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ELDAR AND IMPERIAL PSYKERS CLASH IN BATTLE



DIETER HELSNICHT – THE DOOMLORD MUSTERS AN UNDEAD ARMY

WHITE DWARF

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NEW RELEASES FOR MAY

Products listed on these pages are planned for release during the month of May. Each month Games Workshop has new products released on two shipping dates, usually the 2nd and 4th weeks of the month. The new releases will be available at Games Workshop stores, shops participating in the Chapter Approved retailer program and most stores included in our Independent Retailer listing. For convenience there is a complete bi-monthly listing of Independent Retailers in every issue of White Dwarf. If you have any problems obtaining any of these items, Games Workshop has an efficient Mail Order Service that can help you.



ELDAR CODEX

The second release in the **Warhammer 40,000** Codex army books is the much anticipated **Eldar Codex**. An essential supplement for all Warhammer 40,000 players, the Eldar Codex is packed with special rules, army lists, the mysterious history of the Eldar, new equipment, new vehicles, new wargear, all the Aspect Warriors, the Phoenix Lords, and more.

and the most ancient of all Phoenix Lords **Asurmen** the Hand of Asuryan. Designed by Jes Goodwin, these incredible models are featured in the 'Eavy Metal section on page 7.

ELDAR AVATAR

Glowing with supernatural heat and burning with an insatiable battlelust, the colossal **Eldar Avatar** has been perfectly sculpted by Jes Goodwin and is now available. Full rules for the Avatar can be found in the Eldar Codex.

OGRYNS

Huge, brutish, and unbelievably resilient creatures, Ogryns are feared close combat opponents. When armed with Ripper Guns Ogryns can be even more devastating. The new multi-piece Ogryns will make fantastic additions to players with Ork or Imperial Guard armies or allies.

CHAOS MARINES

Three new **World Eaters of Khorne** models are released from the Eye of Terror this month.

TYRANIDS

New Warriors for the Hive Mind! Following last month's release of the Plastic Genestealer box comes the release of a Tyranid Plastic boxed set.



Asurmen the hand of Asuryan

ELDAR PHOENIX LORDS

The greatest heroes of the Eldar race are known as the **Phoenix Lords**. Three of these powerful wandering heroes are released this month with more to follow. The most ancient Fire Dragon Exarch, **Fuegan** the Burning Lance, **Karandras** the Shadow Hunter, the sinister father of the Striking Scorpions,

THIS MONTH'S WARHAMMER 40,000 RELEASES

0155	Eldar Codex	\$19.99
0389	Eldar Avatar	\$17.50
	(Based set of one model)	
0775	Tyranid Warriors	\$17.50
	(Based set of three plastic models)	
BLISTERS		
9067	Eldar Scorpion Phoenix Lord	\$7.99
	Karandras the Shadow Hunter (1)	
9068	Eldar Dire Avenger Phoenix Lord - Asurman (1)	\$7.99
9069	World Eaters of Khorne (2)	\$5.99
9071	Eldar Fire Dragon Phoenix Lord - Fuegan (1)	\$7.99
9072	Ogryns (1)	\$9.99
8051	Adeptus Arbites (2)	\$4.99

NEW GAMES WORKSHOP STORE

Games Workshop is opening a brand new shop in Ocean City, so if you live in the area or visit on vacation make sure you stop by and check it out. The new store will be located at:

Games Workshop
Oyster Bay Shopping Center
11613 Coastal Highway suite 13
Ocean City, MD 21842
Telephone (410) 524-5334

We will be opening in May, but as of yet we have not nailed down any firm business hours. For opening and closing times, as well as the latest news on gaming nights, in-store clinics, and all the latest Games Workshop products just give a call and talk to Mark.



SLAANESH SHIPS

The sinuous grace of the Slaanesh fleet belies their deadly nature. The **Hellship** is sold singularly, while the **Hellhammer** and **Hellslicer** are packaged together making it easy for Chaos Admirals to build a Slaanesh fleet or to

THIS MONTH'S MAN O' WAR RELEASES

0388	Slaanesh Hellship (1)	\$8.99
0389	Slaanesh Hellslicer and Hellhammer (1 of each)	\$8.99

combine Slaanesh ships into a mighty Plague Fleet.



WARHAMMER ARMIES UNDEAD

In the Warhammer World the dead do not always rest easy. This month's release of the **Warhammer Armies Undead** book should make even the most decayed Undead General happy. The new army book contains full rules, army lists, legendary heroes, and background for the walking dead.



BOXES OF BONES

Three separate boxes of highly detailed plastic skeletons are available this month. Undead Generals wishing to bulk up their rank and file will find the **Skeleton Warriors**, **Skeleton Cavalry**, and **Skeleton Chariot** boxes perfect.

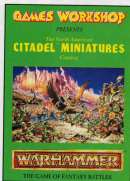
ORCS AND GOBLINS

War Boars are extremely ferocious, bad tempered, smelly, and dangerous. Just the sort of qualities an Orc admires! Check out the new **Savage Orc Boar Boyz** on page 31.

Although not as powerful on the charge as Boar Boyz, **Goblin Wolf riders** make up the difference with sheer speed. The new boxed set contains five Goblin Warriors on Wolves.

SKAVEN

Skaven **Poison Wind Globadiers** are perhaps Clan Skryre's deadliest troops. Full rules for these stunning new figures can be found in the **Warhammer Armies Skaven** book.



1994 Warhammer Catalog

NEW WARHAMMER CATALOG

With the release of new army lists and the constant flow of new models the Citadel Miniatures Warhammer catalog had to be updated!

Generals will be thrilled to see all the additional figures in the Warhammer line! Now available are miniatures like the Wood Elf Beast Masters, Currian, Squig Hoppers, Bretonnian Retainers, Dark Elf Assassins, Skull Chucker Catapults, and many more!

DID WE MENTION IT'S FREE?

To get your complete new Warhammer Catalog stop by and grab one at your local Games Workshop store, Chapter Approved Retailer, or Independent stockist. If you can't find any of these stores call Games Workshop Mail Order (410) 644-5699 or write:

Games Workshop - Catalog Request
3431-C Benson Avenue
Baltimore, Maryland 21227-1072

THIS MONTH'S WARHAMMER RELEASES

BOXED SETS

0134	Warhammer Armies Undead	\$19.99
0779	Skeleton Warriors	\$9.99
	(Boxed set of 12 plastic models)	
0780	Skeleton Cavalry	\$9.99
	(Boxed set of 3 plastic models)	
0781	Skeleton Chariot	\$12.99
	(Plastic board set)	
0811	Empire War Wagon	\$34.99
	(Boxed war machine)	
0831	Goblin Wolf Riders	\$24.99
	(Boxed set of 5 models)	
0814	Knights of the White Wolf	\$22.99
	(Boxed set of 4 models)	

BLISTERS

9588	Plastic Shields (20)	\$2.99
9070	Savage Orc Boar Boyz (1)	\$5.99
9073	Savage Orc Boar	\$4.99
	Boar Carved (1)	
9074	Skaven Poison Wind Globadiers (2)	\$6.99

EMPIRE

From the top secret designs of the Empire Engineers School in Aldorf comes the formidable **War Wagon**. Rereleased in pewter this model literally towers over the battlefield. Also rereleased in pewter this month is the boxed set of Middenheim's most famous cavalry, **The Knights of the White Wolf**.



THIS MONTH'S BLOOD BOWL RELEASES

0283	Naggorath Nightmares	\$29.99
	(Boxed set of 11 models)	

Dark Elf Blood Bowl teams are famous for their combination of intelligence, natural grace, degenerate violence, and hatred of all living (or unliving!) things. A complete, hard-hitting team in one boxed set!

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IMPERIAL PSYKERS

Psykers are recruited and trained by the Adeptus Astra Telepathica to use their awesome abilities in combat against the enemies of mankind. In battle they smash their foes with ravening bolts of raw power and overwhelm their opponents' minds with terrifying images of destruction.



PSYKER WITH AUTOGUN



PSYKER WITH FORCE ROD



PSYKER WITH FORCE ROD AND AUTOPISTOL



OGRYN WITH RIPPER GUN



OGRYNS

Ogryns are fearless close combat fighters who go into battle armed with devastating Ripper Guns. Although of low intelligence and capable only of following the simplest orders they are often recruited by Ork and Imperial Guard armies for their massive size and resilience in battle.



OGRYN WITH RIPPER GUN WITH COMBAT BLADE



OGRYN WITH RIPPER GUN AND SWORD

WARHAMMER

40,000

THE ELDAR

by Rick Priestley

The Codex Eldar is now almost ready for release. In this special preview, Rick examines the history and background of this enigmatic race and we take a look at the mysteries of the Warrior Paths.

Lost in the vastness of space the Craftworlds float in utter isolation like scattered jewels upon a pall of velvet. No starshine illuminates their sleek towers. Distant from the warmth of sun or planet, their domes stare into the darkness of empty space. Inner lights glisten like phosphorus through semi-transparent surfaces. Within live the few survivors of planets abandoned aeons ago amidst terrifying destruction. These are the Eldar, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched suns.

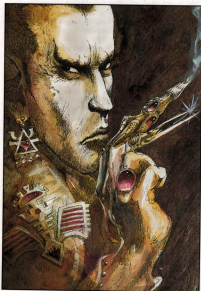
It is impossible to say with certainty how many Craftworlds there are. They were built many millennia ago in great urgency and in times of unimaginable peril. The turmoil and confusion which preceded the destruction of the Eldar worlds was great. All higher government had long since ceased to operate, and it was only thanks to the heroic actions of a few far-sighted individuals that the Craftworlds were built at all.

During the final cataclysm these gigantic space-cities fled, carrying a proportion of the Eldar race to safety and permanent exile. Some Craftworlds survived for hundreds, or even thousands of years before their people faded and died, while others endure to this day. Many floated into the voids and were lost forever in regions of space that remain dark and unexplored. They may be there still, lonely and unheard voices in the wilderness of deep space.

Each Craftworld originates from one of the ancient Eldar planets. Its people are all that is left of a culture of great age and maturity. Over the centuries the Craftworlds' occupants sought out other surviving Eldar amongst the far flung Exodite colonies, and even began to settle new worlds of their own. In this way the paths of Eldar and mankind met for the first time and humans became acquainted with the most ancient and enigmatic of the galaxy's living races. The names of the greatest Craftworlds were soon heard upon human lips: Alaitoc, Iyanden, Biel-tan, Saim-hann and Ulthwé. All this was many thousands of years ago, yet to this day it is doubtful that more than a handful of humans have ever stepped within an Eldar Craftworld.

CRAFTWORLD TECHNOLOGY

The basis of Eldar technology is unique to the Eldar. No other race has ever succeeded in replicating their technology, nor have the Eldar adopted much from the 'primitive' races which have inherited the galaxy. In fact, Humans and Eldar have almost nothing in common despite a superficially similar physiology. As a result, there is little ground of common interest to unite the two races. The brutality and ignorance of mankind appalls the Eldar, whilst the aloof arrogance of the Eldar race has never fostered the trust of the Adepts of Earth.





Eldar technology is based upon psycho-technic engineering, the manipulation of matter using mental energy. The materials they use are malleable psycho-plastics which can be readily formed into solid shapes under psychometric pressure. Such materials have many unusual qualities. In some respects they are more like living tissue than inert substances, growing and reacting with their environment in a similar way to plants. Simple devices, including weapons like the shuriken catapults for which the Eldar are especially well known, function in the same way as the equivalent human items. Although formed from complex psycho-plastics, the completed device is a machine or component that works in a conventional manner. Of course, Eldar weapons usually store energy and use it far more efficiently than the human equivalent, but this makes little difference to their effectiveness.

The most unusual of these psycho-plastics is called wraithbone. All the Craftworlds are built upon a skeleton of wraithbone whose structure extends throughout the gigantic craft like a set of ribs. Wraithbone is an immensely resilient substance, far stronger than the strongest plasteel and more difficult to damage than adamantium. If it is damaged it will gradually repair itself, although the process can be accelerated under psychometric pressure.

A wraithbone core lies at the heart of every Eldar spacecraft and most large devices. As well as providing an underlying structure the wraithbone acts as a conduit for power and communication. In this respect the wraithbone may be thought of as similar to the blood vessels and nervous system of a living creature, pumping life-giving energy around the body and also transmitting the impulses which co-ordinate the body's many functions.

Although the Eldar utilise electro-chemical energies in a minor way, their principal power source is psychic energy. Wraithbone is psycho-conductive and the wraithbone core of a Craftworld acts as a self-replenishing reservoir of power. The invasive rib-like structures carry this energy throughout the entire length and breadth of the craft.

In a very real sense the Craftworld is a living entity, powered by psychic energy and responding in an organic way to the stimuli of psychic forces. Such power can be expended as light, heat and conventional electro-chemical impulses as need be, but most ship-board devices actually function within the psychic power grid. The Eldar refer to this grid as the infinity circuit. This is not a matter which Eldar discuss with lesser races, for the infinity circuits guard the greatest secrets of the Eldar race – matters of which Eldar do not speak openly, even amongst themselves.

THE WEBWAY

The Eldar Craftworlds float in deep space and move at only sub-light speeds. Their exact locations are not known by other races, and the Eldar themselves do not consider their physical positions to be of much importance. Eldar spacecraft can travel between the different Craftworlds by means of a system of what may be imagined as tunnels or bridges through warp space. These tunnels form a network which links the Craftworlds and some of the Exodite worlds together, and which supposedly extends to many other worlds throughout the galaxy. The gateways by which these tunnels are entered are not readily visible except for the main spatial gateway on every Craftworld. This takes the form of a swirling sphere of light and darkness held in stasis immediately astern the Craftworld.

It is by means of their network that the Eldar travel throughout the galaxy. The largest and most important tunnels are big enough to carry spacecraft, though most tunnels are much smaller and lead from one Craftworld to another, or directly to a planet's surface. Some of them are only big enough to allow Eldar or very small vehicles to pass. Every Craftworld contains some chambers which open directly onto these tunnels. Some lead to places long since abandoned or destroyed, or else inhabited by the daemons of the warp. These doors are sealed with runes of power, lest unknown horrors gain access to the Craftworld or some unwary traveller unwittingly open a doorway and be sucked into warp space.

The tunnel network is known as the Webway, although the title is in some ways misleading. If a map of the network were superimposed over the galaxy it wouldn't resemble a spider's web, with the pattern radiating from a single nodal point. Instead the map would resemble an almost random pattern, with many separate nodal points centred upon the largest Craftworlds.

Were an observer to see such a map he would immediately see that Craftworlds are not always directly connected to each other, so a traveller must often trace a route through several different Craftworlds or planets in order to reach his destination. Not all routes are sufficiently large to give access to spacecraft, so whilst individuals might be able to travel directly to a specific Craftworld or planet, a spacecraft might have to take a different route entirely, or be unable to reach that place at all. Breaks and fluctuating accessibility would make the map far from certain, whilst the loss of worlds in ages past would create dangerous dead ends.

In fact no such map exists, or at least not in the form described. The exact shape and form of the Webway is not fully understood by the Eldar, except perhaps by the strange wanderers known as Harlequins. Knowledge of the myriad secret ways is considered of such importance that the Eldar are

ELDAR PHOENIX LORDS



FUEGAN - The Burning Lance

Fuegan learned the art of war in the Shrine of Asur under the eyes of Asurmen. He later founded the Shrines of the Fire Dragons, and schooled them in the art of war with fire and flame. Fuegan is armed with a massive and deadly



DETAIL OF FIRE AXE

Firepike and carries the Fire Axe. This ancient weapon glows with the heat of its forging. It has never cooled since the day it was made, and the runes upon its surface writhe in fiery agony.



FUEGAN'S BANNER
DEPICTS THE
ICON OF THE FIRE
DRAGON SHRINE



ASURMEN - Hand of Asuryan

Of all the Phoenix Lords the oldest and most honoured is Asurmen. It was he who created the path of the warrior in the years following the fall of the Eldar. Asurmen carries into battle the potent Sword of Asur.



ASURMEN'S BANNER

KARANDRAS - The Shadow Hunter

Karandras is one of the most mysterious of the Phoenix Lords. No-one knows where his Shrine originally lay, but perhaps it was one of the small Craftworlds which survived the fall only to be destroyed soon after. The oldest and most sinister of the Exarchs of the Striking Scorpions is the fallen Phoenix, Arhra the Father of Scorpions. Karandras wears a unique and very potent mandiblaster helmet called the Scorpion's Bite. This ancient weapon is far more effective than the mandiblaster worn by the Striking Scorpion Aspect Warriors, and can inflict much more damage.



SCORPION'S BITE

THE AVATAR



THE BLOODY HAND



At the heart of every Craftworld sits the Avatar, its own incarnation of the Bloody-Handed God of the Eldar. Kaela Mensha Khaine. Aroused from his throne of smouldering iron, the Avatar leads the warriors of his Craftworld to battle.

The Avatar glows with supernatural heat as molten iron flows through its metal body. Huge and all powerful, the Avatar is a deadly opponent for even the mighty powers of Chaos.



ELDRAD ULTHRAN FARSEER OF ULTHWÉ

Eldrad Ulthran ranks among the most powerful Farseers of Ulthwé. He is near the end of his long life span, and even now the Dome of Crystal Seers calls ever more strongly to him. Soon he will retire from his flesh and his soul will be free to mingle with the souls of his ancestors. Eldrad has saved thousands of Eldar lives with his accurate predictions of the future and has vowed to dedicate his remaining years to leading the armies of Ulthwé to victory on the battlefield.



A SELECTION OF THE MANY RUNES USED BY
ELDAR WARLOCKS AND FARSEERS

in no hurry to share its secrets with humans. Each Craftworld's place in the Webway is known only to its Seers. It is rumoured that a map was made many thousands of years ago, which is now kept in the Black Library. Although it is now no longer entirely accurate, it shows many secret ways which have since been lost or forgotten. If this is so then the Guardians of the Black Library have chosen to keep their secrets, and one can only imagine that they have good reason to do so.

When the Eldar go to war they travel through the tunnels of the Webway. Such journeys are relatively fast, enabling spacefleets to move easily between the network's major gateways. This enables the Eldar to move swiftly to places directly connected by the Webway, but makes it extremely difficult for them to reach worlds which have no gate into the network. Eldar spacecraft can travel through the warp using their warp drives, although this is a slow and dangerous process for them. Unlike humans, the Eldar have no Navigators who can steer through warp space. Furthermore, the daemons of the warp are attracted far more strongly to vibrant Eldar spirits than to the dull, shadowy minds of men. As a result of these factors the Eldar travel infrequently to places that lie more than a few light years from their Webway exits.

THE INFINITY CIRCUITS

The Eldar are a strange and enigmatic people who do not speak openly to aliens of their past or of what they see as their ultimate fate. Some humans have made a study of the Eldar and their history, but none have ever glimpsed the whole truth of the terrible fall and even more horrifying fate of that race. It is common knowledge that every Eldar wears upon his breast a shining gem or polished stone. This psycho-receptive crystal is called a spirit stone or waystone, and is attuned solely to the mind of its owner. Its purpose is to capture the psychic energy of the Eldar when it is released at the moment of death. As such energies carry with them a large part of an Eldar's sense of identity, personality, and memories, it is quite right to think of this psychic energy as a spirit.

