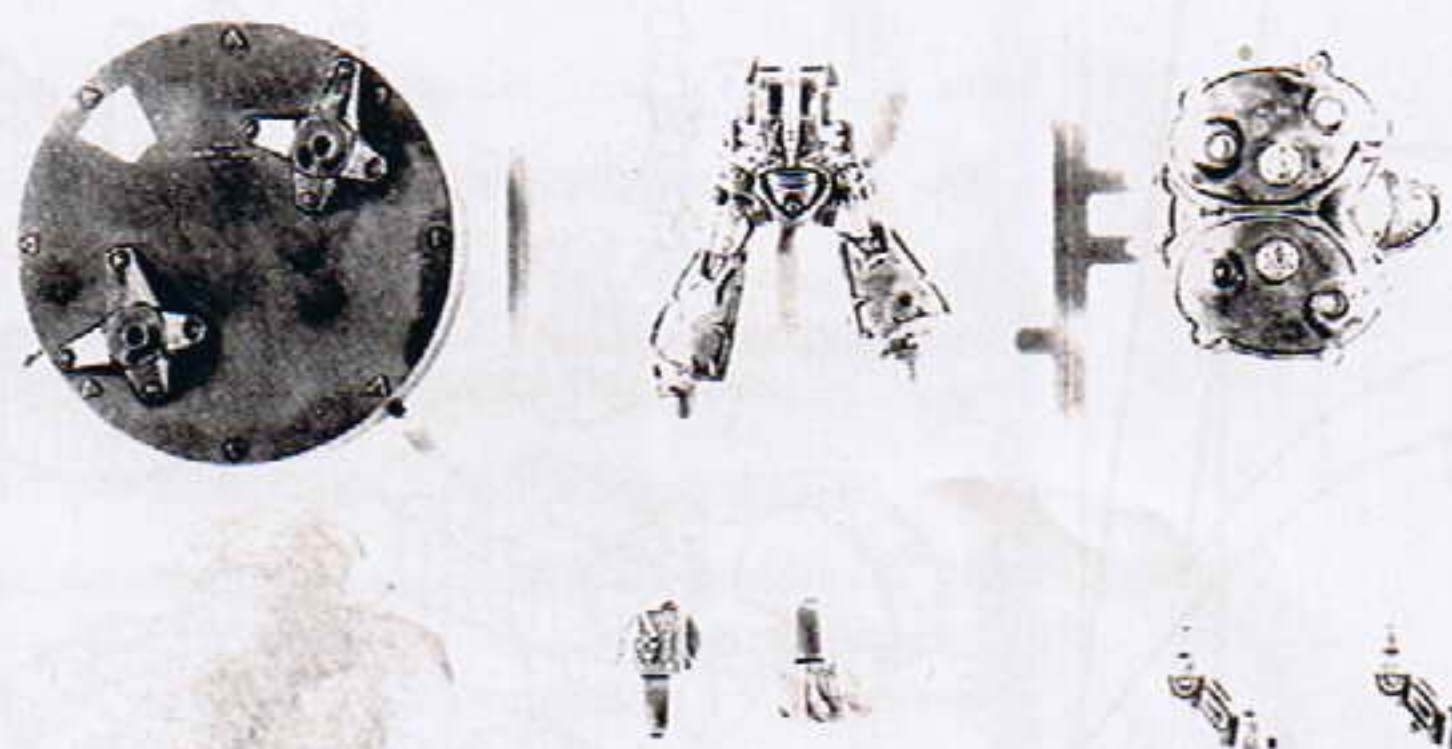
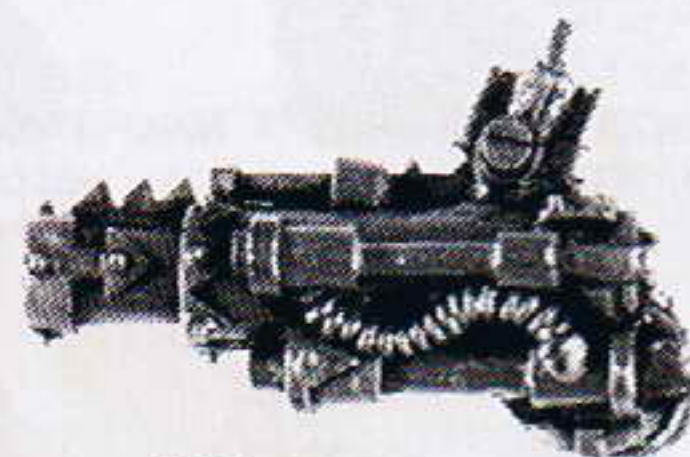
HAVOC MISSILE RACK
0843/7



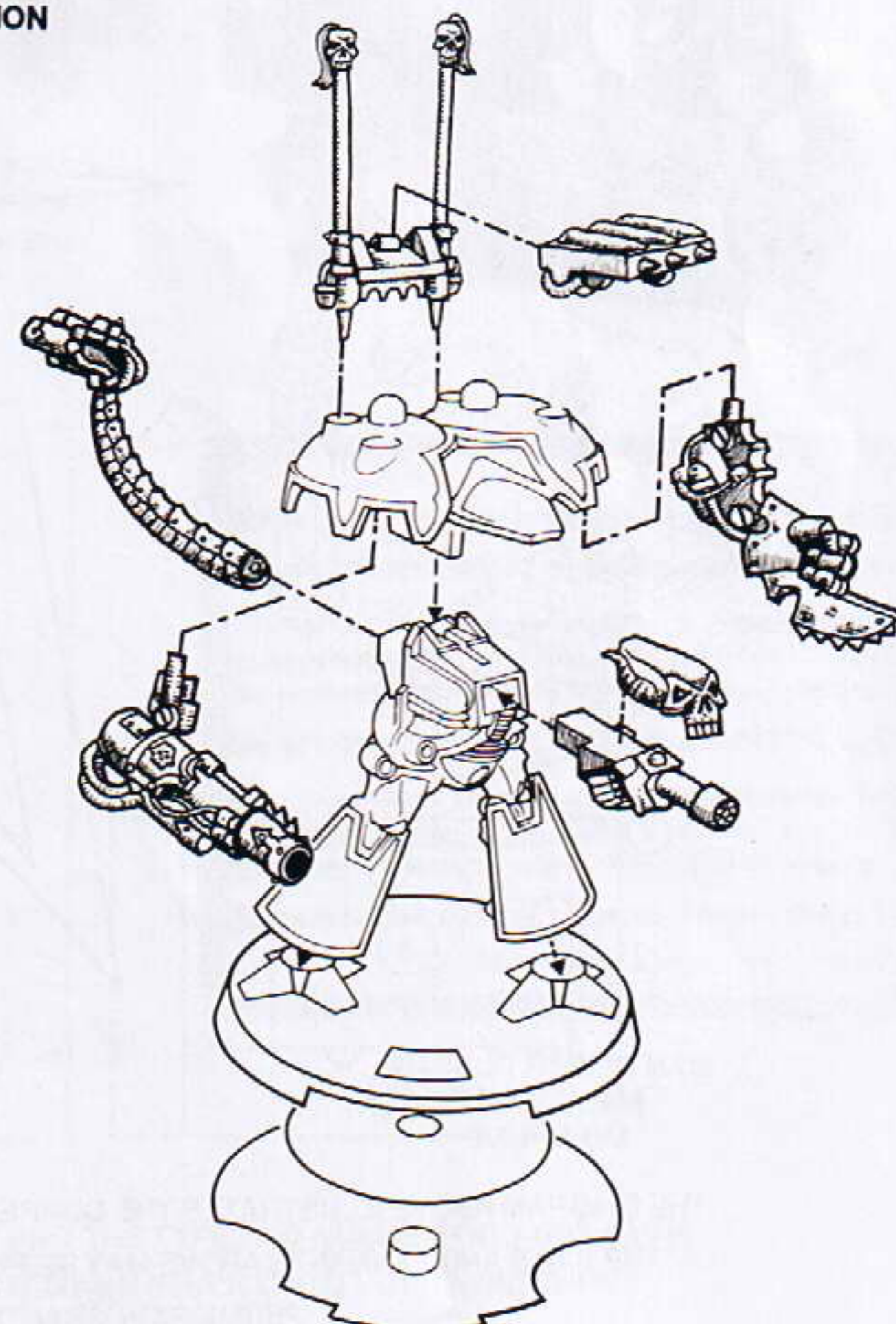
DOOMFIST
0843/5



HELLSTRIKE CANNON
0843/4



TITAN BODY SPRUE
(NOT SHOWN AT ACTUAL SIZE)
131186

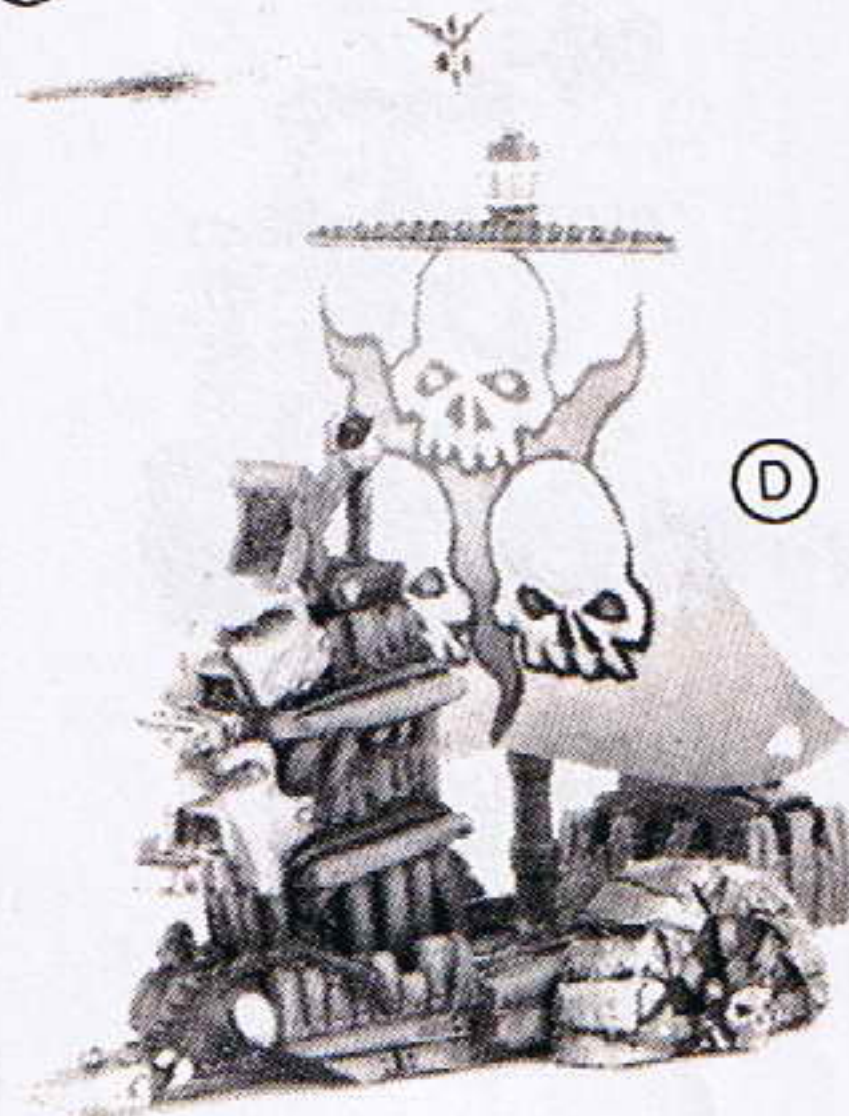


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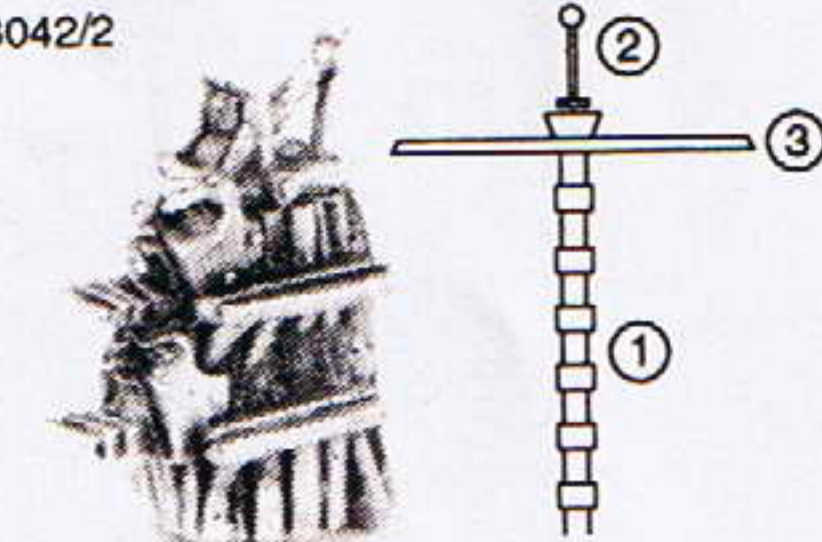
CHAOS WARSHIPS

PLAGUE CRUSHER

(A)



