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WHITE DWARF®

FREE WIZARD!

As we promised you last month, you should find a free plastic Wizard attached to this copy of White Dwarf. Each wizard can bolster your Warhammer army and is a worthwhile addition to anybody's collection. You can see all eight plastic Citadel miniatures in this mini-collection, fully painted on their own special 'Eavy Metal page later in this issue.

DARK ELVES

Work is continuing apace on Warhammer Armies – Dark Elves, due on the shelves in the next few months. The book contains not only a full army list, but also the complete history of the Dark Elves from the time

of the Sundering through to their battles of the present day. Jervis Johnson has been busy creating the fiendishly evil Special Characters, who include (at the moment!) Malekith the Witch King himself and Morathi the Hag Sorceress.

CODEx: TYRANIDS

After finishing Epic Hive War, Andy Chambers plunged straight into Codex: Tyranids for Warhammer 40,000. Those of you who've seen a copy of Epic Hive War will have an idea of what to expect – Hive Tyrants, Lictors, Gargoyles and too many other beasts to mention here. A totally new range of horrifying Tyranid models, sculpted by the talented Adeptus Miniatures

Designicus, will be featured in White Dwarf in the next few months.

MAIL ORDER MELTDOWN!

From May 1st, Games Workshop's Mail Order service will be open 24 hours a day during the week! That's right, from Monday to Friday you'll be able to 'phone in your order whatever the time of day! On Saturdays and Sundays our telephone lines will be ready for you from 8.00 am to 10.00pm, so there's no reason why you can't get those figures you really need to beat your opponents as soon as humanly possible.

And if you are still in need of even more reinforcements, every Games Workshop store will be open on Bank Holiday Monday the 29th May!

See you next month,

Rob

DA ROOLZ BOYZ

"Can an Assassin dodge a Vortex Grenade?"

"How should I pick my Skaven army?"

"When's the Dark Elf book out, den?"

"How many Gretchin does it take to change a light bulb?"

Did you know that any of your rules questions, including advice on army selection, can now be answered by Games Workshop's Roolz Boyz?

All you have to do is drop us a line with your questions (please include a large, stamped, self-addressed envelope) at the address below:

**Da Roolz Boyz
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Eastwood
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THIS MONTH'S WARHAMMER RELEASES

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Dark Elf Spearmen (Four miniatures per blister)	£4.99
Dark Elf Crossbows (Four models per blister)	£4.99
Azhag the Slaughterer (One miniature per boxed set)	£19.99

DARK ELVES

The evil Dark Elves of Naggaroth are gathering! This month we release the first models in our brilliant new range of Dark Elf models. Designed by Aly Morrison and Colin Dixon of Marauder Miniatures, the excellent **Dark Elf Spearmen** and **Dark Elf Crossbows** form the backbone of every Dark Elf force. The deadly repeating crossbows can cut a swathe of death through the advancing enemy ranks and once the



Dark Elves' adversaries are upon them, the Spearmen can meet the enemy charge head on, and send it reeling back across the battlefield!



Warhammer Armies – Dark Elves is also due for release soon. Written by Jervis Johnson, the creator of Blood Bowl, it will contain a full history and background to the dark race together with a complete army list.

AZHAG THE SLAUGHTERER

Perched upon the massive form of his War Wyvern, the legendary **Azhag the Slaughterer** leads the hordes of Orcs and Goblins against anybody who gets in the way! Drawing on the power from his *Crown of Sorcery*, Azhag can see off the mightiest foes, while his massive War Wyvern can tear and rend its way through whole regiments.

Magnificently sculpted by Trish Morrison and Gary Morley, Azhag the Slaughterer is bound to form the centrepiece of many proud Orc and Goblin armies.



ELDAR REVENANT SCOUT TITAN

Sleek and deadly, the **Revenant scout Titan** speeds across the battlefield, its twin Pulse Lasers leaving a trail of destruction in its wake. Protected by sophisticated holo fields, the Revenant seems to appear out of nowhere, lets loose a deadly salvo from its weapons, and then bounds off to attack another

target. With its powerful jump jets, no enemy is safe from the Revenant as it makes graceful leaps over trees, ruins and even buildings, to get at its foes!

Jes Goodwin's new Revenant Titan miniature is one of the most dynamic models in the Epic range. The beautifully sculpted miniature superbly captures the speed and agility of this deadly war machine. Andy Chambers

THIS MONTH'S EPIC RELEASES

Eldar Scout Titan (Two models per boxed set)	£9.99
Knight Baron (One miniature per blister)	£2.99

gives full rules for including the Revenant scout Titan in your Epic Eldar armies later in this issue.

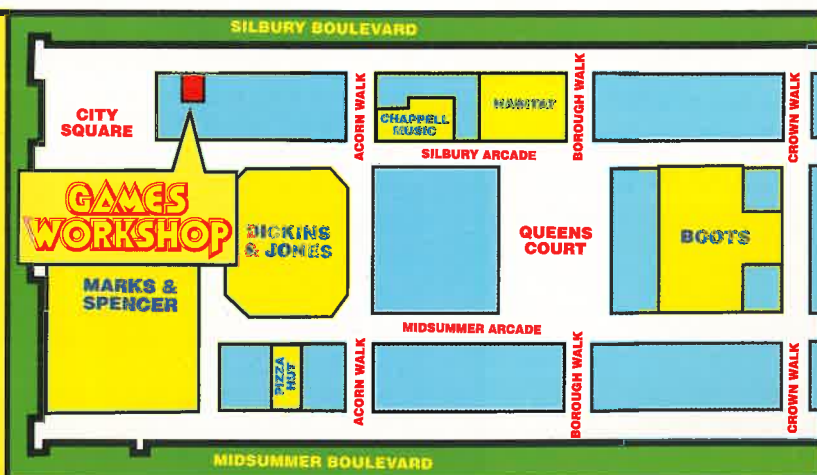
KNIGHT BARON

Imperial armies can also bolster their forces with the new **Knight Baron**. As 'previewed' in the *Abomination* battle report, the Knight Baron is an essential addition to any Knight Household.

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1st Gloucester

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And, at every event, there will be special prizes of a brilliant limited edition **Exterminatus Poster** so see you there!



Warhammer Quest™

WARRIOR PRIEST

The second Warrior Pack for Warhammer Quest is released this month. The **Warrior Priest** is an excellent companion on any adventure, able to call upon the gods themselves for aid. With righteous anger, he strikes down foes with his potent *Warhammer*, and with his *Holy Book of Sigmar* he can invoke blessings upon the party. On his hand he also wears the *Ring of Jade*, imbued with magical healing power.

Like all the Warrior Packs, the **Warrior Priest** contains everything you need to use this devotee of Sigmar in your adventures. The box includes Warrior and Equipment cards, a 16

page rulebook and a magnificent Warrior Priest miniature sculpted by Gary 'Blood Bowl' Morley.

MORE LOOT!

The second pack of additional **Treasure Cards** is also available this month. With these extra fifty six cards your Warriors can find even more magic items in the dungeon, ranging from the rare *Quarg Horn* to the mighty *Gauntlets of Soul-Rending* or a barrel of *Bugman's XXXXXX!* These cards can be added straight to your existing treasure decks, and even more of these Treasure Cards are planned for release in the near future!

WARHAMMER QUEST RELEASES

Warrior Priest Warrior Pack £6.99
(Boxed set with one model, cards, counters and rulebook)

Treasure Deck 2 £4.99
(Set of 56 cards)



The Warhammer Quest Warrior Priest

THIS MONTH'S WARHAMMER 40,000 RELEASES

Craftworld Paint Set (Boxed set of six paints)	£5.99
Imperial Chimera (One plastic kit per boxed set)	£15.99
Librarian Terminator (One miniature per blister)	£2.99
Ratling Snipers (Four models per blister)	£4.99
Mordian Iron Guard (Four miniatures per blister)	£4.99
Tallarn Desert Raiders (Four models per blister)	£4.99
Tallarn Desert Raiders Lieutenant (One model per blister)	£2.75

FORCES OF HUMANITY

The **Tallarn Desert Raiders Lieutenant** is now on hand to lead your warriors to victory while all the existing Imperial Guard infantry regiments are now also available in four-model blister packs.

IMPERIAL CHIMERA

By far the most potent addition to the Imperial Guard army is the new **Imperial Chimera**. The Chimera is designed to carry Imperial Guard squads across the war-torn battlefields of the forty-first millennium and is armed with a deadly multi-laser, a



Tallarn Desert Raiders Lieutenant

heavy bolter and six lasguns. This brilliant plastic model is fully detailed, with positional guns and lots more modelling options.

RATLINGS

They may be short, but they're deadly! The eagle-eyed **Ratling Snipers** will add character to any Imperial Guard army, where their usefulness has been proven time and time again. These plucky chaps are the result of Alan Perry's skillful fingers!

EXTERMINATE!

The truly awesome **Space Marine Terminator Librarian** is not only a potent psyker, capable of blasting the enemy with his formidable mental powers, but he's also wearing the most impregnable armour in the Imperium! Sculpted by Jes Goodwin, the Terminator Librarian is a worthy addition to any Space Marine army.

CHAOS CHILD

Chaos Child, the third book in Ian Watson's Inquisitor series, is now available in hardback from all good book shops priced £15.99. The book follows the continuing story of Inquisitor Jaq Draco as he battles against vicious aliens, Chaos marauders and hidden forces within the heart of the Imperium itself.



DARK ELF SPEARMEN



DARK ELF CROSSBOWMEN



FIRST INTERNATIONAL WARHAMMER TOURNAMENT



Above: All of the generals were awarded tournament points for well-painted armies. Here, Judge Andy Jones takes a close-up look at a High Elf force

Right: Two players confer over a point in the rules.



Right top: The hall is full for the second round of the tournament on Saturday afternoon.

Right above: Jervis Johnson with a contingent of gamers who came all the way from Italy to take part!

Right: Even after playing two games of Warhammer on Saturday, many more multi-player battles went on late into the night!



WARHAMMER TOURNAMENT

Over the Easter weekend Nottingham University rang to the clash of steel on steel and fang on bone. This cacophony of war was the result of Games Workshop's First International Warhammer Tournament. Both staff and competitors agree that the event was a huge success and great fun.

CELEBRITIES

Not only did everybody get the chance to prove their prowess (or lack of!) at Warhammer, but a variety of Games Workshop's stars dropped in over the two days to talk to the gamers. Gary Morley held a seminar on the finer points of miniature design, and showed off some of his fantastic never before seen Warhammer Quest models.

Mark Jones, figure painter and squig look-alike, held forth on the painting

techniques of our 'Eavy Metal team, while Andy Chambers, Jervis Johnson, Rick Priestley and Nigel Stillman were on hand to answer everybody's queries about Warhammer, the future additions to the Warhammer Armies series, and a host of other questions.

THE ENEMY

Perhaps the best part of the First International Warhammer Tournament was the opportunity to sit down and talk with fellow gamers, discuss tactics, painting tips and generally chat about our hobby. People who had never met before could happily wrangle over the best use for a Skaven Doomwheel and then prove who was right over the gaming table!

As if the three Tournament battles weren't enough, many of the gamers got together on Saturday evening to fight massive battles, combining their

armies and fighting across several tables. There were huge Skaven armies battling the Empire, the entire population of Ulthuan combating the Undead hordes!

THE FUTURE

The First International Warhammer Tournament was such a success that we're pretty sure there'll be a second one, and probably tournaments for our other major Games systems, Warhammer 40,000 and Epic. Watch this space for details!

WIZARDS



BRIGHT WIZARD



JADE WIZARD



LIGHT WIZARD



DARK ELF SORCERESS



CHAOS SORCERER



CELESTIAL WIZARD



GOLD WIZARD



AMBER WIZARD

WIZARDS

On the front of this White Dwarf you'll no doubt have seen your free Citadel Wizard. In fact, it probably isn't on the front cover any more, is it? Most likely, you've already taken it off, painted it and fought several battles with it!

FREE WIZARD!

Whether your free Wizard is a Chaos Sorcerer or a Bright Wizard, they are a powerful force to add to your Warhammer army. With the wide variety of spells available, they can blast enemy regiments, magically transport themselves across the battlefield, or even bring the dead back to life! Even though there are many types of Wizards, one thing remains constant: their power comes from the invisible Winds of Magic.



THE WINDS OF MAGIC

Across the Warhammer World blow the mysterious Winds of Magic. Invisible to those without the gift, these currents and tides are the secret to vast powers. When the Dark Magic blows strongest, the dead rise from their graves and daemonic hordes of Chaos rampage down from the Northern Wastes to plunder the Old World. These winds are invisible to the ordinary eye, but like more mundane air currents they swirl and eddy, increasing to gale force and just as suddenly dying down to a mere breeze.

ULTHUAN

The High Elven isle of Ulthuan is the centre of a massive magical vortex. Millennia ago, the powers of Chaos were much stronger than they are now and their daemons stalked the Warhammer World with absolute freedom. The High Elf noble Caledor set up a series of standing stones around Ulthuan, each of which drew the Winds of Magic from the Chaos Wastes and channelled them safely to earth. His labour contributed to the defeat of a massive Chaos incursion and calmed the turbulent storms that once ruled the Winds of Magic.

The High Elf Mage Teclis founded the Colleges of Magic to teach the ways of magic to Men. It is amidst the lofty towers and glittering spires of Altdorf that the Battle Wizards of the Empire slowly learn to harness their powers. The Colleges are divided into eight colours, each of which corresponds to one of the Winds of Magic.

DARK MAGIC

The Winds of Magic are the raw power of Chaos and it is unsurprising therefore that they can be put to evil ends. Necromancers, Liches and Chaos Sorcerers all use vile rituals and forbidden rites to increase their control over the fickle tides of Magic. Chaos Sorcerers are particularly feared, for

they use this power to bind daemons to this world, and forge potent artefacts to defeat their enemies. A Chaos Sorcerer wielding an enchanted blade is a force to be feared, as he stalks across the battlefield.

The Dark Elves of the chill realm of Naggaroth are the equal of their cousins from Ulthuan. In fact, this cruel race is ruled by one of the mightiest Sorcerers ever to tread the Warhammer World – Malekith the Witch King. Their ability to use Dark Magic in its purest form makes a Dark Elf Sorcerer or Sorceress a versatile and deadly enchanter, as many a rash foe has found to their peril!

ENJOY YOUR GAMES!

All the rules and information about Wizards and magic in the Warhammer World can be found in the Battle Magic and Arcane Magic supplements. Both provide exhaustive details about the magic users, good and evil, that you can send into battle on the tabletop. Have fun with your new Wizard, and may the Winds of Magic never let you down!



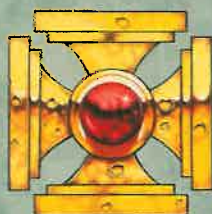
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EPISTOLARY'S
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EPISTOLARY IN TERMINATOR ARMOUR



THE ULTRAMARINES DEFEND AN IMPERIAL LANDING PAD AGAINST AN ORK ATTACK

WARHAMMER

40,000

IMPERIAL CHIMERA

By Ian Pickstock

The Imperial Chimera carries a complete imperial Guard squad to the heart of the battle, where they are able to deploy under cover of the Chimera's multi-laser and heavy bolter. This potent combination creates a fast moving strike force that can reinforce a weak position or rapidly secure ground behind enemy lines.

THE CHIMERA

This month sees the release of Citadel Miniatures' latest Imperial vehicle – the Chimera. Just like the Leman Russ model released last year, the Imperial Chimera is of exceptionally high quality. The kit includes separate track sections, highly detailed parts, movable guns, a wide variety of different modelling options and lots of accessories. In addition, over the coming months we plan to release a selection of metal additions for both the Leman Russ and the Chimera. These will allow you to model the many tank variants that roll out of the manufactories of the Adeptus Mechanicus.

ORIGINS

The Chimera was developed by the Adeptus Mechanicus to provide the Imperial Guard with a heavily armoured troop transport. Unlike the Space Marines' Rhinos that usually withdraw after their squads have disembarked, the Chimera needed to be able to add its own weight of fire to a staunch defence or provide fast-moving infantry support to the blitzkrieg attacks spearheaded by the larger battle tanks. This meant that the Chimera needed to be fast enough to keep up with tanks like the Leman Russ, have considerably more armour than a Rhino and carry some fairly serious firepower of its own.

MOBILE FIREPOWER

The Adeptus Mechanicus tried many solutions, but in the end they decided to develop the Chimera from the Basilisk artillery gun. Using the Standard Template Construct for the Basilisk, the Adeptus Mechanicus modified the basic chassis and added extra armour to the hull. The engine was redesigned to give greater speed and the Basilisk's huge Earth Shaker cannon was replaced by a heavily armoured transport compartment. Finally, a small turret was added to supplement the front hull weapon mount, allowing the Chimera to carry two heavy weapon systems.

The Chimera is an infantry fighting vehicle. This means that not only can it provide a squad with protection from fire while transporting them through the battle-zone, but it is also able to function as a mobile platform from which the squad may fight. The Chimera has a troop carrying compartment at the rear of the tank with access via a small door. However, for rapid deployment of troops into combat the whole rear of the tank opens up. Powered by huge hydraulic pistons, the back of the vehicle turns into a ramp allowing Imperial Guard troops and heavy weapons teams to embark or disembark from the Chimera in seconds, even while it is still moving.





The troop compartment is lined with three firing ports along each side, equipped with ball-mounted lasguns. Troops inside the vehicle can use these to defend the Chimera from any enemy infantry squads that attempt to get too close. The large top doors can be opened to increase the vehicle's firepower even further, by allowing the squad to fire a heavy weapon from within the vehicle.

The Chimera is also equipped with a turret mounted multi-laser and a hull mounted heavy bolter. These two armaments are excellent anti-personnel weapons and make the Chimera the ideal vehicle for protecting other battle tanks against the risk of close combat attacks. As the tanks move forward, the Chimera transports advance behind them using their multi-lasers and heavy bolters to flush the enemy infantry out of cover. This tactic leaves the battle tanks free to engage heavier targets and gain more ground.

BATTLE STRATEGY

Unlike the Space Marines who can always rely on a Rhino or Land Raider for transport, the infantry companies of the Imperial Guard mostly fight on foot. As a result, infantry companies usually employ tactics that rely on massed troop assaults, designed to overwhelm the enemy with sheer weight of numbers, rather than the more tactically precise strikes of the Space Marines. The Imperial Guard infantry is also supported by large tank companies. These tank and infantry regiments fight together to form one huge war machine. The infantry companies form a huge battleline often stretching for miles, and consisting of millions of men. The battleline takes the brunt of any enemy offensives and makes it very difficult for any infiltrators to penetrate the Imperial lines.

Imperial Guard tank companies are often deployed behind the battlelines, ready to be used in a reserve role. Behind the battlefield, huge Leviathan command centres coordinate the Imperial Guard war effort, monitor enemy activity and organise reserves to bolster flagging sections of the line. The

reserves usually consist of infantry squads mounted in Chimeras and organised as mechanised units. As soon as they receive orders from their command centres they speed towards the battlefield. Upon arrival, the Guard squads and their Chimeras are more than enough to repel the attackers and turn the tide of the battle.

CHIMERA ASSAULT

The Chimera is also employed by the Imperial Guard to support blitzkrieg attacks against the enemy. These assaults hit like a sledgehammer and while the enemy is still reeling the entire Imperial battleline begins its relentless push forward. Sometimes these attacks can be so successful that the blitzing tanks find themselves left out on a limb, stuck in no-man's land and often short of fuel and ammunition.

The Imperial Guard is a slow, lumbering machine and the battle tanks could be stranded for hours while the main battleline advances towards their position. This leaves the enemy with plenty of time to rally and organise a counter-attack to regain their lost ground. More often than not, the battle tanks will be in dense terrain, in amongst the deserted trenches and defences of the enemy and vulnerable to close combat attacks.



In these situations, the mechanised infantry units mounted in Chimera infantry fighting vehicles accompany the tank squadrons. After the tanks have pounded the enemy into rout, the troops deploy from their transports and secure the area until the main battleline reaches their position. These operations are extremely dangerous and only undertaken by the best of the Imperial Guard squads. If the attack is badly co-ordinated or the enemy launch a successful counter-attack, the units can find themselves completely cut off.