If an Eldar's spirit is not captured by his spirit stone it is absorbed into the timeless depths of the warp, the shadow-realm composed of psychic force. To a human such a fate means nothing, for virtually no human mind is strong enough to retain a sense of consciousness after death – the psychic energy of the human mind being paltry compared to that of an Eldar. Yet to an Eldar to enter the Realm of Chaos as a conscious spirit represents the ultimate horror. In the warp there is nowhere an Eldar spirit can hide from the daemons. The nemesis of the Eldar awaits to consume and enslave them for all eternity. To perish in this way is the ultimate fear for the Eldar, so it is little wonder that they always wear their spirit stones.

When an Eldar's body is dead its spirit stone is implanted inside one of the Craftworld's bio-domes, in a place known as the Dome of Crystal Seers. Here the wraithbone core lies exposed underfoot, and the spirit stones placed there quickly take root. The psycho-plastic wraithbone grows into a tall wraithbone tree around the spirit stone. Once the wraithbone tree begins to root the spirit is released into the infinity circuit, where it joins the spirits of all the other dead Eldar. Once he is part of the infinity circuit an Eldar continues to exist forever.

His psychic energy becomes one with the Craftworld's wraithbone core, and his individual consciousness remains as a potential within the infinity circuit.

The infinity circuit is therefore far more than a power grid of energy, it is a place of refuge and eternal rest, from where the dead continue to watch over the living. Indeed, it is possible for an Eldar spirit to separate itself from the spiritual mass of the wraithbone core and flow into a spirit stone put aside for that purpose. Such a spirit stone can then be placed within the robotic body of a Wraithguard or an Eldar Dreadnought, or of any psycho-technic device, imbuing its artificial form with a living intellect. The consciousness of the dead is never fully as individual or alert as that of the living, for it exists at once in the real world and the spiritual world of the warp, and moves through reality as in a dream where thoughts and feelings are as tangible as steel and stone.

THE ELДАР PATH

The Eldar are extremely long lived by human standards, commonly surviving for over a thousand years before old age overtakes them. They also live at a pace and pitch of intensity many times greater than even the most talented and determined humans. An Eldar's heart beats almost twice as fast as a man's, his mind processes his thoughts and emotions with baffling speed, and his physical reactions are almost too fast for the human eye to follow. It is this speed and mental capability which make Eldar more different from humans than appearances might otherwise suggest.





It is hard for a human to understand the incredible potential of the Eldar mind. To an Eldar all of life's experiences are available to a heightened degree: the intellectual rewards of study, the exhilaration of battle, the creative impulses of art and music, and every imaginable pleasure of sensation. No creature, not even an Eldar, can taste of such fruits in an uncontrolled or undisciplined way. For an Eldar to yield absolutely to his desires would destroy him, for they have the ability to sate almost any intellectual whim, or to satisfy any physical appetite. Such was the fate of the ancient Eldar, who succumbed to the temptations of intellectual conceit and physical pleasure, and whose depravities brought about the fall of the Eldar worlds themselves.

The survivors, the Eldar of the Craftworlds, have developed a way to control their own inner natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. It may take years to successfully accomplish this, perhaps more than a single human lifetime. Each discipline is rightly called a path, and each path may necessitate further choices and specialisations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and abilities. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life. Other paths include that of the Bonesinger, as the psycho-technicians of the Craftworlds are called, who craft wraithbone and other psycho-plastic materials to fashion the material artifacts of the Eldar. Amongst the most arduous of all paths is that of the Seer, for the Seers manipulate psychic forces to foretell the future, and Seers of great accomplishment have fearsome powers.

Once an Eldar has mastered one path he chooses another, and in this way builds up a repertoire of abilities over which he has complete control. An Eldar may travel many different paths in

his life, and the skills he learns in each path serve to enrich further accomplishments. A few Eldar may be drawn so deeply along their chosen path that they can never leave it, and instead go on to a final, ultimate dedication of mind and body. This is a frightening fate for the Eldar, for anyone who is trapped in this way can never choose another path, but must live out the rest of their life as a living icon of achievement. Such individuals slowly deny the broad range of experience, concentrating increasingly on their path, until their self identity disappears and they become pure expressions of their path. In the case of the Warrior Aspects these individuals are known as Exarchs.

GUARDIANS

The Eldar race has suffered much over the centuries and its population continues to decline. The Craftworlds are embroiled in a battle for survival, primarily against the endless hordes of Chaos, but also against other forces such as Orks and even the Imperium. Amongst the most deadly of recent threats is the invasion of the aliens known as Tyranids, for lacking any means to move their Craftworlds through warp space, the Eldar have no way of fleeing before their massive onslaught.

Every Eldar is trained and ready to fight as a Guardian if need be, so these troops are the most common of all Eldar warriors. They are primarily a defensive force, ready to defend their Craftworld against direct attack, but Guardians also accompany the formidable Eldar Aspect Warriors to larger battles elsewhere. Sadly, there are so few Eldar that their Aspect Warriors alone rarely constitute sufficient forces to undertake all but the smallest of missions.

Guardians wear a tight fitting thermo-plastic armoured suit. This is called mesh armour because it consists of many thousands of tiny cells woven together into a resilient fabric. Under the influence of blast pressure or a gunshot the thermo-plastic cells meld together into a rigid defence, but at other times they allow free movement.



Guardians carry lasguns or shuriken catapults as well as laspistols. Their tactical role and weaponry are flexible and they are able to perform many different kinds of task on the battlefield. As well as fighting in the Guardian squads, some Guardians man the Eldar's support weaponry such as D-Cannons and Scatter Lasers. These potent battlefield weapons are mounted onto floating platforms, and can be moved into position to cover vital areas of the battle.

Guardian squads are led by former Aspect Warriors, those who have trodden the Warrior Path but since left it. Their experience never deserts them, although without their Aspect costumes they cannot revive old skills. None-the-less they are an important part of the Guardians' organisation, and effectively form its officer corps.

Each Craftworld has a distinctive style of clothing typified by a colour or pattern. These are not fixed uniforms but vary from squad to squad, and even between individuals within a squad. For example, the Guardians of the Craftworld of Ulthwë are known as the Black Guardians after the predominant colour of their clothing. Black is the Eldar colour of mourning, and it is

commonly said that Ulthwé has much to mourn, for it lies close to the Eye of Terror and has suffered the attacks of Chaos warbands many times in its history.

Other Craftworlds use equally distinctive colours or combinations of colours. Alaitoc Craftworld favours blue or a striking mixture of blue and yellow, for example, whilst Saim-Hann has red or fiery orange uniforms, and Biel-tan use white, grey, or pale green.

THE PATH OF THE WARRIOR

The Path of the Warrior calls to most Eldar at some time in their long lives. Both male and female Eldar may take this path, and warriors are as likely to be female as male. Unlike some of the other Eldar paths, that of the Warrior is divided into many separate ways. Each of these is called a Warrior Aspect, and represents a different facet of the Eldar War God Kaela Mensha Khaine. Every Aspect differs in its methods of warfare, and many offer specialist skills designed for specific battlefield roles. Exactly what draws an Eldar onto the Path of the Warrior is uncertain. Perhaps it is the recognition of an innate destructive impulse which only ritual training and combat can purge.

There are many Warrior Aspects. Some are unique to specific Craftworlds, many are common to all, whilst others are practised on some Craftworlds but not others. Each Warrior Aspect on a Craftworld is represented by a shrine. Within these shrines the Aspect Warriors are trained in the lore of combat. Their minds and bodies are honed with endless exercise, both physical and spiritual, until they become suffused with the Aspect of Kaela Mensha Khaine that their shrine represents.

The Aspect Warriors do not live in the shrines, and when they put aside their ritual masks and uniforms they can walk at peace through their Craftworld. Only the keepers of the shrine live within them, the Exarchs, Aspect Warriors who have become so wholly one with their Aspect that they cannot leave the Path of the Warrior. Exarchs emerge from their shrines only in times of war or conclave, and are held in a mixture of fear and awe by other Eldar.

Although there are many different Warrior Aspects there are some which are common to all, or to most, of the largest Craftworlds. These are the Aspects of the Dire Avengers, the Howling Banshees, Striking Scorpions, Swooping Hawks, Fire Dragons, Dark Reapers and Warp Spiders. Each of these Aspects has its own warrior costume, a form of ritual battle suit, and distinctive weaponry. When the Eldar go to war the Warrior Aspects fight in a predetermined role associated with their shrine.

DIRE AVENGERS

The Dire Avengers represent the Aspect of the War God as noble warrior – merciless to his foes and unstinting in his devotion to his people. They are the least specialised and the most tactically flexible of all Warrior Aspects. They are also the most common, and their shrines are the largest amongst all the Craftworlds. Their ritual weapon is the shuriken catapult. Of all weapons this one is most distinctively Eldar and it is a fitting armament for the Dire Avenger as the most archetypal Eldar warrior.

In common with most other Aspect Warriors Dire Avengers wear a flexible armoured suit of Aspect armour. This is fashioned from a psycho-sensitive material which reacts to the

movements of its wearer, moulding and reshaping itself to fit like a glove as the warrior moves and fights. The material itself is quite rigid when the warrior is still, and its surface is reactive to impact so that it stiffens even further if subjected to a blow. Some suits also include inflexible bone-like plates to protect vulnerable areas.

Each of the Warrior Aspects is associated with certain colours and themes which are reflected in the uniforms of their shrine. No shrines use exactly the same uniform, and some shrines have so many warriors that they have varied uniforms so that each fighting squad of warriors is visibly different. In the case of the Dire Avengers their uniforms are predominately blue, with strongly contrasting detailing.

THE FIRE DRAGONS

This Warrior Aspect is modelled upon the dragon of Eldar myth, the sinuous fire-breathing reptile which represents wanton destruction and devastation. Their armour is the colour of fire and flame, and they carry awesomely powerful melta-guns which spew deadly fire. Their Aspect armour is thicker than that of a Dire Avenger, and has many spiny protrusions which help to make it stiffer and more resilient. This is important because the Fire Dragon's weapons have a relatively short range, so they must close with their enemies in order to deliver a murderous blast from their melta-guns.

The ideal role of the Fire Dragons is to attack fixed fortifications or other stationary forces, using their deadly weapons to root out well armoured troops or emplaced weapons. Their melta-guns are powerful enough to deal with all but the heaviest of armoured vehicles or fortifications. Where speed and tactical flexibility are needed the short range of their armaments limits their effectiveness.





THE HOWLING BANSHEES

In Eldar legend the Banshee calls the dead spirit into the warp, and its eerie howl is said to be a certain premonition of death. The Banshee's call has an even more sinister implication, for it is said to call spirits from their spirit stones and so to lure them into the arms of the Chaos gods. Certainly the release of a spirit is often accompanied by a strange call, felt rather than heard, and it has been known for spirits to disperse unexpectedly into the warp when transferring between spirit stones.



Unlike most other Aspects the Howling Banshees are almost always female Eldar, for the Banshee is said to be a female spirit. The Howling Banshees are fast and mobile, and their warrior training is in swiftness of foot and mobility. Death, they say, will find you when your time is come, no matter where you may hide, and the same may be said of the Howling Banshees. These Aspect Warriors are armed with laspistols and power swords, weapons of the close quarter fighter, and it is at hand-to-hand combat that they excel. Their other weapon is the Banshee mask, an enclosing death's head helmet which contains a psychosonic amplifier. This device intensifies the warrior's battlecry into a howling shriek of psychic rage. By means of their Banshee masks the warriors focus their enmity, flooding the central nervous system of their adversary with psychic energy and causing temporary paralysis.

STRIKING SCORPIONS

Though small the scorpion is deadly, and may sting and kill a creature many times its size. The Warrior Aspect of the Striking Scorpion epitomises the deadly attributes of its namesake, and they are the most potent of all close quarter fighting Aspect Warriors. Although not as swift as the Howling Banshees, the other common close quarter fighting Aspect, the Striking Scorpions are more heavily armoured.

The Striking Scorpions' Aspect armour is reinforced with rigid plates that offer more protection than most other Aspects. Their costumes are primarily green, but may incorporate bands of strongly contrasting colours such as black, yellow and orange. Their weapons are the shuriken pistol and chainsword, a combination which is deadly in its own right, but it is reinforced by the Striking Scorpions' unique mandiblaster.

The helmet of the Striking Scorpion incorporates a pair of weapon pods positioned and shaped much like the mandibles of a scorpion. Each pod houses a mandiblaster weapon, a unique and deadly device which the Aspect Warriors call the Sting of the Scorpion. The mandiblaster is an extremely short-ranged weapon, useful at a distance of only a few metres or so. It is fired by means of a psychic node within the helmet.

When fired the mandiblaster discharges a hail of tiny psycho-conductive crystals, like tiny needles only a few millimetres long. These needles can tear and lacerate exposed flesh, but this is not their principal damaging effect. The deadly sting is actually a psychokinetic laser charge which energises the crystals and creates a tightly controlled plasma discharge. This sting is delivered as the Striking Scorpions enter combat, and often blasts their opponent into submission before they have a chance to fight back.



WARP SPIDERS

The Warp Spiders take their name from the tiny creatures which may be seen within the Dome of Crystal Seers amongst the wraithbone trees. These minute sparkling creatures can move anywhere within the Craftworld by means of the wraithbone core, melting their bodies into the infinity circuit and crystallising at a new location. They have evolved from the psycho-plastics of which the Craftworld is made, and are therefore able to assimilate with the Eldar's physical environment, moving through the infinity circuits much like the souls of dead Eldar.

The spiders are aggressive hunters of intrusive psychic forces, and are attracted in vast numbers to the presence of any invasive psychic entities. As the wraithbone core is supportive of psychic consciousness in a similar way to warp space, it is possible for it to become corrupted by the fragmented consciousnesses of lost human or other non-Eldar souls.

In theory at least, it would also be possible for a daemon of Chaos to find its way into the wraithbone core, although such a thing would be immediately apparent. The tiny warp spiders ensure that this doesn't happen, hunting and destroying alien psychic fragments much as white blood cells in the human body attack and neutralise foreign bacteria.

ELDAR ASPECT WARRIORS

STRIKING SCORPIONS



The insect-like armour of the Striking Scorpion Aspect Warrior is predominantly green, often banded alternately with black, orange or yellow across its plates and ridges.

FIRE DRAGONS



Fire Dragon Aspect Warriors all wear a distinctive scaled and spined armour which always reflects the colour of fire and flames. Combinations of red, orange and yellow mark the armour of the different shrines of Fire Dragons.



TYPICAL VARIATIONS OF THE FIRE DRAGONS COLOUR SCHEME

ELDAR ASPECT WARRIORS

DIRE AVENGERS



The Dire Avenger Aspect Warriors traditionally wear deep blue or blue-grey armour suits which are closest to the uniforms of conventional Guardians. Their helmets and distinctive crests are usually in contrasting colours - white, red, yellow or black.



HOWLING BANSHEES



The Howling Banshee Aspect Warriors use the colours of bone white and flaming red. The red proclaims their ferocity and passion of their path. The bone white colour symbolises the eternal death the spirit of the Banshee brings.

The Warp Spider Aspect Warriors epitomise the doctrine of aggressive defence. Their costumes and weaponry reflect the tiny warp spiders after which they are named. By means of a compact warp-generator within their armoured shell, the warriors are able to make short warp-jumps, disappearing and reappearing some metres distance. This enables them to make sudden and totally unexpected attacks upon their foes. Their ritual weapon is the Death Spinner, which projects a deadly cloud of mono-filament wire.

DARK REAPERS

The Dark Reapers are the most sinister and the most lethal of the Warrior Aspects. They portray the War God as Destroyer, and their skull-encrusted costume embodies death as the dark reaper of souls. Their Aspect armour is black or a midnight shade of blue, and it incorporates interlocking plates. Because it is so much heavier and more enclosing than the suits of most other Aspects, the Dark Reapers' armour offers more protection but also slows down the wearer. This effect is exacerbated by the Dark Reapers' heavy equipment, which includes a long ranged missile launcher and heavy limb supports which increase the Eldar's stability when firing. The Dark Reapers' armour also incorporates sensory and range-finding equipment, and the vanes on their helmets form part of this array. This enables the Dark Reapers to lock onto a fast moving target, and increases their already deadly accuracy still further.

The tactical role of the Dark Reapers is to provide heavy, long-ranged support. Dark Reapers usually take up positions in cover, often behind the main Eldar line of advance, from where they direct their deadly weapons against suitable enemy targets. Their unerring accuracy enables them to dominate the battlefield, pinning down enemy forces before they can advance, and destroying selected targets at will.

SWOOPING HAWKS

The Swooping Hawks take their name from the wild hunting birds of the Eldar myths that they are portrayed as birds of vengeance and retribution. In ancient times the Eldar believed that the spirit of a murdered person would pass into a hawk, in which form it would seek out the murderer, hovering above his head as a mark of guilt for all to see.

The Swooping Hawks are the most mobile of all Aspect Warriors as they have the ability to glide or even to fly high into the air. Their wings are made from vibrating feather plates and incorporate small jet motors and gravitic reaction lifters. When they fly their wings vibrate with such speed they turn into a blur of colour and emit a characteristic shrieking note. Their Aspect costumes are coloured like the sky, whether blue and clear or dark and grey, with contrasting bands of colour. Because of their highly mobile role their Aspect armour is not so thick as that of other Aspect Warriors and offers less protection, but this is more than made up for by their speed and agility.

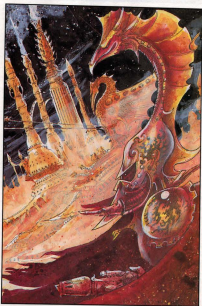
The Swooping Hawks' ritual weapons consist of a laspistol and lasgun, and a special pack of grenades. These grenades are contained in a pack strapped to the warrior's leg. Grenades can be removed from the pack and thrown by hand, or discharged directly from the pack whilst in flight, scattering lethal charges over the enemy below. This combination of weapons is especially suited to the Swooping Hawks' role. They often attack the enemy ahead of the main Eldar army, flitting over their foes' heads and discharging grenades, and then attacking in close combat or retiring into cover to use their lasguns.

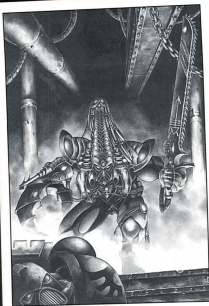
EXARCHS OF THE WARRIOR ASPECTS

To the Eldar all paths are strewn with dangers, for the Eldar mind is capable of depth and understanding which goes beyond the concept of mere human obsession. Such dangers are likened to traps or nets, waiting to catch the unwary upon the Eldar path and hold him fast forever. When an Eldar's mind becomes so tightly focused upon one thing that he can no longer make the change to another path then he is said to be lost upon the path. This is a terrible and frightening thing for all Eldar, as it is a fate which can befall any of them despite the discipline and training that they receive.