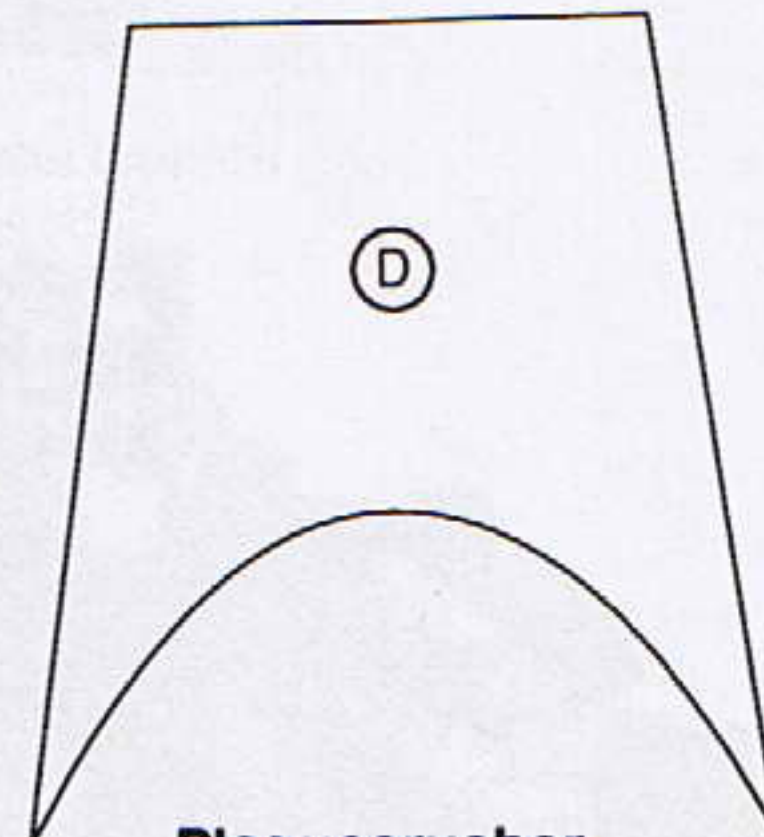
CATAPULT TOWER
8042/2



HULL
8042/1

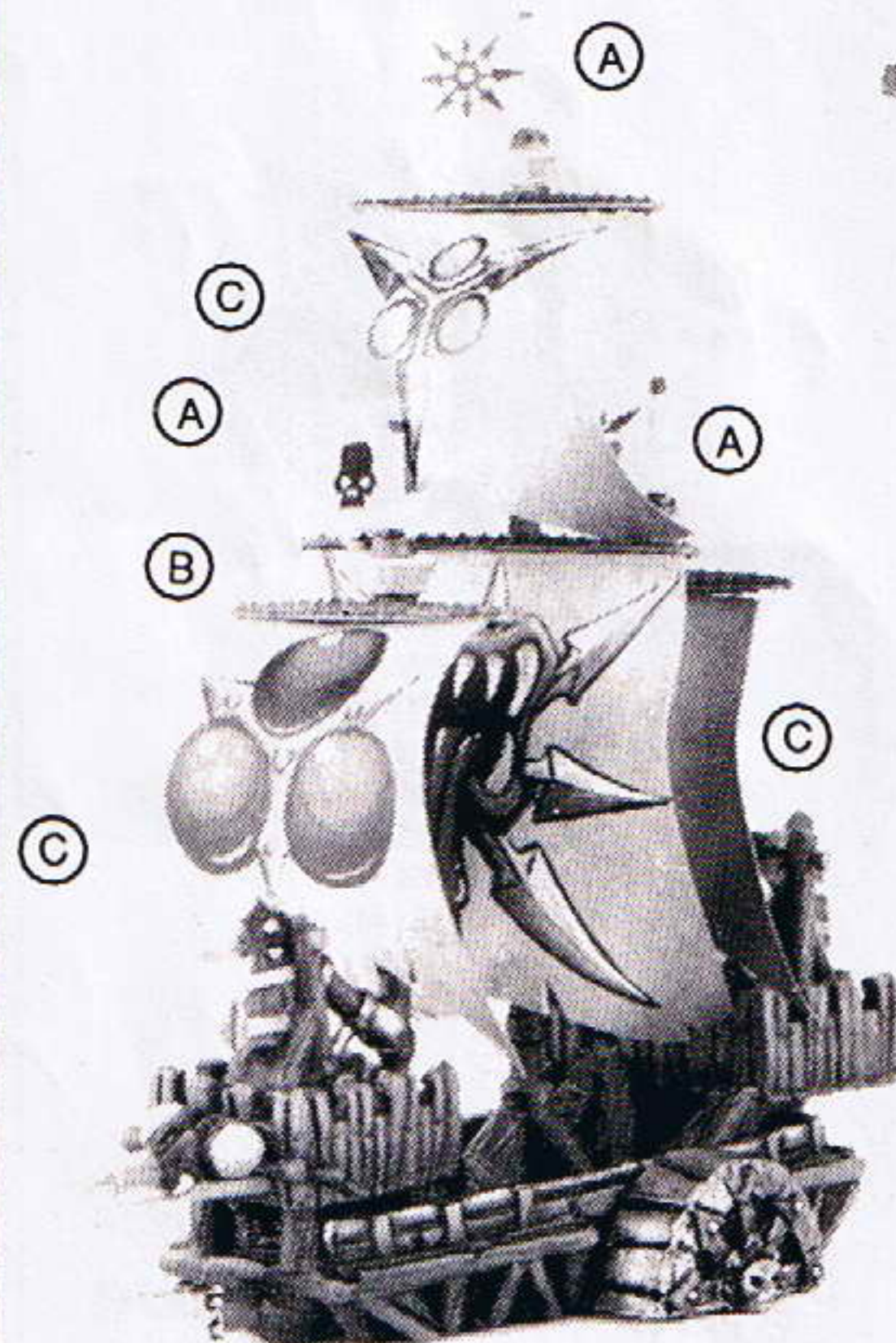
PADDLES
8042/3

THE COMPLETE
NURGLE PLAGUE CRUSHER
CONSISTS OF:
1 x HULL
1 x CATAPULT TOWER
2 x PADDLES

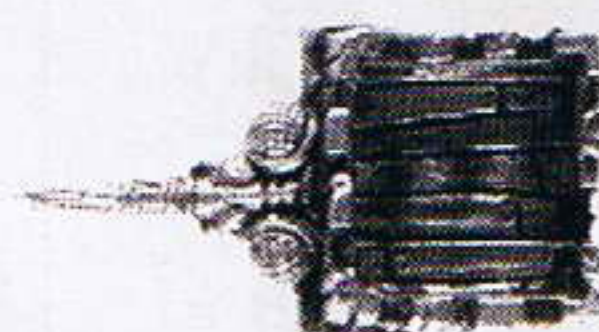


Plaguecrusher
Masts: one 1, one 2
Yard: one 3

PLAGUE SHIP



HULL
8041/1



FORE CASTLE
8041/4



PADDLES
8041/3

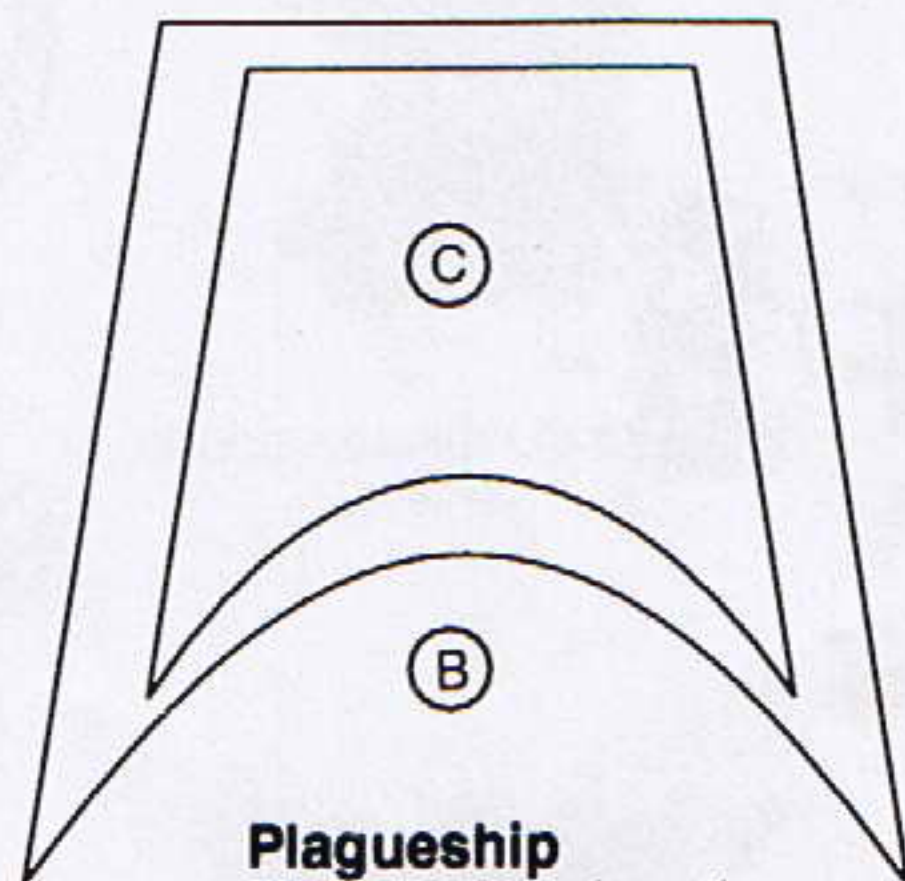
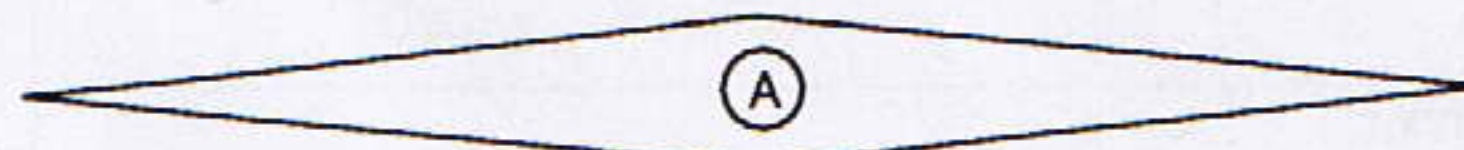


