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PRESENTS



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MOUNTED CHARACTERS

On the back cover of this issue we feature two new character models. Leading the army of the Undead is a



MOUNTED NECROMANCER

Mounted Necromancer, shown below, armed with sword and staff. This latest addition to the Undead was designed by sculptor Gary Morley.

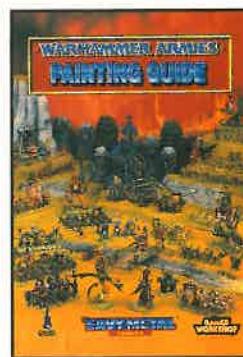
Morglum Necksnapper, Black Orc Warlord commands the Orc horde facing them. This magnificent model seated astride a huge Warboar is a must for any Orc player who prefers to lead the Waaagh from the front! Full rules for using Morglum Necksnapper in your Warhammer battles are featured in an article elsewhere in this issue.

CHAOS

This month also sees the release the fearsome **Dragon Ogres** and **Chaos Knight Heroes** featured in last month's Warhammer battle report. Both Black Orc Warlord Morglum Necksnapper and these new additions to the forces of Chaos were designed by the talented Michael Perry and are featured on 'Eavy Metal pages in this issue.

THIS MONTH'S WARHAMMER RELEASES

Dragon Ogres (One miniature per blister)	£8.99
Chaos Knight Heroes (One miniature per blister)	£3.99
Morglum Necksnapper (One miniature per blister)	£5.99
Mounted Necromancer (One miniature per blister)	£3.99
Warhammer Painting Guide	£9.99



Finally, Mike McVey presents the new **Warhammer Painting Guide**. This latest book in the 'Eavy Metal series of painting guides tells you not only how to paint your regiments and war machines quickly, but also how to create stunning character models to form the centrepiece of your army.

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As Games Workshop continues to expand rapidly in 1994 we need to employ additional energetic Retail Managers for our rapidly growing chain of stores.

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BLOOD BOWL



Models supplied unpainted.

Miniatures designed by Gary Morley

★ SKAVENBLIGHT SCRAMBLERS ★

Skaven are not the toughest or strongest players to take to the Blood Bowl pitch but they are among the fastest!

Against most teams, Skaven Gutter Runners dominate the game, dashing through any gaps in their opponents' line to snatch a lightning fast touchdown.

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- 6 Linemen

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As Skaven teams develop, the players' consumption of deadly Warpstone results in many grotesque, but often useful mutations that are always popular with the fans.



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**GAMES
WORKSHOP**

WARHAMMER

40,000

ELDAR

The latest addition to the Eldar Warhost is a boxed set of 10 **Eldar Guardians**. These detailed plastic models of the standard Eldar trooper carry lasguns and form the backbone of any Eldar army.

ORKS

More Orks join the Waaagh in the form of the new **Stormboyz**. These superb miniatures, sculpted by Alan Perry, are available as a boxed set of five models each equipped with a jump pack. With their great mobility they can move rapidly about the battlefield and allow the Orks to undertake surprise attacks on the enemy.

Also released this month are two new Ork support weapons. The **Traktor Kannon** fires a beam of energy that

drags its target out of cover and towards the waiting Ork horde.

The **Pulsa Rokkit** soars over the battlefield to smash into the ground through which it emits powerful pulses of energy. These shockwaves disrupt the enemy, delaying their advance and confusing their defence.



IMPERIAL BATTLE TANK

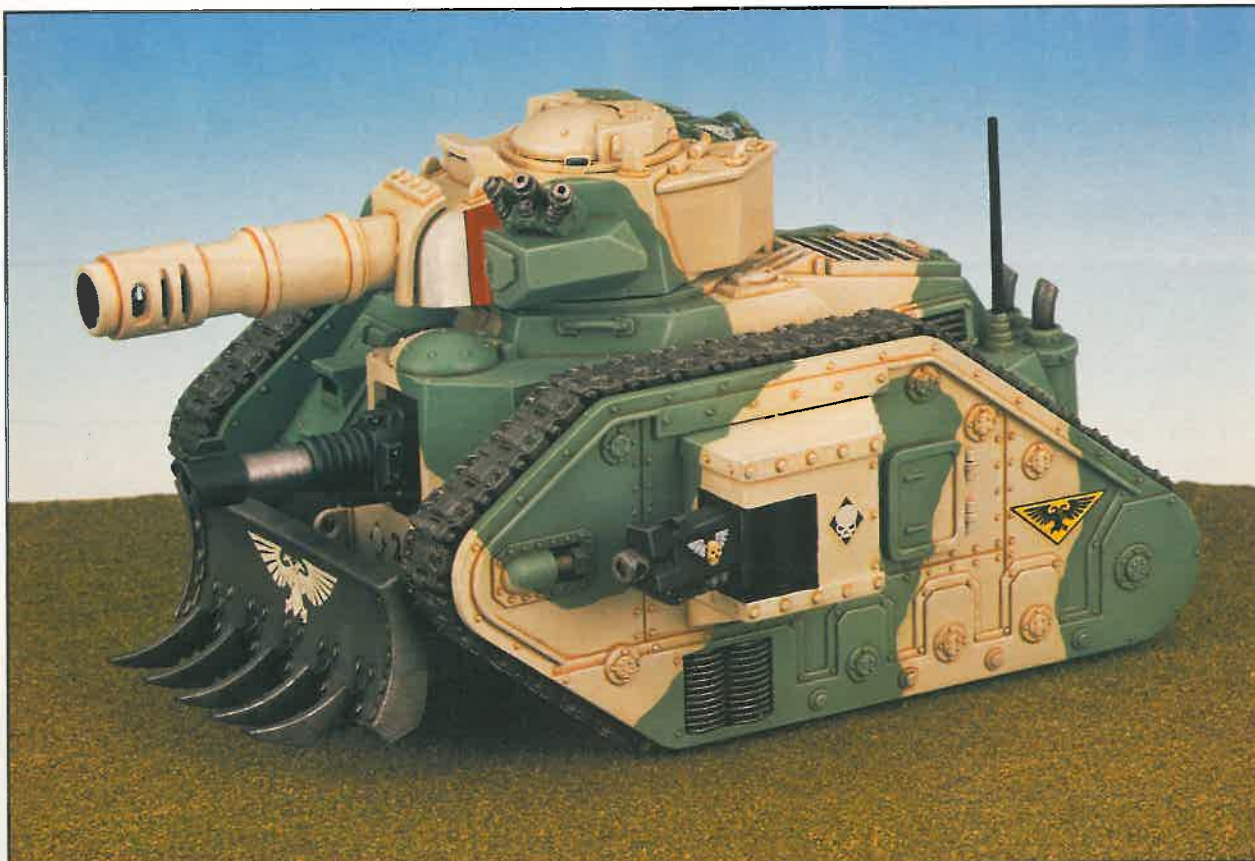
Soon to be released is the magnificent new Imperial Battle Tank, the **Leman**

THIS MONTH'S WARHAMMER 40,000 RELEASES

Eldar Guardians (10 miniatures per box)	£7.99
Stormboyz Assault Squad (5 miniatures per box)	£12.99
Ork Pulsa Rokkit (One plus two crew per blister)	£7.99
Ork Traktor Kannon (One plus two crew per blister)	£7.99
Space Ork Banners (5 sheets per blister)	£3.50

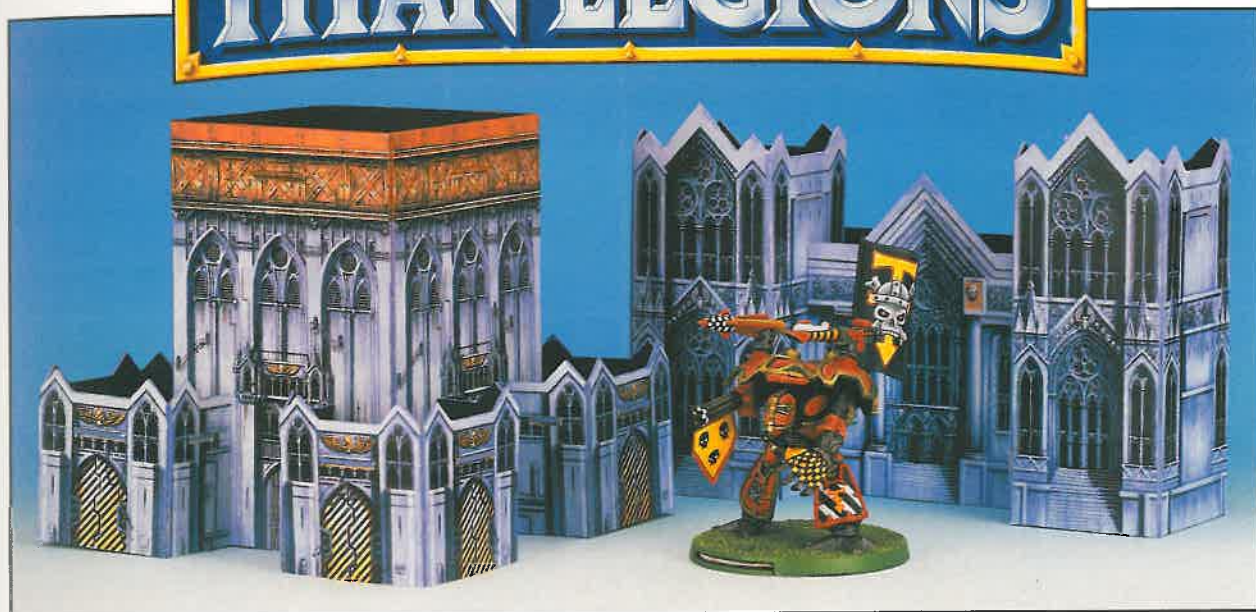
Russ (shown below). This superb model is to be the first in a line of new precision cast plastic kits and is bound to make a big impact on the battlefields of the 41st Millennium.

In preparation for future White Dwarfs are features on the background and history of the Leman Russ as well as new rules for using all the vehicles of the Imperial Guard. An 'Eavy Metal feature is being put together showing the variety of camouflage schemes and markings in use by Imperial troops. Also being written are articles on vehicle tactics and some new Vehicle cards for use with any army!



A sneak preview of the Leman Russ Imperial Battle Tank.

EPIC TITAN LEGIONS



A special preview of the brand new Epic buildings to be included in the Titan Legions game. As you can see, these huge structures tower over even a Warlord Titan and will add a whole new sense of scale to your battles.

BLOOD BOWL

NEW HIGH ELF AND DWARF TEAMS

Fresh from training come the Dwarf team known as the **Grudgebearers** and their High Elf rivals of the **Galadrieth Gladiators**. All of the different player types are represented with the Dwarfs' Long Beards, Runners, Blitzers and Troll Slayers and the High Elves' Linemen, Phoenix Warriors, Lion Warriors and Dragon Warriors. Each team comes as a boxed set containing twelve miniatures to form your rookie Dwarf or High Elf Blood Bowl team.



NEW STAR PLAYERS

This month also sees the release of two new Star Players. **Grim Ironjaw** is a stalwart Dragon Slayer who is able to fell the largest of monsters. This alone

ensures him a place on the line of scrimmage in every Dwarf team.

Prince Moranion is a fleet-footed Dragon Prince whose ability to weave his way through the opposing defence to make a lightning touchdown has won many games for the High Elves.

THIS MONTH'S BLOOD BOWL RELEASES

Prince Moranion (One miniature per blister)	£2.50
Grim Ironjaw (One miniature per blister)	£2.50
Galadrieth Gladiators (Twelve miniatures per box)	£12.99
Grudgebearers (Twelve miniatures per box)	£12.99

CITADEL COLOUR

This month sees the release of the new **Citadel Starter Paint Set**. This boxed set contains 10 Citadel paints, a brush and 2 superb plastic Citadel Miniatures to get you started. Also released is a **Citadel Brush Set** containing three brushes: a Fine Detail brush, a Standard brush and a Small Drybrush.

Featured in this issue is an article by master painter Mike McVey describing how we came to recreate the Citadel

Colour range and examining the new Washes and Glazes.

FREE 'EAVY METAL POSTER!

Free with this issue is a massive 'Eavy Metal Poster. Fully illustrated with dozens of beautifully painted miniatures, the poster also includes a guide to the complete range of the new Citadel Colours.

WARHAMMER

40,000

ORK WARGEAR

By Jervis Johnson

Ork Mekaniaks invent all manner of strange wargear and potent weapons for the Ork warriors. These include the unpredictable jump packs used by the Stormboyz and the awesome Pulsa Rokkit, both released this month.



STORMBOY JUMP PACKS



Jump packs allow the wearer to make long powered jumps instead of a normal move. This appeals to Stormboyz because it means that they can jump directly into close combat very quickly. Normally, flying in any form is shunned by Orks, but Stormboyz are an aberration from normal Ork society and are noted for their un-Orkish tendencies. They think that disciplined Ork 'soldiers' should be prepared to use any effective weapon, especially if it is noisy!

Unfortunately, Ork jump packs made by those rare Mekboyz willing to indulge Stormboy fantasies are not very reliable. It is

very much a case of pull the lever, shout "Ere We Go!!!" and hope for the best...

Ork jump packs follow all the rules for jump packs on page 71 of the Warhammer 40,000 Wargear book, with one very important exception. Instead of rolling D3 for the deviation of the jump, roll the Artillery dice instead and halve the score. As the Artillery dice is printed with the numbers 2, 4, 6, 8 & 10 this means that the jump can deviate from 1" to 5". If you roll a misfire on the Artillery dice then something has gone disastrously wrong with the jump – roll a D6 and consult the Misfire Table, below.



STORMBOYZ JUMP PACK MISFIRE TABLE

D6	Result
1	BLOW UP IN MID-AIR. The jump pack explodes while the Stormboy is in the air, killing him instantly. Remove the Stormboy model from the table as a casualty.
2	BLOW UP ON LANDING. The Stormboy comes crashing down headfirst and his jump pack explodes, killing him instantly. Any models within D3" of the Stormboy's landing point are hit by flying debris and suffer a S4 hit with a -1 saving throw modifier.
3-5	HAYWIRE. The controls to the jump pack go haywire and the Stormboy is unable to control it. He comes to earth 3D6" away in the direction indicated by the Scatter dice.
6	WAAAAARGH! The jump pack refuses to shut down, carrying the Stormboy over the horizon and far away. Remove the Stormboy model from the table but do not count him as a casualty for victory point purposes (he will be able to rejoin the warband in time for the next battle).

STORMBOYZ



DRILLBOSS



Before finding their place in Ork society all young Orks leave their households and join Stormboyz camps.

While human youngsters are often wild and anarchic, Stormboyz are exactly the opposite: they are smart and well-disciplined! Other Orks find the constant parading and boot-polishing odd and quite funny, but Stormboyz take it all very seriously.



STORMBOY



STORMBOYZ OUTFLANK THIS ULTRAMARINES DEFENDED BUNKER



THE PULSA ROKKIT



The Pulsa Rokkit is really a special force field generator that is hurled into the midst of the enemy ranks by means of a solid fuel rocket. The rocket is carried to the battlefield on its own little launcher, and is aimed and fired by its crew. The force field generator itself is a special kind known as a Pulsa – a strange whirling machine that detaches from its parent rocket and glides to earth by means of a parachute or anti-gravity motor (if the Mekboy can dismantle a captured Imperial vehicle to get one). When it lands, the Pulsa sends out powerful bursts of energy, like the ripples a stone makes when thrown into a pond. As they spread outwards, the ripples of energy become weaker and weaker. The enemy is thrown into disarray as any troops and vehicles that get in the way are knocked over or spun around.

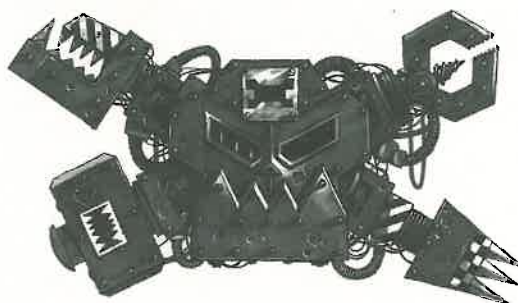
The Pulsa Rokkit may only be fired once. Before the rocket is fired the fuse is trimmed to determine roughly how far it will fly before releasing the Pulsa generator. The player does this by nominating a number between 1 and 10: 1 is a very short fuse while 10 is a very long one.

The rocket always flies in a line straight ahead when it is fired. To see how far it travels the player rolls a number of D6's equal to the number he chose, adds up the total, and then adds a further 12 to the score. The result is the distance that the rocket will travel in inches. For example, if the player opts for an average flight time and nominates 5, the rocket will travel 12+5D6" before the Pulsa is released.

The Pulsa generator is placed directly in front of the rokkit launcher the distance indicated by the dice. Note that the crew does *not* need a line of sight to the target point. It is assumed that they are being signalled the location of the enemy by other Orks, and the weapon fires in such a high trajectory that the rocket will fly over any intervening terrain between the launcher and the landing point.

The Pulsa generator starts to build up energy as soon as it lands: blades spin, steam hisses from its vents, and internal cogs and wheels begin to clunk and grind. At the start of the opponent's next turn, roll 2D6: the result is the range of the

pulse in inches. If you rolled a total of 7, for example, any models within 7" of the Pulsa Rokkit would be hit by the pulse of energy. Any troops, vehicles, crewed weapons or other models within the distance indicated are knocked over or spun round. The effect that this has depends on the type of model, as shown on the table above.



The Pulsa generator will normally produce one pulse and then burn out. However, there is a slim chance that the contraption will keep on working for two or more turns. To represent this, if the 2D6 roll for the pulse's range is a **DOUBLE**, then the Pulsa generator keeps on working and will produce another pulse at the start of the opponent's next turn. If the roll was anything except a double then the generator burns out and is removed from play.

FOOT TROOPERS: The model is knocked over and must spend the rest of the turn standing up. Place the model on its side and stand it up at the end of the turn. The model may not move or attack this turn.

BIKES & OTHER VEHICLES: The vehicle is spun round to face in a random direction and will move out of control this turn. The vehicle may not shoot this turn.

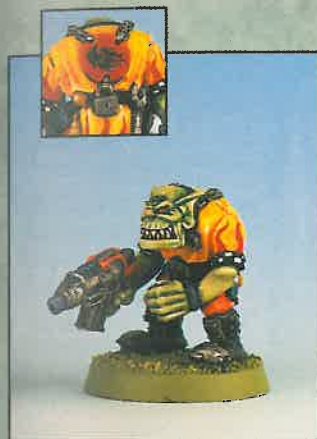
DREADNOUGHTS & WALKERS: Roll on the model's Leg Damage Table to see what effect the pulse has on it. In addition, the model may not shoot this turn.

SUPPORT WEAPONS: The crew are knocked over as they are foot troopers – see left. The support weapon itself is spun round to face in a random direction. Use the Scatter dice to determine the new direction that the weapon is facing. The model may not move or shoot this turn.

TERRAIN: Any buildings, trees, rocks, walls, hedges, or similar features within the affected area are knocked down on a roll of 4 or more.

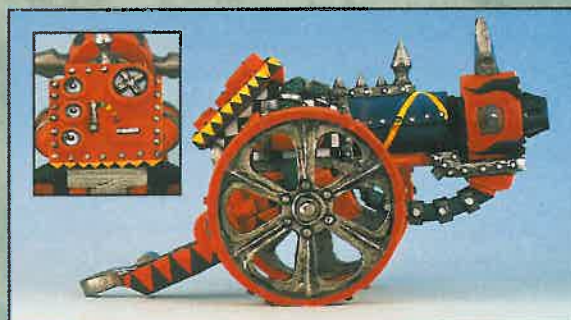
Bunkers or similarly well-built field fortifications are knocked down on a roll of 6. Any models standing in or on a structure that is knocked down will be destroyed.

EVIL SUNZ



TRAKTOR KANNON AND GRETCHIN CREW

The Evil Sunz are obsessed with all things mechanical. The clan has the most Mekboyz and more than its share of Mekboy-built war machines.



EVIL SUNZ MEKBOY WITH RUNT ASSISTANTS



WARTRAK SCORCHER

Evil Sunz paint all their vehicles red. They firmly believe in the old Ork adage that "red wunz go fasta".



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TALISMAN DUNGEON OF DOOM

By Jervis Johnson

Dungeon of Doom, the first expansion set for the new Talisman game is released this month. Here, Jervis explains what new perils await your brave adventurers and we publish four brand new Character Cards to include in your games.

DUNGEON OF DOOM

Talisman – Dungeon of Doom is the first of three brand new expansion kits that we'll be publishing for Talisman, that add new board sections, decks of adventure cards and player characters to the game.

Surrounding the land of Talisman are four great kingdoms known as the *realms*. Dungeon of Doom allows the players to enter the first two of these realms – the Dungeon of the dread Lord of Darkness, and the Mountain realm of the fierce Eagle King. The remaining two realms will be covered in the second Talisman expansion set.