An Eldar who is lost upon the Path of the Warrior is called an Exarch. Such a fate does not befall an Aspect Warrior quickly, but the repeated exhilaration of battle can act like a dangerous drug upon a warrior's psyche. Aspect Warriors learn how to control their warrior-selves, putting on and casting aside their warrior-self as they don or discard their ritual costumes. An Aspect Warrior who becomes an Exarch loses this ability to dissociate himself. This has serious consequences because





upon his death an Exarch's soul cannot be freed into the infinity circuit, for its only impulse is to wage war; all other feelings are subordinated to that single deadly desire.

When an Aspect Warrior becomes an Exarch he adopts an armoured suit from his shrine. Each shrine preserves the suits of its dead Exarchs, often the very suits worn by the shrine's founders. These suits are usually extremely elaborate and ancient. Once put on the suit is never removed and becomes a permanent part of the Eldar, its psycho-plastic form meshing with his tissues. If slain the warrior's costume will be found to be empty, the body having long since been consumed within the suit itself. Exarch suits are studded with the spirit stones of all the Eldar who have ever worn the suit. Their spirits continue to circulate through the psycho-supportive environment of the suit, like a miniature version of the infinity circuit of the Craftworld. It is the presence of this spirit-pool of raw psychic energy that gives the suit and warrior (for the two are indistinguishable) their special warrior powers.

Once he has become an Exarch a warrior is known by the ancient name associated with his armoured suit. The warrior's personality flows into the spirit-pool of the suit and is co-jointed with the personalities of all the other Eldar who have ever worn it. Their lives and experiences meld with his own, and his name is added to the long list that constitutes the suit's full title. As a rule it is the first Exarch whose name alone denotes the warrior within, and whose personality remains strongest within the spirit-pool. Thus an Aspect Warrior who becomes an Exarch is reborn as an ancient warrior hero. His spirit breathes life into the suit once more, and the Exarch lives again, empowered by the reinvigorated spirit-pool.

Exarchs do not leave their shrines except in times of war or high conclave. Even the smallest shrines are extensive structures with areas dedicated to training, instruction, and ceremony. Each shrine has its own armoury, and its own inner sanctum where the Exarchs administer the rites of war before the altar of the Bloody-handed God. It is here that the Exarchs recite the battle songs of old and mark the warriors' bodies with runes of blood before they don their Warrior Aspects and armoured suits in readiness for war. In this way the Exarchs are the priests and guardians of the shrines, as well as armourers and instructors who will guide their fellow Eldar along the Path of the Warrior.

The Exarchs' ritual armoured costumes and weapons are unique and incredibly ancient. Invariably their weapons are extremely potent and their abilities are far more developed than even the finely-honed warrior skills of the Aspects. The spirit-pool of each armoured suit combines the lives and abilities of all the Eldar who have ever worn it, a sum total of energy which far outstrips that of any ordinary Eldar. The Exarchs' skills reflect the Aspect of the shrine to which they belong. Their armoured suits to some extent resemble those of their shrine uniform.

THE PHOENIX LORDS

A few of the most ancient Exarchs have no shrines, for they have no Craftworld to call home. They wander from world to world, instinctively driven by war, attracted by intuitive power to places of great danger and need. During moments of desperation they appear, sometimes just one but often several depending upon the perils faced. Using the Eldar Webway they move from Craftworld to Craftworld and from planet to planet, following in the path of the Bloody-handed God.

These Exarchs are known as the Phoenix Lords and they are great heroes amongst the Eldar race. Their names are well known throughout the Craftworlds, and their deeds form part of the legends of the Eldar. No-one knows exactly how many Phoenix Lords there are, for some are seen but rarely, while others disappear for millennia only to reappear suddenly and unexpectedly. Some have undoubtedly perished far away, their suits lying upon some hostile world awaiting discovery by some predestined Aspect Warrior doomed to don the armour and become the ancient hero for another cycle of his existence.



Some of the Phoenix Lords are as old as the Fall. They were heroes during the cataclysm, and were the first to bear the spirit stones of the Warrior Aspects. Perhaps they never reached the Craftworlds and so never founded their own shrines as others did, or maybe their shrines have since been destroyed along with their Craftworlds. Whatever their past they are the most fearsome of all Exarchs, and the most powerful warriors of all the Eldar.

WARHAMMER

GOBLIN WOLF RIDERS



Models designed by
Colin Dixon

Miniatures supplied
unpainted.

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Goblin Wolf Riders are amongst the fastest and most mobile of all warriors. Their snarling wolves are vicious, bloodthirsty creatures, whose powerful jaws can tear out an enemy's throat with a single bite. The riders are evil and malicious greenskins, quick to take advantage of any weakness in their enemy's battlelines.

These models require assembly. We recommend that parts are carefully cleaned and trimmed with a modelling knife before assembly, and that the models are undercoated before painting with Citadel paints.

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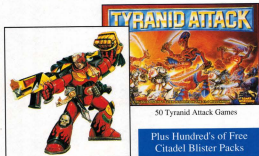
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The random drawing will take place after September 30, 1994 and award all unclaimed prizes. You could still be a winner! Void where prohibited by law.

WARHAMMER

DIETER HELSNICHT DOOM LORD OF MIDDENHEIM

By Jervis Johnson

DIETER HELSNICHT, DOOM LORD OF MIDDENHEIM

Cost for Dieter Helsenicht 410 points
+65 points Chaos Runesword
+50 points Flaming Skull Staff
+200 points Manticore

Your army may include Dieter Helsenicht. He is a Necromancer Lord and may lead the army if you wish, though he does not have to. If you choose to use him to lead the army then he replaces the general described in the main army list.

Dieter Helsenicht was once a great and much feared wizard who was forced to flee from the city of Middenheim when it was discovered that he was a Necromancer. From his secret fortress in the Forest of Shadows he slowly built up his strength and plotted his revenge. After decades of preparation his evil plans reached fruition, and the Doom Lord marched forth at the head of a huge army of Undead creatures to attack Middenheim. After a long campaign and many victories he was finally stopped at the Battle of Beeckerhoven. The Doom Lord's body, however, was never found and it is commonly supposed that he escaped on the back of the manticore he rides in battle.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dieter Helsenicht	4	7	7	5	4	4	6	5	10
Magical Bonuses		+1		+1				+1	
Manticore	6	6	0	7	7	5	4	4	8

WEAPONS/ARMOUR: Dieter Helsenicht is armed with a sword and staff. He rides a manticore in battle.

MAGIC ITEMS: Dieter Helsenicht may take up to four magic items in total. Normally he takes the Chaos Runesword and the Flaming Skull Staff. The magic cards for these items are included in the Warhammer Armies Undead book, but the rules are summarised below for your convenience.

CHAOS RUNESWORD

This weapon was forged by Grungni Ironheart, a Dwarf Runemith that was corrupted and led astray by the Chaos Gods. The runes carved into the blade increase the bearer's Weapon Skill, Strength and Attacks by 1 point each.

FLAMING SKULL STAFF

The eyes of the Flaming Skull staff glow bright with magical fire and its jaws clatter and gnash constantly. Once per magic phase the staff may be used to cast a Flaming Skull spell. The flaming skull hurtles 24" in a straight line striking the first model or unit in its path and inflicting D3 Strength 4 hits. Any unit that suffers one or more casualties from a flaming skull attack must immediately take a Panic test or flee as described in the Warhammer rules.

MANTICORE

Dieter rides a manticore into battle. The manticore can fly and causes terror as described in the Warhammer rulebook. Remember creatures which cause terror automatically cause fear as well.



DIETER HELSNICHT

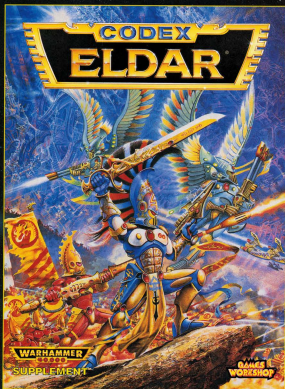
THE DOOM LORD OF MIDDENHEIM

The powerful and much feared Necromancer Dieter Helsnicht – Doom Lord of Middenheim – is an awesome opponent in battle. Mounted on a huge manticore, he hurtles across the battlefields of the Old World unleashing terrifying weapons against his foes. In one hand he wields the Chaos Runesword and in the other, the Flaming Skull staff. As battle is joined, the eyes of the crimson skull glow bright with a sinister light and bolts of magical energy strike out at Helsnicht's foes.



DIETER HELSNICHT – THE DOOM LORD OF MIDDENHEIM

WARHAMMER 40,000



THE ELДАР

This essential companion to the Warhammer 40,000 game describes the history and armies of the Eldar in complete detail.

THE ANCIENT CIVILISATION OF THE ELДАР

The rise and fall of the Eldar race is described in full, together with the advanced technologies of psychic engineering, the limitless energies of the Infinity Circuit and the mysteries of the Eldar Paths.

SPECIAL RULES

Full game rules are provided for all the Eldar weapons, vehicles and wargear, including: Wraith Cannon, the Wailing Doom, the Laser Lance, Vibro-cannon, Vyper Jetbikes, the Sword of Asur and much more.

ARMY LIST

The book features a detailed army list for the Eldar army covering the diverse Aspect Warriors, the Harlequins, Pirates, Exodite Dragon Knights, Wraith-Guard plus many more war machines and warriors.

'EAVY METAL

This volume also contains many full-colour uniform guides and Eldar miniatures painted by the Games Workshop 'Eavy Metal team.



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**GAMES
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BLOOD BOWL®

By Jervis Johnson

This month sees the release of the brand new boxed edition of Blood Bowl – the game of fantasy football. In this special article, Jervis provides the background to this latest version of the game of sporting mayhem.



"Blood Bowl has changed a lot from my original prototype of the game...."

So began my designer's notes for the first edition of Blood Bowl some six years ago. Little did I realise then that Blood Bowl would keep on changing and evolving over the years, becoming ever more exciting and playable thanks to the dozens of Blood Bowl coaches that

have spoken or written to me with their comments and ideas. In many ways I feel that Blood Bowl is not 'my' game any more, it now has a life of its own over which I have very little control!

WHAT IS BLOOD BOWL?

For the benefit of those of you who don't already know, Blood Bowl is the game of fantasy football. It pits two teams of very large and extremely ferocious players against each other in a fight to the finish. The game takes place on a playing field measuring 75 paces by 130 paces, and is watched by a huge army of fans that sit in the stadiums that surround the field. Players pass, throw or run with a small innocent football, the object being to get the ball into the opponent's End Zone at the other of the field. Doing this scores a touchdown, and at the end of the match the team with the most touchdowns is declared the winner.

Sounds simple, but if that was all there was to the game then Blood Bowl wouldn't be the mind-mangling spectacle of fun that it obviously is. However, while one team is trying to score the other team is trying to stop them, which is where the fun starts! Apart from a ban on the use of weapons on the field, there are no limitations on what a player may do to stop an opponent – punching, kicking, low blows, head butts, ganging up on an opponent and bundling them to the ground, picking up an opponent and using him to batter another player (a tactic generally only used by Ogres and Giants), in fact anything and everything is allowed! Not surprisingly, most Blood Bowl players take to the field kitted out in heavy armour, preferably covered with lots of spikes (there's nothing in the rules about not wearing spiked armour, just not using spiked weapons!). Sadly the armour rarely guarantees protection for all of the players, and most games see a couple of fatalities, numerous broken bones and all kinds of other injuries – the game isn't called Blood Bowl for nothing!

A typical Blood Bowl team consists of between eleven to sixteen players, plus the Head Coach, numerous assistant coaches and the all-important cheerleaders. From Humans and Orcs, through to haughty High Elves, powerful Ogres, and even lowly Halflings and Goblins, all of the different races in the Warhammer world have their own teams which play for the glory and honour of their race. Blood Bowl teams travel freely round the Old World, moving from venue to venue to play games. In a way, Blood Bowl teams are much more like a travelling company of actors, or a mercenary regiment (or a combination of the two!). Teams are accompanied by a large



Ufrik Skullhacker, champion Black Orc blocker, smashes his way through the Reavers' line.



gathering of retainers, showmen, hangers-on, assorted ne'er-do-wells, loyal fans and dedicated supporters. The arrival of two teams to play a match brings with it a carnival atmosphere, and is eagerly anticipated by the local population.

WHAT YOU GET IN THE BOX

The Blood Bowl game includes everything you need to get started playing Blood Bowl. The game takes place on a colourful game board that represents the playing field, which has been beautifully rendered by our new in-house artist Richard Wright. The playing field is divided into squares which are used to regulate movement and determine if a player is allowed to attack another player, where the ball goes if it is dropped, and so on.

To start you off in your career as a Blood Bowl coach, the game includes 24 superbly detailed Citadel Miniatures which make up two complete Blood Bowl teams, one of Orcs and one of Humans. Everything you will need to know about the players is recorded on the Team cards, Star Player cards and pad of Team Roster sheets provided with the game. These are used to list all of the important game information about the players in each team, like how many squares they can move, and how strong or agile they are, and so on.

At the start of the game up to eleven players from each team are set up on the field, glaring at each other across the halfway line. The twelfth player is kept in the team's Dug-Out as a reserve. The game includes two full-colour Dug-Outs (one for each player), which are placed beside the playing board and are used to hold any players that are not on the field either because they are being held in reserve or because they have been injured or killed.

The game also includes a number of clear plastic templates and a set of *Blocking Dice* which are used to carry out special actions during the game. The templates include the Range Ruler, Scatter Template, and Throw-In Templates. These are

used when the ball is thrown to determine if the ball is on target, and if it misses, where it goes. The three special Blocking dice are used to determine what happens when a player attempts to knock another player over (this is called a block and happens quite a lot during the game...).



ORCLAND RAIDERS

Orcs have been playing Blood Bowl since the game was invented. Their tactics are built around pounding opposing players into the turf, before charging down the pitch and into their opponent's endzone. Orcs have always respected brawn over intelligence, and so they frequently make use of Black Orcs, Ogres and Trolls in their teams to add even more weight to the front line.



ORC LINEMAN



ORC LINEMAN



BLACK ORC



BLACK ORC



ORC THROWER



ORC BLITZERS



THE ORCLAND RAIDERS BLOOD BOWL TEAM

BLOOD BOWL

QUALITY TABLE

HUMAN TEAM

KNOCKED OUT

DEAD INSURED

KNOCKED OUT

RESERVES

FIRST HALF

SECOND HALF

RE-ROLLS

HUMAN TEAM

Team Re-rolls: 4
Team Fan Factor: 4

THROWER	DEFENDER	LINE	BLIND	BLIND
6	3	3	8	8
6	3	3	8	8

THROWING THE BALL
Pick up the ball on a 2D or 3D or more, depend on the thrower's skill. If the thrower fails, the ball is lost. If the thrower succeeds, the ball is thrown to the other team.

PICKING UP THE BALL
Pick up the ball on a 2D or 3D or more, depend on the picker's skill. If the picker fails, the ball is lost. If the picker succeeds, the ball is thrown to the other team.

CATCHING THE BALL
Catch the ball on a 2D or 3D or more, depend on the catcher's skill. If the catcher fails, the ball is lost. If the catcher succeeds, the ball is thrown to the other team.

BLITZER

Team Re-rolls: 4
Team Fan Factor: 4

THROWER	DEFENDER	LINE	BLIND	BLIND
7	3	3	8	8
7	3	3	8	8

THROWING THE BALL
Pick up the ball on a 2D or 3D or more, depend on the thrower's skill. If the thrower fails, the ball is lost. If the thrower succeeds, the ball is thrown to the other team.

PICKING UP THE BALL
Pick up the ball on a 2D or 3D or more, depend on the picker's skill. If the picker fails, the ball is lost. If the picker succeeds, the ball is thrown to the other team.

CATCHING THE BALL
Catch the ball on a 2D or 3D or more, depend on the catcher's skill. If the catcher fails, the ball is lost. If the catcher succeeds, the ball is thrown to the other team.

BLOODING

Team Re-rolls: 4
Team Fan Factor: 4

THROWER	DEFENDER	LINE	BLIND	BLIND
7	3	3	8	8
7	3	3	8	8

THROWING THE BALL
Pick up the ball on a 2D or 3D or more, depend on the thrower's skill. If the thrower fails, the ball is lost. If the thrower succeeds, the ball is thrown to the other team.

PICKING UP THE BALL
Pick up the ball on a 2D or 3D or more, depend on the picker's skill. If the picker fails, the ball is lost. If the picker succeeds, the ball is thrown to the other team.

CATCHING THE BALL
Catch the ball on a 2D or 3D or more, depend on the catcher's skill. If the catcher fails, the ball is lost. If the catcher succeeds, the ball is thrown to the other team.

BLOOD



THE GAME OF



The package is rounded off with two Quick Reference sheets which include all of the most important charts and tables for the game; two ordinary six-sided dice and one eight-sided dice; a Painting Guide put together by the Studio 'Heavy Metal painting team; and last but certainly not least, the Blood Bowl Handbook which not only contains all of the rules to the game, but also tells you everything you need to know about the fascinating and gory history of the sport of Blood Bowl.

HOW THE GAME IS PLAYED

Blood Bowl is split into two halves of sixteen turns each. At the end of the second half the team with the most touchdowns is the winner. The coaches (as the 'real life' players are called, to differentiate them from the plastic models in the team) take it in turns to move their players. During his team turn, the coach is allowed to make one action with each of the players in his team. When all of the players on a side have performed an action the team turn ends and the opposing coach is allowed to have his go.

The actions that a player can take are Move, Block, Pass and Blitz. Move allows the player to move a number of squares equal to his movement allowance, Block allows him to attack an opposing player in an adjacent square, Pass allows a player who is holding the ball to throw it to another player (preferably from his own team!), and Blitz allows a player to move and make a block. Blitz and Pass are special actions, and may only be used by one player per team turn, though a coach is allowed to have one player Blitz and another Pass.

Blocks are resolved using the special Blocking Dice provided with the game. Depending on the relative strengths of the two players, one or more dice are rolled, and one of them (the coach of the stronger player chooses which) is used to determine the result of the block action. This can range from the player making the block being knocked over by his opponent, both players going down, through to the defender being pushed back a square and knocked over. If a player knocks another player over, he is allowed to make an armour roll to see if he has injured his opponent. If the player beats the victim's armour value, then a separate roll is made on the



injury table, which can result in the victim being stunned, KO'd, injured or sometimes even killed!

Passing is handled in a similarly straight-forward manner. The distance from the player passing the ball to his target is measured using the transparent plastic Range Ruler provided with the game, and this is compared to the passer's Agility to see what he must roll on a six sided dice to be on target. The longer the range, the more difficult it is to make an accurate pass. Assuming the ball is on target, the player in the target square is allowed to make a dice roll to see if he catches the



ball. If the ball misses then the plastic Scatter Template is used to determine where the ball ends up. If the ball scatters into a square occupied by an opposing player, then they get a chance to catch it and make an interception!



