

**WHITE
DWARF**

GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE



203

November
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ARMIES
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MUCH, MUCH
MORE...**

WHITE DWARF



**GAMES
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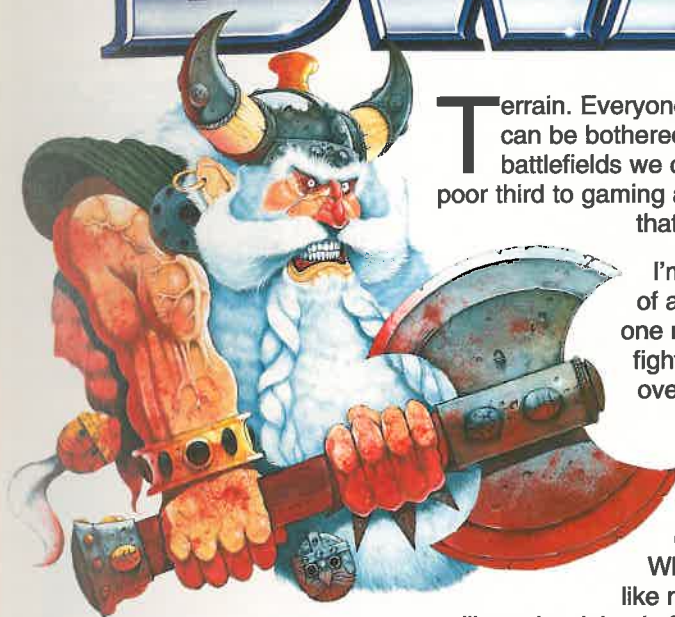
To liberate his surrounded warband, Astragoth the High Priest of Hashut challenges Queen Ariel to a single combat.



There is a heavy price to pay for passing through the territory of Chief Black Spider, as the Delaques find out to their cost...

WHITE DWARF™

Product Code: 0919
Ref. No: 009190
ISSN: 0265-8712



Terrain. Everyone needs it, but nobody (so I'm told) can be bothered to make it. Modelling up the battlefields we collectively fight over seems to come a poor third to gaming and painting our armies, and I think that's wrong.

I'm afraid this month's Editorial is a bit of a rant. People keep telling me that no-one makes nice battlefields to fight over. Everyone just plays over their kitchen table with some old cereal boxes for buildings and a few trees they've nicked off last year's Christmas cake. Or so it seems.

What's wrong? I assume that, like me, what everyone would

like to be doing is fighting exciting battles with exquisitely painted armies of 'Eavy Metal style miniatures over battlefields that have been modelled to diorama standard by Mike McVey! That's the ideal I like to aim for, and just because I fall short of it at the moment doesn't mean that I don't still have that in mind when I am making, painting or gaming.

Now I understand that we all have limited time and money to pursue our hobby with, but it seems really bizarre that the poor old battlefield should come off so badly. Whatever else you do, the battlefield is always present when you play. Your favourite character (the one you spent a month painting) may get blown away in the first turn and spend the bulk of the battle languishing in the "dead box", but the woods he moved through, the river he crossed and the ground he died on are always there. You have to look at the battlefield throughout the whole game, so why skimp on it? It makes more sense to give it the majority of your attention!

What I would like to see are some articles about making brilliant terrain and I'm going to put my money where my mouth is and write one myself. But that doesn't let you lot off the hook, no sir! I want you to contribute too. Somewhere out there lurk a few talented folk with great ideas for making hills, bunkers or ziggurats quickly, cheaply or just really well. You know who you are, so tell the world! I'm not asking for finished articles here, just "Top Terrain Tips", so that I can pass them on to everyone. I've already got some from Owen, Mike and the crew, but we need more. What are you waiting for? Get scribbling!

Rant over.

One last thing before I go. I'd just like to say a big welcome to Mark Brendan who's joined the Dwarf team from our Carlisle store. The more the merrier, that's what I say. Made any decent terrain lately Mark?

Please send your brilliant ideas to: "Top Terrain Tips", White Dwarf, 16 Castle Boulevard, Nottingham NG7 1FL. You never know, you may see your name in print!



Jake Thornton,
Editor



Adrian Wood,
Production Editor



Steve
Anastasoff



Ian Pickstock



Tuomas
Pirinen



Mark
Brendan



Tim Squig

Jake





COVER

BRETONNIA
David Gallagher

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This month's news from Games Workshop and Citadel Miniatures.

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Nigel Stillman

"In truth my Lady, how could I politely refuse such a request?" There's more to being a **Warhammer** knight than fighting you know. Those silver tongued Bretonnian devils know that obtaining the

favours of fair maidens can make all the difference in battle. Nigel explains the whys and wherefores.



JAKE'S CHOICE

Page 45

I'll have two!

Page 51

Maybe I'll meet this chap next year.

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Fire up the black forges, we've got a battle plan.

Page 94

"Papa" Steve and the Burger Boys emerge from under their rock to take on the Black Orchid once more.



18 'EAVY METAL

'Eavy Metal Team

Chaos Marines with heavy weapons.
Chaos Space Marine Sorcerer.
Khorne Berserker Champion.
Icon Bearer of Khorne.

19 FRED REED

Ian Pickstock

Ian gets the lowdown on the erstwhile manager of the Bristol store, recently promoted to the status of area manager.

27 DES HANLEY ILLUMINATIONS

It's time once more to delve into the great sealed chamber containing those creatures driven over the edge by the things they have witnessed. We are going to introduce you to one of these deranged artists, who is known by the name of Des...

33 THE FATE OF THE SWORD OF HALCYON

Mark Brendan, Chris Colston & Nelson

Here's another chance to have a go at this brilliant **Space Hulk** campaign. If you didn't play it in the shops last time round, then make sure you have a go now and see for yourself just what all the fuss was about!

45 EMISSARIES OF THE OLD ONES

Nigel Stillman

Something very nasty indeed is stirring in the undergrowth of the Lustrian jungle. The most ancient servants of the now extinct Old Ones are being carried to war. Physically unable to move their own bloated frames, those masters of magic, the Slann Mage-Priests, are borne into battle by powerful Sauruses to work their sorcery on the battlefields of the **Warhammer** world.

50 'EAVY METAL

Neil Hodgson

Ariel – the Mage Queen of Athel Loren

51 WHAT I DID AT THE GRAND TOURNAMENT

Paul Whittaker

A weekend of mayhem and carnage. One of the few to crawl away from the mangled battlefields tells us of the horrors he encountered.

58 WRATH OF ULTHWE

Gavin Thorpe

A new **Warhammer 40,000** scenario which you can play at home. On the Imperial planet of Kadaklan, the Governor has been ordering genocidal strikes against the Eldar in an attempt to reduce piracy. Little did he realise the response he was to provoke from the combined might of the entire Eldar race...

69 FISTS OF HASHUT

Tuomas Pirinen

Our resident Warhammer tactician tries out a new approach for building your Chaos Dwarf army.



79 'EAVY METAL MASTERCLASS

Neil Hodgson

Top 'Eavy Metaller, Neil Hodgson, lets the cat out of the bag as regards painting miniatures the Studio way.

85 THE ENCHANTRESS

Nigel Stillman

Morgiana Le Fay is a powerful and well respected practitioner of the magical arts. And if you don't look out, she might just turn you into a frog. Find out how to stay on the good side of this extraordinary **Warhammer** sorceress in these pages.



94 JUDGEMENT DAY

Steve Anastasoff & Warwick Kinrade.



Arbitrator Thorpe reckons the Black Orchid Escher gang have just about got too big for their boots. So he's sent out some of his finest (along with the unscrupulous members of "Papa" Steve's Burger Boys Delaque gang) to knock them down to size. Can the girls escape the dastardly ambush which has been set for them? Or are they going to wish they'd left town when they had the chance? Read on and find out for yourselves in this, the most exciting ever **Necromunda** battle report! (Well that's what Steve said, anyway – Ed)



WHITE DWARF

WARHAMMER

The Grudge of Iron

**WIN A COPY OF
THE FIRST
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CAMPAIGN
PACK, "THE
GRUDGE OF
DRONG"!**

"The Grudge of Drong" tells the tale of a bitter feud between two rival Dwarf clans. The enmity between them becomes so serious in fact, that

even the High Elves get involved, throwing in their lot with one of the Dwarf families. Like it? Well we've got twelve copies to give away, plus a selection of miniatures representing the main characters. So grab your thinking cap!

HOW TO ENTER

Fill in and carefully cut out (or photocopy) the form opposite, pop it in an envelope and send it to the address below.

Q1: Name the legendary written record of all the wrongs done to the Dwarf people.

A1: _____

Q2: Name the High Elf warden of Tor Yyresse who hates all Goblins.

A2:

Q3: How many models are there in a box of the new Warhammer?

A3:
.....

NAME:

ADDRESS:

We would like to send you all the latest news of our great Mail Order deals. If, however, you'd rather we didn't, please tick the box. ☐

GRUDGE OF DRONG COMPETITION
WHITE DWARF
GAMES WORKSHOP
HOWARD HOUSE
16 CASTLE BOULEVARD
NOTTINGHAM NG7 1FL

MICHAEL PERRY SUFFERS TECHNICAL HITCH!

We know that White Dwarf readers will want to know that Michael Perry is now well on the way to recovery following his recent encounter with an exploding cannon! Michael and Alan were participating in an

anniversary re-fight of the battle of Crecy in France as part of a gun crew. As Mike was ramming down a charge of gunpowder, there was a premature explosion that damaged his right hand so badly, it subsequently had to be amputated. Not one to stop at anything, almost as soon as he recovered from the anaesthetic Mike started to sketch with his left hand, and being a talented as well as handsome git, has already completed two new miniatures – the first of which was modelled with his left hand only ten days after the accident.

Although he reckons it will slow him down for a while, Mike is now back at work and as soon as his new bionic hand has been attached (complete with electric pin vice, scalpel and clamp!) he'll be ready to start modelling again.

Robin Dews

These two models were both sculpted by Michael Perry after his accident.

NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS

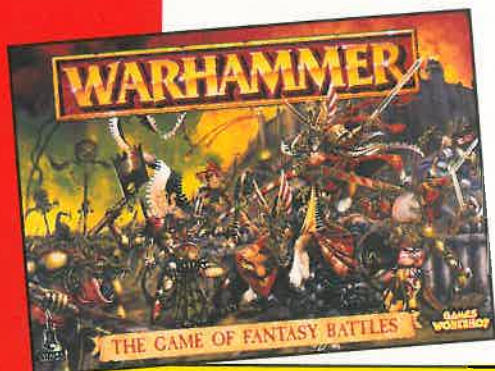
CHARGE!

Well, it's been a month now since the vanguard of crazed warmongers came howling

against the walls of our fortresses. What am I dribbling on about? Why, the new Warhammer of course.

**YOU SIR,
ARE A
CAD...**

We're so taken with it here at the Studio that the gauntlet has been hurtled down from the highest level. Yes, the biggest Warhammer



THIS MONTH'S RELEASES

- Brettonnian Knight Errant \$9.95**
(One cavalry miniature per blister)
- Brettonnian Knight Errant Champion \$9.95**
(One cavalry miniature per blister)
- Brettonnian Knight Errant Trumpeter \$9.95**
(One cavalry miniature per blister)
- Brettonnian Knight Errant Banner Bearer \$9.95**
(One cavalry miniature per blister)
- Lizardman Sauruses with hand weapons \$15.95**
(Four miniatures per blister)
- Ariel – Mage Queen of Loren..... \$34.95**
(Boxed set of one model)
- Brettonnian Knight of the Realm \$9.95**
(One cavalry miniature per blister)
- Warhammer Armies – Bretonnia..... \$32.95**
(Book)
- Brettonnian Bowmen \$14.95**
(Boxed set of eight plastic models)
- Morgiana Le Fay – Enchantress of Bretonnia .. \$26.95**
(One cavalry miniature & one Frog per blister)



After the wedding, the happy couple went on a tour of the lead factory for their honeymoon.

Staff tournament in history is set to take place on the tenth of November. Challenges and threats are rife as armies muster to face one another in a series of 2,000 point battles. At the end of the day one Lord shall stand victorious above the sundered heads of his enemies (and I shall have some Clan Eshin agents on standby just in case it isn't me...).

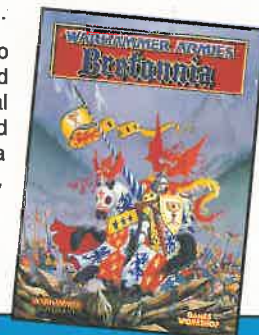
EAR OF BAT

Our new releases for Warhammer this month contain, amongst other things, more cavalry models than you can rattle a pikestaff at. Just have a look at that yellow column on your left to see what I mean.

Also out this month to add grace, charm and some seriously brutal sorcery to a battlefield near you, are Morgiana Le Fay and Ariel, Queen of the Wood Elves. Ariel is a demigoddess with unearthly powers for



Mark



DUBLIN

In our never-ending crusade to bring Games Workshop to all corners of the world, we are opening a store in Dublin!

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on 01773 769731 for an application form**

WARHAMMER

40,000

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...



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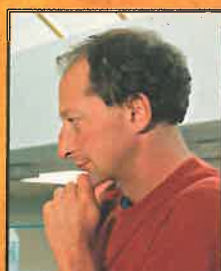
**GAMES
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CODE OF CHIVALRY

The Knights of Bretonnia are famed throughout the Old World for their courage and prowess at arms. They are renowned for their strict adherence of the Code of Chivalry that was laid down a thousand years ago by the first king of Bretonnia, Giles le Breton. In this article Nigel discusses the background and the glorious history of the Bretonnian Knights, their origins and strict Code of Honour.

So polish your sword, ready your lance and prepare for the charge. The noblest sons of Bretonnia go to war!



By Nigel Stillman

The Knights of Bretonnia are the most valourous and chivalric defenders of the Old World and are ever at the fore when there are wrongs to be righted or damsels to be saved.

THE ORIGINS OF KNIGHTHOOD

When the High Elves abandoned the lands of the Old World and sailed into the west, their ancient cities and palaces fell into ruins and the land reverted to a wilderness of wild woods, windswept plains and mysterious marshes. Savage and primitive human tribes, ancestors of the Bretonnians, battled with Orcs and Goblins for possession of the land. Sometimes the Orcs gained the upper hand, burning settlements and enslaving the humans. Sometimes the humans

would press the Orcs back into the forests and

mountains, claiming new lands to cultivate and building high watchtowers of stone from which to keep a look out for Orcs and provide a refuge if they should come.



From the few Dwarfs who still roamed the land as smiths, the ancestors of the Bretonnians learned how to forge weapons and armour of iron and steel. At the same time they learned how to tame and harness the great horses that roamed the vast forests. They bred them strong and powerful to draw the plough and haul the heavy wagons laden with stone and great oak timbers to build the watchtowers. Such steeds could bear the weight of a fully armoured warrior, enabling him to ride down the Orc Boar riders and Wolf riding Goblins, and pursue them from his lands.

While Sigmar was forging the Empire from among the tribes east of the Grey Mountains, the ancestors of the Bretonnians fought with Orcs for the lands west of the mountains. This struggle continued for many centuries. Wherever people settled, there was the constant threat of Orc raiders burning their crops or enslaving the people. Although the Bretonnians were ultimately to unite and build a strong and powerful realm, the struggle continues to this day. The realm endures and prospers only as long as there are brave warriors to defend it against its many and terrible foes.

Among the tribe of the Bretonni it became the custom for the best and bravest young man in the village to be armed and ready at all times to fight off the foe. Everyone else in the village toiled to provide for themselves, but also to feed and equip the warrior and his warhorse. The warrior lived off the fat of the land, ate the best meat and drank the best wine. This, together with constant training and practice with arms, set him apart from ordinary men. He was physically bigger, stronger, fitter and more robust, standing head and shoulders above an ordinary peasant!

The chosen warrior took up residence in the village watchtower, a wooden structure which would in later times evolve into a stone castle, and would take for his wife the fairest maiden in the village. In return for all this, the warrior was honour bound to defend the



village against any foe, no matter how terrible. If necessary he would take on a horde of marauding Orcs single-handed!

These warriors became known as Knights, and as the centuries passed both Knight and warhorse became exceptional examples of their kind. Although Knights were known among other human tribes of the Old World as well, it was among the Bretonni tribe that the tradition of Knighthood was perfected.

BECOMING A KNIGHT

The fate of a Bretonnian village depends on the bravery and prowess of the warrior chosen to defend it. If the warrior is defeated, the village will be pillaged and burnt and its people enslaved or killed, so the warrior chosen to defend it must be the best that can be found.

According to the ancient custom which is still followed in Bretonnia, anyone who desired the honour and privilege of Knighthood must first prove himself worthy of the position by accomplishing a perilous task. This errand of Knighthood is traditionally chosen by the fairest maiden in the village who is destined to marry the Knight, should he succeed. A common task is to slay a troublesome monster prowling the countryside and devouring peasants. Any brave or reckless youth may attempt the errand. Many

might perish in the attempt, but only the one who brings back the head of the monster will be granted Knighthood.

Any young man who volunteers for the task becomes a Knight Errant. He must arm and equip himself as best he can, and often has to wear old or borrowed armour. If a Knight Errant accomplishes his task he earns the full rank and honour of Knighthood and becomes a true Knight. He will be rewarded with the best armour the village can afford and the finest warhorse. He is made overlord of the village and can command all of its resources and manpower. The village with its castle and fields becomes his domain to be defended as his own property.

A village lacking a Knight to defend it is ultimately doomed! If no Knights Errant can be found among the villagers, the duke of the province or the king himself must appoint one. Such powerful lords keep retinues of Knights Errant in their castles, among them the lord's own sons, eagerly awaiting to be dispatched on a errand that will earn them Knighthood. Sometimes the Knights Errant will be sent to ride out to recapture a desolate domain. If they manage to reclaim the domain they will be allowed to keep it.

If a Knight Errant fails to accomplish his task and does not perish in the attempt, he remains a

"The fate of a Bretonnian village depends on the bravery and prowess of the warrior chosen to defend it."

BRETONNIAN KNIGHTS ERRANT



Bretonnian Knights Errant



Knights Errant Champion

Knight Errant





Knight Errant Trumpeter

KNIGHTS ERRANT HERALDRY

Upon the appointment of their errand of knighthood, the Knight Errant will be equipped with the full panoply of a Knight. They may spend years as Knights Errant in the retinue of a senior Knight, baron, duke, or even the king himself, before finally achieving their task. During this time they wear the plain, unadorned heraldic colours of their Dukedom of origin, or colours chosen by the liege-lord whom they serve. They do not display blazons. The famed Errantry Banner carried by the Knights Errant displays the crown of Bretonnia, proclaiming the allegiance of the Knights Errant to their sovereign lord.



Knight Errant Standard Bearer



Impetuous Knight Errant charge into the fray, scattering a mob of Savage Orcs before them.



"A Knight Errant is assigned a task or errand by his patron, who according to tradition, will usually be the fairest damsel in the village."

Knight Errant and seeks to redeem himself by accomplishing another task at the first opportunity, becoming ever more restless and eager to find a worthy enemy to fight or wrong to be avenged. Hence the Knight Errants' reputation for reckless valour and impetuosity.

SQUIRES AND MEN-AT-ARMS

Often a Knight must ride off to do battle far away from his domain, leaving the village open to surprise attack from raiders. To guard against this, the Knight demands a service from the peasants. They must serve as Men-at-Arms or Bowmen if they are skilled archers, holding the castle against attack so that it might be a refuge for the rest of the villagers. Men at arms and Bowmen are armed and uniformed from the castle armoury, so they often wear the colours of the Knight though their equipment may vary in quality.

If the castle holds until the Knight returns, he will set about ridding the domain of any enemies that may be about with the help of his Men-at-Arms, chosen from among the strongest and most reliable peasants. When the land is safe again, the peasants can set aside their bows and spears and return to the fields. Peasants who practice archery serve as Bowmen. Since they are not Knights they are not bound by honour to fight only hand-to-hand with the enemy. A peasant may defend his fields by shooting Goblins with arrows as he would any other vermin!

Every castle does of course require a permanent garrison of Men-at-Arms and Bowmen to keep

watch all the time. The Knight also needs trustworthy servants to look after his household, his horses and attend to his needs on campaign. He also needs companions on horseback and on foot when he goes hunting. Since hunting is good practice for campaign, and Knights like to feast on wild boar and venison every day, they spend a lot of their time hunting. Every Knight always has several Squires, mounted and on foot, in his retinue. These are chosen from the best of the Men-at-Arms and Bowmen or may even be the Knight's own sons.

A Squire often progresses to become a Knight Errant and will earn full Knighthood for himself. By following the Knight on campaign he will learn the art of war and the code of chivalry, though as a humble Squire he is not bound by it in the same way as a Knight. This means that Squires are allowed to use the longbow although many prefer to use javelins as these are regarded as a more honourable weapon than the bow, since you have to approach dangerously close to the enemy to throw it!

Squires often become skillful skirmishers and scouts through practice as beaters in the many hunts. They also have to man the lookout towers on the borders of the domain and patrol the muddy roads, exact feudal dues, pursue brigands, chase poachers, escort noble ladies, take messages, stalk Orc raiders and keep an eye out for any others who might threaten their village.

THE CODE OF CHIVALRY

From the time of Gilles le Breton a code of chivalry emerged in Bretonnia. This code grew out of the ancient warrior tradition and took on a religious quality under the influence of the legend of the Lady of the Lake. Devotion to the Lady was rapidly to become the dominant faith in Bretonnia, overshadowing and replacing the older beliefs of the Bretonnians.

Some time during the reign of one of the early kings of Bretonnia, perhaps Louis the Rash or Guillaume, the code of chivalry was set down in a formal and proper way, and the king appointed heralds to regulate the ranks and honours of Knighthood throughout Bretonnia. The code of chivalry as established at that time remains almost unchanged to the present day.

If a Knight breaks any of the rules of honour, which is rare, but may happen if he is up against overwhelming odds, he will seek to redeem himself. He can do this in three ways. One is to set off on the grail quest, another is to pledge himself in the service of a lady or another Knight of superior rank until his patron considers him to be redeemed. The third is to perform a feat of arms of greater merit than his act of dishonour.

If a Knight is accused of dishonour or of breaking the code of chivalry he has the right to defend himself in a trial by combat against his accuser, or



a champion appointed by his accuser if the latter is not a Knight.

KNIGHTS ERRANT

According to the code of chivalry, the first and lowest rank of Knighthood is the Knight Errant. The old tradition of a would-be Knight proving his worth by brave deeds and thereby winning the lordship of a domain was upheld as a just and right foundation for Knighthood. Indeed, this custom had always served Bretonnia well in the past ages.

A Knight Errant is assigned a task or errand by his patron, who according to tradition, will usually be the fairest damsel in the village. He might remain a Knight Errant in the retinue of a duke or the king until he is given a specific task to accomplish or until he has won his honour by a feat of arms which is considered of equal merit.

KNIGHT OF THE REALM

If and when a Knight Errant has accomplished his task, he becomes a Knight of the Realm. A Knight of the Realm is a Knight who has proved himself worthy of all the benefits of Knighthood. It is honourable for him to accept the feudal dues and tithes of the peasants because he can defend them in return. He is therefore fit to be made lord over a village and its fields and its castle, which in Bretonnia is called a domain.

When new lands are conquered it is better to carve out new domains for Knights Errant than enlarge an existing domain. This is because it is difficult to defend a domain that becomes too big. The simple fact is that a domain is most easily defended by a single Knight if he can see all of it from the highest tower of his castle and can ride all around its boundary in a single day. It is also good if the neighbouring lord's castle can be seen from the tower of your own castle, so that you can signal for reinforcements and give warning of a large force of raiders entering the domain.

A Knight is expected to be able to defend his domain against a monster or a warband of a dozen or so raiders single handed! He may call upon his Men-at-Arms and Bowmen to assist him in his role of commander of the manpower of the village. If the threat cannot be dealt with in open battle, the villagers take refuge within the Knight's castle, where he can defend them. If the domain is attacked by larger forces then the Knight may honourably call upon other Knights to help him. Unless the domain is very isolated, other Knights will already have rushed to fight by his side before he needs to do this!

A Knight of the Realm who manages to hold his domain for many years may end up with a retinue of Knights Errant including his own grown up sons. Since the time of Gilles it has become common practice for a Knight of the Realm to relinquish his castle and domain to his son when

he has accomplished his errand of Knighthood. The senior Knight then sets out on a grail quest and becomes a Questing Knight.

If there are several sons, the eldest and first to accomplish his errand of Knighthood succeeds to the domain. The others, on accomplishing their own errands, can be given a portion of the domain if it is large enough. This will usually be a tract of wild land on the margins of the domain, perhaps still waiting to be conquered and settled. The errand of Knighthood might actually be to conquer the land and hold it long enough to build a castle and settle it with peasants. In this way new domains are constantly being carved out of the wilderness, and the Orcs and other enemies are constantly under pressure.

If there are no suitable lands to be assigned, it is the custom for younger sons to relinquish their claims to a castle on accomplishing the errands of Knighthood. They then either join the retinue of a duke or the king, or set out upon the holy grail quest straight away.

QUESTING KNIGHTS

Questing Knights are Knights who have relinquished their castles and domains or their claim to these. The Questing Knight is now free from any obligation to defend a domain and may set off on a personal and spiritual quest leading to new adventures and new honours. The quest may take him far beyond his ancestral domain and perhaps even beyond Bretonnia itself.