Each of the realms included in Dungeon of Doom offer great opportunities as well as terrible dangers for those adventurers bold enough to enter them. Beneath the ancient ruins lies the dark and terror haunted catacombs of the dread Lord Of Darkness. The corridors and rooms of his dungeon realm are home to an army of powerful monsters that guard his fabled hordes of treasure. Meanwhile, beyond the crags lies the mountain realm of the fierce Eagle King. This fierce and noble ruler will help any adventurer that can reach him, but first the adventurer must brave the perils and natural dangers on the mountains below the Eagle King's palace.



Inside the Dungeon of Doom box you'll find a pair of 'L' shaped board sections that attach to opposite corners of the main Talisman board. The two boards depict the two new realms which the players can explore. Each realm also has a new set of adventure cards which detail the events, enemies and followers that can be encountered, and the treasures that can be found there.



In addition to the new boards and decks of cards, Dungeon of Doom contains six new characters: a ferocious Beastman, mighty Chaos Warrior, a wise Priest, pyrotechnical Fire Wizard, mystical Shaman and a earthly Druid. Each new

character is provided with a full-colour character card detailing their strength, craft and special abilities, and is represented by a superbly detailed plastic Citadel miniature.

The basic Talisman rules are left pretty much unchanged, and the game is still won by defeating the Dragon King. However, if Dungeon of Doom is being used then players may move their character's into the new realms by the side of the main Talisman board. Each realm is connected to the main Talisman board at a specific space; the Dungeon connects at the Ruins space, and the Mountains connect at the Crag space. You may enter a realm simply by moving from the main board to the realm from the appropriate connecting space. To exit a realm, simply reverse the procedure, moving from the entry/exit space in the realm back to the connecting space on the main board.

When in a realm a player must draw cards from the appropriate realm card deck, rather than the normal Talisman Adventure card deck. In addition, if a player's character starts a turn in a realm he must roll the special *Realm Dice* to see how many spaces the character may move.

The Realm dice is included with the Dungeon of Doom expansion set and is different to a normal six sided dice. It bears the numbers 1,1,2,2,3,4 instead of the normal 1-6 pips. You will notice that this means you move more slowly in the realms, which is as it should be because each realm is, in its own way, more difficult to move through than the normal board. The realm dice is only used for movement; a normal six sided dice is used for battles, psychic combat, or anything else that calls for a dice roll.



NEW TALISMAN CHARACTERS



THIEF

SPECIAL ABILITIES

1. You may attempt to steal from any player that you encounter instead of fighting them. Roll a dice. If the score is lower than or equal to your Craft then you succeed in stealing one object or 1 gold (you choose which). If you fail then nothing happens.
2. You may attempt to steal an item whenever you land on a space where anything is for sale. Shuffle the Purchase Cards and take a card: if it is for sale in the space you may keep it, if it is not for sale, return the card and your turn ends.

START IN THE
CITY GATES

NEUTRAL



ALIGNMENT

GOLD
1STRENGTH
3CRAFT
3LIVES
4EXPERIENCE
0

OBJECTS

FOLLOWERS

Thief

The Thief is a cunning rogue who steals from the rich and keeps the proceeds for himself! He was orphaned at a young age and has always had to live by his wits in order to survive. Although he prefers to achieve his ends by cunning and stealth, his tough life on the streets means that he is perfectly capable of looking after himself in a fight if he has to.



NECROMANCER

SPECIAL ABILITIES

1. You begin the game with one spell.
2. When you defeat a monster or spirit, you may raise it from the dead. Take any experience points as normal. The monster then becomes your follower and adds its strength or craft to yours in the next battle or psychic combat that you fight, after which it crumbles to dust and you must discard it. You may not have more than one raised follower at a time.

START IN THE
GRAVEYARD

EVIL



ALIGNMENT

GOLD
1STRENGTH
2CRAFT
4LIVES
4EXPERIENCE
0

OBJECTS

FOLLOWERS

Necromancer

The Necromancer is an evil wizard with powers over the world of the dead and even over the dead themselves. His magic has enabled him to extend his own life for centuries, and to raise corpses from the ground to protect him and act as his followers. Although the Necromancer's flesh is shrivelled and his bones cracked, he is still an immensely powerful and dangerous character.

NEW TALISMAN CHARACTERS

Unfortunately we couldn't fit all of the characters we'd playtested into Dungeon of Doom, so we've included four of the adventurers we had to miss out here in White Dwarf. To use them simply cut out or photocopy the character sheets and glue them to a piece of thin card, and then shuffle them in with the rest of the character sheets the next time you play a game of Talisman.



The new characters can be represented by an appropriate Citadel miniature from your collection, or see the Mail Order advertisement elsewhere in this issue for a specially selected set of Citadel miniatures you can use. The four new characters included in the game are:

Thief

The Thief is a cunning rogue who steals from the rich and keeps the proceeds for himself! He was orphaned at a young age and has always had to live by his wits in order to survive. Although he prefers to achieve his ends by cunning and stealth, his tough life on the streets means that he is perfectly capable of looking after himself in a fight if he has to.

Dragon Rider

The Dragon Rider is one of the powerful High Elf Princes of Caledor. He has been trained from birth in the arcane secrets required to tame and ride a Dragon, breaking the ferocious beast to his will so that he can ride it into battle. Only the mightiest hero can aspire to master such a ferocious steed.

Necromancer

The Necromancer is an evil wizard with powers over the world of the dead and even over the dead themselves. His magic has enabled him to extend his own life for centuries, and to raise corpses from the ground to protect him and act as his followers. Although the Necromancer's flesh is shrivelled and his bones cracked, he is still an immensely powerful and dangerous character.

Wardancer

The Wardancer is one of the wildest of all of the Wood Elf warriors. He is trained in the deadly arts of hand-to-hand combat, and is an extremely athletic fighter. He can leap over the head of even the tallest enemy, slashing at their throat with unnerving accuracy, severing limbs and sending heads toppling to the ground.

THE QUEST CONTINUES

While this issue of White Dwarf is going to press, Jervis Johnson is putting the final touches to the next Talisman expansion – City of Adventure.

This boxed set will add two further boards to the basic set and enable players to visit the Talisman City and venture into the forest lair of the Wraithlord. The city board will include a host of new locations including the Alchemist's shop, the Pawnbroker's and the Armoury where new weapons and equipment can be purchased. Players can also get their wounds healed and life points restored in the Apothecary's shop. This second supplement will also add a six further characters to the basic set and will include six more brand new Citadel miniatures.

Plans are already advanced to add a further expansion to the system in the form of Talisman – Dragon's Tower. Richard Helliwell and Jervis Johnson have been seen hunched in a corner of the Studio secretly working on the design for a 3-dimensional Talisman board that will sit in the middle of the main board and allow the players to venture into the tower itself. Apart from the tower, we're not sure what else this third expansion will contain, but the complete game system will enable the players to participate in perilous journeys of adventure into many realms, taking on the role of a wide range of exciting characters.

For many years now, Talisman has enjoyed worldwide success as a game that is simple to learn, but offers the challenge of fantasy adventures to anyone who is willing to strap on a sword and try their luck.

Good adventuring!



NEW TALISMAN CHARACTERS

WARDANCER



SPECIAL ABILITIES

1. Take a broadsword from the purchase card deck at the start of the game.
2. When you are in battle you may decide to charge before you roll the dice. This adds two to your score, but you miss your next turn while you catch your breath.
3. You may never wear armour or a helmet. You must leave these cards in the space where you encounter them.
4. You *may* use a shield, and are allowed to add one to your score when you roll to see if the shield saves you from losing a life.

START IN THE
FOREST

GOOD



ALIGNMENT

GOLD
1STRENGTH
3CRAFT
3LIVES
4EXPERIENCE
0

OBJECTS

FOLLOWERS

Wardancer

The Wardancer is one of the wildest of all of the Wood Elf warriors. He is trained in the deadly arts of hand-to-hand combat, and is an extremely athletic fighter. He can leap over the head of even the tallest enemy, slashing at their throat with unnerving accuracy, severing limbs and sending heads toppling to the ground.

DRAGON RIDER



SPECIAL ABILITIES

1. Take a broadsword, helmet and armour from the purchase deck at the start of the game.
2. If you defeat a Dragon in combat you may enslave it and take it as a follower. As long as it is your follower you may add 3 to your dice score in combat, and may roll two dice for movement and use the one with the highest score. You may never have more than one enslaved Dragon at a time.

START IN THE
CITY GATES

GOOD



ALIGNMENT

GOLD
1STRENGTH
3CRAFT
3LIVES
4EXPERIENCE
0

OBJECTS

FOLLOWERS

Dragon Rider

The Dragon Rider is one of the powerful High Elf Princes of Caledor. He has been trained from birth in the arcane secrets required to tame and ride a Dragon, breaking the ferocious beast to his will so that he can ride it into battle. Only the mightiest hero can aspire to master such a ferocious steed.

WARHAMMER

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SUPREME LORD
OF THE UNDEAD



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Miniature designed by Gary Morley



Model supplied unpainted



Miniatures designed by Gary Morley and Trish Morrison



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RIDDEN BY A WIGHT LORD

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**GAMES
WORKSHOP**

WARHAMMER

MORGLUM NECKSNAPPER BLACK ORC CHIEFTAIN

By Rick Priestley

MORGLUM NECKSNAPPER

Cost 150 points

Your army may be led by Morglum Necksnapper. If you decide to do this, Morglum is the Warlord of your army and therefore replaces the Warlord described in the main army list in *Warhammer Armies – Orcs and Goblins*. Your army must include at least one unit of Black Orcs if it is led by Morglum Necksnapper.

Black Orcs come from the east, from the Dark Lands and the Mountains of Mourn where the land lies under a cloud of black volcanic dust. Some Black Orc tribes have undertaken the arduous journey across the Dark Land into the west, where they have conquered Orc and Goblin tribes. The most feared of these tribes is the Necksnappers under their ambitious chieftain Morglum.

Most Orcs are loud and quarrelsome, but Black Orcs are quiet and stern, strong and silent. This is especially true of Morglum who appears to be almost entirely fearless. Morglum is renowned for his short, to the point battle cries and terse tactical observations. At the Battle of Death Pass he led his Black Orcs, Orcs and Goblins to a convincing victory against an errant Bretonnian army. As the Bretonnian duke and his knights galloped frantically out of Death Pass towards the setting sun, pursued by hordes of Goblins, Morglum Necksnapper made his famous pronouncement "Let 'em tell da King. Da east belongs to da Orcs. Da east belongs to Morglum. Da east is green."

Profile	M	WS	BS	S	T	W	I	A	Ld
Morglum	4	7	6	5	5	3	5	4	10
War Boar	7	4	0	3	4	1	3	1	3

WEAPONS/ARMOUR: Morglum wear light armour and carries an axe in each hand.

MAY RIDE: Morglum Necksnapper may ride a war boar (+8 points), or a monster (see separate Monster List in *Warhammer Armies – Orcs and Goblins* for points), or he can ride a chariot pulled by either war boars or giant wolves as described in the War Machines section of the list.

MAGIC ITEMS: Morglum may carry up to three magic items chosen from the Warhammer Battle Magic cards.

SPECIAL RULES

IMMUNE TO PSYCHOLOGY

Morglum Necksnapper is immune to all psychology. He cannot be affected by fear, terror, panic or any other psychology tests. He must still take break tests if defeated in hand-to-hand combat.

The only good stunty is a dead stunty, and the only thing better n' a dead stunty is a dyin' stunty who tells yer where to find 'is mates.

Morglum Necksnapper





CHAOS KNIGHT STANDARD BEARER



CHAOS KNIGHTS



CHAOS KNIGHT CHAMPION



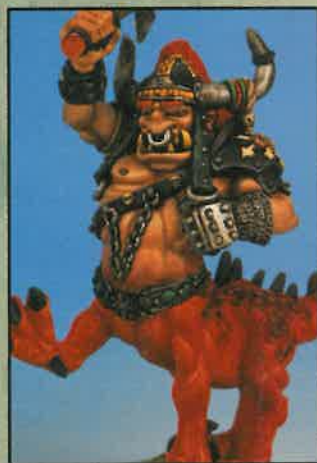
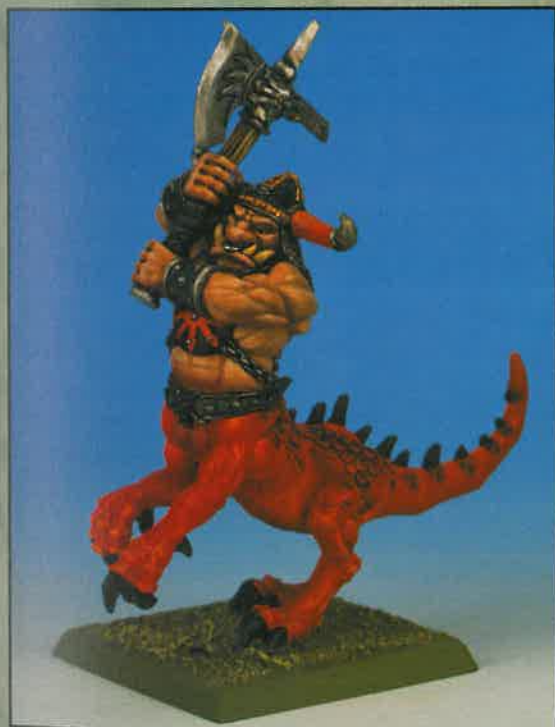
HIGH ELVES VALIANTLY DEFEND AGAINST A MAURAUDING CHAOS HORDE



DRAGON OGRES



Dragon Ogres are the most ancient of all the world's living creatures. Aeons ago their race made a sinister pact with the forces of Chaos, embracing damnation rather than accepting a slow decline into extinction. Unless they die in battle Dragon Ogres live practically forever, spending most of their time asleep. Only mighty thunder storms stir Dragon Ogres from their sleep. When the lightning cracks across the darkened skies they battle for supremacy on the highest mountain peaks.



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BLOOD BOWL®

BLOCK AND TACKLE

By Robin Dews

Human teams offer a Blood Bowl coach an almost perfect combination of speed, strength, resilience and agility. So says Robin Dews who runs a successful team called the Deathheads in our Studio League. We asked him to convince us...

HUMAN TEAMS

It's almost two years ago now, since Jervis announced that he was going to revise the rules for a new edition of Blood Bowl. Along with many other of the staff at the Studio I jumped at the chance to get involved in the playtesting and development of this new version. I normally fight Warhammer battles with an Empire army and, true to form, have always fielded a Human team in Blood Bowl. Although, they lack some of the super-strong or tough members of other races (such as Black Orc Blockers!) and can't field so many special weapons as some other teams, their combination of strength, mobility and toughness makes them excellent all rounders.

PICKING A TEAM

Picking a Blood Bowl team really is a matter of personal preference, but there are a number of guidelines that should always apply.

With a brand new team, try to have at least twelve players in your squad. This means that even when the inevitable casualties or even deaths start to roll in, you will still manage to keep eleven players on the pitch. It is a favourite tactic of Orc, Chaos and Dwarf teams to try and grind you down in the first half by causing as much damage to your team as possible and then overwhelming you in the second half by sheer weight of numbers!



Although there are tricks you can employ to reduce the damage, nothing will stop it completely and so your only real defence is to have sufficient players in the reserve box to hold the line on the pitch.

At the start of the Studio Blood Bowl league, I therefore fielded the following squad:

4 Blitzers	360,000
4 Linemen	200,000
2 Catchers	140,000
1 Thrower	70,000
The Mighty Zug – Star Player	120,000
2 Re-rolls	100,000
Fan Factor 1	10,000
Total	1000,000

KNOW YOUR PLAYERS

Whenever you pick a Blood Bowl team (or an army for Warhammer or Warhammer 40,000 for that matter) there just never seem to be quite enough points to go around! As I've explained, I wanted a squad of at least twelve players and I'd also decided to include the Mighty Zug in my team from the outset. Although expensive (I could have included another Lineman and a second Thrower or Catcher for the same

price!), I wanted him in my squad for two reasons.

First of all, he would put some much needed muscle into my front line when I came up against Orcs or Chaos teams with their Black Orcs and Chaos Warriors. Secondly, big, tough Star Players like Zug inevitably attract a lot of attention (and hopefully put the fear of god into your



The Mighty Zug

opponent). It would suit me fine if the opposing team concentrated their efforts on knocking him down. With an AV of nine, he is difficult to hurt and with his strength of five would most likely be attacked by at least two players at a time in order to even up the number of Block Dice they rolled. All this meant that for the cost of a couple of average players, I could hopefully tie up two or more of the enemy and give the rest of my team the opportunity to break through or outflank my opponent's line.

A similar logic applied to my choice of four Blitzers. These mighty players really are the stars of the Human line-up and I always attempt to play with the maximum number at all times, particularly in the early stages of a league. The main reason for this is that in addition to their movement of seven, they automatically come with the *Block* skill.

When you attack another player in Blood Bowl in an attempt to knock them over or grab the football, it's called making a block. What happens is that you compare the strengths of the two players involved and add in any assists they might have. The attacker then rolls a number of Block Dice which determine the outcome of the block and range from merely



pushing back your opponent, to having your face smashed into the dirt as the result of a swift counter block.

In a standard attack, where the strengths of both players is equal there is a 33% chance of knocking down your opponent (unless he has the *Dodge* skill in which case your chance plummets to a miserable 16% or 1 in 6!). However, if you have *Block* your chances increase to 50% giving you a considerable advantage in most attacks.

Whilst on the subject of initial skills, there are a couple of other important points to remember about Human players. The first of these is that Human Catchers come already equipped with the extremely useful *Catch* and *Dodge*.

Catch allows you to re-roll any failed catches, hand-offs or interception attempts. *Dodge* not only allows you a re-roll if you fail to dodge out of an opposing player's tackle zone, more importantly, it also modifies the results of the Block Dice. Although on the surface, these skinny guys with their armour value of only seven might look a bit fragile, they are in fact worth their weight in gold pieces.

With their movement of eight, these players can zip around for up to ten squares, if you need them to 'go for it'. The *Dodge* skill also enables them to sprint through your opponent's line and fan out into his back field ready to receive passes. This has the desirable secondary effect of forcing your opponent to run back some of his players to mark your men thus weakening his front line.

Don't make the mistake of only using Catchers when your are attempting to score. Despite their low strength of two, if you

GALADRIETH GLADIATORS

High Elves are renowned for their accurate passing game, relying on the accuracy of their Phoenix Warriors and the icy calm of their catchers to score fast throwing touchdowns. High Elf teams are also remarkable for their combination of speed and agility, which gives them more than an edge when it comes to the running game.



LINEMAN



LION WARRIOR



PHOENIX WARRIOR



DRAGON WARRIOR



LION WARRIOR



DRAGON WARRIOR



LINEMAN



PRINCE MORANION
DRAGON PRINCE



GALADRIETH GLADIATORS

run them together in pairs, they can quickly reach and overwhelm most other team's players. Even if they don't make the attack themselves, their ability to slip into tight corners and lend that vital extra assist makes them just as valuable on defence.

Of Human Linemen and Throwers, there's not a lot to say. Both are standard Blood Bowl players, with stats much like any other comparable race. The only thing to remember is to either start your team off with two Throwers, or get a second one in your squad as soon as you can afford it. Throwers have exactly the same statistics as Linemen but they come with two solid skills in *Sure hands* and *Pass*. Although at 70,000 gold pieces, they cost 20,000 more than a Lineman, that only works out at 10,000 per skill and either of them could win you the game or save your bacon when you're in a hole!

SKILLS

As your team develops, there are a few skills that you should definitely go for. Your Throwers and Catchers will rapidly gain Star Players points as they score most of your touchdowns. *Accurate* and *Strong Arm* make for a deadly combination of passing skills. The +1 on your dice roll together with the one-band range reduction will enable you to pop the ball into the waiting hands of any team-mate. The other great Thrower/Catcher skill combination is a Thrower with *Hail Mary Pass* working together with a Catcher with *Diving Catch*. *Hail Mary* on its own can easily get you out of

a tight spot as it enables your Thrower to place the ball anywhere on the pitch. Coupled with *Diving Catch* it becomes a game winner and is sure to frighten the living daylight out of the opposing team's coach.

One final word on skills. Don't try to build a beat-'em-up team out of Humans. Compared to Orcs, Chaos, Dwarfs and other high AV teams, you just can't hack it over a prolonged punch up. Sure, now and again you'll get lucky and put one or two of the other team's guys in hospital. However, if you try to make this a feature of your play, you'll end up with most of your team stretchered off or worse!