Normally a team turn only ends when all of the players in the team have taken an action. However, certain events cause the team turn to end before all of the players have managed to take an action. These events are covered by the Turnover rule. Basically the way this rule works is that if anything goes wrong during the turn (a missed pass, for example, or a block where the attacker is knocked down), then the current Team turn ends *immediately*, even if the turnover takes place part way through a player's action! This makes every single dice roll very exciting, because every time a coach rolls the dice there is a chance that a turnover will take place and give the initiative to the other team! It also concentrates the coach's attention on the important actions in the turn, because if they decide to do something not all that important and blow it, then their turn ends before they've had the chance to do the vital stuff like moving the football!

TACTICS

The tactics that can be used in Blood Bowl are many and vary from team to team, and in any case I don't want to give them all away in this article as it is so much more fun to discover them for yourself. (In any case, I need to keep a few tricks up my sleeve for the games that I play!) However, there are a few basic principles that are well worth being aware of.

First of all, the set-up you use when you place your team on the pitch can be vitally important, and you should take care to make it as tight as possible. In particular, try to make sure that a) there are no gaps in your line that an opponent can run through, and b) that you don't have anyone standing next to the sidelines where they can be pushed off the field and into the crowd (any player pushed off the field is beaten up by the crowd and automatically injured!).

Secondly, the order in which you carry out the actions in your turn need to be considered very carefully. What you should try to do is carry out all of the 'completely safe' actions first (ie the ones that don't involve any dice rolling and therefore can't cause a turnover). After this you should try to carry out the most important actions first, no matter how risky they are. It is very tempting to perform an action that 'can't possibly go wrong' but isn't very important, before an action that may go wrong but is important. If you do this then, sure as eggs are eggs and Blood Bowl players wear spiky armour, the easy action will go horribly wrong and you'll suffer a turnover! More often than not this will leave the ball lying somewhere on the pitch just waiting to be scooped up by the opposing team.

Finally, and most importantly, when you have the ball concentrate all of your attention on trying to score a touchdown. This may sound obvious, but we found during playtesting that novice coaches often got side-tracked into simply trying to beat up the opposition, and completely forgot about things like moving players (and the ball!) up the field so that they could get into a position to score. On the other hand, simply beating up the opposition is a lot of fun, and as long as you don't mind the game ending in a 0-0 draw then go for it!

THE BLOOD BOWL HOBBY

The Blood Bowl game is not an end in itself, but an introduction to the exciting Blood Bowl hobby. There are many new Blood Bowl Citadel Miniatures planned for release over the coming months. You will be able to collect new teams, or expand the ones you've already got by collecting new Star Players from the growing range of new models. And, of course, future issues of White Dwarf will contain regular articles, game reports and information about developments for the game, as well as new rules, Star Player stats and details of the release of all the new Blood Bowl miniatures.

Which brings me rather neatly to **Death Zone**, the first supplement for Blood Bowl. Death Zone includes rules for six new Blood Bowl playing races (including Wood Elves, Undead, and Chaos teams), numerous new Star Players, and has a deck of over 100 Special Play cards which allow you to include all manner of tricks, traps and magical items in your game. Most important of all it tells you everything that you need to know to set up and run your own Blood Bowl league, based on the league that we ran at the Studio over the last year. Death Zone should be released in just three or four months' time, and when it hits the stores your Blood Bowl games will never be the same again! Until then, have fun, and remember – Play Dirty!



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WARHAMMER

SAVAGE ORC BOAR BOYZ

by Rick Priestley

This month sees the release of a new range of Savage Orc Boar Boyz. In this article Rick details the background and special rules for using these powerful troops in your Orc and Goblin Warhammer armies.

SAVAGE ORC BOAR BOYZ

25 points per model

Your army may include any number of Mobs of Savage Orc Boar Boyz – Savage Orcs riding war boars.

EQUIPMENT: Savage Orc Boar Boyz carry shields. They ride fierce war boars and are armed with a hand weapon.

SAVE: 3+ (A Savage Orc's protective tattoos give him a save equivalent to light armour.)

OPTIONS: Any Mobs of Savage Orc Boar Boyz may be equipped with spears at an additional cost of +2 points per model. Any Mobs of Savage Orc Boar Boyz may be equipped with bows at an additional cost of +4 points per model. One Mob of Savage Orc Boar Boyz Mob may carry a Magic Standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself (see Warhammer Battle Magic).

SPECIAL RULE: Savage Orcs are affected by the rules for *frenzy*, as described in the Warhammer rulebook.



The war boar is a ferocious animal, as big as a horse, extremely strong, vicious, hard tempered, loudly flutulent, and its behaviour is in all respects dangerous and unpredictable. These are just the sort of qualities that Orcs really admire!

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Savage Orc	4	3	3	3	4	1	2	1	7
War Boar	7	4	0	3	4	1	3	1	3

WAR BOARS

Orc war boar riders are rough, tough and very determined. Breaking in a war boar can be a long and dangerous business, but fortunately Orcs have thick skulls and don't feel pain much. In fact you never really train a war boar, you just learn to hang on better while the creature goes crazy, going and stamping, twisting and biting, and generally causing as much damage as it can.

Thanks to their size, toughness, and extreme ferocity war boars make excellent mounts for Orc warriors. They can also be harnessed to pull chariots. Thanks to these admirable qualities war boars have earned themselves a place alongside Orcs, and most Orc settlements have one or more secure pens where the war boars are kept. War boars are evil minded creatures that will take every opportunity to maim, bite, and kick their Orc masters but this doesn't really bother the Orcs who are on the whole sensible enough to keep out of the way.



SAVAGE ORC BOAR BOYZ



STANDARD BEARER



BIG BOSS



A REGIMENT OF SAVAGE ORC BOAR BOYZ

SPECIAL RULES

LEADERSHIP

War boars are really hard to control so when the boar decides to run off or charge madly out of control it is very difficult for the rider to do much about it. To represent this wildness a war boar rider always reduces his leadership value by -1 when taking any tests. So an Orc with a leadership of 7 will test with a leadership of 6, for example.

SAVE

War boars are obstinate, thick-skinned and very difficult to kill. A hit is likely to make the creature even more determined to fight on. A war boar rider therefore receives an extra bonus onto his save roll, +2 rather than +1 for other cavalry mounts such as horses and wolves. So, for example, an Orc rider wearing a chainmail shirt and carrying a shield has an armour save of 3+ compared to 4+ for a man wearing the same armour and riding a horse, and 5+ for the same Orc fighting on foot. This makes war boar riders very difficult to kill!

COMBAT BONUS

A charging war boar is a bad-tempered mound of bloody-minded muscle and bone with pointy tusks and sharp teeth. The impact of this slaving beast on an enemy formation is just as effective as that of a Knight with a lance. A charging war boar therefore receives a strength bonus of +2. This extra bonus applies only to the war

The tranquillity of the early morning was shattered by the harsh sounds of a large Orc army mustering for battle. War horns blared, drums beat and a thousand Orcs emerged from their tents, complaining and blinking at the light.

Bazdreg yawned, revealing an impressive set of teeth to the crowd of youngsters who had gathered for the morning ritual. Behind them the massive bulk of Bazdreg's war boar strained at its post and snorted in recognition. With wide-eyed stares the young Orcs watched as the towering, war-painted Orc strode towards the war boar, his hands behind his back, to begin one of the oldest rituals known to Orcs.

At first Bazdreg appeared not to notice the boar, walking casually around it but never turning his back to the beast. Suddenly he stopped and stared the war boar straight in its beady little eyes. The boar stood perfectly still, hypnotised by the fixed stare. Tentatively Bazdreg approached the giant, never once breaking eye contact.

What took place next was over in a split second. Bazdreg drew a large club from behind his back and cloouted the animal between the eyes. As the boar staggered from the blow, the Orc grabbed it by the tusk and deftly swung himself onto its back. Bellowing a deafening battle-cry, the warrior held on for all he was worth as the war boar tore itself free from the post to which it had been tied and pelted off down the hill.

The young Orcs cheered as the frightful apparition disappeared into the distance. Orc tradition was truly a wonderful thing to behold.



EMPIRE WAR WAGON



War Wagon designed by Norman Swales. Crew designed by Michael Perry

The Empire War Wagon is one of the many unusual war machines developed by the Imperial School of Engineers. The great battle tower crushes enemies under its iron-shod wheels, while the Engineers sheltered inside rain down fire on their foes with their new and deadly weapons. The complete model includes two armoured war horses, the battle tower, and six Imperial Engineers each armed with a different experimental weapon. Warhammer Fantasy Battle rules and profiles for the War Wagon, its crew, and all the new weapons are included on the box.

The Empire War Wagon is a Citadel Miniatures Expert Kit, and requires a degree of modelling skill. We do not recommend this kit for young or inexperienced modellers.



Models supplied unpainted. Banners not supplied.

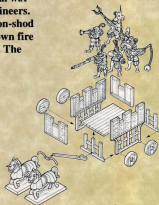


Diagram not to scale

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SPACE MARINE®

BLOOD AND FIRE

By Mark Watts

Fighting to the last man, assaulting a vital objective, holding a position until the relief force arrives or capturing an important bridge. These ready-to-use scenarios provide some exciting alternative set-ups for your Space Marine games.

INTRODUCTION

Over the years I have fought many battles of Space Marine with my favourite armies – the Eldar and Imperial Guard. These forces have been fine-tuned to the extent that I can easily tailor them to take on any particular opponent and be fairly confident of victory.

Beyond the occasional upset from a new war machine or unusual tactic (both of which should only be a surprise once!), all my regular opponents and I had become fairly set in our ways. What we needed were some fresh ideas to challenge both our tactics and armies. The following set of scenarios emerged from a series of games we played where we radically altered the set up conditions. They also provided many more hours of enjoyable and exciting gaming.

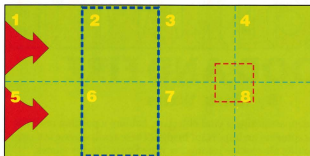
All of these scenarios can be fought out over any appropriately sized playing area and with armies of various point sizes.

Through experience we've found that games fought with armies of between 3000 and 6000 points are ideal for several reasons. Firstly, games of this size tend to make you think carefully about the tools you really need to get the job done as opposed to larger games where you can simply take everything and work out how to use it later. This size of battle also has the great advantage that you can finish it over the course of a single afternoon or evening.

Each scenario except the last is accompanied by a map of an 8x4 foot board, divided into eight 2x2 foot sections which are numbered for easy reference. Although all of the scenarios have been written with this size gaming table in mind, some common sense modifications will make them equally playable on smaller areas.

Unless otherwise noted, all of the rules found in the Space Marine rulebook and supplements apply as usual.





RESCUE OPERATION

In this scenario, a spy has information vital to both sides. Surrounded, and with only a small detachment of troops to defend him, he is trying to hold out until a relief force arrives.

Set Up

Normal Space Marine rules apply for generating and placing terrain. There are no objective counters.

Deployment

In this scenario, the game is played down the length of the board with both armies deploying in a set order. Once all the terrain has been placed, both players roll a D6 with the one rolling the highest score becoming the defender or Player A. Player A may spend up to a quarter of his army points total on the force protecting the vital spy, deploying them anywhere on the board section 4 and 8. No vehicles may be included in the defending garrison. The stand representing the spy itself must be placed in a building within the 25cm square box as shown in the diagram above. If there are no buildings within this area Player A may place an additional building of his choice anywhere inside the designated zone. Once the defending units are all deployed Player B deploys his entire army in sections 2 and 6. Order counters are then placed as normal for all units. The game begins with Player A having the initiative for the first turn, during which he must move all of his remaining army onto sections 1 and/or 5 as shown on the map.

Special Rules

The stand used for the spy can be any basic infantry stand but should be easily identifiable. The spy is treated as a command unit with a CAF of zero and no ranged weapon ability. Because of the vital information he holds, neither side may deliberately attempt to kill him. Should he be hit as a result of indirect fire or some other unforeseen circumstance, he should be treated as wounded. In this condition he may not move from his present position, but can still be transferred to any transport vehicle in base to base contact with him. If placed inside such a vehicle he will automatically take control, making it exempt from any formation or chain of command rule. Because Imperial Guard armies have no fast transport vehicles, they are allowed to buy squadrons of three Rhinos, for 50 points, as support cards. These are assumed to have a Break Point of 2, morale value of 4 and are worth 1 victory point. This takes into account that a rescuing army would contain some special equipment in order to fulfil its mission.

Victory Conditions

Player A wins the scenario if he can exit the spy off the board edge that his relief force entered on by the end of turn 6. It is considered a draw if you have control of the spy but haven't exited him from the board. Player B wins the scenario if he has total or disputed control of the spy. Control counts as being in base to base contact.

Tactics

Player A's defending garrison should be a mix of infantry armed with heavy

weapons and tough close combat units. The best use for the infantry is probably to place them on first fire orders with a clear view of the approaching enemy. It's also a good idea to surround the spy with a bodyguard of the best all-round infantry you can buy. Some good examples are Space Marine Terminators, Imperial Ogryns, Daemons, Eldar Exarchs, Squat Hearthguard and Ork Nobz. Some careful consideration is needed when deploying your garrison as too tight a deployment could be inviting heavy casualties from barrage weapons.



As far as the relief force goes, a more general selection of tanks, artillery and Titans are needed to engage the enemy while some fast units attempt to punch through and effect an early rescue. For this, you will need large numbers of transport vehicles like Rhinos and Battlewagons, as your opponent is sure to try and destroy the spy's means of escape. Although your opponent should be fully prepared for an attack against his rear, the disadvantage of fighting on two fronts can be enormous. Any close combat troops that can reach his lines should attack the units that are on charge orders, as these are probably the ones destined to assault your garrison. You should then attempt to pick off the ones you can't reach with your long-ranged weapons. Remember the more pressure you can take off your defending garrison the better. Above all the object of this game is to rescue the spy, not inflict casualties on your opponent, so don't allow yourself to be sidetracked.

Player B has two main tactics. The first is to use the bulk of your army to engage and slow up the relief force, while a smaller group attempt to pry the spy loose of his garrison. Once the situation to your rear has stabilised, and degenerated into a more straightforward battle, you can pull out more units to attack the garrison. Your second choice is to attack the defending garrison with as much of your army as possible in an attempt to overwhelm and destroy it before the relief can arrive. The added bonus of this tactic is that you will then revert to fighting on only one front.

Optional Rules

Because Space Marine Gunships and other fast skimmers have the potential to win the game easily for both sides, players can agree to limit the number used or ban them altogether if you feel it unbalances the scenario.

A BRIDGE TOO FAR

Rivers are very important strategic features, with the ability to delay and sometimes completely halt whole armies. As a result, the bridges that span them can become bitterly contested as both sides seek to control the vital crossing points.

Set up

On one half of the board place two rivers running parallel to each other as shown in the diagram above. How many twists and turns they have isn't important as long as each one has *at least one bridge* or ford. The exact size and type are entirely down to what you have in your terrain collection. However many bridges you use they should all be placed so as to give each army an equal opportunity to reach the nearest crossing within the first turn. The terrain in the four sections containing the rivers should predominantly feature buildings especially around both bridge ends. The other half of the board uses terrain rolled and placed in the normal way. Of the eight objective counters four should be placed within 20cm of the centre of either bridge. The remaining counters are placed as normal.

Deployment

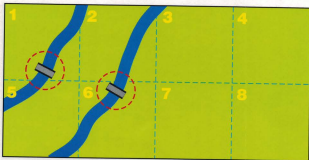
Both armies deploy as instructed in the Space Marine rulebook.

Special Rules

Neither side may deliberately demolish a bridge. They are unaffected by normal weapons and barrages. In certain situations, such as a hit by a vortex or a Titan melting down on the bridge, the bridge then becomes difficult terrain for infantry and impassable for vehicles and Titans. Any unit on the bridge (except Titans, Greater Daemons and Super Heavy Vehicles) are fired at with a -1 to hit modifier due to the limited cover provided by girders and other obstructions.

Tactics

This is a fairly straightforward battle as far as tactics go. All the terrain could be encountered in the course of any normal game and so should hold few surprises. With four objectives situated so close together the fighting around the bridges is bound to be particularly fierce. Again the difference in armies, both in speed and style of play is likely to prove crucial, as is the initiative roll for the first turn. Regardless of who moves first, Space Marines and other armies who have the option of buying large numbers of transport vehicles will be able to race infantry forward to occupy buildings near the bridge. After the rapid movement of the first turn things will settle down as both armies attempt to wrest control of vital positions on and around the bridges by the usual methods of close combat and concentrated firepower. Be careful not to overlook the other four objectives on the table and if possible keep a fast reserve back till the last turn of the game in order to snatch weakly held or open objectives. In reality, those armies with plenty of skimmers will have more problems with the buildings than the river, so take plenty of infantry.

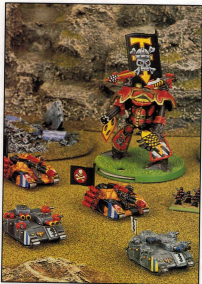


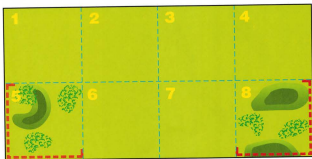
Victory Conditions

Normal Space Marine rules apply.

Optional Rules

If you've played this scenario through once, try again using a variation of the Assault rules as printed in the Space Marine Battles book. Once all of the terrain and objective markers have been placed, both players roll a dice, the side with the higher roll becoming the defender. The defender may buy one fortification card of each type at double the points cost while his army remains at the normal points value. Fortifications may be placed anywhere on the board although the bridges themselves may not be mined. The defender deploys his army first but can only place them outside the normal zone if they are positioned inside bunkers, entrenchments or a stronghold. Initiative is rolled for as normal.





THE FLANK ATTACK

The war on this particular planet had raged for months with neither side able to gain the upper hand. The deadlock was finally broken when one side made a bold move, splitting his army in an attempt to outflank the enemy. Led by local guides, this force traversed the mountainous terrain and emerged poised to strike a decisive blow.

Set up

Apart from the two end sections (5 and 8), terrain is rolled for and placed in the normal manner. Sections 5 and 8 contain a total of four pieces of either wood or hill, though you may use any mountainous or rocky terrain available instead. Objectives are placed in the normal manner.

Special Rules

None

Deployment

Once all terrain is placed, each player rolls a D6 with the highest score becoming the attacker or player A. Although

both armies deploy in the usual way, Player A may spend up to a quarter of his army's points total on a flanking force. This enters on turn 2 on one of the other (not both) of the end sections. He must note down which section (5 or 8) this force will enter on before he sees the defender's set up.

Victory Conditions

Normal Space Marine victory conditions apply.