Sometimes a Knight Errant on accomplishing his errand of Knighthood may set out on the grail quest without having been given the lordship of a domain. Although he is entitled to be a Knight of the Realm, he relinquishes his feudal rights to pursue a career in the service of the Lady of the Lake and thus will soon be accorded greater honour as a Questing Knight. This is considered to be a particularly noble gesture. It is common for sons of lords who are not chosen for a lordship to do this and indeed, even for the king's sons, including



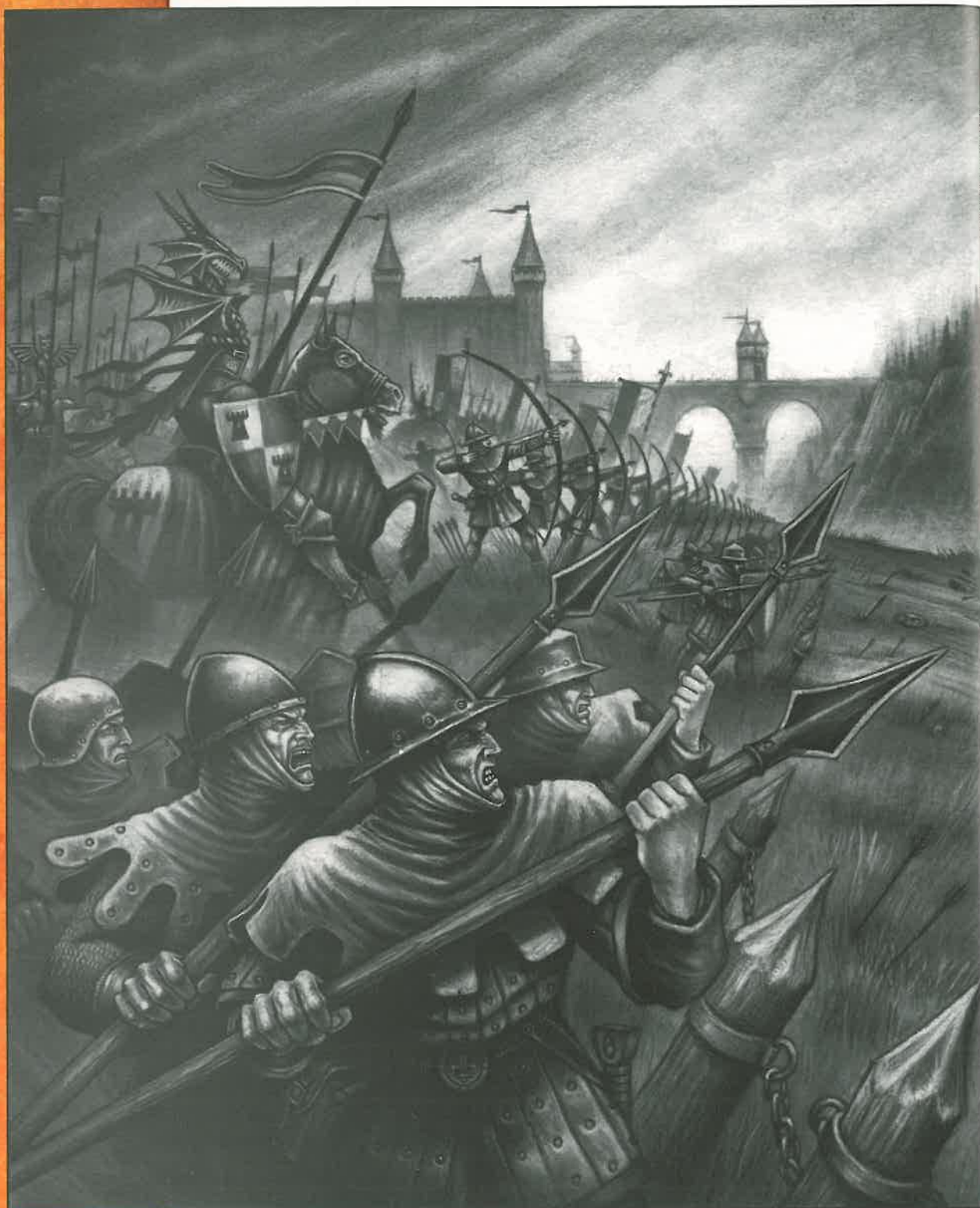
"The quest may take him far beyond his ancestral domain and perhaps even beyond Bretonnia itself."



THE SEVEN COMMANDMENTS OF CHIVALRY

The Bretonnian code of chivalry requires that a Knight always obey the seven commandments of chivalry.

- To serve the Lady of the Lake.
- To defend the domain entrusted to him.
- To protect the weak and fight for the right.
- Always to fight the enemies of virtue and order.
- Never to give up the fight until the foe are defeated.
- Never to break faith with a friend and ally.
- Always to display honour and courtesy.



the heir apparent to the realm. In this way it will often be a Grail Knight who sits upon the throne of Bretonnia!

Questing Knights set out on a quest for the grail itself. Their ambition is to find the grail and drink from it. Only a Knight who has overcome many perils and hardships can expect to find the grail. His courage, perseverance and valour will be

thoroughly tested. During his long quest he may see the Lady of the Lake in dreams and visions, holding the grail. This leads him ever onward and inspires and encourages him in his quest. Since the first appearance of the Lady of the Lake to Gilles, she has appeared countless times to many Questing Knights in every part of Bretonnia. She is a magical being and the spirit of the land who can appear anywhere at any time. To see her is to

know that you have her favour and rewards. Indeed, a Questing Knight will often be led by visions of the Lady to find an ancient magical weapon or similar relic. The ultimate favour is, of course, to sip from her enchanted chalice.

Any Knight who sets out on the grail quest has put all worldly ambitions aside. He is accorded far greater rank, honour and respect than either Knights Errant or Knights of the Realm even if the latter are powerful dukes. Questing Knights soon become superior to either of these lesser ranks of Knights because of the greater tests and hardships they encounter, and the rewards of the Lady of the Lake which no Knight can hope to attain without setting out on the grail quest.

GRAIL KNIGHTS

A Questing Knight who finds the grail and drinks from it is favoured by the Lady of the Lake and becomes a Grail Knight. Only a Questing Knight who has battled his way through many perils and overcome many terrible foes while on his quest is likely to ever find the grail. Many Questing Knights will perish having never found the grail at all. Anyone who does find the grail returns a changed man. The first thing that those who knew him as before will notice will be his greater stature and presence. In battle and on campaign he will be able to endure greater hardships than any ordinary Knight as if they were of no account. Mighty foes will look upon him with fear. When he speaks, which is not often, it is with awesome authority and inspires confidence in all that hear. He knows no fear or despair. Even magic often fails to affect him at all.

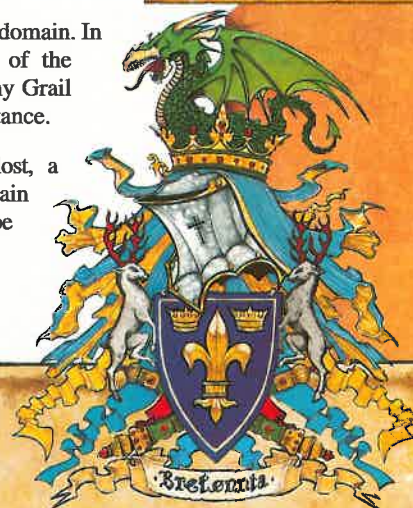
Grail Knights stand back from the everyday concerns of the world. They serve only the Lady of the Lake. They do this by upholding honour, virtue and the right. Bretonnia is the sacred domain of the Lady of the Lake and they will not allow evil or corruption to profane the holy land.

On returning from his quest, a Grail Knight will not resume the lordship of his old domain. That remains the concern of his appointed successor. Instead the Grail Knight will often become a hermit Knight residing in the Chapel of the Grail. Many of these chapels are in very remote places or in the woods and wilderness just beyond the edges of the domain. Here the Grail Knight is looked after by the peasants and fed and served as is his due as a Knight. In return they can count on his watchful eye and his sword to help protect the domain. Indeed, many foes will meet their end by his sword long before they

ever stray into the fields of the domain. In times of dire peril, the lord of the domain might send word to any Grail Knights in the region for assistance.

Sometimes, when all seems lost, a Knight defending his domain against impossible odds will be joined by a Grail Knight, coming unbidden to fight by his side. Together they will beat back the foe. After the victory the Grail Knight will ride off again, seeking no reward.

Throughout the wild countryside of Bretonnia there are to be found chapels dedicated to the grail and the Lady of the Lake. Grail chapels were originally founded by Grail Knights in places where they first saw a vision of the Lady of the Lake, or where a reward of a magic weapon was found. Later generations of Grail Knights choose to live in old chapels, but new ones may be founded from time to time. Grail chapels become the resting places for the bones and magic weapons of Grail Knights



THE RULES OF HONOUR

The most important rules of honour are summarised in the list below:

- A Knight may only fight hand-to-hand, he may not use a missile weapon.
- A Knight shall always accept a challenge to personal combat.
- A Knight shall not draw sword against a fellow Bretonnian Knight except in a trial by combat or in a tournament.
- A Knight shall not allow himself to be captured by the foe.
- A Knight shall not retreat from the enemy.

KNIGHTS ERRANT..... 32 points

Your Bretonnian army may include any number of regiment of Knights Errant. These are young Knights who must prove themselves worthy to inherit their ancestral domains by brave deeds on the field of battle, and other tasks requiring great valour and steadfastness.

Profile	M	WS	BS	S	T	W	I	A	Ld
Knights Errant	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Knights Errant wear heavy armour, carry a shield and ride barded warhorses. They are armed with a sword and lance.

Save: 2+

Knightly Virtues: Knights Errant have the Knight's Virtue; their pride and honour as Knights means that they ignore panic caused by any fleeing Commoners or Allies.

Options: One unit of Knights Errant may have a magic standard chosen from Warhammer Magic.

SPECIAL RULES

Lance Formation: Knights Errant may use the Lance formation.

During one of their many splendid tournaments, the Bretonnians receive rare visitors from the enchanted forest of Loren. The flower of the Wood Elf Knights ride out to challenge the Bretonnians in the noble art of jousting.



who have died. Knights Errant swear on the relics kept in these grail chapels, and in times of peril old relic weapons may be used in the defence of the domain.

Peasants from the domain attend the grail chapels to worship the Lady of the Lake. They believe that her sacred chalice, the grail, causes the land to flourish. The Grail Knights are her servants on earth who protect the land in their lifetimes and after death continue to do so as her avenging angels of death.

BRETONNIAN TOURNAMENTS

Bretonnian Knights like nothing better than a tournament, except perhaps a just and righteous war! There are many tournaments held annually in Bretonnia. The greatest of these are the royal tournaments held at Couronne twice or four times a year to mark the opening of a new season. Then there are the tournaments held by the various dukes, and countless local tournaments held by barons. It is possible for a Knight to roam the kingdom entering one tournament after another and if successful, being followed by a baggage train of prizes such as armour, treasure and warhorses (not to mention admirers, minstrels singing his praises and would-be grooms and squires hoping for a placement in his retinue).

Tournaments are often held in order to find a Knight worthy to wed the daughter of a duke or baron, or even the king. Thus, winning a

tournament can be made the errand of Knighthood for any Knights Errant who care to take part. If the tournament prize is not a lady's hand or a domain and castle it may be a magic weapon or a special honour.

The highlight of the tournament, which lasts several days and includes much feasting, hunting and carousing, is of course the jousts. Pairs of contenders challenge each other and fight on the jousting field. It is the custom to use blunted lances unless the joust is a trial by combat, or the rivalry between contenders is particularly bitter! Even so, wounds inflicted by being unhorsed can be severe or even fatal! Sometimes retinues of Knights joust together in groups giving a spectacle like a small battle! This provides excellent training for the Knights and keeps them at the peak of fighting fitness.

It is common custom for young and lusty Knights Errant to ride around the spectator stands asking ladies for their favours. These, of course, are not favours of the magical kind! The ladies attach various items of their apparel to the Knight's lance, the more a Knight's manly bearing and brave manner delights a lady, the more intimate the item of clothing she is moved to present to him! If he wins his round of combat, the Knight may find himself honour bound to wed the lady! By the time the contest begins, many ladies are feeling the cold somewhat, especially in the midwinter tournaments! All this makes for good bawdy ballads sung by the minstrels around the feasting fires after the tournament!

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40,000

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These models are supplied unpainted and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Dreadnought and Land Speeder are Citadel Miniatures Expert kits and require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. The plastic components are moulded in a hard styrene compound which is particularly suitable for modelling and painting. All these boxed sets contain waterslide transfers, some also include self-adhesive banners.

Warning! Some of these models have components which contain lead and may be harmful if chewed or swallowed. These Citadel miniatures are not recommended for children under 14 years of age.

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**GAMES
WORKSHOP**

CHAOS SPACE MARINES



TZEENTCH SORCERER
WITH FORCE AXE



CHAOS SPACE MARINE
WITH LASCANNON



CHAOS SPACE MARINE
WITH AUTOCANNON



KHORNE BERZERKER CHAMPION



ICON BEARER OF KHORNE



KHORNE BERZERKER CHAMPION

FRED REED

Ian: So Fred, we've just finished a marathon session photographing another selection of your miniatures. The centrepiece of this collection has to be that magnificent Chaos Thunderhawk Gunship. I was wondering how you managed to get hold of one of these, as I understand there are only ten or so in existence.

Fred: Well, the powers that be have seen fit to make me Manager of the Year 1996, and I was quite shocked really. At the latest Retail conference I was hoping to win the staff painting competition, which had this really great painting and modelling kit as the prize. When I didn't win I kind of switched off. The next thing I knew, my name was called out and everyone was clapping and cheering. I got a large plaque which has been placed above the till in my shop, and a huge bag of metal bits was pressed into my hand. Then I was told that it was a Thunderhawk Gunship.

Ian: Well it looks like a huge modelling project. Exactly why did you make it into a Chaos Thunderhawk rather than an Imperial one?

Fred: Well of course the first problem to overcome was that there weren't any instructions.

All I had to work from was a couple of photocopies of the plans, and the photos in White Dwarf. Well I don't usually go overboard with my modelling, but I decided that if there were only eleven of these things made, then I should make mine a bit special.

Having read the Chaos Codex, I really like the new Chaos army. They're not all these mutated fiends with extra tentacles and Chaos attributes any more. A lot of them are just really evil, bitter and twisted psychopaths...

WHITE DWARF INTERVIEW



This month Ian Pickstock has donned the interviewer's mantle and has collared Fred Reed for a chat...



In issue 201 we promised to show you the prize awarded to Fred Reed, and here it is: a mighty Thunderhawk Gunship, painted by Fred for his new Warhammer 40,000 Chaos army!



WHITE DWARF INTERVIEW



Why is it that everyone who paints to a high standard, has at some point felt compelled to paint this Plague Marine (One of the great mysteries of the universe – Ed)?

Ian: ...that are really ticked off with the Imperium.

Fred: Yeah.

Ian: Tell me how you explain this Chaos Thunderhawk. I mean, strictly speaking, staying true to the background and all, Chaos ain't supposed to have Thunderhawks.

Fred: Well it's Abaddon's personal transport, that's why it has all four symbols of Chaos down the side of the fuselage. I s'pose it's stolen.

Ian: So somewhere there's a bunch of Space Marines standing around a landing pad, wishing they hadn't left the keys in the ignition! So have you got a huge Chaos army hidden away somewhere?

Fred: No not yet, but I intend to get one.

Ian: You must have some idea what you want in this Chaos army, tell us what plans you have.

Fred: Well as I have Abaddon's personal transport, it'll will be lead by Abaddon and will predominately be Black Legion.



Ian: Anything else?

Fred: Yeah, Khorne Berzerkers. I had a battle where I had loads of them led by an Aspiring Champion of Chaos. We bombed across the table into the enemy lines and once in hand-to-hand I possessed the Aspiring Champion with a Bloodthirster. Instant carnage.

Ian: Isn't that a bit hard on the Champion?

Fred: Well a bit, but it's a calculated risk. Building up summoning points for Khorne is so difficult, especially if you want to summon a Bloodthirster. By the time you get the summoning points, your guys are either dead or there aren't any enemies left. Either way the battle's over, leaving the Bloodthirster standing around looking very dangerous, but rather useless.

Ian: You've also brought part of your Imperial Guard army with you. The last army you showed us was your Howling Griffons, of which you painted a whole company. How do you manage to paint such huge armies to such a high standard?

Fred: Well mostly I come up with a routine. It's all too easy to paint up all the exciting models like tanks and characters, leaving yourself with 30 or 40 rank and file models left, which is no fun at all. I discipline myself. I'll say "OK, over the next few days I'll paint this squad and when it's done I'll reward myself with a tank or character."

Ian: That sounds like a very sensible plan and one that I would benefit from. My army consists of a load of Space Wolves tanks and very little else.

Fred: The secret is to keep it simple, choose one or two colours that go well and stick to them. This also helps give your army cohesion and a theme.

Ian: Yeah, with a Space Marine army like the Howling Griffons, getting a colour scheme to make the army look coherent is easy. But with Imperial Guard I imagine this can be more problematic. How did you overcome that?

Fred: When I saw the Imperial Guard miniatures I wanted to include them all in my army, all the types – Catachan, Mordian, Cadian, and the rest. Problem is that they all have distinctly different colour schemes, and this can make the army look a bit of a hodgepodge. So I headed down to the library and started to root around the modern warfare books, looking at the colour plates of various different armies. In the end, the one that really caught my eye was a Soviet scheme, worn by several of their regiments including the airborne and Spetnaz.

Ian: That's the Soviet special forces, yes?

Fred: Yeah, that's right. It looked smart and very universal, I could imagine that whether they were fighting in the jungle, desert or wherever, they would drape this camo-smock over them. So I decided to use this camo-scheme in one form or another on all my Imperial Guard miniatures, to give the whole army the feeling of being a unified

The assembled mass of Fred's Imperial Guard army makes quite an impressive sight.



fighting force, instead of a mixture of different troops from all over the galaxy.

Ian: A lot of people who have a quick painting style paint over a black undercoat, does this apply to you too?

Fred: Well, most of the time, unless the miniature has a bright colour scheme like red or yellow. In these cases I will always use a white undercoat.

Ian: So with a black undercoat do you go back and pick out faces and so on in Skull White before painting them?

Fred: Well, not faces, bright red or yellow jackets, bandannas or whatever, yes. But not faces or hands.

Ian: How do you paint the flesh then? I always have problems painting skin tones and the ones on your Imperial Guard look just fine. I know how the 'Eavy Metal team paint skin, but their technique is so time consuming. Tell me how you do yours, it looks so effective.

Fred: Well I start by painting Dwarf Flesh over a black undercoat. Next I paint a Flesh Wash into the cracks and pick out detail with Dwarf Flesh. Finally I highlight with Dwarf Flesh with a little Skull White added.

Ian: That seems fairly straightforward.

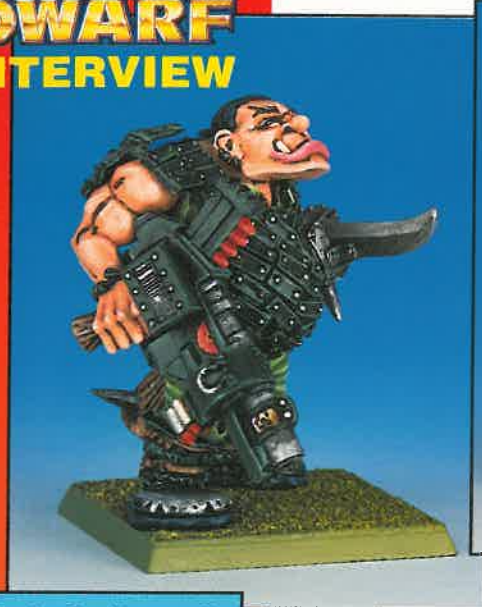
Fred: Yeah, it's important to come up with simple techniques that look good. It's no good being able to paint perfect flesh if it takes hours, you'll never get an army at that rate. Save those fancy techniques for Generals and the Golden Demon painting competition.

Ian: There's a bunch of models that really stand out in your army, my favourite of which has to be Nork Deddog, he's absolutely huge!

Fred, just like the rest of us, cannot resist painting up the very best miniatures as soon as they are released. Now you can almost guarantee that one of these deadly Assassins will be lurking within Fred's Imperial Guard army, just waiting for their moment to strike.



WHITE DWARF INTERVIEW



Fred Reed's totally awesome Nork Deddog conversion is made from several different models. The main component was an old Ogre model that Fred got from the Trolls down in the Mail Order cave.



Fred: Nork really struck me as one of the best character models in the Imperial Guard book. At first I tried making him with a normal Ogryn, but it didn't look all that special. So I had a rummage through my bits box and found an old Ogre (MM41). This was great for Nork. The rules say that he has carapace armour so I had to get him some sort of protection, but rather than making a one-piece breastplate I decided to construct his armour out of lots of little bits.

Ian: Yeah, I imagine Nork has a lot of problems getting a suit of carapace armour from the quartermaster's store.

Fred: (Laughing) Yes, I made it from the armour pieces from a Hellhound turret chopped up into little pieces. The Ripper gun, oh yes, that had to be huge. I used an Imperial Guard auto-cannon and a Ripper gun, embellished with a odds and ends from my bits box.

but the kid still wanted to take the model home. So I gave him Mail Order's number.

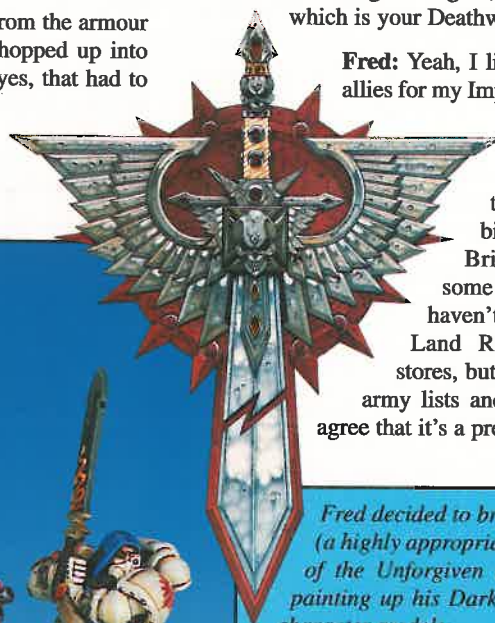
Ian: So that he could order the components to make his own squad?

Fred: Yeah, Mail Order guys are great for that sort of thing. They have just about every single miniature we have ever made. Even if you only want one component from one model, just find the bits you want and give them the codes. Even if you haven't got the codes, give them a description and they'll do their best.

Ian: You've also got a small Dark Angels Deathwing contingent, the centrepiece of which is your Deathwing Land Raider.

Fred: Yeah, I like to use them as allies for my Imperial Guard army.

The Land Raider arose from a problem that was getting bigger down at the Bristol store. For some months now we haven't been selling the Land Raider kit in the stores, but it's still in all the army lists and I'll think you'll agree that it's a pretty stonky tank.



Fred decided to break from Codex (a highly appropriate move for one of the Unforgiven chapters) when painting up his Dark Angels special character models.

He has painted Azrael, Asmodai and Ezekiel with bone-coloured armour, while their robes are coloured to denote the character's position in the chapter – dark green for commander, black for chaplain, and so on.



"...and within half an hour I had made a Shining Spear."

Ian: Certainly one of the best available for Space Marine chapters.

Fred: Well as you can imagine a lot of gamers want one of these in their army, so I was under some pressure to come up with an alternative model to show everyone at the store how it could be done.

Ian: Another interesting thing is the way you've painted the Dark Angel special characters. I mean, they aren't painted the same way as the models shown on the 'Eavy Metal pages of the Angels of Death Codex.

Fred: Well when I saw the Angels of Death Codex there was something about the character models that didn't quite fit in my mind. The book said that they were all members of the Deathwing, but they didn't have bone-coloured armour, they had bone-coloured robes. Now for me, personally, a Deathwing member has to have bone-coloured armour – it's part of the story isn't it? So I reversed the colour scheme –

bone armour for everyone, and the robes painted to indicate their task within the chapter. So Asmodai has the black robes of a Chaplain, Azrael has dark green robes as the chapter commander and Ezekiel has the blue robes of a Librarian.

Ian: Well that seems to make sense, and after all it's up to you what colours you paint your models.

Fred: There are limits, no one wants to see pink Ultramarines! But this doesn't mean you have to stick religiously to what you see in the 'Eavy Metal pages. You've got to interpret the Warhammer 40,000 universe in your own way and try out your own ideas.

With the old Land Raider kit no longer available, Fred was under a lot of pressure from his loyal customers to come up with an alternative for their prized Space Marine armies.

Although tank aficionados will be able to instantly spot the First World War MkIV Female tank, I'll think you'll agree that Fred has come up with a great model that'll fit nicely on anyone's Warhammer 40,000 games table.



WHITE DWARF INTERVIEW



Fred likes to have one or two (or five) Hunter-killer missiles to back up his formidable Leman Russ multi-melta variant.

"OK, OK, I can't wait any longer, let's talk about your tanks."

Ian: OK, OK, I can't wait any longer, let's talk about your tanks. You've brought a whole load of tanks along, mostly for your Imperial Guard.

Fred: Yes. Basically the way I see the Imperial Guard is like a sledgehammer, and that's the theme for my army. The way I see it, the Imperial Guard fight like this. First they bombard you for three days with heavy artillery, then they send in a tank company to run you into the ground, blast you to pieces or set fire to you. Finally they send in the infantry to clear up the mess. As far as I am concerned the Imperial Guard is tanks.

Ian: Oh most definitely. I think the really nice thing about your tanks is they have one common colour scheme, unlike the ones in the Studio collection that all have different camo schemes.

Ian: Why don't you tell us about your Chimera with all the interior detail?

Fred: Well it's actually a Chimerax.

Ian: Oh right, from the Epic range.

Fred: Yes, I decided to have a special system for all my Imperial Guard troops. The platoon command sections are mounted on Chimerax, which are basically Chimeras with Leman Russ turrets. The Colonel and his HQ are in the Chimerax which is totally unique.

Ian: I can see bits from modern day tank kits, mixed in with lead components from the Citadel range. How did you go about putting all this together to make such a good model?

Fred: Well I had a Tamiya M2 Bradley model at home that I made ages ago, and when I saw the Chimera I was struck by how similar in size it was. The thing about this kit is that it comes with complete interior detail included and I thought it would be good to use this to make a Chimera model with an interior detail. So I headed off down to my local Beatties and picked up another M2 kit and began putting it together.

Ian: Did you encounter any major problems modelling this?

Fred: No, surprisingly enough the actual interior detail section of the M2 fitted almost perfectly inside the Chimera.

Ian: That was lucky! I think the Chimerax looks great, and the interior detail is an impressive finishing touch. Thanks for bringing it all down and we'll see you soon with your Chaos army!

Note: Since we talked to Fred he's been promoted and no longer manages the Bristol store. But don't despair, I'm sure we'll be seeing more of his excellent models soon.