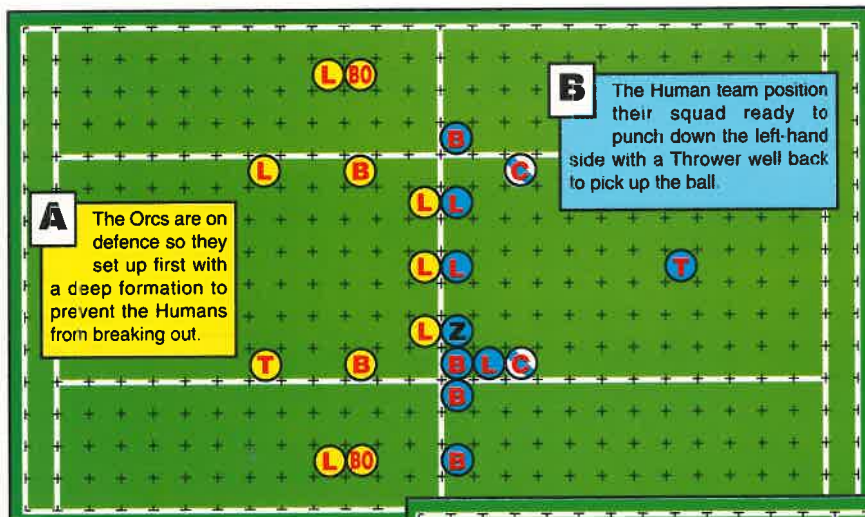
Stay mobile, use *Dodge* as much as possible to protect your guys in a fight and concentrate on that combination of both a running and passing game.

TACTICS

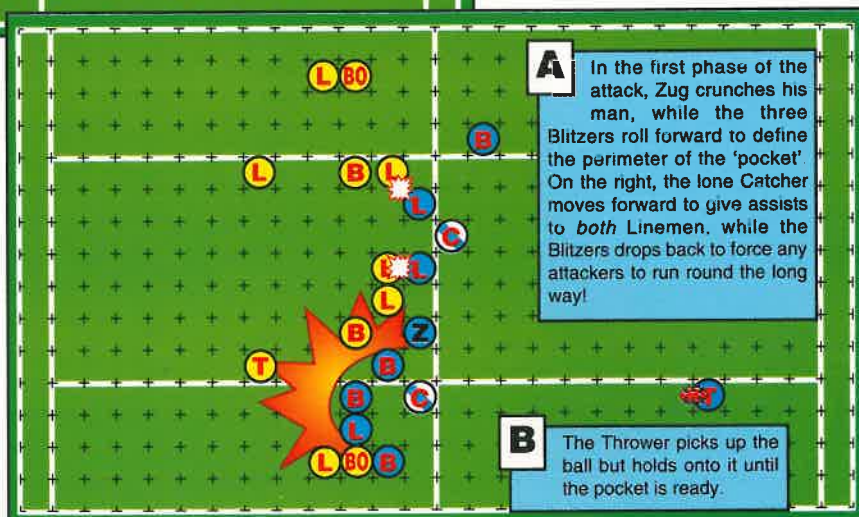
The versatility of the Human team means that unlike Orc or Dwarf squads, there is no real set pattern that can guarantee you victory. The Human's special talent lies in the way that their players adapt to luck and circumstance. I've won many a game in the penultimate or final down, by throwing a Long Bomb (pulled back to a Long Pass for *Strong Arm* and with a +1 for *Accurate*) or watched my opponent weep in frustration as his attempt to Blitz my runner, merely result in the player being pushed closer to the end zone due to the ubiquitous *Dodge* skill.

That being said, there are some key moves that you should really learn by heart. The most important of these is essential either when you receive the ball after a kick-off, or during the game if to manage to grab the ball from your opponent. It's called forming a pocket.

The pocket is not too dissimilar to 'Da Cage', described by Orc coach Carl Brown in his 'Ere we go' article in White Dwarf 175. The major difference is that a pocket is a temporary formation, designed to protect the ball carrier until the runners are safely down the field.



The Humans set up for a drive down the left hand side.





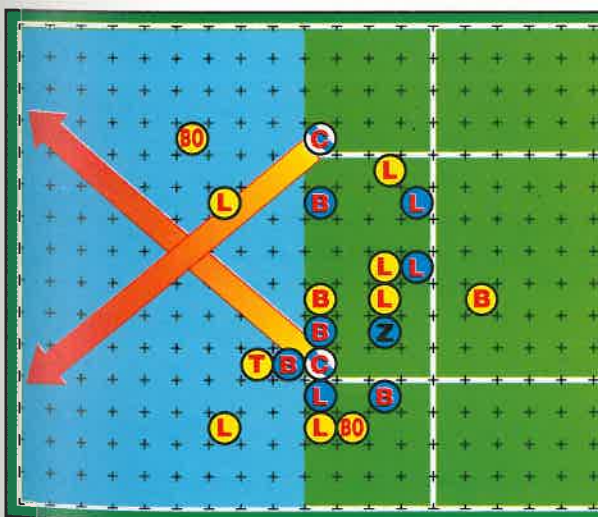
The Reikland Reaver Blood Bowl Team with Star Player – Griff Oberwald.

FORMING THE POCKET

As you can see from the diagram, the idea in the first phase of the attack is to create a safe zone into which you can place a receiver. This can be a Catcher, but it's often better to send these guys running down the field and pass the ball to someone with a little more muscle, like one of your Blitzers. Either way, **do not** pass the ball until the pocket is secure. There are two reasons for this. The first is that should an accident occur (and they happen to us all!) and the pass is incomplete you could be left with your opponent grabbing the ball off you on his turn. The second reason is more subtle. While your Thrower is holding the ball, your opponent still has no way of knowing the real direction of the play. The pocket could be real or it could be a feint with the real run coming down the other side. As I've already emphasised, the real strength of the Human team lies in its flexibility and you should take advantage of this by not committing yourself until you have to. This will force your opponent to maintain a broad line of defence.

THE DIAGONAL RUN

For the next turn or two, your aim is to edge forward until you either have runners in the back field or you've reached a point nine squares away from the opponent's end zone. From here you strike. Two Catchers working in tandem can either make the run on their own, or if there are enemy players blocking the way, cross over and hand-off the ball



at the mid-point. Again what you are trying to do is maintain maximum flexibility so that the opposing coach has to cover every base. At the same time you also maintain the capacity to switch your attack should the need arise.

ALL'S FAIR IN WAR AND BLOOD BOWL

As my team has developed and I've added Star Players and more skills, these tactics have been endlessly refined and developed. In future articles we'll talk more about how these changes, and in particular the Death Zone Cards have altered the game. However, the basic principles stay the same. Be fast...be flexible...be brutal!



GRUDGEBEARERS

Dwarfs are ideal Blood Bowl players, being short, tough, well armoured and having the stubborn knack of refusing to give any ground to their opponents. Most successful Dwarf teams work to the principle that if they can take out all of the opposing team's potential scorers and wear down the rest, then there won't be anybody left to stop them scoring the winning touchdowns! The Grudgebearers are no exception and have become famous for their intricate and well-planned plays, as well as never forgetting an insult or dirty trick carried out by an opposing team!



BLITZER



LONG BEARD



TROLL SLAYER



RUNNER



TROLL SLAYER



BLITZER



LONG BEARD



GRIM IRONJAW
DRAGON SLAYER



THE DWARF GRUDGEBEARERS

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GAMES WORKSHOP

GAMES DAY '94

This years Games Day will feature more gaming events than ever before. Following the success of this year's Golden Demon Awards, we've once again booked the National Indoor Arena in Birmingham for a day of competitions, madness and mayhem.

MASSIVE PARTICIPATION GAMES

Whether your favourite Game is **Warhammer**, **Warhammer 40,000**, **Blood Bowl** or **Man 'O War** there will be loads of participation games for you to join in with.

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For **Epic** fans, Games Day will also feature gigantic display and participation games of **Titan Legions**. Andy Chambers' massive new expansion of the Epic system allows you to now include Imperial Emperor Titans and Ork Mega Gargants in your **Space Marine** games.



SPACE MARINE



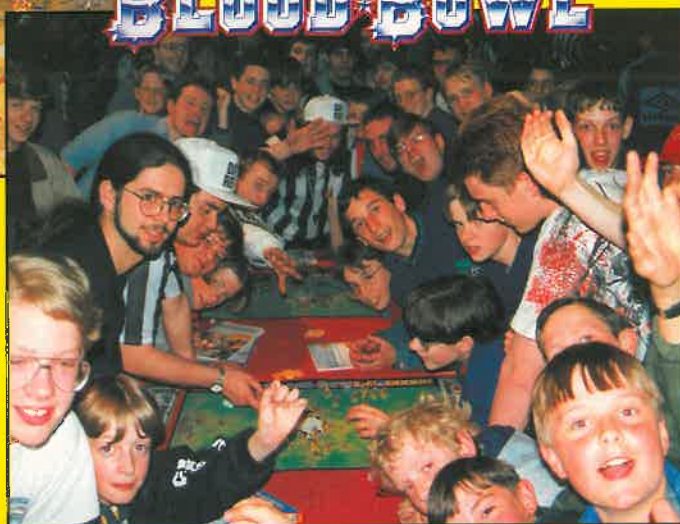
Throughout September, every Games Workshop store will be running a massive **Blood Bowl** competition to select a player to represent their area.

These games will reach their climax at **Games Day '94** when the National Champion will be chosen from amongst the participants.

The winning team coach will be awarded a full size replica of the **NFL Blood Bowl Trophy** created by the team at Bright Light Studios.

Throughout the day, the best players in each game system will be selected to compete in a series of knockout games, with the winners being awarded the titles of best **Warhammer General**, best **Warhammer 40,000 Commander** and **Titan Legions Princes**. The three winners will also carry away some awesome prizes!

BLOOD BOWL





BATTLE REPORTS 'LIVE'

On the White Dwarf stand we'll be doing 'Battle Reports Live' where you can see Jake Thornton and Adrian Wood fight out a Warhammer 40,000 game over the kind of stunning terrain you see each month in White Dwarf and with armies painted by the Studio 'Eavy Metal team.



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COMPETITIONS AND PRIZES

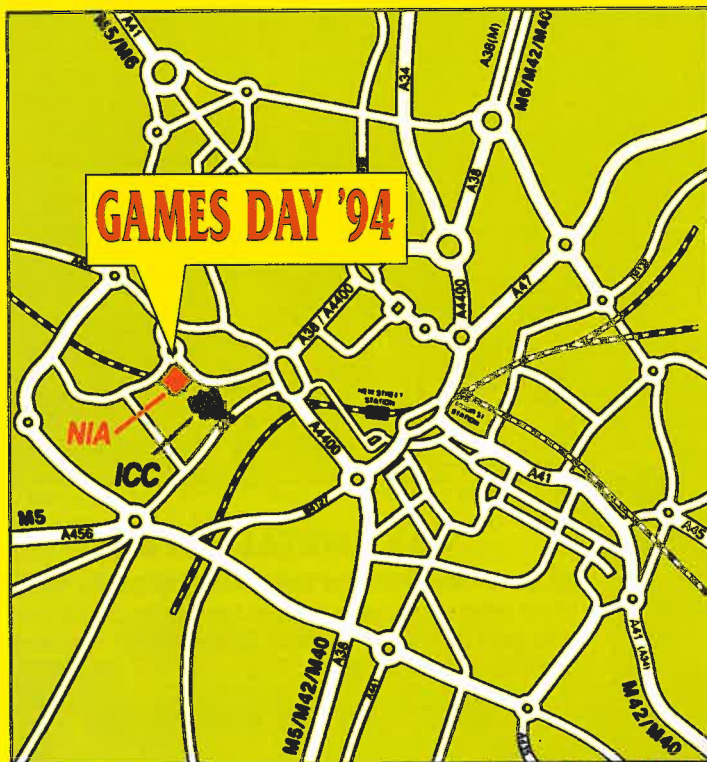
And throughout the day there will also be a host of other events, prize draws and competitions with some great prizes to be won.



GAMES WORKSHOP

GAMES DAY '94

TICKETS AND HOW TO GET THERE



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The National Indoor Arena – Birmingham, is undoubtedly the UK's finest indoor arena. The purpose-designed facilities are among the finest in the world and combine with an easily accessible location to make the NIA an ideal location for Games Day '94.



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If you are travelling by car or train, Birmingham is easily accessible from all of the major motorway networks. The Arena itself is only about 15 minutes walk from Birmingham's New Street Station.

The National Indoor Arena itself is right next door to the Birmingham International Conference Centre and the two venues should not be confused.

Please note that there is a large multi-storey car park behind the National Indoor Arena, but there is no free parking on site.

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SPACE MARINE®

KNOW YOUR FOE

by Mark Watts

If you are being beaten by the Ork hordes or shot to pieces by Imperial Titans, the following article has the answers. Taking each of the armies in Space Marine in turn, Mark examines their strengths and weaknesses and describes a few tactics to overcome them.

KNOW YOUR ENEMY!

Whatever army you command in your Space Marine battles, you probably find some opponents easier to beat than others. Sometimes your forces will easily crush all opposition, blasting the foe to pieces with your artillery and Titans. At other times, whatever you try seems to fail, and your men end up broken and scattered.

Each army has its own strengths and weaknesses and understanding these is the key to victory. The following strategies have been handed down through the ages from

commander to commander. They have been tested in the white-hot crucible of battle many times and helped dozens of armies to annihilate their foes.

Whether your bane is the Orks or the Space Marines, you will hopefully find the way to beat them in the following notes. Each army has been described in general with the dangers that it poses for you and the weak points which you can exploit listed for easy reference. Also included are a few choice hints and tips on the best ways to beat them. Of course, if your opponent has read White Dwarf then he will know your weak points too...



Squat and Eldar allies battle against the forces of Chaos.

SPACE MARINES

The Space Marines are one of the most popular armies with a choice of many different Chapters, special troops and characters. The army is fantastically mobile with Thunderhawk Gunships and Drop Pods allowing them to strike any position on the table from turn one. Although they don't have much heavy support and barrage weapons, they can compensate for this by taking a variety of devastating Titans.

DANGERS: Incredibly mobile. Plentiful special characters like Ragnar Blackmane, Medics and Techmarines. Good all round infantry with high morale. Titans.

WEAK POINTS: No artillery or super-heavy tanks. High points cost which limits their numbers.

HOW TO BEAT 'EM! Hmm tricky one this! The best piece of advice I can give you is not to commit as much of your army to the attack as you might normally do. With all of the Space Marines' fast moving units and the ever present Drop Pods, you'll need to keep a good reserve of close combat troops in order to protect your artillery and any objectives you capture. In fact, I tend not to include as much artillery as I would normally when I'm fighting the Space Marines simply because of this astounding mobility.

When you do attack, strike hard in one place, overwhelming the thin line of Space Marines before they can redeploy. Whatever you do, try to avoid getting bogged down simply defending your artillery – if you aren't going forward and capturing objectives, you can't win!

Watch out for those Titans! Even the smallest are devastating

war machines which cannot be ignored and are best destroyed as soon as possible. By all means avoid them if you can't muster the firepower, use terrain to hide behind and disperse your forces. In the end though, you will have to annihilate them. When you fire at a Titan use everything you've got. Don't waste your time firing a couple of stands at a Titan because their void shields will recover any damage you may cause well before you start to effect their fighting ability. As a final anti-Titan tactic, you might find it worth taking Squat allies (if you can) just so that you can have a Cyclops or two in your army!

IMPERIAL GUARD

This army can field more barrage weapons, more firepower and more super-heavy tanks than you can, whatever you fight with – unless you are another Imperial Guard army. They are usually quite happy to just sit in their own deployment zone and reduce your forces to a pulp with their massed barrage weapons and artillery. Don't let them!

DANGERS: Possess a staggering amount of hard hitting barrage weapons. Cheap, numerous infantry. A large number of troops (primarily support companies) and tanks (mainly Stormhammers) that have multiple attack dice.

WEAK POINTS: Low morale. Weak chain of command. Most units have a low CAF. Few highly mobile formations.

HOW TO BEAT 'EM! The two main weak points that you should capitalise on are the army's lack of mobility and its vulnerable chain of command. Attack them before you are destroyed by their awesome array of barrage weapons. They



can't barrage their own men so the safest place to be is in close combat with them. Couple this with the fact that they generally aren't very good in close combat and you have a winning strategy.



On the whole it's quite easy to predict the Imperial deployment as the numerous artillery and units on first fire require good fields of fire and tend not to move much once set up. This can be a distinct advantage when deciding which direction to aim your main attack. Their lack of independent fast moving troops will leave more of your own force free to do as you like as you don't have the additional worry of defending objectives on your side of the board from surprise attacks.

Use your most mobile units, bikes or similar, to destroy the Imperial command stands. This will throw large sections of the Imperial Guard into confusion, unable to advance or use first fire orders. At this stage you should attack with everything you have as the more numerous Imperial infantry only have a CAF of zero and won't be able to overwhelm you with their superior numbers whilst they recover from the loss of their command stands.

The effect of destroying the HQs is so devastating that it's worth sacrificing quite a lot to remove these nerve centres. Leviathans and Company HQs in particular should be high priority targets for raids by bikes or other fast moving troops.

ORKS

The Ork army is typified by its small number of very large units. Hordes of Boyz form massive mobs which are very difficult to break. Leading these hordes are their commanders – the Nobz.

DANGERS: Vast numbers. Lots of command stands (Nobz). Mobs can have very high break points. Gargants.

WEAK POINTS: Few, large units make them less tactically flexible.

HOW TO BEAT 'EM! On the whole the biggest threat in the Ork army comes from the Nobz. As commands stands they are difficult to shoot at, suicidal to charge in close combat, possess intense firepower with a high save modifier and worst of all they come in large numbers. Everybody has their own methods for dealing with them but by far the easiest and safest way is to hit them hard with a lot of firepower from a distance. Obviously the targetting restrictions on command stands make this awkward, but persevere. The Ork command rule means that if you can kill enough of the Nobz then the Boyz will start to go out of control which is bound to make a mess of any plan the Ork player has.

Orks support cards add to their parent clan to form bigger mobs rather than separate units as is the case with other armies. This means that the army consists of a few very large units rather than a lot of smaller ones. In an army of 4000 points for example, the Ork player is only likely to have three or four clans at the most. Because you only get victory points if you break the whole clan rather than the individual stands its important that you concentrate on one or possibly two clans



KNOW YOUR FOE

rather than dividing your fire between them all. This also means that your victory points come in big lumps or not at all, so a little forethought is required to calculate the amount you need to win the battle.

If you decide to destroy a Gargant stick with the task you've set yourself. They have a lot of shields, can absorb enormous amounts of damage while continuing to fight and you won't gain any victory points unless you finish it off. Finally, remember the old Squat saying: "the only good Ork's a dead one".



ELDAR

The Eldar army boasts impressive psykers. Both the Warlock (either alone or as part of a Spirit Host) and the Warlock Titan make use of devastating psychic powers, which can quickly cripple your army.

DANGERS: Some excellent close combat troops. Many special weapons. Very fast and agile units with high morale. Powerful psykers.

WEAK POINTS: High points cost which limits their numbers.

HOW TO BEAT 'EM! The Eldar are an unusual foe with their fluid battle lines and highly mobile close combat units. However, the Eldar are unable to sustain heavy casualties and will nearly always lose a battle of attrition.

Eldar Titans are highly mobile and possess powerful weapons. However, they are vulnerable to artillery (their sophisticated holo fields being no protection against barrages). Beware of the Eldar artillery. Weapons like the Vibro cannon may appear to be weak at first, but when used against the right target they can be devastating: even destroying super-heavy tanks! You must understand what targets they work best against in order to protect your army from their unwelcome attentions.

Eldar jetbikes are fast and numerous. They can snatch your objectives and quickly overwhelm artillery pieces. Try and take them out with ranged weapons rather than in close combat where you're likely to come off worst.

CHAOS

Chaos armies are characterised by their vicious close combat troops. These fearsome creatures charge across the battlefield to rend limb from limb anything unlucky enough to be in their path. Then there are the Greater Daemons...

DANGERS: The best close combat troops you can get. Chaos troops are unbreakable while their Greater Daemons remain alive. Greater Daemons.

WEAK POINTS: High points cost which limits their numbers. The Chaos army's long ranged firepower is pitifully limited.

HOW TO BEAT 'EM! Greater Daemons are the key to the Chaos army – kill them, and not only do you get rid of a death dealing monster but you also effect the morale and fighting ability of its followers. Because all Daemons are creatures of the warp they are very vulnerable to psychic attacks. If you have any psykers such as Eldar Warlocks or Ork Weirdboys in your army, then you should concentrate their attacks against the Daemons. Unfortunately, the Squat army doesn't possess a single psychic weapon so they must rely entirely on firepower or allies to kill these fearsome opponents.