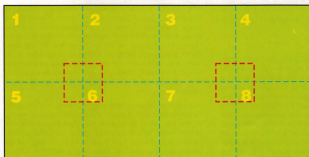
Tactics

In this scenario there are both great risks and gains to be made by both sides. By starting the game with the larger army (in points if not in numbers) Player B must capitalise on this early advantage as much as possible because by the end of turn 2 he will be forced to go on the defensive. If your army is highly mobile like the Eldar or Space Marines with little or no static vehicles and artillery, the effects of a flank attack are lessened. Against the Imperial Guard this type of attack can be devastating. Your Artillery Companies will be engaged in close combat before you can take measures to protect them. So what can you do? You know for certain that an attack from one side or the other will take place and when, leaving only the strength of it in doubt. No matter what army you command, the one thing you can't do is ignore it. In case you lose the initiative roll for turn 2, any vulnerable vehicles should have infantry protection by the end of turn 1. Close combat troops should be placed on charge orders ready to counter attack or take cover should your opponent bring on units with a lot of firepower. Anything you feel that he is likely to attack should be placed on first fire. Once his force is committed, your other flank is reasonably secure and taking into account this new enemy force you can revert back to your original battleplan.

While an outflanking move like this may only present a few additional targets to a fast moving army it can be a golden opportunity for the slower armies to strike at areas previously out of reach. The larger you make your flanking force the weaker your position becomes during the first turn. Still a faint heart won't win the day and with a strong force, a good battleplan and surprise on your side you have the chance to inflict some crushing casualties.

Imagine the havoc a Goff mob or company of Storm Hammers with infantry support could cause on your enemy's baseline with their massed short ranged weaponry. What Chaos General wouldn't give his right arm (or tentacle) to get a Greater Daemon and some good close combat followers so far across the board without being fired upon? Well the payoff for these slower moving armies is obvious, but what about the Space Marines? Equipped with Drop Pods and Thunderhawk Gunships they can land where they please anyway. However, even Space Marine armies have some slow troops and you can't fit a Titan in a Thunderhawk Gunship! Sneaking a Titan or two armed with devastating short ranged weapons on behind your foe could easily tip the whole battle your way. Above all, whether your flanking force is large, small or non-existent, your opponent is going to have to tie up large parts of his army in preparation for its arrival.





CAPTURE AND HOLD

When battles are fought over key pieces of terrain or the possession of vital buildings, the casualties involved become secondary issues. At the end of the day what really counts is who controls these objectives. After all men and machines can always be replaced!

Set Up

Normal Space Marine rules apply for the generation and placement of terrain. Only two objective counters are used and these must be placed on a terrain feature within the designated area shown on the diagram. The two important pieces of terrain can be represented by anything you choose, from a ruined temple in a wood to a large building containing vital information such as a library or government office. If you don't have any suitable scratch-built scenery an imposing structure can be made by butting together two or more of the standard card Space Marine buildings that come with the game.

Deployment

Both players deploy their armies in the normal manner and fight across the width of the board.

Special Rules

Any buildings containing an objective may not be deliberately destroyed by either side. Terrain that can't be destroyed like woods and hills cannot be deliberately rendered impassable either by, for example, firing a Mekboy Pula Rokkit on top of the objective.

Victory Conditions

The game lasts D3 +3 turns. The winner is the player who controls both objectives. A winning draw is achieved by controlling one and disputing the other. If the players hold one objective each, or both of them are disputed, then the result is a draw. Should one player accidentally destroy or render impassable an objective as mentioned in the special rules, the opposing player may count that objective as controlled (it can't be won back either). An objective is controlled by the nearest stand or vehicle to the objective marker.

Tactics

To all intents and purposes this is a normal Space Marine battle. As you can't damage buildings containing the objectives, make good use of the fire-throwing weapons that

ignore modifiers for cover. Those commanding Eldar armies should remember the trick with Eldritch Storm that I explained in White Dwarf 170. Whatever your army, it is a good idea to hold back a reserve of good close combat infantry should it become necessary to make a last ditch assault in the last turn.

Optional Rules

For a real bloodbath, try playing this scenario without turn limits – to the death!

BREAKOUT

Not all battles are fought between armies of equal strength and more often than not a commander can find himself out numbered and cut off from other friendly forces. When this situation arises it's sometimes better to cut you losses and run in order to fight another day, than struggle on to the bitter end. If your army is surrounded, the best method of escape is to gather all your forces in one place and break out through the weakest point in the enemy lines.

Set Up

There are no objective counters. Normal Space Marine rules apply for terrain generation and placement. Once all the terrain has been set up, both players roll a D6 with the highest score becoming the attacker or Player A. The defender, Player B, can then choose which side of the board he wants to deploy on. He then has the option of rearranging the terrain on his half of the board, as long as he keeps each piece of terrain in the section it was originally placed in.

Deployment

Player B deploys first, *anywhere on his half of the board*. This army is half the total points value of Player A's force. If this takes the defending army down to 2000 points or less you should consider reducing the size of the board to three-quarters or half its original size. The first turn begins with Player A's army moving onto the board.

Victory Conditions

To win this scenario Player A must exit half his army off the defenders baseline board edge by the end of turn 10. Broken detachments do not count. A unit is considered broken when it exceeds the break point value printed on the back of its card. To determine when half the army has been lost, broken company cards count against unbroken ones, broken support cards count against unbroken support cards. Five broken support cards cancel out one unbroken company card and vice versa.

Special Rules

Space Marines are probably the best attacking army with vast numbers of troop carrying vehicles and fast moving Bikes and Land Speeders. As a result, we've found that using too many Thunderhawk Gunships has a tendency to unbalance this scenario. As this game is about having fun as much as winning we found that it was fairer to limit the number of Thunderhawk

Gunships used or ban them altogether. This rule doesn't apply when the Space Marines are defending and is optional upon agreement of both players.

Tactics

If anything, the role of the attacking player is perhaps the easier and so the tactics are a little more straightforward. At first glance the solution seems to be to spend all your points on fast units like Bikes and transport vehicles for as many of your infantry as possible. Then put everything on charge orders and drive hell for leather across the board. For the Space Marines this is a possibility although I'm sure that there won't be many players who have all the necessary models to mechanise an entire 6000 point army. An important thing to bear in mind for all those commanders preparing to pack their infantry into Rhinos, Battlewagons and Falcon Grav tanks is that with just one good shot your opponent can destroy several stands plus the vehicle itself. A better plan might be to disembark your infantry from their transport vehicles after they've moved their full charge range in the first turn. Not only will this reduce casualties from enemy fire, but your infantry will have a better chance of surviving any close combat attacks made by rampaging enemy units on the lookout for an easy kill.

Putting some of your better armed units (like Squat Thunderers) on first fire or advance orders enables you to retaliate in the otherwise one-sided fire fights, and will therefore reduce casualties suffered by the rest of your army. Remember that only half your army needs to escape, so don't worry too much about leaving some units behind as a rearguard to provide covering fire for the rest of your force. This is especially true of the Imperial Guard who are numerous but terribly slow. An artillery company or Titan can generate a lot of supporting fire with which to pound enemy positions. Another thing to remember is when you make a break for the enemy board edge, do so in strength. Attacking piecemeal over several turns enables your enemy to concentrate his fire on the units most likely to escape each turn and thus easily break up your assault.

Each army has a few special weapons that can be put to good use and so are worth a mention. If used correctly, Space Marine Drop Pods can split an enemy's fire at the crucial moment your ground forces make their final charge. Emerging infantry and the support pods provide some useful firepower just when it's needed the most. Deathwind pods are best dropped on enemy positions containing a lot of infantry and well away from your own men. Be careful where you drop the Assault and Support pods as any that land in impassable terrain or off the board are destroyed.

Both the Squat and Imperial armies make use of tunnelling vehicles such as the Mole and Termite although the gigantic Hellbore is only found in the Imperial Guard army. With tactics similar to the Drop Pods, the tunnellers should surface inside the enemy lines just as an attack is going in. As the infantry are unable to disembark the turn they break from the ground I prefer to bring them to the surface within the protection of woods otherwise hidden from the enemies line of sight. Another Imperial vehicle that functions well in this type of scenario is the Gorgon Close Assault vehicle. Despite only moving at the same speed as infantry this heavily armoured tank provides good protection for the five stands it can carry. When deployed in large numbers, Gorgons provide an effective spearhead for any attack.

And now onto a suitable plan for the defender or Player B. Unfortunately a lot depends on the terrain and how it's been placed on the board. Personally I usually choose the side with the most terrain, enabling me to rearrange it as I like, leaving my opponent to deploy where there's least cover. Try and resist the temptation of pushing all the terrain to the edge of the board, and instead use it to slow down or block your enemy's escape. Hills and buildings give your troops a better field of fire and a great deal of thought should be put into their repositioning.

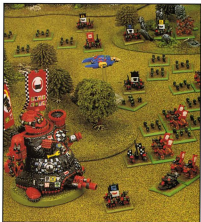
When it comes down to deploying your army, don't put units far out on the flanks. A clever opponent will strike at one end of your line, and troops on your other flank might not be able to move back into firing range before the game is over. Basically your army should be made up of long ranged infantry and fast, high CAF close combat units. The infantry should be deployed within 25cm of your baseline on first fire orders and target the fastest moving enemy units first. Your close combat troops should be much closer to the centre of the board, enabling them to charge vulnerable targets like transport vehicles during the first turn. Remember the best form of defence is attack. Whether your attacks are from close combat or ranged weapons always concentrate on breaking a few units at a time before moving onto fresh targets. Never waste your fire on broken units! Having played this scenario a few times I've found that those armies who fare badly in the attack, make the best defenders and vice versa.

Optional Rules

Use the rule for Assault as published in the Space Marine Battles book. There are still no objective counters used and the normal victory conditions for this scenario still apply.

HAVE FUN

Well that's about it. We've had lots of fun writing and developing these scenarios and hope that you find them as entertaining to play as we did to write. Let us know if you have any ideas or suggestions for more Space Marine battles, or just want to tell us of your glorious victories or heroic last stands!



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GAMES DAY '94 GOLDEN DEMON

Each year Games Workshop holds a Games Day, an annual event gathering hundreds of gamers from across the country to join together in a frenzied day of gaming activities based around the whole spectrum of the Games Workshop hobby. Listed below are some of the day's exciting events. We hope to see you there!

Gaming Events • All day long you can join in on participation games of Warhammer 40,000, Warhammer, Space Marine, Man O' War, and Blood Bowl. • Introduction games - Don't know how to play? Many of the games will have everything provided. • Battle it out on the same fantastic types of scenery that you see each month in White Dwarf magazine.

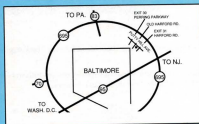
Golden Demon Painting Competition • The annual Games Workshop Miniature painting contest. • A fantastic showcase for hundreds upon hundreds of stunningly painted miniatures. • Entries accepted Games Day only. Look for Competition Categories in this White Dwarf. • Test your metal against the best painters in the country!

Games Workshop Studio Staff • Get firsthand details about upcoming games, projects, and miniatures from the designers themselves! • A perfect time to ask game questions, check out the latest artwork, or just chat about the hobby with the likes of Andy Chambers, Jes Goodwin, and Mark Gibbons.

Screaming Hordes of Pewter • The Games Workshop retail stand will be there with all the latest games, miniatures, and back issues of White Dwarf.

Scenery Clinic • Ever wonder how the Games Workshop studio makes the stunning terrain pieces featured in White Dwarf? There will be scenery demonstrations all day by GW staffer Owen Branham so be sure to stop by, ask questions, and check it out.

Door prizes, introduction games, painting demonstrations, and more, this won't be a day to miss!

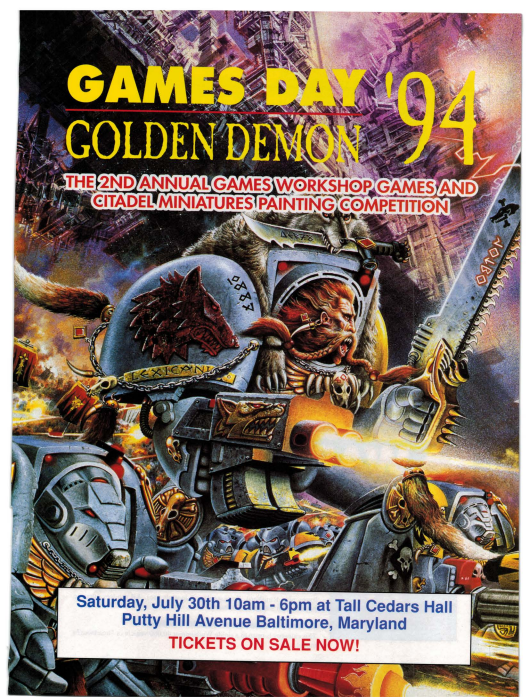


Games day/Golden Demon will be held Saturday, July 30th

Tall Cedars Hall
Patty Hill Ave.,
Baltimore, Maryland

Tickets at the door will be \$5.00. Tickets purchased in advance are \$3.00. Please note we will reserve some tickets at the door, but to guarantee admission we strongly suggest purchasing tickets in advance. Tickets may be purchased through any Games Workshop store or order directly at:

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GAMES DAY '94

GOLDEN DEMON

Each year, the Golden Demon Awards bring the best miniature painters and modellers together in a challenging competition designed to test their skills to the limit. On these pages we present a full set of categories for this year's competition. You can enter as many categories as you wish, so be sure to register at Games Day July 30th and get to work painting those miniatures. This year it could be your turn to win a prize!



1994 GOLDEN DEMON AWARD CATEGORIES



1. Best Warhammer 40,000 Single Miniature

Any single Warhammer 40,000 miniature on a standard round slottabase.

2. Best Warhammer 40,000 Squad

This category is for the best Warhammer 40,000 squad chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (ie: Striking Scorpions 5 models, Dark Reapers 3 models, Death Skull Mob 5-20 models, Snottling Herd 2-10 bases plus Runtherd, Genestealers 5 models etc). All models must be presented on standard slottabases.

3. Best Warhammer 40,000 Vehicle

This category is open to a single Warhammer 40,000 vehicle or Dreadnought model.

WARHAMMER®

4. Best Warhammer Single Miniature

This category is open to single Warhammer foot or mounted miniatures. All models must be presented on appropriate slottabases up to a maximum size of 25mm x 50mm (a cavalry base) ie: not models on 40mm x 40mm bases.

5. Best Warhammer Command Group

Entries for this category consist of any four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must include four of the following five models for any one army: an Army General, an Army Standard Bearer, a Regimental Musician, a Regimental Champion or a Wizard.

6. Best Warhammer Monster

This category is open to all Warhammer monsters on 40mm x 40mm standard slottabases. You may include a rider if you wish, ie: Orc Wyvern, Chaos Dwarf Bull Taurus, Ogre, etc.



SPACE MARINE™

7. Best Epic Model

This category includes either a single model of a Titan or a Gargant or a unit of up to three Super Heavy Vehicles or Chaos Daemon War Engines.





8. Best Battle Scene

Entries for this category must consist of a battle scene from either Warhammer 40,000, Warhammer or Space Marine. The entire display must not be larger than 8 inches by 8 inches and the maximum permitted height is 12 inches.



The model should have at least two miniatures arranged in a combat scene but otherwise there is no restriction on theme or content.

SPECIAL COMPETITIONS

This year, as well as the Golden Demon Awards, we will be holding two additional competitions.

Young Bloods Competition

Entries for this category consist of any single miniature.



The Young Bloods category is open to competitors aged 14 or under.



Space Marine Chapter Design Competition

This category consists of a single Warhammer 40,000 Space Marine miniature painted in a new Chapter color scheme designed by the entrant.

The judges will be looking for original and imaginative ideas rather than brilliantly painted models, although clean, neat painting will help to show your ideas in the best light.

The winning design in the category will be used to create a new Chapter of Space Marines, which will then be featured in White Dwarf magazine.

GOLDEN DEMON COMPETITORS GUIDELINES

- 1.) All entries must be Citadel miniatures.
- 2.) All single miniatures must be mounted on the appropriate gaming bases. To help the judges compare the entries, we prefer these to be painted green.
- 3.) Slight conversions are allowed, but must adhere to the atmosphere of the game world and spirit of the miniatures.
- 4.) The judges will be looking for well-painted miniatures that adhere to the imagery of Games Workshop's fantasy universes.
- 5.) No entries from any previous Games Day will be accepted.
- 6.) All miniatures to the 1994 competition must be personally entered in at Games Day. No postal or store entries will be accepted.
- 7.) The greatest care will be taken with all competitors' entries, but Games Workshop can accept no responsibility for models that are accidentally damaged or broken.
- 8.) Entry into the competition gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.

MAN O' WAR™

QUESTIONS AND ANSWERS 2

By Andy Jones

Since the last set of Questions and Answers for Man O' War in White Dwarf 163 many more ships, Flyers and Sea Monsters have been released. Judging from the deluge of letters we have received, the resulting battles have intensified to fever pitch. A lot of the inevitable rules questions we've received have arisen from using these models and the new rules in Plague Fleet and Sea of Blood.

A few of the 'questions' have been attempts to get around a particular rule in a rather sneaky fashion – you know who you are! – but the vast majority are problems of interpretation of the rules, with the odd one or two pointing out contradictions. A lot of the problems arise from plain misreading of the rules, and rather than reprint the rulebook here we have left those questions to one side. Where an interesting point has been raised, however, we have provided the answer here. So all hands on deck and here we go...

GENERAL

Q "Does the result of 'The Captain is washed overboard by a freak wave...' on the Captain's Chart mean that the ship's next move must be 2" in the indicated direction, or does it move 2" immediately?"

A "The ship must move 2" in the indicated direction immediately, even if it has already moved this turn. This represents the ship's crew making a panicked attempt to rescue their rapidly drowning captain.

Q "If a Warbanner is lost on a roll of 1, does this mean that it is discarded and cannot be used for the rest of the engagement?"

A Yes, on a roll of 1 the Warbanner has been captured by the enemy crew and cannot be used for the rest of the game, let alone the rest of the engagement.

Q "It says on page 24 of the Man O' War rulebook that a vessel's Battle Honours depend on the number of below the waterline hits it has, yet things like Sea Monsters don't have below the waterline hits. How do you work out Battle Honours for them?"

A Sea Monsters don't have below the waterline hits, that's true, but they do have their Battle Honour value printed on their templates, as do all other vessels and creatures.

The rule about the Battle Honours being the same as a ship's below the waterline hits is a simplified version of the real situation, and only applies to the basic ships you get with the game.

Q "Can you deliberately target an empty area of sea with an area effect weapon, such as a Chaos Dwarf Great Leveller, in the hope that it will deviate from that point onto a vessel that couldn't otherwise be targeted?"

A No, not unless the rules for the weapon state that you can.

Q "Do you get +1 in a boarding action for having an Elf Wardancer counter in your crew stack?"

A "When in a boarding action are Elf Wardancers killed?"

A As stated in the rulebook, Wardancers don't add to your boarding dice roll, but instead allow you to re-roll it if you think you can roll higher.

The Wardancer counter indicates that some or all of the crew are Wardancers, not that there are Wardancers aboard in addition to the normal crew. The counter isn't removed until all the crew is dead.

Q "Can a Kraken attack the crew aboard Dark Elf Sea Monsters, even though they don't have crew counters?"