This Chimerax performs the role of Command HQ tank in Fred's Imperial Guard army. The tank is based on an Epic scale Chimera variant and has been extensively remodelled using components from a modern tank kit.

GAMES WORKSHOP



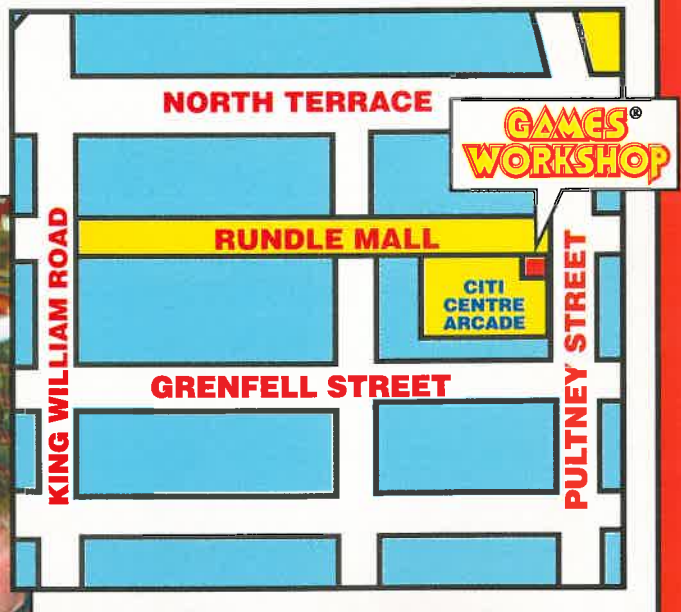
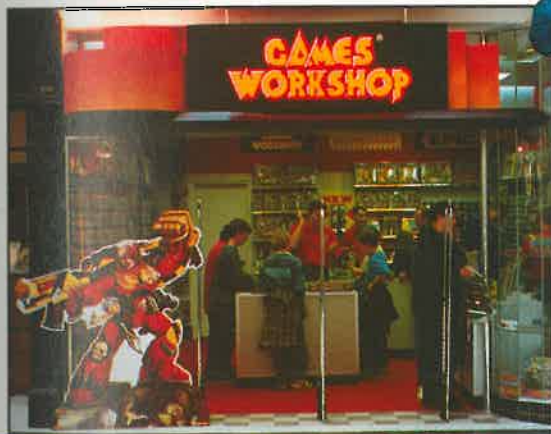
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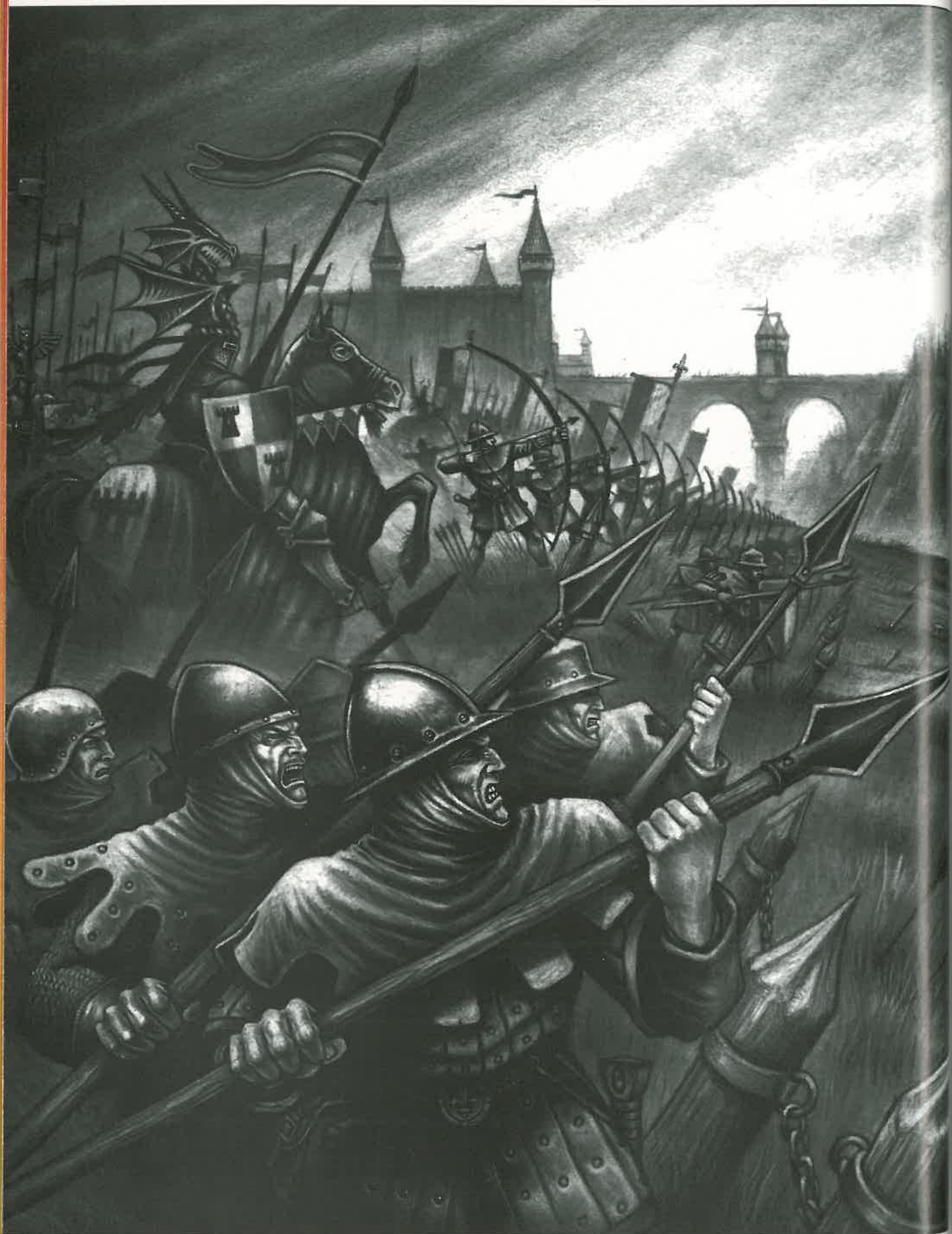
Illustrations

Des Hanley



Exploring the
hiding hideous
creatures are
hacks which
terror packs
and weapons.

GAMES
WORKSHOP



Bretonnian battle line

WD28



Bretonnian Grail Knight



Bretonnian Squire



DES HANLEY

Des joined the Games Workshop art team some two years ago. Many of our readers will be familiar with his work and not an issue of *White Dwarf* goes by without a piece of Des's art appearing in it's pages. Des works mainly in black and white using pencils and inks, however, he is experimenting with using

coloured inks. We hope to be able to show you some of this in a future *Illuminations*.

WAAAGH FACTOR!

Des: It's really good to be part of the studio. There is always so much going on and everyone is really enthusiastic about what they do. For me personally this is the perfect environment to work. When I finish a picture and a few weeks later I see a miniature being made based on my artwork, it fills me with a deep sense of satisfaction. When this happens I know that my work is hitting the mark. If other people can look at it, be inspired to write, or sculpt or paint, then I know there is something right about the picture, it has Waaagh factor!

In this *Illuminations*, we have featured some of my artwork for Bretonnians and Wood Elves. Capturing the the right 'feel' for a piece is really important. This comes from reading the background and the rules, if I understand what the thing does it helps me draw the picture. I have to get myself in the right frame of mind so I can inject some of this feel into the artwork.

TOTAL CHAOS

Take some of the work I did on the *Chaos Codex* for instance, *Chaos Space Marines* are the ultimate anti-heroes. These super-human warriors built up the Imperium and then they rebelled, in favour of Chaos worship. To capture this feel required a totally different style to what I normally do. Two of my favourite pictures using this style are the *Chaos Sorcerer* and the *Chaos Terminator*. They were a lot looser in style, in essence more Chaotic. Of course I was influenced by what was going on around me, such as John Blanche's work.

I have been working on a lot of Bretonnian artwork. When I work on a Bretonnian picture I can literally hear the thunder of horse hooves, the blare of warhorns and the challenges of proud heroic knights, goading their enemies to single combat. Great music really helps to capture the feel, music by Wagner for instance.

ADVICE

If I have any advice for any artists out there it would be to use good reference material. Very few people have photographic memories and even fewer are able to reproduce what they see perfectly. If your drawing a person, or a face and you can't get the expression right, use a real person. Find a friend or a maybe you've seen a particular pose or expression you like in a film or a magazine. This applies to any subject. Finally explore your subject, getting a feeling for it, this may involve stomping around pretending you have sword, making warhorn noises and yelling "Charge" at the top of your voice!

So if your feeling inspired get your sketchbook out and have a go. We always like to look at people's stuff, just make sure that you choose an interesting subject and be original.

GRAND BRETONNIA



Lady of the Lake

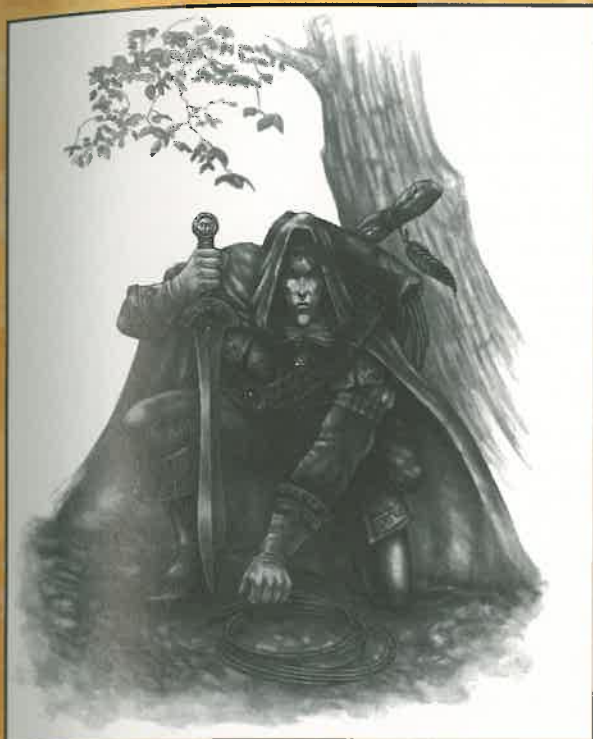


Sally Forth!

The Bretonnians are all about heroes and heroic deeds. Large panoramic scenes showing massed battle lines and huge castles in the background – classic Arthurian stuff, great! Having said that however the Lady of the Lake picture was a real departure, but it does capture the spirit of Bretonnia's magic and the significance attached to the Grail.



Bretonnian Knights Charge

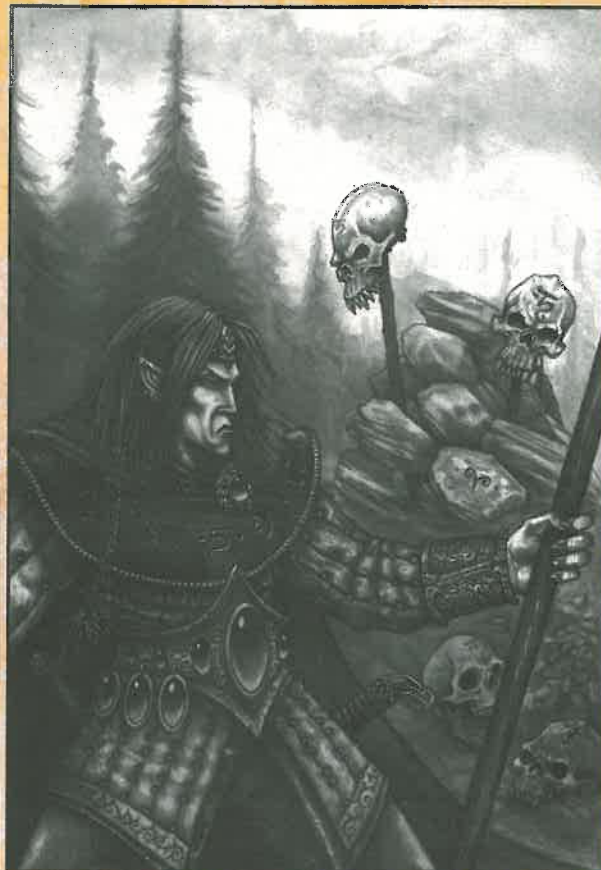


Waywatcher

FORESTS OF LOREN



Warhawk



Defender of Loren

For the Wood Elf artwork I wanted to capture the magical qualities of this mystical race. The Wood Elves are in essence quite noble, but are in fact much wilder and grimmer than their High Elf cousins. These are not friendly people! Hopefully I have portrayed this element in the pictures you find in the army lists.



Wood Elf Dryad

SPACE HULK

THE FATE OF THE SWORD OF HALCYON

by
Mark Brendan,
Chris Colston
and Nelson

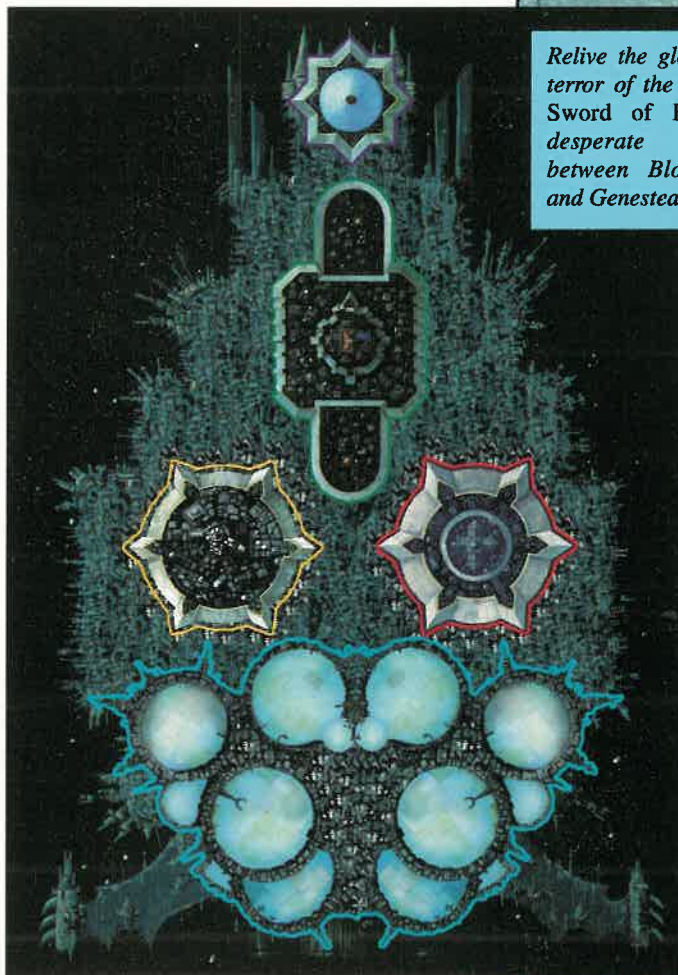
The Space Marine vessel *The Sword of Halcyon* left the orbit of the planet Falkhan and prepared for the journey through the warp back to Earth. A Chaos uprising had taken place on Falkhan and some of the Space Marine squads posted there had fallen to temptation. Their commander, seduced by the power of Chaos, had been taken prisoner and was to be brought back for interrogation.

Upon entering the warp the *Sword of Halcyon* jolted suddenly and came to a halt. Instantly the ship's alarms rang and all aboard prepared for the worst. Reports from the navigator came back that the ship had encountered a warp storm. The vessel rocked and swung around in a five mile wide arc, then disappeared momentarily. The ship's scanners went wild, indicating huge metallic structures as big as cities, and then nothing. Massive rifts in the warp tide hurtled the *Sword of Halcyon* through pockets in the flux. A giant space hulk appeared as the storm came to its climax, a mile long streak of purple lightning hitting the ship and causing all aboard to brace themselves as it crashed into the massive hulk. Churning through layers of twisted metal, the whole side of the ship caved in. Finally, explosions briefly fused the ship with the growing hulk, before the *Sword of Halcyon* was violently thrown out of the warp, slowly spinning into nowhere. The alarms stopped, the fires died out, and the survivors slowly recovered. Then everything fell silent.

From the front section of the ship, which had plunged through the hull of the space hulk, functioning scanners showed a steady build up of new, alien life signs. The moans of the injured and dying, audible throughout the ship, suddenly changed pitch. They now became a cacophony of terror and pain, mingled with the chatter of bolter fire and the bestial shrieks of an enemy all dreaded, but none dared to name: Genestealers.

The survivors in the rear section of the vessel had no option but to retreat to the escape capsules. They were cut off from their companions by walls of buckled metal, and *The Sword of Halcyon* was becoming increasingly unstable.

Within an hour and a half of its jettison, the escape pods were picked up by the Imperial battlebarge



Relive the glory and the terror of the Fate of the Sword of Halcyon, a desperate struggle between Blood Angels and Genestealers.

Mayan. During this time, *The Sword of Halcyon* had drifted in space, flames periodically guttering across its surface bearing testimony to the destruction within.

Sergeant Lexon, a survivor from *The Sword of Halcyon* held an emergency conference with the Blood Angels on board the *Mayan*. It was swiftly decided that for the honour of the chapter they must attempt to recapture the ship from the Genestealers. The Blood Angels Terminators prepared for battle, and with grim resolution the order was given to launch boarding torpedos.



Mission 1

IMPACT

No sooner had Squad Lexon been dispatched to the boarding torpedo than the launch sequence began.

Hovering silently in the vacuum, three miles starboard of the dark, brooding architecture of the vast ship, the *Mayan* launched the boarding vessel.

For brief seconds the tiny projectile traced a graceful, spiralling trajectory between the two vessels before puncturing the skin of the *Sword of Halcyon*. The scream of rending metal and the whine of snapping cables were swallowed by black space, and but for a flare of sparks the ship retained its quiet appearance of calm.

Inside the boarding torpedo, despite being securely strapped in place, the Space Marines were shaken to their very cores as the pod exploded through several floors of buckled metal platforms and leaking conduits. Finally the vessel ground to a screeching halt, its bulk filling an antechamber of the armoury section of the *Sword of Halcyon*. External sensors flickered into life on board the docking torpedo, and grainy low light images flashed up on the ship's consoles to dance across the Blood Angels' visors.

Behind their impassive helmets, despite their violent arrival, the Terminators softly chanted the Litanies of Hatred. The enemy they were about to encounter was an enemy of life itself, and it was aboard a ship belonging to their beloved chapter. A reckoning was called for.

Inside the helmets the tinny voice of the servitor on board the *Mayan* came through, "area secure" he said, "Squad Lexon, prepare to disembark".

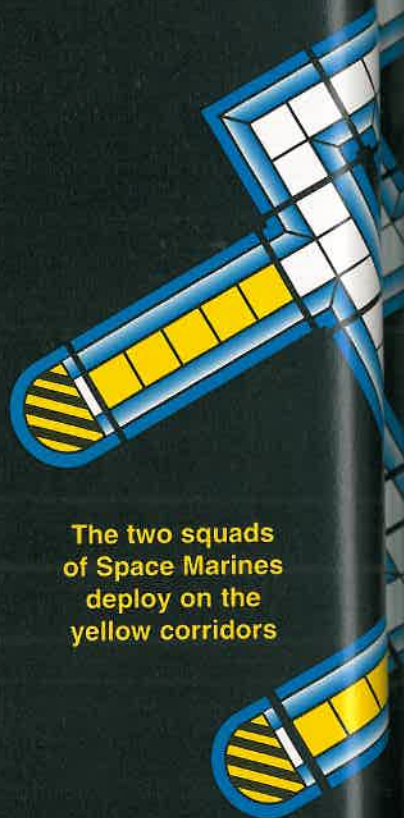
BACKGROUND

The armoury must be taken swiftly. The quicker the assault the more chance there is of not only retrieving any weaponry that may have remained aboard, but also of making the vessel safe for further boarding actions.



"We will avenge the souls of the fallen. Every drop of red blood will be paid for by the death of a hundred Genestealers."

Sergeant Lexon. 5. 2. 701. 41M



The two squads of Space Marines deploy on the yellow corridors



GENESTEALERS

FORCES: The Genestealer player receives no blips at the start of the game, and then 1 reinforcement blip per turn. Each blip may enter via any of the entry points.

BRIEFING: The Genestealers win if they kill all the Space Marines, or if they prevent the Terminators from collecting the weapons before the end of turn 14.

Door



The purple diamonds mark the Genestealer entry areas



BLOOD ANGELS

FORCES: 2 squads of Space Marines – Squad Lexon and Squad Jacta (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marines win if they can collect the weaponry from the rooms marked on the map before the end of turn 14. It takes 1 AP to pick up a pile of weapons.

The Space Marines move first in this mission.



Mission 2

SALVAGE THE BRIDGE

Tech-Priests on board the *Mayan* surveyed the banks of monitors before them, translating the garbled stream of data into relevant information to relay to the Terminators on board *The Sword of Halcyon*. They were co-ordinating a damage assessment on the vessel's bridge in order to provide intelligence to the Space Marine squads currently en route. Initial scans did not look promising. Plasma explosions from a breach in the reactor's venting system had torn through this section of the ship before bulkhead doors had slammed to, automatically isolating the leak. The damage was extensive, and as yet it was unclear just how severe.

In the wrecked halls outside the bridge area, halon lamps cut through the gloom. From their secure areas on either side of the labyrinth of corridors leading to the bridge, the Terminators stood motionless, waiting for the order to strike. Within the otherwise expressionless facades of the squads, the pale light of vengeance glittered in their eyes.

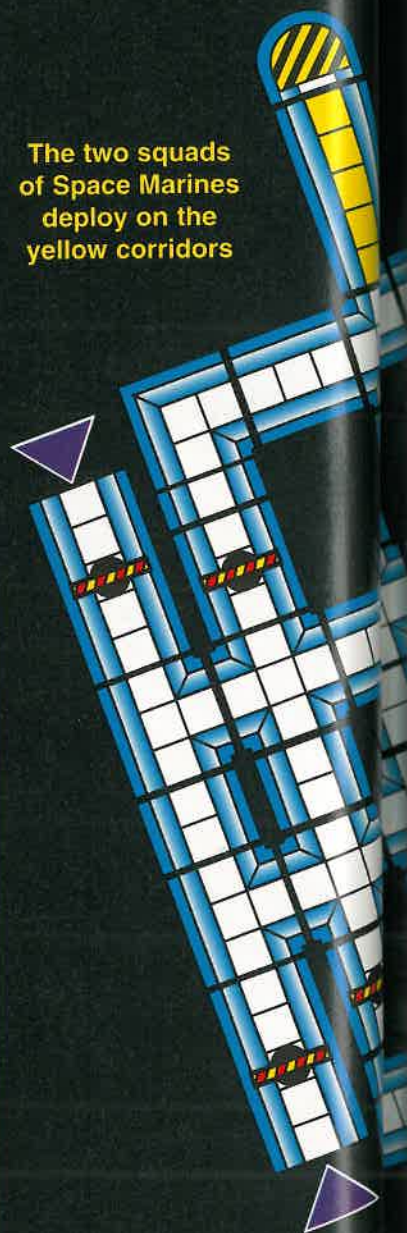
BACKGROUND

The Space Marines must battle their way through to the bridge, and once there obtain a full damage assessment from the bridge computer.

However, reports from the *Mayan* confirm that the console is down so it must be repaired before it is possible to proceed with the report. Portable back up systems have been supplied for this purpose.



The two squads of Space Marines deploy on the yellow corridors



The purple diamonds mark the Genestealer entry areas



GENESTEALERS

FORCES: At the start of the game the Genestealer player receives one blip placed in each of the shaded rooms. During the game, the Genestealer player receives one reinforcement blip per turn. These blips enter via any of the entry areas.

BRIEFING: The Genestealers win if they stop the Space Marines repairing the computer console before the end of turn 12.



"Remember men, your faith in the Emperor is your strongest shield."

Sergeant Vetora's last words to his squad before the assault.

Door



BLOOD ANGELS

FORCES: 2 squads of Space Marines – Squad Lionus and Squad Vetora (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). One Space Marine from each squad carries vital components to repair the computer console. Nominate the Space Marine before the mission begins.

BRIEFING: The Space Marine with the components must spend 2 APs repairing the computer console. Place the computer console counter on the square marked with an X.

The Space Marines move first in this mission.



Mission 3

SHUT DOWN

Towering metallic structures dominated this region of the ship, their lengthening shadows casting a black pall to conceal the horrors lurking amidst their nooks and crannies. Dampness and vapours hung heavily in the air, forming a slick sheen on the plasteel shell of the engine room.

As the Terminators drew ever closer to their destination, piercing shrieks echoed through the dank air of the ship's belly. The aliens were massing to strike in force. Pausing occasionally to fix their eyes on their scanners, the Space Marines watched the blips that slowly circled their position, the number growing with each revolution.

Sergeant Vella's face split into a grin of feral satisfaction. Let the abominations come, he thought. The lengthy corridors here were ideally suited to long range combat and they would pile the halls high with disgusting Genestealer corpses before they were done.

Above them, in the dark, cold alien eyes reckoned their movements with unfathomable purpose. The Genestealers were driven by a will which transcended the mere survival of the individual, a trait which made them a dangerously unpredictable foe. For what human mind could ever hope to accurately foretell the machinations of such a deviant intellect as the Genestealers'.

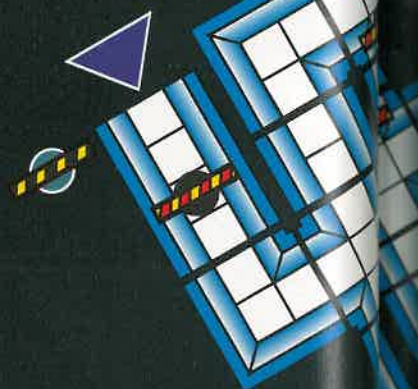
BACKGROUND

It is imperative that *The Sword of Halcyon* not be allowed to continue drifting. In order to achieve this the Space Marines must manually seal off each of the four blastproof bulkheads leading to each of the four reactor cores. This will allow the Space Marines to safely shut down the reactor manually. This is the only way to initiate the reactor shutdown process whilst the bridge controls are down.



"A warrior's faith in his commander is his best armour and his strongest weapon."