BLITZKRIEG

From behind their lines, the Imperial Guard is always supported by heavy artillery units like the Basilisk which are especially designed for barrage work. Immediately before an attack, these big guns are moved up to forward positions where they unleash a massive hail of fire and steel. As the ground erupts into a maelstrom of explosions, the enemy are beaten back from key positions, or left stunned and confused. In addition, tanks may be equipped with battle cannons which can add firepower to the barrage before an attack. A barrage is also useful in defence as an effective way of breaking up enemy attacks, destroying troops and vehicles before they reach the Imperial Guard's battleline.

Before the smoke clears from this deadly barrage, the Imperial reserves strike. In a vast tidal wave, the entire Imperial army starts to charge forward, pouring through the gap blasted in the enemy formation.



Valhallan Ice Warriors rapidly deploy to protect their Chimera from the attacking Eldar Howling Banshees

RESERVES

When the Imperial Guard deploys its forces, any vehicles and troops carried in vehicles may be held in reserve. Reserves are not deployed on the battlefield at the start of the game but are held back until the battle has begun. You do not have to tell your opponent what you have placed in reserve. This means you'll be able to use the Chimera's troop carrying capability to hold Imperial Guard squads in reserve.

At the start of any of your turns, including your first turn, you may decide to bring any reserves on to the battlefield. Declare which vehicles or vehicle squadrons you are going to bring on and place them on your own table edge. These may move and fight as normal during the turn that they are deployed. Vehicles may enter at any speed to represent the lightning fast strike of these massed formations.



This is a big advantage because it means you can bring on a Leman Russ or a Chimera troop carrier at fast speed. Remember vehicles that deploy normally are restricted to slow speed. In effect, you can move a speeding armoured column straight to the attack from a reserve position, arriving at your target sooner than if you had deployed normally!

BARRAGE

Part of the blitzkrieg attack is the initial barrage. Although the Chimera does not mount a battle cannon itself, the barrage rules below are included as a reminder. Chimera transports are often used to rapidly deploy troops into areas where the barrage has weakened the enemy, using their high speed to secure the zone before the enemy can recover.



After both sides have deployed, but before either has taken its first turn, the Imperial Guard can bring down a mighty barrage of fire upon its enemy. This is worked out by allowing each battle cannon already deployed on the table to fire once at the enemy targets in the normal manner.

In addition, any battle cannons held in reserve may shoot at maximum range against any target that is visible to at least one of your deployed models. This rule enables the Imperial Guard to open up a hole in the enemy's lines that can be exploited very effectively with an armoured thrust from reserves. The barrage also gives the Imperial Guard player a chance to knock out key weapons or characters before the battle gets underway.

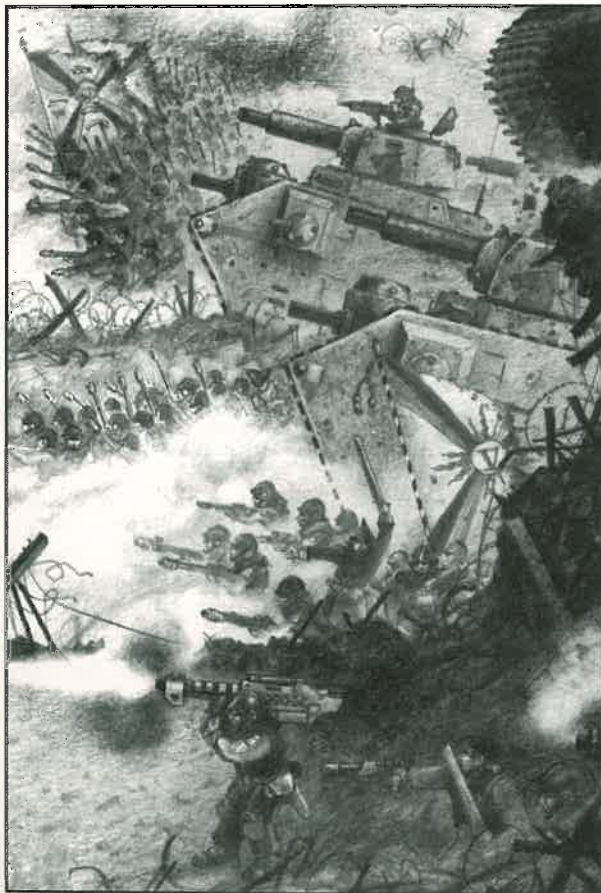
TRANSPORT

The Chimera may carry one complete Imperial Guard squad with all their equipment and heavy weapons. This includes squads like Ogryns and Ratlings, but not Rough Riders. In addition, if the squad is led by an Imperial Guard character, such as a Colonel or Commissar, then the character may also ride in the Chimera. For example, the Chimera may carry a complete Imperial Guard Tactical squad including its heavy weapons team and an additional character model.

No more troops than this can be placed inside, regardless of how many actual models are in the Chimera – any spare space will be taken up with the squad's equipment, supplies and ammunition. Ratlings are notorious for carrying excessive amounts of equipment, especially supplies and rations. For this reason a Chimera can still only carry five Ratling models!

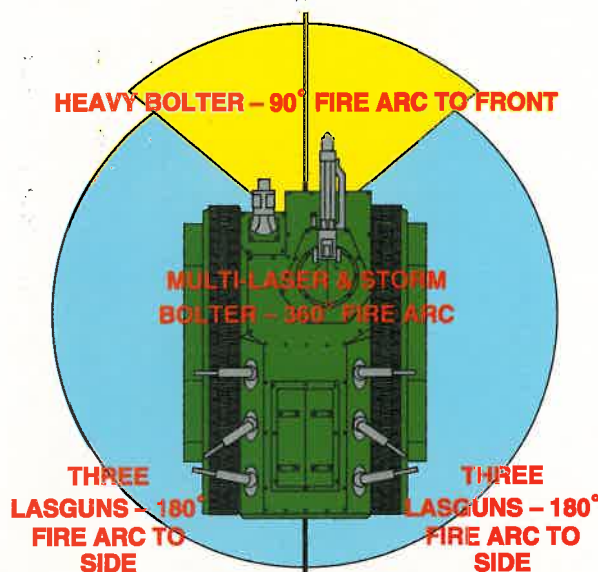
Any models being carried by the Chimera may fire the lasguns mounted down each side, and the cupola mounted storm bolter. Once the squad has left the Chimera the lasguns may not be fired, although the turret gunner may fire the storm bolter instead of firing the multi-laser.

The Chimera troop carrier is completely sealed, making it extremely useful for transporting Imperial Guard through hostile environments and protecting them from the harmful effects of gas weapons. Troops inside a Chimera may ignore the effects of Choke, Hallucinogen, Rad, Scare, Toxin and Virus grenades. Of course, if the squad is firing from the open top doors, the vehicle is no longer enclosed and they and the crew will be affected as normal.



WEAPONS

A Chimera has a potent array of weaponry, geared towards destroying enemy squads and weeding infantry out of cover. The diagram below illustrates the fire arcs of the Chimera's four different weapon systems.



FRAG DEFENDERS

The frag defender round is a special kind of auto-launcher ammunition that is used instead of normal frag or blind grenades, to protect vehicles in close quarters operations. The frag defender round is launched straight upwards and explodes in a gigantic airburst above the vehicle, scattering shrapnel over a wide area. Unlike normal ammunition, the frag defender may be fired at any point in the game, including the hand-to-hand combat phase before other models attack! When it is fired, any models touching the vehicle sustain a Strength 4 hit with a -1 saving throw modifier. Models wearing flak armour receive the +1 armour saving throw bonus for being hit by a blast weapon and will therefore save on a D6 roll of 6. Note that just like normal auto-launchers, frag defenders may still only fire twice per battle.

ARMY LIST - SUPPORT SECTION

IMPERIAL CHIMERA 140 points

The Imperial Guard army may include Chimera transports. A Chimera is crewed by three Imperial Guardsmen wearing flak armour (6+ saving throw) and carrying a laspistol. See the Imperial Guard Chimera datafax for details.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7

CREW OPTIONS: The entire crew (not models being transported) may exchange their flak armour for carapace armour (4+ saving throw) at an additional cost of +9 points.

FRAG DEFENDER: The Chimera may be equipped with frag defenders instead of normal auto-launchers for an additional cost of +10 points.

IMPERIAL CHIMERA



CHIMERA OF THE CATACHAN LVI REGIMENT
IN TYPICAL CAMOUFLAGE COLOURS



COMPANY AND SQUADRON MARKINGS

C is the Command section. 1, 2, and 3 are the 1st, 2nd and 3rd Squadron badges. The background is a combination of the Platoon and Company colours.



ARMY BADGE

This insignia assists in the administration and movement of the vast amounts of hardware and personnel deployed throughout the universe.

CATACHAN LVI

REGIMENT NAME AND NUMBER

This is the 56th Catachan regiment.



CHIMERA OF THE VALHALLA XCVI REGIMENT



WARHAMMER

40,000

LEMAN RUSS

IMPERIAL BATTLE TANK



Model supplied unpainted.

The Leman Russ is the backbone of the Imperial Guard army. With its turret-mounted battlecannon, lascannon and sponson-mounted heavy bolters, the Leman Russ shatters heavily armoured targets and devastates enemy troops.

The Leman Russ boxed set contains a highly-detailed Leman Russ plastic model kit together with two sheets of water-slide transfers and a sheet of full-colour, self-adhesive banners. The box also contains a sprue of additional weapons and wargear to enable you to customise your model.



CITADEL
MINIATURES

This highly-detailed plastic kit is moulded in a hard styrene compound which is particularly suitable for modelling and painting.

This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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**GAMES
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**THIS BOXED SET
CONTAINS
LEMAN RUSS™
TRANSFER AND
BANNER SHEETS**

IMPERIAL CHIMERA

VEHICLE DATA

CREW:

- 1 IMPERIAL GUARD DRIVER
- 2 IMPERIAL GUARD GUNNERS

MOVEMENT:

SLOW SPEED: 6"
COMBAT SPEED: 12"
FAST SPEED: 20"
TYPE: TRACKED

RAM VALUE:

STRENGTH 8
D12 DAMAGE -5 SAVE

WEAPONS:

One multi-laser mounted in the turret with a 360° field of fire. One storm bolter with a 360° field of fire. The storm bolter may be fired by either the turret gunner or any transported model. One heavy bolter mounted in the hull with a 90° field of fire to the front. Three lasguns mounted in firing ports down both sides of the tank with 180° field of fire to the appropriate side. The lasguns may only be fired by transported models. All weapons are fitted with targeters. The Chimera may be fitted with a set of auto-launchers carrying frag or blind grenades (+5 points), or frag defender rounds (+10 points).

TRANSPORT:

- 1 Imperial Guard squad plus a single Imperial Guard character model.

WEAPON DATA

WEAPONS	RANGE	SHORT	LONG	TO HIT	STR.	DAM.	SAVE	ARMOUR	SPECIAL
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Multi-laser	0-20	20-60	+1	-	6	D4	-1	D6+D4+6	Sustained fire 3D
Lasgun	0-12	12-24	+1	-	3	1	-1	D6+3	
Storm bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Sustained fire 1D
Auto-launcher	6	-	-	As Grenade	Type	-	-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+4	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker
Frag Defender	-	-	-	-	-	-	-	-	All models in base-to-base contact with vehicle take a S4 hit with -1 save mod.

POINTS COST: 140 points



D6	Location	Front	Side/Rear
1-2	Track*	16	16
3-5	Hull	21	18
6	Turret	20	20

Track Damage Table

- D6** 1 The track is damaged but keeps running. The Chimera may only move at Slow speed for the rest of the game.
- 2-5 The track is blown off. The Chimera moves out of control next turn then comes to a permanent halt.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

- D6** 1 The driver is killed. Unless his position is taken over the Chimera will move out of control for the rest of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board the Chimera. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Chimera's engine explodes, killing all the models on board. The tank is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
- 5 A spark ignites the Chimera's fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Chimera's ammunition explodes. The Chimera is destroyed, all the models on board are killed and any model within 3" of the centre of the tank suffer D6 strength 10 hits with -3 saving throw modifier.

Turret Damage Table

- D6** 1 The multi-laser is damaged and may only be used if you first roll a 4 or more on a D6, rolled each turn.
- 2 The turret is jammed and may no longer rotate. The multi-laser may only fire in a straight line at targets that are directly in front of it.
- 3 The multi-laser is destroyed and may not be used for the rest of the battle.
- 4 The multi-laser is hit and destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the hull damage table to find out what effect this second explosion has.
- 5-6 The ammunition stored in the turret explodes and the Chimera is destroyed. All the models on board are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 strength 9 hits with a -6 saving throw modifier.

To assemble, cut out or make a photocopy of your datafax (keeping the front and back together). Fold along the dotted line and glue the front and back halves together. To make your datafax a little firmer and more hard-wearing, it's a good idea to insert a piece of card between the two halves (cereal packet is about right).

WARHAMMER



NEW BOXED SET



This new boxed set contains ten highly detailed plastic Citadel Miniatures.



Miniatures designed by Alan Perry.

Models supplied unpainted.



BLACK ORCS

Black Orcs are the biggest and strongest of all the Orcs. They are aggressive and fearless warriors who prefer to fight at close quarters with two huge hand weapons. They are feared by all who have fought them, and their brute strength and grim determination in battle makes them very dangerous enemies.



These models require assembly. We recommend that the models are carefully removed from the plastic sprue with a sharp modelling knife and that they are undercoated before painting with Citadel Paints. These Citadel miniatures are moulded in a hard styrene compound which is particularly suited for painting and modelling.

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**GAMES
WORKSHOP**

TALISMAN DRAGON'S TOWER

By Jervis Johnson

At the heart of the land of Talisman lies the awesome Dragon's Tower, lair of the evil Dragon King. Dare you brave the deadly traps and hideous monsters for the greatest prize of all?

DRAGON'S TOWER

Dragon's Tower is the third supplement for Games Workshop's Talisman game. The first two expansion sets allow you to enter the four great Realms which surround the Talisman land. Each of the Realms offers great opportunities as well as terrible dangers for those adventurers bold enough to explore them. With this latest supplement, the Realms are joined by the foreboding Dragon's Tower which lies at the centre of the Talisman land. This tower was once the home and

fortress of the wizard that ruled the realm, until he was slain and his place taken by the Dragon King! You must defeat this evil creature to win the game. To do this you must first make your way through the fire-blackened rooms and treacherous stairways inside the tower to where the Dragon King sits, perched on the ruins. However, this journey is fraught with peril, as many of the traps and guardians left by the wizard are still intact and ready to attack the brave adventurer as he attempts to reach the top of the tower!



THE CHARACTERS

Talisman – Dragon's Tower contains four new characters: the seductive Sorceress, the powerful Chaos Sorcerer, the learned Alchemist, and the wise Astronomer. Each new character is provided with a full-colour character sheet detailing the character's strength, craft and special abilities, and is represented by a superbly detailed plastic Citadel miniature hand-crafted by the Citadel design team.

PLAYING WITH THE DRAGON'S TOWER

Dragon's Tower includes a cleverly designed game board which is put together to form a three-dimensional model of the tower and the rooms within. The game board is crowned with a fantastic multi-part model of the Dragon King, which sits glowering from the top of the tower. This imposing structure is placed on the centre of the game board from the main Talisman game, covering over the Dragon's Tower space on the original game board.

In the basic game an adventurer that reaches the central space must encounter a special set of cards and then fight the Dragon King. This all takes place in the same turn and will either result in the player winning the game or being cast out of the tower. With the Dragon's Tower expansion, the character enters the first space on the Dragon's Tower game board, and must then travel through the tower until he reaches the Dragon King space at the top. This makes the game a little longer, but also gives other players a chance to try to stop the player before he reaches the top of the tower. In addition, it makes the final stage of the game much more exciting, as there is no guarantee as to what the adventurer will meet as he travels through the crumbling edifice. If he is lucky he may find items that will

help him against the Dragon King – if not, he may fall foul of the traps and guardians that protect the Dragon's Tower.

The basic Talisman rules are left pretty much unchanged, and the game is still won by defeating the Dragon King. When in the tower a player must draw cards from the Tower card deck, rather than the normal Talisman Adventure card deck. In addition, if a player's character starts a turn in the tower he must roll a special dice to see how many spaces the character may move. The dice is included with the Dragon's Tower 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 tower, which is as it should be because the tower is full of traps and monsters. The special dice is only used for movement, you use a normal six-sided dice for battles, psychic combat, or anything else that calls for a dice roll.

All of these fantastic additions to your game expand upon the perilous and magical land of Talisman. With all three expansions you can venture into the realm of the Wraithlord, evade the cruel beasts of the Dungeon and now you can dare the horrors of the Dragon's Tower!

NEW TALISMAN CHARACTERS

We couldn't fit all of the new characters we had written into Dragon's Tower, so we've included two of the extra ones we had to miss out on the page opposite. To use them, simply cut out or photocopy the character sheets, and glue them to a piece of thin card. The next time you play a game of Talisman, simply shuffle these new cards in with the rest of the character sheets when you chose your adventurers.



NEW TALISMAN CHARACTERS



VAMPIRE

SPECIAL ABILITIES

1. Whenever you defeat another player in battle or psychic combat and take one of their lives, you may add it to your own.
2. When you defeat a monster you may raise it from the dead. Take any experience points as normal. The monster becomes your follower and adds its strength or craft to yours for one battle or psychic combat, after which it disintegrates and you must discard it. You may only have one raised monster at a time.
3. You may drain the life-force of your followers. To do this, discard the follower and add one to your lives.

START IN THE
GRAVEYARD

EVIL



ALIGNMENT

GOLD
1STRENGTH
4CRAFT
3LIVES
4EXPERIENCE
0

OBJECTS

FOLLOWERS

Vampire

The Vampire is ancient and cunning, and as one of the Undead he controls the very forces of life and death. His unique powers allow him to gain sustenance from living creatures, draining them of the essence of life. At full strength the Vampire is almost invulnerable, raising legions of the slain to do his bidding and reincarnating himself from even the most mortal wound.



SWORDSMAN

SPECIAL ABILITIES

1. Take a broadsword from the purchase card deck at the start of the game.
2. You may *disarm* a character in battle. The character must drop one object of your choice before the battle is resolved. Neither of you may take the object when you leave the space.
3. You may *parry* when you are in battle. You must declare this before any dice are rolled, and may add two to your score. However, if you win the combat counts as drawn.

START IN THE
TAVERN

NEUTRAL



ALIGNMENT

GOLD
1STRENGTH
3CRAFT
3LIVES
4EXPERIENCE
0

OBJECTS

FOLLOWERS

Swordsman

The Swordsman is a highly skilled and dedicated fighter who lives for adventure and the challenge of single combat. Using his considerable prowess with a blade he can send an opponent's weapon spinning out of their hand, or fend off a flurry of blows with a series of lightning fast parries and ripostes.

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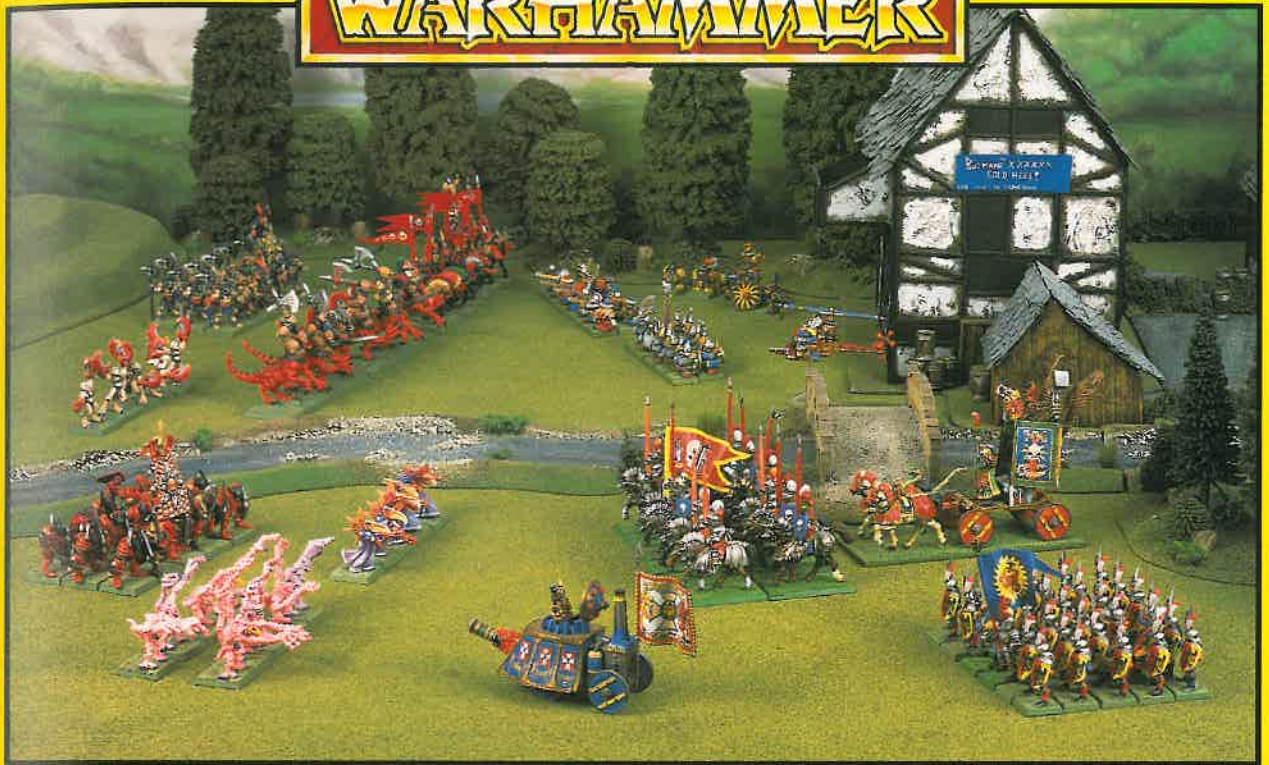
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IMPERIAL WARLORD TITAN™



VORTEX MISSILE



GATLING BLASTER



QUAKE CANNON



CHAIN FIST



Model supplied unpainted

Miniature designed by Dave Andrews.