PLAGUE CATAPULT
8041/5

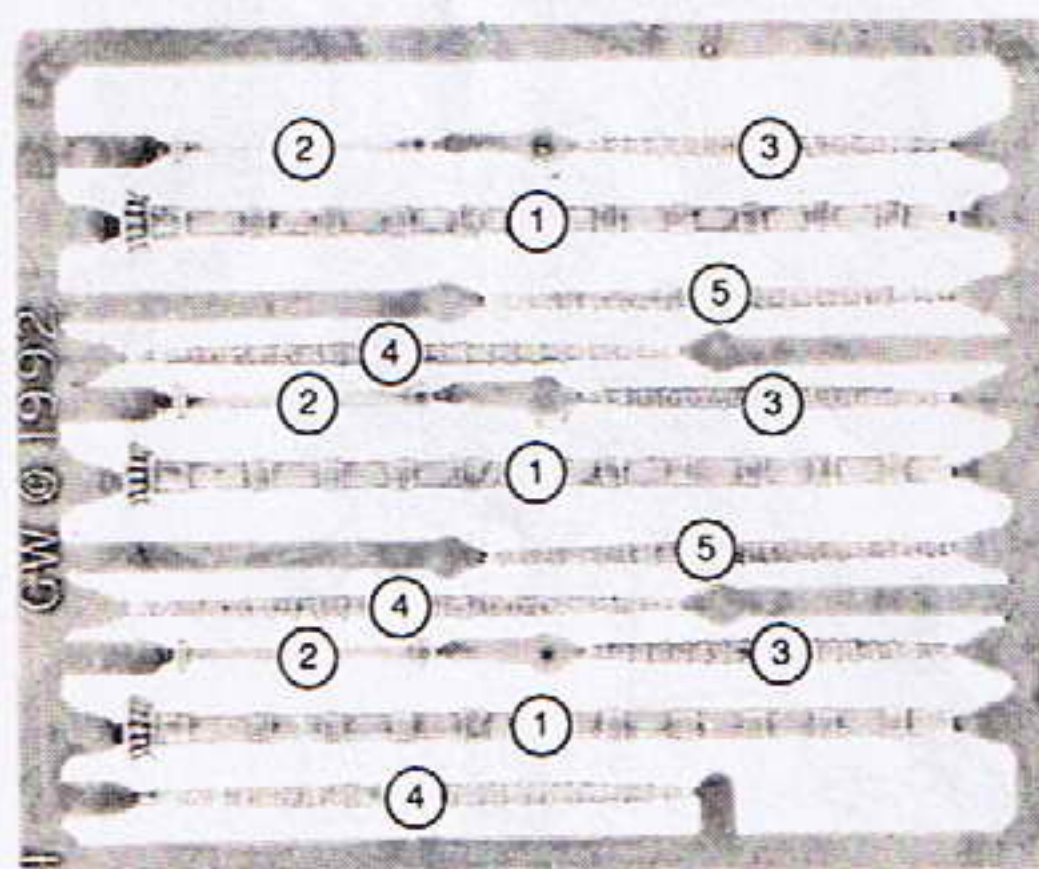


AFT CASTLE
8041/2

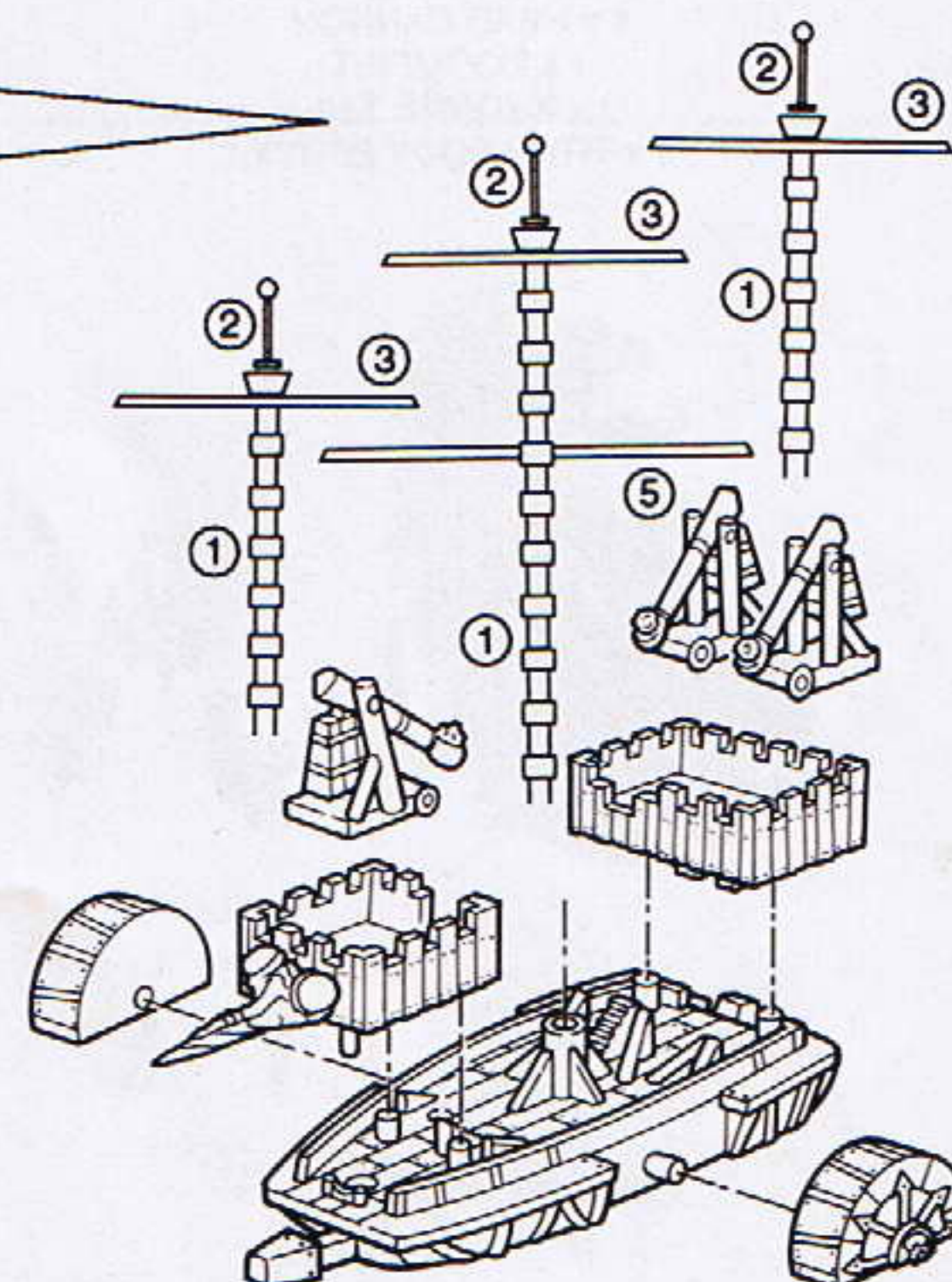
THE COMPLETE
NURGLE PLAGUE SHIP
CONSISTS OF:
1 x HULL
1 x ART CASTLE
1 x FORECASTLE
2 x PADDLES
3 x PLAGUE CATAPULT



Plagueship
Masts: three 1's, three 2's
Yard: three 3's, one 5



MAN O' WAR PLASTIC
MAST SPRUE
MOWPLA/2



THE DIAGRAM ABOVE ILLUSTRATES THE CORRECT LENGTH FOR EACH MAST AND THE TYPE AND NUMBER OF YARD ARMS.
THE SAILS AND PENNANTS ABOVE MAY BE PHOTOCOPIED, CUT OUT, PAINTED AND STUCK ONTO YOUR MINIATURES.
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Designed by Dave Andrews

ORC WARSHIPS

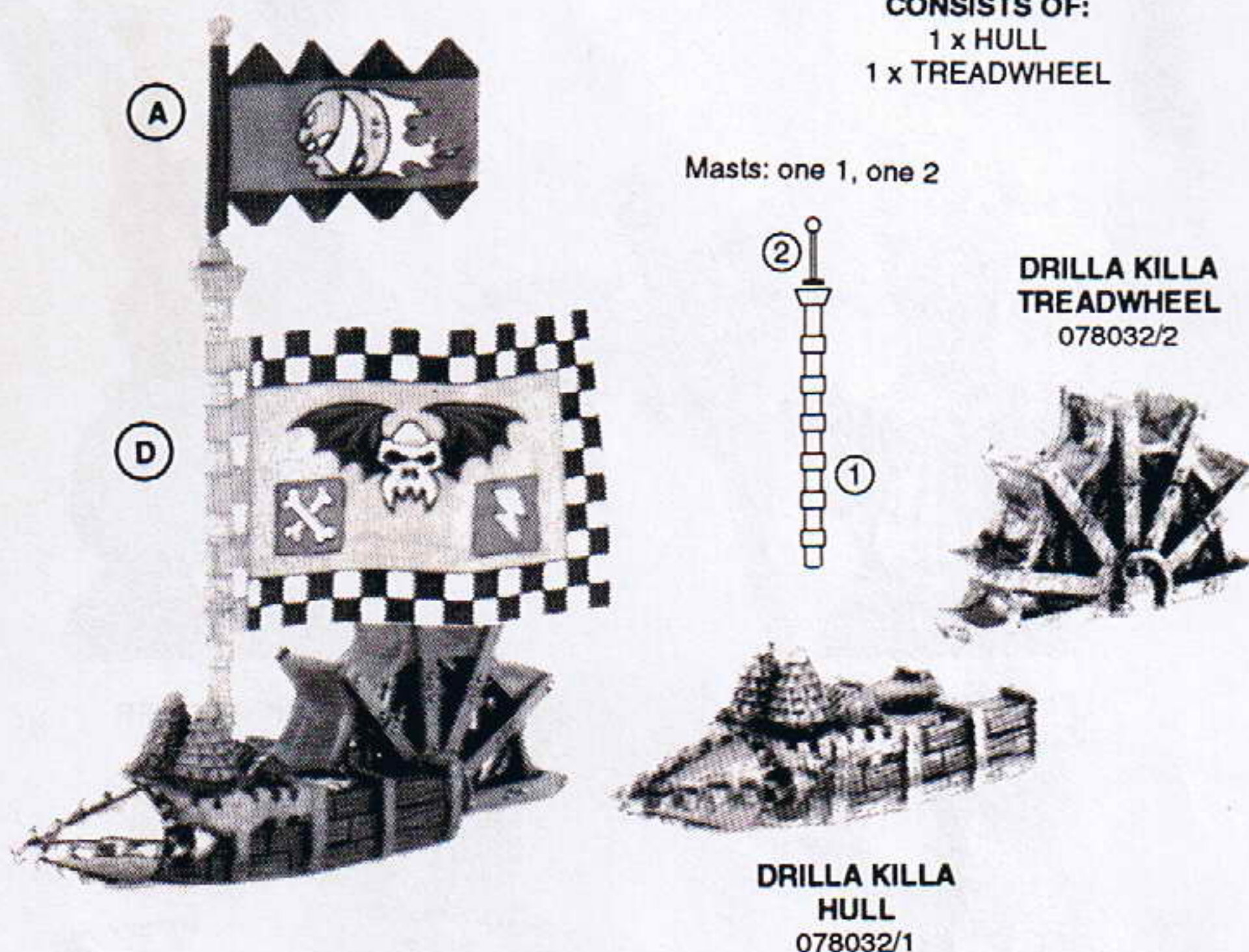
BIGCHUKKA

THE COMPLETE BIGCHUKKA
CONSISTS OF:
1 x HULL
1 x CHUKKA



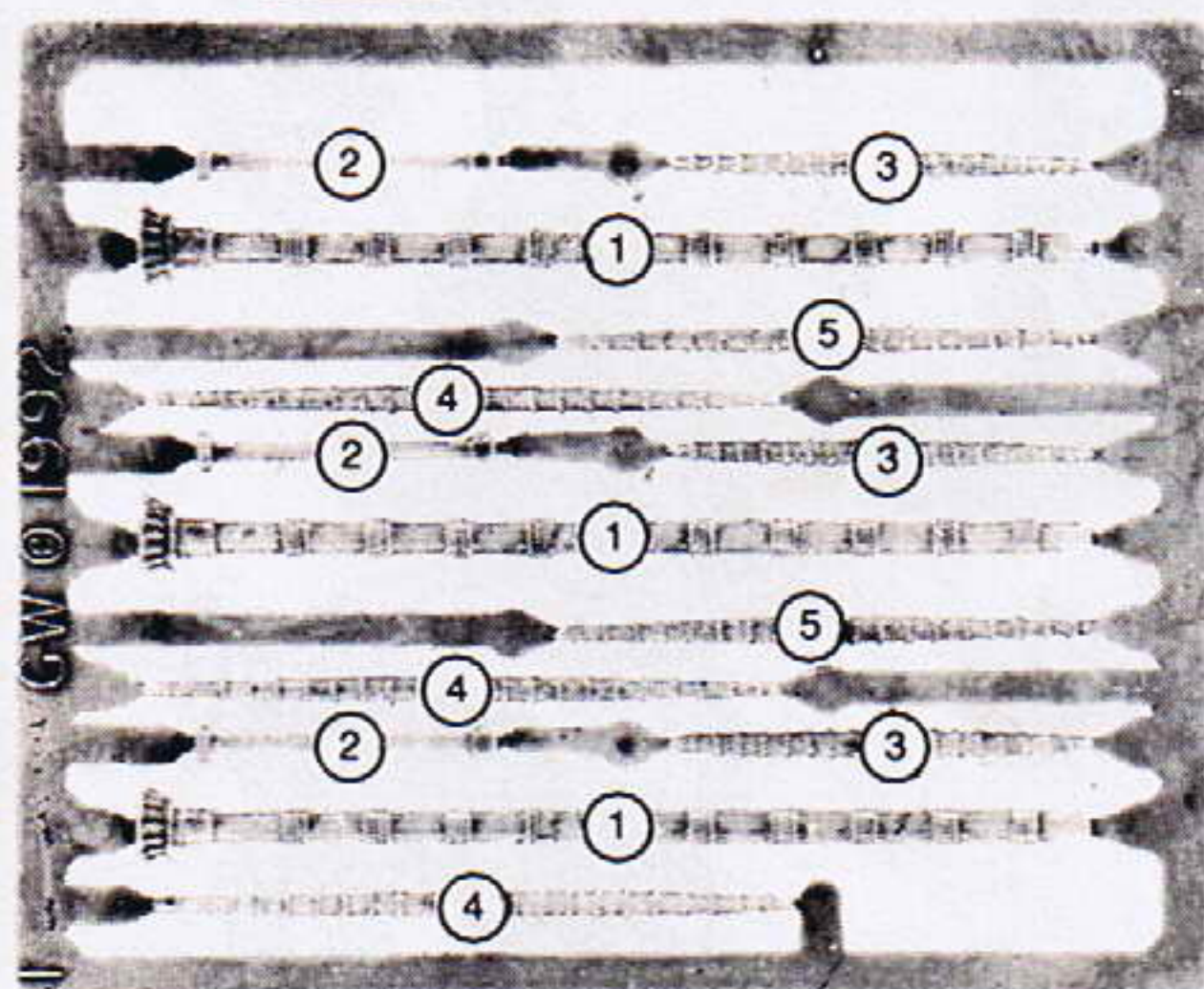
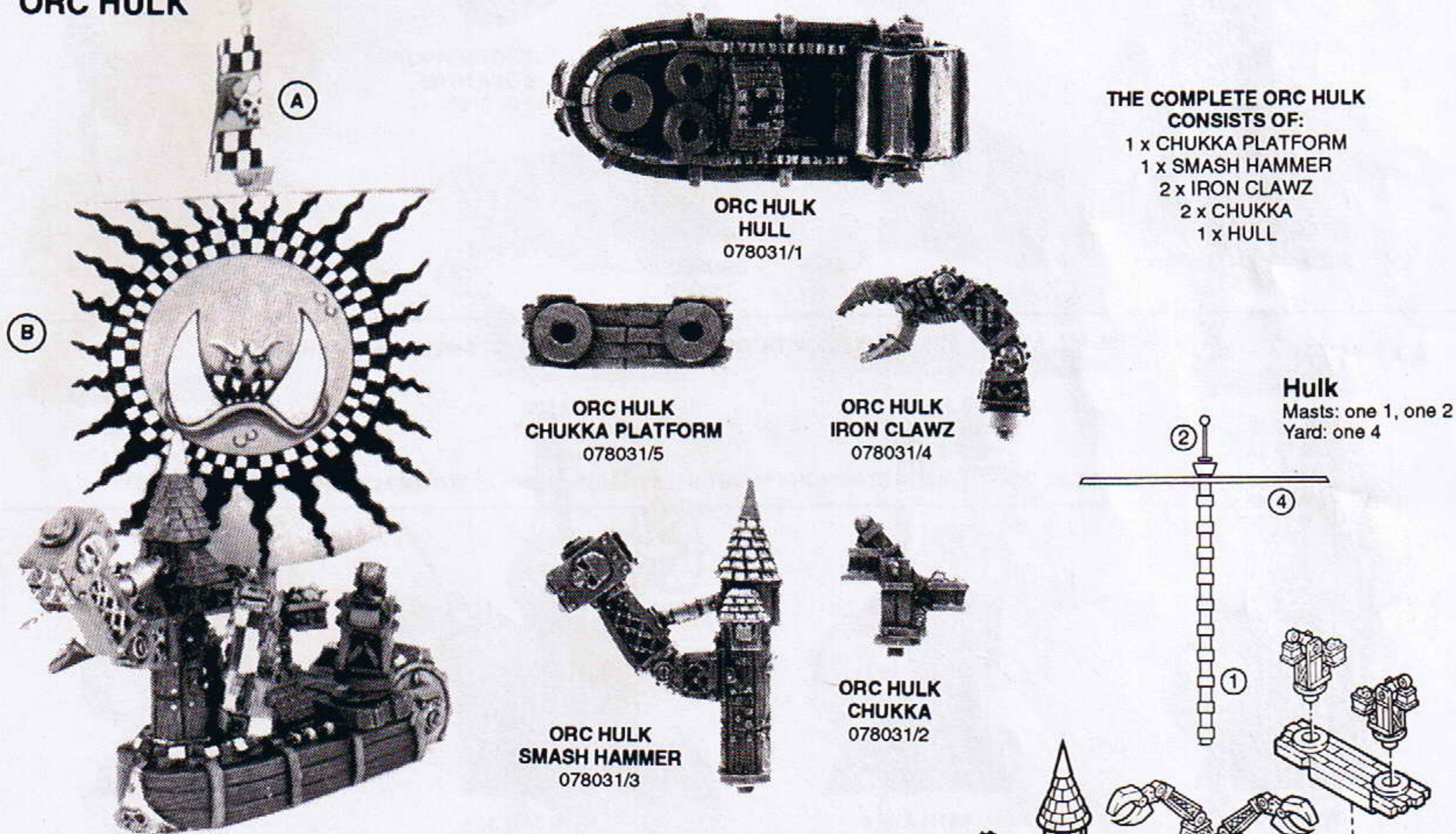
DRILLA KILLA