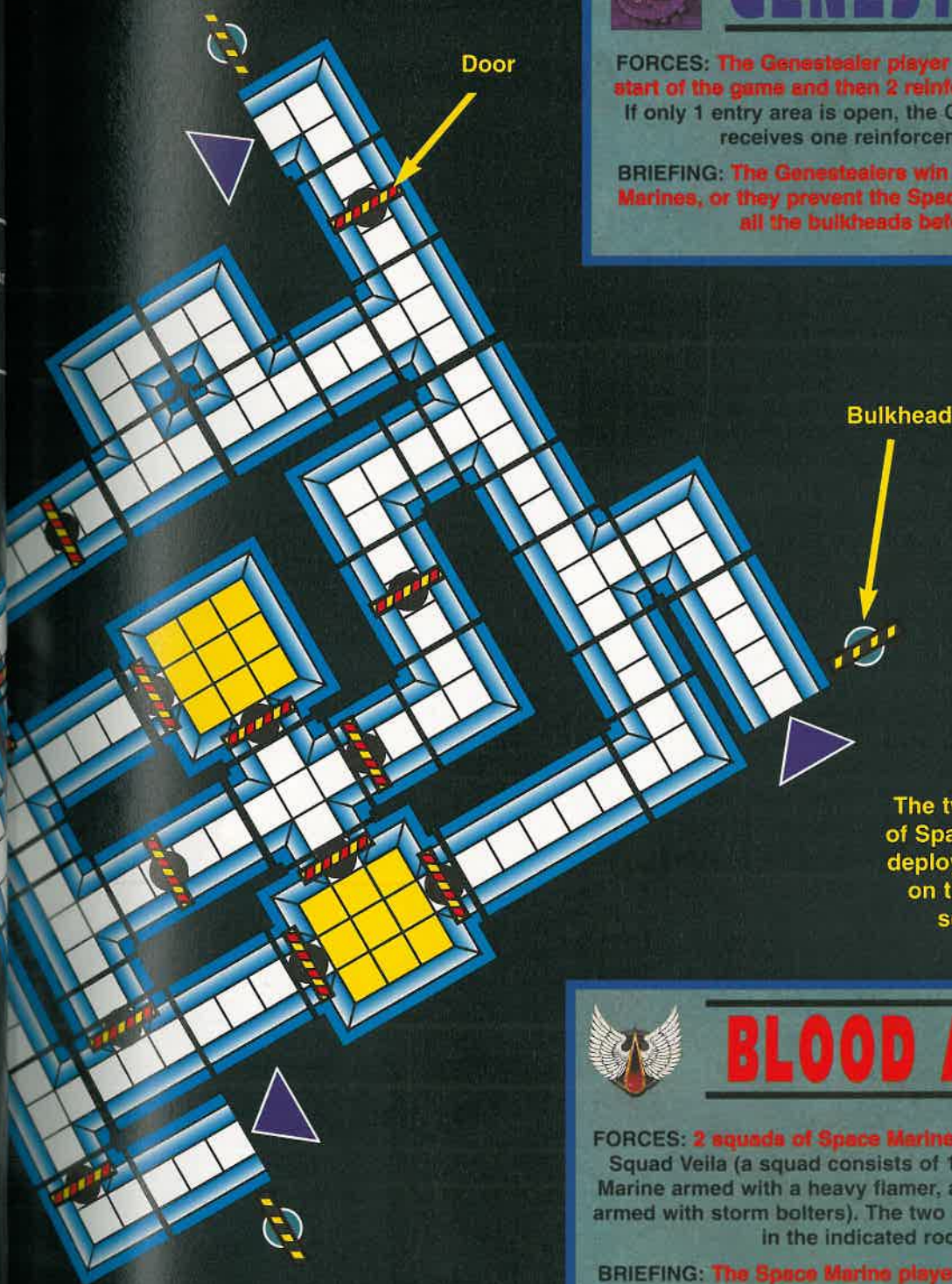
Tactica Imperium



The purple diamonds mark the Genestealer entry areas

faith in his
is best armour
greatest weapon."
Imperium

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GENESTEALERS

FORCES: The Genestealer player receives no bilps at the start of the game and then 2 reinforcement bilps per turn. If only 1 entry area is open, the Genestealer player only receives one reinforcement per turn.

BRIEFING: The Genestealers win if they kill all the Space Marines, or they prevent the Space Marines from closing all the bulkheads before turn 12.



BLOOD ANGELS

FORCES: 2 squads of Space Marines – Squad Laora and Squad Veila (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). The two squads are deployed in the indicated rooms.

BRIEFING: The Space Marine player wins by closing off all the entry areas with bulkheads. A bulkhead is sealed by spending 1 AP whilst standing in an adjacent square.

The Space Marines move first in this mission.



Mission 4:

PURIFY

Brilliant white light flooded the corridor, throwing stark contrasts over what was previously soft gloom. Photo-sensitive filters in the Terminator's armour instantly compensated for the sudden change, preventing their occupants from being blinded. The

Space Marines, drilled to almost machine-like perfection, adopted combat positions in the blink of an eye, thinking that an enemy was upon them. They relaxed as they realised the truth of the matter. They had crossed a threshold which had caused the computer to activate the ship's life support systems.

Scanners indicated the presence of a considerable number of life signs in the area, although no survivors were thought to have remained from the initial impact. The scanners flicked out piercing beams of light as they triangulated the positions of the readings. No movement came as yet.

Exhaled air hissed and condensed, curling upwards from outlets on the Blood Angels' helmets. The Space Marines were nearing the cryogenic chambers and the displays within their visors showed a sharp decline in external temperature. The light in the corridors was becoming stronger and clearer, almost ephemeral. Every step taken by the Terminators resonated through the hollow metal floors, threatening to rouse their prey from frozen slumber.

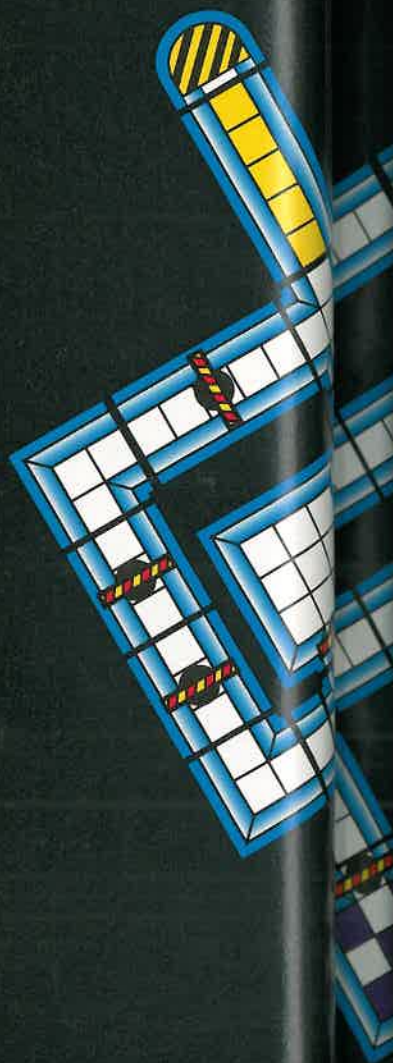
The lifesigns were those of dormant Genestealers interred within the stasis cylinders, racked upon one another like repulsive larvae awaiting metamorphosis.

BACKGROUND

The Genestealers have infiltrated the cryogenic chambers and some of them have already entered stasis. They must not be allowed to survive since they could jeopardise further salvage attempts on this vessel. There is a limited time frame in which this must be achieved, then the Terminators must clear the area.



"Only the insane have strength enough to prosper. Only those who prosper may truly judge what is sane."





BLOOD ANGELS

FORCES: 2 squads of Space Marines – Squad Tullar and Squad Fultun (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters).

BRIEFING: The Space Marine player must kill all the dormant Genestealers. The Space Marines may shoot or flame a blip. A hit will kill all the Genestealers in that blip. If a blip survives an attack it will become available for the Genestealer player to use.

The Space Marines move first in this mission.

The two squads of Space Marines deploy on the yellow corridors

Door

The purple squares mark the Genestealers starting positions



GENESTEALERS

FORCES: The Genestealer player receives 20 blips at the start of the game, these lie dormant in the shaded areas. Each turn the Genestealer player may roll to awaken a blip on a roll of 6, even if the Space Marines can see the blip.

BRIEFING: The Genestealers win if they kill all the Space Marines, or if there are still any dormant blips left at the end of turn 10.



Mission 5:

INNER SANCTUM

Perhaps more so than for any of the other squads involved in this operation, the cold fire of hatred burned in the armour-clad breasts of the Terminators of squads Marius and Sparta. Each mind narrowed to a bitter point focused on revenge. The displays on their scanners scrolled more rapidly as they closed on their destination, their wrath lending haste to the Space Marines' step.

The Genestealers had dared to defile the sanctity of the craft's sanctum with their intolerable presence. In terms of honour this mission was of the greatest import, and vengeance must be absolute. The sanctum was pure, and that the aliens had defiled it was an insult to the whole Chapter. In their desire for bloodshed, the normally implacable Terminators were overtaken by a rage which overthrew the usual considerations of tactics and strategy. Between all of them there existed only the desire to kill, and to cleanse with righteous fire any part of the sanctum tarnished by the hateful enemy.

Charging heedlessly into the fray, a hail of bolter fire marked the start of the carnage.

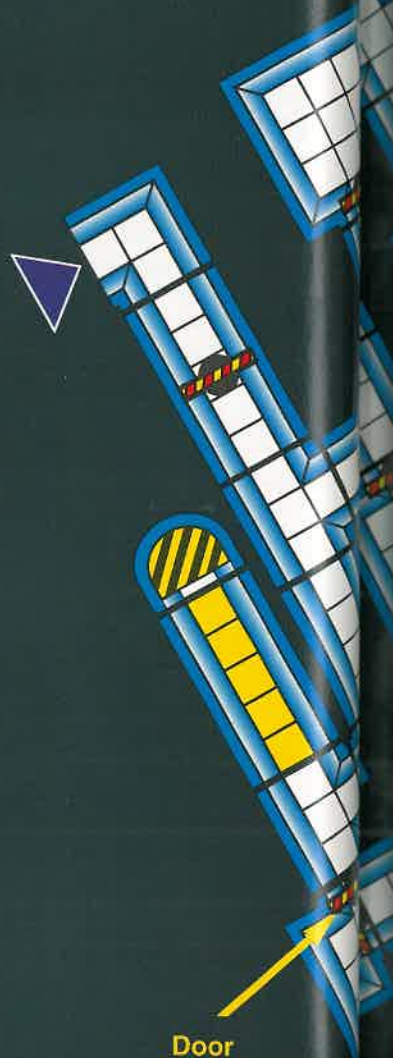
BACKGROUND

The sanctum is a place of spiritual retreat for the Space Marines on board such crafts as *The Sword of Halcyon*. A place where they might contemplate their faith in the Emperor and dedicate their prayers to victory in battle.

Some of the Genestealers had made a nest in the inner part of the sanctum, rendering it forever tainted with their vile, inhuman, psychic spoor. Only one avenue of action was open to the Space Marines in this bleakest of affairs. Their beloved sanctum was infected with an alien presence and as such their obligation, however onerous, was to burn out the contamination for good.



The purple diamonds mark the Genestealer entry points





BLOOD ANGELS

FORCES: 2 squads of Space Marines – Squad Sparta and Squad Marius (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). The Space Marines set up in the shaded corridors.

BRIEFING: The Space Marines with heavy flamers must cleanse the three shaded rooms.

The Space Marines move first in this mission.

The two squads of Space Marines deploy on the yellow corridors



"A commander must have the will to see his plans through, for good or ill."

Tactica Imperium



GENESTEALERS

FORCES: The Genestealer player receives 3 blips at the start of the game, placed in the shaded rooms, and then two reinforcement blips per turn.

BRIEFING: The Genestealers win either by killing the Space Marines with heavy flamers, or by preventing them from cleansing the rooms by the end of turn 12.

NECROMUNDA



Miniatures supplied unpainted.
Contents and components may vary from those illustrated.
Plastic moulding may vary due to the complexity and detail of the mould.



Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda's many terrors stalk each other through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilisation.

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.

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GOLIATH FIGHTER

EMISSARIES OF THE OLD ONES



By Nigel Stillman

Slann are the rulers of the Lizardmen race. They watch over their empire from high pyramids, contemplating the meaning of time and the purpose of the Universe.

Slann Mage-Priests are the masters of the entire race of Lizardmen. They rule the vast empire of Lustria by the sheer power of their will. Slann Mage-Priests are amongst the mightiest wizards of the Warhammer World with their deep and ancient wisdom inherited from the mysterious Old Ones. This article is a preview of the forthcoming **Warhammer Armies – Lizardmen** book, and covers the origins and background of these the mightiest of Lizardmen. Although these rules are still in the playtesting stage and may change slightly, they are almost complete. So proudly raise your totems, and follow the ancient Slann Mage-Priests atop their ornate palanquins as you march to war. Death to the warm-bloods!

SLANN MAGE-PRIESTS

The most intelligent of all the Lizardmen are the Slann. The Slann rule over the other Lizardmen as a caste of powerful Mage-Priests. All Slann belong to this caste, because all Slann possess the ancient magical powers bred into their race by the Old Ones.

In appearance the Slann resemble huge toads of the kind that live in the tropical rainforests of Lustria. Their eyes are large and all-seeing. Their heads are large to match the mighty intellect within. Their bodies are swollen and bloated because they remain enthroned upon their palanquins throughout the enormous span of their long lives and have servants to carry them everywhere and attend to their every need. The Slann life span is very long.

All the Slann alive today in the world are the very same Slann who once served the Old Ones. All of these were spawned after the Old Ones arrived on the world. Any that may have come with them are already long dead and their relics are lost, doubtless destroyed in the great catastrophe, if they ever existed. There were five spawnings of Slann made by the Old Ones after their arrival on the Warhammer World, and none since the great catastrophe in which the Old Ones perished.

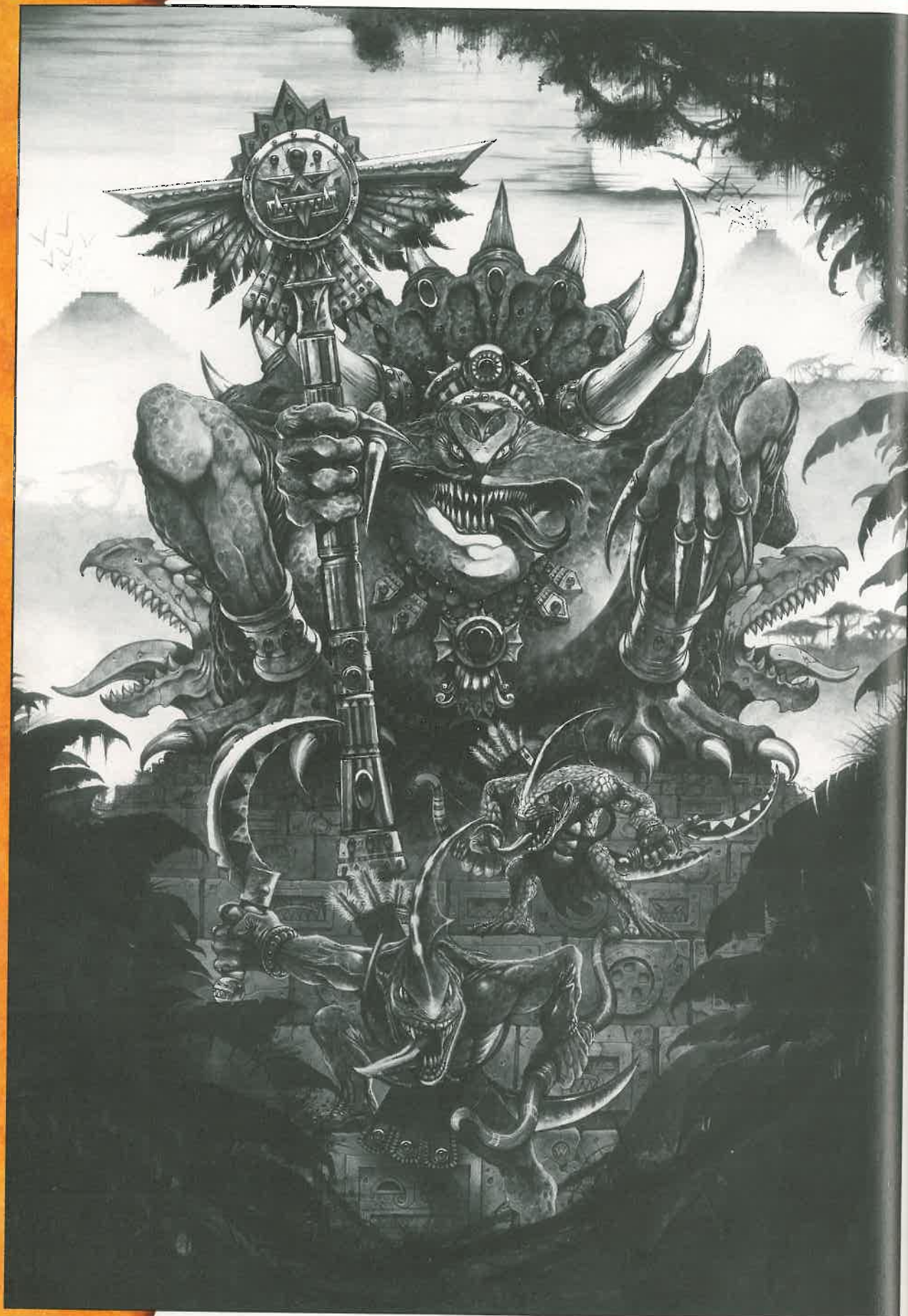
Slann of the First Spawning: The Slann of the first spawning are all dead. They died many thousands of years ago. Their mummified remains are hidden in their tomb vaults deep beneath the pyramid temples. They are venerated relics and the greatest among them is Lord Kroak of Itza.

Slann of the Second Spawning: The Slann of the second spawning are still alive, except for those slain by unnatural means, but they are all immensely old. These Slann are Lords among the

Mage-Priests. There are only five of them and each rules one of the great Pyramid Temple cities of the Lizardmen.

Slann of the Third Spawning: The Slann of the third spawning are younger than the Lords by several thousand years and yet they are still old. These are the Master Mage-Priests. There are about twice as many of these remaining alive as there are Lords and they either serve the Lords or rule lesser Pyramid Temples scattered throughout the Lizardmen realms.





Slann of the Fourth Spawning: The Slann of the fourth spawning are the Mage Champions. Although they too can number their years in thousands, they seldom rule Pyramid Temples, but serve the greater Slann as generals of armies, overseers of works or as subordinate rulers

presiding over the smaller pyramid temples that surround the great cities.

Slann of the Fifth Spawning: The Slann of the fifth and last spawning are the youngest of the Slann. Even so they can remember a time before Elf or Dwarf history began. Compared to the

SLANN MAGE-PRIESTS

SLANN MAGE-PRIESTS

Mage-Priest 115 points per model
Mage-Priest Champion.. 240 points per model
Master Mage-Priest 425 points per model
Mage-Priest Lord 550 points per model
Battle Standard +50 points

The Lizardman army must include a General to lead it. The General is always the highest level Mage-Priest in the army. An army can also include other Mage-Priests of equal or lower magic level than the General, subject to the limitations of the character points allowance.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Mage-Priest	4	3	2	4	4	3	2	3	8
Champion Mage	4	4	3	6	4	4	3	4	8
Master Mage	4	5	4	6	5	6	5	6	9
Mage Lord	4	6	5	6	5	8	6	8	10

EQUIPMENT: Slann Mage-Priests are armed with a ceremonial mace which counts as a hand weapon.

SAVE: 4+ special save.

OPTIONS: Your Lizardmen army may have a Battle Standard (+50 points). If so, the Battle Standard will be attached to the General's palanquin. The Battle Standard may be a magical standard. If so, it will **not** count as one of the General's magic items.

SPELLS: Any Mage-Priest character, including the General, may choose magic spells from the Battle Magic or High Magic decks. The number of magic spells he has depends on the level of magic. Mage-Priests have 1 spell, Champion Mage-Priests have 2 spells, Master Mage-Priests have 3 spells and Mage Priest Lords have 4 spells.

MAGIC ITEMS: Any Mage-Priest character is entitled to magic items chosen from the appropriate cards. The number of magic items the Mage-Priest may have depends on his level. A Mage-Priest may have 2 magic items, a Champion Mage-Priest may have 3 magic items, a Master Mage-Priest may have 4 magic items, and a Mage-Priest Lord may have 5 magic items.

SPECIAL RULES

COLD-BLOODED: All Lizardmen are cold-blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the two lowest scores.

SLANN MAGE-PRIEST TELEPATHY: The minds of the Slann Mage-Priests are great and deep beyond mere human comprehension. Mage-Priests communicate with

each other across the globe, and possibly across space and time, by means of currents of magic which flow through the world. On the battlefield, all Slann Mage-Priests use this ability to share their magical powers.

To represent this, at the start of the Lizardman's magic phase each Slann Mage-Priest can swap one spell with any other Slann Mage-Priest in the battle. Thus, so long as there are at least two Mage-Priests present, it is possible to make sure that the most powerful Mage-Priests have the most appropriate spells.

SHIELD OF THE OLD ONES: The Slann, together with his Palanquin and bearers, lies under a powerful *Shield of the Old Ones*, making it hard to harm either the Slann or his servants. To represent this, the entire model has a special D6 saving throw of 4+ against each wound suffered. This is a special save and is not modified by the strength of the attack, and wounds from weapons that ignore armour saving throws can still be saved by the *Shield of the Old Ones*. The *Shield of the Old Ones* is not a magic item but an ancient sorcerous ability of the Slann himself. Otherwise, see the comments on special saves and wards in the Warhammer Magic supplement.

PALANQUIN AND BODYGUARD: All Slann Mage-Priests ride upon elaborate palanquins carried by four sturdy Temple Bodyguards. Slann must be carried everywhere they go. They are so ancient and hugely bloated with magical power that they are quite unable to move of their own accord. Even were they able to do so, they have far too many important things to think about to be bothered with such trivial matters!

The Slann directs his bearers by sheer force of will. His magical energies are transmitted to the Temple Guards carrying the palanquin, enabling them to effortlessly bear his weight for as long as he wishes. Invigorated by their master's power and driven by his will, individual bodyguards will fight on even if they are mortally wounded – kept alive by the Mage-Priest's energy no matter how many arrows are sticking in them or how many swords are plunged through their bodies! The greater the will of the Mage-Priest, the more powerful his bodyguards are in combat, and the more damage they can endure.

Because of this, the Slann Mage-Priest, palanquin, and the Temple Guards are treated as a single model with one profile – much like a cavalry model. If the Slann carries a magic weapon or other magic device then the magic item affects the whole Palanquin, all of its attacks and so on. All enemy attacks are struck against the model as a whole: only by destroying the whole model is the Mage-Priest deemed to be slain, his will broken forever, and his bodyguards destroyed with him.

Venerable Mage-Priest Kremlo of Chaqua goes to war.



"Their eyes are large and all-seeing. Their heads are large to match the mighty intellect within. Their bodies are swollen and bloated..."

Lords they are alert and energetic and have even been known to get up off their palanquins on rare occasions! These are the lowest rank of Mage-Priests who serve the older ones in temple rituals, or as commanders of small forces sent to deal with intruders and various other missions.

Thus, although it is normal for a Slann to live for thousands of years, there are very few Slann remaining in the Known World, perhaps only a few hundred in total and most of them are already immensely ancient. The Slann are therefore a dying race, slowly aging towards extinction. Without the Old Ones there can be no more spawnings of Slann to replace those who perish in battle or die naturally. The dead Slann rest, preserved forever as mummies in the deep tomb crypts beneath the pyramid temples. Even in death their magic lingers on within their dried husks, and so they are venerated as much as ever they were in life.

Each Mage-Priest resides upon a great pyramid temple. The greater the Mage-Priest, the higher and more magnificent his pyramid will be. From here, he presides as a priest-ruler over a community of Lizardmen who guard and serve him. He may have Mage-Priests of lesser status among his retinue, who reside in smaller satellite pyramids clustered around the great pyramid. There are four of these pyramid complexes hidden in the jungles of Lustria and one isolated

in the rainforests of the South Lands. All these cities are, however, linked together by mystic astral lines. The Slann Mage-Priests can communicate with each other by sending their thoughts along these lines.

The Slann know that they were entrusted with the task of maintaining and completing the grand design of the Old Ones. The Known World is but a small element in this awesome universal plan. Since the time of the great catastrophe when the stellar gates imploded, the world was polluted with chaos and the Old Ones vanished forever, the Slann have religiously attended to their sacred task which they hope to accomplish before their race dies out in its turn. No matter what Elves or Dwarfs or Men may think or do, the ancient Slann will endeavour to serve the Old Ones faithfully to the end of time or until they disappear from the world. All other Lizardmen live only to serve the Slann Mage-Priests and help them in their cosmic task.

The mind of a Slann Mage-Priest is constantly preoccupied with deep thought. Endlessly they ponder the meaning of time and the mysteries of the universe. To their attendants, they often appear to be in a sleepy trance with signs of life limited to the occasional blink. With their minds in contemplation in this way, and seated upon their palanquins within the chambers of the temple pyramids, each Slann Mage-Priest can transmit and receive thoughts telepathically from other distant Mage-Priests. Lowly Mage-Priests are the most vocal, issuing orders and pronouncements several times a day. The older Slann speak rarely. Indeed, one of the Mage-Priest Lords has only ever spoken once in the living memory of his Lizardmen attendants and that was to say only this; "Attend to the Gates!". All present knew what this meant. All knew that this was the one great pressing task to accomplish and that it would take forever.

Although the Mage-Priest may seem barely awake, he is perhaps more aware of the magnitude of the universe than any other living thing. Suddenly, from time to time, a profound thought will stir the Slann Mage-Priest into activity. He will appear to wake up and issue an instruction to his attendants and loyal factotums. Often the pronouncements of a particularly ancient Slann will be so enigmatic as to require interpretation by younger and more vocal Mage-Priests. These will act on his instructions and give orders to the rest of the Lizardmen.