The Warlord Titan is the backbone of the Imperial Titan Legions. Striding over the battlefield, this mighty, towering engine of destruction strikes fear into the hearts of its foes. The Warlord blasts apart tall buildings with its quake cannon, unleashes its gatling blaster and terrifying vortex missile against massed enemy troops and cuts down opposing Titans with its chain fist.



WARNING! This model contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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WARHAMMER

40,000

RATLING SNIPERS

Ratlings are renowned for their superb marksmanship and an uncanny ability to sneak through the undergrowth without being seen. Once the battle has begun, they emerge from hiding, causing havoc amongst the enemy as they cheerfully fire a lethal hail of poisoned shards into their hapless foes.

MUTANTS

Since the colonisation of space began, human populations have been exposed to all kinds of extreme environmental conditions. Most long-established human worlds have populations with distinctive physical traits, such as a dominant hair colour, body shape, or height. Extreme cases of physical adaptation have produced mutant populations which are no longer human. Squats are the most important of these mutants and the most widespread, but there are others. Some are so heinously corrupt in mind and soul that the Inquisition considers them too dangerous to live, and ruthlessly purges whole worlds for resettlement.

HALFLINGS

Amongst the broad range of tolerated mutants are Halflings, who are usually called Ratlings in the Imperial Guard, and which are also known by a variety of other names including Runtlings, Stunties, and Maggots. They are characteristically short, being smaller and slighter than Squats, and not as strong or resilient as a normal man. These qualities do not make for ideal warriors and relatively few are recruited into the Imperial Guard. However, they do have one particular expertise which is that they are remarkably good shots. This, together with their small size and ability to sneak stealthily through undergrowth, makes them ideal snipers.

SPECIAL RULES

Infiltration. Halfling Snipers may deploy onto the battlefield using the Infiltration rule. This means they can deploy after the enemy army has been placed on the table. They may also be placed anywhere outside your opponent's deployment zone, as long as no enemy model can draw a line of sight to them. For full details of the *Infiltration* rule see page 11 of the Warhammer 40,000 rulebook.

Dispersed Formation. Ratling Snipers have a 4" coherency as described on page 16 in the Squads section of the Warhammer 40,000 rulebook.

NEEDLE SNIPER RIFLE

The needle rifle is a sniper's weapon used by Space Marines, Eldar Scouts and Ratling Snipers of the Imperial Guard. The rifle fires small darts made from a deadly neuro-toxin chemical frozen into a dart or sliver by the gun before it is fired.

Unerring accuracy is afforded by a low-power laser beam which drives and guides the chemical dart to its target. If the target is armoured, the beam pulses when the rifle is fired, punching a tiny hole which allows the toxic dart to penetrate the victim.





Ratling Snipers ambush a mob of Deathskull Lootas.

SPECIAL RULES

The needle sniper rifle may be used against any target, including vehicles, robots, and buildings, in which case it is the laser rather than the toxin which does the damage. Use the details given on the weapon's profile and work out the weapon's effect as normal.



When used against living targets roll to hit as normal. If the weapon hits then make an immediate armour saving throw, no

roll to wound using Strength and Toughness is required. If the target's saving throw is not successful, the toxin automatically takes effect.

Toxins can be tailored to affect any living creatures, but no toxin exists which will affect a daemon or an Eldar Avatar. As yet no toxin has been developed which will affect Tyranids and Genestealers – although Genestealer hybrids are affected as normal.

RATLING SCOUTS

For every Command section in your Imperial Guard army you may include a squad from the Auxilia section of the army list. This squad may be either Ratling Scouts, Ogryn or Imperial Guard Veterans.

RATLING SCOUT SQUADS 80 points

The squad consists of 5 Ratling Snipers armed with needle sniper rifles and wearing flak armour (6+ saving throw).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Ratling	4	2	4	2	2	1	5	1	6

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-16	16-32	+1	–	3	1	-1	D6+3	See rules

RATLING SNIPERS

Amongst the ranks of different troops that make up the huge regiments of the Imperial Guard, some of the most unusual are the diminutive Ratlings. From concealed positions deep behind enemy lines these tiny marksmen use their deadly needle rifles to fire crystallised shafts of poison into their victims.



A SQUAD OF RATLING SNIPERS AMBUSH A MOB OF SNAKEBITE BOARBOYZ

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

FLAMES OF KHAZLA

By Gavin Thorpe

The catacombs beneath the Old World are full of monstrous creatures and fabulous treasures. Other mysteries also abound: strange temples to forgotten gods and magical shrines that can help or hinder the Warriors in their quest for riches and fame.

SPECIAL QUESTS

Last month we included an article with new rules, floorplan and cards for the *Gaol* Special Quest. This was received very well by all you battle-hardened Warriors who wanted more challenges, more danger and even more treasure! In response, this month we have the *Flames of Khazla* Special Quest for you to add to your Warhammer Quest adventures. Don't worry if you haven't got White Dwarf 185 (shame on you!), all the rules for Special Quests are given again below.

The Special Quest card and floorplan later in this article can be used to represent an unexpected twist or mission in your games of Warhammer Quest. Along with a new Dungeon card and room are six new adventures for you to use. If you also have the *Gaol* card from last issue you could include that as well.

DUNGEON CARDS

To use the Special Quest card, simply shuffle it in with your Objective Room cards when you start your adventure. If you draw a Special Quest card, roll to see which mishap or special circumstance has affected your heroic Warriors. This is just like finding out which adventure you are playing with a normal Objective Room.

Alternatively, you can choose to purposefully set out on a Special Quest, eager for the opportunity to gain even greater riches. If you decide to do this, take all of your *Special Quest Room* Dungeon cards and pick one at random. Then roll a dice and consult the corresponding pages to find out what adventure the Warriors have found themselves embroiled in.



If you are performing a Special Quest you must also find out which adventure you were on when circumstances changed. This is done as normal by drawing an Objective Room card, rolling a dice, and looking up the result in the Warhammer Quest Adventure Book. For example, you may be playing the Firechasm adventure number 4 – *Destroy the bridge*, when you come across the *Flames of Khazla* Special Quest number 6 – *Warning of Khazla*

Flickering light shone from the tunnel ahead, mixing with the yellow glare of the lantern to cast bizarre shadows along the roughly hewn walls.

Barek Thundersword waved the others to a stop and stepped forward to investigate. Drawing his Frostblade from its sheath, the Norseman squinted against the light. Ahead of him a small dais nestled in the corner where the tunnel turned sharply to the left. A gilded brazier, fully half as tall as the Barbarian, stood glimmering in the darkness. Suddenly red and green flames leapt from the brazier and licked against the stone roof in a gout of magical energy.

Barek heard a voice whispering inside his head, urging him onwards. Without willing it himself, the Barbarian sheathed

his weapon and thrust his hand into the leaping flames. Pain seared along the length of his arm and suddenly his whole body felt as if it were burning. Crying out he resisted the instinct to tear his hand away. After a moment the racking pain had passed away and something solid and warm to the touch was clutched in his hand.

He withdrew his arm slowly, fearful of what horrendous scars his sword arm might bear. He almost fainted with relief when he found that he was unharmed.

Clutched in his hand was a massive axe, runes glittering along its haft and the head aglow with an inner fire. Raising the weapon over his head Barek let out a shout of triumph and called to his companions.



COMPLETING A SPECIAL QUEST

Unless otherwise noted in the Special Quest description, the Warriors play out their adventure exactly as written in the Adventure Book. The main difference is the bonus rewards that you get for completing the Special Quest. This may be extra gold or additional Treasure cards – the details are noted in each Special Quest description.

FLAMES OF KHAZLA



Just ahead of the Warriors the corridor turns sharply, and nestled in the corner is a small shrine. An ornate brazier burns continuously with multi-coloured flames that occasionally leap up to the ceiling.

CHOOSING A QUEST

Many rumours abound concerning the fabled Flames of Khazla. The origins of these small shrines are lost in the mists of ancient history. However, many bold adventurers claim that they do indeed exist and your Warriors have heard a rumour that one of these mythical sanctuaries is within the dungeon they are heading for. Shuffle the Flames of Khazla card in with the rest of the Dungeon deck. Roll a dice to see which of the *Flames of Khazla* Special Quests is rumoured to be found within the dungeon.



1 TASK OF KHAZLA

The Task of Khazla is a magical trial by combat, created to allow only the most worthy to venture further into the dungeon. If the Warriors wish to proceed past the Flames of Khazla they must each complete the Task.

Special Rules

Only one Warrior can stand on the Flames of Khazla board section at a time. As soon as the first Warrior enters the board section a shimmering wall of magic prevents any other model entering. In the next Monsters' Phase turn over the next Event card. If this has an 'E' in the top corners shuffle the card back into the deck and keep drawing Event cards until you get Monsters. The Warrior must fight *one* of the indicated Monsters. The other Warriors cannot help in any way at all. If the Warrior kills the Monster he gains double the normal amount of gold. Shuffle the Event card back into the deck once the Monster is defeated.



This happens every time a new Warrior enters the board section, and so each must fight a Monster before they can continue. Unexpected Events cannot affect a Warrior while he is undergoing the Task of Khazla, so they will always affect one of the other Warriors instead. Since you will only be able to move off the Flames of Khazla by exploring through the empty doorway, it is advisable that the Warrior with the Lantern is the first to undertake the Task.

2 GIFTS OF KHAZLA

The Gifts of Khazla are a test of a Warrior's strength and courage. If he is found to have true bravery he will be rewarded. If he is found wanting he will be hideously burnt and may even die!

Special Rules

One Warrior may attempt to earn a Gift of Khazla each turn. The Warrior must be standing next to the Flames and may do nothing else that turn. A Warrior may not attempt to gain a Gift of Khazla if there are Monsters anywhere in play.

The Warrior thrusts his hands into the flames. If he succeeds in passing the test he can bring forth an item of great worth from the flames. If he fails the flames will burn him. To see if your Warrior passes or fails roll a dice and add his Toughness. On a score of 6 or less he is deemed unworthy and suffers 2D6 Wounds with no deductions for armour. If he scores a 7 or more he passes the test and removes his hands unburnt by the flames and clutching an item of treasure. Your Warrior gains a Treasure card from the deck. This card does not count towards your total for the dungeon so keep it to one side. This means you may still be given a Treasure card normally even if you have more treasure than the other Warriors. Each Warrior can only attempt the test once, whether they pass or fail.



3 OFFERING OF KHAZLA

The Warriors are approached by an old hermit while on the way to the dungeon. He gives one of them some holy incense which he says will bring great health and strength if the Warriors can burn it in the Flames of Khazla as an offering to the gods. Before the Warriors can ask him any more about the incense, the Hermit disappears into the gloomy woods.



Special Rules

Decide which Warrior has the incense. That Warrior can throw the incense onto the Flames of Khazla if he is standing next to the brazier at the start of the Warriors' Phase. Roll a dice to see what happens. On a roll of 1 the Warriors have been tricked and a huge gout of flames rushes over them. Each Warrior suffers 1D6 Wounds with no deductions at all. On a roll of 2 or more the air is filled with a pungent, sweet smoke and the Warriors feel uplifted and whole. Each Warrior immediately heals 2D6 Wounds.

4 RENEWAL OF KHAZLA

The Flames of Khazla have the magical property of transforming the Warriors' treasure into something else. However, if the Warrior is unlucky he may well end up with a pile of molten and useless metal!

Special Rules

One Warrior may place a piece of treasure in the Flames of Khazla each turn. The Warrior must be standing next to the Flames and may do nothing else that turn. A Warrior may not do this if there are Monsters anywhere in play.

You must give up an item of Treasure, discard it immediately. Roll a dice and look up the result below to see what your Warrior gains in return. Each Warrior can only make one offering of treasure to the Flames of Khazla.

5 GUARDIAN OF KHAZLA

The Flames of Khazla are guarded by a powerful beast which must be overcome if the Warriors wish to pass. Even so, the rewards for such valour are great as the Flames of Khazla hold many treasures and secrets.

Special Rules

In the Monsters' Phase after the Flames of Khazla are discovered the Warriors will be attacked by a Minotaur. This horrific beast is placed on the board as usual, however, it is much more powerful than a normal Minotaur since the Flames of Khazla protect it. Any Warrior who tries to hit this Guardian with a non-magical weapon is at -1 to their to hit roll. Warriors using magical weapons and spells affect the Guardian Minotaur as normal.

If they defeat the Guardian, the Warriors gain 440 gold and a piece of Treasure as normal. In addition, each of them gains a Treasure card from the Flames of Khazla themselves.

RENEWAL OF KHAZLA TABLE

D6 Roll	Result
1	The Warrior is deemed a coward and a rogue and all he gets is the molten remnants of his treasure, which is worth nothing at all.
2, 3, 4	Your Warrior gains a single item in return. Draw the next Treasure Card. If you are playing the Roleplay rules, a Warrior gains an item of equal value to the one he gave up. For example, if you offered a Dungeon Room treasure you gain a Dungeon Room treasure.
5, 6	Your Warrior gains two pieces of treasure in return, take the next 2 Treasure Cards. If you are playing the Roleplay rules, a Warrior gains items of equal value to the one he gave up. For example, if you offered an Objective Room treasure you gain two Objective Room treasures.

Warhammer Quest

WARRIOR PRIEST

A COMPLETE WARRIOR EXPANSION SET FOR THE WARHAMMER QUEST GAME

Years of gruelling training mould Warrior Priests into men of great faith and courage. Fearlessly wielding their mighty warhammers against the creatures of darkness, Warrior Priests also carry the Holy Book of Sigmar, and use its ancient blessings to bring down righteous fire on their enemies, or to revitalise themselves and their companions.

In this pack you will find everything you need to play a powerful Warrior Priest in the Warhammer Quest game. The boxed set includes a 12 page rulebook, full colour cards and counters, and a finely-sculpted Warrior Priest Citadel miniature.



Contents and components may vary from those illustrated



Miniature supplied unpainted

Miniature designed by Gary Morley



This is not a complete game.
You need a copy of Warhammer Quest to use the contents of this box.

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**GAMES
WORKSHOP**

6 WARNING OF KHAZLA

It is said that the Flames of Khazla can grant visions of the future to those who dare to stare into their depths. If the Warriors risk this ordeal they may gain vital information about the dungeon ahead.



Special Rules

One Warrior may stare into the Flames of Khazla each turn. The Warrior must be standing next to the Flames and may do nothing else that turn. A Warrior may not do this if there are Monsters anywhere in play. Roll on the following table.

WARNING OF KHAZLA TABLE

D6 Roll	Result
1	Your Warrior is temporarily blinded! For the next D6 turns he may do nothing except defend himself against Monsters' attacks, and counts as having a Weapon Skill of 1.
2, 3, 4	Your Warrior gains a vision of the future. Any time in this adventure your Warrior may ignore the effects of any one successful attack, as he is forewarned and takes no damage at all.
5, 6	Your Warrior is shown startling images from the future. He gains the ability for the result above. In addition for the duration of one whole turn in this adventure, your Warrior may add +1 to all of his dice rolls. A roll of one still counts as a one despite this bonus.

HOW TO ASSEMBLE YOUR DUNGEON CARD AND FLOORPLAN

To assemble your new Dungeon card, carefully cut it out (remembering to keep the two halves together). Fold your Dungeon card along the dotted line. Glue the back of each half (Citadel PVA glue is ideal) and press together firmly. It's a good idea to insert a piece of thin card between the two halves to make your Dungeon card a bit more durable. Trim off any excess so that your new card doesn't stand out from the rest of your Dungeon deck.

To make your board section, cut around the outside of the floorplan and glue it to some card. The card needs to be quite thick so that your plastic doorways will hold the Flames of Khazla floorplan tightly. You may need to use several layers of card to make the floorplan the right thickness.



ELDAR™ TITANS AND IMPERIAL KNIGHTS



ELDAR REVENANT SCOUT TITANS



IMPERIAL BARON



THE IMPERIAL BARON LEADS HIS KNIGHT HOUSEHOLD AGAINST AN ELDAR WARHOST



ELDAR REVENANT SCOUT TITANS

By Andy Chambers

With its lightning speed and deadly armament, the Revenant Scout Titan epitomises the Eldar approach to war! Each Revenant Titan is equipped with a pair of sophisticated jump jets which enable it to bound across the battlefield in a series of springing leaps. Armed with two pulse lasers, a missile launcher and a scatter laser, Revenants use their mobility to pick off vulnerable enemy units or crack open and exploit any weaknesses in the line.

ELDAR TITANS

Eldar Titans are very different to those used by the Imperium. Imperial Titans are born in the boiling flames and arcing energies of the Adeptus Mechanicus forges, bolted and welded together with ceramite skins and adamantium bones. Eldar Titans are grown or extruded from a strange psycho-plastic called Wraithbone, under the control of the psychic morphing powers of the Eldar caste of Bonesingers. Wraithbone is an immensely durable material, tougher than adamantium and stronger than plasteel. Wraithbone has another important property, it can conduct psychic energy and respond to it in an almost organic way. This gives Eldar Titans a flexibility and a finely tuned musculature almost akin to living creatures.



Eldar Titans are tall and slender, moving with a smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (who dedicate themselves to their Titan for the equivalent of several human lifetimes) but also from the collective consciousness of a large Spirit stone which contains the souls of numerous dead Eldar. The Titan's Wraithbone core permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes it a deadly fighting machine.

SCOUT TITANS

The best known Eldar Titans are the Phantom and Warlock Battle Titans. These tall, elegant instruments of war are quite capable of crushing any opponent. Less common, but no less deadly, are the Eldar Revenant Scout Titans. These sleek, fast killing machines are deployed to add extra punch to the Eldar skimmer forces of Jetbikes and Vypers whenever they are

raiding or scouting the enemy battle line. Revenants are well armed for their size, normally carrying twin pulse lasers for use against tanks and Titans, plus a missile launcher and a scatter laser for tackling enemy infantry. With the aid of the Revenants, Eldar Jetbikes can sweep aside the opposing forces and launch deep strikes against enemy-held objectives.

To increase the manoeuvrability of the Revenant and enable it to keep up with the skimmers, the Titan is equipped with a highly efficient arrangement of jets powered by gasses siphoned directly from the Titan's plasma reactor. These very powerful jump jets allow the Revenant to make long, powered leaps which can easily carry it over intervening battlefield obstacles such as woods, marshes or buildings.





THE YARANT WARS

When the Eldar fought against the forces of Chaos in the Yarant system, Revenant Titans played a vital role. After a month of gruelling conflict, the prophetic Eldar Farseers determined the location of the headquarters of the Death Guard – the Legion of Traitor Space Marines beloved of the Chaos god Nurgle. On Yarant IV, the Death Guard formed the core of the Chaos resistance and the Farseers believed that an attack against their headquarters would disrupt the whole Chaos battle force. Once this had been achieved, a final all-out offensive would cast the Chaos hordes from Yarant IV once and for all.