Massed firepower is always a good plan when fighting any army but particularly against the hordes of Chaos. They have the smallest amount of ranged weapons of any army, and so must charge forwards as quickly as possible in order to exploit their superior close combat units. Conduct a fighting retreat and keep hammering away at the advancing horde at every opportunity before they get to you. Try to concentrate your fire on the Greater Daemons, forcing them to play their Chaos cards before you engage them in close combat.

An important point to remember is that Chaos armies can field Titans from the Traitor legions. These warped engines of destruction bristle with heavy weapons and are the only really heavy long-range firepower that Chaos can field. They should be dealt with accordingly.



SQUATS.

The Squat army is an extremely tough force. It is very difficult to dislodge them once they are dug in and very difficult to break their companies.

DANGERS: Some excellent artillery weapons. Good morale with a very high break point. Guild Bikers. Thunderers. Particularly effective in close combat against Orks.

WEAK POINTS: Many of their best vehicles like the Colossus and Land Train are Special cards which limits their numbers.

HOW TO BEAT 'EM! Many of the problems you face are similar to those you have when fighting against the Space Marines. Some of the Squat's best weapons like the Leviathan and Land Train are very vulnerable to Titan weapons. However, Titans are in turn vulnerable to these weapons so be careful! Above all don't let the Squats dictate the battle, take the fight to them. Because of their extremely high break points the only way really to neutralise them is to wipe them out.

FINALLY

As I said at the beginning, all armies have their strengths and weaknesses. Any of the different races in Space Marine can win – there are no 'unbeatable' armies.

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OLD WEIRDE'S TACTICUS

By Richard Halliwell

Hal opens his book of arcane lore and muses on the art of battle tactics in Warhammer. Here he considers how to attack your opponent using an oblique line.

Zastrig sat at the great table, and shivered in the castle's stony coldness. He was in the five-walled Council Chamber high in the Dragon Tower. With him was Old Weirde, the Duchy's ageing Sorcerer.

The youth was newly placed in the Wizard's instruction. Zastrig's father, the 18th Duke, was suffering from a terrible, and many thought mortal illness. As his faculties began to fail him, he directed that the Ducal Sorcerer devote himself to preparing Zastrig for power. To be 'a mentor' his father had said. 'tormentor' seemed closer to the truth. The old man talked in riddles and puzzles, not the honest language of cut and thrust, stab and slash or jab and hack.

"Today", Old Weirde began, "you are going to learn the principle of the application of maximum force, sometimes called the Inverse Square rule."

He stooped to produce a chest. The chest was small, lacquered blue and had a little handle on top. Inside were the pieces from some arcane game; princes, dragons, and monsters. Zastrig was appalled, "Not little toy soldiers!". He raised his eyebrows in consternation.

The Wizard placed one of the pieces on the table in front of Zastrig. It was fashioned from gleaming ivory and depicted a warrior in plate armour.

"This is your Knight, and these..." he placed another two pieces, "are his Squires".

The Wizard then placed another three identical, but differently coloured, pieces on the table in front of himself.

"I have the same. Now if these two armies fight, what happens?"

Zastrig tried to speak, but the Wizard cut across him.

"What happens is not a pretty sight." The Wizard passed his hand across the table, and beneath his down-turned palm the air glowed and sparkled. The pieces on the table disappeared in a growing bubble of pyrotechnics. There was a tiny popping noise, an almost imperceptible flash of pure white light and the air was clear.

Zastrig's eyebrows raised again, this time in astonishment. The pieces were magically transformed. There was only one of them left standing. It was Weirde's Knight. He was stooped, badly wounded and very tired-looking. Surrounding him were the fallen shapes of his Squires and all three of Zastrig's pieces.

"At the end we have one Knight, badly cut-up, but triumphant, and a field bloodied with the bodies of four dead Squires and a Knight of the Duchy. Brilliant! Now let's try it again".

Weirde leaned forward and repeated the palm-down gesture across the table. The magic worked again. The air fizzed and crackled. This time when the smoke cleared, the pieces had transformed back to their pristine state.

"Place your pieces young man".

Zastrig lined up the three models on the table, the Knight in the centre, with his Squires on either side. He paused for a second to admire the pieces, and pushed one forward slightly so that the line was perfectly straight. He was starting to enjoy this.

The Wizard interrupted his reverie.

"So to war, young Prince."

Zastrig nodded his agreement. The Wizard placed his pieces all in one group, just next to one of Zastrig's Squires. Zastrig wondered whether that was fair.

Weirde was speaking again. "The battle commences. Your Squire is outnumbered three to one, he is fighting against the Knight. How long will he last? Seconds? He will be hacked to pieces!"

The Wizard leaned forward and drew his hand across the table, repeating the changing spell. Zastrig looked on as the air clouded and then cleared to reveal the prone form of Zastrig's Squire. The Wizard's pieces were left unscathed, in fact, they seemed to be smiling.

Things seemed to be going badly for Zastrig. Still, he thought, the brave Knight might save the day.

Old Weirde picked up his soldiers and moved them next to Zastrig's Knight.

"Your Knight versus my Knight and two squires. I have the upper hand, yes?"

Again Zastrig nodded and the Wizard passed his hand across the scene, casting the spell for a third time. When the new image resolved itself, Zastrig was pleased to see one of the Wizard's Squires lying face down in a pool of his own blood. Weirde's Knight's armour was gashed and cut. A hefty dent in the side of his helmet attested to some mighty blow. But there, at his feet, was the lifeless form of Zastrig's own Knight.

Weirde turned his pieces so they were facing Zastrig's Squire.

"A Knight and a Squire versus your Squire. What will your Squire do?"

Zastrig thought a little, his forehead creased from concentrating so hard. Maybe the Squire could somehow get the better of Weirde's Knight. Maybe the Knight might stumble and fall, he was certainly dripping in the blood and gore shed by Zastrig's two slain men. But then, before he could finish his thought, the Wizard was speaking again.

"Your Squire has just seen his brother and his master brutally cut down in a matter of seconds. Now he's got the angry, blood-smeared, but jubilant, killers bearing down on him. Will he give his life away for the sake of his now deceased master? No he won't."

The Wizard leaned back in his seat and pointed at Zastrig's remaining piece. Suddenly, it seemed to come to life. The Squire flung his sword and shield to the ground. Then, he threw off his helmet and turned on his heels. Tugging at his hair and wailing horribly, he fled towards the table edge, and leapt off it. Before hitting the floor, the figure disappeared in a small, foul-smelling ball of acrid yellow smoke.

On the table stood Weirde's two pieces. While Zastrig had been watching his routing Squire, the two figures had again transformed. They had discarded their arms and armour. Now both were dressed as if for heavy labour. They were both carrying spades.



THE THEORY OF THE OBLIQUE LINE

This article is about how to attack with an oblique line which is a simple strategy that most Warhammer armies can try. The idea behind it involves the simple military principle of hitting the enemy at their weakest spot, and hitting them hard.

Although for simplicity, the examples deal with two abstract but identical armies, the forces could be of any race. Like Zastig's tutor, I will endeavour to show how one of these twins can totally obliterate the other, without the intervention of second-guessing, masses of good luck, or even cheating!

TROOP TYPES

Most armies contain a mix of troops, some of which are better than others. In Warhammer the difference between the two is usually quite drastic, particularly when they come to grips in hand-to-hand fighting. A regiment with high fighting characteristics can break a weaker opponent in two or three rounds of combat. Troops which inspire *Fear* or *Terror* can often break opponents in a single turn. Routed troops caught by pursuers are annihilated immediately.

The most common form of army deployment places the army in a more or less straight line across the battlefield. It places the best troops at the centre of the line, with the weaker regiments positioned on either side. For most battles, this is a perfectly sensible, deployment. The core of the army has its flanks covered by the weaker troops and the strength of the army is concentrated at the centre of the battlefield, normally the decisive area.

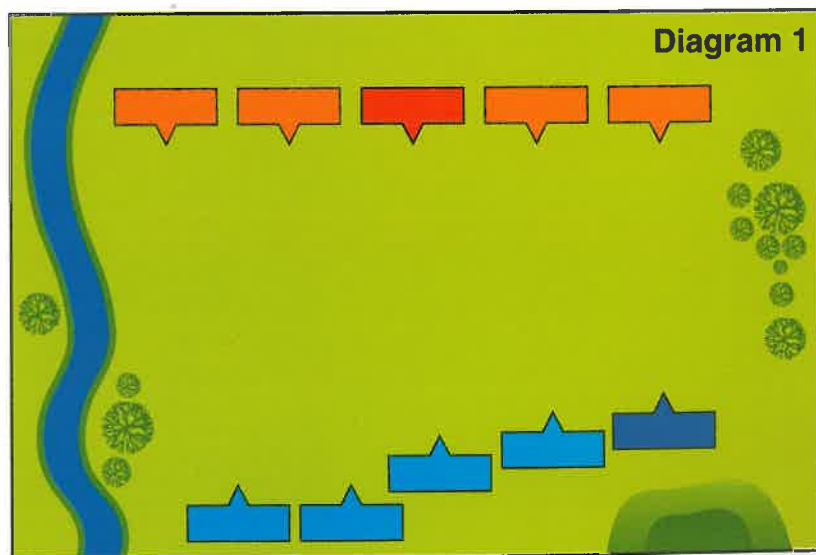
In contrast, the oblique line places the army's best troops on an extreme flank,

usually the right. Here they form the cutting edge of an advancing line. When the army is deployed, one edge of the battle line is placed further forward than the other. The best troops form part of this advanced group and are thus positioned opposite one of the enemy's weaker flanks.

To give an example of how this strategy can work we'll take a theoretical example of a battle between two anonymous armies, each containing five regiments. To keep things simple, both armies have one high quality regiment, and four other units of identical quality.

PHASE 1 - DEPLOYMENT

Diagram 1 shows these two armies deployed for battle. The enemy army (in orange and red) is formed up in a symmetrical line with its best unit in the centre of their deployment area. The friendly army (the pale and dark blue one) is deployed in an oblique line with its best unit on the extreme right flank.





The Imperial cavalry charge their enemy's flank, as an Empire army attacks in oblique line.

This simple example shows some of the underlying ideas of this strategy. It's already possible to note that the best friendly troops are facing far weaker opponents. It's also worth noting that on our left we have another important feature of this tactic known as a *refused flank*.

THE REFUSED FLANK

As you can see, the enemy units on the left-hand side of the battlefield are now positioned facing empty ground. On the face of it, this sounds like good news for them. They are unobstructed and pose a potential flank threat. However, the danger they pose is largely negated by the amount of time it will take them to get into action.

The first units they can reach are the weak regiments on our own left flank and as a crucial part of our strategy we're not going to move these troops forward. If the enemy decides

attack them, it will take the attackers a number of turns to get within charge range, plus several turns for the actual fighting. By this time, they will be a long, long way from the real scene of the action.

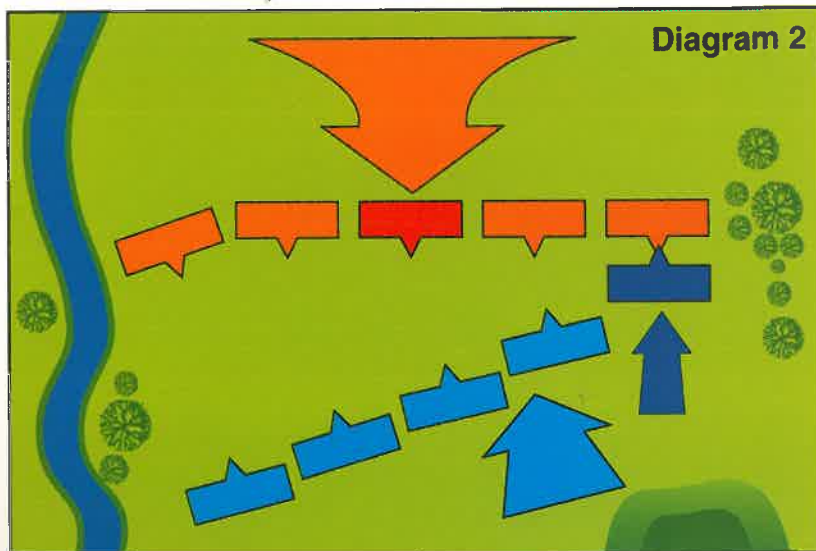


PHASE 2 – THE ATTACK BEGINS

After the first move, the reason this strategy is called an oblique line should start to become obvious. The friendly elite regiment barrels forward, while the regiment on its left moves slightly slower, and so on through to the troops on the left of the line. These final units wheel slightly to face the approaching enemy, but otherwise remain stationary.

We'll assume that the unsuspecting enemy moves forward to attack, and this gives the positions shown on Diagram 2

Thus as the two armies march towards each other, the first clash will be on the right of our line. The best friendly regiment will charge the enemy's flank, or vice versa. As we've already established, the outcome of this skirmish is almost a foregone conclusion. With the strongest regiment on the table versus one of the weakest, the combat will be over in a turn or two, and the defeated troops will break and flee, only to be pursued and hacked down by our triumphant troops!



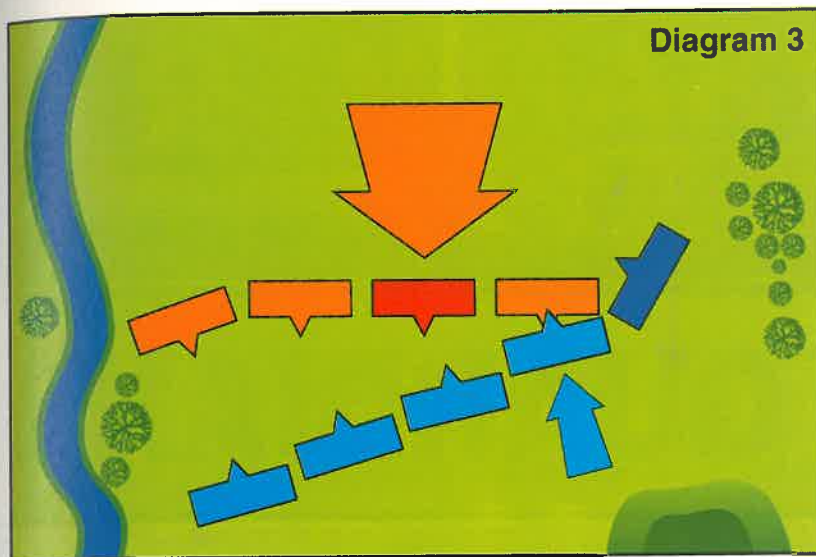


Diagram 3

PHASE 3 – BATTLE IS JOINED

Assuming that this combat is a glorious victory for the friendly side, and all over in one or two turns, this gives us the positions shown in Diagram 3. By this time, the next attacking regiment in our formation will be in position to charge the enemy line.

The positions also assume that our elite troops broke the enemy regiment quickly, and then pursued their routing opponents. They are now behind the enemy line and from here they can deliver a devastating charge in support of the second regiment. Gamers familiar with the Warhammer rules will readily appreciate the problem the enemy now faces. A regiment charged from the flank or rear is forced to take a Panic test. If they pass the test and carry on fighting, then their attackers still receive a bonus to the combat result. This in turn may force the unlucky regiment to take further Break tests.

The enemy flank has been turned. They have lost a regiment, and another is about to die. Meanwhile, their own strongest regiment at the core of their formation has yet to come into contact with the enemy!

We'll assume that all goes well and the combined weight of a frontal attack, plus a flank or rear charge from our best regiment breaks the enemy unit. This leaves us with the positions shown in Diagram 4.

PHASE 4 – MOPPING UP

On our left – the refused flank – we assume that the enemy charge forward with one regiment to attack the unit on the end of our line while the other one supports their centre. These enemy troops haven't seen much, if any, combat as they are only just starting to move into the area of the battlefield where the fighting has taken place.

This is sparse comfort for the enemy general considering what's about to happen. He's already lost one flank, and his centre is about to be surrounded. In this situation, he really only has two basic choices.

The first is simply to keep going. The best of the enemy regiments can plough into our centre, hoping to overwhelm it

and regain numerical parity. This will not work as it exposes them to flank and rear attacks from both of our regiments positioned behind their line.

The second choice is to wheel their battle line around to face the threat. This works a little better, as it reduces the chance of being charged from behind. However, the enemy still face combined front, flank and rear attacks. As they are heavily outnumbered, any support from the enemy on our left will arrive too late. If it happens to consist of a fast moving regiment such as Goblin Wolf Riders, then it can be delayed by a counter-attack from one of our weaker regiments. Either way, the embattled enemy centre will, eventually, be overcome. By this point the tide is running too strongly against the enemy. Even if they survive the Panic tests caused by the loss of their

best unit, all that remains is to mop up the last few enemy troops. The battle is over!

SUMMING UP

Although this is a textbook example of an oblique line, the basic military principles are sound and can easily be applied in your Warhammer games. The tactic can be further strengthened by modifications such as placing the bulk of your missile troops on the trailing end of the oblique line. By remaining stationary, they'll be able to rain down arrows or pour volleys of fire into your enemy and further disrupt his attack.

Of course, Warhammer is more than just a game of tactics and movement. Magic and wizards, artillery and flying creatures all play their part and it is unlikely that you'll ever encounter such a clear example as this. That being said, by placing reserve units behind the main line of battle, you can easily threaten to charge any flyers that attack your main line. The cunning positioning of artillery can also help guard against such aerial attacks. Magical protection can be provided for the most vulnerable troops and your wizards can also be at the forefront of the attack.

Next month we'll look at some of these tactics in more detail, until then, may your dice roll high!



Diagram 4

WARHAMMER

40,000

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CITADEL COLOUR[®]

— PAINT RANGE —

By Mike McVey

Over the last year or so, Games Workshop's miniature painting expert Mike McVey has been working hard on a complete revision of the Citadel Colour range of paints. In this special article, Mike explains how this project came about and his ideas for the future.



For me, it all started ten years ago when the Citadel Colour Paint Set was released. At this time I was still a novice in the miniature painting hobby. I'd been painting for about a year and was still struggling with the paints that were then available. These either took too long to dry, had a terrible consistency

or smelt really bad (or more often, all three!). There just weren't any other suitable paints available.

Citadel acrylics came as a revelation. At last, here was a range of paints that had been especially designed for use on metal and plastic miniatures. They dried quickly to a smooth and even finish, they didn't smell unpleasant and were totally non-toxic. The colours were also bright and clean, and didn't muddy when mixed. They were formulated so that they didn't shrink or crack when drying – in fact they were perfect for miniature painting.

Over the next few years more sets were released and the range expanded until it included over sixty paints and inks – by far the most comprehensive range of metal and plastic miniature paints available anywhere.

REVISING THE RANGE

If the Citadel Colour range was so perfect, the obvious question is, why change it?

The main reason lies in the fact that the range was originally released as separate boxed sets over a period of about ten years. This was fine from the point of view of the individual paints, but little thought was put into considering the colours as a complete series. When we came to examine the entire Citadel Colour range, we quickly decided that it was time for a complete revision.

The aim was to consider Citadel Colour paints as a whole – to produce paints that worked just as well as a full spectrum of colours, as they did in smaller sets or individually.

The task of revising the paint collection was given to me. As someone who had been using Citadel paints almost every day since they were first released, I had a fairly comprehensive knowledge of the paints, of how they were best used and how and where they could be improved. This put me in a unique position for a miniature painter; not everyone gets to design their own range of paints!



The new Citadel Colour Paint Set contains nine paints and one Wash, as well as a brush, two miniatures and a painting guide.



The Citadel Colour Paint Set includes a basic painting guide which tells you all you need to know to get started.

As the project got underway, I was able to talk directly to the chemists and other people who were involved in making Citadel paints, and tell them what colour, formulation and consistency I required for each individual paint and ink.

THE PAINTS

In essence the basic formulation of the paints hasn't been changed. We knew that this was already of such a high quality that it would be very difficult to improve upon at all. Special attention was given to a few of the colours, in particular the reds and yellows. These colours can cause a slight problem in that most of the strong red and yellow pigments are highly poisonous and are therefore unsuitable for our paints. After a little research, the chemists at the paint manufacturers came up with an alternative kind of pigment which vastly improved the brightness and consistency of these colours.



The main task was to go through the range and pick out which colours would remain unchanged and which ones needed improving. Obviously, some of the paints are more popular and more useful than others. Some required minor changes in shade to make them fit in with the rest of the range. This sounds quite simple, but it is in fact quite a long process – we've been working on the new range for over a year. Each colour needed to be assessed, and if we decided to make any changes, samples were made and thoroughly tested to ensure that the paint was of the finest quality possible.

A lot of thought has gone into ensuring that there are no gaps in the new Citadel Colour range and that each colour has a definite use. The initial release of colours will form the core of the range, and more shades will be released over the next few months to expand and diversify the choice.



The painting guide also gives you full stage-by-stage instructions on how to paint the two miniatures included in the box.