A No, a Kraken can only use its crew attack if there are crew counters aboard the target. If the target hasn't any crew counters, the Kraken must attack the vessel itself.

Q "Can the Wizard start the game on any ship?"

A No, he must start on the command ship of the whole fleet (with the Admiral).

DWARFS

Q "Can a Dwarf Fleet dispel a Triton's spell on a roll of 6?"

A No, a Triton's spell is a special case; as stated in the last paragraph of page 12 of the Sea of Blood rulebook, the Triton's spell cannot be dispelled, even by a Dwarf's innate magical resistance.

CREW

Q "Given that an unmodified roll of 1 is always a failure (The Rule of 1, page 13 of the Man O' War rulebook), is a boarding action automatically lost on such a roll?"

A No, the Rule of One doesn't apply in this case as you are rolling *against* a similar dice roll that your opponent is making, rather than rolling *to do something*. Of course, rolling an unmodified 1 doesn't do your chances of winning the boarding action any good!

ELVES

Q "On page 51 of the Man O' War rulebook is states that 'Using (a Dragonship's) Dragonblade does not count as an attack. It is part of the Dragonship's movement', yet on page 52 is states that the ship 'Must move at least 3' towards foe in a straight line with no turns...' just as if it were ramming. Which is correct?"

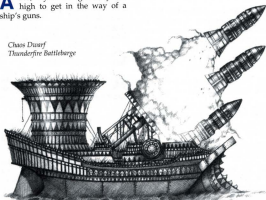
A Page 51. The Dragonship may use its Dragonblade as part of its normal move. It doesn't count as an attack.

FLYERS

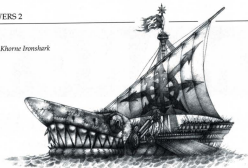
Q "Do Flyers block line of sight to ships behind them?"

A No, Flyers are generally too high to get in the way of a ship's guns.

Chaos Dwarf
Thunderfire Battleship



Khorne Ironshark



Q "Is it possible for a Flyer to rescue a Wizard, Admiral or other character from debris?"

A This is the sort of creative question that cannot be covered in the rules, if only because things like this don't always occur during playtesting. In this case, where the rules don't specifically prevent it, if all the players agree I don't see why not.

One of the most important parts of any game is dealing with odd situations like this. The general rule is that if all the players think it's fair and reasonable, then it probably is.

CHAOS

Q "Does Chaos Terrain block line of sight?"

A Yes, it does.

Q "A burning vessel enters the Sea of Change and rolls a 6, meaning that all of its damage counters are removed. Are all of its blaze markers also removed?"

A Yes, all damage on the ship is repaired by the Sea of Change!

Q "Is it possible for a Bane Tower of Tzeentch to get a Pink Horror counter for wounding a Sea Monster?"

A No, a Bane Tower, or Winged Terror for that matter, can only get a Pink Horror counter for destroying an enemy crew counter. It is the crew represented by this counter that are transformed into Pink Horrors.

Q "Does a Bolt of Tzeentch from a Bane Tower cause criticals?"

A No, as stated, unlike a Great Winged Terror, a Bane Tower's Bolts of Tzeentch do not cause criticals, as they are not as powerful.

Q "If a Bane Tower or Winged Terror of Tzeentch is set ablaze, do you remove an Energy of Tzeentch counter each time the blaze spreads?"

A Yes, when a location takes a hit from a blaze you should remove an Energy Counter, just as if it had been hit by enemy cannons.

Q "Do you have to discard Energy of Tzeentch counters to make a roll to repair a Bane Tower of Tzeentch?"

A No, you simply assign 1 or more energy dice to repairs rather than movement or firing. For each one that comes up a 5 or 6 the Bane Tower regains one Energy of Tzeentch counter.

Q "In a boarding action, how many Nurgle's Rot Counters are placed on a ship per turn?"

A Each time a ship's crew attacks, or is attacked by a Plagueship a Nurgle's Rot counter is placed on their ship. This means that if a combat see-saws between the two sides, more than one Nurgle's Rot counter can be placed on the ship in a single turn.

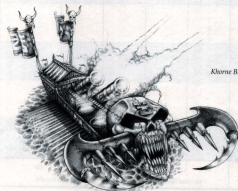
Q "Can a Deathburner have a Ship Rot Chaos Reward even though it doesn't have a catapult?"

A Yes, Chaos Rewards like this include the extra weapon. The ship now has a putrescent, organic catapult mounted on its deck.



Q "It states in the Plague Fleet rulebook that a Plaguecrusher may only be given Chaos Rewards of Nurgle, yet it is a Ship of The Line and therefore cannot buy Chaos Rewards. How does it get them?"

A When drawing Chaos Experience counters in a campaign it is possible to draw a Chaos Reward rather than a crew counter, thus allowing even Ships of The Line to get Chaos Rewards.



Klavne Bloodship

Q "Does a Plagueship's slime trail affect a Nurgle Fleet's allies?"

A Yes, it does. However, it doesn't affect other Nurgle ships, such as Deathgalleys with Nurgle rewards, as they already have various foul diseases on board and are less likely to suffer the extreme effects of Nurgle's Rot.

Q "On the bow location of the Hellrammer's template there is a cannon marked, while on the Slaanesh Fleet List it says the Hellrammer has no ranged weapons. Which is correct?"

A The template: the Hellrammer has a single, bow-mounted forward-firing cannon.

Q "Do ships under the influence of the Whispering Death Chaos Reward just fire all their guns?"

A No, they make all the attacks they can, including boarding actions against friendly ships if they are in a position to do so.

DARK ELVES

Q "If you wish to counterboard a Black Ark of Naggaroth (after winning a boarding action in defence) do you still have to roll for the Maze of Traps?"

A Yes, every crew counter that attempts to board a Black Ark of Naggaroth must roll to see if it can get past the Maze of Traps.

SPELLS

Q "Is it possible to move into a Vortex of Chaos deliberately without taking damage?"

A No, definitely not! The Vortex damages anything it touches whether it moves onto it, or is itself moved onto. An Admiral must be suicidal to consider doing such a thing.



Q "Can you extinguish and repair a blazing location using a Repair or Aura of Growth spell?"

A No, any fires on the chosen locations must be extinguished before these spells can work.

Q "When the Howling Insanity spell is used against a ship with turrets, which directions do they fire in?"

A A Turret will fire in its rest position: the direction it is facing when not being used. To determine the direction of rest for each turret look at the model and the ship's template; a forward-mounted turret fires forward, a side-mounted turret fires a broadside, and so on, using common sense to resolve any arguments.

Q "What happens to Chaos and Skaven Sorcerers' spells when they are washed overboard?"

A If a Chaos Sorcerer finds himself in the water he is treated just like normal Wizard and loses all his spell cards until he gets back on deck.

Note, however, that a Chaos Sorcerer can only end up in the water if he is first moved via a magic spell to another ship, as rather than sinking his Bane Tower usually blows up taking him with it.

A Skaven Sorcerer doesn't lose any cards or tokens if the ship he is on sinks, although he is unable to cast spells while in the water.

SKAVEN

Q "Does the Skaven Doombringer's Great Bell affect Flyers?"

A No, as the Great Bell is the Skaven Doombringer's main armament it cannot affect Flyers (see the top of column two on page 17 of the Sea of Blood Rulebook: 'Defensive Fire... is the only way a ship without special weapons may fire at a Flyer'). This is the reason that the Skaven fleet must buy Firethrowers to destroy Flyers!

In fact, for the record, any ship's main armament – be it cannons, catapults, Thunderfire Rockets, or whatever – may not fire at Flyers.

SKAVEN CREW

The rules for Skaven crew seem to be causing some confusion. We have even had questions asking "Why do the Skaven get as many free crew as they like – it's not fair". Clearly this is not the case.



Skaven Doombringer

The important thing to remember is that, with the exception of Rat-ogres and Assassins, Skaven crew counters do not have to be bought from the Clanfleet's total point allocation. Instead, for each 1000 points worth of ships in the Clanfleet you get 20 Slave counters,

20 Clanrat counters and 5 Storm Vermin counters absolutely free to distribute amongst them.

To make this clearer the table below lists a sample 1000 point Skaven Clanfleet and the crew each ship contains.

1000 POINT SKAVEN FLEET		CREW (Different Types Cannot Be Mixed Within A Single Squadron)				
SHIP	POINTS VALUE	SLAVES	CLANRATS	STORM VERMIN	RAT OGRES	ASSASSINS
DOOMBRINGER (Clanfleet Flagship) 1 Doombringer 1 Skaven Warlord 1 Grey Seer 2 Rat-Ogres 1 Assassin	200 Free 100 2 @ 50 50	–	–	5	(2)	(1)
WARP-RAIDER SQUADRON Warp-raider (Flagship) Warp-raider Warp-raider	75	4 2 2	– – –	– – –	– – –	– – –
WARP-RAIDER SQUADRON Warp-raider (Flagship) Warp-raider Warp-raider	75	2 2 2	– – –	– – –	– – –	– – –
WARP-RAIDER SQUADRON Warp-raider (Flagship) Warp-raider Warp-raider	75	2 2 2	– – –	– – –	– – –	– – –
DEATHBURNER SQUADRON Deathburner (Flagship) Deathburner Deathburner	150	– – –	3 3 3	– – –	– – –	– – –
DEATHBURNER SQUADRON Deathburner (Flagship; Chaos Reward) Deathburner Deathburner	150+25	– – –	5 3 3	– – –	– – –	– – –
TOTALS	1000	20	20	5	(2)	(1)
		This set of Skavens crew is free.			This set is bought.	

WARHAMMER®



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WARHAMMER

A SWORD UNSHEATHED

By Robin Dews and Jake Thornton

This month's battle report is a bloody struggle to the death between an army of High Elves and a horde of Skaven, led by Warlord Queek Head-taker and Deathmaster Snikch.

"Good morning, your excellency!"

Warlord Queek Head-taker nearly jumped out of his fur. He'd been concentrating on the valley ahead, waiting for reports that the enemy had been sighted. He hadn't seen the stranger approach. Where was his trusty bodyguard?

"Deathmaster Snikch, at your service!"

Despite himself, the Warlord's hackles bristled. So, this was the infamous Deathmaster. He certainly didn't look very special, he was even a bit small for a Skaven, though it was difficult to tell exactly what he looked like because he was almost completely covered by a darkling cloak.

Not many Skaven met the Deathmaster and lived to tell the tale. Queek's inherent sense of paranoia flared hot.

"How pleasant to make your acquaintance," he snarled, putting as much emphasis as he dared on the word 'pleasant'.

"Lord Sneek is well - I hope?" He didn't, of course. Queek's life would be altogether happier for the knowledge that the Nightlord had come to a horrible end. Preferably a slow and very painful one.

"Positively thriving!" replied the Deathmaster, with cheery menace. "I heard about Nahn."

"Er, yes..." How much did the Deathmaster know about what happened in Nahn? The Warlord decided to interpret events in his favour and hope for the best. There's no point in doing yourself down. "Yes... Mission a great success. Everything went completely as planned. Enemy casualties high. Objective achieved. Prisoners taken. Vital human headquarters destroyed..."

"It was an utter disaster!" snorted the Deathmaster. "You attacked too late, you lost three Rat Ogres, set fire to a bakery, and captured two mewling brats and a half-mad beggar!"

"Valuable hostages!" retorted Queek angrily. The Deathmaster was really starting to get his fur up. "And the Rat Ogres were well past their prime. One of them only had one leg!" What did assassins know about military campaigns - all they did was sneak around and stab people in the back with poison daggers - hardly the way a real soldier would behave.

"Well, anyway," sneered Snikch, smoothing his whiskers. "I have been sent to act as an independent tactical observer."

"You mean to spy on me."

"You might say that. I couldn't possibly comment on the motives of my masters. Surely fifty Elves and a scrawny horse with wings pose no problem for the great Warlord Queek Head-taker, favoured of Gnasdwel, champion of Karak Nurn, slayer

of a thousand Dwarfs, terror of all Goblins, and hero of the hour?"

Only fifty? Less than he'd been led to believe, couldn't the Gutter Runners count? "Fifty Elves? Pah! I shall rip them apart with my bare paws with my tail tied behind my back!" boasted the Warlord confidently.

The Deathmaster grinned widely, exposing an impressive set of yellow teeth. "Well, I look forward to seeing you in action, Warlord. Though of course you don't have to prove anything to me - my masters shall be the judges of your success. Is that discordant screech the sound of an Elf warhorn?"

Queek started, caught off guard in visions of personal glory. His attention had been so taken up with the Deathmaster that he had quite lost track of his plan: his devious, cunning plan which would surely win him this encounter. A plan of such great daring, subtlety, originality and, yes, sheer panache that it could not possibly fail. A plan complex yet simple, elegant in execution, and infinitely mutable in option. Blast - had he put the Doomwheel on the left of the Clanrats or the right of them?

Blag, his lieutenant, emerged from the trees. "Master," he squeaked excitedly, "the Elves are approaching."

"I come, Blag, I come. No battle is complete without me." Queek gave the assassin a last contemptuous glare. "And shall we have the pleasure of seeing the great Deathmaster himself in action?" he enquired.

"You may have that pleasure," replied the Deathmaster, dipping his head ever so slightly in a mockery of a bow, as the Warlord bustled off down the hill to join his troops.

Deathmaster Snikch threw back the coat of his cloak and tasted the air. He could make out the musty smell of the Skaven's fur, the rank odour of the giant rats, and the acrid stench of the Globadiers' poison gas. The impending bloodshed filled him with excitement: a nervous, exhilarating energy. That, and the prospect of revenge. Reporting directly to his master, Lord Sneek, the master assassin was carrying out a commission for Lord Kratch, avowed adversary of Warlord Gnasdwel, Queek's sponsor. He had, of course, cleverly twisted the situation for his own ends, having long held a personal grudge against the odious Queek. Who was it who had said that revenge was a dish best served cold? Snikch could not remember, but he appreciated the sentiment.

Today, Queek, you will die, thought Snikch. One way or another, I will make sure of it. You should have killed me at Karak Norn, when you had the chance. Kill your enemies Queek, or they will always come back to haunt you.



We start our games in a number of different ways here at the Studio. Sometimes we set up the terrain and dice for choice of table edge before going away to pick our armies. At other times, the players pick their armies while someone else sets up the terrain. This method means that you don't have the advantage of studying the battlefield before you choose your forces. In real life, very few generals would be in a position to tailor their choice of forces to the terrain and this approach replicates the situation nicely.

However we decide to set up, the one thing we always do is deploy our armies in secret. The best way we've found to do this is to place a screen of box lids down the middle of our gaming table while the players place their forces. It creates an entertaining level of drama when the screen is removed to reveal that your opponent has set up his entire army opposite your weakest flank! This technique also forces you to study the ground carefully to deduce where your enemy will set up his troops to their greatest advantage and encourages strong tactical deployments as well as a degree of bluff and double bluff.

If you don't have access to a number of boxes or a card screen, then a good substitute is to mark out your deployment on an accurate sketch map of the terrain. As soon as you are both ready, you and your opponent can reveal your maps and set up the forces accordingly.

As with all of our games that become battle reports, we play on one of our eight by four tables here at the studio, taking photographs, making sketch maps of the moves and keeping notes as we go along. Later we produce accurate maps of the battle and choose some of the high points of the game to photograph under proper lighting.

In this case, we both set up the terrain to create a pleasing layout, and Jake won the roll for the choice of table edge. Because he had chosen the *Book of Ashur* as one of his magic items, Jake also made a roll to see whether his Grey Seer would take part in the battle or disappear off to the Northern Chaos Wastes!



Normally, if you were playing in a campaign game, you would roll at the end of the battle to see what happened to the wizard. However, in one-off games, we always roll before the battle. This can make the *Book of Ashur* a little bit risky, as sometimes your best wizard with all of his magic items might just disappear off the tabletop before a shot is fired. It's a gamble, but if he stays in play, it can be well worth it.

In this case Jake rolled a 2 and so the Grey Seer remained in play and was now the equivalent of a level five wizard. The Clanrat regiment surrounding the Screaming Bell drum from the *Skavenbrew* and became subject to *Hatred of the Elves* for the rest of the game. Jake also won the roll for first turn!

THE HIGH ELF ARMY

(Robin Dews)



Since the release of the Warhammer Armies – Skaven book, I'd played a few games against the chattering hordes, and lost every one! My usual tactics of charging forward with my knights to break the enemy formations just didn't work against the massed ranks of rats. My charges would inevitably get hung up on the protective screens of rat swarms and Skaven Slaves and before I knew what had

hit me, the warfire thrower teams, Plague Censer Bearers and Poison Wind Globadiers were in amongst my brave troops. Wearing heavy armour and riding a barded steed is fine to protect you from normal weapons but you might just as well be Lady Godiva against a poison wind globe!

Skaven can also move incredibly fast, and it's all too easy to underestimate the time it will take them to close the distance to get to your lines. Because their Leadership is so low, they tend to fight close together in large blocks in order to benefit from their rank bonus on Leadership and their proximity to the Warlord. You are therefore normally faced with a solid block of seething ratmen rushing towards you at 10" per move.

The main defensive tactic against Skaven armies is to try to whittle down their numbers with long-range missile fire and magic, in an attempt to lower their leadership before they can

get to you. This is all well and good, but if the Skaven get the first turn, you normally only get two shooting phases before they are at your throat!

I was determined to make a better showing against the Skaven this time, and thought the High Elf army might be just the one to do it. They have excellent missile troops and access to some of the most powerful magic spells.

My battle plan was to hold a steady line and wait for the rats to come to me, slowing down their advance with holding spells such as the *Glamour of Teclis* or *Tempest* which would force them to take a Leadership test before they moved. My archers would then be able to take their toll on the massed ranks of Skaven.

Mounted upon Elven Steeds, my High Elf cavalry have a charge range of between 16" and 18" and I would therefore be able to strike at the enemy before he was able to get closer than 10" to me.

With all this in mind, I set about choosing my force.

The main core of my army consisted of a unit of 24 High Elf spearmen led by a Champion who was wearing an *Amulet of Fire*. This would give them a degree of protection from the evil magics of the Warlocks and Grey Seers that would undoubtedly accompany the Skaven horde. This unit also had a standard bearer and would fight at least four ranks deep in order to gain the maximum bonus to combat resolution.

Next I took two 10-man regiments of High Elf archers. These were equipped with light armour to give them a basic save of 6+ and their bows were swapped for longbows to give them that extra bit of range.

The final addition to my missile troops was a repeater bolt thrower. Normally, no High Elf General worth his salt would

THE HIGH ELF ARMY



go to battle without at least three of these in his army! Unfortunately we only have one of these magnificent weapons in our miniatures cabinet and so sighing with regret, I placed it with the rest of the army on my table edge.



I chose three cavalry regiments. The first consisted of a five-strong unit of Silver Helms led by a Hero. They carried a *Banner of Arcane Warding* to protect them from the infernal Skaven Warlocks.

Next I took five Reaver Knights led by a Champion who carried a *Spellshield* and I also paid the extra points to equip these highly mobile cavalry with bows.