The headquarters were sited in the midst of a morass of rotting jungle and swamps near the Timan valley. The camp was shielded against orbital bombardment and the Death Guard garrison entrenched in the festering jungles could easily delay a conventional force long enough to bring in reinforcements. A direct assault against the headquarters with skimmers would invite disaster as the attackers would be cut off from help the moment they passed over the surrounding terrain and entered the treacherous deltas and swamps.

ELDAR ATTACK

To overcome these obstacles, the Eldar launched a series of diversionary raids in the Timan valley while a Wind Rider host and six Revenant Scout Titans moved towards the jungle in great secrecy. Once this force was in position, a full scale attack began in the Timan valley to draw off the Death Guards' reserves. An hour later, in the gathering dusk, the Vypers and Jetbikes screamed down on the Death Guards' forward outposts in the swamp and wiped them out. The Jetbikes swept on, scouting a path through the tangle of stagnant pools and Sekarra groves. Whenever detachments of the Death Guard blocked the way, the Revenants bounded forward and blasted them at close range, overrunning the Plague Marines before they had a chance to form an effective defence.

By using this deadly attack pattern, the combined force broke through to the Death Guard headquarters. Although the surviving warriors of the Death Guard garrison fought with fanatical determination, the Revenants, Vypers and Jetbikes tore through their positions and destroyed the command bunker with minimal Eldar losses. The Eldar continued to strafe the Chaos camp until the arrival of further Chaos reinforcements some hours later forced the attackers to withdraw into the surrounding jungle.

A week after the lightning raid, the forces of Chaos were pushed off Yarant IV altogether by a major Eldar offensive. The clearance of the the swamp had been the turning point in the whole battle.

REVENANT SCOUT TITAN SPECIAL RULES

HOLO FIELDS

Certain Eldar vehicles and troops make use of a sophisticated system of defensive screens known as holo fields. The most well known users of the holo field are Eldar Titans. Holo fields are not designed to block, absorb or shunt aside attacks like Imperial void shields and Ork power fields. Instead the holo field confuses enemy's locating and targeting systems by diffracting the subject's image. When a unit protected by a holo field moves, its image seems to explode into a storm of multi-coloured shards. The faster the vehicle or Titan moves, the more scattered the image becomes. When it stops, the cloud appears to coalesce into a solid shape again. Thus the holo field is well suited to the Eldar precepts of speed and mobility over armour and firepower.

Any unit protected by a holo field receives an additional saving throw whenever it takes a hit. Because the effectiveness of the holo field is linked to the speed of movement of the vehicle or Titan, the saving throw varies according to what orders the subject is on. This makes the holo field far more effective when the target is on Charge orders rather than First Fire. The table below summarises what saving throw the vehicle or Titan has on different orders. The saving throw is tied only to the unit's orders and not to the distance the model moves in a turn.

This extra save is always taken first and is not modified by the attacking weapon's armour saving throw modifier – having the power to punch through heavy armour is of no help if the target isn't where it's supposed to be! On the other hand, holo fields are useless against area effect weapons which don't rely on pin-point accuracy to hit. Therefore, the holo field save does not apply against hits from barrages, or any other attack that uses a template of any kind.

HOLO FIELD SAVING THROWS

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+



The Revenant Scout Titan wants to use its jump jets to engage the Orks in close combat. Although the rocks and the Ork building are the same width, the rocky spires are too tall for the Revenant to jump over. This is worked out as follows. The Ork building is less than 5cm tall so the Revenant can make its full jump of 15cm, easily enough to take it over the width of the building and into the Bad Moon Weirdboy Battletower. The rocks, on the other hand, are 10cm high. This is 5cm taller than a normal jump and reduces the horizontal distance of the leap by 10cm. That would leave only 5cm to cover the width of the rocks – nowhere near far enough, so the Gible Grinda is safe!

JUMP JETS

The Revenant is equipped with a pair of powerful jump jets which are powered directly from its plasma reactor. Gravitic drives cut in when the Revenant jumps, neutralising part of its mass to allow it to make long graceful leaps over obstacles and impassable terrain.



The Revenant's jump jets are activated when it dedicates all of its power to movement, hence they may only be used when the Titan is on Charge orders. Using the jump jets allows the Revenant to ignore terrain when it moves. However, the Revenant's movement must be made in a series of leaps, not just one long one.

The maximum distance a Revenant can leap in one go is 15cm, so a Revenant on charge orders can make up to four 15cm leaps. The maximum height of a jump is 5cm, if a Revenant has to jump over a higher obstacle it costs 2cm of its movement for every additional 1cm of height it needs to make it over the obstacle. A Revenant cannot land in or on impassable terrain because of the risk of crippling damage to its legs on impact.

WEAPONS

The Revenant scout Titan is equipped with four weapons systems, making it heavily armed for a Scout Titan. Because of its compact size a Revenant cannot carry weapons designed for the Phantom or Warlock Battle Titans and uses specially designed weaponry instead. All of the Revenant's weapons systems have a 180° fire arc to the front.



Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Pulse Laser	75cm	1	3+	-2	See rules
Missile Launcher	100cm	4 Barrage Points		0	Uses Barrage template
Scatter Laser	25cm	3	5+	0	

PULSE LASERS

Pulse lasers are compact versions of the larger pulsar cannon carried by Eldar Battle Titans. These weapons both consist of a highly sophisticated laser cannon which can fire short volleys of powerful laser bolts. The pulse laser can be fired in one of two ways. When fired at a single foe, the pulse laser can be held steady to ensure several pulses hit the target. Against more numerous opponents the pulse laser can be moved fractionally between each bolt to sweep an area with bursts of laser energy.



A pulse laser is normally mounted in each arm position on a Revenant Scout Titan and though the weapon couplings are interchangeable, the inherent flexibility of the pulse lasers means this weapon fit is seldom varied.

SPECIAL RULES

When you fire a pulse laser you must declare which way you will use it. If you fire against a single target, roll to hit just once. If you hit roll a D6: 1-2 = 1 hit 3-4=2 hits 5-6= 3 hits. Each hit must be saved against separately or will knock down a single void shield or power field on units protected by them. If you decide to sweep an area, take the barrage template and place it over any target point in line of sight and within range of the pulse laser. Roll once to hit each model which is at least half under the template. Note that though this attack uses a barrage template it is not an actual barrage so it cannot be fired indirectly, nor will it damage buildings.

SCATTER LASER

Revenant Scout Titans carry a scatter laser mounted beneath the crew compartment to supply extra short-range anti-infantry firepower and fight off enemy assault squads. The scatter laser is surprisingly deadly for its size. It comprises of six separate laser chambers which can be fired sequentially or simultaneously to lay down a withering hail of fire.

MISSILE LAUNCHER

Revenants mount a set of small missile pods on either side of the head for bombarding infantry, buildings and fortifications. The missiles and their guidance systems are identical to those mounted in the wing weapon hardpoints of Phantom and Warlock Titans.

REVENANT SCOUT TITAN DETACHMENT

Revenants fight as individual units which cannot be broken so they don't have to take morale checks. 3 Victory points are awarded to the opposing player for each Revenant Scout Titan destroyed.

VICTORY POINTS 3

Your opponent gains 3 VPs for each Revenant Scout Titan destroyed.

REVENANT SCOUT TITAN DETACHMENT

Revenants fight as individual units which cannot be broken so they don't have to take morale checks. 3 Victory points are awarded to the opposing player for each Revenant Scout Titan destroyed.

VICTORY POINTS 3

Your opponent gains 3 VPs for each Revenant Scout Titan destroyed.

REVENANT SCOUT TITAN DETACHMENT

A Revenant Scout Titan detachment consists of 2 Revenant Scout Titans.



POINTS VALUE 600

REVENANT SCOUT TITAN DETACHMENT

A Revenant Scout Titan detachment consists of 2 Revenant Scout Titans.



POINTS VALUE 600

MAKING YOUR ARMY CARDS

To make your Revenant Scout Titan detachment army cards is simple. First, cut out the cards, but make sure you keep the front and back halves of each card together. Fold each card down the dotted line and glue the front and back together (Citadel PVA glue is ideal). We recommend that you insert a piece of thin card between the two halves before sticking, to make your army cards stronger. All you have to do now is trim off any excess card, and there you have it!

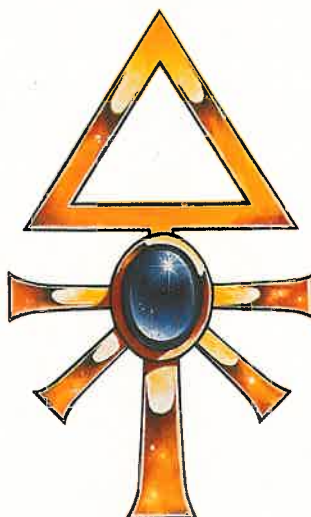
REVENANT SCOUT TITAN

MOVE	CLOSE ASSAULT FACTOR
30cm	+7

The Revenant Scout Titan is protected by a holo field and mounts two pulse lasers, plus a scatter laser and missile launcher.

The Revenant Titan is very fast and extremely agile, so unlike other Titans it can turn as many times as it wants while it is moving.

When a Revenant Titan is on Charge orders opponents have a -1 to hit modifier because the Revenant can dodge incoming fire.



As long as it has Charge orders, the Revenant Titan's jump jets allow it to leap over impassable or difficult terrain up to 15cm wide and 5cm high when it is moving. The Revenant may not use its jump jets to land on top of impassable terrain.

HOLO FIELD SAVING THROWS

Orders	Save
First Fire	4+
Advance	3+
Charge	2+

Holo field saving throws are unaffected by the attacker's save modifier. Attacks which use a template of any kind (like barrages) always ignore holo fields

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Pulse Laser	75cm	1	3+	-2	See rules
Missile Launcher	100cm	4 Barrage Points		0	Uses Barrage template
Scatter Laser	25cm	3	5+	0	

HIT LOCATION TEMPLATES

FRONT

	WING 2+	
WEAPON 2+	HEAD 1+	WEAPON 2+
	LEGS 2+	
LEG 2+		LEG 2+

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SIDE

WING 3+		
PLASMA REACTOR 2+	WEAPON 2+	WEAPON 2+
LEG 2+		
LEG 2+		

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REAR

	WING 3+	
WEAPON 3+	PLASMA REACTOR 2+	WEAPON 3+
	JUMP JETS 4+	
LEG 2+		LEG 2+

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REVENANT SCOUT TITAN DAMAGE TABLES

HEAD DAMAGE TABLE – Roll D6

- 1-2 The Titan's Wraithbone circuits have been damaged. Until the damage is repaired the Titan's CAF is halved and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Roll a 4+ on 1D6 in the End phase to repair the damage.
- 3-4 The shot rips through the head and cracks the Spirit stone. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and triggers massive internal explosions within the Revenant Titan. The Revenant crashes to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed.

WEAPON DAMAGE TABLE – Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired by rolling a 4+ on 1D6 in the End phase.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Scout Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands must make an unmodified saving throw or be destroyed.
- 6 The weapon is blown off the Revenant as above, but there is also a flashback to the Titan's hull. Roll a D6 to see what was affected by the flashback:
 - 1-2 Wing
 - 3-4 Reactor
 - 5-6 Head

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

JUMP JETS DAMAGE TABLE – Roll D6

- 1-2 The jump jets have been damaged by the attack and may not be used until they are repaired by rolling a 4+ on 1D6 in the End phase.
- 3-4 The jets are triggered by the hit, blasting the Titan 2D6cm in a random direction. If the Titan lands in difficult or impassable terrain it is destroyed.
- 5-6 The jump jets explode and cause damage to the reactor, causing the Titan to jump as in the result above, and make a roll on the reactor damage table.

WING DAMAGE TABLE – Roll D6

- 1-3 The holo field wing has been damaged. The Revenant's holo fields will not work until the damage is repaired by rolling a 4+ on 1D6 in the End phase.
- 4-6 The wing is totally destroyed and the Revenant Scout Titan's holo fields will not work for the rest of the game.

REACTOR DAMAGE TABLE – Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage has been repaired on a D6 roll of 4+ in the End phase. No other damage may be repaired until the plasma reactor is back on line.
- 3-4 The Titan's plasma reactor has been breached. Attempt to repair the damage in the next repair phase. If you fail there is a reactor meltdown and the Revenant is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the scout Titan may move and fire as normal.
- 5-6 The Revenant's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Revenant Titan is removed from play (replace it with a model crater if you've got one). All units within 2D6 cms suffer an automatic hit, and must make an unmodified saving throw to avoid damage.

LEG DAMAGE TABLE – Roll D6

- 1-2 The leg is damaged, forcing the Revenant to walk with a pronounced limp. The Titan's movement rates are halved, it may not use its jump jets due to the risk of further damage, and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Revenant attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Revenant has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.
If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or stands fallen on are destroyed.
- 5-6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on are destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

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

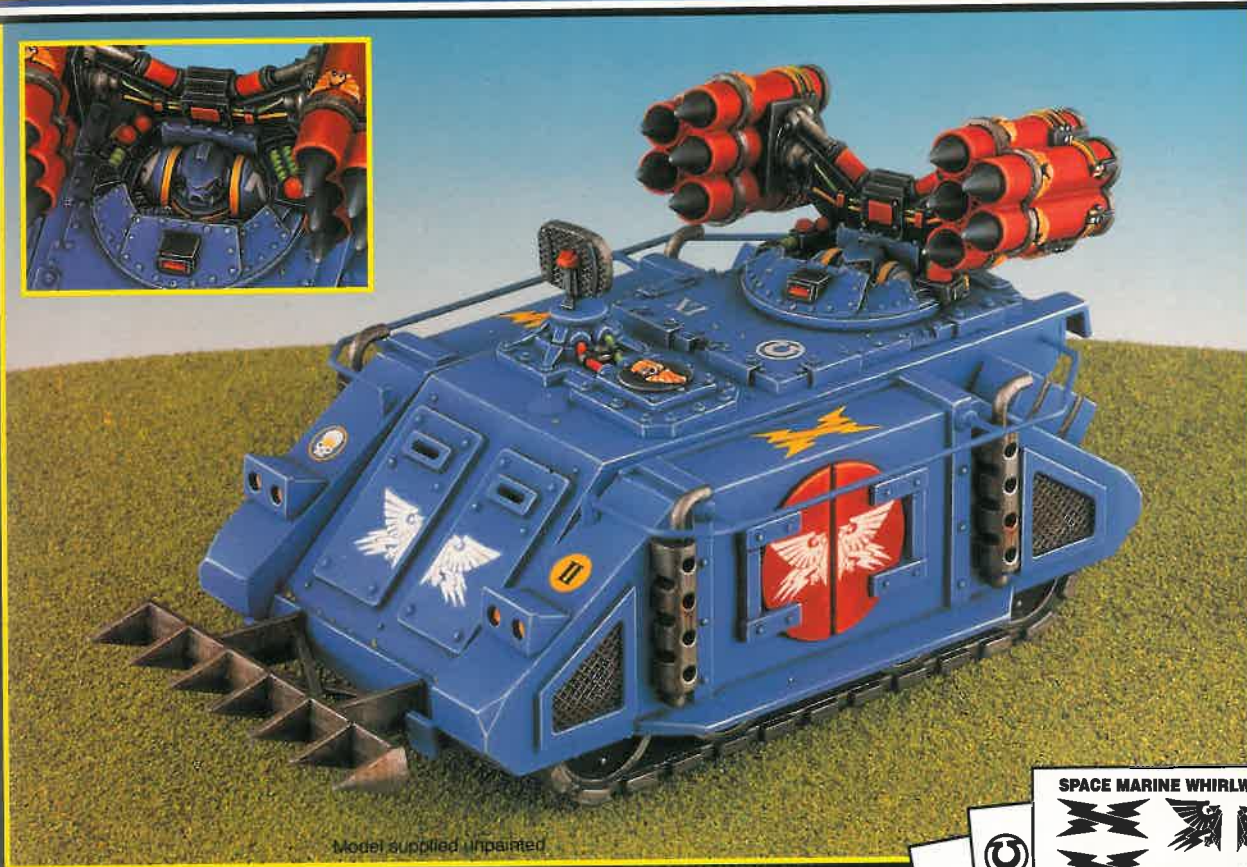
CLOSE COMBAT

If beaten in close combat, the enemy chooses a location and damage is rolled on the appropriate damage table. Holo fields have no effect in close combat and saving throws are ignored.

WARHAMMER

40,000

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**GAMES
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GAMES DAYTM and GOLDEN '95TM DEMON

It's time to get out your paints, brushes and modelling tools and start planning your entries for the 1995 Golden Demon Awards. In this special article, world famous miniature painter Mike McVey gives his thoughts on how to create an award winning entry and what he looks for as a judge.

THE GOLDEN DEMON AWARDS



If you are a regular reader, you've probably noticed that the last couple of issues of *White Dwarf* have contained the full category list for the 1995 Golden Demon Awards. That's right, it's time to get yourself some brand new brushes, polish up your painting skills and chance your arm at the biggest and best miniature painting competition in the world!

Throughout the year, people send me numerous letters or come along to our events to ask me what I look for in a winning entry. Among the most common questions are: "Is the model I choose to paint important?", "Does it have to be a new release?" and "Are conversions allowed?". The truth is that there are no simple answers to these questions, but if you want to get one over on the opposition and find out exactly what it is the judges look for, then read on...

ENTRY CATEGORIES

This year's entry categories remain much the same as in last year's competition. These range from a single miniature through to an entire battle scene, so no matter what your speciality there should be something for you. Of course there's no reason why you can't enter all nine categories if you are sufficiently keen (or mad!). The only restriction is that you can't enter an individual category more than once. You could of course cheat and get a friend to enter another model for you, but then they'll get the fame and glory instead of you so what's the point? All in all it's best to concentrate your efforts on just a few categories so you can be sure you're going to produce your best work and not overstretch your abilities.

What categories should you enter? Well I'm afraid no-one can tell you that, it's a decision you'll have to make on your own.

The only advice I can give you is to concentrate on your strengths and enter the categories that you enjoy the most. Generally, once I've got a definite idea for a diorama or individual miniature, there's no stopping me. The main problem I have is getting rid of the other half dozen potential projects that are buzzing round in my brain and distracting me from getting started. So if your forte is splendid individual models, go for one of the single miniature categories, but if what you really like is scratch-building models and scenery, then the *Battle Scene* is for you.

In some ways, making your mind up about your entry is the most important stage of the process. Once you've got a firm plan of action and decided what miniatures to paint, stick with it! With new models and games coming out all the time, it's all too easy to loose enthusiasm for the miniature you're currently painting in favour of something newer and more exciting. Try to remain focused on your chosen project and whatever temptations are dangled before you don't give in to them!

Then, once you've settled on what each entry is going to be (and remember, no backing out), you can start on the actual construction and painting.



NATHAN SHICKLE
1994 2ND PLACE WARHAMMER MONSTER

1995 GOLDEN DEMON AWARD CATEGORIES



1. Best Warhammer 40,000 Miniature

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

2. Best Warhammer 40,000 Squad

This category is for Warhammer 40,000 squads chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (eg: Striking Scorpions 3-7 models, Dark Reapers 3-7 models, Deathskulls Mob 3-10 models, Snotling Herd 2-10 bases plus a Runtherd, Genestealers 5 models etc). All models must be presented on standard slottabases.

3. Best Warhammer 40,000 Vehicle

This category is open to single Warhammer 40,000 vehicle, Dreadnought or War Walker models.



4. Best Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard gaming slottabases up to 25mm x 50mm maximum size (cavalry base). Models on 40mm x 40mm bases should be entered into the Monsters and Creatures category.

5. Best Warhammer Command Group

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

6. Best Warhammer Monster or Warhammer 40,000 Creature

This category is open to Warhammer or Warhammer 40,000 monsters on 40mm x 40mm standard bases. This covers Avatars, Ogryns and Tyranids and you may include a rider if you wish eg: Orc Wyvern, Chaos Dwarf Bull Taurus, etc.



7. Best Epic Titan

This category is for a single model of a Titan of any class, or any type of Gargant.

8. Best Epic Battleforce

Entries to this category should be made up of an Epic force consisting of the miniatures representing a **Company Card**, with a Titan/Gargant or Gigantic Vehicle as a **Special Card**, plus three **Support Cards**.



9. Battle Scene

Entries for this category consist of a battle scene from either Warhammer, Warhammer 40,000 or the Epic game system. The display must not be larger than 30cm x 30cm and the maximum permitted height is 30cm. The Battle Scene should have at least two miniatures arranged in a combat pose, but otherwise there is no restriction on the model's theme or content.