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REWARD

5 Points

NURGLE'S CLOUD OF FLIES

A cloud of flies surrounds the model. All enemy models in base-to-base contact suffer a -1 modifier to their Weapon Skill, whether they are attacking the model with the Cloud of Flies or another.

**CHAMPIONS OF NURGLE ONLY**

REWARD

5 Points

NURGLE'S ROT

After making normal attacks in hand-to-hand combat, roll a D6 for each mortal enemy model in base-to-base contact. On a roll of 6 they contract Nurgle's Rot and suffer a single wound. No saving throws of any kind are allowed against Nurgle's Rot, so it cannot be stopped by energy fields, dodged, stopped by a medi-squig and so on. Note that this only applies to mortal foes, not to other daemons, vehicles, Avatars or Wraithguard.

CHAMPIONS OF NURGLE ONLY

REWARD

40 Points

BEAST OF NURGLE

The model is accompanied by a Beast of Nurgle that has been gifted to him by the Chaos God. The characteristics and special rules for the Beast can be found in the Daemonic Creatures section of Codex Chaos. The Beast will attempt to remain within 6" of its master at all times. In effect, the two form a special unit and must obey all the Unit Coherency rules.

CHAMPIONS OF NURGLE ONLY

REWARD

15 Points

PLAGUESWORD

The Plaguesword drips with venomous slime. A wound from a Plaguesword will kill mortal creatures outright on a D6 roll of 4 or more, regardless of how many wounds they have. On a roll of 1-3 the Plaguesword only causes 1 wound. Note that this only applies to mortal foes, not to other daemons, vehicles, Avatars or Wraithguard.

CHAMPIONS OF NURGLE ONLY

REWARD

10 Points

BREATHE FIRE

The model may breathe fire. This allows the model to attack in the shooting phase as if it were armed with a flamer. This is treated exactly the same as any other weapon attack, so if the model breathes fire it may not make any other shooting attacks in the same turn, and it may not breathe fire if engaged in hand-to-hand combat.

SORCERERS OF TZEENTCH ONLY

REWARD

25 Points

DESTINY OF TZEENTCH

If any army includes a model with this Chaos Reward then the force cards are always dealt to that side first, even in the psychic phase of an opponent's turn. In addition, that side always gets to use the first psychic power. If both sides have a Sorcerer with this Reward the two cancel out and the normal rules apply.

SORCERERS OF TZEENTCH ONLY

REWARD

30 Points

DISC OF TZEENTCH

The model rides a Disc of Tzeentch which has been gifted to him by the Chaos God. The characteristics and special rules for Discs can be found in the Daemonic Creatures section of Codex Chaos.

**SORCERERS OF TZEENTCH ONLY**

REWARD

40 Points

FORTUNE OF TZEENTCH

A model with this Reward is allowed to use a nullify each psychic phase just as if they had been dealt a Nullify card. This nullify always works on a roll of 4+, no matter what the psychic levels of the models involved.

**SORCERERS OF TZEENTCH ONLY**

REWARD



CHAOS

REWARD



CHAOS

REWARD



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REWARD



CHAOS

REWARD



CHAOS

REWARD



CHAOS

REWARD 5 Points

NURGLE'S CLOUD OF FLIES

A cloud of flies surrounds the model. All enemy models in base-to-base contact suffer a -1

REWARD 5 Points

NURGLE'S ROT

After making normal attacks in hand-to-hand combat, roll a D6 for each mortal enemy model in

REWARD 40 Points

BEAST OF NURGLE

The model is accompanied by a Beast of Nurgle that has been gifted to him by the Chaos God.

REWARD 15 Points

PLAGUESWORD

The Plaguesword drips with venomous slime. A wound from a Plaguesword will kill mortal

REWARD

50 Points

JUGGERNAUT OF KHORNE

The model rides a Juggernaut of Khorne that has been gifted to him by the Chaos God. The special rules and characteristics for the Juggernaut can be found in the Daemonic Creatures section of Codex Chaos.



CHAMPIONS OF KHORNE ONLY

REWARD

30 Points

COLLAR OF KHORNE

The Collar of Khorne that hangs around the model's neck is said to be forged from the heat of Khorne's rage at the very foot of the Blood God's throne of brass. The power of the collar is to suck the energy of the warp from around it, fortifying the wearer and also protecting it from psychic attack. As a result force weapons lose their Strength bonus and cannot wound the wearer automatically if he is a daemon, and psychic attacks that target the wearer or include it in their area of effect are nullified and will not work.

CHAMPIONS OF KHORNE ONLY

REWARD

15 Points

AXE OF KHORNE

The model carries a mighty Axe of Khorne, suffused with chaotic power and laden with death! A hit from the Axe of Khorne causes not 1 wound on its victim but D3 wounds (roll a D6: 1-2=1, 3-4=2, 5-6=3). In addition, the weapon adds +1 to the wielder's Strength.



CHAMPIONS OF KHORNE ONLY

REWARD

20 Points

PRAISE OF KHORNE

The Chaos Champion has been favoured by Khorne and has received the Blood God's unholy blessing. The model may retake any failed armour save. Note that this reward will not work on any types of save other than armour saves.



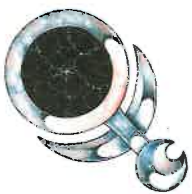
CHAMPIONS OF KHORNE ONLY

REWARD

5 Points

SCREAM OF SLAANESH

Slaanesh has gifted the favoured Champion with the ability to emit a dreadful, soul-numbing scream. When the model charges it causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.



CHAMPIONS OF SLAANESH ONLY

REWARD

10 Points

GAZE OF SLAANESH

The Chaos Champion has been granted the ability to direct a lurid, eldritch gaze towards nearby enemies, distracting them and weakening their resolve.

Any enemy models attempting to fight the Champion in hand-to-hand combat have their Attacks characteristic reduced by -1 point.

CHAMPIONS OF SLAANESH ONLY

REWARD

20 Points

ALLURE OF SLAANESH

In hand-to-hand combat, enemy models must test against their Leadership on 3D6 to be able to strike this model. If they fail the test then they fight normally, but if they win the combat they will not strike the model and so any hits are wasted and the combat is treated as a draw. Once an enemy model has passed the test, it need not test again.

CHAMPIONS OF SLAANESH ONLY

REWARD

25 Points

STEED OF SLAANESH

The model rides a Steed of Slaanesh which has been gifted to him by the Chaos God. The characteristics and special rules for Steeds can be found in the Daemonic Creatures section of the Codex Chaos.



CHAMPIONS OF SLAANESH ONLY

REWARD
50 Points
JUGGERNAUT OF KHORNE
The model rides a Juggernaut of Khorne that has been gifted to him

REWARD
30 Points
COLLAR OF KHORNE
The Collar of Khorne that hangs around the model's neck is said to

REWARD
15 Points
AXE OF KHORNE
The model carries a mighty Axe of Khorne, suffused with chaotic

REWARD
20 Points
PRAISE OF KHORNE
The Chaos Champion has been favoured by Khorne and has



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ARIEL, MAGE QUEEN OF LOREN

Ariel is the Queen of Athel Loren, a wise ruler and a mage of great power. She is the living embodiment of Isha, and the wife of king Orion. When the Wood Elf horns summon the warriors of Loren to do battle, Ariel assumes the awe-inspiring aspect of Isha, spreads her wings that display the Spirals of Isha and the shape of death's head moth that foretells the grim fate of her enemies.

Those few that have angered her and lived to tell the tale, whisper of her piercing scream that shatters bones and cracks open armour, and the beat of her huge wings that heralds the arrival of death.

Her knowledge of sorcery is second to none, and the magical artefacts she carries are potent beyond the understanding of mortal men. Ariel normally uses her sorcerous powers to make the trees of the blessed forest grow and the vegetation spring forth from the ground, but if evil things foolishly threaten her kingdom she is capable of unleashing devastating magics.



Ariel, Mage Queen of Loren



Greedy Dwarf Rangers have the misfortune of rousing the most potent defender of Athel Loren.

WHAT I DID AT THE GRAND TOURNAMENT!

TOURNAMENT DIARY

Have you ever noticed, in books, films and plays, how a storm is often used as a precursor to a dramatic event? In Shakespeare's *Julius Caesar*, a storm rages as the main characters plot the murder of the emperor of Rome. In the film *Alien*, a storm lashes the surface of the strange planet where the alien eggs are discovered. A storm is a well known literary device, the violence and raw power of the tempest being used to mirror the forthcoming action or dramatic event.

And so it was no surprise that the week preceding the Warhammer Tournament was one of thunder, lightning and rain (in and around Manchester at any rate). I fully expected to wake up on the morning of the first day of the tournament to find I would have to battle my way through a raging storm to get there. I was wrong. It was a bit overcast, but not even showery. Anyway, enough of this weather chat, let me start at the beginning and tell the story of my first attempt at a Warhammer Tournament.

It all began sometime in 1995, after the first Warhammer tournament had ended. I saw a report about it in *White Dwarf* and thought that I would like to participate in a whole weekend of playing, talking, eating and sleeping Warhammer. So I kept an eager eye out for news of the next one. As soon

as the 1996 tournament was advertised I rang the Mail Order lines and secured my place. All I had to do now was put together a well-painted, expertly selected, unbeatable army!

My choice of army was not difficult. In the time available (there was about three or four months before the tournament), and bearing in mind that I cannot paint quickly, I knew I would have to build on one of my existing armies. I had been playing Warhammer since the boxed second edition had been released a few years ago. During that time I had collected High Elf, Orc and Goblin, Undead and Dwarf armies. But which one should I take to the tournament?

My first choice was the High Elves. They are skilled, reliable troops, with the best Archers in the Old World (the Wood Elves had not yet appeared), fast shock troops and masters of magic. I eagerly started to paint up more Archers and Spearmen. However, after a couple of weeks I realised that I would never get my planned army finished in time. I did not want to use much of my existing army. It had been the first one I had painted and it showed. Also, my first few practice battles with my new tournament army had not been successful. Call me fickle, but I decided to switch to a different army.



By Paul Whittaker

Two months ago, the top Warhammer, Warhammer 40,000, Necromunda and Blood Bowl players from around the world gathered to fight it out over a weekend in Jervis' Grand Tournament. Paul Whittaker was one of the few who lived to tell the tale.



Over three hundred gamers from all around the world gathered to find out who would be victorious. Truly the Grand Tournament is aptly named!

The Grand Tournament is underway as every imaginable tactic and army composition is put to the ultimate test on the battlefield. This is actually the Warhammer 40,000 hall.



My next idea was to go to war with the doughty Dwarfs. Hard as nails, solid as rock, really hard to beat. But I had only ever really used them as allies for my High Elves. When I fielded them alone, I found them to be too slow. My enemy could easily avoid my best units and concentrate on the weaker ones. Though I really like the look and feel of a Dwarf army, I found them frustrating to play with. I guess I'm not the defensive type. I crossed them off my already short list.

So, it was down to a choice between Orcs and Goblins or Undead. I had more of the former,

since they had been around the longest. The greenskins are hard and (depending on which troops you choose) fast. In hand-to-hand combat they are hard to beat, with their higher than average Toughness and large rank bonus (cheap troops make large regiments).

However, I rejected them for the paint job I had done on my earliest regiments and also because I find them to be the most dependent on luck (something which I consider myself to have very little of). My choice had been made. I would march to war with the Undead (if I got *Vanhel's Danse Macabre* of course). I calculated that I could put together a reasonable number of Skeletons and Mummies in the time available.

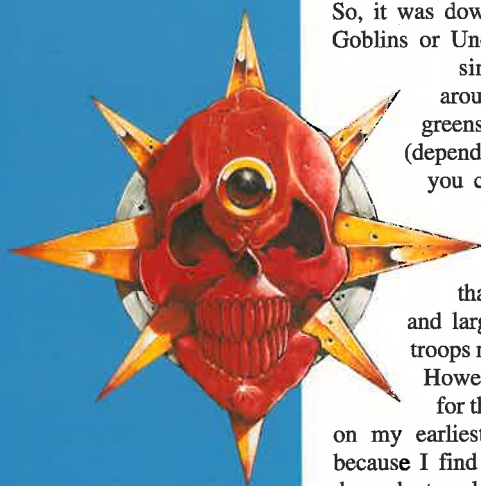
My first task was to sketch out an army and get some practice with it. Using my existing models, I fought one battle per week, varying the composition of the army each time, gauging which troops were most effective. Slowly, I added to my available regiments. By the beginning of April, I had around 3,000 points worth of models to choose from (though not all of them were fully painted yet).

Soon after, I received a tournament pack. Eagerly tearing open the envelope, I read about the special rules and limitations that would be in force. Most of these I believed would be advantageous to an Undead army. But I was dealt a severe blow. I sat down and read the rules again. There it was in

black and white — no unriden monsters. Damn. I had just spent the evenings and weekends of the last two weeks painting a Zombie Dragon. I had planned on using the terrifying beast to fly to the rear of my opponent's lines, belching pestilential breath and spreading confusion in my foes. Back to the drawing board.

The first thing I had to decide was which one of the three types of General available (Necromancer, Vampire, Liche) I should go for. As any Undead player will tell you, the General is the most important character in the army. He is the source of the foul magic that animates the shambling hordes. If he dies, you don't just lose an extra victory point, your whole army could collapse! If you lose your General, you lose the battle. This would be especially true in a 2,000 point game.

I had originally planned on using a Vampire Lord as my General, with the *Carstein Ring* to virtually guarantee his survival. Not only can he come back from the dead if he is killed, he is one of the best characters available to any army. In front of



Hmmm. What next...

a large regiment of Skeletons, with a lesser character at his side to answer any challenges, he can beat off virtually all opponents. On the down side, he is not an adept magic user. It was this latter fact that turned out to be most important in my trial games. He did prove to be immortal (in one game he fought single-handed against seven Savage Orc Boarboyz and a Shaman Lord and held them up for three turns without suffering a single wound), but was a bit of a damp squib in the magic phase. I liked his killing power, but could only despair at his relative lack of success at casting spells. His magic level of 3 and only being able to draw 2 spells meant that an opponent with a level 4 magic user could dominate the magic phase. This is bad news for an Undead General, who needs the magic phase to bolster and enlarge his regiments and to get them moving with the *Vanhel's Danse Macabre* spell. I decided that I would use a Vampire Count to inflict damage in the hand-to-hand combat phase, but that I needed a level 4 magic user to give me the edge in the magic phase.

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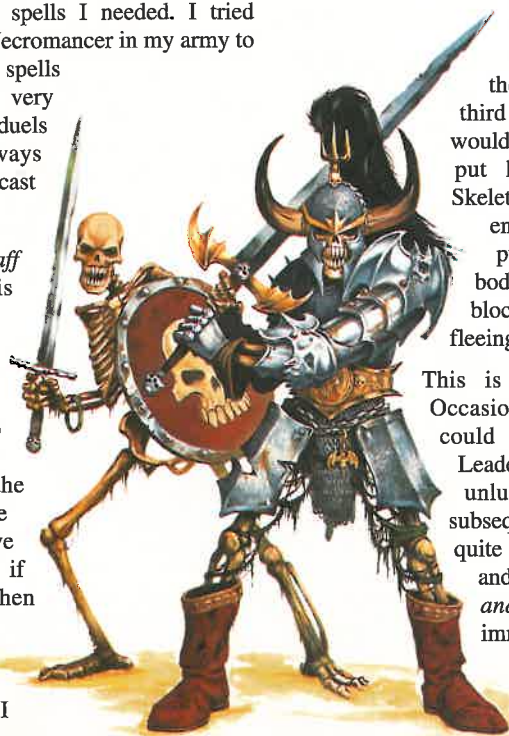
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So, my General would be a Necromancer Lord or a Liche. They both have exactly the same profile and both have magic level 4. The Necromancer can take four spells, the Liche can take only 3. On the other hand, the Liche causes *fear* and is immune to psychology. He also comes cheaper (at 350 points compared to the 410 points for a Necromancer Lord). I decided to audition the Liche in my next few battles. Fighting alongside a Vampire Count, this would allow me to take four spells in total (three for the Liche, one for the Vampire), virtually guaranteeing that I got the spells I needed.

I should explain at this point that one of the rules for the Warhammer Tournament was that no level 3 spells could be used by any army. They were to be removed from the spell pack before the start of the game. This was fine by me, since magic is one of the few ways of combating the powerful characters of the Undead army. It also meant that my Necromancy spell deck was reduced to just seven cards. Hence, taking four of them meant that I could be sure I would have *Vanhel's Danse Macabre* and one of the Raise the Dead spells. Things were looking good for my Undead horde.

A few battles later I was tearing my hair out. I had lost one or two of them because of my reliance on the magic phase. If the winds of magic blew weakly, or my opponent drained magic, or I had a fistful of dispels, I suffered. The first two I could do nothing about, but the latter I could combat to some extent by taking a Dark Magic spell. This would then allow me to discard special magic cards in the hope of picking up more power cards in the magic phase. On the whole, this strategy proved effective and I started to have a greater effect in the magic phase. But taking a Dark Magic spell meant I could sometimes miss out on the vital Necromancy spells I needed. I tried including a low level Necromancer in my army to give me access to five spells in total, but he was very vulnerable to mental duels and was nearly always dispelled if he actually cast his spell.

I also tried using the *Staff of Damnation*. This casts a spell in the magic phase that is like *Vanhel's Danse Macabre* but affects all units within 36 inches of the caster. This was surely the solution! The whole army could march move in the first turn. Even if the staff was then exhausted (on a roll of 1 or 2) it would still be worth the 50 points it cost. I



It's the battle of the titans as David Cain, the reigning supreme Warhammer Champion clashes with Massimo Torriani, the Italian national champion.

would use it in the next battle to surprise my opponent with a mass surge in the first turn of the game. Or at least, that was my naive thought. As my General brandished the fiendish device over his head and I smugly reached for the ruler, an enemy wizard used a *Dispel Magic Scroll* to counter the magic. I then rolled a 1 and the staff was exhausted, leaving my General with an expensive walking stick! Damn, damn and damn again. Now I knew why it was called the *Staff of Damnation*!

I needed four Necromancy spells and one Dark Magic spell, but I did not want to take a low level magic user. What was I to do? The *Book of Ashur*? No, my General had to take magic items to defend himself. A higher level Necromancer? Too expensive. There was only one thing for it. I would have to try a Necromancer Lord as the General of my army.

I had initially decided against a Necromancer Lord on two grounds. He was the most expensive of the Generals and he was not immune to psychology. In a couple of trial games my Necromancer Lord had actually fled in terror from attacking monsters. I had therefore relegated him to third choice. But I decided I would give him another try. If I put him in a large unit of Skeletons, even if he fled, the enemy would be unable to pursue him as the Skeleton bodyguard would stand steady, blocking the foes' path to my fleeing General.

This is exactly what happened. Occasionally he would flee, but could not be caught. With a Leadership of 10 I would be very unlucky if he did not subsequently rally. At first, I was quite paranoid about his safety and gave him the *Cloak of Mist and Shadows*, making him immune to all attacks (except magic weapons and spells). After a while

"There was only one thing for it. I would have to try a Necromancer Lord as the General."



“...to charge his flank and then roll down his lines in an orgy of splintering bone and blood.”

it became apparent that in most games the enemy could not get near enough to threaten him. Even a powerful character on a flying monster posed no threat as I had also taken a Wight to stand by his side to issue any challenges on his behalf. Even if the Wight was killed, the rank bonus of the massed Skeletons and the use of the *War Banner* or the *Banner of Defiance* was enough to secure victory.

My army was taking shape at last. The Necromancer Lord, his tough Wight bodyguard and the

unit of Skeletons came to over 800 points (including the General's magic items). This was a lot of points to spend on one regiment, but I felt I had to give the General this kind of protection. In some respects, it is hard to come up with a balanced 2,000 point army for the Undead, given that such a disproportionate number of points have to be spent on one character that, though extremely powerful, cannot really be risked in hand-to-hand combat.

I also had my other main character in the Vampire Count. I wanted to capitalise on his awesome fighting ability, so I armed him with the *Blade of Leaping Copper* for an extra attack. I would have liked to give him the *Carstein Ring*, but could not afford the points. Not if I wanted to implement my master plan of maximising my psychological impact by taking two Wraiths. So instead I gave him the *Heart of Woe*. If he died, he would take a lot of his enemies with him. An exploding Vampire leaves a very big hole in the ground!

The Vampire would lead a regiment of Zombies. I had originally intended to field an all Skeleton army. I had certainly never even considered using Zombies, given the fact that if they fail a break test they collapse into a large, sticky heap. But that was before I got talking to the manager in the Manchester store. His argument was that Zombies are cheap, so you can afford to take loads of them. A large fear-causing unit is better than a small one. This was true, but what about them collapsing if they

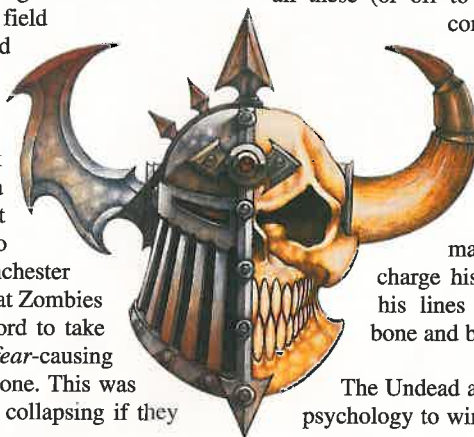
failed a break test? So what, he replied, if any unit breaks there is a fifty-fifty chance that it will be pursued and caught. Even if a unit manages to avoid being destroyed, it normally doesn't get a chance to take much further part in the game. He was right. He was so convincing I bought 10 blisters on the spot, to give me a huge 40 strong regiment (well, I thought it was huge, until one of the other store staff told me he had a regiment of 100 Zombies!) All I had to do now was paint them. In the end I only managed to do 30 of them, but I hoped this would be enough.

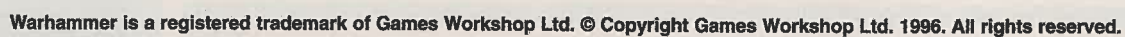
The rest of my army I had decided on by trial and error. The Wraiths very often proved their worth, sending large and powerful units fleeing before they got anywhere near me. A couple of Carrion proved useful to chase the fleeing cowards, or to take on artillery crew. A Chariot, if it survived the first couple of turns, could be devastating in the charge. (I became convinced that my Chariot was not made of bone, but some strange and magnetic material which attracted every cannon ball, bolt and arrow for miles around). A pair of Screaming Skull Catapults proved effective in most games, as just one casualty from this fiendish device forces your opponent to take a panic test. Finally, the Skeleton Horsemen gave me some much needed mobility and hitting power.

Over the weeks and months I had worked on my tactics and battle plan, and had a good idea how my enemy would respond to them. In a typical game I would deploy as follows. The Vampire and Zombies would advance in the centre of my army, absorbing missile fire. On one side of them a Wraith and unit of Skeletons would protect the Zombies' flank. Just behind these two units, out of sight of any enemy shooters, my General and his large Skeleton unit would advance. On the other flank of the Zombies, the Skeleton Horsemen and Wraith would attempt to outflank the enemy, hopefully riding to the rear of their lines to spread terror. I tried to avoid combat with the Skeleton Horsemen as they were fairly weak, but I did give them the *Doomrider Banner* to bolster their chances against artillery crew, small regiments and the like. My Carrion would hover near the centre of the army, giving me the greatest range of options for their airborne attacks. Behind all these (or off to the side if there were no

convenient hills), my catapults would rain horrifying missiles on my quaking enemy. Finally, my Undead Chariot would lurk on the flank of my army, to discourage any attempts my enemy might make down my flank, or to charge his flank and then roll down his lines in an orgy of splintering bone and blood.

The Undead army relies on the effects of psychology to win the day. It is certainly not





Miniatures supplied unpainted. Contents and colours may vary from those shown.

Eldrad Ulthran stood in the Dome of Crystal Seers, gazing through the transparent force dome at the stars gently gliding past. His mood was dark and he had to forcefully calm himself down before attempting to contact the vast consciousness of Ulthwé's infinity circuit. His breathing dropped, his pulse slowed to a few heartbeats in every minute and he felt his body slipping away from him. As his mind loosened its grip from his mortal shell, it was pulled into the infinity circuit which ebbed and flowed around him.

Eldrad's mind slipped into the energy matrix coursing through the wraithbone structure of Ulthwé and coalesced within the seething mass concentrated around the Dome of Crystal Seers. In the dry coldness of the matrix he sent out a signal to the other spirits residing within. Some came quickly, the younger ones eager to help. Others arrived more slowly, dragging themselves from whatever occupied their alien thoughts. Even here, in the infinity matrix, Eldrad felt mortal and small compared to the powerful minds that had been freed from their physical bonds. Finally, enough souls were there that he could communicate with the vast, omniscient mind of Ulthwé itself.

Speak, young Seer.

The mental impulse was like a million voices all talking at once, not quite in synchronisation with each other. The most disturbing aspect of Ulthwé's presence was the way that many of the voices were actually talking about other matters. Some discussed the death of faraway stars while others reminisced about past times. However, on this occasion the spirits of Ulthwé's consciousness were focused on the Farseer and not too confusing or contradictory. The thoughts of Ulthwé echoed



around Eldrad's brain and he reeled slightly at the power. More voices were closing in as he stood there.

I seek aid.

It has been long since you last conversed with us, young Seer.

I seek aid.

The Orks must be diverted, the balance of power must be swayed in favour of the one named Ghazghkull Mag Uruk Thraka. They will descend upon the children of Humanity and we will have peace.

Thank you great Ulthwé, but that matter is long settled. I seek new aid, another threat has arisen.

Speak, young Seer.

It concerns the Sleeping Ones. Our vigil is disrupted and the rash humans may disturb their eternal slumber.

Where are the Sleeping Ones?

They are in Chi'athelai, which the humans have named Kabaal. Our watchers have been destroyed, the humans will waken the Sleeping Ones. Help me see our destiny for the way is far and very dark.

Eldrad's mind went white-hot as the power of Ulthwé poured into him. His mind's eye screamed across the galaxy to Kabaal. A variety of vignettes followed – human miners disturbing the tomb of the Sleeping Ones. The Sleeping Ones' gleaming bodies pouring forth, destroying everything and capturing the human ships in a replay of their ancient destiny. His view flickered to the galactic rim where the dark-enshrouded worlds suddenly burst into light as the Great Civilisation slowly reawakened. The Sleeping Ones became the Soul Thieves as they crawled across the face of the galaxy, grappling, changing and subverting the beings they encountered. He saw the last desperate fight for Ulthwé as the Soul Thieves cracked open the spirit stones of the brave Eldar warriors. It would be millennia from now, but if nothing was done it would all come to pass. Something had to be done now to save the Eldar a thousand years in the future.