Finally, my army General led a unit of five Dragon Princes. They carried a *Banner of Wrath* as their magic standard and the General had three magic items: the *Talisman of Obsidian*, which for 100 points gave the unit complete immunity from

hostile magic, the *Horn of Urogok* which I could use to rally my own troops or spread panic amongst the enemy, and the *Ruby Chalice* which would confer a degree of protection against the hated Skaven jezzails. In a previous battle I had seen my brave knights cut to ribbons by this fiendish invention of the Clan Skryre engineers. Causing D3 wounds per hit, with a -3 save, even the most heavily armoured troops will fall before these deadly weapons.

Aside from magicians, my last selection was a High Elf Hero mounted on a Pegasus, carrying *The Heart of Woe*. I had two tasks in mind for this character. The first was to fly high and then swoop down on the jezzail teams to knock them out as early in the game as possible. The second was for him to wait in reserve and attack the Skaven units in the flank or rear once battle had been joined. If he were to be killed (which was more than likely) then the *Heart of Woe* would ensure that he took a fair number of the furry devils with him!

Last of all, I chose two wizards; a Mage Lord and a Champion Mage. The Mage Lord was given the *War Crown of Saphery* to raise him to level 5, and the *Chalice of Sorcery* to increase the number of magic cards he could draw each turn. I also gave him the *Wand of Jet*, which allows a wizard to cast spells for one less power point per spell, so long as the wand is effective, and a *Dispel Magic* scroll. The Champion Mage carried two more *Dispel Magic* scrolls.

My spell cards were *Glomour of Teclis*, *Assault of Stone*, *Hand of Glory*, *Fiery Convocation* and *Deadlock* for the Mage Lord and *Drain Magic* and *The Tempest* for the Champion Mage.

I was now ready for battle.

THE SKAVEN ARMY

(Jake Thornton)



Although I'd read the Warhammer Armies - Skaven book I don't have a Skaven army myself and I hadn't commanded one in battle. I have, however, fielded Orcs and Goblins on many occasions and thought that the experience might help. How wrong I was.

In both Warhammer and Warhammer 40,000 I tend to rely more on the regiments than

the heroes to do the killing. However, the Studio's Skaven army is not yet complete and only has 1500 points of regiments, though it does have all the characters you might want. This would be an extra challenge as I would have to rethink my normal preferences and take an army that was based around an expensive selection of characters and magic.

The High Elves are dangerous opponents being excellent fighters and archers. Not only that, but they are also the world's best mages. However, the Elves are expensive and I didn't expect to have to face up to many heroes and mages. I planned to try to assassinate the few that did turn up as early as possible and rely on the overwhelming numbers of Skaven to win the day against the thin ranks of Elves.

One of the nicest things about the Skaven army is that it has regiments that the rest of the army don't care about. The Skaven Slaves and Giant Rats are so low in the pecking order

of Skaven society that they are taken to battle purely to die in the place of more important ratmen. If they flee from battle then the rest of the army ignores them. These troops also have a very low points cost and so you don't have to worry if (or when) they are slaughtered. The value of these inexpensive troops far outweighs their low points cost and it was much to my dismay that I found we had so few of them in the Studio army.

We only had a small regiment of Stormvermin and as they are expensive (for Skaven) I thought that the points would be better spent elsewhere. Also, as Skaven rely on the size of the regiment to bolster their morale and there were only a few Stormvermin they didn't have enough models to absorb many missile casualties before their morale began to drop. A small regiment of Stormvermin is an expensive mistake.

The Skaven war engines are a little unpredictable but very colourful and entertaining so I took a wide selection of them. I didn't know how useful they would be, but the idea of throwing arcs of burning warplame over the Elves was too much fun to miss.

I started picking the army by taking all of the regiments we had pointed up except the Stormvermin. The first two were Clanrat regiments each with a warplame thrower team and two Poison Wind Globadiers in support. The smaller of these regiments was armed with spears and the larger pushed a Grey Seer atop a Screaming Bell. The Champion of this large regiment also had some *Skavenbrew* which he could feed to the Clanrats before the battle. Inside both of these Clanrat regiments had a single Clan Eshin Assassin waiting for his chance to slay an Elf noble.

The Plague Monks were equipped with additional hand weapons to increase their attacks and were led by a screen of four Plague Censer Bearers. I gave the Plague Monks' Champion a *Spelleater Shield* which is an expensive magic item but quite an interesting one. Not only does it give you a dispel on a 3+ but also has a chance of destroying the incoming spell for the rest of the battle. This is often enough to stop your opponent from even attempting to cast spells at the protected regiment. Lastly, I gave the regiment a *Plague Banner* which would give them the edge in one combat round if it worked.

As expendable flanking regiments I took two packs of twelve Giant Rats each and some Skaven Slaves. The Slave regiment was armed with spears which enabled the second rank to fight if they were charged as I thought they might be.

Finally I took a five strong regiment of Gutter Runners who I equipped with slings and nets. These stealthy troops can sneak forwards before the battle and deploy after your opponent has set up. An Assassin lurked inside this regiment.

The war engines I chose were a group of four jezzail teams and a Doomwheel, in addition to the Screaming Bell and the warfire thrower teams already attached to the regiments.

The character allowance was going to account for almost half of the points of my army. This was something of an unusual experience for me as I rarely use this many characters. Still, it would be an interesting experiment – if you never try different races and different ways of choosing armies you never learn any new tricks.

Apart from adding Champions to both Clanrat regiments and the Plague Monks I took a Battle Standard carrying the *Sacred*

Standard of the Horned Rat, a Grey Seer and two named characters. The first was Warlord Queek who was to be my General. The second was Deathmaster Snikch who is my favourite of the Skaven characters and I thought of as the real leader of the Skaven army.

The Grey Seer took the *Book of Ashur* to increase his magic level to five. This was very important as the High Elves were almost certain to have a fifth level mage, and if I wanted to have a fighting chance of my dispels working I would need a comparable level wizard of my own.

To avoid losing the Grey Seer before the battle to the mind-controlling evil of the *Book of Ashur*, I also gave him a *Warpstone Charm* which would enable him to reroll the dice if he was taken over and headed off into the Northern Wastes. Finally, the Grey Seer carried two *Dispel Magic Scrolls*. The spells I drew for the Grey Seer were all from the Skaven deck – *Skitterleap*, *Wither*, *Death Frenzy*, *Madness* and *Poison Wind*.

Warlord Queek was equipped with *Warpstone Armour*, the fabled weapon *Dwarf Gouger* as well as the *Shield of Protos* to protect him from the nasty Elves' bowfire. He also wore a *Ring of Volans* containing the Grey spell *The Horn of Andar*.

Deathmaster Snikch wore the *Bands of Power*, *Cloak of Shadows* and carried a supply of *Poison Wind Globes*.

Having chosen my troops I now set about deploying them. The main fighting arm would be the Clanrats and Plague Monk regiments. These would be flanked by Giant Rats and Skaven Slaves who would absorb flank attacks by the Elves and hopefully some of the inevitable missile fire and spells.

THE SKAVEN ARMY





THE SKAVEN ARMY - 2998 POINTS



30 Clanrat Warriors: armed with hand weapons. They are wearing light armour and carry shields. The unit includes **Warlord Queek Head-taker**, the **Army Standard Bearer**, a **Champion** and a **Grey Seer** riding the **Screaming Bell**.



20 Clanrat Warriors: armed with spears. They are wearing light armour and carry shields. The unit is led by a **Champion** and has a standard.



18 Skaven Slaves: armed with spears. The unit has a standard.



2 Regiments of Giant Rats: Each unit contains 12 Giant Rats and is led by two **Packmasters**, each armed with hand weapons and wearing light armour.



14 Clan Pestilens Plague Monks: armed with hand weapons. The unit is led by a **Champion** and has a standard.



5 Clan Eshin Gutter Runners: armed with slings, nets and extra hand weapons.



4 Clan Skryre Jezzail Teams



Warpfire Thrower Team



Plague Censer Bearers



Poison Wind Globadiers



Deathmaster Snitch



Doomwheel

THE HIGH ELF ARMY - 3003 POINTS



5 Dragon Princes: armed with swords and lances and wearing heavy armour and carrying shields. The unit is led by the **General** and has a magic standard.



5 Reaver Knights: armed with swords and bows. They are wearing light armour and carrying shields. The unit is led by a **Champion** and has a standard.



5 Silver Helms: armed with swords and lances. They are wearing light armour and carrying shields. The unit is led by a **Hero** and includes a standard and the **Champion Mage**.



10 High Elf Archers: armed with hand weapons and longbows. They are wearing light armour.



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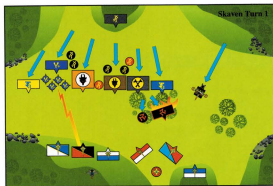
24 High Elf Spearmen: armed with spears and swords. They are wearing light armour and carry shields. The unit includes a standard and is led by a **Champion** and the **Mage Lord**.



High Elf Hero: mounted on a **Pegasus** and armed with a sword and longbow and wearing light armour and a shield.



Repeater Bolt Thrower



SKAVEN TURN 1

Jake: Die! die! Elf things...! The silence that hung over the battlefield was shattered by the grim tolling of the Screaming Bell. The Clanrats seething round this monstrous machine were filled with strength and would be able to push the carriage an extra 6" forward this turn.

On the left flank, the Doomwheel careered down the hill for 13" and rumbled threateningly towards the High Elf archers and Reaver Knights guarding the gap between the trees. The rest of the Skaven army rolled forward like an irresistible tide toward the High Elf line.

The Gutter Runners emerged from the cover of the forest where they had been deployed as scouts and let fly a hail of slingshots at the nearby Reaver Knights. Only one of the Elves was hit but the stone bounced off his armour. From the hill at the rear of my army, I fired the jezzails at the Dragon Princes and the High Elf General. Four of the knights were hit, and three of them wounded, but all except one made their saves. A single knight fell to the ground and the General held aloft the *Ruby Chalice*. This would mean that the Dragon Princes would benefit from a -2 to hit modifier for missile fire for the rest of the game. At this range the jezzails no longer had any chance of hitting them.

In the magic phase, I rolled a 9 for the winds of magic and Robin drew one extra card from the Chalice of Sorcery. My Grey Seer was also able to draw one extra magic card per turn by intoxicating himself with fumes from the warstone brazier, that was mounted on the carriage of the Screaming Bell.

My first attack was to cast *Madness* on the Mage Lord who brushed aside the spell by reading from a *Dispel Magic* scroll. Robin replied by casting the *Glamour of Tectis* onto the Doomwheel and was able to power up the spell for free by using the *Wand of Jet!* The Doomwheel failed its automatic dispel roll, and would have to test against its Leadership before it moved in my next turn.

The Grey Seer then cast *Death Frenzy* on the Clanrats, but Robin played a dispel card and made his roll so the energies faded to nothing. I was now out of power cards and could do nothing more than attempt to fend off the murderous High Elf magic.

Robin next move was to cast the *Fiery Convocation* against the Gutter Runners lurking at the edge of the forest. They were blasted with three S4 hits, killing two of them. Next turn the fire would return at S5 unless I could dispel it.

The *Banner of Wrath* carried by the Dragon Princes was then unleashed against the Plague Censer Bearers attached to the Plague Monks and powerful bolts of lightning blasted all four of them to ashes!

Aware of the presence of Deathmaster Snikch hidden in the woods close to the

Gutter Runners, Robin attempted to negate the power of the Skaven's *Cloak of Shadows* with a *Deadlock* spell. However, he was unable to roll the 5 or 6 needed to target the spell due to the very properties with which the cloak was imbued.

In a final move, the Mage Lord cast *Hand of Glory* to surround himself with an aura of harmonic energy and steel his flank against fear and terror.

HIGH ELF TURN 1

Robin: As my whole battle plan was to wait for Jake to bring his army to me, none of my forces moved this turn with the exception of the Hero on the Pegasus who flew high above the battlefield ready to swoop down next turn. It was a bit of a blow losing the dice roll for the first turn, as I could have really made use of the opportunity to shower the Skaven with bow fire from my archers and bolt thrower. As it was, the ratmen were now a full 10" closer to my lines and a mere 14" away!

In the shooting phase my archers fired at the Doomwheel and the Clanrat regiment pushing the Screaming Bell, but only managed to kill one measly rat! The repeater bolt thrower also fired a volley of missiles at the Screaming Bell. Three of the





The Dragon Princes charge down the hill into the teeth of the Skaven army.

bolts buried themselves in the wooden carriage, but the fourth found its mark and wounded the Grey Seer.

The roll for the winds of magic was again a 9, giving five cards to the High Elves and four to the Skaven. Jake drew an extra card for the Screaming Bell and I drew upon the power of the Chalice of Sorcery to gain an extra card.



At the start of the phase the *Flery Convocation* engulfed the Gutter Runners, this time with 2D6 S5 hits. The Skaven were wiped out to a rat!

For a second time my Mage Lord attempted pinpoint the presence of Deathmaster Snikch in order to hurl *Deadlock*

against his *Cloak of Shadows*. However, I again failed the roll and was unable to detect the dark master.

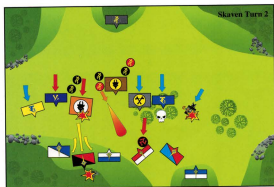
For his first spell, Jake cast *Death Frenzy* on the Clanrats seething round the Screaming Bell. I made two dispel attempts with *Dispel Magic* cards, failing both of my rolls, before finally getting rid of the magic with a *Dispel Magic* scroll – a very costly spell!

I was now forced to make a difficult decision. The Skaven were close, and I needed to buy some time for my army so that I could hit the rats with more missile fire. I was holding the *Tempest* spell in my hand which would force all enemy units to pass a Ld test on 2D6 before they could move or charge. All missile fire would suffer a -2 modifier and all war engines including the Screaming Bell and Doomwheel would suffer D6 S7 hits at the start of the subsequent magic phase. The problem was that my own bolt thrower would be damaged and my Pegasus rider would be forced down.

I bit the bullet and cast the spell.

In reply, Jake attempted a killer blow by making an assassination attempt against my General. He cast *Skitterleap* onto Queek Head-taker who was propelled into hand-to-hand combat with the leader of the High Elves. In an attempt to defend my commander, I fired the *Banner of Wrath* at the deadly ratman but Jake dispelled it with a *Dispel Magic* scroll. Sensing his doom, the general blew a blast on the *Horn of Urgok* forcing a panic test on Queek which he failed! He turned and ran off down the hill only to be pursued by the Dragon Princes who trampled him underfoot! How I laughed.

However, their horses blown, the Dragon Princes had halted perilously close to the advancing Clanrats.



SKAVEN TURN 2

Jake: Overhead, the skies boiled and raged as the High Elf *Tempest* swept the battlefield, but every one of my units passed their Leadership tests so they were all able to move. Surely the Horned Rat was smiling down upon his children. I rang the Screaming Bell, but only managed to confer an extra 1" of movement onto my mighty warriors this turn.

Seizing my opportunity, the Plague Monks and the Clanrats surrounding the Screaming Bell charged towards the Dragon Princes in order to revenge the death of Queek Head-taker. Faced with this assault, the Elves' brave charge reaction was to flee from my loyal troops, and the Dragon Princes ran back up the hill in disarray!

On the left of my line, I charged Deathmaster Snikch out of the woods into the High Elf spear regiment who stood and held. Behind him, the Skaven Slaves and Giant Rats advanced under cover of the trees.

In a frenzied attack, the Deathmaster cut down four of the spearmen but buoyed up by their banner and rank bonus, the combat ended in a draw.

This time I rolled an 11 for the winds of magic, drawing one extra card for the Screaming Bell, and Robin took an extra card from the *Chalice of Sorcery*. However, out of my seven cards, I only had two power! The remainder were *Rebound*, *Escape*, *Destroy Magic* and two *Dispel Magic*.

The *Tempest* that had been raging for the entire turn caused a single point of damage to the Elf bolt thrower and one point of damage to the Screaming Bell carriage. To the dismay of the High Elves, the storm also struck at the bell itself, causing it to ring out. The result was that the remainder of the Skaven army could re-roll any failed Leadership tests until the end of the turn – such that it was!

In a final act of malice, the *Tempest* also blasted the Doomwheel, killing the engineer and sending the machine spinning out of control.

As the Elf spearmen reeled under the assault of Deathmaster Snikch, I used my Grey Seer to cast *Madness* at the Mage Lord who was leading them, which he was unable to dispel.

Robin fought back at every turn. First he cast the *Fiery Convocation* against the Deathmaster, but I dispelled the power. He then attempted to *Deadlock* the Madness spell itself but again I dispelled it. He then withdrew the *Glamour of Tectis* from the Doomwheel.

Infused with power, Robin's Mage lord attempted a *Mental Duel* with my Grey Seer, but I defeated him and was able to remove the deadly *Assault of Stone* from his hand. Finally he played *Drain Magic* in order to end the *Tempest* and cancel the effect of the *Madness* I had cast on the Mage Lord.

Robin: This was a very bizarre magic phase. All I held were six power cards, while it quickly emerged that after his first spell, Jake had no more power to spend but was able to dispel everything I could throw at him. I was very unhappy with the way that the *Tempest* had worked out. It had forced my Pegasus rider down and out of the game until the start of turn three and also caused a point of damage to my bolt thrower.

My real purpose had been to slow down Jake's advance, but every one of his units passed their Leadership test so it had no effect on his movement at all! The only positive effect was to send the Doomwheel out of control but depending upon the direction in which it went, this was a mixed blessing.

ELF TURN 2

Robin: At the start of the turn, I rallied the Dragon Princes who had fled back up the hill. They reformed, but were out of play for this turn and were now perilously close to the advancing Clanrat regiment seething forward with the Screaming Bell. The time had come to take the offensive. On the left, I charged the Silver Helms forward into the Plague Monks, but I misjudged the distance and crashed into the Giant Rats instead.





Deathmaster Snikch flees from the High Elf spears as the Silver Helms crash into the Giant Rats.

(In almost all games of Warhammer, there will occasionally be disputes between the players as to whether a charge could be made, or whether a unit has line of sight to shoot. I thought that the Silver Helms could wheel and still reach the Plague Monks, but Jake said that they would surely hit the screen of Giant Rats. After all, that's what they were there for, to protect his more valuable units. In all of our games, if we can't resolve the dispute within a few minutes with a quick reference to the rules, we roll a dice. On a 1-3 the charge would hit the Plague Monks, on a 4-6 the Giant Rats. I rolled a 4 and so the Giant Rats it was. Nothing spoils a game of Warhammer more than endless arguments between the players as to who is right and who is wrong. Accept your luck and get on with it!)

On the right hand side I decided to ignore the threat from the now out-of-control Doomwheel and I wheeled my Reaver Knights and archers to face the Skaven emerging from the edge of the woods.

In the shooting phase, I made a final attempt to knock out the Screaming Bell before the Clanrat regiment charged my main line but managed only to cause a single wound on the Grey Seer.