The Young Bloods Competition

The Young Bloods painting competition is open to any competitors aged 14 years or under.

Your entry should consist of any single plastic Citadel miniature on its standard gaming slottabase.

The Golden Demon Open Competition

The Golden Demon Open Competition is literally what it says – an open opportunity for you to let your imagination run riot. There are no restrictions on your entry so it could range from a single miniature to a sweeping diorama. Anyone can enter the Open Competition, including Games Workshop staff, but remember that no matter how wild your entry, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes. Conversions are allowed, but should also be consistent with the atmosphere of the game world and spirit of the miniatures.

1995 COMPETITORS GUIDELINES

You can only enter once in each category, and all entries to the Golden Demon Awards must be painted Citadel or Marauder miniatures.

All single miniatures must be mounted on the appropriate gaming bases. To help the judges compare the entries, we prefer these to be painted green.

Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.

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

All entries to the 1995 Golden Demon Awards must be personally handed in and registered at the National Indoor

Arena Birmingham on the 15th October 1995. Full details on the entry and booking-in procedure will appear in White Dwarf issues 188, 189 and 190.

Competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day.

Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, but we can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's risk.

Entry into the competition gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.

GENERAL GUIDELINES

At the end of the category listing on the opposite page, there is a small section entitled 1995 Competitors Guidelines. This is a brief coverall to give you an idea of what constitutes an acceptable entry. Most of it should be fairly obvious, like the fact that you can only enter Citadel or Marauder miniatures, but some of the guidelines are a little more misty and are worth clarifying. Of these, conversions and bases are without doubt the subjects that cause people the most confusion.

Let's start with conversions. The simple fact is that conversions are allowed on any miniatures in any of the categories – that's pretty straightforward isn't it? Where it starts to get a little hazy is where it goes on to say "...consistent with the atmosphere of the game world and the spirit of the miniatures". However, when you think about it this is also pretty straightforward. Try to look at it this way. A conversion of Teclis that gave him a boltgun would be definitely wacky! However, a model of an Eldar Farseer or Warlock that used parts from a High Elf model or models could be really dramatic. It's a fine line, but a good rule of thumb is to remember that the best conversions consist of models where you can't tell that anything has been changed and nothing looks out of place. Sounds like a contradiction doesn't it? but when you think about it it makes perfect sense. If you aren't familiar with the model, but you can tell it's been converted, then something's wrong.

Model bases often seem to cause similar problems, so just what is and what isn't allowed? The only definite rule is that "All single miniatures must be mounted on the appropriate gaming base". The reason for this is that in past competitions some entrants seemed to believe that the bigger the base the more impressive the model. In reality, the opposite is true. If the base is too big then the model gets swamped and loses all of its impact. However, this doesn't mean that you can't add some scenic detail and there's plenty of room on a standard gaming base to add some very effective decoration. The aim is

for the base to compliment the model and add to the overall effect. If the base itself becomes the focal point of the entry, then it's not doing its job properly. The *Battle Scene* category is where the base becomes as effective, if not more so, than the actual models, and I'll be talking about this later.

THE CATEGORIES

There are really four distinctly different groups of Golden Demon Award category that you need to think about. These are: single miniatures, multiple miniatures, vehicles and the battle scenes. I therefore thought that the best way to pick out the do's and don'ts of entering the competition would be to go through each of these in turn and try and illustrate the most important points.

SINGLE MINIATURES

This group includes *Best Warhammer Miniature*, *Best Warhammer 40,000 Miniature* and *Best Warhammer Monster or Warhammer 40,000 Creature*. These three categories consist of an individual model on a standard gaming base. The size or type of model doesn't really matter as the aim of the entry is basically the same. The focus of the category is a single Citadel or Marauder miniature. Even if you choose to enter a cavalry figure, this doesn't really change as the rider and mount are effectively one model.



ROBIN HEMSALL – 1994 1ST PLACE WARHAMMER SINGLE MINIATURE



ROY SCORER 1994 WARHAMMER 40,000 SQUAD COMMENDED ENTRY



NEIL THOMANSON – 1994 1ST PLACE
WARHAMMER 40,000 SINGLE MINIATURE

competitors are far more likely to have the judges going back for a closer look. Of course if they don't stand up to a really detailed examination then they won't get any further, and that really leads on to the next point – attention to detail. With only one model for the judges to look at, you can be sure that they're going to look pretty closely. This means that the little points of interest and detail are all the more important – maybe a pattern on the lining of a cloak or an honour badge hanging

So what's the secret to a really effective single miniature? Well there are really several factors that have to be considered. One of the most important things to remember is how the models are judged. On the day of the competition there simply isn't time to scrutinise each of the models in minute detail and so initial impact plays a large part in the look of a winning entry. Models that stand out from their

from the stock of a Space Marine's bolter. These sorts of things aren't obvious straight away and can only really be noticed when the model is looked at closely. With a mounted miniature, why not add some reins to the horse? or paint the shoes on the hooves? The more you can do to enhance the realism and depth of your entry, the better your chances are.

MULTIPLE MINIATURES

This grouping covers the categories of *Best Warhammer 40,000 Squad*, *Best Warhammer Command Group* and *Best Epic Battleforce*. In all these categories, the focus is slightly different. Rather than one individual miniature each entry is made up of several, sometimes very different, models. The most important thing to remember is that the models should all be part of a coherent group. To some extent, this factor is more important than quality of the individual paint schemes. No matter how well each individual miniature is painted, if they clash with each other and don't look right together, then they won't get very far. In some ways these are three of the most difficult categories. Not only do you have to present a group of miniatures that look good together, but each model needs to be painted to a fairly exacting standard. Although they won't be scrutinised to the same degree as the single miniatures, you can be sure that the judges will be on the look out for those extra special details!

VEHICLES

This category is quite different from the others because the category description is so brief and leaves your options completely open. It mentions nothing about basing, size restrictions or conversions and so it's up to you to decide how much you convert or even scratch build your vehicle. Just



JOHN TOYER – 1994 3RD PLACE BATTLE SCENE

remember that phrase in the competitors' guidelines, "...consistent with the atmosphere of the game world and the spirit of the miniatures" and don't go too over the top. Huge and extravagant bases are more at home in the *Battle Scene* category, and bizarre conversions aren't going to win you any prizes. The best advice I can give is to keep your entry reasonably simple but well painted and highly detailed, with additions such as working parts, interior detail or even completely re-built sections.

BATTLE SCENE

In some ways I find this the most appealing and exciting category. It provides the opportunity to use your modelling skills to tell a story and create something completely unique. When I judge the competition, it's fairly common to see several single miniatures painted in the same colour scheme, but I've never seen two similar dioramas. You might decide to convert and detail a vehicle, and then add a full crew positioned on and around it in a desperate last stand, or have a Mob of Ork Boyz charging a Space Marine bunker, bolters blazing. The inspiration can come from anywhere – artwork, stories or even an exciting incident from one of your games.

The single most important thing to remember in a *Battle Scene* is the composition – how the models are set out in relation to each other and the scenic background. A good example of a successful *Battle Scene* (not wanting to be too egotistical) is my Emperor and Horus diorama. This creates a powerful scene with just three main models, and one of those is dead! It's the way the models are posed in relation to each other within the setting that makes it work. Even when the background is quite complex, it shouldn't steal the lime light from the miniatures, and this is as much to do with the painting as the construction. John Toyer's model on the opposite page also provides an example of a well-structured *Battle Scene*.

SO WHAT SHOULD YOU ENTER?

The important thing is not to over stretch yourself. If I was competing (in which case no one else would bother entering! – Ed), I would probably go for three entries from the four different category groups. These would be a single miniature (probably Warhammer 40,000), a *Warhammer Command Group* (maybe a mounted group to give a little more impact and originality) and a *Battle Scene*. The single miniature would allow me to really indulge myself in converting and painting an individual model. Then I could broaden the focus a little for the command group, adding minor conversions, position changes and fine detail to pull all of the models together. Finally, the *Battle Scene* would give me the opportunity to really go to town – conversions, scratch building, detailed painting, the works! But that's only me, and I'm not suggesting for a minute that you should do the same! You may only have time to concentrate fully on one category, or decide to go the whole nine yards, loose your sanity and enter everything! I'm just trying to give you a picture of one of a multitude of options.

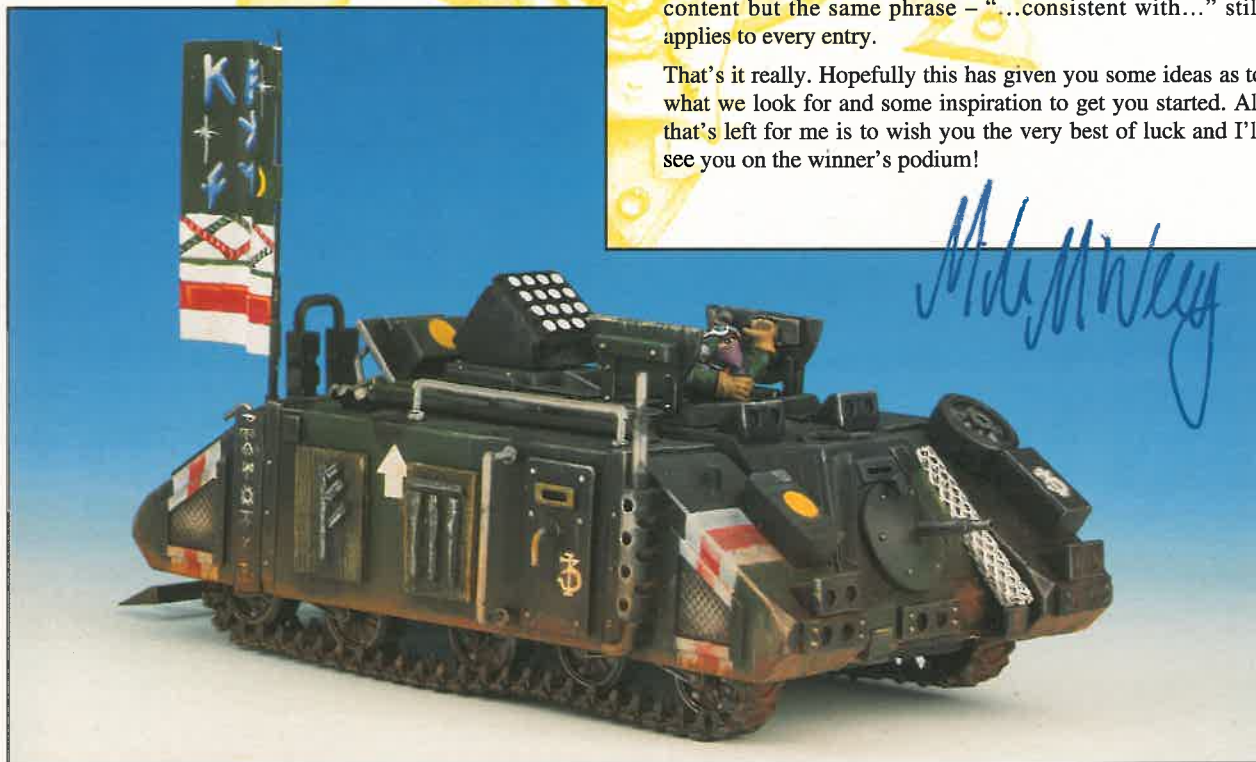
THE YOUNG BLOODS AND OPEN COMPETITION

These two categories are not strictly part of the overall Golden Demon Awards, but still offer a wealth of possibilities.

The *Young Bloods Competition* has become an established feature over the last few years and will be familiar to most of you. As our range of plastic models has expanded, so have the opportunities for entries into this competition.

The *Open Competition* is a new challenge designed to showcase the very highest standards of painting and modelling. So if you fancy pitting your skills against members the 'Eavy Metal Team or past Slayer Sword winners, then this is the category for you. There are no restrictions on size or content but the same phrase – "...consistent with..." still applies to every entry.

That's it really. Hopefully this has given you some ideas as to what we look for and some inspiration to get you started. All that's left for me is to wish you the very best of luck and I'll see you on the winner's podium!



RICHARD LAWRENCE – 1994 WARHAMMER 40,000 VEHICLE COMMENDED ENTRY

AZHAG THE SLAUGHTERER

Azhag the Slaughterer is one of the most dangerous Orc Warlords of recent history and his campaigns of destruction caused havoc in the eastern provinces of the Empire. Wearing the magical Crown of Sorcery he rides to battle on a mighty War Wyvern, striking terror into the hearts of his foes and leaving death and smouldering ruins in his wake.





DEATH IN DRAKENMOOR

By Jake Thornton and Gavin Thorpe

This month's battle report forms a climactic conclusion to the campaign we have been running recently at the Studio. With battles already won and lost by both sides, who will be victorious in this final, bloody struggle?

THE CAMPAIGN

Regular readers of White Dwarf will know that we have been running a Warhammer campaign here at the Studio for some time. A campaign is a series of games which are linked together, so that the outcome of one battle influences later ones. A brief history of the war so far is given below, but you can find the full story including the battle reports in White Dwarf issues 181 and 183.

THE GATHERING OF MIGHT

A massive Orc army led by Morglum Necksnapper has invaded the Empire. The Emperor Karl Franz mobilised his forces and met the threat in a huge battle that came to be

known as the *Gathering of Might* (White Dwarf 181). Both sides included allies in their armies: the malevolent Chaos Dwarfs had thrown in their lot with Morglum, and the Wood Elves had taken up arms again, determined to avenge the past wrongs against their people.

This titanic struggle ended with the annihilation of the Wood Elf host and Karl Franz withdrawing with the remains of his army in hurried retreat. The first blow had gone to the Orcs'. It was after the *Gathering of Might* that Morglum's force split. The Orcs, eager for more battle, headed north through the Empire, intent on sacking the city of Talabheim. The Chaos Dwarfs, however, laid siege to the nearby town of Wurtbad while far to the north the Emperor's forces marshalled their strength to confront Morglum Necksnapper and his minions.

Klaus Fritzen stared at the motley troops assembled before him. Wurtbad's defence lay in the hands of untried boys and greyhairs. Muttering to himself he inspected his 'troops'. Spearhafts had been spliced with farming twine, spots of rust showed on their hand-me-down breastplates and they would be lucky to cut water with the blades on their weapons. Still, needs must...

"Wurtbad militia, attennnn-shun! Prepare to receive the attack!" Klaus bellowed over the pounding of the Chaos Dwarf drums. Suddenly the drums ceased, and a distant screaming whine filled the air. The noise grew louder and louder, until Klaus could make out a black speck hurtling from the skies.

"Duck you fools!" He cried as he leapt over a low wall and came down hard on the other side. Half of his men followed, the others stood around in confusion. With a deafening roar the Earthshaker shell landed. The explosion knocked Klaus flat, and he felt like vomiting as the ground trembled violently beneath him. Looking up to the town wall, he realised that the shell had landed dead on target. Nothing remained of the ancient rampart save for a few scattered stones and an acrid pall of smoke.

The thundering crashes of more shells resounded around him and was joined by a new noise. With a sputtering hiss a Chaos Dwarf Death Rocket screamed over his head to explode inside the brewery. The stills inside exploded, sending a massive ball of fire into the heavens and incinerating the nearby houses. The ground shook continuously now with the fierce bombardment. Like a hellish vision, the town of Wurtbad was lit by hundreds of roaring fires and the air was thick with smoke. Occasionally a building would collapse, sending out a storm of debris which scythed through the nearby defenders.

The barrage stopped abruptly and in the eerie silence that followed Klaus could hear the moans and screams of the dying. Suddenly, a horn sounded from beyond the shattered walls, its signal echoed from every direction. Answering howls filled the air and the sound of hundreds of running beasts came to the militia Captain's ears. Outside, shadows appeared through the smoke as a strong wind whipped up. The howls intensified and suddenly a wave of slaving beasts burst over the smashed ramparts and was upon the scattered humans. Clinging to the backs of the Giant Wolves were Hobgoblins, who swung left and right, using the flats of their blades as clubs. Klaus swung out with his halberd but missed, and suddenly the sky exploded. The last thing he saw was row upon row of Blunderbuss muzzles pointing menacingly through the breach...

When Klaus wakened he cursed softly. He was being dragged between two of his friends, Michel the baker and Helmut the miller. As his head cleared he surveyed his surroundings. The air was cold and sharp, and in front of him dropped a massive valley. A sudden rush of air knocked him to his knees as his wobbly legs gave way. A massive creature soared low overhead, bellowing its wrath.

As the slave caravan moved slowly onwards a group of Wolf Riders dashed past, their mounts were slathering madly and they cried out in their harsh language. The Chaos Dwarfs started herding their captives together, beating them with the flats of their axes and urging them onwards with their whips. Klaus was dragged to his feet by a rough looking Chaos Dwarf, who kicked at him and shouted in crude Reikspiel. Klaus struggled to understand what was being said, and when comprehension dawned he smiled grimly at his captors.

"Move! The tall horse-people come! Move!"



THE BATTLE OF TALABHEIM

As they headed north, the Orcs were forced to cross the River Fenrar. A single bridge provided the only easy way across the rushing waters, and a small force of Imperial soldiers from Middenland dashed to the river to destroy it before the Orcs could cross. Unfortunately for them, the Orcs arrived before they had a chance to demolish the bridge. In the subsequent clash the Orc advance guard was totally routed, their attack easily stopped by the Grey Wizard who had accompanied the Middenland force (*Bridge of Doom*, White Dwarf 183).

So it was that Karl Franz and his loyal followers from Middenland were able to join forces to confront Morglum and his horde outside the walls of Talabheim. Once again the Battle Wizards of Altdorf ruled the day, keeping Morglum's army in check with their spells while the flower of Imperial cavalry, the mighty Reiksguard Knights, were able to smash aside all opposition. Morglum himself was last seen disappearing beneath the claws of the Emperor's Griffon, Deathclaw (White Dwarf 183, *The Battle of Talabheim*). However, rumours abound that Morglum survived the encounter and now hides out in the mountains plotting his revenge...

WURTBAD'S FATE

While Karl Franz grappled with the Orcs, the siege of Wurtbad raged. The Chaos Dwarfs' massive Death Rockets and Earthshaker cannons made light work of the weak defences and the town was soon reduced to a heap of blasted rubble (we fought this battle using the siege rules published in the Citadel Journal). The Chaos Dwarfs, now laden down with Imperial gold and the citizenry of Wurtbad clapped in chains, heard word of Karl Franz's victory at Talabheim and decided it was time to get back to Zharr-Naggrund!

DISCOVERY

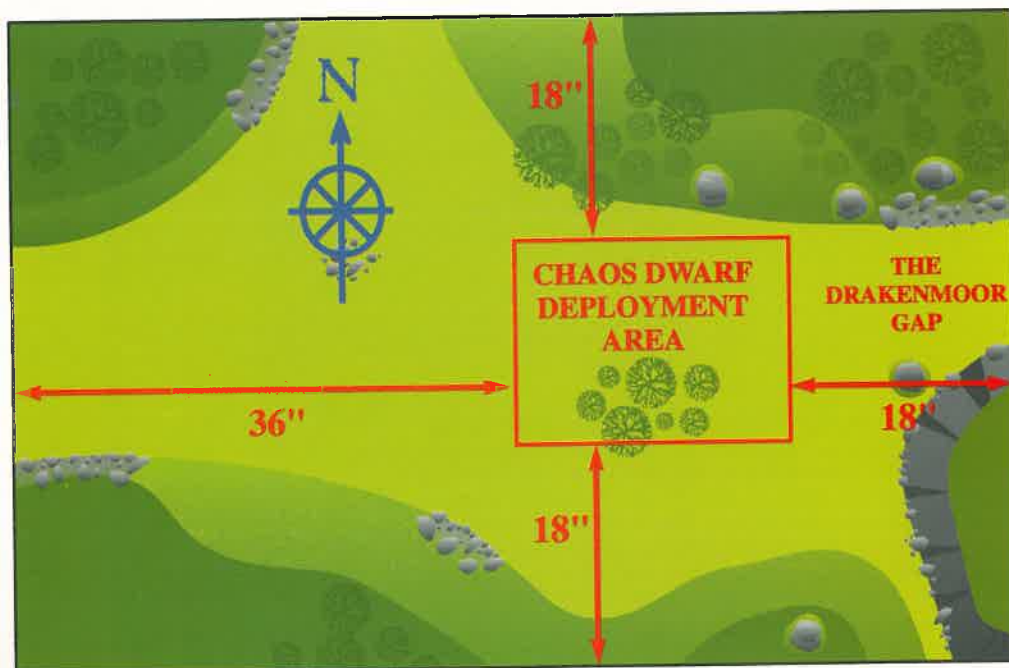
Heading north along the river Stir, the Chaos Dwarfs reached the safety of the World's Edge Mountains. Even as they relaxed and breathed a sigh of relief they were discovered. A large force from Kislev had been dispatched by the Ice Queen to aid Karl Franz. However, as the Kislevites moved south they came across the trail of devastation left by the Chaos Dwarfs. If the Kislevites could prevent the Chaos Dwarfs from entering a difficult mountain pass, known as the Drakenmoor Gap, they would be trapped. The Chaos Dwarfs could afford no delay as Karl Franz headed towards them even now, intent on vengeance for the destruction of Wurtbad.