THE COMPLETE DRILLA KILLA
CONSISTS OF:
1 x HULL
1 x TREADWHEEL

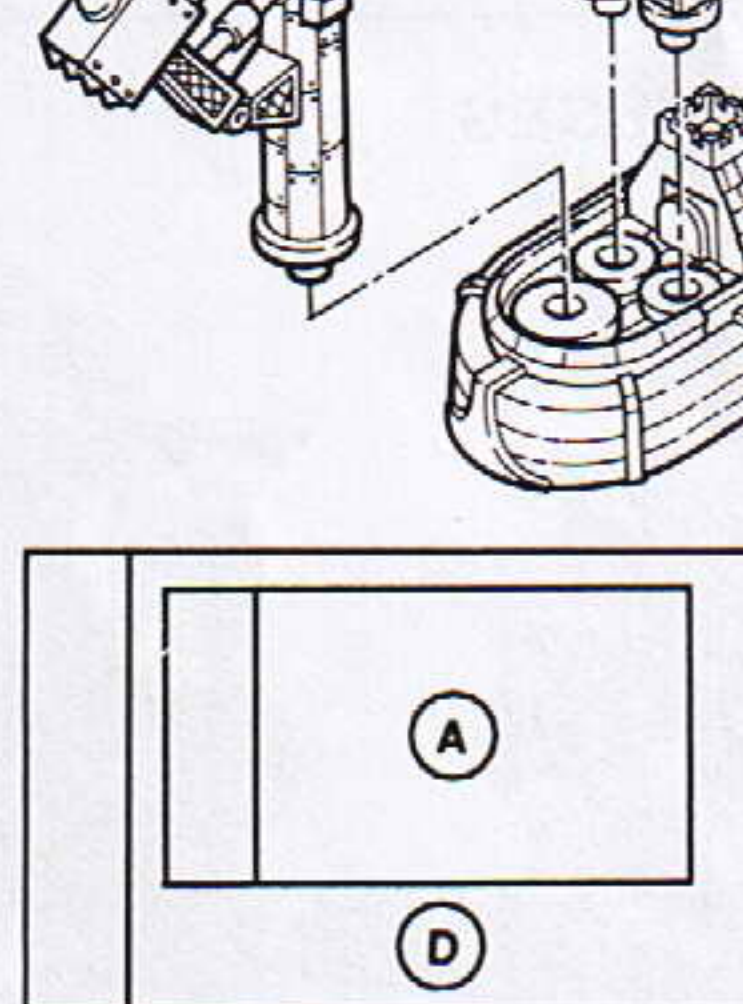
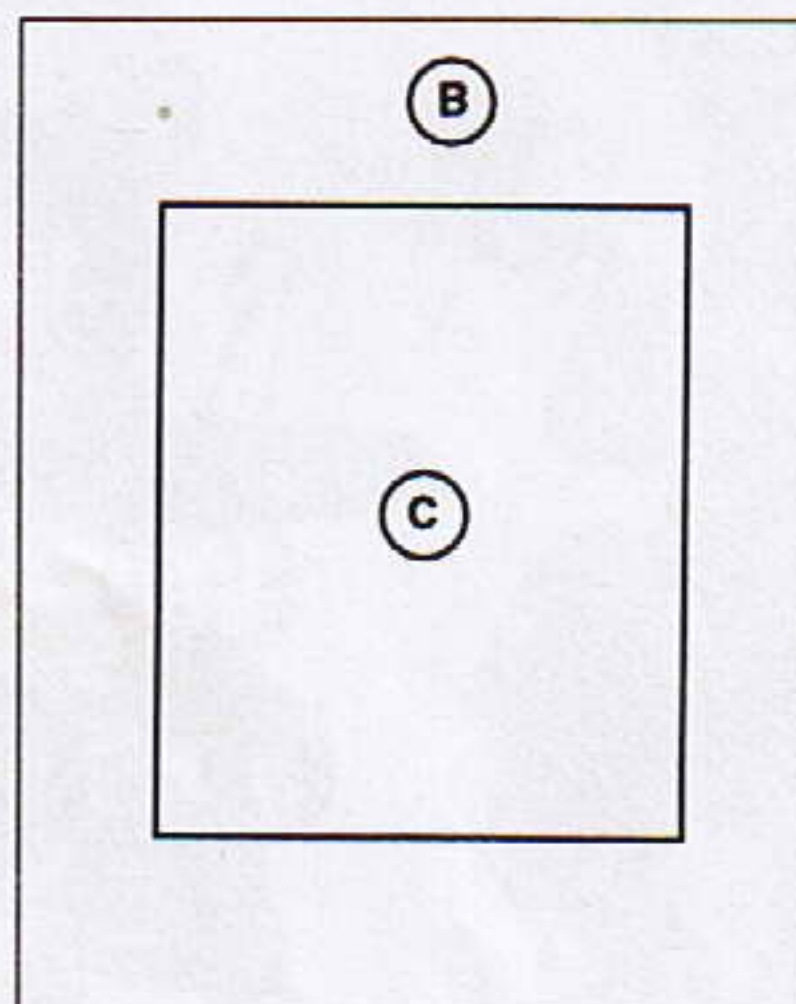


ORC HULK

THE COMPLETE ORC HULK
CONSISTS OF:
1 x CHUKKA PLATFORM
1 x SMASH HAMMER
2 x IRON CLAWZ
2 x CHUKKA
1 x HULL



MAN O' WAR PLASTIC MAST SPRUE MOW PLA/2



THE DIAGRAM ABOVE ILLUSTRATES THE CORRECT LENGTH FOR EACH MAST AND THE TYPE AND NUMBER OF YARD ARMS.

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CHAOS DWARFS

COMMAND FIGURES



LEADER WITH SWORD 1
75805/1



HORNBLOWER
75805/2



STANDARD BEARER 1
75805/3



LEADER WITH SWORD 2
75805/4



DRUMMER
75805/5



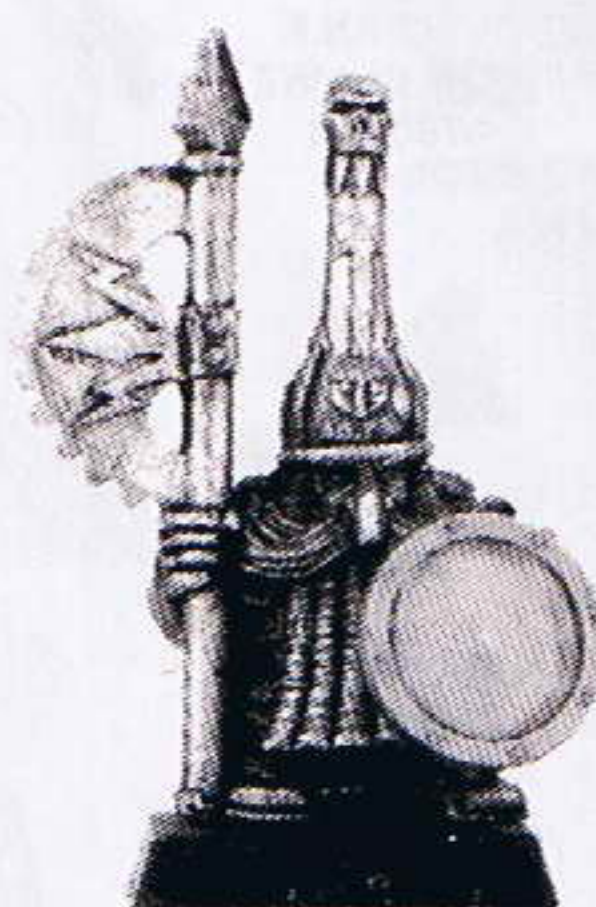
STANDARD BEARER 2
75805/6

AXEMEN

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



WITH AXE 1
75800/1



WITH AXE 2
75800/2



WITH AXE 3
75800/3



WITH AXE 4
75800/4

BLUNDERBUSSES



WITH BLUNDERBUSS 1
75810/1



WITH BLUNDERBUSS 2
75810/2



WITH BLUNDERBUSS 3
75810/3



WITH BLUNDERBUSS 4
75810/4

Designed by Alan Perry

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CHAOS DWARFS

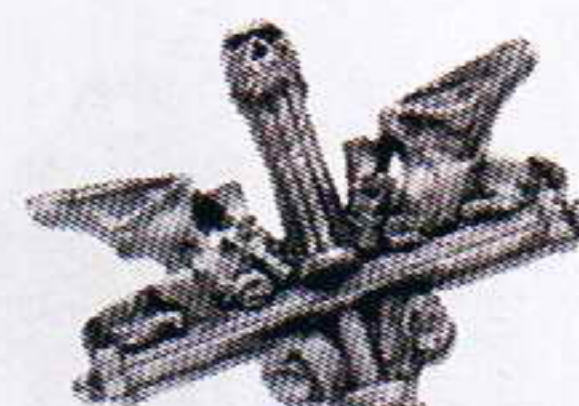
BULL CENTAURS



UPPER TORSO
WITH AXE 1
75815/3



UPPER TORSO
WITH AXE 2
75815/4



UPPER TORSO
WITH AXE 3
75815/8



UPPER TORSO
WITH AXE 4
75815/9



UPPER TORSO
WITH AXE 5
75815/10



UPPER TORSO
WITH AXE 6
75815/11



BULL CENTAUR
STANDARD BEARER
075816/7



BULL BODY
LEFT SIDE 1
75815/1



BULL BODY
RIGHT SIDE 1
75815/2



BULL BODY
RIGHT SIDE 2
75815/5



BULL BODY
LEFT SIDE 2
75815/6

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EXAMPLES OF COMPLETED CHAOS DWARF BULL CENTAURS

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CHAOS DWARFS

CHAOS DWARF LORD ON GREAT TAURUS

THE COMPLETE CHAOS DWARF LORD ON TAURUS CONSISTS OF:

- 1 x LORD
- 1 x BACK BANNER
- 1 x LEFT WING
- 1 x RIGHT WING
- 1 x LEFT TORSO OF TAURUS
- 1 x RIGHT TORSO OF TAURUS
- 1 x HEAD OF TAURUS



EXAMPLE OF COMPLETED LORD ON GREAT TAURUS



CHAOS DWARF
BACK BANNER 1
0833/7



CHAOS DWARF
LORD ON TAURUS 1
0833/1



LEFT TORSO 1
0833/4



RIGHT TORSO 1
0833/3



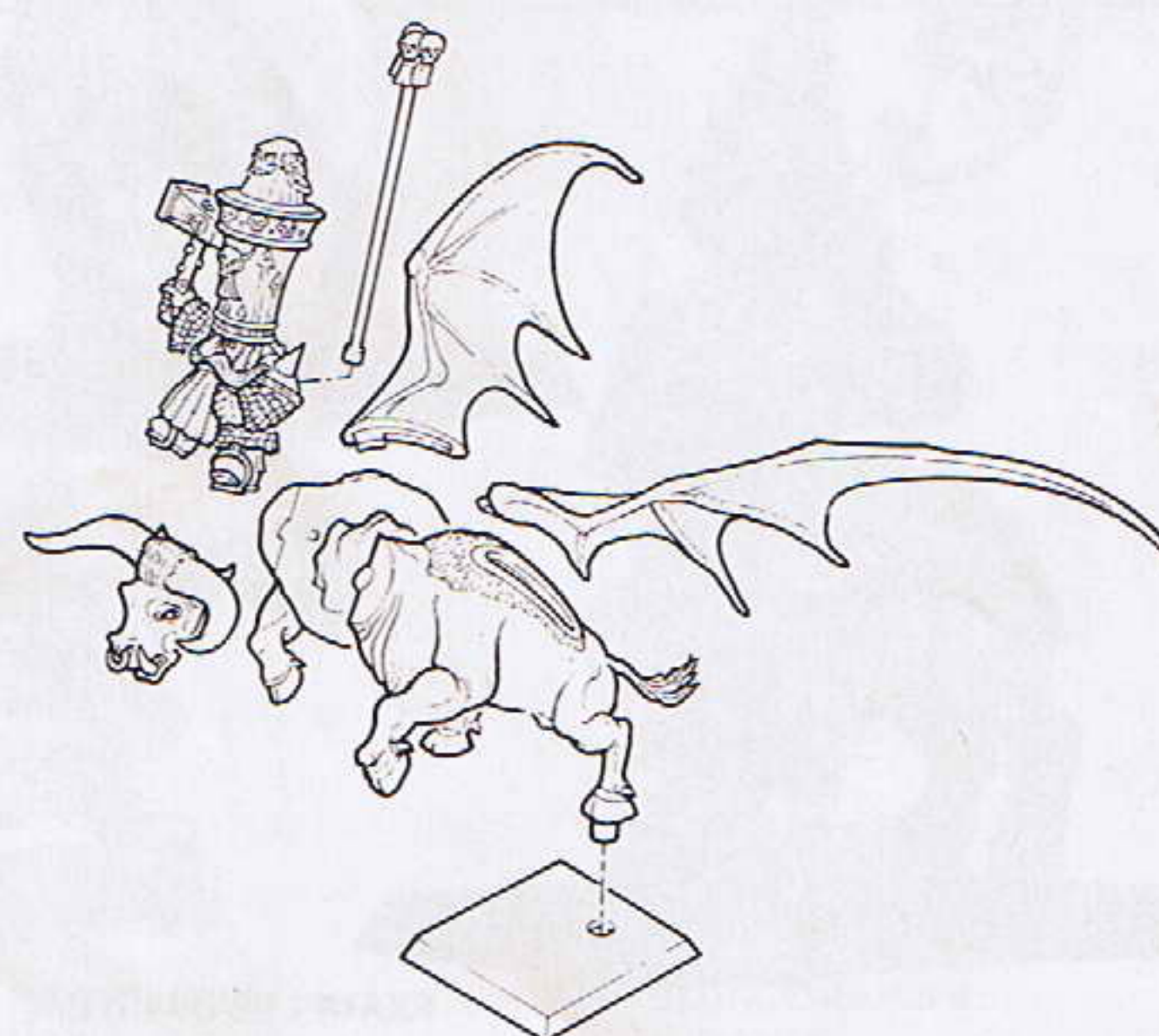
TAURUS HEAD 1
0833/2



LEFT WING
0833/5



RIGHT WING
0833/6



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Designed by Alan Perry

CHAOS DWARFS

ROCKET LAUNCHER

THE COMPLETE CHAOS DWARF
ROCKET LAUNCHER CONSISTS OF:

- 2 x CREW
- 1 x LEFT BASE
- 1 x RIGHT BASE
- 1 x CRANK
- 2 x PLASTIC SPOKED WHEEL



EXAMPLE OF COMPLETED CHAOS DWARF ROCKET LAUNCHER



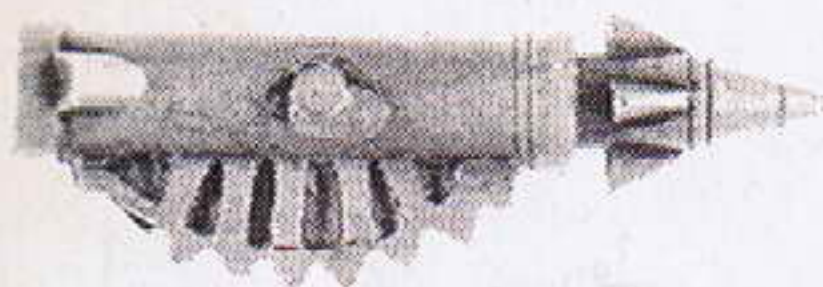
ROCKET LAUNCHER
GUNNER
075820/1



ROCKET LAUNCHER
LOADER
075820/2



ROCKET LAUNCHER
RIGHT BASE
075820/4



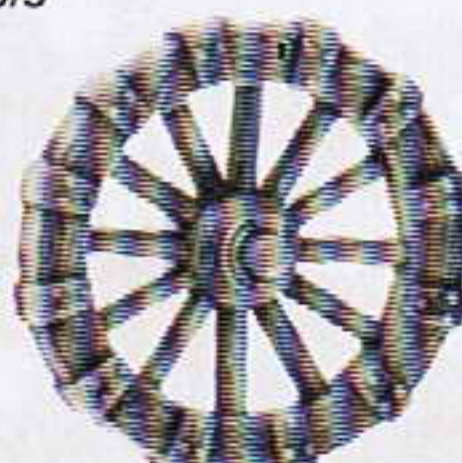
ROCKET LAUNCHER
075820/5



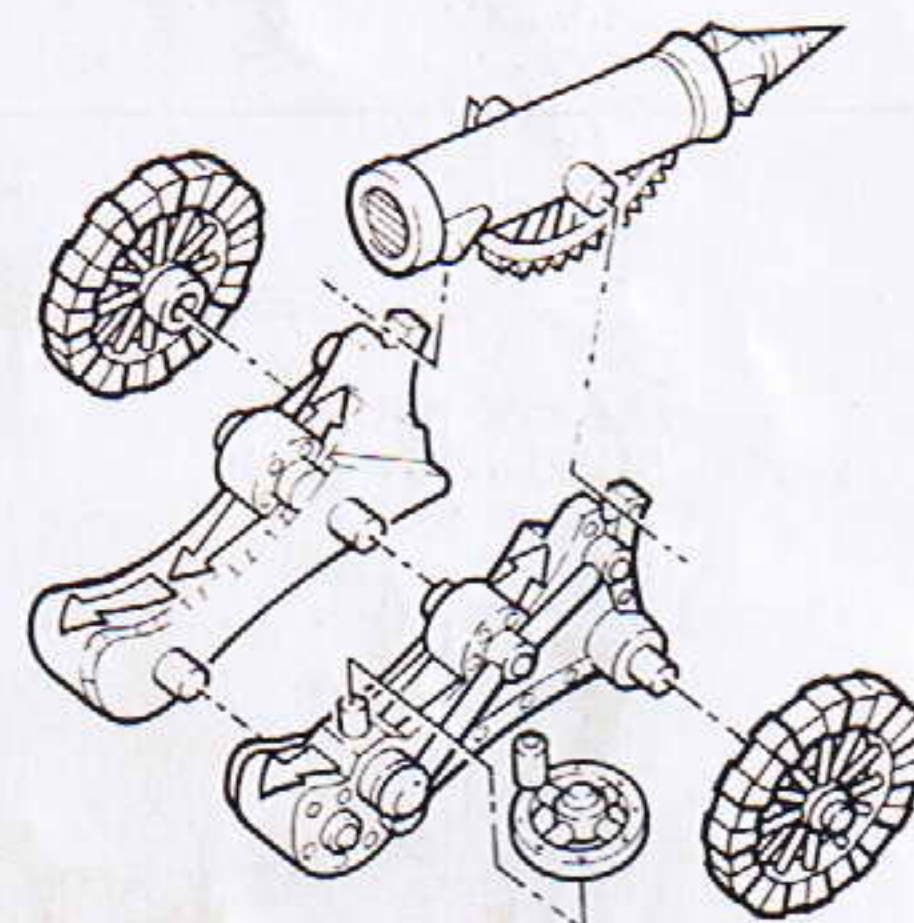
ROCKET LAUNCHER
LEFT BASE
075820/3



ROCKET LAUNCHER
CRANK
075820/6



PLASTIC
SPOKED WHEEL
100557



Designed by Alan Perry and Norman Swales

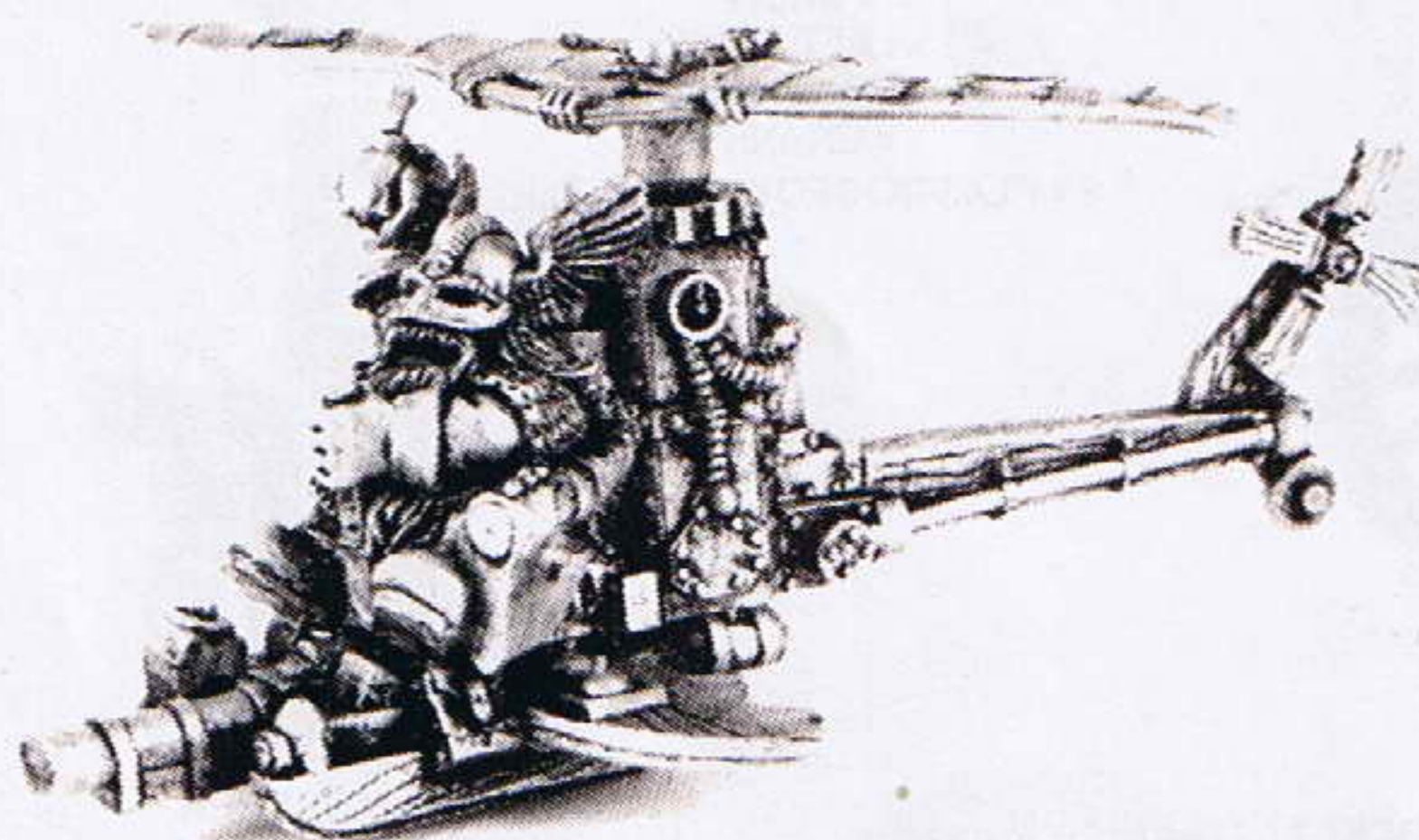


MARK GIBBONS

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DWARFS

DWARF GYROCOPTER

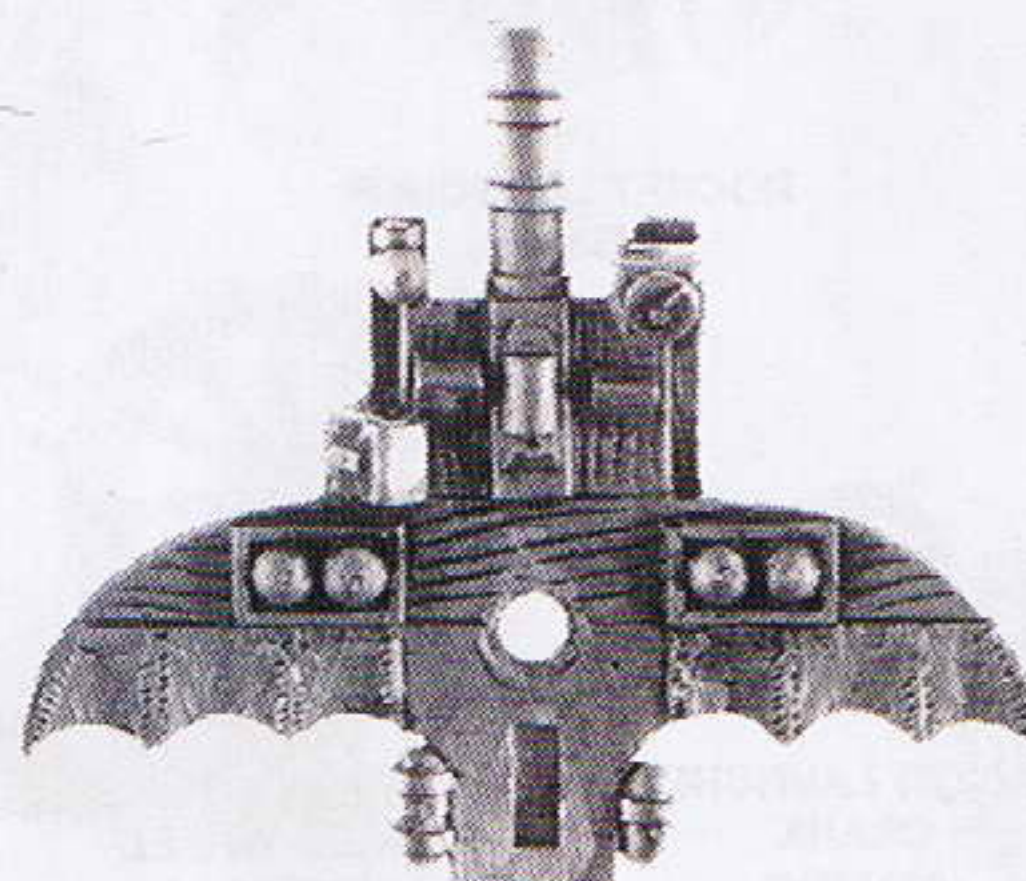


EXAMPLE OF COMPLETED DWARF GYROCOPTER

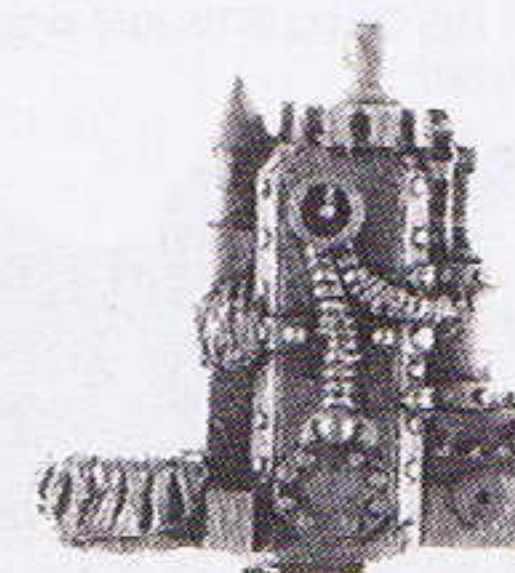
EACH COMPLETE
DWARF GYROCOPTER
CONSISTS OF:
1 x PILOT
1 x CANNON CHASSIS
1 x ENGINE
1 x TAIL
1 x PROPELLER