INKS

Inks are an essential part of the Citadel Colour range, and are equally important to miniature painting as a whole. There has always been a certain amount of mystique attached to inks and many people consider that they are only suitable for advanced or experienced painters. In fact they can be equally effective for beginners as they are used in many simple techniques. Inks basically have two different uses, and so to make them a bit more user-friendly, we've divided them into Washes and Glazes.

Washes

Wash colours are specially designed to provide simple and effective shading on metal and plastic miniatures. A Wash is simply a thin layer of colour applied to an already painted area. Because of its thinner consistency the wash runs into the detail and recesses to provide shading and definition. Using Washes can considerably speed up your painting and so they are especially useful for producing large numbers of miniatures for regiments or squads.



Washes are great for providing simple and effective shading

Glazes

These are brightly-coloured inks that have a slightly different application to Washes. Glazes are used when an area has been highlighted and you want to brighten up the finish. Quite often when you use white in highlights the end result can look a little too pale.

In these cases, a Glaze is applied in a thin, even coat to the area, effectively tinting the colour and making it far brighter and more intense. Glazes can also be used to deepen and enrich colours, by applying several very thin layers. Using Glazes takes a little more practice than Washes, but the results are well worth it.



The highlights on this cloak are a little too white, so a thin glaze of red is being applied to brighten the colour

THE RANGE AS A WHOLE

As I've already mentioned, we set out to revise the complete range as a whole, making sure that what we ended up with would meet every aspect of miniature painting. Looking back, with the range now finished, I think our plans have been fulfilled and even surpassed.



Citadel Colour paints can be used on any sort of miniature, from rank and file troops, to the most spectacular army centre-pieces.



Many of the new paint sets are aimed at specific races, with each set containing the core colours and washes you'll need.

The Paint Sets

The new **Citadel Colour Paint Set** contains the core colours in the range, that is, the primaries – red, yellow and blue – plus black, white and silver. Green, brown and flesh have also been included as they are difficult to mix. As an introduction to the Wash range, we've also added **Flesh Wash**, which as the name suggests, is designed as a shading colour for standard skin tones. This set also includes a high quality brush plus two miniatures and a basic painting guide, so that if you're just starting out in the hobby, you can begin painting right away.

Each of the other sets in the range contains six colours which have been chosen specially for the individual races. There is a **High Elf** set, an **Orc and Goblin** set, an **Undead** set, one set for each of the four main **Space Marine Chapters**, plus many others. In fact, almost every race now has its own paint set containing the six most important colours you will need. The colours included are not always just paints; in many cases we have also included suitable Wash colours. For example, the High Elf Paint Set contains Mithril Silver and Armour Wash for painting the scale armour and Elf Grey for the clothing. Ruby Red and Lightning Bolt Blue are the most common decoration colours and Elf Flesh is a lighter tone for the paler Elf skin.

Of course, the colours in these sets are not intended to be used exclusively on just one particular race. In fact, quite the opposite is true. All of the colours are designed to be used on absolutely any model. For example, in the old range there was just one skin colour, Bronzed Flesh, so it was tricky to shade and highlight skin tones successfully.

In the new range Bronzed Flesh has been improved and redefined and two new colours have been added. I have already mentioned Elf Flesh, which is a paler skin tone, and there is also Dwarf Flesh which is a deeper, ruddy tone. If you add Snakebite Leather for shading, you have a palette of four colours that can be combined to produce almost any skin tone or pallor for any human, Dwarf or Elf miniature.

Mixing Colours

There are several different tones of each colour in the range, so they can all be successfully shaded and highlighted without too much mixing. Of course, all of the paints in the range can be fully intermixed to produce an infinite variety of colours. You can even mix the Washes and Glazes with each other and with the paints, to give different consistencies and intensities of colour. It's all up to you, it just depends on what sort of painting you are doing. Basic troops can be painted quickly without mixing any colours at all, but far more subtle effects can be created on character models by intermixing the colours to produce any number of intermediate shades.

FUTURE PLANS

Once the basic range has been released, that is not the end of the story. The range will be constantly developed, and more sets and individual colours will be released – including adding some of the more unusual tones and colours that are difficult to mix successfully.

CITADEL BRUSHES

When we decided to revise the paint range it seemed like a suitable opportunity to review the brushes as well. Citadel brushes have always been of the highest quality. They are individually hand made from fine sable, which is the very best material for brushes. They are more expensive than synthetic hair brushes but the quality of point, paint-carrying ability and longevity are far better. So unless you are an absolute beginner, it's false economy to buy anything other than the best sable brushes you can afford.

Even though the brush range was already of a very high quality, we felt that it could still be improved upon.



The new Drybrushing Brushes are ideal for applying highlights to textured surfaces, such as on this Boar.

We went to one of the largest and certainly the best known manufacturers of artists' brushes in the country, and asked them to design us a range of brushes specially for painting miniatures. The end result is without doubt the best and most comprehensive range of miniature painting brushes available. Along with the sable brush range there are two specially designed Drybrushing Brushes. These are made from hard wearing ox hair and are designed as a durable alternative which will save you ruining your sable brushes. The points are specially profiled to give maximum and even coverage and if looked after properly they'll last almost indefinitely.



The Citadel Brush Set contains a good selection of brushes – A Standard Brush for general painting, a Fine Detail Brush and a Drybrushing Brush.

You will notice that the look of the new brushes has also changed. The handle has been made slightly fatter to give a more secure grip and the colour has been changed to make them more distinctive. We have also done away with the traditional confusing numbering system for brush sizes and changed to a description of what the brush is used for. For example, the smallest brush in the range is no longer a 000, it is now called a Fine Detail Brush, and that's exactly what it's used for.

All in all, I'm extremely pleased with the way the new paints and brushes have turned out. I think we've transformed what was already a good range into a truly excellent one that is perfect for all aspects of miniature painting. All you need to do now is read the painting guides and put it all into practice! Good luck.

Mike M. V. H.

WARHAMMER

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Miniatures designed by Michael Perry

Miniatures designed by Michael Perry



HOLD THE LINE

By Jake Thornton and Adrian Wood

Ragnar Blackmane leads the Space Wolves in a bloody assault on an Eldar position. This close-fought game uses the Battle Bunker rules and missions from White Dwarf 169.

The time for war had come again. Once more the calm of the Dome of Crystal Seers must be abandoned for the clamour of battle. If he had been younger he might have bemoaned this passing of tranquillity, or felt some self-pity for his burden – but no longer. Now Eldrad Ulthran, Farseer of Ulthwé, saw only his duty – to guide the Eldar to the safest of the many possible threads of destiny.



The visions had started as a mere glimmer of unease but now they were painful in their intensity. Soon, very soon now, a rift would open to the warp. A tear would appear in the very fabric of space, and through it would pour foul Chaos legions of the most unspeakable abominations to kill and maim and despoil. They would fall upon the Imperial colony of Dabenlar IV and destroy every living thing.

Whatever the twisted reasoning of the Chaos gods, this insignificant little colony was the key to a great disaster. Stop Chaos here and they would be halted for decades, fail and they would conquer a hundred planets.

He had seen it on Haran many years ago, when the gods of Chaos encroached upon the worlds of real space. From the warp they had come to ravage the colonies of the Exodite Lords. Eldrad had foreseen their attack and the hastily summoned Eldar fought desperately to push the twisted Chaos hordes back through the rift and into the warp. Victory belonged to the Eldar but at a terrible cost and since that time, the shattered planet had been known as Haranshemash – the world of blood and tears.

He had gone in person to the Imperial Governor but it had all been in vain. Eldrad had spoken of the great

danger but the fool had just laughed in his face. "Chaos is just a myth, old man" he had said. Plainly he did not understand.

Yet while the Imperial Governor blindly led his people over the edge of the blackest abyss, Eldrad clung to the hope that the disaster could be averted. The Imperial forces were strong and could defeat the might of Chaos if they were alerted in time. If they were not prepared for war they would be overrun before they had a chance to muster.

How could he make them listen? How could he force them to defend themselves? If they did nothing they would be butchered even before they lifted their weapons. The answer was a desperate one and one which Eldrad had striven to avoid, but there was no choice – he would attack the planet himself. It didn't matter if the Imperial forces were there to defend from Eldar aggression or from the dark creatures of the warp. All that mattered was that the forces of Chaos were met with the strongest armies wherever they attacked. This was the only way.

The Eldar attack had been swift and precise, overrunning the defences on a small peninsula. Across the neck of this land was an ancient line of bunkers and forts whose sturdy armoured sides were a reminder of past wars. Attack after attack failed to dislodge the Eldar from their well protected position and in panic the Governor had pleaded for the aid of the Space Marines.

Battle Companies of the Space Wolves and Ultramarines Chapters answered the call. These Space Marines would make the next attack. No Eldar could stand before the might of the Emperor's finest warriors.

As the early morning light broke over the distant mountains, Eldrad gazed over the field before him. They were coming, he thought, the Space Marines were coming... and soon too was Chaos.



INTRODUCTION

Following the release of the Space Wolves and Eldar Codex books for Warhammer 40,000, Adrian and Jake had been itching to fight another battle. Both of them had been playing with the Dark Millennium rules for several months but not against each other, and they wanted to see what unpleasant surprises they could unleash.

They decided to fight a battle using the rules for battle bunkers and the two new mission cards printed in White Dwarf 169. In a reversal of their normal tactics, Adrian took the more defensive role of the *Hold the Line* mission with the Eldar, whilst Jake took command of the Space Wolves on a *Bunker*

Assault. As *Bunker Assault* is so difficult to achieve in four turns, the battle was fought over six turns as described on the mission card. Both armies were selected from the Studio miniatures collection using the latest Codex books.



As usual, we took notes and snapshots during the game which enabled us to recreate the most interesting parts of the battle later under proper photography lights and with better equipment.

THE ELDAR PLAN

By Adrian Wood



Once again I was facing my arch enemy in a new guise. Jake and I have fought against each other many times, and several of our battles have been reported in *White Dwarf*. I hadn't beaten him yet (in print) but I felt that this would be the time.

One of Jake's strengths is that he always has a very clear plan in mind when he plays. In order to beat him I had to anticipate what this plan would be, and come up with my own counter-strategy. To begin with, I carefully considered my objectives. My task was to defend the bunkers and crush the Space Wolves' advance. It was obvious that this would force me to engage in both a defensive and an offensive battle, and so with this in mind I started to select my force.

Firstly, I bought the three battle bunkers. These would form the defensive line that I had to hold. Then, with their 150 points accounted for, I turned to the army itself. Starting with the characters section, I chose the Farseer of Ulthwé, Eldrad Ulthran, to act as Army commander. For sheer psychic power and intimidation factor he was a must. I equipped Eldrad with the *Staff of Ulthamar* and a *Displacer Field* for protection. I also took a Warlock Master to give me access to even more psychic power. He was armed with one of the special Eldar wargear cards – a *Singing Spear*.



I knew that Jake would want pound my bunkers from a distance with whatever heavy weapons he could muster. I might easily find myself facing lascannons carried by Space Wolves Long Fangs, or by a tank of some kind. In order to deal with any support weapons, and also to keep the Space Wolves at bay, I decided to take both a War Walker and a Dreadnought. With two of these devastating machines I hoped to be able to match the Space Marines in heavy firepower, and to draw some of the attention away from my more vulnerable foot troops.



To give support to my advancing squads and threaten any vehicles, I decided to use a lascannon mounted on an anti-grav platform. This was positioned in a bunker to create a secure gun-emplacement. With my characters and support chosen, I turned to the squads.

To start with, I chose Warp Spiders, Swooping Hawks and a Guardian squad on jetbikes to weed out any advancing Space Marines before they could get dug in on my half of the battlefield. These highly mobile squads would form my "aggressive defence".

Should the Space Marines overcome the advance guard, they would have to fight their way past a squad of the lethal Howling Banshees. These deadly Eldar warriors would have the kind of mobility and power to counter any charge the Space Wolves might make at the bunkers.

My final choices of troops were to defend the bunkers themselves and provide a reserve to plug any gaps which appeared in the "aggressive defence". Firstly, I chose a Guardian squad to occupy one of the bunkers. This was followed by a squad of Dire Avengers who would guard one of my flanks. The last squad I took was the obligatory Dark Reapers. These Aspect Warriors are some of my favourite troops as they can destroy almost anything from the other side of the board! I decided to place them on the roof of my right hand bunker. From here they should be able to cover most of the battlefield, and would be well protected should they be seriously threatened and have to drop through the roof-hatch to safety.

Before we started the battle we dealt out the strategy cards. I got *Flank March*, *Malfunction*, and *Look Out Sir – Aargh!*. Normally, I would have only got two, one for each thousand points in the army. However, my commander was Eldrad Ulthran whose precognitive powers are so good that he is allowed an extra strategy card. I decided to send the Howling Banshees on the *Flank March* so that they could give Jake a nasty surprise later. The other two cards I kept in reserve.

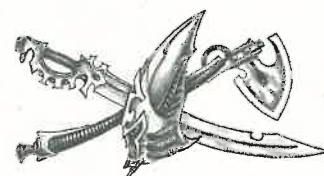
Looking at the army I had chosen, I was very happy with the spread of different squads and vehicles. This diversity would give me a great deal of flexibility to respond to Jake's attack wherever it came.



2000 POINT ELDAR ARMY



Eldrad Ulthran, Farseer of Ulthwé. He is protected by a *Displacer Field* and carries the *Staff of Ulthamar*.



3 Dark Reapers.



Warlock Master protected by a *Conversion Field* and armed with a *Singing Spear*.



5 Howling Banshees.



4 Warp Spiders.



5 Swooping Hawks.



5 Dire Avengers.



5 Guardians wearing mesh armour and armed with shuriken catapults.



Dreadnought with heavy plasma gun, power fists, shuriken catapult and flamer.



Lascannon on Anti Grav Platform. The 2 **Guardian** crew wear mesh armour and carry laspistols.



War Walker with scatter laser and lascannon.



5 Guardians riding jetbikes armed with twin shuriken catapults. The riders wear mesh armour and are armed with lasguns.



3 Battle bunkers.

BUNKER ASSAULT

By Jake Thornton



Bunker Assault is not one of the easier missions to accomplish. You do, however, get an extra two turns to charge across the board, so it is achievable with enough brute force and determination. Personally, I rather like the opportunity to play a longer game as it gives you a chance to observe the to and fro of fortune as attacks and counter attacks build up. You

can afford to be a bit more careful on your approach to your objective and this encourages better play. The possibilities for bloodshed are also increased as you have two extra turns in which to kill the enemy! The only difficulty in fighting extended battles at home is being able to leave the battlefield set up if you can't finish the game in one go.

SPACE WOLVES PLAN

With the *Ambush* strategy card I was able to sneak one of the Blood Claws battle packs an extra 12" forward and have them set up both hidden and on overwatch. This forward position



would both hinder the Eldar movement and help to cover my own advance as the second Blood Claws battle pack moved up. I intended to keep the overwatch for as long as possible as the threat of it is often more of a problem for your opponent than the effect of the fire it unleashes. Adrian would either have to limit his moves or try to take out the overwatching Blood Claws. Whatever he decided to do it would mean altering his plans which is half-way to upsetting them. Once the second battle pack had advanced to join the first, they would form a single wave of deadly close combat troops who would smash aside the Eldar defences in a final assault.



My Long Fangs, Land Raider and the Space Wolves Dreadnought Bjorn the Fell-Handed would all provide heavy covering fire from my deployment zone. I chose these forces specially for this task and knew that they were the best that was available. With this primary duty in mind I would have to resist the temptation to attack with everything all at once. I would only advance with these troops to provide close-in support if the assault was to fail and had to be withdrawn, or if the objectives were taken and the Blood Claws needed help beating off the inevitable Eldar counter attacks.

My left flank was far less important as it didn't face any of the battle bunkers. Even so, I still had to deploy something there just to tie down whatever Adrian had. I decided that this end of my line would be covered by the Adeptus Astra Telepathica Psyker Champion on his own. Although he was only one man, he had the awesome psychic power *Lightning Arc* which could potentially destroy any enemy squad in one fell swoop. He also had the power *Machine Curse* to attack the Eldar War Walker or Dreadnought if either of these was placed in range. With these powers he would easily be able to tie down a much larger force and give the Space Wolves on the rest of the battlefield an easier task.

As with any other Space Marines, it's a good idea for the Space Wolves to only attack on a limited front as you get so few troops for your points. With the Psyker Champion keeping the Eldar busy at one end of the battlefield, I would be able to concentrate almost my entire force of the Emperor's finest warriors at the other.

I could see it already... As the heavy guns and missiles of the Long Fangs, Land Raider and Bjorn the Fell-handed pounded the defences, the attack would begin. Battle packs of Blood Claws armed with assault weapons and melta bombs would surge forwards to overwhelm the battered and dazed Eldar defences. Bunkers would be captured in vicious hand-to-hand fighting or destroyed in earth-shaking explosions by the hand-placed demolition charges. Victory would be swift and total!

At least, that was the plan...



2000 POINT SPACE WOLVES ARMY



Wolf Lord **Ragnar Blackmane** wearing power armour and a *displacer* field. He is armed with a *Master-crafted Bolt Pistol* and the chainsword *Frostfang*.



Rune Priest **Njal Stormcaller** wearing power armour, a *displacer* field and the *Hood of Gnyrl*. He is armed with a *Runestaff* and is accompanied by *Nightwing the Psyber Raven*.



Space Wolves **Iron Priest** wearing power armour and armed with a bolt pistol and a power axe.



Imperial Assassin equipped with *Polymorphine*, *Combi-weapon*, Melta bombs, *Combat Drugs*, power sword and laspistol.



Psyker Champion wearing flak armour and armed with a laspistol and a *Force Rod*.



Bjorn the Fell Handed, Space Wolves Dreadnought.



Ultramarines **Land Raider** with additional auto-launchers loaded with blind grenades.



Long Fangs Sergeant wearing power armour and armed with a bolt gun and power axe.



4 Long Fangs wearing power armour and armed with a lascannon, heavy bolter and two missile launchers.



Blood Claws Sergeant wearing power armour and armed with a chainsword, power fist and melta bombs.



Blood Claws Veteran wearing power armour and armed with a hand flamer, power fist and melta bombs.



8 Blood Claws wearing power armour and armed with various assault weapons and melta bombs.

DEPLOYMENT



SPACE WOLVES TURN 1

Jake: Having won the dice roll for first turn, I began the Space Wolves' attack by moving both Bjorn and the Land Raider forward into their firing positions. From these advanced positions they would command the centre of the battlefield with their heavy weapons, cutting down any Eldar who were foolish enough to stray into the open.

On my right, as the first Blood Claws pack waited in ambush the second ran forwards to join them, followed by Ragnar and Njal. I didn't want either of these two powerful characters to be killed early in the battle so they were slightly behind the Blood Claws. When the time came to commit them they would charge in with the rest, but to start with it seemed wise to be careful with them.

On the other side of the battlefield, the Psyker Champion dodged from crater to crater. This closed the range so that he could wreak havoc with his psychic powers of *Machine Curse* and *Lightning Arc* in the following turns. If I could bring down the War Walker then it would divert a lot of Adrian's attention away from the Blood Claws.

I began the shooting phase with what was intended to be a preparatory barrage of heavy weapons' fire from the vehicles and Long Fangs. Things began to go wrong immediately.

Bjorn's assault cannon proved to be just half an inch out of range of the Dark Reapers atop their bunker, and his shot was completely wasted. The Land Raider also opened fire at the Dark Reapers' bunker with its twin lascannon and with an evil grin Adrian played the *Malfunction* strategy card. I watched in complete horror as he rolled two sixes in a row, blowing up the weapon and causing a secondary explosion in the engine that killed the crew and span the crippled machine around. A smouldering wreck worth 225 points and not a shot fired!

I looked to my Long Fangs for some solace but they fared little better. Their heavy bolter rolled double jams on the sustained fire dice! The lascannon missed Adrian's War Walker!! And one of the missile launchers failed to hit the Dark Reapers!!!



Only the second missile launcher hit anything at all. As it struck the War Walker's rider I thought for a moment that I was being repaid for all my bad luck, but I was wrong. Adrian laughed as the krak missile bounced harmlessly off the special power field protecting the Eldar and my shooting phase came to an end having achieved nothing.



SPACE WOLVES TURN 1

Gnashing my teeth, I rolled an 8 for the number of warp cards and started by using *Machine Curse* against the War Walker which was now in range of my Psyker Champion. Adrian nullified it, and tried in turn to place *Battle Fate* on his Dark Reapers. This was nullified in turn and the psychic phase ended with both sides storing force cards for future use.

By the end of this nightmare first turn I was tearing my hair out. The preparatory bombardment hadn't killed anything at all and had cost me the Land Raider. This was a very poor rate of exchange and I now had to face the fire of the unscathed Dark Reapers.