THE SCENARIO

The Battle of Drakenmoor Gap is very different from a normal battle. Rather than both armies lining up against each other and fighting it out, one army has to retreat their forces off the table. This battle is also unusual because it is played down the length of the table, rather than across it.

THE FORCES

Although we used Empire and Chaos Dwarfs, there is no reason why other armies couldn't fight this battle. We thought it was particularly appropriate because the Chaos Dwarfs are not a speedy army, while High Elves, Bretonnians or another army may have no trouble at all getting off the table.



Whatever races you are using, both players have equal sized armies. We played with 2,000 points on each side, and this worked out just about right. If your table is bigger or smaller than the one we used you can adjust the size of your forces accordingly. We decided on 2,000 points because this would force both the Generals to think very hard about what troops they really needed. There's not much room for hangers-on in a force of this size! Also, there isn't as much space to deploy your armies when you play down the length of the table.

The only restriction we placed on the armies was that the Empire army couldn't take war machines unless they were horse-drawn. The Empire troops had ridden long and hard in pursuit of the Chaos Dwarfs and had left their artillery behind so it wouldn't slow them down. That meant that there would be no Great Cannons or Helblaster Volley Guns in Jake's army, although he could take a War Wagon if he wanted to.

THE BATTLEFIELD

Since we thought lots of hills and rocks was appropriate to the World's Edge Mountains we used the terrain you can see on the map. However, depending on what scenery you have at home, you can set up the terrain as you like. The Drakenmoor Gap itself should be wide enough to get at least six models abreast through the space, but not more than 12". If the Drakenmoor Gap is larger than this it will be too simple for the Chaos Dwarfs to march straight off in one mass.

DEPLOYMENT

The map also shows the deployment area of the Chaos Dwarfs. As you will find out, it's not very big! The Chaos Dwarfs must deploy first, in the small area in the middle of the battlefield. The only exception to this is that the Chaos Dwarf player may

select one of his regiments to act as a rearguard. This unit may be placed anywhere on the table.

The Empire army doesn't deploy at the start of the game, but moves onto the western table edge on their first turn. Place the front rank of the unit on the table edge where you wish the regiment to come on. The unit can then move from there using the normal rules. Flying creatures can fly high in their first turn as normal, but they may not *start* flying high (ie they cannot dive down straight away in the first turn!).

VICTORY CONDITIONS

With the exception of the rules noted below, all the normal victory points awarded for destroying and breaking enemy units apply. Neither player gains victory points for possession of the battlefield. At the start of the battle, before deployment, the Chaos Dwarf player should roll a D3 (roll a D6: a 1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3) for every regiment of Chaos Dwarf Warriors and Chaos Dwarf Blunderbusses with at least ten models in, and for each unit of Bull Centaurs of any size. The result of the roll is the number of Loot Points the regiment is carrying and represents the amount of gold and slaves they have taken from Wurtbad. The more Loot Points a unit has, the more treasure it is trying to get back to the dark lands!

A regiment's Loot Points are added to the number of victory points it is worth. If the Empire army destroys the unit it reclaims the loot from the fallen bodies and gains them as victory points.

The Chaos Dwarfs must get their units off the eastern table edge, through the space that represents the Drakenmoor Gap. For every unit that *voluntarily* moves off the table through the Gap, the Chaos Dwarf player gains its victory points value (including Loot Points). These victory points are summarised on the accompanying tables.

CHAOS DWARF VICTORY POINTS

Each enemy unit or character wiped out, fleeing or having fled the table	1 victory point for every 100 points or part that the unit or character is worth. For example, a unit that cost 425 points is worth 5 victory points if it is dead, fleeing or has fled at the end of the battle.
Each friendly unit or character that has escaped	1 victory point for every 100 points or part that the unit or character is worth, plus 1 victory point for every Loot Point the unit is carrying. For instance, ten Chaos Dwarf Warriors carrying two Loot Points are worth 4 victory points (2 victory points because they are worth 140 points, and 2 for the loot).
Enemy General slain	1 victory point, in addition to the value of the General himself.
Enemy Battle Standard captured	1 victory point. The rules for capturing the Battle Standard follow the normal rules given on page 82 of the Warhammer rulebook.

EMPIRE VICTORY POINTS

Each enemy unit or character fleeing or having fled the table	1 victory point for every 100 points or part that the unit or character is worth. For example, a Hero that cost 235 points is worth 3 victory points if he is fleeing or has fled at the end of the battle.
Each enemy unit or character wiped out	1 victory point for every 100 points or part that the unit or character is worth, plus 1 victory point for every Loot Point the unit is carrying. For instance, ten Chaos Dwarf Warriors carrying two Loot Points are worth 4 victory points (2 victory points because they are worth 140 points, and 2 for the loot).
Enemy General slain	1 victory point, in addition to the value of the General himself.
Enemy Battle Standard captured	1 victory point. The rules for capturing the Battle Standard follow the normal rules given on page 82 of the Warhammer rulebook.

THE KISLEV HOST

By Jake Thornton



After White Dwarf 183's *Battle of Talabheim*, Gavin and I fought out the brief but bloody siege of Wurtbad. A few heroic citizen militia put up a tremendous defence, but in the end there was nothing they could do. The city was destroyed in a storm of fire and steel as batteries of Earthshaker cannons poured shot after shot into the ancient walls. As the dazed

survivors rose from the shattered ruins of their town, waves of Bull Centaurs and Hobgoblin Wolfboyz poured through the breaches in the walls. Pockets of resistance held out until nightfall, but it was no good. In the flickering light of the burning town, the Chaos Dwarfs surrounded the last valiant Empire soldiers and blasted them to pieces with their massed ranks of blunderbusses. As dawn rose on Wurtbad's shattered carcass, the Chaos Dwarfs formed up in their ranks and left for their own dark lands. Ahead of them, lines of downcast and defeated slaves were driven along by lash and whip.

Vengeance would be mine! The reinforcements from Kislev had tracked down the retreating Chaos Dwarfs as they made their way towards the Drakenmoor Gap. All I had to do was stop them escaping!

This scenario placed several restrictions on my army. Firstly, I couldn't take any cannons as they were too difficult to manhandle up the rocky mountain passes. This was a bit awkward but I wasn't too upset. Looking at the distance I'd have to cover to stop the Chaos Dwarfs escaping, I decided to ignore the foot troops too as they would probably never get into combat. This left me with a completely mounted army, which was fine by me.

As those of you who read my article about cavalry (*Charge!* in White Dwarf 180) will know, I am a great fan of the



unstoppable mass of lance-armed heavy Knights. This time, however, I decided to plump for what are my real favourite troops – the light cavalry. These are more difficult to use well but can be just as devastating in their own way.

Another driving force behind my choice of army was my fear of the Chaos Dwarf's magic. Ever since I had destroyed Robin's Wood Elf army with my Chaos Dwarfs in a previous campaign (the *Battle of Skull River* reported in White Dwarf 170), I had been aware of the massive destructive potential of their deck of spells. With a powerful character like Astragoth newly painted by the 'Eavy Metal team, I was sure that Gavin wouldn't be able to resist. This would give him at least one fourth level Sorcerer and possibly more. If I was going to exact my revenge for the destruction of Wurtbad I would have to take some precautions to avoid my troops being choked by *Ash Clouds* and immolated by *Lava Storms*.



The last thing I needed to do before I chose my army was to come up with a basic plan. Obviously, the most important thing to do was to stop Gavin escaping with the loot! I carefully examined the battlefield and decided that there were only two ways of stopping him simply scampering off the back before I could get to him. The first was to use a flying monster to swoop down from on high to cut off his escape. The second was to use my own magic to move forward powerful characters or regiments to block the Drakenmoor Gap.

I decided that the Emperor Karl Franz was a bit too expensive at almost a quarter of my points, so the only flying monsters left in the cabinet were two Heroes, each riding a Pegasus. My first draft of an army list included both of these mighty warriors but in the end I was forced to take only one as other characters demanded the points.

The rest of my character allowance was spent on a General, Battle Standard Bearer, two Wizards and Champion for the Winged Lancers. As I said earlier, I was worried about the powerful Chaos Dwarf magic and was determined not to let Gavin control the magic phases of the battle. If he did, then the battle would surely be lost. The first of these magical characters was a Grey Wizard Lord. I often include this wizard in my armies as the Grey spell deck suits my style of play very well, and I know from experience that it also gives Gavin lots of problems! The second magician I took was a Light Wizard Champion. He would provide some more magical protection for my army as well as being a college of magic that I'd not taken for a long time. Between them I gave my two wizards four *Dispel Magic Scrolls*. This meant that I would be able to avoid the worst of Gavin's magic for a while at least.

With the exception of one regiment, all of my troops were light cavalry of one sort or another. The best of these were the Outriders with their deadly repeating muskets. This is the first time that we've had enough of them painted up to field a whole regiment and I was itching to use them. With a bit of luck, the Chaos Dwarfs wouldn't know what hit them!



MARGRAVE VON RAMINOVICH'S EMPIRE FORCE



11 Kislev Winged Lancers with a *Dread Banner*, and led by the Empire General **Margrave von Raminovich** mounted on a Warhorse with heavy armour, shield, barding and armed with a lance. He also bears the *Amulet of Fire* and *Talisman of Ravensdark*.

Also accompanying the unit is a **Grey Wizard Lord** riding a Warhorse and carrying 3 *Dispel Magic Scrolls* and the *Chalice of Sorcery*, the **Army Battle Standard Bearer** riding a Warhorse with heavy armour, shield, barding and a lance, and a **Champion** mounted on a Warhorse with light armour, shield and armed with a lance.



A **Light Wizard Champion** on a Warhorse and carrying a *Dispel Scroll*. He begins the battle with the Kislev Winged Lancers.



Lord Krieghelm – Imperial Hero on Pegasus wearing heavy armour and wielding a lance.



8 Pistoliers riding horses, with light armour and armed with two pistols and a sword.



Three regiments each of **6 Kislev Horse Archers**. The Horse Archers ride horses and are carrying shields, bows and hand weapons.



5 Outriders mounted on horses and wearing light armour. Three carry repeater hand guns, two are using repeater pistols.

PREPARING FOR BATTLE

By Gavin Thorpe



Morglum had been defeated and the wrathful Karl Franz was descending upon my Chaos Dwarf army, but I wasn't worried... much!

The first thing I had to choose for my army was my General. Chaos Dwarfs are unusual in that they can use a Sorcerer Lord as their General, saving on points with one less character. Browsing through

the Studio army cabinets, I spied the new Astragoth miniature and knew I had found my Chaos Dwarf! With my General and magic user picked in one model I went on to choose the rest of my characters.

I'd collected lots of slaves in Wurtbad, so it was essential that someone should be in charge of them. I appointed Slavemaster Varshnak, riding his Great Taurus and wielding the *Black Hammer of Hashut*. With his *terror-causing* Great Taurus and his own deadly skills in battle, I hoped Varshnak would be able to keep the Empire army at bay for at least one or two turns, if not more. I had already decided to field as many Hobgoblin Wolf Riders as I could, so I needed somebody to lead this motley bunch. Sneekit the Hobgoblin Champion was born, carrying the very sneaky and deadly *Heart of Woe*. The *Heart of Woe* explodes when the bearer is slain, usually wiping out anybody too close. Since Sneekit had only a single wound, this would be a small but lethal area. A well placed challenge should see to it that my suicidal assassin did more damage than he was worth!

With three main characters chosen, I picked a few more magic items to tidy up their rough edges. Astragoth was given a *Dispel Magic Scroll*, a *Power Scroll*, and the *Wand of Jet*. All of this combined to make him a potent force, especially with the very volcanic and destructive spells of the Chaos Dwarfs.



Slavemaster Varshnak needed an extra bit of staying power, so I bought him a suit of *Armour of Meteoric Iron* which gave the Chaos Dwarf Hero a basic 2+ saving throw.

My character allowance was beginning to groan at the seams by now, so I moved on to picking my regiments and war machines. I really felt I had to take an Earthshaker Cannon. Not only would this blow large chunks in Jake's army, but its quake effect would slow them down considerably, giving me more time to get my army off through the Drakenmoor Gap. Next I needed some units of Chaos Dwarfs to carry all of my loot. I chose two regiments of Warriors whose main job would be to run as fast as their stumpy little legs could carry them! To give covering fire to my retreating forces, I enlisted a massive unit of Blunderbuss-wielding Chaos Dwarfs. They would slowly retreat back towards the Drakenmoor Gap and then break and run for it at the last possible moment.



Knowing Jake's tactics quite well by now I was sure he would have almost all of his army mounted on horses or monsters. This would pose several problems, the most important of which was their much greater speed. In only two turns Jake's army would probably get close enough to stop my units making march moves, doubling the time it would take to get off the field of battle. To counter this I took two units of Hobgoblin Wolf Riders to act as a screen. The Wolf Riders were to form a protective shield around my army, preventing Jake from making march moves himself and giving my army the time it needed to escape. This would almost certainly mean the demise of the Wolf Riders, but who cares, they're only Hobgoblins! After choosing both the core of my army and a screen of greenskins, I still had some points left over and decided to get a unit that would have some real punch – Bull Centaurs. Depending on how many Loot Points they had, this unit would either charge straight in and do what they do best, or retreat with the rest of the army, ready to counter-attack should Jake get too close.

DEPLOYMENT

After rolling to see how many Loot Points my Chaos Dwarf and Bull Centaur units had, I looked very carefully at the valley before me. My two units of Chaos Dwarf Warriors would start facing towards the Drakenmoor Gap and run like Hashut himself was chasing them! The Blunderbusses were less valuable to me, with only a single Loot Point, and so they would retreat slowly, facing the Empire army.

I was allowed to place one unit outside my deployment zone, so my unit of Hobgoblin Wolf Riders with short bows strayed further towards the Imperial table edge, eager to start causing trouble amongst Jake's advancing troops. The other Wolf Riders were ready to rush out to my right, and stop Jake's army outflanking me on that side of the valley.



ASTRAGOTH'S CHAOS DWARF ARMY



Astragoth – Sorcerer Lord carrying the *Wand of Jet*, a *Dispel Magic Scroll* and a *Power Scroll*.



Slavemaster Varzhnak – Chaos Dwarf Hero riding a Great Taurus armed with the *Black Hammer of Hashut* and wearing *Armour of Meteoric Iron*.



Sneekit's Badboyz 5 Hobgoblin Wolf Riders led by **Sneekit** – a Hobgoblin Champion riding a Giant Wolf with shield and *Heart of Woe*.

Sneekit's Uvver Badboyz 5 Hobgoblin Wolf Riders armed with short bows.



The Kinslayers

10 Chaos Dwarf Warriors wearing heavy armour and carrying shields. They are armed with double-handed axes. 2 *Loot Points*.



Varzhnak's Horde

10 Chaos Dwarf Warriors wearing heavy armour and carrying shields. They are armed with double-handed axes. 3 *Loot Points*.



Hashut's Doom Platoon

5 Bull Centaurs wearing light armour and carrying shields. They wield double-handed axes. 1 *Loot Point*.



Varzhnak's Wall of Death

20 Chaos Dwarfs wearing heavy armour and carry a blunderbuss and hand weapon. 1 *Loot Point*.



Earthshaker Cannon

With three crew wearing heavy armour and carrying hand weapons.



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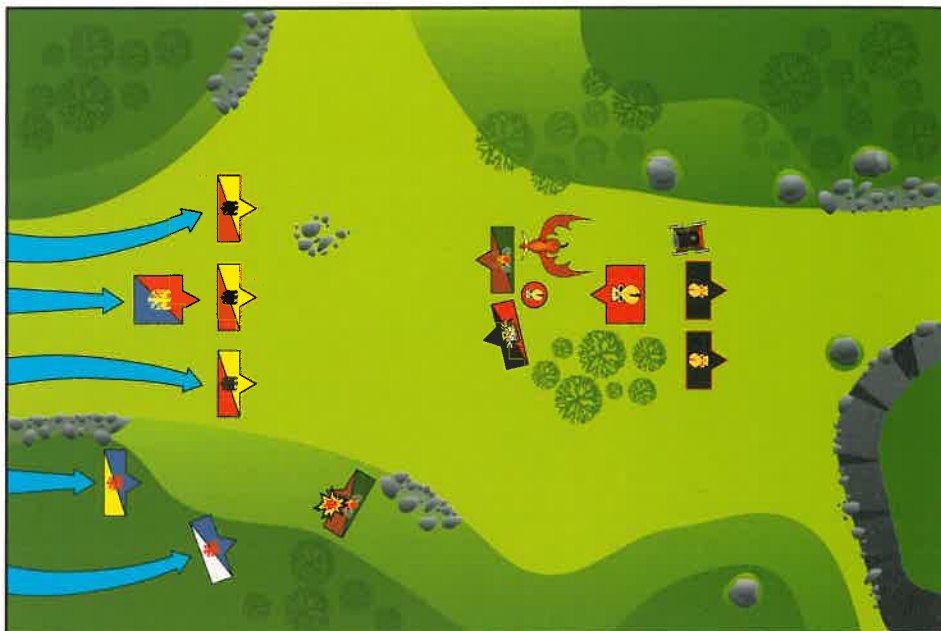
EMPIRE TURN 1

Jake: As the Chaos Dwarfs hurriedly organised their defence, the Kislevite host crested the hill and descended upon them. The Empire Hero, Lord Krieghelm, urged his Pegasus into a steep climb and flew off into the cold mountain skies. As the ground dropped away from him, the rest of the army marched into the valley.

While the Winged Lancers, Horse Archers and Pistoliers spurred their mounts on as fast as possible, the Imperial Outriders advanced more steadily, their repeater hand guns levelled to fire.

I had decided to field nearly all my characters in the big regiment of Winged Lancers. Although it could be risky having all my eggs in this one basket, this type of 'super-unit' can provide a hammer-blow charge which is almost impossible to resist. The idea of the mass of cavalry sweeping everything before them certainly had dramatic appeal, if nothing else!

The Outriders claimed first blood as they fired a hail of shots from their repeater hand guns into the Wolf Riders just in front



EMPIRE TURN 1

of them. The solid wall of lead plucked a single Hobgoblin from his saddle but the rest of them were unimpressed.

The armies were still a long way apart so there wasn't any hand-to-hand combat and we went straight into the magic phase. The winds of magic were a disappointing four cards and my Grey Wizard Lord drank deeply from his *Chalice of Sorcery* with no ill-effect. I started the spell casting with *Bridge of Shadows*, and Gavin's eyes suddenly lit up with



The carefully dressed ranks of the Empire army gallop towards the Chaos Dwarfs.



CHAOS DWARF TURN 1

horrifying memories of our past battles. With no hesitation he threw down a *Dispel Magic Scroll* and retaliated. Astragoth used his *Wand of Jet* to cast *Magma Pool*. This spell allowed him to move across the battlefield – undoubtedly he was planning something sneaky! The *Wand of Jet* allowed him to cast the spell without using a power card, but unfortunately he rolled a one, and the wand's power was exhausted straight away. Ha! You won't beat me with fancy toys! To add insult to injury and to end the first turn, I used one of my own *Dispel Magic Scrolls* to stop the spell working.

CHAOS DWARF TURN 1

Gavin: As I had anticipated, Jake's cavalry army came flowing onto the battlefield at top speed. It would be up to my gallant Wolf Riders to keep them at bay while the rest of my army scarpered. To this end, Varzhnak on his Great Taurus flew straight at the enemy, landing just behind an outcrop of rocks which shielded him from the unit of Winged Lancers.