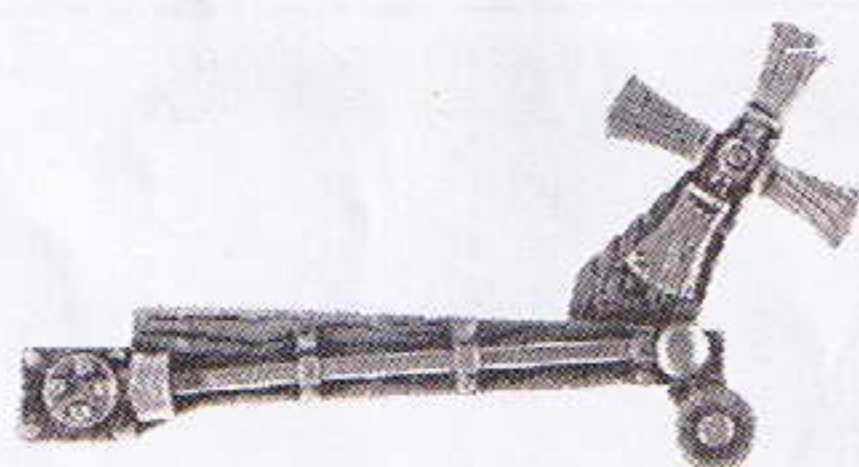
PILOT
0842/1



CANNON CHASSIS
0842/2



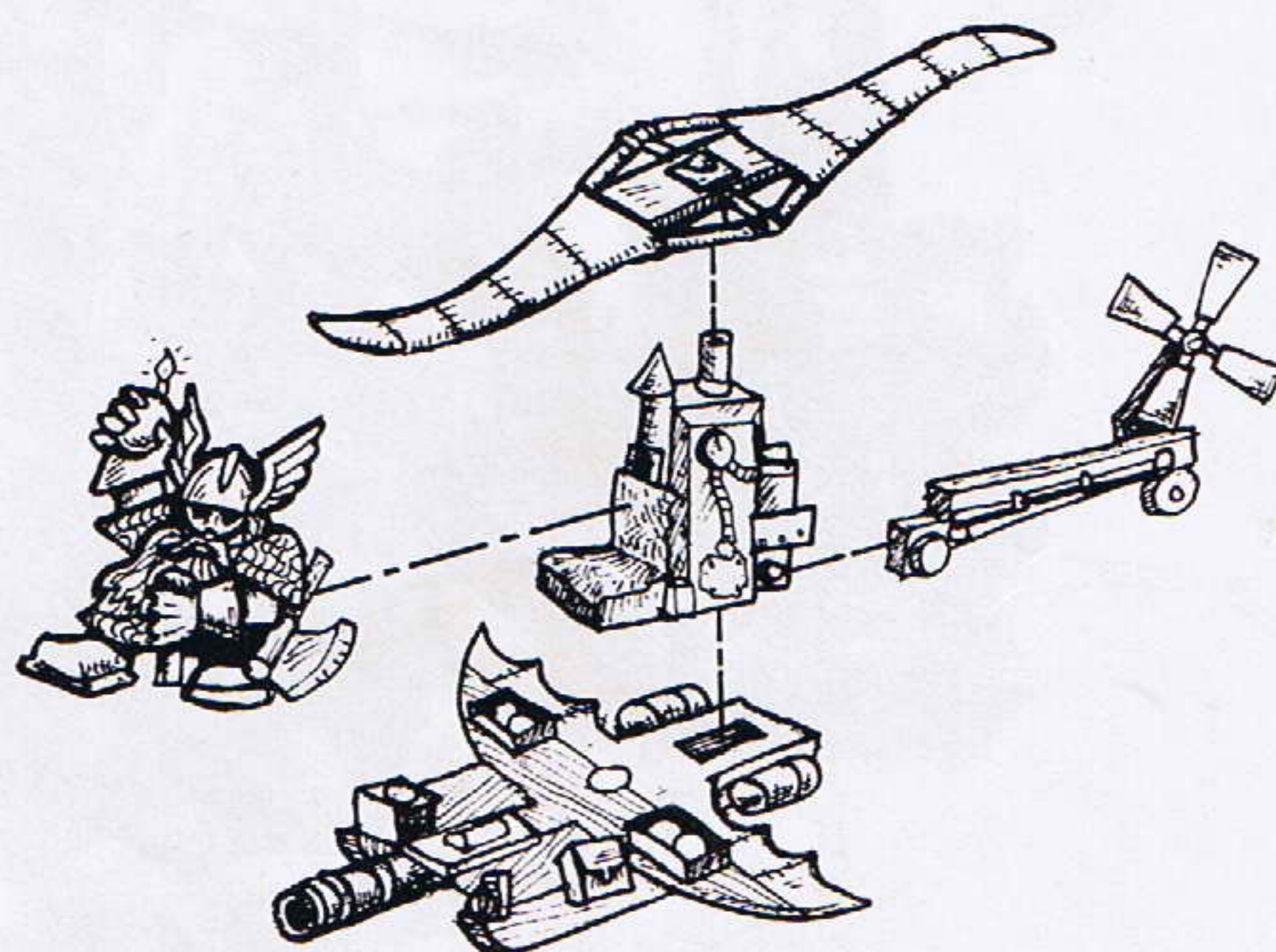
ENGINE
0842/3



TAIL
0842/4



PROPELLER
0842/5



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Designed by Norman Swales and Michael Perry

DWARFS

GOTREK AND FELIX



**GOTREK
GURNISSON**
074380/1



**FELIX
JAEGAR**
074380/2

BUGMAN'S DWARF RANGERS



EXAMPLE OF COMPLETED JOSEPH BUGMAN



BUGMAN'S BANNER
074375/2

THE COMPLETE
JOSEPH BUGMAN MINIATURE
CONSISTS OF:
1 x BUGMAN
1 x BUGMAN BANNER



JOSEPH BUGMAN
074375/1



TROOPER 3
074375/7



TROOPER 2
074375/6



STANDARD BEARER
074375/4



TROOPER 1
074375/5



CHAMPION
074375/3

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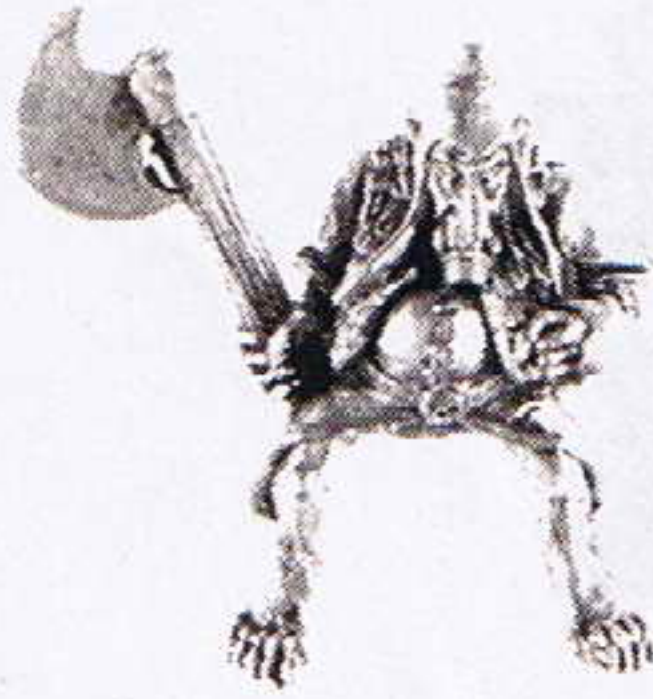
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Designed by Michael Perry

HOBGOBLINS

HOBGOBLIN WOLF RIDERS



HOBGOBLIN
WITH AXE AND SHIELD 1
075865/3



HOBGOBLIN
BIG BOSS
075870/1



HOBGOBLIN
WITH AXE AND SHIELD 2
075865/4



HOBGOBLIN
WITH AXE AND SHIELD 3
075865/5



HOBGOBLIN
STANDARD BEARER
075870/2



HOBGOBLIN
ARCHER 2
075865/2



HOBGOBLIN
ARCHER 1
075865/1

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



EXAMPLES OF COMPLETED HOBGOBLIN WOLF RIDERS

Designed by Alan Perry

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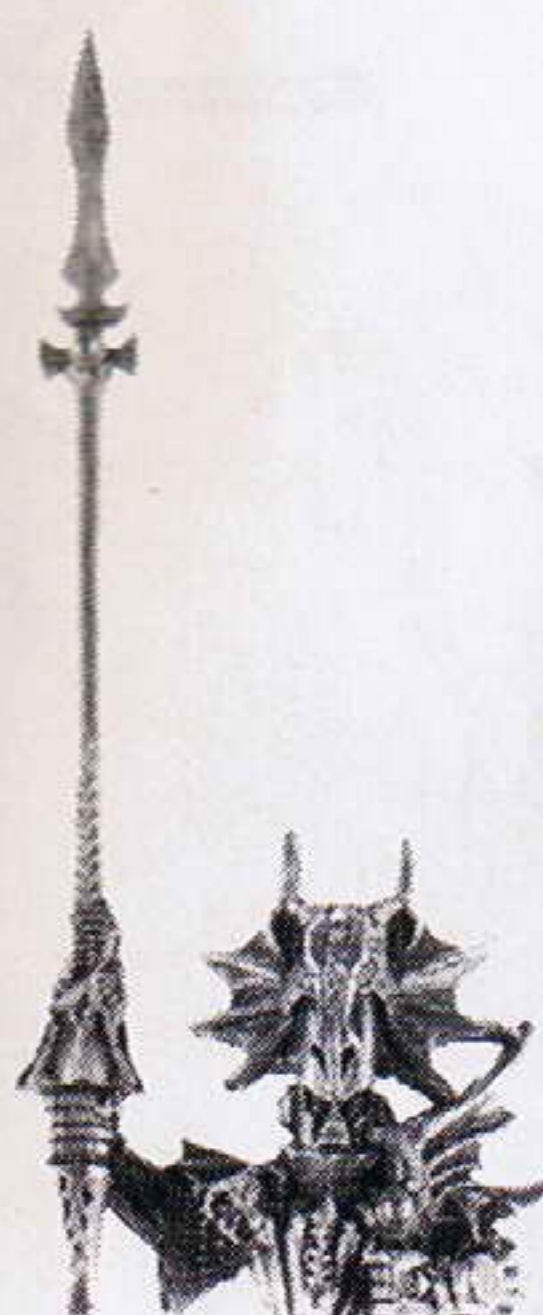