ELDAR TURN 1

ELDAR TURN 1

Adrian: I couldn't believe the events of the Space Wolves' first turn! Once I'd stopped laughing I picked myself up off the floor and started my move.

On my right flank, I advanced the War Walker so that it could target the Long Fangs with its scatter laser and lascannon. Unlike this deadly vehicle, the Dire Avengers had no long ranged weapons and were next to useless thanks to Jake's careful positioning of his troops. To get them into the battle I

With the Howling Banshees still on their *Flank March* I wasn't able to advance them onto the battlefield, but I still had plenty of other Eldar to move. I sent the Swooping Hawks flying high over the battlefield and the jetbikes skimming through the woods, hunting for the Blood Claws. Unfortunately, the Blood Claws were too deeply hidden to be targeted by the riders.

Behind the advancing jetbikes, the Guardian squad emerged from behind the bunker and ran forwards. The Dreadnought too came out of hiding and repositioned itself so that it could pinpoint a single Blood Claw amongst the dense foliage.



As the Eldar prepare their defences...

began to move them towards my left flank as fast as I could. I dropped a single Dark Reaper through the hatch into the right hand bunker – I wasn't going to get away with having three Dark Reapers in plain view again. I must remember in future to hide troops in cover at the beginning of a battle!

I opened the firing with the two Dark Reapers still on the roof of the bunker. Both of their krak missiles hit Bjorn the Fell-Handed on the same arm, but only one managed to penetrate his immensely thick armour. With the possibility of losing the second of his vehicles so soon, Jake looked on nervously as I rolled the dice for damage, hoping for a 6. Sadly, I only rolled a 2 and Jake breathed a sigh of relief. With Bjorn's special pool of dice modifiers, the damage was reduced to a 1 which was as low as it is allowed to be modified. Bjorn's assault cannon was now partially paralysed and although it could still fire, it couldn't be used in hand-to-hand combat and reduced his number of attacks by 1.

Next, I fired the War Walker's weapons at the Long Fangs. The lascannon killed one of the Space Marines but the scatter laser failed to wound either the Sergeant or the Long Fang with the missile launcher – even though it peppered their position with six shots!

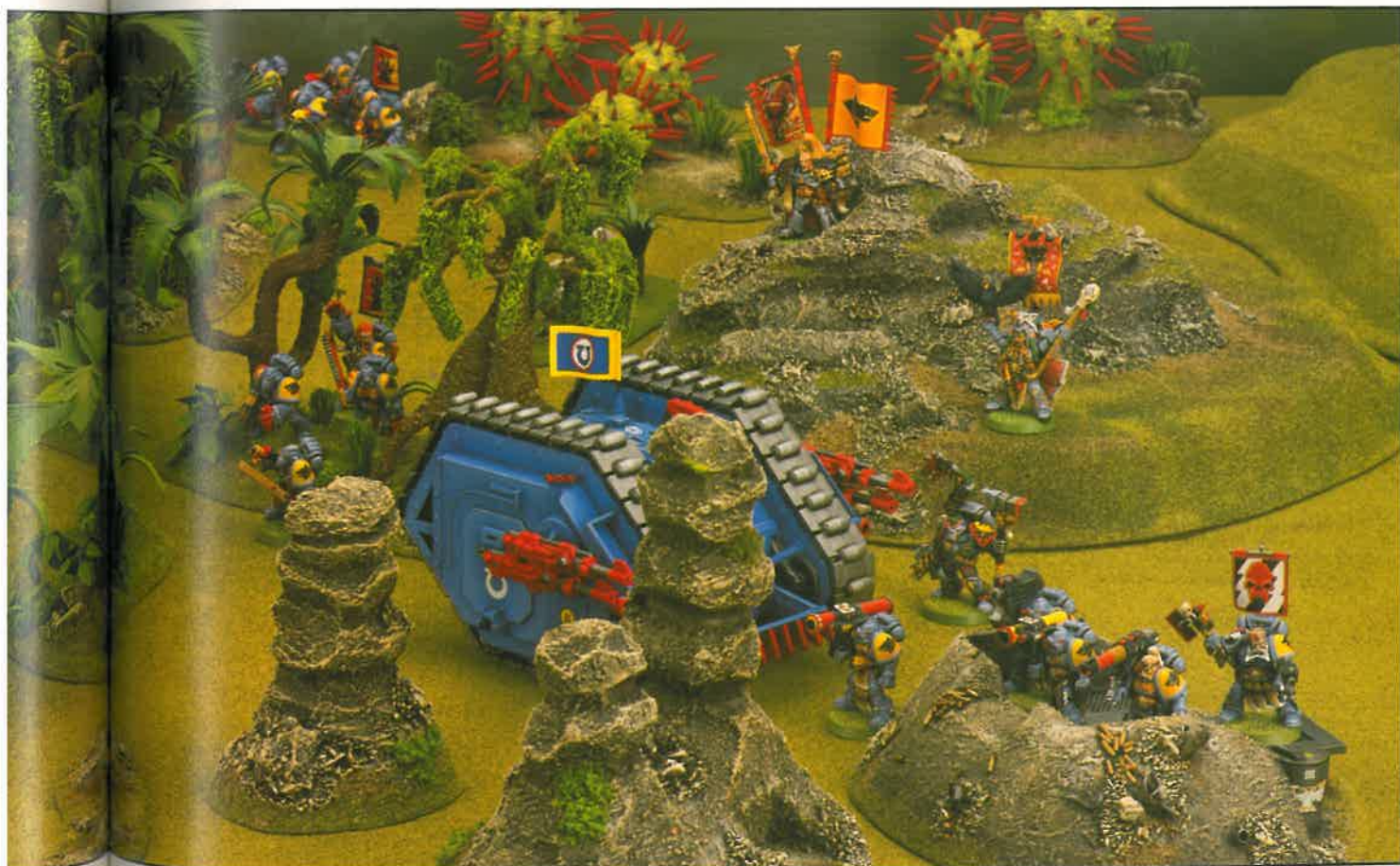
The Dreadnought had moved from behind the left-hand bunker so that it could see a single Blood Claw between the patches of jungle. Now it opened fire with its deadly heavy plasma gun but the shot went wide and the incandescent ball of plasma flew past its target and exploded, setting fire to some trees with the blast.

I rolled six warp cards and began the psychic phase with my commander – Eldrad Ulthran. I tried to use *Guide* to fire the Dreadnought's heavy weapon at the Blood Claws again, but



Jake nullified it. Njal then placed a storm of *Hellfire* over the jetbikes which killed one of the riders and sent the vehicle spinning out of control.

TURN 1 VICTORY POINTS
ELDAR 4 POINTS
SPACE WOLVES 0 POINTS



...the Space Wolves attack!



SPACE WOLVES TURN 2

SPACE WOLVES TURN 2

Jake: In an attempt to reclaim something from the damaged Land Raider, I sent the Iron Priest to try and repair it. Rolling a 1 he found the machine completely dead and was only able to chant a litany for its departing spirit. Despite this, I decided to leave him there to fire the intact lascannons on the right hand side which had luckily been left in quite a good position. This regained some heavy weapons for me, and also denied Adrian the full VPs for the Land Raider as it was no longer crewless.

On my right flank, Njal moved up behind the Blood Claws who were still waiting in ambush for the Eldar. The second battle pack continued to advance under the watchful eye of their commander, Ragnar Blackmane, who remained in cover behind them.



ELDAR TURN 2

Across the battlefield, Bjorn walked straight forward ensuring that his target wouldn't be out of range this turn. Luck wasn't with me though, and his assault cannon still missed the Dark Reapers who seemed to be leading charmed lives! The Long Fangs had lost one dead and another was busy clearing a jammed weapon so their firepower was rather depleted. However, the remaining two Long Fangs with missile launchers fired again. Both missiles found their marks, one bouncing off the armour on the War Walker, the other killing one of the Dark Reapers – at last!

On my far right, the advancing Blood Claws pack opened fire on the rapidly closing jetbikes, damaging one of them with a lucky plasma pistol hit. With part of it shot away, Adrian would now have to roll each turn to maintain control of the vehicle.

In the psychic phase my Psyker Champion tried again to *Machine Curse* the War Walker. Adrian played *Daemonic Attack*, automatically nullifying the power and dragging my unfortunate Psyker Champion into the warp and his doom. The Eldar Warlock then played *Fortune* on the Dark Reapers to add +2 to their saving throw. At the other end of the battlefield Njal placed a storm of *Hellfire* on the Guardian crew of the weapons platform but failed to hurt either of them.

ELDAR TURN 2

Adrian: With one Dark Reaper dead, things were starting to get a bit more dangerous. I didn't think that the Blood Claws were close enough for me to charge with my Howling Banshees so I decided to delay the arrival of my *Flank March* for a turn. Starting with the compulsory moves, the first out of control jetbike veered off and nearly collided with a tree, while the second failed to respond to its rider's commands and powered forward.

Jake kept glancing at the Warp Spiders in a suspicious way and in a flash of sudden paranoia I realised that the Assassin could easily be one of them! For Eldrad's safety I quickly warp-jumped these Aspect Warriors out of charge range.



Eldar jetbikes lead the counter-attack as the Space Wolves close in.

On my left, the Dreadnought, jetbikes and Guardians advanced to repel the Blood Claws. As they moved into range Jake opened fire with his Blood Claws who had been waiting in ambush on Overwatch. Luckily the only casualty was the rider of the jetbike which was already out of control. The lead jetbike returned fire and managed to hit every single one of the Blood Claws in the jungle but their toughness and power armour meant that I didn't slay a single trooper!

I repositioned the Dark Reaper inside the bunker to fire through a vision slit whilst his companion on the roof fired at Bjorn. His aim was good and the krak missile smashed into the Space Wolves' Dreadnought, hitting him on the left arm but failing to get through his thick armour. Next it was the turn of the Long Fangs who came under heavy fire from my War Walker. Much to my frustration, the lascannon missed and all of the scatter laser's hits failed to wound. I then turned to my Dreadnought and fired its heavy plasma gun at the Land Raider. Unfortunately, I forgot to fire on maximum power, the only setting at which a heavy plasma gun has any real chance of penetrating a tank's armour, and so the Iron Priest was safe.

I rolled a paltry three warp cards and the Warlock Master immediately cast *Battle Fate* on the Dark Reapers. Njal tried to play *Hellfire* once again, but before he could even declare a target I had nullified it.

TURN 2 VICTORY POINTS

ELDAR 3 POINTS

SPACE WOLVES 0 POINTS

SPACE WOLVES TURN 3

Jake: Before I did anything else I revealed that one of the dreaded Warp Spiders was, in fact, an Imperial Assassin using *Polymorphine*. To add insult to injury, the morale of the remaining three Warp Spiders failed and they ran from the battlefield! Ignoring the fleeing Aspect Warriors, the Assassin used his *Combat Drugs* which doubled his movement, and then charged the Farseer Eldrad Ulthran. Adrian's ploy of moving the Warp Spiders to a safe distance hadn't worked as the *Combat Drugs* meant that Eldrad was still in charge range.

In the centre of the battlefield, Bjorn advanced to close the range for his flamer and lightning claws. On my right, the Blood Claws who had sprung their ambush now began to advance, followed by Njal. The second Blood Claws pack prepared to fire again at the jetbikes who barred their way.

Bjorn the Fell-Handed began the firing with his assault cannon, finally hitting the remaining Dark Reaper on top of the bunker – seven times! The Aspect Warrior was cut to pieces, but the last survivor of the squad was safely hidden inside the bunker and passed his break test.

Whilst the Long Fang with the heavy bolter cleared his second jam, the rest of his squad fired again. Another krak missile bounced harmlessly off the War Walker and a frag missile failed to find the vision slits on the Dark Reaper's bunker, exploding ineffectively against its side.

From the crippled Land Raider the Iron Priest fired twin lascannons at Adrian's Dreadnought. Both shots hit the legs but unluckily neither penetrated the armour and the machine was undamaged.

Finally, the Eldar jetbikes came under fire from my Blood Claws. Plasma pistols and rapid firing bolt pistols peppered the vehicles with shots, hitting them five times. To my complete frustration, all of the hits struck the bikes instead of their riders and none of them was even scratched, let alone destroyed!

For the first time in the game we had a hand-to-hand combat phase with the fight between Eldrad and the Imperial Assassin. Metabolically accelerated by his *Combat Drugs*, the Assassin rolled eight dice for his attack and managed to roll four 1's! Despite these fumbles he still beat the Eldar, hitting the Farseer twice, but all to no avail as Eldrad's displacer field carried him to safety. Muttering under my breath I rolled for the warp flux and got a 5.

As Eldrad had escaped my assassination attempt, I had another go at him. Njal tried to use *Hellfire* on the Eldar Farseer but Adrian played *Reflection* and it rebounded back at my Rune Priest. Unluckily for Adrian, it failed to reach my lines, bursting into fiery life over a patch of jungle. Next, Eldrad unleashed the *Eldritch Storm* on the Blood Claws closest to him and they were blown out of the cover of the jungle into the open ground under the shuriken catapults of his Guardian squad. As there was nothing I could do to help the Blood Claws I turned my attention elsewhere, nullifying the *Fortune* that had been placed on the Dark Reapers in the previous turn. Finally, I rolled to see if the Assassin's *Combat Drugs* remained in effect, which they did.

ELDAR TURN 3

Adrian: Jake had played his hand at last. The psychological advantage of a polymorphed Assassin was over, and Eldrad had survived the attempt on his life. As far as the Warp Spiders were concerned, I must say that if a friend of mine turned out to be an Imperial Assassin I would run for it too!

Now the time had come for me to play *my* hand. Firstly I declared that the Howling Banshees would charge the Blood Claws nearest the table edge, and used the *Flank March* strategy card to bring them onto the battlefield. I also declared

a charge by the Dreadnought against the Assassin. It should be noted that although the Dreadnought couldn't actually see the Assassin when the charge was declared, the Assassin's position was known to the Eldar and so the Dreadnought was allowed to charge. Only if the Assassin had been hiding would a charge have been impossible.

Meanwhile, I had to roll for the compulsory movement of the crippled jetbikes. One moved completely off the table, and the second flew crazily across the board.

The Howling Banshees passed their Leadership test to arrive on time from their *Flank March*, and pounced on the Blood Claws. The Dreadnought clashed with the Assassin whilst I moved Eldrad against the bunker wall and out of harm's way. I had to keep the Assassin occupied for as long as possible until his *Combat Drugs* wore off.

To coincide with the charge of the Howling Banshees I landed the Swooping Hawks behind the cover of a huge, red barbed cactus in the corner of the battlefield. They would be able to reach the Long Fangs in a turn or two of flying as long as they weren't shot up by Ragnar first.

I sent the remaining jetbikes and the Guardians after the Blood Claws who had been thrust into the open by the *Eldritch Storm* during the last psychic phase. Behind them the lascannon on the anti-grav platform finally had a target – by moving slightly, the crew could just see the bulky form of Bjorn the Fell-Handed.

On my right flank the Dire Avengers continued their race to get across the board whilst there were still Space Wolves to kill. Meanwhile, the War Walker moved a fraction to get a clearer line of sight to the Long Fangs.

I began what I hoped would be a bloodbath by firing my lascannon on the anti-grav platform at the ancient Dreadnought. Bjorn was struck again, the searing heat tearing through his armour and ripping off his assault cannon arm!

Next, I tried to reduce the threat posed by the Long Fangs by gunning them down with the War Walker. I forced a break test on them after the lascannon killed one of the Space Wolves armed with a missile launcher. They passed the test which didn't particularly surprise me as Long Fangs are notoriously hard to break. Unfortunately, I couldn't pin-point the rest of the squad so they were safe for another turn.

The Guardians and the jetbike squad shot up the Blood Claws, killing three of the squad who had been blasted out of their cover. Nearby, the Howling Banshees cut down four of their paralysed opponents in the second Blood Claws squad. The survivors of both Space Wolves squads passed their break tests but were



SPACE WOLVES TURN 3

now in no position to threaten my line. The Assassin out-fought the Dreadnought in hand-to-hand combat and Jake decided to use melta bombs to cripple the machine. Two of these thermal charges had no effect and the Assassin was still pinned in combat. Had I known about the melta bombs I might have thought twice about committing the huge machine, but it seemed to be holding its own for the moment.

Ten warp cards presented us both with a great opportunity to smash up each other's army. Eldrad began by playing *Doom* on the Assassin. Then, to my surprise, Jake used *Ultimate Force* for Njal to open a *Gate*. This power works by creating an opening in the warp in one place and an exit in another. Through this gateway a individual character or squad can instantly travel across the battlefield. Jake placed one end of the *Gate* a small distance away from Njal and the other end inside my middle bunker and there was nothing I could do to stop him! Eldrad gathered himself to use *Executioner* to fight Njal Stormcaller but Jake threw down *Destroy Power* and stripped me of it. He then tried to place *Iron Arm* on Njal but the Warlock nullified it after Eldrad had failed.



ELDAR TURN 3

A *Gate* was open into one of my bunkers and it was now Jake's turn to move.

TURN 3 VICTORY POINTS
ELDAR 5 POINTS
SPACE WOLVES 3 POINTS



The Howling Banshees enter from the edge of the table to pounce on the Blood Claws.



SPACE WOLVES TURN 4

SPACE WOLVES TURN 4

Jake: The Space Wolves had been severely mauled by the Howling Banshees, jetbikes and Guardians and I was forced to come up with a desperate plan. I had opened a *Gate* into the central bunker and resolved to capture it and make my last stand there. Space Marines are brilliant at defence and would be hard for the Eldar to wrinkle out of a bunker. Capturing it would also get me five victory points.

With this in mind, Ragnar Blackmane, Njal Stormcaller and the survivors of one of the Blood Claws battle packs all charged through the *Gate* to capture the bunker in the heart of the Eldar position. The Long Fangs too advanced towards the *Gate* which was overlooked by the protective shadow of the Land Raider.

In the middle of the battlefield, Bjorn was badly damaged but could still fight and ran forwards to assist in the defence of the newly captured position. All this neatly reversed the situation with the Space Wolves now becoming the besieged.

The only firing I had was the twin lascannon mounted on the damaged Land Raider. This was aimed at the bunker on my right in an effort to collapse it and reduce the hiding places left for the Eldar. I knew it was a long shot and wasn't surprised when it failed to penetrate the massive plasticrete sides. I had started the battle with five lascannons and with this number, the chances of

destroying a bunker or two with concentrated fire were quite good. However, I now only had one twin mount left and this was only really useful for picking off the odd carelessly placed trooper.

In the hand-to-hand combat phase, the last member of the beleaguered Blood Claws pack tore one apart one of the Howling Banshees with his power fist. Too far away from the *Gate* to escape his fearsome opponents, he screamed his death cry and threw himself at a second Aspect Warrior. He might not survive, but at least he would take some with him!

My Assassin continued to battle against the Eldar Dreadnought which was still standing despite being

repeatedly melta bombed. Again he won the combat, and placed two more of the explosive charges against the Dreadnought's legs. The Eldar machine staggered back from the blasts but remained operational and the Assassin quickly followed it up.

The warp flux generated six cards and I began the phase by using *Hellfire* once more, this time on the crew of the anti-grav platform. Both died in the firestorm leaving the weapon useless. Adrian took the *Eldritch Storm* back into his hand.

I rolled again for the Assassin's *Combat Drugs* which stopped working and wounded him into the bargain – I had been lucky not to lose them sooner. Locked in bloody combat with the Dreadnought, faith in the Emperor alone would have to carry him through now.



ELDAR TURN 4



The last of the Long Fangs fail to reach the 'Gate' and are slaughtered by the Swooping Hawks.

ELDAR TURN 4

Adrian: Jake's force was wrecked and all I had to do to win the battle was contain the Space Wolves in the bunker, keep the Assassin occupied and kill some more Space Marines!

There were still enough Long Fangs left to prevent me from achieving my primary objective and they were also worth a lot of victory points so I made them a priority target. They were already running towards the open *Gate*, and the Howling Banshees would take at least two turns to get to there. After considering my plan for the rest of the battle I decided to charge the Howling Banshees at the last of the Blood Claws. To my right, the out of control jetbike continued to career across the table.

Unwilling to restrain the Swooping Hawks any longer I launched an all-out attack. I dive-bombed two of the Long Fangs with these flying Aspect Warriors, working out the effects of the grenades as I dropped them, as we normally do with these troops. Moving Swooping Hawks is fraught with hidden difficulties. They must fly in straight lines and cannot land within one inch of another model, a terrain feature or each other. With all these considerations they could only drop two Krak grenades on the Long Fangs as they soared over. These killed one of the Space Marines and I still had three Swooping Hawks to attack the last two Long Fangs with their lasguns and grenades. Of course the Space Wolves passed their break test!