The bolt thrower also fired at this war machine, killing the Striker and hitting the bell itself three times. Fortunately the bolts weren't strong enough to cause the bell to peal. The archers on my right flank fired at the Slaves emerging from the forest, but failed to wound a single rat!

In the hand-to-hand combat phase, Deathmaster Snikch took the initiative and once again attacked the spearmen, hitting the front rank three times, but failing to cause any wounds. Two of my spearmen fought back but were unable to wound this Skaven death machine. However with my banner and rank

bonus, I forced a break test on the Clan Eshin assassin. He failed and fled a full 10" away, forcing a panic test on the Skaven Slaves which they passed with comfort (Jake rolled double 1's!). Although tempted to pursue, if I'd failed to catch him I would have been left with my head in a lion's mouth and so I held my troops back and watched the Deathmaster scuttle away.

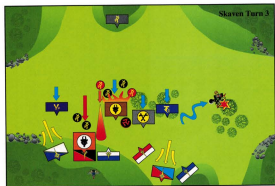
Unsurprisingly, the Silver Helms impaled three of the Giant Rats on their lances, the Elven steeds crushed five more and the remainder broke and fled, only to be trampled underfoot by the triumphant Elves. It was a victory, but unfortunately on completely the wrong regiment.

It was time for the magic phase again. This time I rolled a nice average 7. Jake once again took an extra card for the Screaming Bell and I drew one extra card from the *Chalice of Sorcery*.

Drawing on the power of the *Wand of Jet*, I cast the *Fiery Convocation* upon the Clanrats accompanying the Screaming Bell. The spell struck home, but the wand was drained of power and was now useless for the remainder of the game. Unfortunately for Jake, the *Sacred Standard of the Horned Rat* failed to grasp any of the power used to propel the spell and it struck home, incinerating five of the Skaven.

Jake then retaliated by casting *Poisoned Wind* against the Silver Helms, but I dispelled the magic before it could take effect.

As a final defensive measure, I cast the *Hand of Glory* upon the High Elf spearmen, before Jake played *Drain Magic* and killed off all spells in play.



SKAVEN TURN 3

Jake: With the Striker dead, the Screaming Bell tolled for the very last time. As the strident sound echoed over the battlefield, fear and discord spread through the High Elf ranks and each of the Elf cavalry regiments was forced to pass a panic test or flee from the table. Rolling on the General's Leadership, the Dragon Knights passed easily, but the Reaver Knights and the Silver Helms turned and fled. Rolling 3D6, the Silver Helms ran back 15" towards the High Elf lines, ending up at the foot of the hill. In the centre, the Reaver Knights came to a halt no less than 1" from the table edge! Robin mopped his brow and sighed with relief, while I gnashed my teeth in frustration.

Deathmaster Snikch rallied himself and turned to face his foes, while on the left the driverless Doomwheel ran out of control, smashing into the nearby woods and destroying itself in the process!

Desperate for some success, I declared a charge by the Clanrats and the Screaming Bell against the newly rallied Dragon Princes and crashed into them with the bell carriage, to cause D6 S7 hits!

To their left, the second regiment of spear-armed Clanrats advanced towards the archers and bolt thrower directly in front of them, while the Warpfire team readied their evil weapon. The remainder of the Skaven army also continued their relentless advance.

In the shooting phase, my Warpfire team rolled a measly 2, the jet of warpfire falling wildly short of the archers, but the jezzails cut down one of the bolt thrower's crew. On the right, one of the Poison Wind Globadiers flanking the Screaming Bell lobbed his crystal sphere towards the Silver Helms. With a strangled gurgle, one of the knights crashed to the ground and lay still.

In the struggle between the Clanrats and the Dragon Princes, the Elf General was wounded by the bell carriage as he tried to issue a challenge to the seething mass of rats. No-one stepped forward!

The remaining Skaven then slashed at the Dragon Princes themselves, but despite hitting them six times, with re-rolls for *Hatred*, they were unable to penetrate the knights' ornate armour. Hacking back, the Elves were only able to kill a single Skaven. Despite this assault, Robin's knights passed their break test as my Clanrats began to surround them.

This time the winds of magic issued a mere six cards, and again the Mage Lord supped from the Chalice of Sorcery to draw an extra card. With my Grey Seer now in base-to-base contact with the High Elf general and Dragon Princes, Robin revealed the *Talisman of Obsidian*.

This deadly magic item ensured that my wizard was unable to use **any** magic at all while these two characters remained in contact. Furious at Robin's trickery, I attempted to double Deathmaster Snikch's strength with the *Bands of Power*, but the magic was dispelled.

Robin replied by lashing the Skaven with the *Banner of Wrath*. I tried to dissipate the energies with a natural dispel of 5 or 6, but my roll failed and the Army Standard Bearer was charred to a stump.

Unable to fight back, I watched helplessly as the Mage Lord first cast the *Glamour of Teclis* and then *Fiery Convocation* against the spear-armed Clanrats. Both spells were activated and eight S4 hits struck my unit. Six of the Skaven were killed, but the survivors safely passed their panic test. Finally, the General blew a blast on the *Horn of Urgok* and the Reaver Knights and Silver Helms instantly rallied and returned to the fray. The Clanrats engaged with the Dragon Princes also passed the panic test forced upon them by this unearthly sound.

HIGH ELF TURN 3

Robin: It was the midpoint of the battle and the tide was about to turn. The newly rallied Silver Helms charged forward again at the Plague Monks, this time making contact with their quarry. At the same time, the Hero on the Pegasus, who had





The Silver Helms flee, as the Clanrats and Screaming Bell engage the Dragon Princes.

been out of the game since being forced down by the *Tempest*, charged into the flank of the Clanrat regiment already engaged with the Dragon Princes.

In the centre, I moved the Reaver Knights forward and wheeled them to face the Giant Rats who were emerging from the trees. Having savaged the Clanrats armed with spears in the previous magic phase, I now targeted them with both regiments of archers and the bolt thrower. Eight of the Skaven fell, five to the archers and three to the bolt thrower, but still they passed their panic test!

On the left flank, the Champion Mage accompanying the Silver Helms issued a challenge to the Plague Monks' Champion, but spraying the musk of fear, he slipped through the ranks and skulked at the back of the unit. As battle was joined, the Wizard and knights killed three of the Skaven. One of the ratmen fought back, but at the end of the round, the combat was a draw.

Suddenly an Assassin leapt from the mass of Skaven seething around the Screaming Bell and struck at the Hero on the Pegasus. Untouched by this deadly attempt at his life, the Hero swung his sword dispatching his assailant and felling a second hapless Clanrat. Blocked by the bell carriage, and unable to reach the ratmen, the Elf General hacked at the bell carriage itself and managed to score two points of damage (both on rolls of 6!). The General's horse managed to wound the Grey Seer who was also able to stab back at the mounted Elf, wounding him even through his ornate armour. The remaining Dragon Princes killed two more of the Skaven, but when the ratmen fought back, none of their blows were able to break through the knights' armoured protection. Despite their losses, the Clanrats passed their break test due to their *Hatred* of the High Elves which allowed them to always test on a 10.

The winds of magic seemed to be fading away as only five cards were dealt this turn. Once again, the *Fiery Convocation* tormented the hapless Clanrats killing the remaining five warriors and forcing the associated Warfire team and Poison Wind Globadiers to panic and flee. As they ran back towards the jezzails, the jolting and slopping of the volatile warfflame mixture caused a massive explosion that immolated the crew and killed one member of the nearby jezzail team. The Poison Wind Globadiers kept running!



I now attempted to cast the *Glamour of Teclis* upon Deathmaster Snikch, but concealed beneath his *Cloak of Shadows*, I failed the dice roll needed to locate him. As this roll is made **before** any charges, missile fire or spells can be made against this character, I was able to switch my attack and direct the *Glamour of Teclis* onto the regiment of Skaven Slaves instead.

Frustrated by my paralysis of his Grey Seer, Jake now attempted to attack the Silver Helms with his *Plague Banner*, but the Elf knights carried a banner of *Arcane Warding* and the magic was dispelled. In return, I directed the *Banner of Wrath* at the Clanrat regiment, but with a smile of glee, Jake made his dispel by rolling a 6!

In the final move of the phase, Jake dispelled the *Glamour of Teclis* holding the Skaven Slaves.



SKAVEN TURN 4

Jack: Concealed beneath his *Cloak of Shadows*, Deathmaster Snikh dashed forward to charge the archers in the centre of the High Elf line. Behind him, the Giant Rats and Skaven Slaves moved forward.

During the movement phase, two of my Poison Wind Globadiers attached to the Clanrat regiment moved around to within range of Robin's General. Taking aim, they lobbed their deadly spheres towards the High Elf, but both missiles went wide and two of my own loyal children fell choking to the ground.

In the shooting phase, I fired the Warpfire thrower at the Hero riding the Pegasus, but the template leapt forward a full 6" killing two archers and the remaining bolt thrower crewman. The Hero, who was caught under the thin end of the template, escaped unhurt. My jezzails also fired at this charmed Elf, but all their shots missed.

In the death struggle between the Clanrats and the Dragon Princes, the High Elf General finally cut down my Grey Seer. Three more Skaven were killed by the Dragon Princes and the Hero but I managed to skewer two of the knights in reply. The combat resolution was a draw.

Further up the hill, Deathmaster Snikh killed a single archer, but the regiment passed its break test. On my right flank, the Plague Monks attacked the Silver Helms with renewed vigour. Rolling a fistful of 1's and 2's the only casualty Robin caused, was a single Plague Monk, killed by the Wizard's Unicorn! In reply, my Skaven chopped down three knights and the Silver Helms turned and fled. Surging forward, my loyal ratmen slaughtered them wholesale.

With the Grey Seer and Champion Mage dead, we were now only rolling a D6 for the winds of magic. The result was a 2, but Robin once again drew from the *Chalice of Sorcery* to gain an extra card.

The Mage Lord took heart and cast a *Deadlock* on Deathmaster Snikh's

cloak. The Dragon Princes once again flayed the Skaven with the *Banner of Wrath* killing fully five of the hapless creatures. The ranks of my children around the Screaming Bell were dwindling fast, but their hatred of the Elves overshadowed their losses and they once again passed their panic test.

HIGH ELF TURN 4

Robin: With the loss of the Silver Helms, it was now time to make a concentrated effort against the left flank of the Skaven army. I charged my regiment of spears against the Skaven Slaves and the Reaver Knights charged at the Giant Rats. I also tried to kill the Warpfire thrower with bowfire from the unengaged archer regiment but they were just out of range.

In the battle on the hill, my General again issued a challenge which was accepted by the Skaven Champion. I struck him twice, but he saved both wounds. In response, the Champion struck back, but was unable to hit my leader. In the ensuing combat, three more Skaven were killed by my Hero and the Dragon Princes, yet still they passed their break test!

At the edge of the woods, the Reaver Knights killed four of the Giant Rats for no loss, and the creatures broke and were overrun. Alongside them, the High Elf spears attacked the Skaven Slaves killing four of them for the loss of two spearmen. The Slaves also failed their break test and were overtaken and chopped down to a rat.

Up on the hill, Deathmaster Snikh killed two more of the archers, who only just passed their break test.

Once again I rolled a 2 for the winds of magic and drew an extra card for the *Chalice* without being wounded. This 35 point magic item had served me well throughout the game.

I first attempted to cast the *Glamour of Teclis* onto the Plague Monks, but their *Spellstealer Shield* dispelled and destroyed the spell for the remainder of the game. Once again, the *Banner of Wrath* seared the Clanrats with four bolts of lightning, leaving four more charred hairless bodies.





The Reaver Knights and High Elf spears engage the Skaven Slaves and giant rats as they emerge from the wood.

SKAVEN TURN 5

Jake: In a desperate attempt to end the game, I quickly wheeled the triumphant Plague Monks to face the flank of the Dragon Princes still engaged with the remainder of the Clanrat regiment and Screaming Bell.

In the shooting phase, the jezzails killed three of the High Elf spearmen and the Poison Wind Globadiers threw their crystal orbs towards the General again. Miraculously he survived, but another knight died, enveloped in noxious fumes.

Once more, the General issued a challenge that was accepted by the Skaven Champion. Blows were struck on each side, but both of these characters saved their wounds. In the remainder of the round, two more Skaven were killed but still my loyal warriors passed their test!

Deathmaster Snikch lived up to his name by killing three more of the archers who turned and fled. Chopping with his bloodied daggers, the assassin leapt after them and killed them all.

Five cards were dealt for the winds of magic and that cursed Elf still drew from the *Chalice of Sorcery* without taking a wound.

Now within range, Robin cast the *Fiery Convocation* against the jezzails up on the hill, causing six hits and killing three



of them, but they passed their panic test. Turning to face my new threat, the Dragon Prince standard bearer struck at the Plague Monks with the *Banner of Wrath*. My *Spelleater* shield failed them this time, and one of the Skaven was blasted to ash.





HIGH ELF TURN 5

Robin: Bloodied but unbowed, still the Skaven fought back! In the centre, the spears and Reaver Knights advanced towards the remaining jezzails on the distant hill. On the right, the archers advanced from their position to reduce the range and shot down Jake's last remaining Warpfire team.

Again my General challenged the Skaven Champion to die and this time he finally cut down the mutant creature. My Hero also killed another warrior, but was wounded in return and unbelievably, the Skaven still passed their break test.

In the magic phase, three cards were dealt and again I drew an extra card for the *Chalice of Sorcery*. Repeating its attack with even more vigour, the *Fiery Convocation* immolated the last remaining Jezzail, while the *Banner of Wrath* wiped out the two poisoned wind globadiers who had remained attached to the Clanrat regiment.

SKAVEN TURN 6

Jake: My Plague Monks declared a charge against the surviving Dragon Princes but as the knights were no longer in base to base contact with any enemy models, they declared a charge reaction of flee and galloped away across the hill. However, this brought the hated Elf General within range of Deathmaster Snikch, who pulled a poison wind globe from under his cloak and threw it full in the General's face. Gasping and choking

as froth bubbled from his ruptured lungs, the once proud Elf tumbled from his horse – dead! Despite my sneak attack at the High Elves' moment of glory, the General's grim-faced companion still managed to pass his panic test! The High Elf Hero riding the Pegasus now chopped down the last of the Clanrats and the sight of this was too much for my Plague Monks who panicked and fled.

In the penultimate turn of the game, two cards were dealt for the winds of magic. Seeking even more power, the cursed Mage Lord drew from the Chalice and at last was wounded for his greed!



The final death throes of the battle.



Even so, he was still unable to cast any more spells and the only event of the phase was for me to dispel the *Deadlock* he had placed upon Deathmaster Snikch's *Cloak of Shadows*.

HIGH ELF TURN 6

Robin: As dusk fell, the High Elf Hero spurred his mount and charged after the fleeing Plague Monks, cutting them down as they ran. In the fading light and hidden beneath his restored *Cloak of Shadows*, my archers were unable to locate the loathsome Deathmaster as he slipped away. And in the final move of the game, the Dragon Prince standard bearer also failed to locate this murderous assassin of Clan Eshin with a deathbolt from the *Banner of Wrath*.

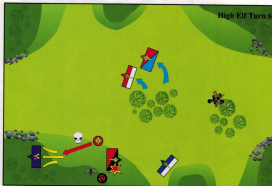
The game was over. The sole survivor of his army, the Deathmaster Snikch slipped away into the darkness of night.

CONCLUSION

Robin: Phew! that was close. Although in the end, the Skaven army was almost completely destroyed, at many points in the battle, the balance could have gone completely the other way.

At the start of Skaven turn three, I was only three dice rolls and in one case mere inches from disaster when my cavalry regiments had to take panic tests as a result of the final tolling of the Screaming Bell. Testing on the General's leadership, the Dragon Princes were reasonably secure, but the other two failed their tests and their loss would have secured a complete rout for my army.

What the battle did demonstrate was the power of the High Magic deck and the wisdom of securing adequate magical protection for large or expensive units like the Dragon Princes or Silver Helms. Its true to say that the majority of the casualties I caused to the Skaven resulted from my use of magic and in particular the truly destructive power of the *Fiercy Convocation*.



This use of magical power, was greatly assisted by my use of the *Chalice of Sorcery* and the *Wand of Jet*. At forty points, the wand is a slightly risky choice, as every time you use it, you have to roll a D6. On a 1 or 2, it loses its effect for the rest of the game. Obviously, if this happens the first time you use it, it's forty points down the drain. However, if you can hold onto it, as in this game, the ability to cast magic spells for one point less than their value (and so any one point spells for free) gives you a real edge.

Jake played the Skaven well. Skaven armies are terrifying to play against. As the solid mass of warriors charges towards you at 10" per move, you know that the only thing you can really try to do is whittle them down with missile fire and magical attacks. I was a bit despondent when Jake got the first turn, and my attempt to counter this advantage by holding his army up with the *Tempest* was a complete failure. My jaw dropped, as unit by unit, every Skaven regiment passed its leadership test, and moved forwards as if the *Tempest* were nothing but a spring rain!

The one thing to remember, is that as the Skaven ranks die, their leadership falls until not even the Horned Rat himself can save them from the deadly effects of break and panic tests. Next time I might not be so lucky!

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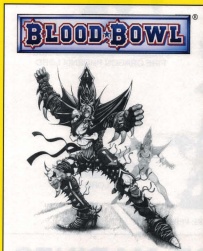
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SWOOPING HAWKS WITH LAS GUNS



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DARK REAPER
EXARCH WITH
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ELDAR DIRE
AVENGER EXARCH
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FIRE DRAGON EXARCH
WITH FIRE PIKE



FIRE DRAGONS WITH MELTAGUNS

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ELDAR ASPECT WARRIORS

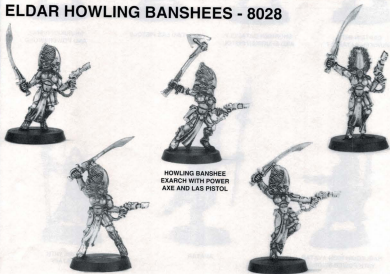
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STRIKING SCORPION
EXARCH WITH BITING
SWORD AND
SHURIKEN PISTOL

STRIKING SCORPIONS WITH CHAINWORDS AND SHURIKEN PISTOLS

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HOWLING BANSHEE
EXARCH WITH POWER
AXE AND LAS PISTOL

HOWLING BANSHEES WITH POWER SWORD AND LAS PISTOL

ALL ELDAR ASPECT WARRIORS ARE PACKAGED 2 MINIATURES PER BLISTER.

ELDAR HEROES

ELDAR HEROES - 8029



WARLOCK WITH
WITCH BLADE



WARLOCK WITH
WITCH BLADE



WARLOCK WITH FORCE
STAFF AND LAS PISTOL



FARSEER



CAPTAIN WITH
SHURIKEN CATAPULT



SHURIKEN CATAPULT
AND SHURIKEN PISTOL



TWO LAS PISTOLS



SHURIKEN PISTOL
AND POWERSWORD



HARLEQUIN HIGH AVATAR
WITH POWER SWORD



AVATAR



WARLOCK WITH
FORCESTAFF

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