Thank you for guiding me and showing me our destiny.

The Sleeping Ones must rest for eternity. They cheated death but they cannot cheat fate. Eradicate the humans. Strike swift and hard. Be cruel for our people. Bring death to Chi'athelai.

Is there no other way?

What concern of ours is a handful of upstart humans. If they wake the Sleeping Ones they will also be doomed. Stop them.

It brings me great sorrow to order this thing.

We weep with you, young Seer, but you are wise. Have we failed you before?

No, ancient Ulthwé, you have not. Blessings on your souls, we will speak of this matter when it is resolved.

Fear not, you will be with us soon and you will know the eternity of peace that is to be Ulthwé. Now leave us while we waken the Avatar of Khaine, for he will be needed soon.

Eldrad breathed out slowly. He was tired and his limbs were stiff. The tiny wraithbone crystals in his veins were hardening and he knew he had a few short years left to the physical world. With a sigh he left the twilight chamber and ordered the council of Seers to be assembled. Preparations had to be made for the eradication of Kabaal.



WRATH OF ULTHWÉ

THE STARKILLERS

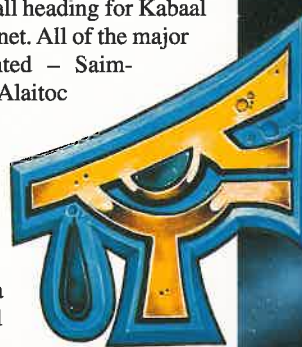
When Governor Nulaati ordered a punitive strike against Eldar corsairs in the Kabaal system, little did he know what fate he was to bring on himself and his world. The Eldar corsairs, known locally as the Starkillers, had existed in Kabaal's asteroid belt for as long as anyone could remember. The odd vessel would be attacked, but such was the reputation of the Starkillers that most captains would surrender, have their cargo taken and be sent on their way with little or no trouble or injury. It was a way of life, one of the little dangers to be faced if you traded to or from the Kabaal system.

Then Bastor Nulaati was invested as Governor. His first order was to launch a full strike against the asteroid bases of the pirates, sending the majority of his fleet to destroy the Eldar once and for all. The attack was an unqualified success, succeeding in destroying almost every ship located within the pirates' bases. Only a single Ghostship and a few smaller vessels managed to escape and flee into the warp.

THE ELDAR RETURN

Trade in Kabaal increased with the demise of the raiders, and Nulaati's coffers were swelled by the substantial revenue this directed towards him. However, this time of prosperity was the calm before the storm. Three years later the Ghostship of the Starkillers returned. Kabaal's fleet was sent to destroy the returning corsairs, only to be met by another Ghostship, and another, and another.

A huge Eldar war fleet poured from the warp at the edge of the Kabaal system, hundreds of Wraithships and other craft all heading for Kabaal III, the system's primary planet. All of the major Craftworlds were represented – Saim-Hann, Iyanden, Biel-Tan, Alaitoc and the others. However, most of the ships were dark and sinister, bearing the rune of Ulthwé – known amongst the Eldar as the Craftworld of the Damned. There were even a few spectacularly coloured



By Gavin Thorpe

Though he's slipped the shackles of White Dwarf, we've still managed to persuade Gav to take time out of his busy schedule to write this exciting Warhammer 40,000 scenario.





ships of unknown design which the human defenders later learned were carrying troupes of Harlequins. Quite why the

Eldar retaliation for the demise of the Starkillers was so fierce is unknown to the Imperium, but the fact that the invasion fleet was led by Eldrad Ulthran himself means that something pivotal in the fate of the Eldar was taking place.

The relatively few ships of Kabaal's star fleet fled before the mighty armada, only to be chased down by the swift Eldar vessels and mercilessly destroyed. The Eldar systematically obliterated every station and installation on even the most remote rock or moon as they made their way through the system towards Kabaal III.

As they orbited the capital planet itself, squadrons of Nightwing fighters and Phoenix bombers descended through the thick atmosphere to rain death and terror on the human cities. The defence laser sites were targeted with unerring accuracy and each was destroyed in turn. Orbital gun platforms were torn to smithereens by devastating warp-powered cannon. The fertile farmlands were raked with fire and laced with toxins, and the land stripped bare of all life. Only the reinforced eco-dome of the capital city, Inari, survived the devastating Eldar assault.

Then the flights of Vampire raiders dropped groundwards, disgorging thousands of Eldar warriors and tanks who set up massive siege works around the remaining bastion of Imperial might. Grand Astropath Kemml managed to send a distress call through the Eldar psychic static that had been plaguing the system since the attack began, and the Eldar knew that a massive punitive fleet of Imperial Gothic battleships, Emperor capital ships and sundry other Imperial ships of the line would be en route even as they attacked the fortress-city of Inari. The defenders would need to be crushed swiftly or all would be lost.

THE FINAL ASSAULT

For two weeks the Eldar assaulted the battered capital, but its arcane force dome proved impenetrable to even their largest weapons. Their psykers, led by Eldrad, probed its defences, but were somehow thwarted by the supreme efforts of the Governor's own psychic corps. It was then that fate dealt the humans a cruel blow. Eldar Scouts managed to penetrate the skirmish screen around the massive complex, evading the sensor-mines and hunter-droids to carefully examine the defenders and their citadel. They located weak areas within the shieldwall and the Eldar devoted their weaponry to blasting through these points. Orbital bombardments rained down night and



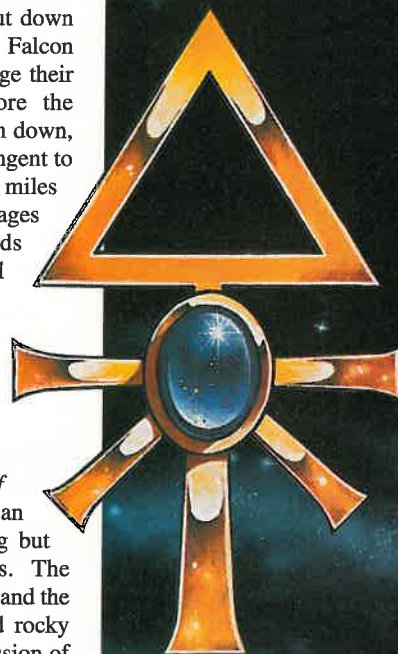
day, while Phantom Titans unleashed salvo after salvo at the carefully calculated nodes of power. Soon the shieldwall started to flicker and fail as more and more city block sized generators had coil burnouts and then exploded. The heavy bombardment continued on through the night...

Just before dawn the next day, with a discharge of energy that set the skies on fire, the shieldwall finally collapsed. The forests and fields surrounding Inari were soon swarming with Eldar as they launched their final assault on the city. Falcons sped towards the doomed capital, skimming between squadrons of Titans and heavier craft. There was one last thing the humans could try...

within the reinforced walls of Inari. The Eldar would have to divide their forces between their main assault and a detachment sent to put down the counter-attack forming at Kadaklan. Falcon transports screamed northwards to disgorge their cargoes as close as they could, before the terminal's auto-defences could shoot them down, and then skimmed back to the main contingent to lend their weight to the battle raging a few miles from Inari's walls. The huge shuttle carriages powered their way from Inari towards Kadaklan, ready to reinforce the small platoon already in position with extra squads and heavily armed battle tanks.

TOTAL DESTRUCTION

What happened next is not recorded in any Imperial records. When the *Fist of Righteousness* arrived, its crew found an almost lifeless world, devoid of anything but the most basic single-cell life forms. The atmosphere was polluted with gene-toxins and the surface was reduced to barren sands and rocky hill ranges. Whether the Eldar took possession of Kadaklan and managed to launch an attack into the heart of Inari using the shuttle is unknown. Perhaps the last-ditch attack was not enough to stem the tide of Eldar war machines intent on the destruction of the humans. The fate of Kabaal is just one of a thousand mysteries that litter the annals of the Imperium. The truth may come to light one day or forever remain in darkness, it is impossible to tell.



THE BATTLE FOR KADAKLAN

Just before the shieldwall had failed, another psychic message had punched through the Eldar screen, bringing hope to the defenders. The Emperor class capital ship *Fist of Righteousness* and its attendant fleet, was preparing to drop from warp space. Again the Eldar had intercepted the message and so launched their attack with astounding speed. However, they overlooked a small but important detail as their force powered across the forests and plains of Kabaal III.

About fifty miles from the city lay the outpost of Kadaklan, hidden in a small mountainous region and protected by powerful sensor scramblers and stealth screens. Kadaklan was connected to Inari by an underground shuttle, powered by fission reactors and capable of transporting troops and tanks behind the Eldar battle line. As soon as the assault began, Nulaati ordered a detachment of his Imperial Guard to congregate at Kadaklan and launch an attack at the rear of the Eldar army.

The instant that the Governor's troops started moving towards the shuttle terminal, they revealed themselves to the divinations of Eldrad Ulthran. Foreseeing the threat posed by this force he had to act swiftly. To make matters worse for his foe, Nulaati ordered a massive sortie from



The following rules allow you to re-fight the Battle for Kadaklan to discover what really happened...

THE SCENARIO

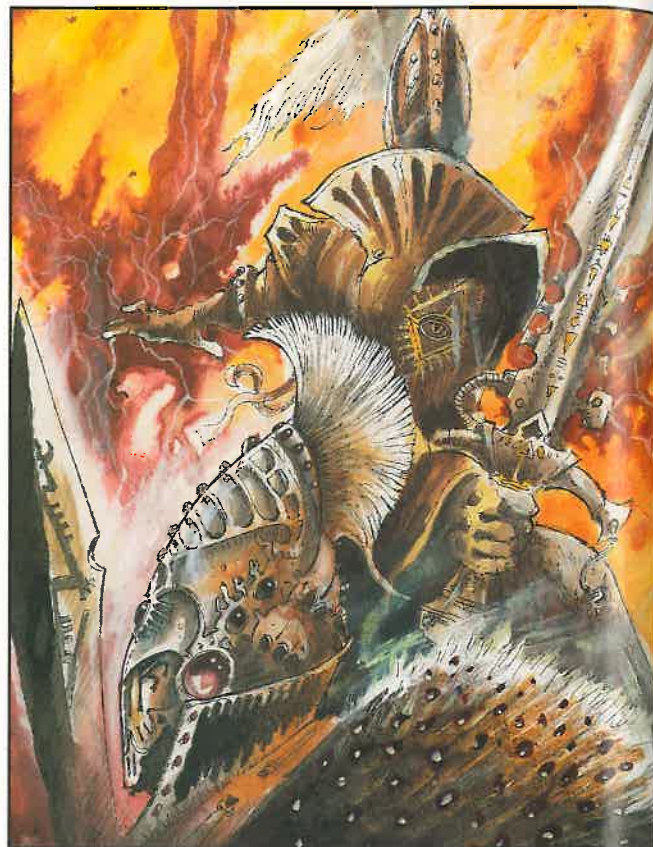
This scenario uses two 1500 points armies, chosen from Codex Imperial Guard and Codex Eldar. With the exceptions noted below, both armies must be chosen within the normal restrictions given in these volumes. Neither of the armies may include special characters, with the exception of Commissar Lorr who leads the Imperial Guard force. There are no allies involved in the battle.

ELDAR

Because of its nature as a secondary force, the following restrictions apply to the Eldar:

The army may not include an Avatar or Farseer and so therefore has no Army Commander. The Eldar army may not include more than one Warlock. All Exarchs must lead a squad of the same Aspect Warrior type at the beginning of the battle (but may leave it in subsequent turns if the Eldar player wishes). The army must include a minimum of 300 points spent on Guardian squads (which may be mounted on Jetbikes if you wish).

Finally, the Eldar army may not include any support weapon platforms and may not contain more than one squad of any particular Aspect Warrior type. For example, it cannot have two squads of Warp Spider Aspect Warriors.



IMPERIAL GUARD

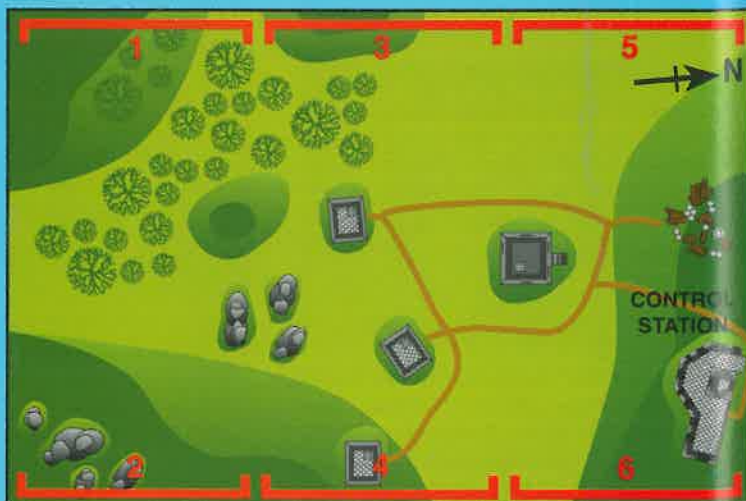
The only restriction on the Imperial Guard army is that it must be led by Commissar Lorr and his Command HQ. Note that you may have another Command HQ in addition to Lorr and his men, but you do not have to.

Out of the 1500 points you may choose up to 500 points of troops to act as the vanguard. These

THE BATTLEFIELD

The Imperial Guard shuttle terminus is located just to the north of the battlefield. This means that the Imperial Guard reinforcements move onto the battlefield from the northern table edge. The Eldar assault force is moving toward the shuttle terminus from the south and they may move on normally from the southern table edge. Alternatively the Eldar player may send some of his troops to outflank the defenders as detailed below.

The Imperial Guard player may place up to 18" of razorwire anywhere he wishes in any lengths he desires. For example, he may place two lengths of 9", three 6" coils or whatever he likes (the rules for razorwire are given later).



HISTORICAL ARMIES

These are the "historical" armies that fought for Kadaklan and I recommend you fight the battle with these armies at least once. They may not be tactically brilliant, but they do provide for an exciting, tense scenario which both players will find challenging and rewarding to play.

ELDAR

Avandir Kethalain, Warlock Master, with *Witch Blade* leading a squad of 4 **Dire Avenger Aspect Warriors**.

N'dauthina, **Fire Dragon Exarch** with *Displacer Field* and *Firepike* leading a squad of 5 **Fire Dragon Aspect Warriors**. N'dauthina has the *Crack Shot* warrior power.

5 **Guardians** with shuriken catapults.

Two squads of 5 **Guardians** with lasguns.

5 **Guardians on Jetbikes** (one with a shrieker cannon).

5 **Swooping Hawk Aspect Warriors**.

5 **Warp Spider Aspect Warriors**.

2 **War Walkers** with lascannon and scatter laser.

troops deploy in hidden positions at the start of the battle, as detailed later. The rest of the army turns up as reinforcements once the battle has started. You must include whole squads in the vanguard, you cannot split them up. This will probably mean you will have slightly less than 500 points to start with, but that's okay!



BLACK PLATOON OF GAMMA COMPANY XXII VALHALLAN REGIMENT

VALHALLAN COMMAND HQ

Captain Hieth – power sword, bolt-pistol.
Primaris Psyker Master Korbel – sword, *Psychic Hood*.
Guardsmen – lasgun.
Guardsmen – melta gun.
2 Guardsmen – lascannon heavy weapon team.

HEAVY SQUAD

2 Guardsmen – heavy bolter weapon team.
2 Guardsmen – heavy bolter weapon team.
2 Guardsmen – lascannon heavy weapon team.
Veteran Ability: *Slick Crew*.

IMPERIAL GUARD SQUAD

Sergeant Hark – chainsword.
6 Guardsmen – lasgun.
1 Guardsman – flamer.
2 Guardsmen – heavy bolter weapon team.
1 Chimera – electro-hull, storm bolter.

IMPERIAL GUARD SQUAD

Sergeant Al-Revor – chainsword.
6 Guardsmen – lasgun.
1 Guardsman – melta-gun.
2 Guardsmen – autocannon heavy weapon team.
1 Chimera – storm bolter.

ADDITIONAL UNITS

Hellhound – frag defender rounds.
Leman Russ Battle Tank.
5 Ratling Snipers.



SPECIAL CHARACTERS

Commissar Lorr – power glove, frag and krak grenades, *Scanner*, *Immune* and flak armour.

Storm Trooper Morran – hotshot laspistol, sword, frag grenades, flak armour.

Storm Trooper Callen – hotshot laspistol, sword, frag grenades, flak armour.

Storm Trooper Diris – hotshot laspistol, sword, frag grenades, flak armour.

Special Rules – Commissar Lorr and the Storm Troopers fight as a unit. The Storm Troopers are an elite unit and have a bonus +1 Weapon Skill. In addition, each Storm Trooper is equipped with a sword. The whole unit, (including the commissar), have the *Hardened Fighters* and *Grizzled* veteran abilities.



STRATEGY CARDS

Each player is dealt two Strategy cards at the start of the battle. However, the following cards should be removed from the deck before they are dealt out: *Brilliant Strategy*, *Ambush*, *Flank March*, *Reinforcements*, *Forced March*, *Delayed* and *Virus Outbreak*.

DEPLOYMENT

The Imperial Guard vanguard deploys first, anywhere on the table further than 8" from a table edge. The vanguard sets up hidden, their exact dispositions unknown to the Eldar. For each Imperial Guard squad in the vanguard you will need a distinctive marker (numbered counters are best). The counter is placed on the table instead of the models and must be placed where at least one model from the squad would normally be able to deploy. The counters are hidden at the start of the game, just like a model, and must be detected using the normal rules (or you can voluntarily reveal them by moving or shooting). If a counter is revealed or detected for any reason use the following procedure. Place one model from the squad on the counter itself and the other models within 5" of it. Revealed models cannot be placed within 4" of an enemy model. Vehicles cannot be set-up hidden, they should be placed on the table at the start of the battle.

The Eldar player can assign squads and vehicles to outflank the Imperial Guard. If you look at the map you will see the neutral table edges are split into 24" sections, each numbered. At the start of the battle you may secretly assign any amount of your army to appear in these sectors. At the start of each your turns (including the first) roll a D6 and add the turn number for each squad. Look up the result on the chart below to see if they can move on. If you score the required result the troops may move on from that table edge in the movement phase of that turn. Troops which aren't on the flank march may move on normally from the southern table edge in their first turn.

Table Sector	Required Score on D6
1,2 (near end)	5+
3,4 (middle)	6+
5,6 (far end)	7+

Note that if you are picking your own armies, Eldar Scouts may add +2 to their roll for arriving rather than infiltrating as detailed in the Warhammer 40,000 Rulebook.

The Eldar automatically gain the first turn and the Imperial Guard may not use the reserves rule or a preparatory barrage (though they can call in later barrages if they have a comm-link).



REINFORCEMENTS

The Inari shuttle is ferrying troops into Kadaklan throughout the battle, but due to the distance from the main terminal the first of these do not arrive until the start of the third turn. Before the battle begins, you must write down an "order of march" for the troops not in the vanguard. From the third turn onwards you may bring on up to two squads or vehicles. Note that Chimeras may carry troops inside them for no penalty and only count as one unit of your reinforcements.

At the start of a given turn, look up which Imperial Guard troops and vehicles are due to arrive. These may move on in the movement phase, measuring from the northern table edge. Imperial Guard vehicles can enter at any speed you wish.

RAZORWIRE

As noted earlier, the Imperial Guard player can place up to 18" of razorwire anywhere on the battlefield. Razorwire cannot be crossed with troops using a run or charge move, it can only be moved over at normal speed. Vehicles and troops which can ignore terrain penalties (such as Swooping Hawks or Warp Spiders) can cross over razorwire without penalty. Vehicles do not have a permanent effect if they run over razorwire as it springs back into place once they have passed over it.

THE CONTROL STATION

The shuttle control station is treated just like a Battle Bunker except that whenever the control station suffers damage (a penetrating hit which isn't a vision slit location) the Eldar player should roll a D6 on the following table:

D6 Roll	Effect
1-4	No additional effect.
5	Power Fluctuation. Each reinforcement squad is delayed by a turn.
6	Black Out. No reinforcements may arrive until the power is back on-line (roll a D6 at the end of each Eldar turn, power is back on-line on a roll of 4+).

VICTORY CONDITIONS

The Battle for Kadaklan lasts for six turns. When the battle is over, calculate each player's victory points as follows:

Each army gains normal victory points for killing or breaking enemy troops, using the tables in the Dark Millennium supplement.

If the control station is destroyed, the Eldar gain +3 victory points. If it is controlled by one army (ie the player has troops inside with no enemy troops inside too), that army gains +5 victory points to its total.

VARIATIONS

There are a number of things you can do to vary the scenario to make it play slightly differently. I

can't make any assurances regarding the balance if you do, but it could be fun to try! Firstly, you can pick your own armies using the restrictions given earlier. Although the Eldar army is quite tightly controlled and suffers several disadvantages, there is still lots of room for flexibility. I'm pretty certain there are probably a few "unbeatable" armies that could be picked for either side, but that's up to you to do if you want to win at all costs rather than play a challenging, exciting battle.

There's also another way of sorting out the Eldar flank marchers. As there are six zones from which they could arrive, the flankers could come onto the board using a D6 roll. At the start of each turn you may choose D3 squads. Roll a D6 for each of these squads to see from which part of the table edge they can enter. This method is a bit more random and could lead to a potentially devastating advantage to one side or the other, but hey, that's war for ya!

Another possibility is to fight the main battle for Inari too (possibly using the Epic games system to get the scale of things right!). You can devise some way of effecting the assault on Inari depending on the results of the Battle for Kadaklan. Perhaps one army gets to move troops in behind the other partway through the battle if they held the terminus at the end of the scenario.

If you like this scenario, why not drop a line to myself or the White Dwarf team and tell us. This is my first proper foray into the realms of writing for Warhammer 40,000 and I'd like to know what you think about it. If you're nice to me, I may write something else one day (and if you're nasty, I'll just go home and cry...)!

*If you're nice
to me, I may
write
something
else one day
(and if you're
nasty, I'll just
go home and
cry...)!*



COMMISSAR LORR

115 points

Commissar Lorr was in command of a small force of Imperial Guard during the Ork invasion of Impal. He had orders to defend a communications base from Ork scouts, but found his force in the way of a major Ork advance. Reinforcements from the Blood Angels, who had recently arrived on the planet, were requested, but the Imperial Guard would have to hold out until they arrived.

The horde of Orks attacked the base in waves. First came the Warbikes, their riders racing ahead of the main army seemingly out of control as they wildly fired their autocannons. They were destroyed, but at great cost to the Imperial Guard. Many squads fell into despair when they finally saw the size of the main Ork army, but Lorr continued to shout orders and he gave his force enough courage to hold their ground and face the enemy. As the Orks advanced, the Imperial heavy weapons cut them down, the Orks trying to return fire at the hidden Imperial positions. The huge size of the Ork force meant that despite the horrendous casualties inflicted by Lorr's men, they finally reached the base and fought hand-to-hand with the enemy.

The Orks pushed the Imperial Guard back, many squads turning to run from the horrific scene, but then the Storm Troopers entered the fight. The Storm Troopers' superior weapons and skill helped them to beat the Orks back, other units took heart at the sight and joined the attack – to their misfortune. At the rear of the Ork force a huge Dreadnought had entered the battle, the machine crushing the Imperial Guardsmen with its powerful claws, while its lascannon and heavy bolter cut down whole squads at a time. At the front of the Imperial attack the Storm Troopers faced the full horror of the machine and were nearly wiped out. Commissar Lorr, seeing the battle going against him, ordered the remaining Storm Troopers to organise a retreat into the base.

The Imperial army had suffered huge casualties, but the battle was still not over. The Ork force surrounded the outpost and bombarded it with artillery while their massive mobs advanced. Though the Orks greatly outnumbered the defenders they never took the base. The remaining Imperial squads, each led by Lorr or one of the three remaining Storm Troopers, held back each Ork attack. They defended the walls of the base with the courage and determination of heroes. After hours of desperate fighting the roar of Thunderhawk Gunships was heard above and the Orks fell back, seeming to know that it was now they who were outgunned.

Lorr was commended highly for his part in the victory and has since earned himself high honours in several other campaigns. At the special request of Lorr, the surviving Storm Troopers who helped him to victory have become his bodyguard. Their

experience on Impal has turned Lorr and his men into hardened close quarter fighters and it is to Lorr that Governor Nulaati has entrusted the counter-attack from Kadaklan. If there is anybody that can hold the control station against the Eldar, it is Commissar Lorr.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Commissar	4	5	5	4	4	2	5	2	10
Storm Trooper	4	4	3	3	3	1	3	1	8

COMMAND HQ.

Commissar Lorr and his Storm Trooper bodyguard are treated as a single special Command HQ. All the normal rules for Command HQs apply. Your army may still include a normal Command HQ squad chosen from the Imperial Guard army list.

WARGEAR

Commissar Lorr: Power glove, frag and krak grenades, Scanner, Immune and flak armour.

Storm Troopers: Hotshot laspistol, frag grenades, sword and flak armour.

Veterans: Lorr's Command HQ has the *Hardened Fighters* and *Grizzled* veteran abilities as detailed in Codex Imperial Guard.

Actually, Gav didn't make up Commissar Lorr at all, he's far too lazy to do all that work. Instead, he collared an unsuspecting Andy Kettlewell (one of our Assistant Game Developers) and got him to do it for him.

Just thought you ought to know – Ed



SPACE HULK

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.



Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.



In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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**GAMES
WORKSHOP**

FISTS OF HASHUT

Lately there has been a lot of talk about how a Warhammer General should go about choosing his army. Some believe that you should stick purely to the background of each army, while others, more competitively minded, think that the effectiveness of the force should be foremost in your mind. I decided to try and find a middle road, so I wrote a story about a Chaos Dwarf Sorcerer Lord gathering his army against the kingdoms of the Old World. In it I examined the choices he had to make, and looked at the factors which influenced him. I used this as a basis for my army selection, and gathered a Chaos Dwarf army from the Studio cabinets. This way I would hopefully have a force that was both characterful and wouldn't get trashed every time it went to battle! Below are the results of my experiment, along with chosen bits of the story.