On my right, I moved the War Walker around the hill and took aim at Bjorn while the Dire Avengers at last advanced up to my right hand bunker. Inside this fortress, the last Dark Reaper took up a firing position facing the centre bunker which now contained the surviving Space Wolves. Eldrad moved into a blind spot hidden from any firing from within the bunker. The jetbikes began to circle back towards my deployment zone.

In the shooting phase, I watched in glee as the Swooping Hawks targeted the remaining Long Fangs with Krak grenades and lasgun fire, killing them all. Over on the right, the War Walker fired its lascannon at Bjorn. This time, his left arm was destroyed, reducing his attack characteristic by another point. With both arms blown off, Bjorn the Fell-Handed now had no ranged weaponry left except his auto-launchers, and these were loaded with blind grenades!

In the hand-to-hand combat phase, the Howling Banshees cut down the last of the Blood Claws with ease, whilst the Dreadnought and the Assassin continued to brawl. The Assassin won the round of combat and hit the Dreadnought with his fifth and sixth melta bombs. Once again the explosions caused no damage and Jake stared in utter disbelief at his dice!

I rolled five warp cards and began the psychic phase with the Warlock who tried to play *Battle Fate* on my War Walker. Jake nullified the effect and unleashed *Hellfire* on two jetbikes which I nullified in turn. Then an idea struck me. Using three force cards that Eldrad had been storing in his *Staff of Ulthamar* I unleashed the *Eldritch Storm* once more. To Jake's surprise I used it on the bunker containing the last two Blood Claws, Ragnar and Njal. With the force of the storm contained by the bunker walls, the Space Wolves were effectively contained and could neither move or shoot for as long as it remained in play. Jake withdrew the *Gate*.

TURN 4 VICTORY POINTS
ELDAR 10 POINTS
SPACE WOLVES 9 POINTS



The Imperial Assassin destroys the Dreadnought at the height of the fierce struggle for the bunkers.

SPACE WOLVES TURN 5

Jake: By this stage I was running out of men to move, especially as most of the survivors were stuck in an *Eldritch Storm* and could neither move or fire! The heavily damaged Bjorn charged at the Dire Avengers but fell short of his prey by half an inch!



SPACE WOLVES TURN 5

With no more worthwhile targets in sight, the Iron Priest in the Land Raider continued to fire at the bunkers but without effect. Fighting back, Adrian's Dreadnought won the hand-to-hand combat and struck the Assassin who deftly dodged the blow.

Only three cards were dealt from the warp and both of mine were nullifies. Firstly I tried to nullify the *Eldritch Storm* that immobilised my men – and failed. Adrian hadn't enough cards

to use a power so I had another turn and this time successfully nullified the *Doom* which had been placed on my Assassin in turn 3.

ELDAR TURN 5

Adrian: After a very short Space Marine turn I began to consolidate my position. As the last out of control jetbike flew off the board, I declared a charge by my Warlock Master against Bjorn the Fell-Handed. All of my unengaged squads converged on the bunkers including the Guardian squad who ran into the cover of the fortification containing the abandoned lascannon. The Swooping Hawks flew to the other side

of the hill away from the crippled Land Raider, and the Dire Avengers backed away from Bjorn. No one was in a position to shoot.

The Warlock beat Bjorn in hand-to-hand combat and inflicted a single Strength 7 hit with his *Singing Spear*. Unfortunately, I didn't have any force cards stored in it to increase the strength of the blow and, although I could have penetrated Bjorn's armour my dice roll was too low and it bounced off. The Imperial Assassin again beat my Dreadnought, this time smashing him with four more melta bombs. As the final explosion boomed out, the machine's legs buckled and it collapsed in a broken tangle of wreckage. The

Assassin was now free to move again and I expected him to try and attack Eldrad once more. Much to my relief, Jake used the Assassin's follow-up move to place him further away from Eldrad. Then it dawned on me where he was heading – the bunker containing my Guardian squad.

I rolled a total of eight warp cards for the turn, but first we dealt with the psychic power already in play. The Space Marines in the centre bunker were smashed about by the *Eldritch Storm* but all survived uninjured. As I surveyed my Warlock's powers, I suddenly noticed *Destructor*. Although I'd commanded Eldar armies in many battles, for some reason I'd never used this power before – with the Warlock in combat with Bjorn I now saw the perfect opportunity to unleash it. The *Destructor* struck the Dreadnought with a S6 hit which wasn't very strong, but it was another chance to try to topple Bjorn. The dice weren't high enough to penetrate his armour but the power remained in play until nullified so I would probably get another chance next turn.

Then Jake tried another gamble. He opened a *Gate* in Njal's bunker and placed the opening in the bunker with the Dark Reaper! Should one of the Space Wolves be blown through the *Gate* by the *Eldritch Storm* next turn, the Dark Reaper would find himself fighting a round of hand-to-hand combat. Njal cast *Hellfire* which he didn't need line of sight to use and placed it on the Dire Avengers. I used *Reflection* to rebound the template back at the psyker, and it ended up covering both the Warlock and Bjorn. The Dreadnought was unaffected but the Warlock sustained a S5 hit which nearly wounded him.

Then I noticed that my jetbikes had their backs to the Land Raider and the Iron Priest had his finger on the trigger of the lascannons!

TURN 5 VICTORY POINTS
ELDAR 10 POINTS
SPACE WOLVES 11 POINTS

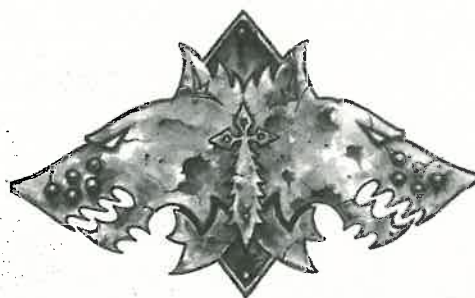


ELDAR TURN 5

SPACE WOLVES TURN 6

Jake: As I still hadn't been able to nullify the *Eldritch Storm* I only had two models left who could move and fire. Each would have to maximise the victory points they could get in this last turn. I began with the Assassin who charged the bunker containing Adrian's Guardians: I couldn't capture this fortification but at least I had a chance of destroying it!

With the bunker he had been firing at now allotted to the Assassin to destroy, the Iron Priest switched targets to the jetbikes, hitting a rider and killing him easily with the twin lascannons. This took the jetbike squad over fifty percent casualties and earned me another victory point.



Although it had taken ten melta bombs to kill the Dreadnought, they were still the best weapon I had against fortifications and so the Assassin used them to attack the bunker. The first didn't scratch the plasticrete surface but the second shook the whole structure. With the bunker weakened, I attacked with a third melta bomb but this exploded harmlessly like the first. I had one attack left and I really needed it to work. The Assassin placed the last of the melta bombs and stood back as it detonated. A mighty explosion ripped the bunker apart and the remains of the armoured walls crashed in on its hapless occupants. The bunker was completely destroyed and the Guardians inside all took hits from the falling rubble which wiped out the entire squad. Four more desperately needed victory points to the Space Wolves!



SPACE WOLVES TURN 6

Meanwhile, Bjorn's struggle with the Warlock continued. Even though both of his arms had been blown off, Bjorn won the combat and wounded his enemy twice, only to see one of the blows deflected by the conversion field and the other career off the Warlock's elaborate rune armour!

This turn I rolled a 7 for the number of warp cards dealt. Of the psychic powers that were already in play, neither the *Hellfire*

nor the *Destructor* wounded their targets. However, the *Eldritch Storm* was still playing havoc with the beleaguered Space Wolves in the central bunker.

I had placed the *Gate* in the previous turn in the centre of the bunker so that there was a fair chance of at least one of the Space Marines inside being blown through and into contact – and therefore hand-to-hand combat – with the last Dark Reaper. Sadly, this cunning plan failed to bear fruit as the *Eldritch Storm* simply pressed the Space Marines further into the corners of the fortress. Ragnar even had to use his *Aegis suit* to save himself from taking a wound!

I played *Destroy Power* on the *Eldritch Storm* and beat Adrian's dice roll to remove it from play and from his hand for the rest of the battle. This was a great relief even if it was a little late in the day.

Adrian retaliated by trying to put *Battle Fate* on his War Walker but I nullified it before it could take effect. I then hit Eldrad with the *Salamander* which failed to wound him.



The heavily-damaged Bjorn the Fell-Handed fights off both Eldrad Ulthran and the Warlock!



ELDAR TURN 6

Adrian: During my last turn I had tried to grab some victory points to ensure a win, but had not been successful. Not only that, but I had handed Jake a victory point on a plate in the form of the jetbike squad which he had taken over fifty percent casualties. This was the last turn in the game and would decide whether I won or lost, so I carefully scanned the battlefield to see what I could kill...

Before I attacked with any of my troops, I moved the jetbike whose rider had been killed by the Land Raider's lascannon last turn. Spinning out of control it smashed into the ground in front of the line of bunkers.

As far as grabbing victory points was concerned, the Swooping Hawks had a slim chance of damaging the Land Raider enough to kill the Iron Priest inside, so I charged them towards it.

Eldrad charged into Bjorn the Fell-Handed to support the Warlock Master and hopefully topple this deadly machine which I had been battering for the whole battle. With both arms gone, it should be easy prey for the combined attacks of these two powerful psykers.

The squad of Howling Banshees and the survivors of the jetbikes trained their guns on the Assassin, now visible over the smoking crater that marked the bunker's remains. I was taking no chances with this deadly foe and lined up all the troops I could to fire a storm of lethal shuriken at this hated warrior.

As I prepared for the slaughter on my left, the Dire Avengers on my right flank retreated. Although they hadn't fired a shot in the battle they were also completely unscathed and I wanted to keep them that way. For this reason they kept their distance from the combat area to avoid any more psychic attacks that Jake might be able to use.

The impressive 'firing squad' I had lined up to kill the Assassin opened fire and the air sang with the hiss of hundreds of shuriken. To my complete amazement, the Assassin emerged from this storm of death totally unharmed and Jake breathed a sigh of relief. The Swooping Hawks also failed to damage their target as their Krak grenades barely scratched the Land Raider's armour. In the centre, Bjorn the Fell-Handed hit both the Warlock and Eldrad in hand-to-hand combat but the psykers' displacer and conversion fields saved them from being wounded by the blows.

I rolled six warp cards and then dived for the various psychic effects in play. None of the powers inflicted any damage, leaving Bjorn, the Warlock and Eldrad safe. Eldrad then used *Guide* on the last Dark Reaper to fire one final frag missile at the bunker containing the Space Wolves, hoping to find the vision slit and cause havoc inside. Predictably, the missile hit the bunker itself and had no effect on the armoured sides.

With this last attack, the game was over.

TURN 6 VICTORY POINTS
ELDAR 16 POINTS
SPACE WOLVES 16 POINTS



ELDAR TURN 6

ELDAR CONCLUSION

Oh no! I can't believe it! After several hours of some of the most bitter fighting I have ever seen, it was a draw!

I have no complaints about this battle, apart from not winning of course. However, I can see now how close to victory I was. There were four mistakes that cost me the battle. Firstly, I must always hide troops at the start of a battle! Next, when I used the Dreadnought to fire on the Land Raider I should have declared the maximum power setting. This would have increased my chances of damaging the tank and maybe killing the Iron Priest, who denied me some easy victory points. Thirdly, I should have committed my Swooping Hawks to close combat with the Land Raider a turn sooner instead of taking cover. Finally, and probably most foolishly, I gave away a single victory point by allowing the Iron Priest a clear line of sight to the Guardian jetbikes. This really meant the difference between draw and victory. I now keep a running total of victory points during my games so I can keep track of how I am doing.

Eldar are certainly a good force for using psychic powers and I always enjoy the 'card fencing' that takes place during the psychic phases of a battle. During the first half of the game I seemed to spend most of my time nullifying Jake's attacks. However, when Jake opened the *Gate* to get Ragnar, the Blood Claws and Njal into the central bunker, he used *Ultimate Force* so I wasn't allowed to nullify it! On the other hand, the *Daemonic Attack* on the psyker champion was a joy. It's the only time I have ever managed to kill a psyker with that particular card and I was quite relieved I didn't have it used on me later in the game (as an Ork player I usually have little to fear from *Daemonic Attack* as Weirdboyz are only in danger from this card if the enemy rolls a 6 on a D6 first).



During the second half of the battle, *Eldritch Storm* proved itself to be more than just a way of knocking troops out of cover. The Space Wolves were effectively contained in the bunker for the rest of the battle and Njal in particular was unable to use many of his powers as he had no line of sight. Playing *Destructor* on Bjorn was a pleasant surprise even though it failed to do any damage. During a drawn-out close combat this power could be very effective.



It's interesting that this game turned out to be a draw. I've noticed that when you play a game of Warhammer 40,000 a whole series of events, either bad dice rolls or freak effects, will usually cause one side's downfall. This is particularly true if you play together quite often and know each other's style of play.

When Jake's Land Raider blew up in turn 1 it looked as if the game was up before we had started. However, because of the extended game length, Jake was able to claw his way out of a hole to get a draw – and I take my hat off to him!

Overall I enjoyed this longer game and certainly learned that "the best form of defence is attack!"

SPACE WOLVES DEBRIEFING

So close, so close... but still another draw against Adrian! What a battle. We knew when we were playing this that it was really close, but we only added up the victory points after the battle was over – the points at the end of each turn were worked out as we wrote up this report. This added to the tension and made it more exciting (and frustrating) as we both desperately struggled for any edge and every victory point.

I began the game with possibly the worst turn I've ever had in a game of Warhammer 40,000. Little more could have gone wrong. This considered, I feel that I actually did rather well to pull myself up by my boot-straps and scramble back to a draw by the end of the battle.

The game was rather unusual because we each achieved both our primary and secondary objectives. Normally, if one side manages to get their objectives then they will have beaten their opponent in the process and will usually win the game.

Adrian proved himself a more than worthy opponent and he had his share of bad luck too. The dreaded Warp Spiders were particularly unlucky to run away before they could do anything. Adrian was being cautious with them, holding them in reserve until I had closed the range, rather than letting me target them from turn 1. This was a good plan for the Eldar, and left me with the tricky problem of dealing with them at close range once I had run the gauntlet of the rest of the Eldar army. Watching them flee from the battlefield as the Assassin cast off his disguise was hugely enjoyable.

Each of us had both excellent and abysmal luck in equal shares but in the end it all balanced itself out. All of our cunning plans and devious tricks cancelled themselves out too and we were left with a draw – so much for total victory!

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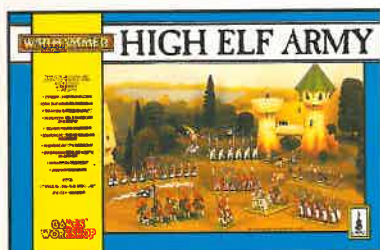
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ORCS

MORGLUM NECKSNAPPER

THIS MODEL IS SUPPLIED WITH A PLASTIC BOAR SPRUE AS STANDARD



EXAMPLE OF COMPLETED MORGLUM NECKSNAPPER

THE COMPLETE MORGLUM NECKSNAPPER CONSISTS OF:

- 1 x HEAD
- 1 x BODY
- 1 x LEFT ARM
- 1 x RIGHT ARM
- 1 x BANNER POLES
- 1 x BOAR HEAD
- 1 x PLASTIC BOAR SPRUE



HEAD
75241/2



BODY
75241/1



BANNER POLES
75241/5



BOAR HEAD
75241/6



RIGHT ARM
75241/4



LEFT ARM
75241/3

Designed by Alan Perry

UNDEAD

MOUNTED NECROMANCER

THIS MODEL IS SUPPLIED WITH A CAPARISONED HORSE SPRUE AS STANDARD



EXAMPLE OF COMPLETED MOUNTED NECROMANCER

THE COMPLETE MOUNTED NECROMANCER CONSISTS OF:

- 1 x TORSO
- 1 x LEGS
- 1 x CAPARISONED HORSE SPRUE



TORSO
74524/1



LEGS
74524/2

Designed by Gary Morley

CHAOS

CHAOS KNIGHTS



CHAOS CHAMPION
73004/2



CHAOS KNIGHT 1
0525/4



CHAOS KNIGHT 2
0525/3



CHAOS KNIGHT 3
0525/2



**CHAOS KNIGHT
STANDARD BEARER**
73004/3



CHAOS KNIGHT LEGS
0525/1

**A COMPLETED CHAOS KNIGHT
CONSISTS OF:**
1 x CHAOS KNIGHT
1 x CHAOS KNIGHT LEGS
1 x CHAOS STEED HEAD
1 x PLASTIC ARMoured HORSE SPRUE



CHAOS KNIGHT BANNER TOP
73004/4



CHAOS STEED HEAD 1
0525/5



CHAOS STEED HEAD 2
0525/6



CHAOS STEED HEAD 3
0525/7



CHAOS STEED HEAD 4
73004/5



CHAOS STEED HEAD 5
73004/6



THESE MODELS ARE SUPPLIED WITH A PLASTIC ARMoured HORSE SPRUE AND APPROPRIATE PLASTIC SHIELDS AS STANDARD

Designed by Michael Perry

CHAOS

DRAGON OGRES



OGRE TORSO A1
73003/4



OGRE TORSO A2
73003/12



DRAGON OGRE ARM 'A'
73003/5



OGRE TORSO B1
73003/6



OGRE TORSO B2
73003/13



DRAGON OGRE ARM 'B'
73003/7



OGRE TORSO C1
73003/14



OGRE TORSO C2
73003/8



DRAGON OGRE ARM 'C'
73003/9



DRAGON OGRE LEG 1
73003/2



DRAGON OGRE LEG 2
73003/15

LEG 1 FITS BODY 1
LEG 2 FITS BODY 2



DRAGON OGRE CLAW 1
73003/3



DRAGON OGRE CLAW 2
73003/11

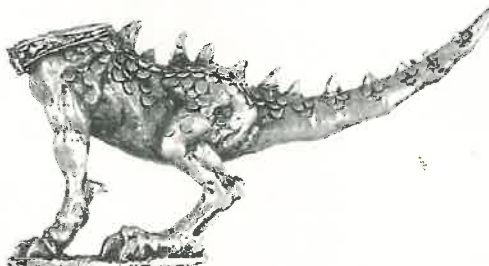
A COMPLETED DRAGON OGRE
CONSISTS OF:

- 1 x OGRE TORSO
- 1 x WEAPON ARM
- 1 x DRAGON OGRE BODY
- 1 x DRAGON OGRE LEG
- 1 x DRAGON OGRE CLAW

ARM 'A' FITS TORSOS A1 AND A2 ONLY; ARM 'B' TORSOS FITS B1 AND B2; ARM 'C' FITS TORSOS C1 AND C2



DRAGON OGRE BODY 1
73003/1



DRAGON OGRE BODY 2
73003/10



EXAMPLE OF A COMPLETED DRAGON OGRE

Designed by Michael Perry

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BLOOD BOWL

STAR PLAYERS



FUNGUS THE LOON
73506/1



NOBBLA BLACKWART
73501/1



SCRAPPA SOREHEAD
73502/1



BOMBER DRIBBLESNOT
73507/1



VARAG GHOUL-CHEWER
73509/1



THE MIGHTY ZUG
73505/1



GRIFF OBERWALD
73503/1



GRIM IRONJAW
73512/1



PRINCE MORANIAN
73511/1

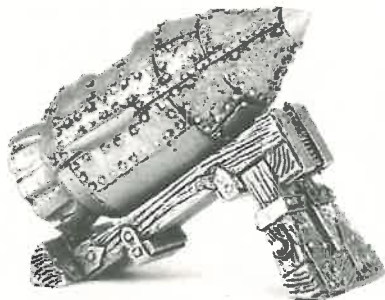
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ORKS

PULSA ROKKIT



EXAMPLE OF COMPLETED PULSA ROKKIT



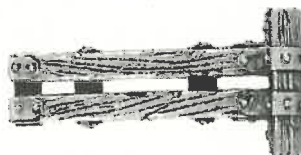
ROKKIT TOP
70808/5



ROKKIT BOTTOM
70808/4



RAMP SUPPORT
70808/8



LAUNCH RAMP
70808/7



ROKKIT ENGINE
70808/6

THE COMPLETE PULSA ROKKIT

- CONSISTS OF:
1 x ROKKIT TOP
1 x ROKKIT BOTTOM
1 x ROKKIT ENGINE
1 x LAUNCH RAMP
1 x RAMP SUPPORT
2 x GRETCHIN KREW



GRETCHIN WITH
SCREWDRIVER
70810/1



GRETCHIN WITH
OIL SQUIG
70810/2



GRETCHIN WITH SPANNER
70805/2



GRETCHIN WITH SHELLS
70805/1



GRETCHIN WITH
WRENCH
70811/3



GRETCHIN WITH
TOOLBOX
70808/9



GRETCHIN WITH
HAMMER
70811/4

Designed by Norman Swales and Alan Perry

ORKS

STORMBOYZ

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND WEAPONS SPRUE AS STANDARD