When Lord Krieghelm had flown high in the previous turn, my immediate thought had been 'He's going for the Earthshaker'. Fortunately for me, I had this covered. The Wolf Riders led by Sneekit turned around and moved so they would be able to charge the Imperial Hero and his monstrous mount if he did charge the Earthshaker crew. I didn't really want to do this since the Wolfboyz were my screen, but hopefully this obvious trap would prevent Jake from launching a suicidal attack into the heart of my army.

The rest of my forces withdrew as fast as possible, while my second regiment of Wolf Riders changed position to get a clear shot at the Horse Archers on Jake's right. Astragoth clumped forward in his mechanical frame, hoping to close the distance so that his *Shadows of Hashut* spell would be in range. On his left, the Bull Centaurs advanced to form a bodyguard for him.

The Earthshaker boomed and sent a massive shell flying towards the Winged Lancers. Unfortunately, the shell fell short, almost hitting Varzhnak and his Great Taurus! The ground trembled, throwing Varzhnak, the Winged Lancers and the two Horse Archer units on Jake's left to the ground!

In contrast to the last turn, the winds of magic blew like a hurricane down through the valley, as I rolled an eleven for the number of magic cards. Jake's Grey Wizard passed his test for the *Chalice of Sorcery* and we both had six cards each. This could prove important, since even this early in the game a single powerful spell could tip the balance.

Once again Astragoth tried to cast *Magma Pool* but Jake's Grey Wizard, with his *Skull Staff*, managed to dispel it. In return the Grey Wizard used *Bridge of Shadows* to transport my Bull Centaurs back down the valley. This had been despite my use of a *Dispel*

card to counter the attack. Was this the very same Grey Wizard who had been dogging my every move throughout the campaign? Perhaps Sigmar himself walked the world again in human guise.

Astragoth then cast *Shadows of Hashut*, the terrifying form smashing into the Horse Archers who miraculously escaped the attack unscathed! This was very disappointing as a unit which suffers even a single casualty from this spell is forced to take a panic test. As they were unable to move because of the Earthshaker's quake effect, this would be wiped out if they failed (a unit which cannot flee for any reason is destroyed).

Jake then played the *Drain Magic* card and finished the turn. With the exception of the *Bridge of Shadows*, everything seemed to be going quite smoothly.

TURN 1 VICTORY POINTS

EMPIRE: 0 POINTS

CHAOS DWARFS: 0 POINTS

EMPIRE TURN 2

Jake: A single unit of Wolf Riders was all that stood between my cavalry on the southern side of the valley and the Drakenmoor Gap – the Bull Centaurs were facing the wrong way and would take at least a turn or two to sort themselves out. Without a pause for breath my Pistoliers and the right-hand unit of Horse Archers charged at the Wolf Riders who promptly turned tail and fled rather than face almost certain destruction. This put them out of reach and the two units slowed up. Meanwhile, as Gavin had predicted, Lord Krieghelm plunged from the skies with his lance ready. The target of his aerial attack, the Earthshaker crew, fled rather than face his wrath. Gavin reasoned that Sneekit's Wolf Riders could see to the Imperial Hero and the crew would rally and return to rain destruction in later turns. Everybody else in my army was picking themselves up after the Earthshaker blast!



Sneekit and his Badboyz prepare to charge as the Earthshaker crew flee from Lord Krieghelm.

Once again it was straight onto the magic phase and this turn I rolled an average seven cards. I struck with a vengeance and cast *Traitor of Tarn* on Slavemaster Varzhnak and his Great Taurus. Gavin looked on in despair, – obviously he'd only taken one *Dispel Magic Scroll*. I needed to roll a 10 or more on 3D6 to beat the Chaos Dwarf Hero's Leadership. With a quick prayer to the gods of the dice, I rolled three sixes and the cruel Slavemaster and his deadly mount were mine! Gavin almost broke down on the spot!

Gavin then sneered along the table at me and used *Total Power* to cast *Eruption* on my Pistoliers. A miniature volcano burst from the ground beneath them and showered the riders with

molten debris, however, all but one of the young noblemen managed to escape! Not content with this, Gavin continued his magical assault by casting *Shadows of Hashut* on the scattered Pistoliers. Fortunately, I was able to dispel this and saved my hard pressed troops from more losses.

CHAOS DWARF 2

Gavin: As I had foreseen, Lord Krieghelm had attacked the Earthshaker Cannon and now Sneekit and his Badboyz charged the Empire Hero. Things continued to go well, when the crew rallied. They would be able to return to their artillery piece next turn. Sneekit's Uvver Badboyz who had fled from Jake's charge last turn were still within 12" of Astragoth and they too rallied easily.

On the southern slope of the valley my Bull Centaurs wheeled round to face the enemy again, whilst everyone else plodded towards the Drakenmoor Gap. I then realised the other motive for the attack by Lord Krieghelm – he was within 8" of my Chaos Dwarf Warriors and this stopped them making a march move and escaping!

We then came to the first hand-to-hand combat of the battle, with Sneekit's two attacks on Lord Krieghelm. Both blows struck home and one of them managed to cut through the Hero's armour and wound him.



EMPIRE TURN 2



Slavemaster Varzhnak charges his master Astragoth!

The other two Hobgoblins and the Giant Wolves in contact attacked the Pegasus but they failed to score a single hit. Lord Krieghelm struck back and hit one of the Wolf Riders who somehow managed to make his saving throw. The Pegasus' attacks failed to hit home, Jake had lost the combat but he passed the break test with ease. However, because he had lost, Lord Krieghelm and his Pegasus were *driven off* and would have to miss Jake's next turn. Hurrah!

As in the first turn, the winds of magic died down to a trickle of four cards and, as an added insult, Jake's Grey Wizard Lord suffered a wound as he drank from the *Chalice of Sorcery*. I realised Astragoth was standing all alone in front of the entire Empire army! To extricate himself from his precarious position, he attempted to cast *Magma Pool* but Jake used up two *Dispel* cards and finally a *Dispel Magic Scroll* to make sure he didn't get away.

Jake's reason for this became clear as he used *Total Power* to cast *Bridge of Shadows* on Slavemaster Varzhnak who was still under the effect of the *Traitor of Tarn*. With barely suppressed glee, Jake charged the Sorcerer Lord Astragoth with his own second-in-command! Drat, things were starting to look decidedly dicey now!

My last chance at salvation was the single *Dispel* card I held. I used this on the *Traitor of Tarn* affecting

Slavemaster Varzhnak, but I failed to roll the four or more I needed to free him from its insidious power. I strongly considered using my *Power Scroll* to blast Varzhnak with *Eruption* or *Shadows of Hashut*, but decided to save it until later. That's if Astragoth was going to have a later...

TURN 2 VICTORY POINTS

EMPIRE: 0 POINTS

CHAOS DWARFS: 0 POINTS



CHAOS DWARF TURN 2



EMPIRE TURN 3

EMPIRE 3

Jake: Having recovered from the quake, my army advanced once more on the Drakenmoor Gap. One unit of Horse Archers turned to move around the north side of the valley while my other units trotted straight at the Chaos Dwarfs. My Light Wizard broke away from the Winged Lancers. This was for two reasons. Firstly his spells (*Light of Battle* and *Deathly Shards*) were not very useful while he was stuck in the second rank of a unit: one had a 3" range and the other required a clear line of sight. Secondly, if the Kislev Horse Archers in front or the Winged Lancers themselves got bogged down in a fight, he would be able to move around the side and use his spells to swing the balance.

The Pistoliers ended up just out of range of the Wolf Riders, while the Outriders and units of Horse Archers fired into the combat between Varzhnak and Astragoth. I didn't care that the hits were distributed between them, I wanted them both dead! The Kislevites scored a total of five hits which didn't cause a single wound, while the Outriders' two hits wounded Astragoth once but bounced off the leathery hide of the mighty Great Taurus.

The Slavemaster brought down the *Black Hammer of Hashut* in a deadly arc, cracking open the metal carapace of Astragoth's walking machine and wounding him. The Great Taurus also caused a wound, goring the Sorcerer

with its massive horns. Astragoth struck back in desperation, aiming for the soft spots of the Great Taurus' mouth and eyes but failed to cause any damage at all. Seeing one of his most trusted followers grimacing at him with such malice, Astragoth's nerve broke and he tried to flee. However, just as he reached the safety of some trees a large, black shadow fell across him...

The two Wolf Rider units and the Blunderbusses all managed to pass the panic tests caused by Astragoth losing the combat. They steadfastly refused to give in to despair and resolved to revenge the death of their evil master.

Since I had two wizards in my army, the winds of magic were not reduced by the loss of Astragoth. I rolled an eight and dealt out the cards. My Wizard Lord drank safely from his *Chalice of Sorcery* and I started the magical display with *Bridge of Shadows*. The Great Taurus was transported across the battlefield and charged one of Gavin's Chaos Dwarf Warrior regiments as they tried to make their escape. Confused and alarmed at being charged by their own leaders, the regiment failed their *terror* test and fled.

The Blunderbusses were the next target of my triumphant Grey Wizard, as he ensnared them with the *Dance of Despair*. While trapped, the unit would be able to do nothing except twitch forward a few inches in their movement phase.



CHAOS DWARF TURN 3



The Outriders prepare a devastating volley against the unfortunate Hobgoblin Wolf Riders.

CHAOS DWARF 3

Gavin: Firstly, I had to make *terror* tests for my remaining Warriors and the Earthshaker crew. Both passed this, and then failed the panic tests caused by their fleeing friends! The Blunderbusses, under the influence of *Dance of Despair*, jerked and stumbled forward while the Bull Centaurs and both of my Hobgoblin units desperately returned to the front in an attempt to slow down Jake's advance.

The Wolf Riders on the southern slopes fired their short bows at the nearest unit of Horse Archers. One of the savages from the open steppes toppled from his saddle, transfixed by a black-shafted arrow, but the rest still came on.

I rolled seven magic cards and Jake's Wizard Lord safely used the *Chalice of Sorcery*. Indicating the traitorous Varzhnak I threw down my single *Dispel* card uttering "Vengeance will not *begin* to describe the fury of his attack when I get him back", and then rolled a 1! So much for the big speech!

Bridge of Shadows was Jake's choice again, this time with the aid of the *Total Power* card. The Winged Lancers moved forward to within charge range of my Blunderbusses. They wouldn't be able to fight back while under the *Dance of Despair* and looked dead for certain. All I could do was just hope Jake rolled lots and lots of ones!

TURN 3 VICTORY POINTS

EMPIRE: 6 POINTS

CHAOS DWARFS: 0 POINTS

EMPIRE 4

Jake: With a rousing cheer the Winged Lancers charged onward and into the Blunderbuss regiment, who could do nothing but twitch and writhe under the effects of the *Dance of Despair*! With Slavemaster Varzhnak still under my control, I sent him and his Great Taurus bounding forwards into one of the fleeing Chaos Dwarf units. The Warriors tried to run but their stumpy little legs proved no match for the mighty wings of the massive flying monster and they were caught and killed. Lord Krieghelm had recovered from being driven off and elected to fly high once again, ready to dive down on anybody left standing after the next turn.

The Horse Archers on my right concentrated their fire on the Wolf Riders in front of them, but only a single Hobgoblin fell to the fusillade. Then the Outriders cocked their repeater hand guns – this was the moment they'd been waiting for. Properly known as 'Von Meinkopt's Whirling Cavalcade of Death', the repeater hand gun can be deadly in the right hands. With a deafening roar the Outriders fired and shot after shot ploughed into the helpless Wolf Riders. Great clods of mountain dirt kicked up around the Wolves and they disappeared in a haze of gunsmoke and dust. Finally the debris settled, revealing the blasted remains of the Hobgoblins – none had escaped.

To the right of this bloody carnage, the Pistoliers turned their attention to the Bull Centaurs roaring up the valley towards them. Loosing their own salvo of shots, they hoped for a similar success to the Outriders, but without the special weapons they only managed to wound their target once.

At the head of the charge against the Blunderbuss regiment, my General thrust left and right with his lance. In the grip of the *Dance of Despair* the Chaos Dwarfs moved unpredictably

and only one of the madly twitching warriors fell to his attacks. Two more Chaos Dwarfs fell to Empire lances and there was no surprise when they failed their break test and tried to flee. We decided that their panic would break the *Dance of Despair* but they were cut down anyway as they ran. Seeing his dark masters all hopelessly slaughtered, Sneekit failed his panic test and he led his regiment towards the distant horizon.

I rolled double one for the winds of magic and with the card from the *Chalice of Sorcery* this provided the two power cards I needed to cast *Bridge of Shadows*. My Light Wizard was magically transported across the battlefield and into the woods dominating the centre of the valley. After a fervent prayer to Hashut, Gavin once again played a *Dispel* card on Slavemaster Varzhnak and managed to roll the four or more needed to dispel the *Traitor of Tarn*.

CHAOS DWARF 4

Gavin: The Bull Centaurs bellowed their anger and charged headlong at the Pistoliers who had so arrogantly shot at them last turn. The young noblemen turned their horses to flee, but in the confusion they crashed into each other, their horses lost their footing and they generally didn't get very far. Not far enough anyway, as my Bull Centaurs smashed into their regiment, double-handed axes carving bloody arcs of death!

The remaining Chaos Dwarf unit and Earthshaker crew pulled themselves together and rallied. This was good news indeed. If I could get just a bit lucky and fight well, there was still a



EMPIRE TURN 4

chance I could pull off a win. The Great Taurus had been unable to charge this turn, and instead repositioned itself so that it could breathe a gout of burning death over a unit of Horse Archers. Flames rolled over the Kislevites, but the nimble cavalrymen managed to avoid the worst of it and only one fell screaming from his mount.

That blazing attack ended the turn since Jake declined to use any magic and my only Sorcerer was dead. My chances of pulling off a comeback were very slim, but there's always room for blind hope!

TURN 4 VICTORY POINTS

EMPIRE: 15 POINTS

CHAOS DWARES: 2 POINTS



The Pistoliers are destroyed by the devastating charge of the Bull Centaurs.



The Empire General, Margrave von Raminovich, leads his Winged Lancers against Slavemaster Varzhnak and his Great Taurus.

EMPIRE 5

Jake: My unit of Horse Archers making their way around the north of the valley spied the fleeing Wolf Riders and charged into them. As Sneekit tried to negotiate the tricky rocks he was cut down from behind. With a dying cackle the Hobgoblin Champion exploded, his *Heart of Woe* shattering into thousands of deadly shards which slew two of the Kislevites!

Lord Krieghelm descended upon the Earthshaker crew once more, who again decided to flee rather than face him. There

were no Wolf Riders to bail them out this time! My Winged Lancers and a unit of Horse Archers were within 8" of the raging Great Taurus but both units passed their *terror* tests. Standing right in front of the maddened Slavemaster Varzhnak, staring down the flame-licked nostrils of the Great Taurus were the Horse Archers. They decided that discretion was the better part of valour and, with a little careful manoeuvring, managed to get out of the charge arc of the enraged Chaos Dwarf Hero. There was no way they were going to fight a Great Taurus if they could avoid it!



CHAOS DWARF TURN 4

On the hill to my right, the Outriders turned to face the Bull Centaurs and fired again. They must have been low on ammunition though, since only one hit was scored and even this failed to punch through the beast's thick skin.

In a sudden burst of cunning I saw a way of getting rid of that accursed Great Taurus once and for all. The first stage was to cast *Bridge of Shadows* on the Winged Lancers who charged into the beast. I then cast *Dance of Despair* on the helpless monster so that even if I failed to kill it and Slavemaster Varzhnak, neither would be able to attack back!

CHAOS DWARF 5

Gavin: For the third time, my Earthshaker crew managed to rally which was all I had to do before Jake attacked Slavemaster Varzhnak with his Winged Lancers. The Empire General, Margrave von Raminovich, thrust his lance at the Slavemaster hitting him several times, but each thrust was deflected by the Chaos Dwarf Hero's magical armour. The Battle Standard Bearer had more luck, and with Slavemaster Varzhnak busy fending off my General he was able to find a weak spot in the Chaos Dwarf's armour and wound him twice. The Great Taurus was wounded too as the Winged Lancer Champion and standard bearer punctured its tough hide easily with their lances. Again the *Dance of Despair* was broken by Varzhnak's headlong flight, which took him clear of the Winged Lancers' pursuit.

The winds of magic were a paltry four cards and no magic was cast this turn. Hashut had delivered the Great Taurus back to me, and now he was running away. Aaaaagh!



EMPIRE TURN 5

TURN 5 VICTORY POINTS

EMPIRE: 17 POINTS

CHAOS DWARFS: 2 POINTS

EMPIRE AND CHAOS DWARF 6

Jake: Lord Krieghelm continued his relentless attack by charging the Earthshaker crew, who for once decided to stand and fight like Chaos Dwarfs! The Winged Lancers charged towards the fleeing Varzhnak and his monstrous steed, who ran from the table, abandoning the rest of the army to its fate!

All three regiments of Kislev Horse Archers surrounded the Chaos Dwarf Warriors and loosed a storm of arrows into them. To their dismay, none of the Chaos Dwarfs was even scratched! On the other side of the battlefield, the Outriders had rather more success managing to wound one of the Bull Centaurs with their volley of fire.

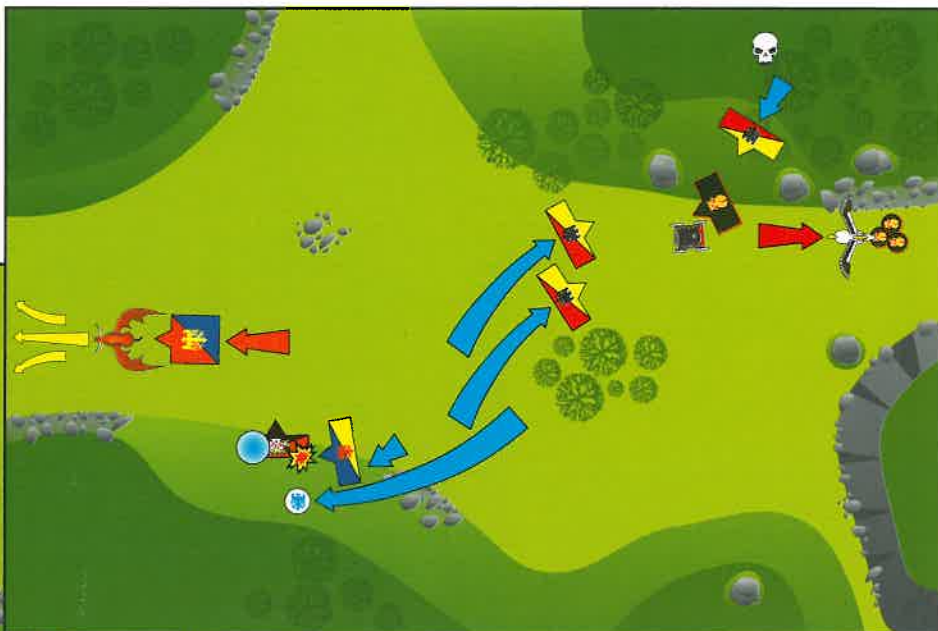
In the fight against the Earthshaker Cannon crew, Lord Krieghelm managed to skewer one of the Chaos Dwarfs who defiantly confronted him. However, his Pegasus must have

landed badly because it totally missed with all of its attacks. The crew struck back at the winged horse managing to open a deep gash along its side. To our surprise, the combat had been drawn – perhaps the Chaos Dwarfs should have stood and fought the first time they'd been attacked!

Finally deciding to take part in the game, my Light Wizard cast *Light of Battle* on one of the Bull Centaurs. This turned the creature into an incandescent ball of light which hurtled through the rest of the unit, killing two of them! The glowing Bull Centaur itself survived the transformation and would continue to move randomly in the next turn.



CHAOS DWARF TURN 5



EMPIRE TURN 6 (ABOVE) AND CHAOS DWARF TURN 6 (LEFT)

Gavin: My remaining Bull Centaur tried to put as much distance between him and his lethally glowing cousin. Meanwhile, the Lord Krieghelm proved rather impressively inept at hitting Chaos Dwarfs as all his attacks missed, as did those of his Pegasus. The Earthshaker crew struck back, killing the Pegasus under the Imperial Hero, who resolutely passed his break test and fought on.

Finally the battle ended when the Bull Centaur who was glowing from the *Light of Battle*, whizzed across the valley only to be consumed by the magical field raging around it.

The Chaos Dwarfs had been crushed without mercy, rightful vengeance for the destruction of Wurtbad and the massacring of the Emperor's Wood Elf allies at the *Gathering of Might*.

TURN 6 VICTORY POINTS

EMPIRE: 22 POINTS

CHAOS DWARFS: 2 POINTS



DISASTER!