PRAISE HASHUT!

"So, Young One, you are bound on your first mission of conquest to the lands of the lesser races?" echoed the hoarse voice from the darkness. "Then listen to me and heed me well, for I, supreme lord Ghorth, do not suffer failures gladly." Gargath raised his head, but he could see nothing except impenetrable darkness. "You must return with an abundance of slaves and sacrifices before the sun has passed the tower of Hashut ninety times. Gather your throng and do not spare your gold when calling warriors to your banner. Thus says I, Lord Ghorth of Zharr."

Chaos Dwarfs are the black-hearted cousins of the Dwarfs. They rule a vast empire that dominates the lands east of the Worlds Edge Mountains. Arrogant and irrevocably evil, they rule their dominion with an iron fist.

In game terms, the Chaos Dwarfs differ from their uncorrupted kin in a few important ways. First of all, they have mastered many ferocious monsters and now ride them to battle, unlike any Dwarf from the Old World. Secondly, they study the evil and deep magical lore that their patron deity, Hashut the Father of Darkness, granted them aeons ago. This makes them quite a different army from their western cousins, and gives a Chaos Dwarf General some interesting options.

Before I started to pick my army, I decided to impose a few restrictions on my choices, apart from sticking to the story I've written. To start with, I decided not to include any allies or special characters. Most of the gaming groups that I know disallow the use of these anyway, and this is also an exceptionally common rule in tournaments. Leaving allies and special characters out would make my army immediately more acceptable to anyone I was fighting with, and it would also retain the pure (evil) character of the Chaos Dwarf army. I also resolved not to take any unriden monsters. The *Fists of Hashut* sounded like a suitably imposing title for my host. That decided, all that remained for me to do was pick a 3000 point Chaos Dwarf army that would not disgrace itself on a battlefield.

MASTER OF SLAVERY

The black heart of Gargath of Baal swelled with pride as he marched out of the darkness into the ruddy light of Zharr-Naggrund. His labours had finally borne fruit, and now he would command an army of his own like his ancestors before him. He was supremely confident in his own abilities, for the ancient House of Baal had produced mighty Sorcerers and great Generals for thousands of years. He would not bring shame on the name of his ancient clan.

When picking the General for the Chaos Dwarf army, your choice is between the Chaos Dwarf Lord or Sorcerer Lord. In smaller battles (around 2000 points), I prefer using the Chaos Dwarf Sorcerer Lord, as in this way my General and mage are purchased in one go. My opponents are often surprised by this as well, as they do not generally expect to see fourth level wizards in these skirmishes.

In bigger battles I like to field a Chaos Dwarf Lord so I will have an additional powerful character for hand-to-hand combats. But for the *Fists of Hashut*, I decided to stick to the fiction I had written, and took a Chaos Dwarf Sorcerer.

Equipping the General of your army is always tricky, but with Chaos Dwarfs it is even more important than for most armies. As your General is your most powerful mage as well, you really can't afford to lose him. On the positive side, the Chaos Dwarf characters can use items normally limited to Chaos only, as well as their own unique artifacts. I gave Lord Gargath the *Skull Staff*,



By Tuomas Pirinen

For this article Tuomas took a break from leading his High Elves and donned the tall hat of a Chaos Dwarf Lord. Normally a dedicated tournament player, this time he has decided to play nice...



The Mighty Lammasu

The mighty Lammasu is among my favourite monsters. Apart from its obvious fighting prowess and ability to fly, the Lammasu is a very difficult beast to kill. It has a Toughness of 7 which leaves foes struggling to wound it, and it is completely immune to normal bowfire and attacks by rank and file troops with strength 3.

The Lammasu causes terror and this makes it a very dangerous foe against armies with mediocre Leadership values. Of course, the Lammasu (and the rider) are immune to both fear and terror themselves.

The Sorcerous Exhalation gives the Lammasu and its rider a 4+ save against magic, and enemy characters armed with magic weapons suffer a -1 to hit penalty. Normally this sort of protection would cost me lots of points and tie up several magic item slots, but

the Lammasu comes as a package with all this for only 200 points! On the top of it all, the model is full of character and fits very well into any Chaos Dwarf army.



the *Black Amulet*, the *Gauntlet of Bazrakk the Cruel* and the *Blade of Leaping Gold*. This would give me a good mixture of offensive power and magic. As stated in the background, the usual mount for any Chaos Dwarf Sorcerer of great importance is a Lammasu, so I happily dished out 200 points for this great beast.

SONS OF DARKNESS

The warriors of clan Baal waited patiently outside the the brazen doors of the great tower. As their lord marched out they dropped on one knee with practiced discipline. From a hundred throats rose the cry "Command, master!" Gargath motioned his men to rise. "Sharpen your axes, brothers!", he shouted, "We go to war!"

The compulsory regiment of the Chaos Dwarf army are the Chaos Dwarf Warriors: sturdy troops with double-handed axes, heavy armour and shields. Now I know that many players use only the minimum number of 5 Chaos Dwarf Warriors, but I think that they are characterful and their hats alone make them worth fielding! Also, according to the background, the Chaos Dwarf Warriors form the backbone of the many Chaos Dwarf armies. I intended to use my Warriors defensively by putting them behind a defended obstacle, such as a wall or a hedge. Their double-handed weapons make them strike last, so they need to lessen the casualties they suffer somehow. Defended obstacles provide a comfortable shelter (your foes hit only with natural 6's) so this should leave somebody left in the front rank to strike back when it's my turn.

"In game terms, the Chaos Dwarfs differ from their uncorrupted kin in a few important ways..."

The Chaos Dwarf Warriors are one of the very few regiments in the army who can field a magic standard. Because of this, I chose the banner that I gave to my Warriors, very, very carefully. My first thought was the *Banner of Wrath*. This is deadly against heavily armoured troops like Knights, and irritating enough to draw people into charging against the Chaos Dwarf regiment. Other likely possibilities included the *Banner of Defiance* and the *Standard of Shielding*. For the Fists of Hashut I picked a regiment of 19 Chaos Dwarf Warriors led by a Champion. I decided on the *Banner of Defiance* for them, and included a musician as well.

The other Chaos Dwarf regiment in the army list,

the Blunderbusses, are an exceptionally specialised type of missile troops. They have short range, cannot move and shoot, but they ignore shooting penalties and hit everybody in their blast area. It is a careful business to choose the right number of ranks for them: a single rank is enough if you are expecting lots of low-toughness, unarmoured infantry. Against faster, more powerful and well-armoured heavy cavalry, go for the full three ranks. If you are fighting against Wood Elves or somebody else who invests in Archers, equip them with shields as well. They are far too valuable to be lost in a single hail of missiles. A word of warning – experienced opponents will stay out of the reach of the Blunderbusses whenever possible!

I took 24 Blunderbusses for the Fists of Hashut. This way I could deploy them in one, two, or three ranks deep depending on the opposition.

HASHUT'S CHOSEN

As Gargath and his Warriors marched down the twisting streets of Zharr-Naggrund, his heralds called the citizens to witness "Be it known that Lord Gargath of Baal shall march east to plunder the lands of the inferior races!". With swelling heart Baal realised that Lord Ghorth had granted a rare honour to him: the guardians of the Tower of Zharr were ordered to join him. When he reached the great gates of the city, an entire regiment of Bull Centaurs swelled his ranks.

My firm belief is that the Bull Centaurs are the best regiment of the entire Chaos Dwarf army. With their strength of 4, 2 Attacks, good weapon

skill and reasonable initiative, the Bull Centaurs are fearsome creatures indeed.

Because of their double-handed weapons, I believe that the *Banner of Might* should be their primary choice of magic standard. I equip the Bull Centaur characters leading the units with magic weapons as often as possible, as this enables them to strike before their enemies if they manage to charge them. If you are expecting truly swift opposition, the *Sword of Swift Slaying* and the *Helm of Many Eyes* enable you to strike first, and gives a nasty shock to your opponents. It also reduces the number of casualties suffered by your Bull Centaurs. Without these precautions striking last could well mean striking never! Bull Centaurs have only a 5+ save and so can be wounded relatively easily, even though their 2 Wounds and good Toughness softens the enemy blows a bit.

As always with my Chaos Dwarf armies, I took every single Bull Centaur available. This left me with seven Bull Centaurs, the *Banner of Might* and Barukh, Bull Centaur Hero with the *Helm of Many Eyes* and the *Chaos Runeshield*.

EVIL IS ETERNAL

For long hours Gargath studied the grimoires of the Temple of Hashut. He summoned demons from the deepest reaches of their dark realms and made unspeakable pacts with them. He presided over countless sacrifices for Hashut in the return for divine favour for his expedition. And the wail of tortured souls rang out through the night...

Chaos Dwarf magic is powerful and destructive, the terrifying force of raging volcanos. It is ideally suited to bringing doom and destruction, and is great fun to use too! But because my Sorcerer Lord was the General as well, I thought that he'd be above the drudge of dispelling the opposition. What I needed was someone else to carry the *Dispel Magic Scrolls* leaving him to have a good time wiping out the foe. Enter Balur of clan Baal, brother of Lord Gargath and a Chaos Dwarf Sorcerer Champion himself. Now, with two Sorcerers in my army it's about time I had a good look at those Chaos Dwarf spells.

Ash Cloud is an excellent spell to disrupt attacking cavalry and the like. With the right timing, you can actually get a chance to charge with your Chaos Dwarf Warriors now and then! If your Sorcerer is mounted on a Great Taurus or Lammasu (or any

other powerful monster for that matter) then the *Magma Pool* is a very handy spell. Transporting such a powerful character and his monstrous mount to a crucial combat is a useful ability. *Shadows of Hashut* is extremely handy against any armies with less enviable Leadership. Granted, it usually does not kill too many enemies, but it does force them to take a panic test! Goblins and Humans are very susceptible to this spell. With a bit of careful planning you'll be able to hit two or three enemy regiments with it. Remember, one casualty with this spell is all it takes to cause a panic test.

TREMBLE, O EARTH!

Deep beneath the surface the air was hot, and filled with the anguished wail of toiling slaves. These were the Pits of Zharr where the engineers and Sorcerers of the Chaos Dwarfs constructed their machineries of destruction. For the slaves who were sent here, this was the Place of No Return. Here the gold given by Lord Ghorth would buy the finest war machines in the Known World, and they would bring him victory.

Chaos Dwarfs have a deserved reputation for excellence in making machineries of destruction.

Earthshaker Cannons are the strong arm of the Chaos Dwarf artillery. Powerful and long ranged and with high save modifier, it is a good weapon for bringing down the elite enemy regiments. The main feature, however, is the Earthshaker effect. The heavy exploding shot of the Earthshaker is capable of silencing enemy war machines and throwing even the most solid enemy regiments to the ground. Take care when shooting the Earthshaker, for it does not distinguish friends from enemies. It is best to pick on enemies far away, like the war machine batteries,

regiments of missile troops or reserve regiments that are hanging back. Shoot at the middle of the enemy missile troops. If you can, try to get a hit near the enemy cavalry as well to slow them down.

The Death Rocket is a useful device for slaying Elves and their kind, though its Strength and save modifier leave a lot to be desired. Even so, I still think it is a very characterful device, and if I have points to spare I will field it.

Even your slaves are equipped with useful Bolt Throwers. I often buy two and place them on the extreme flanks of my army. Here they usually can



"Be it known that Lord Gargath of Baal shall march east to plunder the lands of the inferior races!"





The Chaos Dwarfs of Lord Baal

Lord Gargath, Chaos Dwarf Sorcerer Lord on Lammasu, armed with the *Blade of Leaping Gold*, carrying the *Gauntlet of Bazrakk the Cruel*, *Black Amulet* and *Skull Staff*.

18 Chaos Dwarf Warriors armed with double-handed axes, heavy armour and shields. The regiment includes a musician and a standard bearer with the *Banner of Defiance*. The regiment is led by a **Chaos Dwarf Champion** carrying the *Black Gem of Gnar*. Also with the unit is **Balur, Chaos Dwarf Sorcerer Champion** carrying a *Dispel Magic Scroll* and the *Ruby Chalice*.

24 Chaos Dwarf Blunderbusses armed blunderbusses and wearing heavy armour.

7 Bull Centaurs armed with double-handed axes and heavy armour. The regiment includes a standard

bearer carrying the *Banner of Might*. The regiment is led by **Barukh, a Bull Centaur Hero** armed with two axes and wearing heavy armour. He is also equipped with the *Helm of Many Eyes* and carries the *Chaos Runeshield*.

5 Hobgoblin Wolf Riders with bows and light armour. They are deployed as skirmishers.

8 Hobgoblin Wolf Riders equipped with hand weapons. The regiment includes a standard bearer and is led by **Sharka, Hobgoblin Hero** riding a Giant Wolf. He is armed with a hand weapon and wears light armour. He also carries a *Strength Potion* and the *Heart of Woe*.

1 Hobgoblin Bolt Thrower.

2 Earthshaker Cannons.

pick on the flanks of the advancing enemies. The Hobgoblin Bolt Throwers are dirt cheap as well – you can easily field a whole battery of them and assign a Hobgoblin Hero with the *Black Gem of Gnar* to guard them against enemy flyers.

For the Fists of Hashut my choices were limited by the contents of the Studio cabinets, and so I ended up with two Earthshaker Cannons and a Hobgoblin Bolt Thrower. I decided not to deploy

them as a battery, as I could not spare the points for a character to protect them.

LIKE CATTLE TO BE LED

The next day, the cruel Chaos Dwarf slavemasters began to gather the slaves of clan Baal. Those that tried to escape were swiftly trampled by the Bull Centaurs. Once the entire mob of greenskins, a thousand strong, was surrounded by a circle of

This is what the battle line of the Fists of Hashut would look like. The left flank is deployed ready to attack, while the centre and the right flank are deployed more defensively. Normally the General on his Lamasu would be behind a hill or a building (it is embarrassing to lose your General to cannon fire on the first turn), but being in the open makes a much more impressive photograph!



steel, Lord Gargath stepped forward, flanked by his Bull Centaur bodyguards. He raised his left hand to draw attention.

"You have been chosen to accompany our glorious army!", he exclaimed. "Those that return shall each be given their freedom and three shekels of gold upon our return!" Even the most unruly Hobgoblins ceased their struggle as the message slowly reached their brains. Then, from a thousand throats rose a cry of approval.

"Rejoice, fools" thought Lord Gargath "for not one of you shall return to claim your freedom."

The greenskins are useful for giving tactical flexibility to the Chaos Dwarf army. Archers, fast cavalry, offensive and defensive infantry – the greenskins allow you to tailor the Chaos Dwarf army to your needs.

Black Orcs are powerful, well-armed troops. I prefer to equip mine with two hand weapons or spears and shields. With the right leaders, they should be able to fight (and beat) almost any enemy infantry regiment.

Hobgoblin Wolf Riders are the fastest troops you've got, and can be fielded as fast cavalry or

skirmishers. You can either use them to shield your advancing units (like Bull Centaurs) or put a couple of Hobgoblin Characters in their front rank and use them to support your strike force. They work best with Bull Centaurs. Just engage the enemy from the front with the Bull Centaurs, and charge them in the flank with the Wolf Riders. This not only causes panic test, but also negates the enemy rank bonus.

Goblins are cheap and expendable, so I often use them to soak up missile casualties and provide a valuable rank bonus for my less numerous elite regiments.

I pondered long and hard about my choice of slave troops, and in the end I took two regiments of Wolf Riders: five skirmishers with bows, and a larger regiment of eight Wolf Riders equipped with hand weapons and light armour, led by a Hobgoblin Hero with the *Heart of Woe* and the *Strength Potion*. These regiments could act as a screen against missiles and support the Bull Centaurs by charging their enemies on the flank. If I was faced with very powerful enemy troops like Chaos Knights, my Hobgoblin Hero would drink his



"Rejoice, fools" thought Lord Gargath "for not one of you shall return to claim your freedom."



Here is what will hopefully happen when the Fists of Hashut go to war. While the Bull Centaurs charge the enemy from the front, the Wolf Riders sneak round the back and charge them in the rear or cut down their supporting missile troops!

Strength Potion, charge the enemy and possibly challenge some powerful enemy character. In this way he would almost certainly die, and the *Heart of Woe* would take a terrible revenge using his increased strength.

DISRUPT AND DESTROY

The captains of Lord Gargath had gathered around a great obsidian table in the opulent palace of clan Baal to study the maps of the far west where the kingdoms of their despised Dwarf cousins and the weakling humans awaited, ripe for plunder. They delved deep into the annals of the great Chaos Dwarf Generals of the ages past.

When deciding on an overall battleplan, I try to concentrate on the strong points of the Chaos Dwarfs. Their spells and war machines are supremely good at disrupting the enemy troops. The greenskin slaves are cheap and expendable, and thus can be used to hinder the enemy troops as well. The Chaos Dwarfs also possess some excellent hand-to-hand combat troops and devastating short-range firepower. Thus, in battle I try to identify the most dangerous elements of the opposing army, completely shatter their manoeuvrability with Earthshaker shots and spells, and close in for the kill with my core unit of Bull Centaurs, supported by the General on his Lammasu and the larger Wolf Rider regiment.

Meanwhile, the rest of my army hangs back and shoots at oncoming enemy regiments. Hopefully the Chaos Dwarf Warriors with the *Banner of Defiance* will be able to deal with any enemies that reach their line.

All in all, I am pleased with the way the *Fists of Hashut* turned out. While

I certainly could have picked a much more powerful army, this one should prove to be both tactically challenging for me, and give any opponent a run for their money. Above all I had fun writing the background and tackling the challenge of picking army with these restrictions. Now all I need is an opponent to play against.

When all was said and done, and the plans for conquest were laid out, Balur was the last to speak. "Brother," he enquired, "what shall your victorious throng be called?" We shall be known as the Fists of Hashut," intoned Lord Gargath "Let the world tremble at our name."

I stand here, atop the Ziggurat of Zharr-Naggrund, the Place of Fire and Desolation. From where I stand, I can gaze across the plains of Zharrduk, and what I see is pleasing to my eyes.

It is forever Dark under the sun here at the heart of the world. The smell of sulphur and of burning oil fills the air. The cracking of whips and the wailing of the slaves drowns out the clatter of machinery. This is the future. One day Hashut shall rise from his slumber, and trample the world beneath his brazen hooves. The dead shall outnumber the living, and those that remain shall be dragged in chains to the pits of Zharr to toil for the greater glory of Hashut. And all will be blessed Darkness.

From the prophecies of Astragoth, the High Priest of Hashut.



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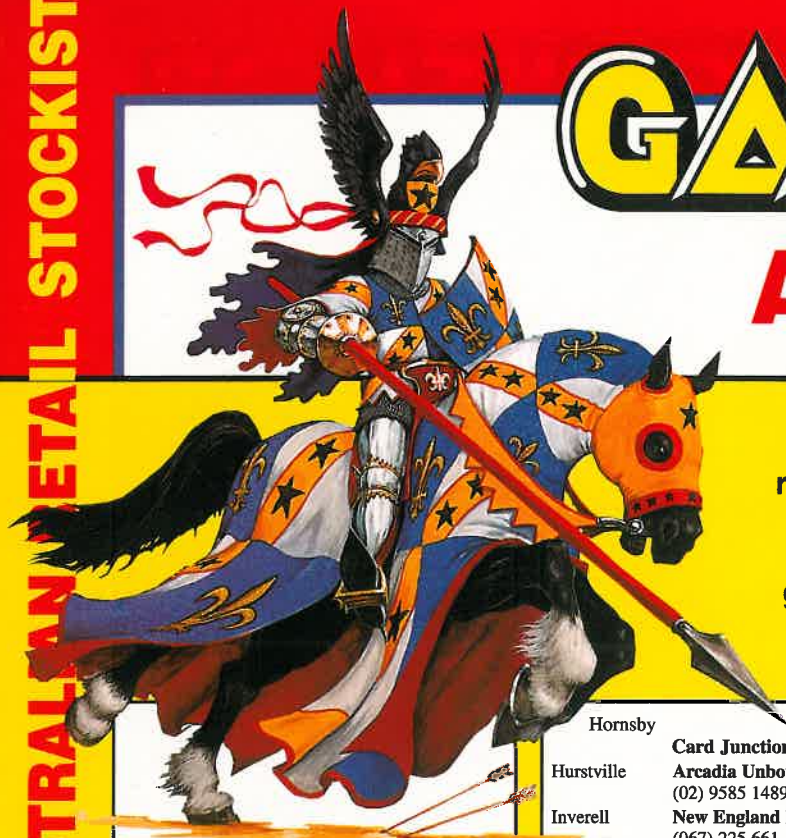
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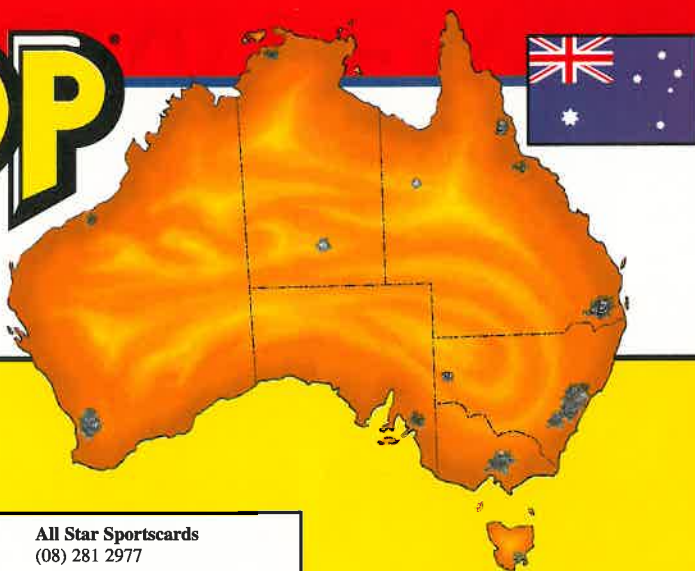
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'EAVY METAL MASTERCLASS

By Neil Hodgson

Unfortunately Mike McVey is really busy working on a new project, so I've taken this opportunity to put down my brushes and put pen to paper, to give you an idea of what goes on in the 'Eavy Metal team. I am the guy in charge of a eight strong team of miniature painters, and this generally means I have to order all the paints and brushes and make

sure that Dave and Richard don't spend all day talking about Brookside and Eastenders. But seriously, together we paint all the miniatures you see in or on Games Workshop products. This is quite a feat, and I am constantly amazed at the sheer quantity of miniatures that we have painted.

But despite this, each one of us is still able to



Every month you read your White Dwarf magazine, or you look through your rulebooks and supplements, or buy a boxed set of miniatures and what do you see? Scenarios, modelling articles, rules, army lists? Yep, you'll see all of those, but dominating all of this will be photos of miniatures. Shots of single miniatures, close up detail shots, battle shots, squad shots all showing beautifully painted miniatures. Photos much like the ones on this page. If you've ever wanted your miniatures to look this good then read on...



really pull the stops out when it comes to painting a special character model or turn out a truly cracking paint job for a box cover or an 'Eavy Metal page.

I know that many of you would love to be able to paint to this style and standard, so I have spent a bit of time trying to work out exactly how we do it. The result is this article. Now I know this isn't your usual sort of painting guide. On the team we have some hard and fast rules to follow, and to quote a famous film: "You can either do it my way or take the highway".

"You can either do it my way or you can take the highway".

WHY DO WE DO WHAT WE DO?

Whenever you look at any Games Workshop publication you will see lots of painted miniatures. Miniatures that look great. Why? Because there is a system that we have developed over many years, and that system works. The way in which we paint models for White Dwarf and box covers has been honed to a fine art. Although many of the techniques which we use do not really apply to the hobby side of miniature painting, there are certain fundamental basics which should be utilised in all forms of painting.

No matter how good a painter you are, by following and understanding these guidelines I can promise you this: you will get better. This is

not a typical painting guide which tells you what colours to use and in what order to use them. Nor will it drag you through stages A, B and C. What I want to do is to vaguely point out why we go through stages A, B and C, as well as showing you the thought process that goes on before and during painting a model. Why? Because if you don't know you'll never get there!

COLOUR THEORY

Colour theory is vital to know if you want to be a top class painter. For a lot of people this can be quite a hard concept to understand. When talking about colour theory you have two types of colours (this of course is in the broadest possible terms). These are contrasting colours and complimentary colours. Contrasting colours are those which sit opposite each other on the colour wheel, whereas complimentary colours are those which sit adjacent to or near to one another.

Using complimentary and contrasting colours together on a model gives it shape and definition and by using different tones (lighter and darker) gives the additional feel to the miniature. By knowing about this and relating it to say, a unit of troops or a complete army, can give you a real sense of purpose. Giving your painting a sense of purpose creates the feel of your army, for instance, using deep dark lustrous hues of blue, purple, red and black gives the feel of the dark

THE GOLDEN RULES

There are two simple rules in the Games Workshop style of painting, these are:

1. Paint your miniatures with bright and bold colours and keep your painting neat at all times.
2. Make sure that you keep the consistency of the paint thin to give you even coats of paint that do not clog up the detail of the miniature.

Stick to these rules religiously! If you do, you will find that whatever else you learn about painting miniatures is merely "window dressing" and common sense.

Now, those are the rules. This is how to keep your colours bright. There are several factors. Clean water is essential, using dirty water can easily make your colours go brown and dull. Use daylight to paint by, or at the very least a lamp with a daylight bulb. Using standard lightbulbs can change the appearance of the colours you use, and so obviously you cannot achieve true colour mixes. Again, this can make your

colours go brown and dull. Lastly, clean your brushes well and often. Any residual paint left at the base of the bristles will discolour other colours mixed at a later date, which can make your colours go brown and dull. To keep paint from collecting at the base of the bristles it is important to remember not to dip the brush into the paint all the way up the ferrule (the metal bit on the brush), just the tip of the brush. Taking this into account if you need to mix a large amount of paint (more than you can get onto your brush tip) then load the paint onto a palette using an old brush, and clean it thoroughly afterwards.