A COMPLETE STORMBOY
CONSISTS OF:
1 x STORMBOY
1 x STORMBOY JUMP PACK



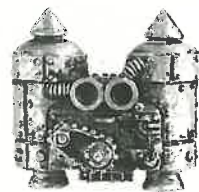
STORMBOY 1
0436/3



STORMBOY 2
0436/4



STORMBOY
DRILLBOSS
0436/2



STORMBOY
JUMP PACK
0436/1

EXAMPLES OF COMPLETED ORK STORMBOYZ



BLOODAXE KOMMANDOS



BLOODAXE
KOMMANDO 1
70807/2



BLOODAXE
KOMMANDO 2
70807/1



BLOODAXE
KOMMANDO 3
70807/3

Designed by Alan Perry

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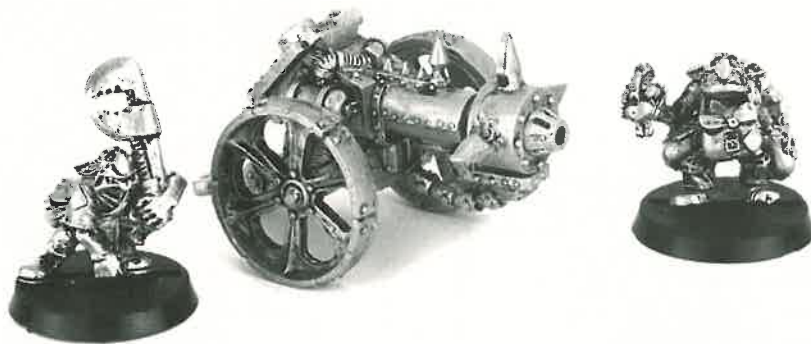


ORKS

TRAKTOR KANNON

THE COMPLETE TRAKTOR KANNON CONSISTS OF:

- 1 x GRETCHIN WITH SCREWDRIVER
- 1 x TRAKTOR KANNON MUZZLE
- 1 x TRAKTOR KANNON BARREL
- 1 x GRETCHIN WITH WRENCH
- 1 x TRAKTOR KANNON BASE
- 1 x CONTROL PANEL
- 1 x CHASSIS
- 2 x WHEEL



EXAMPLE OF COMPLETED TRAKTOR KANNON AND CREW



TRAKTOR KANNON
CONTROL PANEL
70810/5



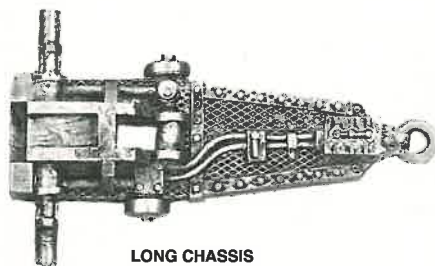
TRAKTOR KANNON
MUZZLE
70810/4



TRAKTOR KANNON
BARREL
70810/6



TRAKTOR KANNON
BASE
70810/3



LONG CHASSIS
70810/7



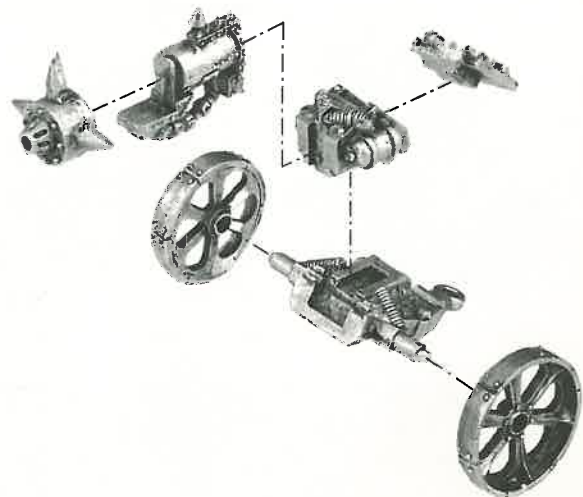
WHEEL
70805/6



GRETCHIN WITH
WRENCH
70811/3



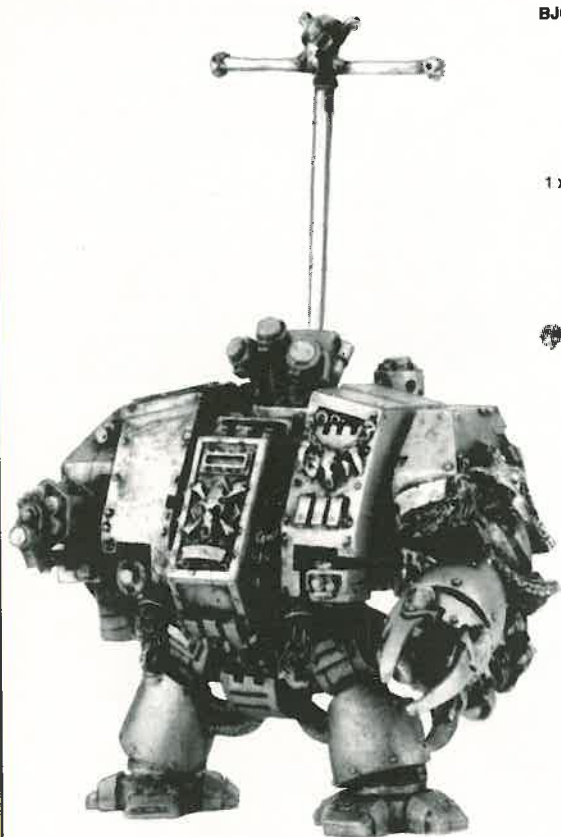
GRETCHIN WITH
OIL SQUIG
70810/2



Designed by Norman Swales and Alan Perry

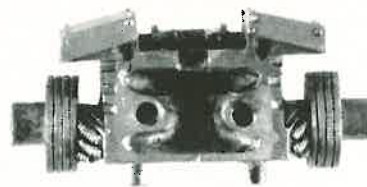
SPACE WOLVES DREADNOUGHT

BJORN THE FELL-HANDED

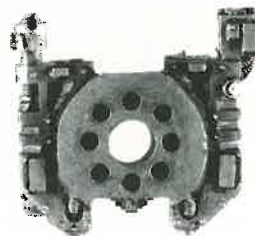


THE COMPLETE BJORN THE FELL-HANDED CONSISTS OF:

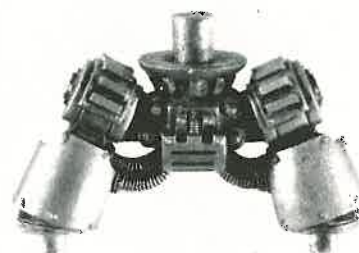
- 1 x SARCOPHAGUS
- 1 x REAR BODY
- 1 x LOWER BODY
- 1 x LEGS
- 2 x FOOT
- 1 x POWER PLANT
- 1 x ASSAULT CANNON
- 1 x LIGHTNING CLAW ARM
- 1 x LIGHTNING CLAW
- 1 x AUTO LAUNCHER
- 1 x BANNER POLE 2



REAR BODY
0425/11



LOWER BODY
0425/2



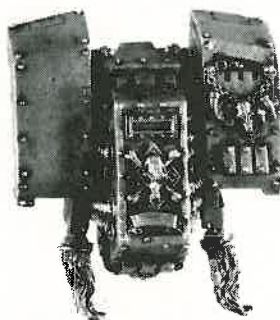
LEGS
0425/9



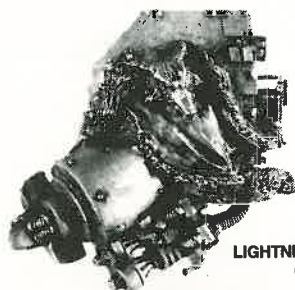
BANNER POLE 2
0427/15



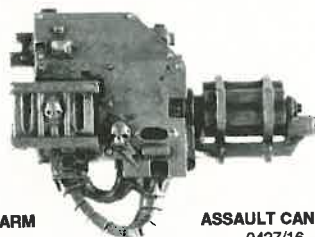
POWER PLANT
0425/4



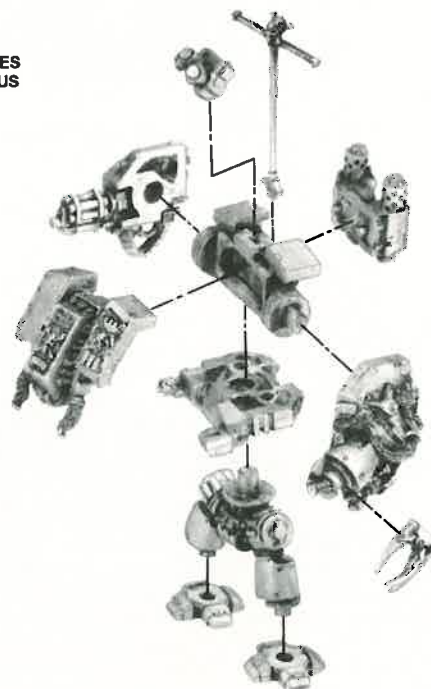
SPACE WOLVES
SARCOPHAGUS
0427/10



LIGHTNING CLAW ARM
0427/13



ASSAULT CANNON
0427/16



AUTO LAUNCHER
0425/7



LIGHTNING CLAW
0427/14



FOOT
0425/8

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Designed by Jes Goodwin

SPACE WOLVES



**WOLF LORD
RAGNAR BLACKMANE**

**RAGNAR BLACKMANE
WOLF LORD**
70008/1



**SPACE WOLF
BACK BANNER 1**
70008/2

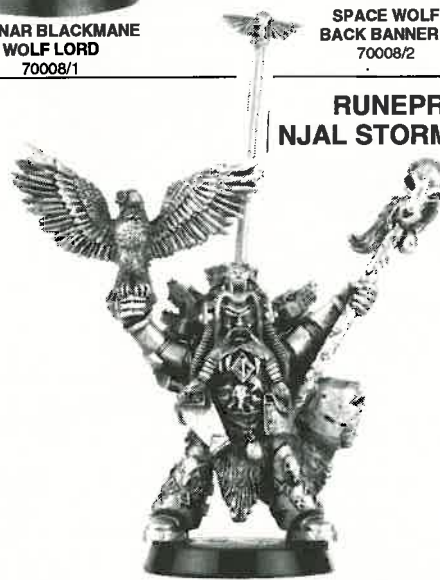


**WOLF PRIEST
ULRIK THE SLAYER**

**ULRIK THE SLAYER
WOLF PRIEST**
70011/1



**SPACE WOLF
BACK BANNER 2**
70023/2



**RUNEPRIEST
NJAL STORMCALLER**

**SPACE WOLF
RUNEPRIEST**
70023/1

SPACE WOLF GREY HUNTERS

A SPACE WOLF SQUAD MAY INCLUDE OTHER MODELS FROM OUR SPACE MARINE RANGES



**GREY HUNTER
SPACE MARINE
SERGEANT**
0802/1



**GREY HUNTER 1
MK7 SPACE MARINE**
0802/2



**GREY HUNTER 2
MK7 SPACE MARINE**
0802/3



**GREY HUNTER 3
MK7 SPACE MARINE**
0802/4



**EXAMPLE OF A COMPLETED
SPACE WOLF GREY HUNTER**

THE GREY HUNTERS ARE SUPPLIED WITH A PLASTIC SPACE MARINE ARM SPRUE AND PLASTIC BOLTER AND BACKPACK SPRUE

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Designed by Jes Goodwin

SPACE WOLVES

LONG FANGS

A SPACE WOLF SQUAD MAY INCLUDE OTHER MODELS FROM OUR SPACE MARINE RANGES



SPACE WOLF
LONG FANG 1
0804/2



SPACE WOLF
LONG FANG 2
0804/3



SPACE WOLF
LONG FANG 3
0804/4



SPACE WOLF
LONG FANG SERGEANT
0804/1



IMPERIAL
LASCANNON MK2
0813/5



HEAVY BOLTER MK2
0813/6



MISSILE
LAUNCHER MK2
0813/4

EXAMPLES OF COMPLETED SPACE WOLF LONG FANGS



THESE MINIATURES ARE SUPPLIED WITH A PLASTIC SPACE MARINE ARM SPRUE AND A PLASTIC BACKPACK SPRUE

BLOOD CLAWS

A SPACE WOLF SQUAD MAY INCLUDE OTHER MODELS FROM OUR SPACE MARINE RANGES



SPACE WOLF
BLOOD CLAW 1
0805/2



SPACE WOLF
BLOOD CLAW SERGEANT
0805/1



SPACE WOLF
BLOOD CLAW 2
0805/3



SPACE WOLF
BLOOD CLAW 3
0805/4



CLOSE COMBAT WEAPON SPRUE



1 x PLASMA PISTOL
1 x AUTO PISTOL
1 x BOLT PISTOL
1 x LAS PISTOL

1 x POWER SWORD
1 x POWER GLOVE
1 x POWER AXE
1 x CHAIN SWORD
1 x HAND FLAMER

THESE MINIATURES ARE SUPPLIED WITH ADEQUATE PLASTIC CLOSE COMBAT WEAPON SPRUES AND PLASTIC SPACE MARINE ARM AND BACKPACK SPRUES AS STANDARD

Designed by Jes Goodwin and Norman Swales

ELDAR

FARSEER



FARSEER
71601/3

ELDRAD ULTHRAN – FARSEER OF ULTHWE



ELDRAD ULTHRAN
71500/1

WARLOCKS



**WARLOCK AND
FORCE ROD 1**
71600/4



**WARLOCK AND
FORCE ROD 2**
71600/2



**WARLOCK AND
SINGING SPEAR**
71600/7



**WARLOCK AND
WITCH BLADE 1**
71600/5



**WARLOCK AND
WITCH BLADE 2**
71600/1



**WARLOCK AND
WITCH BLADE 3**
71600/6

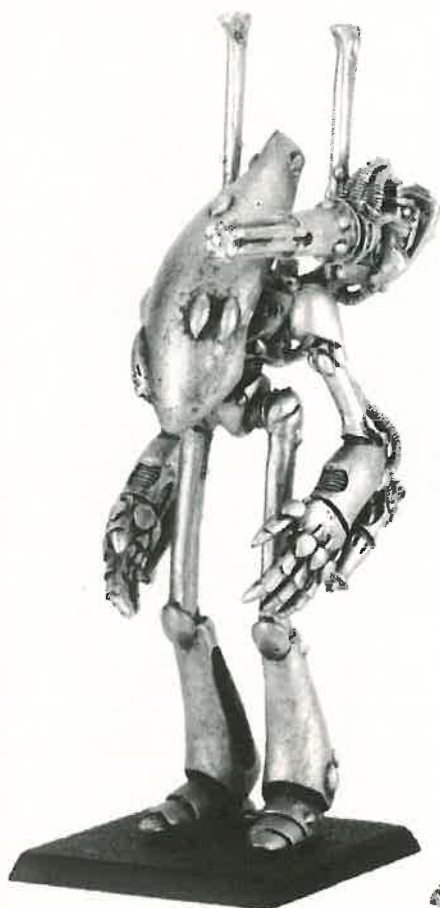
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ELDAR

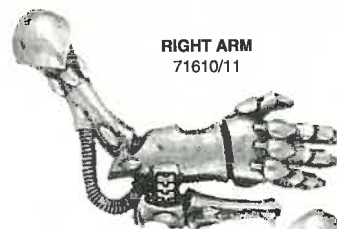
ELDAR DREADNOUGHT



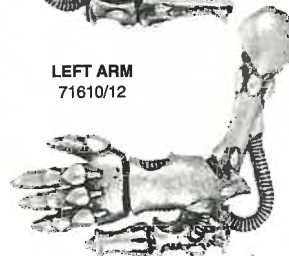
EXAMPLE OF COMPLETED ELDAR DREADNOUGHT

THE COMPLETED ELDAR DREADNOUGHT CONSISTS OF:

- 1 x HEAD
- 1 x POWER PLANT
- 1 x TORSO
- 1 x LEFT LEG
- 1 x RIGHT LEG
- 1 x LEFT ARM
- 1 x RIGHT ARM
- 1 x WEAPON



RIGHT ARM
71610/11



LEFT ARM
71610/12



D - CANNON
71610/10



SCATTER LASER
71610/1



MISSILE LAUNCHER
71610/3



LAS CANNON
71610/2



HEAVY PLASMA GUN
71610/4



RIGHT ARM 2
0435/4



LEFT ARM 2
0435/5



POWER PLANT
0435/2



TORSO
0432/1



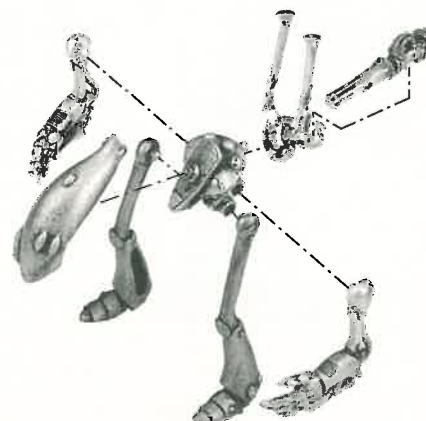
LEFT LEG
0435/8



HEAD
0435/3



RIGHT LEG
0435/7



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Designed by Jes Goodwin

ELDAR GUARDIANS



GUARDIAN 1
RTB17/3

GUARDIAN 2
71584/21

GUARDIAN 3
71584/20

GUARDIAN 4
71584/30

GUARDIAN 5
RTB17/4

GUARDIAN 6
71584/19



GUARDIAN 7
71584/25

GUARDIAN 8
71584/18

GUARDIAN 9
71584/26

GUARDIAN 10
71584/23

GUARDIAN 11
71584/28

GUARDIAN 12
RTB17/1



GUARDIAN 13
71584/22

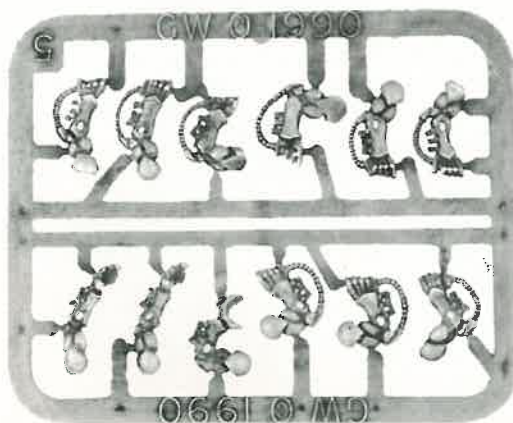
GUARDIAN 14
71584/29

GUARDIAN 15
71584/17

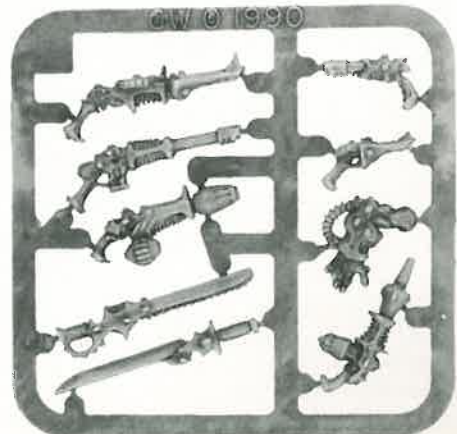


EXAMPLES OF COMPLETED ELDAR GUARDIANS

THESE MODELS ARE SUPPLIED WITH AN ELDAR ARMS SPRUE AND AN ELDAR WEAPONS SPRUE AS STANDARD



ELDAR ARMS SPRUE 100825



ELDAR WEAPONS SPRUE 100813

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Designed by Jes Goodwin

ELDAR

HOWLING BANSHEES



HOWLING BANSHEE 2
71620/9



HOWLING BANSHEE 1
71620/1



HOWLING BANSHEE 3
71620/15



HOWLING BANSHEE 4
71620/20

SWOOPING HAWKS

THE SWOOPING HAWK IS SUPPLIED WITH HAWK WINGS AS STANDARD



SWOOPING HAWK 1
71621/3



SWOOPING HAWK 2
71621/11



SWOOPING HAWK 3
71621/17



SWOOPING HAWK 4
71621/22



HAWK WINGS
71621/4

THE COMPLETE SWOOPING
HAWK CONSISTS OF:
1 x SWOOPING HAWK
1 x HAWK WINGS



SWOOPING HAWK EXARCH
WITH LASBLASTER
071572/5



EXARCH WINGS
071572/6

THE SWOOPING HAWK EXARCH IS
SUPPLIED WITH EXARCH WINGS
AS STANDARD



HOWLING BANSHEE EXARCH
WITH POWER AXE
071572/3

Designed by Jes Goodwin

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Saturday	9.00 - 4.00
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Thursday (Games Night)	9.30 - 9.00
Friday	9.30 - 6.00
Saturday	9.30 - 4.00
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AN UNDEAD HORDE CLASHES WITH AN ORC AND GOBLIN ARMY