Gavin: Oh no, not again! I'll have to think of a *really* cunning plan next time. As far as this battle was concerned, with hindsight I think it was lost from the moment Slavemaster Varzhnak charged into Astragoth. If Astragoth had won the combat I would have been without the Great Taurus but I would still have had my Sorcerer. As it was, Astragoth was killed, and Jake dominated the battle with his Wizard Lord. There are only a few occasions when a battle is totally irrecoverable, as there's usually something you can do. My plan from that point on had been to use Sneekit and his *Heart of Woe* to charge into Jake's Winged Lancers and take somebody with him, or at least hold them up for a turn.

I have suffered very bad experiences with the *Bridge of Shadows* spell in the past, so using my *Dispel Magic Scroll* so early was understandable. However, looking back with perfect hindsight, there was little that Jake could have done so early in the game, especially since I had the next turn. Jake said I should have taken more *Dispel Magic Scrolls*, but I felt that rather than do everything I could to stop Jake's magic, I wanted to take the initiative and force him onto the magical defensive. Despite saving points by using Astragoth as my General, the relative cheapness of Empire wizards proved my

downfall. Even when Astragoth died, the winds of magic were still 2D6 and provided all the power cards that Jake needed to finish off my army.

Some people lament about their poor luck, but I normally argue that your plan should be worked out so that luck doesn't come into it. Certainly there are horrendous situations when your charging Griffon misses all his attacks, or something similar, but if you depended on the Griffon to attack that unit at that time you were putting all your eggs in one basket. Having said this, my rash of poor Leadership tests caused by the Great Taurus, its *terror*, and the subsequent panic tests, finished off my army. Everybody who had been heading for safety started running the wrong way, taking them further from the Drakenmoor Gap and I saw the opportunity to pull off a recovery slip away from me...

TAKE THAT YOU FIENDS!

Jake: The field of battle was mine once again! Wurtbad had been avenged and the Chaos Dwarfs would think twice about invading the Empire, for a while at least.

Gavin is probably right when he says that it was my capturing Varzhnak with the *Traitor of Tarn* that was the turning point in the battle. However, this is only obvious with hindsight. When I cast the spell, I expected it to keep this powerful character out of my hair for a turn or two. I didn't imagine that my good luck would last so long. In the end, I actually began to feel rather sorry for Gavin as he looked at his hand of magic cards each turn and his face dropped when he saw he had no dispels.

Having said this, I do also think that I played fairly well even if I was never in any real trouble. The Pistoliers were the only unit I lost and I knew they were taking a risk when they confronted the Bull Centaurs. In fact, this was the only gamble I made that failed to come off! Even Lord Krieghelm who was in a very exposed and dangerous position survived the battle, though he was injured and his faithful mount killed.

As I had intended from the outset, I controlled the magic phases to stop Gavin doing the same and cremating me with his deadly spells. This worked so well that by the time Astragoth died, Gavin was almost totally helpless. I had *Dispel*

Magic Scrolls in reserve and a free rein to use magic with little he could do to stop me.

I still think that Gavin's lack of defensive magic was his downfall. If he hadn't had to fight his own Great Taurus as well as the whole Empire army, he would have had a much easier time. As this game amply demonstrates, you can never rely on being dealt that vital dispel card when you need it. Even if you have one, it's by no means certain that you'll be able to roll the dispel successfully. All in all, I think that the humble *Dispel Magic Scroll* is probably the most useful magic item in the whole game.



My light cavalry army proved itself very effective throughout the battle. They are so fast that even if they cannot beat an enemy in combat, they can often move out of their charge arc and pepper them with arrows or shot from the side. By the time the enemy has turned to face you, you've moved off elsewhere. This is even more devastating when you can include the deadly Outriders in your ranks, and most destructive of all when you can gang up on each enemy regiment in turn. The Hobgoblin Wolfboyz who were destroyed by the combined fire of the Outriders and Horse Archers learnt that lesson.

We've been playing a lot of Warhammer at the Studio recently, and we'll be sure to try this scenario out again with different armies. It was great fun, and an interesting change from the normal battles. Next time I think I'll take the Chaos Dwarf side and see if I have any better luck than Gavin did at escaping with the loot.

Von Raminovich tore off his helm and flung it to the bloody grass. Gulping in gasps of chill mountain air he swept his hand through his sweat-soaked hair. Grinning for no proper reason, he turned on his horse and beckoned to the Grey Wizard Lord.

"You have the thanks of the Tzarina for your timely help." He held out his hand and the Wizard grabbed his wrist in a warriors' handshake.

"I have followed these foul abominations since the Gathering of Might." Said the magician. "Before then I fought Morglum during the start of the invasion. I am glad to serve as the Empire's guardian."

The Wizard smiled, rather crookedly von Raminovich thought, and then turned away and rode off. Putting this from his mind, the Margrave motioned to his Winged Lancer escorts and galloped down towards the Drakenmoor Gap. Ahead of him a figure staggered away from a pile of bodies. Spurring his horse on, von Raminovich raced ahead

of his bodyguard and leapt from the saddle just in time to catch the battered form of Lord Krieghelm as he collapsed. His armour was rent in several places and blood streamed from hideous wounds down his chest and legs.

Lowering the wounded man to the sodden ground, he called to his banner bearer for aid.

"Rest now, your efforts are noted. Rest now..."

As the injured Hero was tended to, von Raminovich wandered to the edge of the Drakenmoor Gap. The sheer sided crevasse stretched down towards the Dark Lands, which spread out in front of him like a painting. A shadow from behind him blocked out the setting sun, and the quiet voice of his banner bearer broke the silence.

"Should we post a guard, sir? Will they be back?"

Van Raminovich thought for a moment and then nodded.

"They'll be back lad, don't doubt that. Not for quite a while, but they'll be back..."

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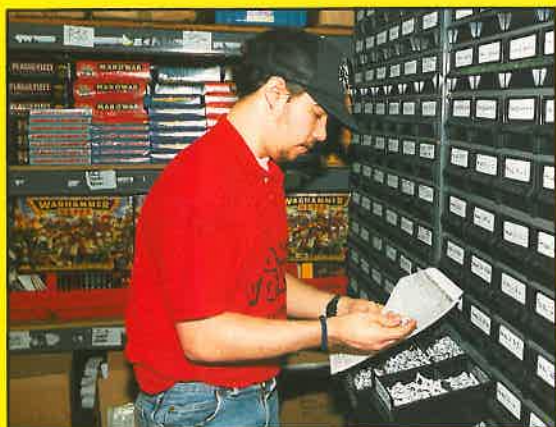
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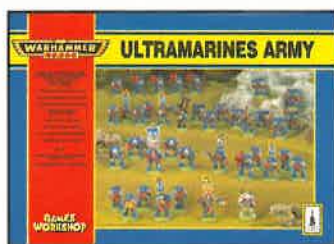
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72210/2



RATLING 4
72210/4



RATLING 5
72210/6



RATLING 6
72210/1

Designed by Alan Perry



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IMPERIAL GUARD™

MORDIAN IRON GUARD



IRON GUARD
WITH LASGUN 1
0445/3



IRON GUARD
WITH LASGUN 2
0445/1



IRON GUARD
SERGEANT
0445/6



IRON GUARD
WITH GRENADE LAUNCHER
0445/5



IRON GUARD
WITH LASGUN 3
0445/4



IRON GUARD
WITH LASGUN 4
0445/2

IRON GUARD LIEUTENANT



IRON GUARD
LIEUTENANT
72208/1

MORDIAN IRON GUARD LASCANNON



IRON GUARD
LASCANNON LOADER
0445/8



IRON GUARD
LASCANNON OPERATOR
0445/7



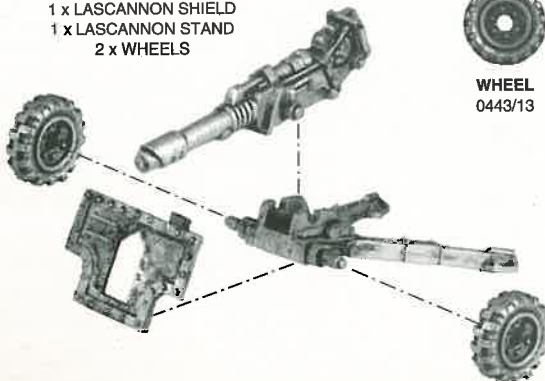
LASCANNON
0445/9



LASCANNON STAND
0445/11

A COMPLETED MORDIAN IRON GUARD LASCANNON CONSISTS OF:

- 1 x LASCANNON
- 1 x LASCANNON SHIELD
- 1 x LASCANNON STAND
- 2 x WHEELS



WHEEL
0443/13



LASCANNON SHIELD
0445/10



COMPLETED LASCANNON

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Designed by Michael Perry and Norman Swales

IMPERIAL GUARD™

TALLARN DESERT RAIDERS



DESERT RAIDER
SERGEANT
0446/6



DESERT RAIDER
WITH LASGUN 1
0446/4



DESERT RAIDER
WITH LASGUN 2
0446/2



DESERT RAIDER
WITH LASGUN 3
0446/5



DESERT RAIDER
WITH MELTA-GUN
0446/1



DESERT RAIDER
WITH LASGUN 4
0446/3

DESERT RAIDER LIEUTENANT



DESERT RAIDER
LIEUTENANT
72212/1

TALLARN DESERT RAIDER AUTOCANNON



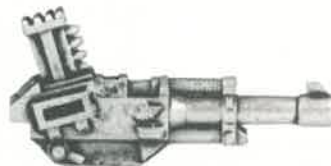
DESERT RAIDER
GUNNER BODY
0446/8



DESERT RAIDER
GUNNER LEGS
0446/9



DESERT RAIDER
AUTOCANNON LOADER
0446/7



AUTOCANNON
0446/12



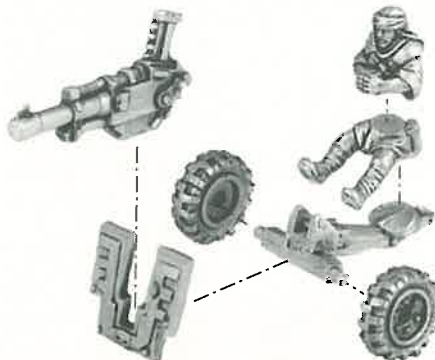
SHIELD
0443/10



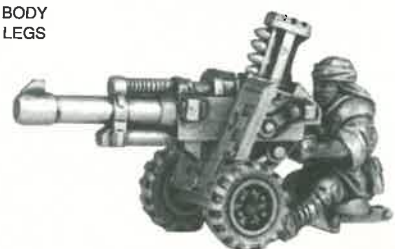
TRAIL
0443/11



WHEEL
0443/13



A COMPLETE
TALLARN DESERT RAIDER
AUTOCANNON CONSISTS OF:
1 x DESERT RAIDER GUNNER BODY
1 x DESERT RAIDER GUNNER LEGS
1 x AUTOCANNON
1 x TRAIL
1 x SHIELD
2 x WHEELS



A COMPLETED TALLARN DESERT RAIDER AUTOCANNON

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Designed by Michael Perry and Norman Swales

ORCS

AZHAG THE SLAUGHTERER



THE COMPLETED MODEL PAINTED BY THE STUDIO 'EAVY METAL TEAM

A COMPLETE AZHAG THE SLAUGHTERER

CONSISTS OF:

- 1 x AZHAG BODY
- 1 x AZHAG HEAD
- 1 x AZHAG LEFT ARM
- 1 x AZHAG BANNER POLE
- 1 x WYVERN SADDLE
- 1 x WYVERN HARNESS
- 1 x WYVERN HEAD
- 1 x WYVERN NECK
- 1 x WYVERN BODY
- 1 x WYVERN RIGHT LEG
- 1 x WYVERN TAIL
- 1 x WYVERN RIGHT WING
- 1 x WYVERN LEFT WING



Designed by Trish Morrison and Gary Morley

ORCS

AZHAG THE SLAUGHTERER



WYVERN HEAD
0528/1



WYVERN RIGHT LEG
0528/2



WYVERN BODY
0824/4



WYVERN TAIL
0528/3



AZHAG BODY
0528/6



AZHAG LEFT ARM
0528/8



AZHAG HEAD
0528/7



WYVERN NECK
0528/5



WYVERN LEFT WING
102797



AZHAG BANNER POLE
0528/11



WYVERN
HARNESS
0528/10



WYVERN SADDLE
0528/9



WYVERN RIGHT WING
102796

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DARK ELVES

DARK ELF SPEARMEN



SPEARMAN 1
75900/4



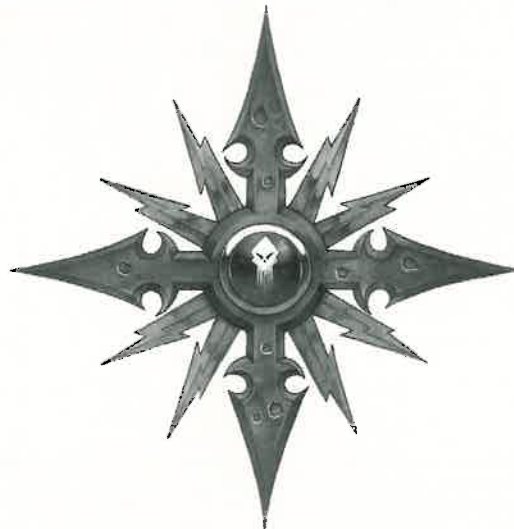
SPEARMAN 2
75900/2



SPEARMAN 3
75900/1



SPEARMAN 7
75900/7



SPEARMAN 8
75900/5



SPEARMAN 4
75900/3



SPEARMAN 5
75900/6



SPEARMAN 6
75900/8

THESE MINIATURES ARE SUPPLIED WITH PLASTIC SHIELDS

Designed by Aly Morrison and Colin Dixon

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DARK ELVES

DARK ELVES WITH CROSSBOWS



CROSSBOWMAN 1
75901/3



CROSSBOWMAN 2
75901/4



CROSSBOWMAN 3
75901/2



CROSSBOWMAN 4
75901/5

A COMPLETE DARK ELF
CROSSBOWMAN
CONSISTS OF:
1 x CROSSBOWMAN
1 x CROSSBOW



CROSSBOW
75901/1



CROSSBOWMAN 5
75901/9



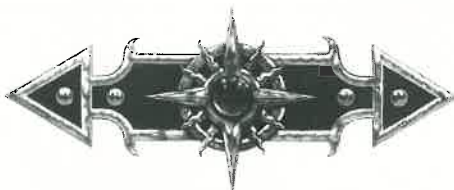
CROSSBOWMAN 6
75901/8



CROSSBOWMAN 7
75901/6



CROSSBOWMAN 8
75901/7



COMPLETED DARK ELF CROSSBOWMEN

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Designed by Aly Morrison

CHAOS DWARFS

ASTRAGOTH HIGH PRIEST OF HASHUT

A COMPLETE ASTRAGOTH
CONSISTS OF:
1 x ASTRAGOTH BODY
1 x ASTRAGOTH RIGHT ARM
1 x ASTRAGOTH LEFT ARM
1 x EXHAUST AND BANNER POLES



ASTRAGOTH BODY
75885/1



ASTRAGOTH RIGHT ARM
75885/2



ASTRAGOTH LEFT ARM
75885/3



EXHAUST AND
BANNER POLES
75885/4



A COMPLETED ASTRAGOTH
HIGH PRIEST OF HASHUT

CHAOS DWARFS WITH BLUNDERBUSS



BLUNDERBUSS 1
75810/2



BLUNDERBUSS 2
75810/4



BLUNDERBUSS 3
75810/1



BLUNDERBUSS 4
75810/3



BLUNDERBUSS 5
75810/6



BLUNDERBUSS 6
75810/7



BLUNDERBUSS 7
75810/5



Designed by Alan Perry

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CHAOS DWARFS

BULL CENTAURS



UPPER TORSO
WITH AXE 1
75815/3



UPPER TORSO
WITH AXE 2
75815/4



UPPER TORSO
WITH AXE 3
75815/8



UPPER TORSO
WITH AXE 4
75815/9



UPPER TORSO
WITH AXE 5
75815/10



UPPER TORSO
WITH AXE 6
75815/11



BULL CENTAUR
STANDARD BEARER
075816/7



BULL BODY
LEFT SIDE 1
75815/1



BULL BODY
RIGHT SIDE 1
75815/2



BULL BODY
RIGHT SIDE 2
75815/5



BULL BODY
LEFT SIDE 2
75815/6

THESE MINATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



EXAMPLES OF COMPLETED CHAOS DWARF BULL CENTAURS

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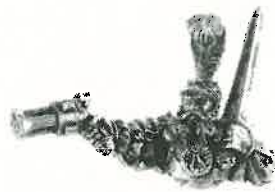
Designed by Alan Perry

EMPIRE

IMPERIAL OUTRIDERS



EXAMPLE OF A COMPLETED IMPERIAL OUTRIDER



OUTRIDER WITH
REPEATING PISTOL
073737/1



OUTRIDER WITH
REPEATING MUSKET
073737/2



KNIGHT'S LEGS
073764/3

Designed by Michael Perry

IMPERIAL PISTOLIERS



EXAMPLE OF A COMPLETED IMPERIAL PISTOLIER



PISTOLIER 1
073776/1



PISTOLIER 2
073776/2



PISTOLIER 3
073776/3



PISTOLIER LEGS
073776/4

Designed by Michael Perry

HEROES OF THE EMPIRE



EXAMPLE OF A COMPLETED HERO OF THE EMPIRE



HEROIC KNIGHT
WITH BROADSWORD
073788/4



HEROIC KNIGHT
WITH WARHAMMER
073788/5



HEROIC KNIGHT
WITH LANCE
073788/6

Designed by Alan Perry

THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMoured OR ARMoured HORSES AND THE APPROPRIATE PLASTIC SHIELD AS STANDARD

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EPIC® ELDAR®

ELDAR AVATAR



ELDAR AVATAR
76437/1

ELDAR WAR WALKER

A COMPLETED ELDAR WAR WALKER

CONSISTS OF:

- 1 x WAR WALKER BODY
- 1 x WAR WALKER LEGS



A COMPLETED ELDAR WAR WALKER

WAR WALKER BODY

76438/1



WAR WALKER LEGS

76438/2

ELDAR REVENANT SCOUT TITAN

A COMPLETED ELDAR REVENANT SCOUT TITAN CONSISTS OF:

- 1 x SCOUT TITAN HEAD
- 1 x SCOUT TITAN PELVIS
- 1 x SCOUT TITAN LEFT LEG
- 1 x SCOUT TITAN RIGHT LEG
- 2 x PULSE LASER

PULSE LASER

0491/5

SCOUT TITAN HEAD

0491/1

SCOUT TITAN RIGHT LEG

0491/4

SCOUT TITAN PELVIS

0491/2

PULSE LASER

0491/5

SCOUT TITAN LEFT LEG

0491/3



A COMPLETED ELDAR REVENANT SCOUT TITAN



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CITADEL
MINIATURES

CITADEL
MINIATURES

Designed by Jes Goodwin

IMPERIAL KNIGHTS

KNIGHT BARON

A COMPLETE KNIGHT BARON
CONSISTS OF:
1 x KNIGHT BARON BODY
1 x KNIGHT BARON BANNER POLE
1 x POWER LANCE
1 x BATTLE CANNON



A COMPLETED KNIGHT BARON

KNIGHT BARON BANNER POLE
76024/4



POWER LANCE
76024/2



KNIGHT BARON BODY
76024/1

BATTLE CANNON
76024/3



KNIGHT CASTELLAN

A COMPLETE
KNIGHT CASTELLAN
CONSISTS OF:
1 x CASTELLAN BODY
1 x QUAKE CANNON
1 x AUTOCANNON



A COMPLETED KNIGHT CASTELLAN

AUTOCANNON
76012/2



CASTELLAN
BODY
76012/1

QUAKE
CANNON
76009/3



KNIGHT PALADIN

A COMPLETE
KNIGHT PALADIN
CONSISTS OF:
1 x PALADIN BODY
1 x BATTLE CANNON
1 x CHAINWORD



A COMPLETED KNIGHT PALADIN

CHAINWORD
76011/2



PALADIN
BODY
76011/1

BATTLE
CANNON
76011/3



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Designed by Dave Andrews

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AZHAG THE SLAUGHTERER CLASHES IN DEADLY COMBAT WITH PRINCE IMRIK - LORD OF DRAGONS