HIGH ELVES

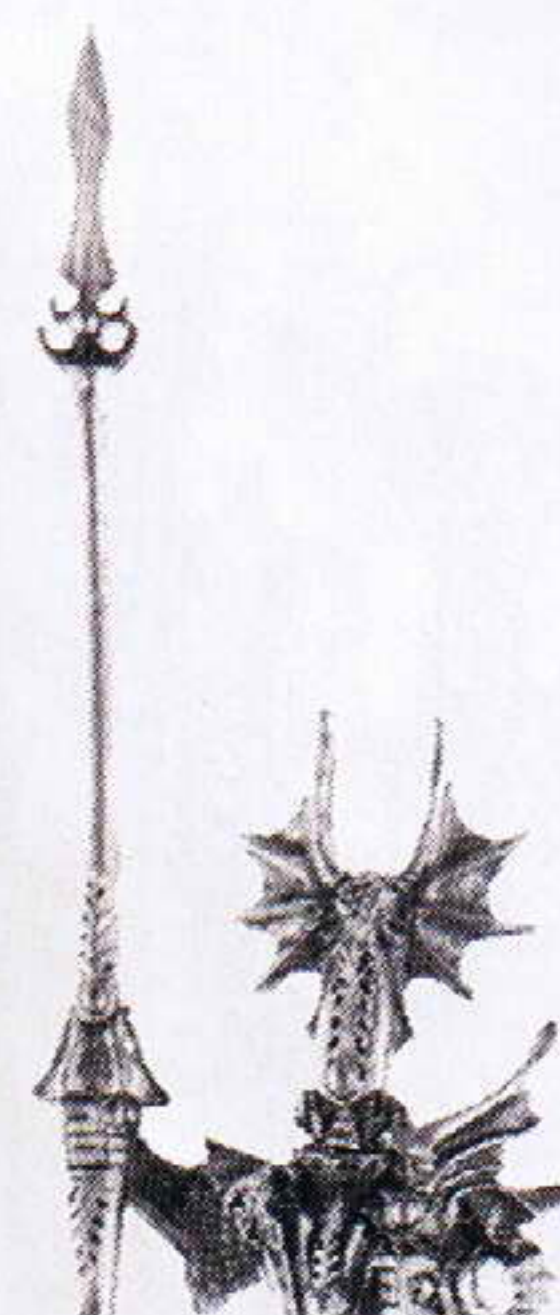
DRAGON PRINCES OF CALEDOR



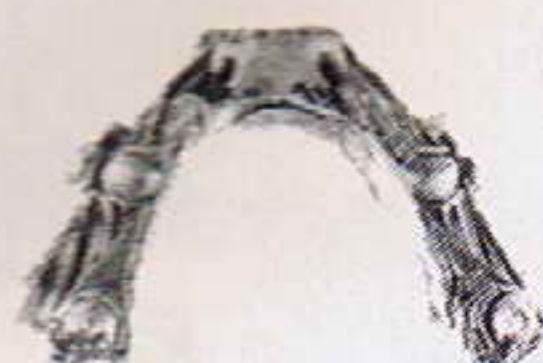
DRAGON PRINCE 2
0841/5



DRAGON PRINCE 3
0841/6



DRAGON PRINCE 1
0841/4



DRAGON PRINCE
LEGS
0841/1



DRAGON PRINCE
HORSE HEAD 1
0841/2



DRAGON PRINCE
HORSE HEAD 2
0841/3



EXAMPLES OF COMPLETED DRAGON PRINCES OF CALEDOR

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD

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HIGH ELVES

HIGH ELF COMMAND GROUP



HIGH ELF HERO
WITH SWORD AND BOW 1
075613/4



HIGH ELF HERO
WITH SWORD AND SHIELD 1
075613/3



HIGH ELF
STANDARD BEARER 1
075613/1



HIGH ELF
TRUMPETER 1
075613/2

HIGH ELF WARRIORS



HIGH ELF
ARCHER 1
075625/1



HIGH ELF
ARCHER 2
075625/2



HIGH ELF
ARCHER 3
075625/3



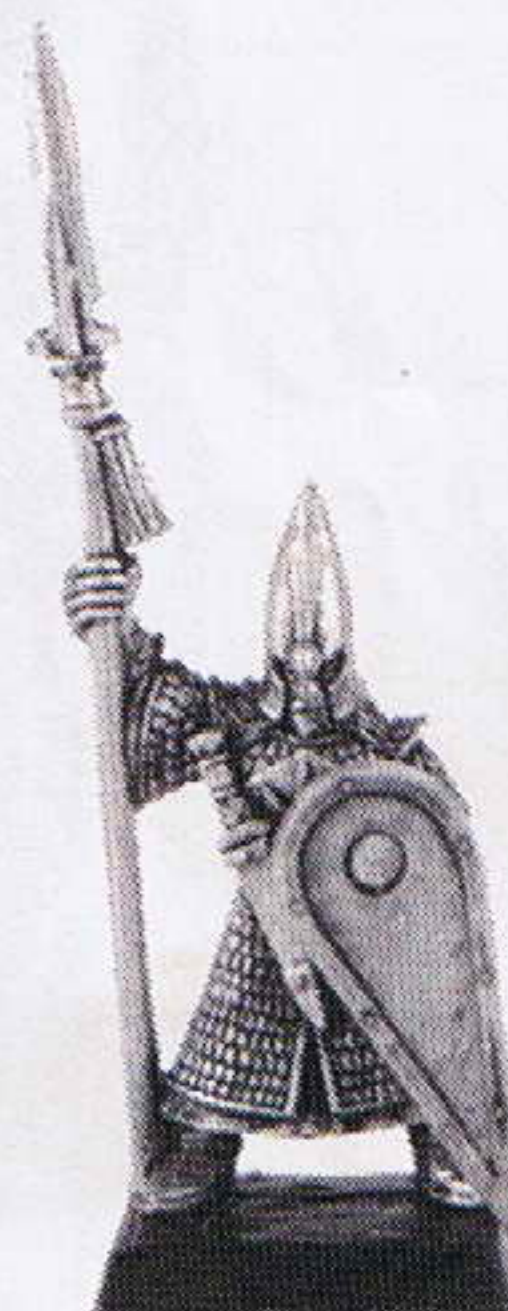
HIGH ELF
ARCHER 4
075625/4



HIGH ELF
SPEARMAN 1
075600/1



HIGH ELF
SPEARMAN 2
075600/2



HIGH ELF
SPEARMAN 3
075600/3



HIGH ELF
ARCHER 5
075625/5

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD

Designed by Jes Goodwin

Miniatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1992. All rights reserved.



CITADEL
MINIATURES

HIGH ELVES

HIGH ELF TRANOC CHARIOT

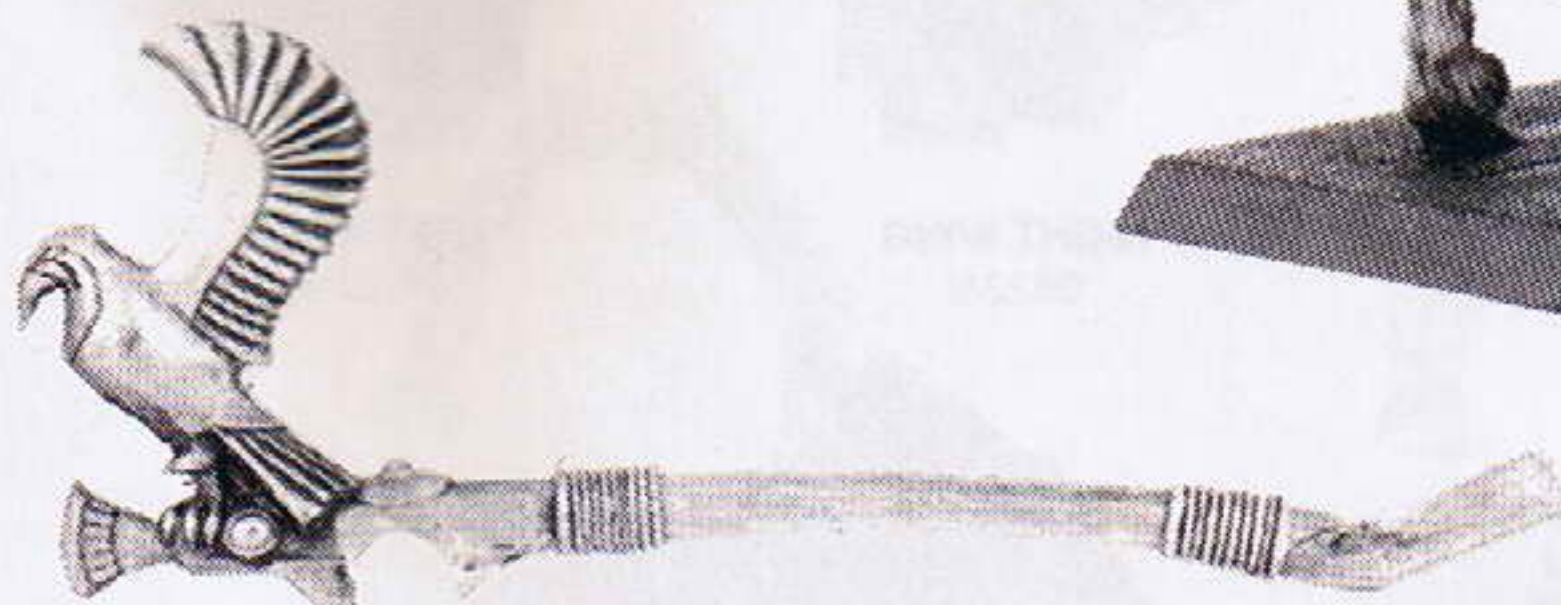
THE COMPLETE HIGH ELF BATTLE CHARIOT

CONSISTS OF;

- 1x HIGH ELF CHARIOTEER
- 1x CHARIOT BASE
- 1x CHARIOT FRONT
- 1x CHARIOT AXLE
- 1x CHARIOT HAFT
- 1x CHARIOT YOKE
- 1x SWORD
- 1x BOW
- 2x PLASTIC UNARMED HORSES
- 2x PLASTIC WHEELS



CHARIOT YOKE
00825/6



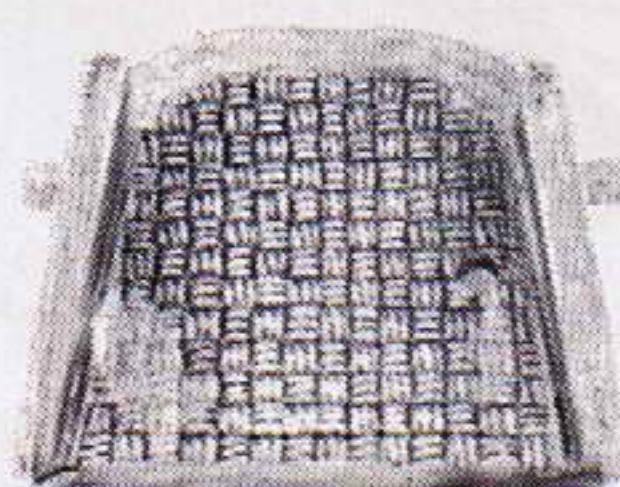
CHARIOT HAFT
0825/5



CHARIOT FRONT
0825/3



CHARIOT AXLE
0825/4



CHARIOT BASE
0825/2



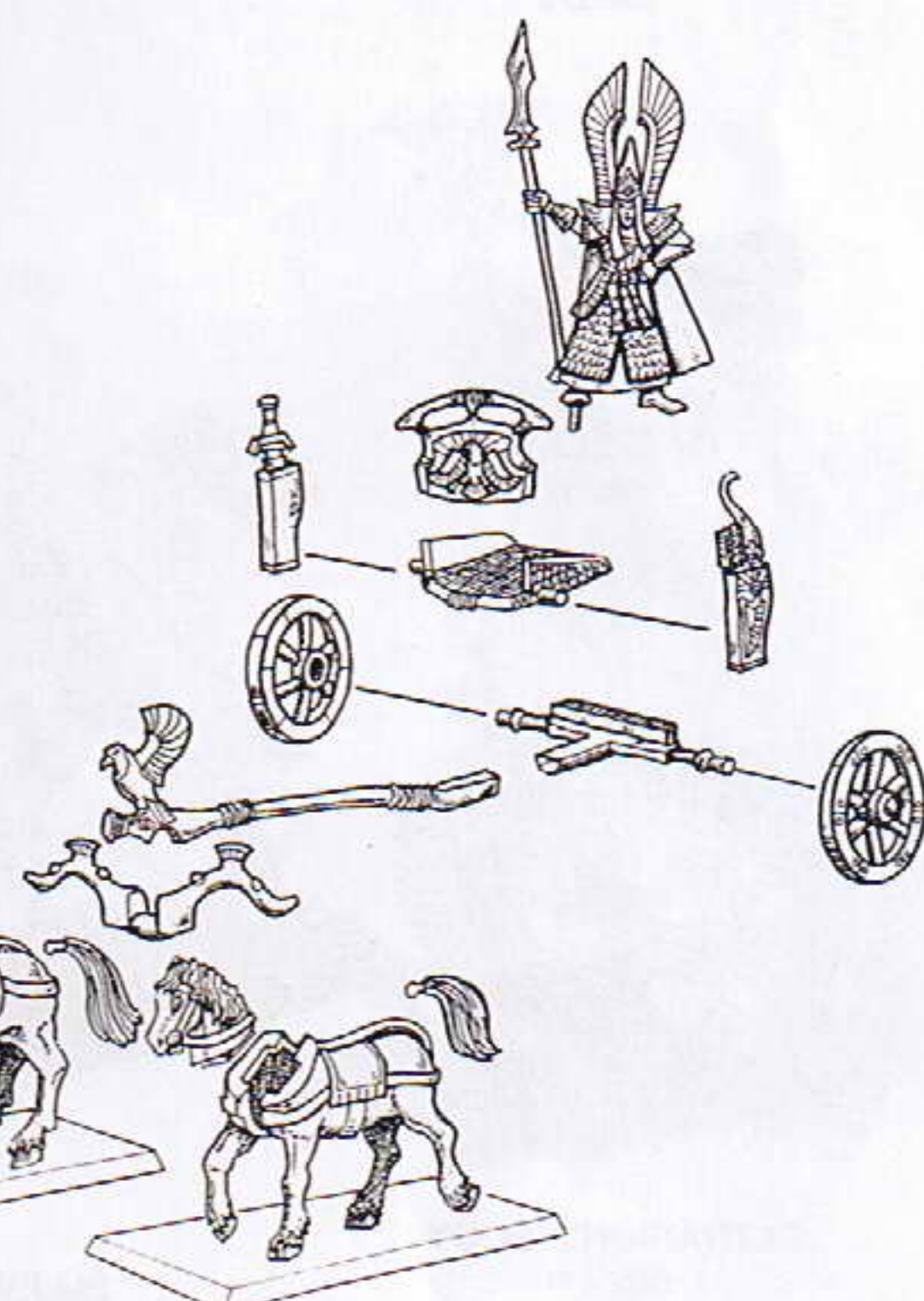
HIGH ELF CHARIOTEER
0825/1



SWORD
0825/8



BOW
0825/7



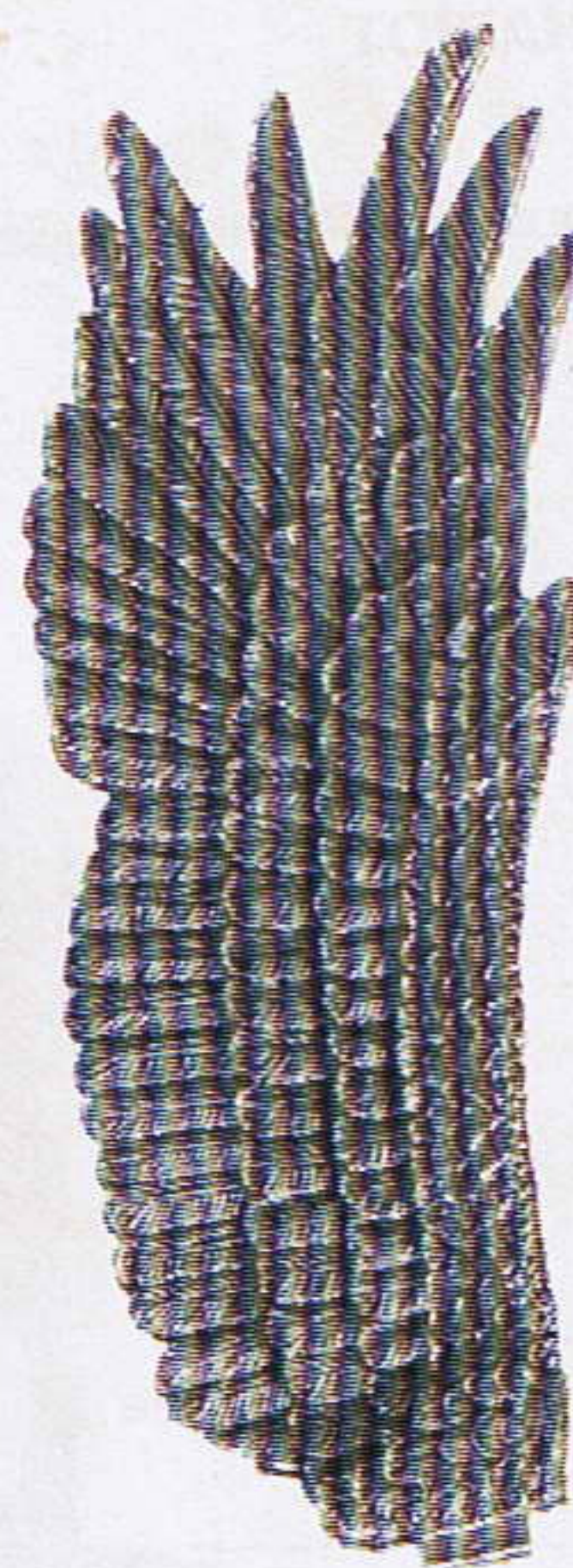
PLASTIC WHEEL

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ELTHARION RIDING STORMWING

THE COMPLETE HIGH ELF WAR GRIFFON
CONSISTS OF;

- 1 x HIGH ELF RIDER BODY
- 1 x HIGH ELF LEGS
- 1 x GRIFFON BODY (LEFT SIDE)
- 1 x GRIFFON BODY (RIGHT SIDE)
- 1 x LEFT CLAW
- 1 x RIGHT CLAW
- 1 x TAIL
- 1 x LEFT WING
- 1 x RIGHT WING



RIGHT WING
0822/9



LEFT WING
0822/10



GRIFFON BODY
(LEFT SIDE)
0822/4



GRIFFON BODY
(RIGHT SIDE)
0822/5



RIGHT CLAW
0822/6



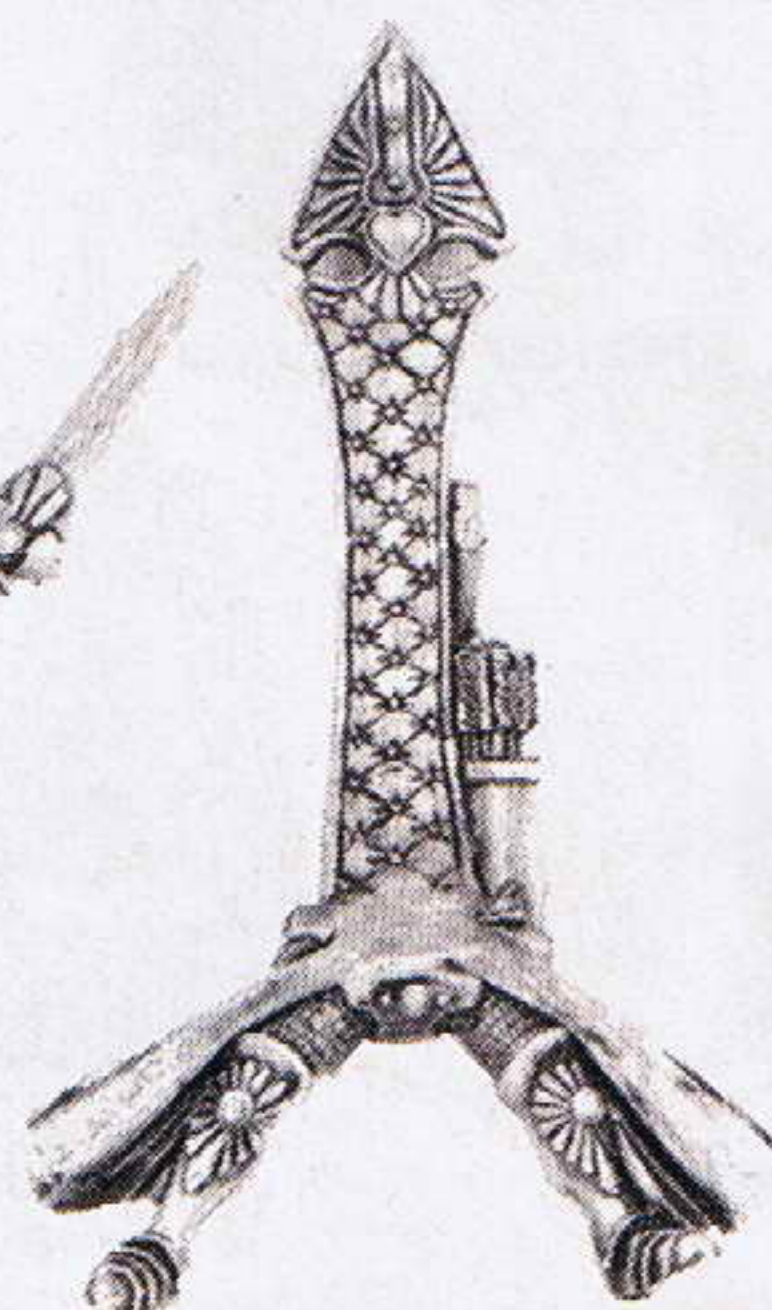
TAIL
0822/8



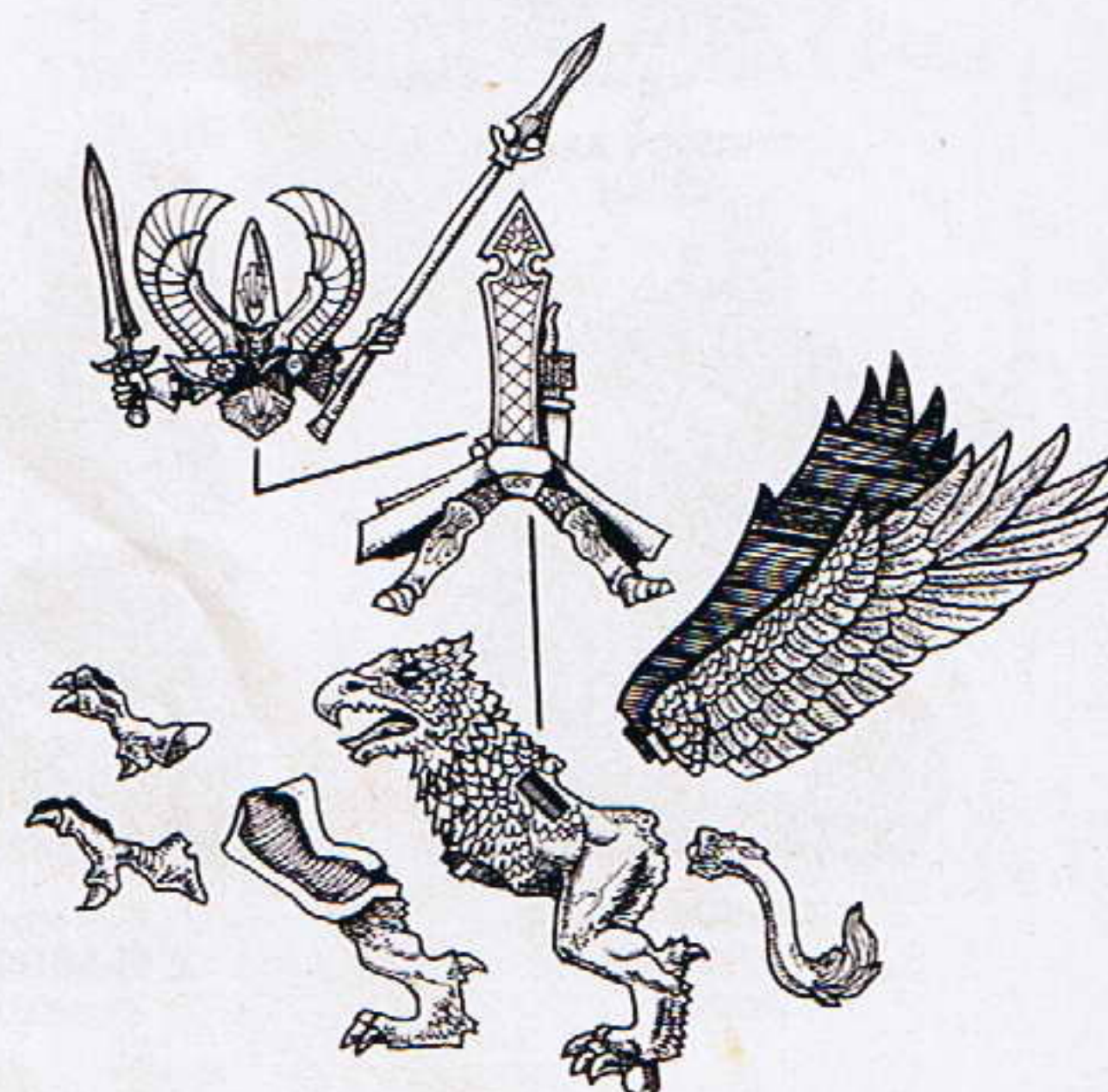
LEFT CLAW
0822/7



ELTHARION'S BODY
0822/1



ELTHARION'S LEGS
0822/2



HIGH ELVES

HIGH ELF SILVER HELMS



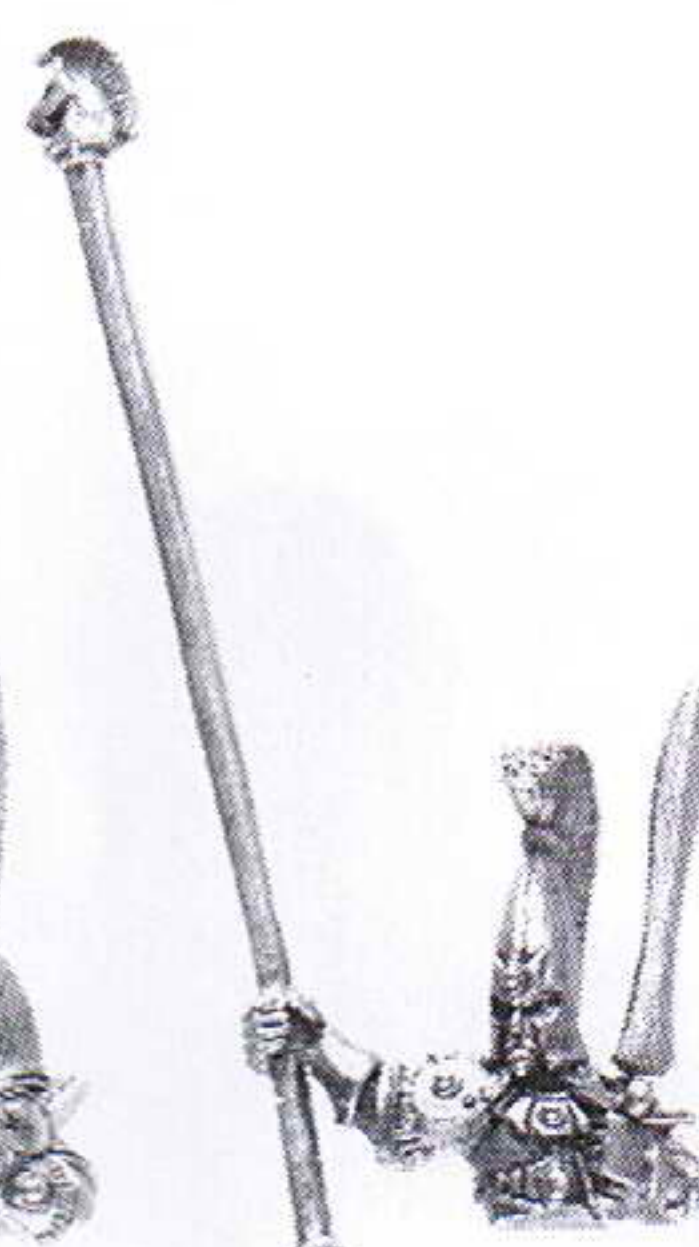
SILVER HELM
LANCER 1
075637/1



SILVER HELM
LANCER 2
075637/2



SILVER HELM
CHAMPION
75638/1



SILVER HELM
STANDARD BEARER
075637/4



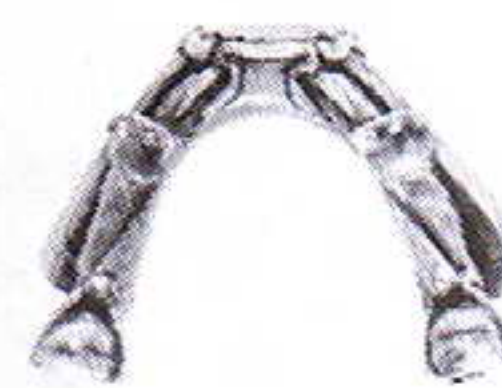
SILVER HELM
LANCER 3
075637/3



SILVER HELM
LEGS 1
075637/5



SILVER HELM
LEGS 2
075637/6



SILVER HELM
LEGS 3
075637/7

THESE MINIATURES ARE SUPPLIED WITH PLASTIC CAPARISON HORSES AND THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



EXAMPLES OF COMPLETED HIGH ELF SILVER HELMS

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A MIGHTY DWARF ARMY LINES UP FOR BATTLE AGAINST ITS MALEVOLENTLY WARPED KIN - THE CHAOS DWARFS.