The Golden Rules work best when applied to rank and file miniatures. These Escher gangers have a relatively simple colour scheme, but neat painting and a good choice of contrasting colours makes it extremely effective. Not to mention surprisingly quick.



decadence of Chaos and Skaven, whereas using light airy shades of blue, green, yellow and white brings out the grace and nobility of the High Elves and Wood Elves. Using the mid tones of red, blue, yellow, green plus equal amounts of light and dark shades gives the sturdy qualities of the neutral style of the Empire and Dwarves.

With this in mind it is relatively easy to pick a fairly limited overall palette of colours with which to paint your



All of these miniatures show how careful choosing of your colours can bring out the nature of the miniature's race. Dark, ruddy browns for the Skaven, light, airy greens and whites for the High Elves, mid blues and chainmail for Empire troops.



GET COMFY

Painting neatly also involves several small, but important factors. Be comfortable. If you sit in an uncomfortable posture then you won't be concentrating on the model, only where you ache. Having a comfortable chair and a sturdy desk at the correct height will create an environment from which you can comfortably work. Also stick to Rule 2. This will give you the best chance of actually putting the paint on the model where it is needed, not everywhere else. The consistency you are looking for is just a little thicker than milk. Not a lot of help, I know, but it's about the best way I can describe it. This sometimes takes out some of the opaqueness out of the paint which is needed especially at the base coat stages of painting. If this is the case, a couple of coats may be needed.

THINK THIN

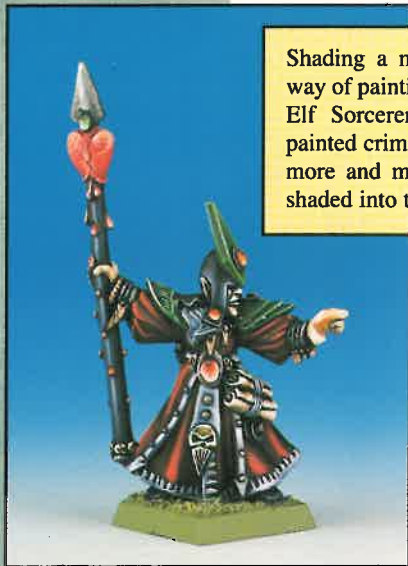
Another way of remedying this is to thin down the paint with the appropriate colour ink or glaze rather than using water. Lastly, and most importantly on painting neatly, use good brushes. There is no way you are going to spot in the pupil of an eye with a brush that is blunt or "fish tailed" at the tip. When buying a brush, check that it's not defective in any way by moistening the bristles and drawing them lightly across a smooth, flat surface like the back of your hand. Even good quality sable brushes like the Citadel brand can have the occasional brush with bristles from hell. Lastly, store your brushes correctly, bristles up, and make sure you clean them thoroughly, don't

let paint build up. If you look after your brushes they will last you a long time, and after a while you will get to know each of your brushes individually and what they do best.

Now that we have been through the rules, it's time to look at the "window dressing" and common sense side of the art of miniature painting.



Space Marines and Eldar Aspect Warriors are both types of models where sticking to the Golden Rules is all important. The large, flat armour plates require precision painting and neat highlights, while choice of bold, contrasting colours helps to liven up the finished miniature.



Shading a miniature with black is a great way of painting evil characters like this Dark Elf Sorcerer here. The robes have been painted crimson, but instead of highlighting, more and more black is added and this is shaded into the recesses of the cloak.

army to give it the purpose it needs. Using quite a limited range of colours in fact achieves two major things. Firstly, it gives your army a sense of unity and cohesion, even if no two units are painted the same, and secondly it gives you a chance to paint character models in similar but far more ostentatious and

elaborate colour schemes.

COMPLIMENTARY COLOURS

Next by way of colour theory is to examine how colours work together on each individual model. Even after you have chosen the basic colours of your army you still need to use other colours to offset and throw out details on the model. Either use light colours over dark colours to throw out detail or, vice versa, dark colours over light ones will make the lighter colours sink in or look far less conspicuous.



Doing this gives a real sense of value to a model which makes it look so much more inspiring than one with no contrast on it at all. I think probably the last thing you need to know and use when it comes to colour theory is what my old A level art teacher used to refer to as "colour nuance". This is where you use different colours to shade or highlight to give very interesting and quite natural subtleties to your painting. For



Varying skin tones is another trick you can use to reflect the miniature's imagery. Humans are best with bronzed skin tones, while Vampires are more suited to pale whites. This Slaanesh Daemonette has been given a very pale complexion with just a hint of pink to complement the Steed of Slaanesh.

example, highlighting black by first adding dark blue, or shading red with purple, or shading green by adding blue to your mix. By observing and really looking closely at any surface or object you come into contact with every day, you should get some really eye-opening revelations about how colours interact, change and even become mutable. If you still can't see this, or as additional reference, turn to artwork. Games Workshop imagery is on, in and around every one of our products. There is something in every picture to inspire and utilise no matter what effect you require. From the evocative moods of John Blanche's ink work through the bright contrasts of Wayne England's icons, to the crisp naturalism of David Gallagher's many, many covers, and that's to name but a few. It's that easy to get your colours right. Just keep your eyes open and look.

So by now we know the rules of painting and we have a good idea of how we want the finished army to look and feel on the battlefield. The next step is to assemble your troops. There are so many different ways of collecting and painting your armies, it's all down to individual preference, so there is no one wrong or right way. There are, however, things that must be done before your brush even touches that first miniature.

CLEANING UP

In my own opinion, there is nothing worse than looking at miniatures which have had no thought in their preparation. This involves things like cleaning off mould lines, spraying up correctly and in the case of multi-part miniatures, making a natural and dynamic pose.

To clean up a miniature, getting rid of flash and mould lines is quite easy. The line of the mould is always determined by the direction of the tab on the feet. So just start at one point on the model and clean around it using the tab as the plane on which you should look for mould lines. Next look at raised or prominent areas furthest out from the tab. Sometimes strands of metal are left, usually on feet, these must also be removed.

Some multi-part miniatures admittedly have very little room for you to pose, however, a small tweak here and a bent arm there and the pose can be altered enough to make a great deal of difference. Mostly though, our multi-part plastic and metal miniatures offer an almost inexhaustible amount of variation without even considering any conversions. It is at this point, when gluing together miniatures of this nature I

check it will rank up (if it needs to) and see if I can still paint it all in one piece. Cavalry models are a perfect example of this problem. Horse's tails need special attention particularly if you are having more than one rank. Also, if you glue the rider to the horse before painting it, can you reach all areas of the model that need painting? If not, it is better to paint the horse and rider separately.

It is always better to rank up the models of single units before undercoating or painting, as any mistakes found at a later date could be costly to any paint job. Don't be afraid to remove tabs and pin the model to a base so that it actually does rank up. One more thing to consider when looking at units as a whole is to get them all facing forwards. This gives a definite facing and sense of unified movement to your troops.

UNDERCOAT

Now that you are ready to undercoat your miniatures it's time to look at spraying. Many painters tell me that they just can't use sprays to undercoat miniatures. Well they're wrong. It's just like anything else, it takes a little common sense and practice. Whether you undercoat a model, by hand or spray can, there is one thing that you must **not** do, and that is overload it with so much paint that it starts to obscure the detail. Now then, we come to the argument of black undercoat versus white undercoat. This debate could last all day, but this is what I say: use white undercoat. Why? For one simple reason. It is far easier to get a flat black finish by painting over white than it is to paint a flat, even white over black. Brightness is the key, remember Rule 1? You will always achieve a brighter, more vivid colour painting over white than you ever will painting over black, and that's a fact!

There are just one or two more points that are worth mentioning. Always try to use the appropriate style of painting to match the job you are doing. For example, don't try to overwork your rank and file miniatures for your army, as a simple paint job with a minimal amount of shading and highlighting will be just as effective, if not more so. On the other hand, don't paint a miniature you wish to enter into the Golden Demon painting competition in a standard wargames colour scheme.

The last point, and probably the best to finish on, is when you are painting a miniature as soon as you are pleased with the effect STOP. Don't make a perfectly good paint job too fussy.

HAVE A GO

Well, you have probably gathered that this isn't your average painting article. I know from letters and chatting at Golden Demon, many of you would love to have miniatures like the ones shown here. But you should be aware that this is only one of many different ways of painting.

If you want whole armies of miniatures you might be best following the style of the Perry twins, while some might prefer the more wild style of John Blanche, it's up to you. Whatever you decide, I hope you have enjoyed reading my mumblings. I certainly have enjoyed writing it. Now get yer brushes and paint and have a go!

"Use white undercoat. Why? For one simple reason. It is far easier to get a flat black finish painting over white than it is to paint a flat, even white over black."



The crowning achievement of any model painter is to paint a huge centrepiece like this, and they don't come any bigger than Egrimm van Horstman on his double headed Chaos Dragon Baudros. You must remain thorough throughout the project, from cleaning up every single component, to adding the finishes touches like banners.

WARHAMMER

40,000

SPACE MARINE VEHICLES

SPACE MARINE PREDATOR



SPACE MARINE WHIRLWIND



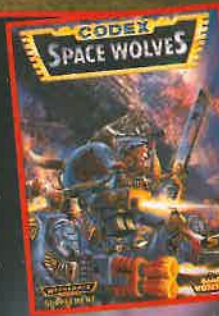
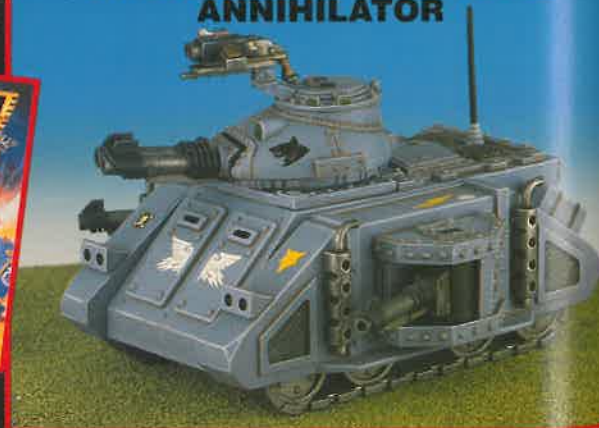
SPACE MARINE RAZORBACK



SPACE MARINE RHINO



SPACE MARINE PREDATOR ANNIHILATOR



These models are supplied unpainted and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. These are Citadel Miniatures Expert kits and require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. The plastic components are moulded in a hard styrene compound which is particularly suitable for modelling and painting. All these boxed sets contain waterslide transfers, some also include self-adhesive banners.

Warning! Some of these models have components which contain lead and may be harmful if chewed or swallowed. These Citadel miniatures are not recommended for children under 14 years of age.

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**GAMES
WORKSHOP**

THE ENCHANTRESS



Morgiana Le Fay is the prophetess of the Lady of the Lake. She is the most potent wizard of all Bretonnia, and advisor of King Louen. This article includes her background and rules to allow you to field her before **Warhammer Armies – Bretonnia** is released. We're still doing some final playtesting, but the rules are unlikely to change much from what you see here.

Riding a magical Unicorn, carrying potent magical artifacts and wielding fearsome sorcerous powers, Morgiana is an awesome foe in battle. Enemies of Bretonnia beware!

MORGIANA THE ENCHANTRESS

The Fay Enchantress of Bretonnia is the prophetess of the Lady of the Lake. No one knows her true origin, but she appears in legends and fables dating back to the dark age of Bretonnia. One of her most significant appearances is in the epic troubadour saga known as the *Chanson de Gilles* celebrating the deeds of Gilles Le Breton. It was she who mysteriously took away the mortally wounded Gilles to the Isle de Lys to be healed. There have been a succession of Fay Enchantresses over the centuries, but no one knows for sure how the Lady of the Lake chooses her prophetess.

The Fay Enchantress of Bretonnia is known by the name Morgiana. She is a recluse and difficult to find. An important task for any knight on the Grail Quest is to find her and ask for favours and advice as to where to look for the grail. One of her known abodes is the Isle de Lys in the middle of the Lac de Chalons where the Lady of the Lake appeared to Gilles, but she has been found elsewhere in equally remote places. Whenever Bretonnia is threatened with danger, or a new king is to be crowned, or some matter arises which requires her counsel, the king, or the Grail Knights will send out Knights Errant to find her. There are times when she has deigned to grace the Bretonnian army with her presence when it marches to battle. She rides upon a Unicorn



By Nigel Stillman

Morgiana Le Fay is the most potent wielder of magic in all of Bretonnia.



MORGIANA LE FAY



The Fay Enchantress of Bretonnia



Only the bravest of the brave dare to face the wrath of the Fay Enchantress. One of the most mysterious personalities in the whole of Bretonnia, Morgiana is a personal adviser to King Louen. She is jealous of her position, and has nothing but hatred for the other wizards who frequent the royal court. Most are wary of provoking her, but some will risk challenging her to a magic duel. The Fay Enchantress has never shirked from a contest of magic with a rival wizard and Morgiana has always prevailed. The most terrible of fates awaits any foolish magician who defies her, as without exception they find themselves stripped of their power and transformed into a frog!

It is not only rival wizards who know the spite of Morgiana. Many a young Knight who has failed the

Fay Enchantress in some deed of valour has met with the same fate. As the only cure for Morgiana's wizardry is the kiss of a fair maiden, needless to say very few of her victims ever return to their human form.



Trapped in a bend in the river and with their Sorcerer turned into a frog, there is no escape for the Chaos Dwarfs.

inspiring the knights to astounding deeds of heroic valour and bestowing her magical favours upon the bravest and best among them.

The Fay Enchantress is extremely jealous and dislikes other wizards. There is nothing like the presence of a rival wizard to provoke the spite of the Fay Enchantress! The court wizards educated in the Empire are extremely wary of her. The Fay Enchantress and other wizards of the realm are arch rivals in advising the king of Bretonnia!

Many still tell of the magical joust which broke out between the Fay Enchantress and the court wizard at the great tournament of Couronne in the reign of King Jean Le Bon. Everyone stopped watching the knights and turned to witness the spectacular magical contest. Before the day was out, the king had to order all his knights to search the long grass of the tournament field for a toad answering to the name of his court wizard!

Among the dukes and barons, some only recognise the Fay Enchantress while others prefer wizards of the school of Altdorf (who will usually be their own relatives). This is especially the case when a baron has only one daughter who cannot inherit his domain. It is her husband who will succeed to her father's lands. Thus the baron might send his only daughter to Altdorf so that she – and therefore his own blood line – retains control of the family inheritance by resorting to magic to influence her husband if necessary!

MAGIC OF THE FAY

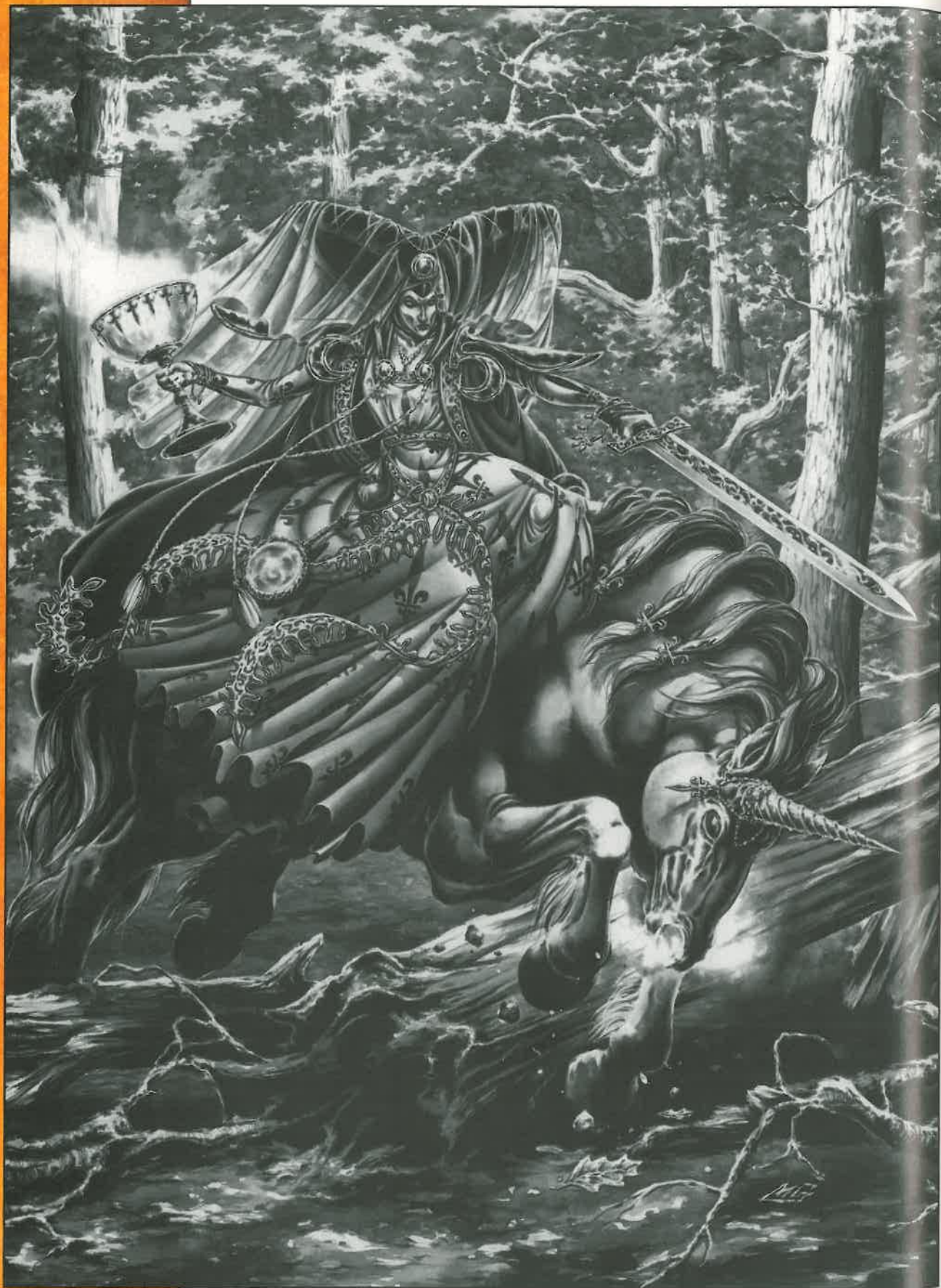
The Fay Enchantress is unique among wizards in that her magic derives from the Lady of the Lake herself. She has not been taught her magical art at any of the colleges of magic. Instead, she has learned an age-old tradition passed by word of mouth from one Fay Enchantress to the next. The magic she uses flows through the earth and wells up at places sacred to the Lady of the Lake. The energy is drawn up through the roots of a lily, known as the "fleur de lys", which grows only in these places. The Fay gathers these plants to use as ingredients in her magic. She can make them into potions, entwine them around a wand, or wear them as a floral diadem. She may even eat them or drink the potions to gain their magic. She must gather the lilies on the eve of battle since the plants must be fresh in order to be magically potent.

Spiteful Glance: It is unwise to annoy the Fay Enchantress of Bretonnia! This may provoke her to turn you into a frog! It is a widely held belief among

Bretonnian peasants that many of the frogs lurking in the lakes and ponds around her abode are Questing Knights who failed to perform a task for her. The only way to save these unfortunates from languishing as frogs until eaten by a fish or a heron is for the fairest damsel in the village to kiss them. Needless to say, few if any knights have been saved in this way!

In battle, the spite of the Fay Enchantress is reserved for enemy characters. She can attempt to turn an enemy character whom she can see into a frog by casting her *Spiteful Glance*. Note that only a character can be targeted. If a character riding a monster is turned into a frog, then the monster rolls on the Monster Reaction Table just as if the rider were slain. Line of sight is required for this spell as described in Warhammer Magic.





Morgiana Le Fay

THE FAY ENCHANTRESS

MORGIANA LE FAY 224 points

- + 60 points *The Girdle of Gold*
- + 15 points *Crystal Chalice*
- + 10 points *Mirror of Morgiana*
- + 30 points *Toad Power Familiar*
- + 90 points Unicorn

Your Bretonnian army may include Morgiana Le Fay as an independent character. Morgiana is a level 4 wizard with the profile indicated below.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Morgiana	4	3	3	3	3	3	6	1	9
Unicorn	9	5	0	4	4	3	4	2	9

Weapons: Morgiana is armed with a sword.

Rides: The Fay rides a Unicorn and is one of the few Human characters who are able to do this.

Save: 4+ special save (*Girdle of Gold*).

Magic Items: Morgiana always carries the following magic items: *Crystal Chalice*, *Girdle of Gold*, *Morgiana's Mirror* and *Toad Power Familiar*. The *Crystal Chalice*, the *Girdle of Gold* and *Morgiana's Mirror* are unique to the Fay Enchantress and only she may have them.

Magic Spells: The Fay Enchantress of Bretonnia is a level 4 wizard with four spells. These spells are unique to the Fay Enchantress and cannot be used by any other wizard of any kind, not even another Bretonnian wizard! These spells are *Spiteful Glance*, *The Mist of Chalons*, *The Doom of Dol* and *The Beguilement of Blondel*.

MAGIC ITEMS

The Crystal Chalice: The Fay Enchantress' Chalice of Potions holds the magical power distilled from lilies gathered by her on the eve of battle. The power of the chalice depends upon the lilies selected by the Fay Enchantress and the spells woven over them. You may choose any one of the following colours of lily for the Chalice of Potions. The potion can be used by the Fay Enchantress at the start of any Bretonnian turn – pouring its contents upon the ground where they vapourise into magical energy. The effect lasts for that turn onwards, and the Bretonnian player must roll a D6 at the start of each of his subsequent turns. On the roll of a 1 the effect of the potion is exhausted.

Red: The healing effects of the potion's vapours protect those around the Fay Enchantress. All Bretonnian models touching the Fay Enchantress, including the Fay Enchantress herself, automatically discount the first wound they suffer in any one turn. Whilst the potion lasts each model may ignore 1 wound per turn in this way.

Yellow: The potion's vapours burn with a pure intensity that dazzles any enemy models touching the Fay Enchantress. Any enemy models touching the Fay Enchantress will require a D6 roll of 6 to hit in hand-to-hand combat. Note

that this applies regardless of who or what they attack so long as they are touching the Fay Enchantress.

White: The chalice discharges an enveloping mist which completely surrounds the Fay Enchantress and any unit she is with. It is impossible to shoot missile weapons at the unit enveloped by the mist.

Violet: The chalice discharges a powerful violet coloured mist which coils around the Fay Enchantress like a serpent. Any enemy model touching the Fay Enchantress must roll a D6 at the start of the hand-to-hand combat phase. If the dice roll is greater than the enemy's toughness then the foe has succumbed to the choking mist and is killed automatically, regardless of the number of wounds and without a save.

Blue: The chalice discharges a blue cloud which drifts over the battlefield and settles over any one enemy war machine. The war machine cannot fire whilst it is under the cloud – each time it attempts to fire it will misfire if it is a cannon, stone thrower, or other weapon with a suitable misfire chart, or it will simply fail to work otherwise.

Morgiana's Mirror: *Morgiana's Mirror* enables her to peer into the hearts and minds of enemy wizards, so that she can discern their intentions and prepare herself against them.

Morgiana can use the mirror once at the start of the game. The Bretonnian player nominates one enemy wizard, and his opponent must reveal all of that wizard's spells.

During the game Morgiana can use the mirror to enhance her ability to fight a Magic Duel. If she plays a Magic Duel counter card, or if a Magic Duel counter is played against a spell she has cast, then she may add a further +1 to her normal D6 dice roll to determine who wins the duel.

Power Familiar – a Toad: The Fay Enchantress has a Toad Familiar – said to be a wizard who once displeased her sufficiently to curse him in this way. It pleases her to keep him languishing as a toad, croaking in the lake beside her abode, or in a leather bag hung from her girdle.

Thanks to the power of the Familiar, the Fay Enchantress is permitted to draw 1 additional card from the winds of magic each magic phase. The Familiar cannot be harmed, and if the Fay Enchantress is slain it will hop off and lose itself amongst the loose stones and long grass. This magic item can only be used by the Fay Enchantress.

The Girdle of Gold: The Fay Enchantress wears a shining belt around her waist which is called the *Girdle of Gold*. It is woven with magical protection and defies her enemies to strike at her. Thanks to its power she can accompany Knights into battle and yet wear no armour, the power of the *Girdle of Gold* protecting her instead.

The Fay Enchantress has a special save of 4+ against each wound inflicted upon her. Note that this is a special saving throw similar to a save from a ward. It is not an armour save and it is not modified by the strength of the attack, nor is it negated by attacks that negate armour saves such as cannons, for example. The *Girdle of Gold* cannot protect the Fay Enchantress from wounds suffered as a result of broken bans as described in the section on favours.

A Dark Elf Sorceress pays the heavy price of angering the Fay Enchantress of Bretonnia (ribbit!).



The range at which an enemy character can be turned into a frog by the *Spiteful Glance* depends on how many power cards are used to cast the spell. The spell can be cast using just one power card. Each power card played adds D6" to the range at which a victim can be turned into a frog. So, for example, if you use only one power card the range will be D6". If you use three cards the range becomes 3D6".

To avoid being turned into a frog, the opponent can attempt to counter the *Spiteful Glance* in the usual fashion. If he fails, the victim is turned into a frog. Frogs can't do anything except croak and hop around a bit, but on the plus side they can't be harmed (and so don't need a profile). Frogs cannot cast spells or use counter magic, nor can they be victims of further spells. Frogs are assumed to hide in long grass or under a stone while the battle rages on around them.



The Mist of Chalons: This spell needs 2 power cards to be cast. White mist, like that which rises from the places sacred to the Lady of the Lake, gathers around any unit within 24" of the Fay Enchantress. The mist enshrouds the unit so that it can barely be seen. Missiles may not be shot at or from the models within the mist. The models in the mist may not march move, but otherwise they may move or charge as normal. The mist will follow and continue to shroud the

unit. If the models in the mist engage in hand-to-hand combat, the mist surrounds them, but not the enemy, so hand-to-hand opponents suffer a -1 to hit penalty. The spell remains in play once cast.

The Doom of Do: This spell requires 3 power cards to cast. The Fay Enchantress pronounces the doom of a single character or monster on the opposing side. She also names a Bretonnian character on her own side who will slay the doomed enemy model! So, for example, in the midst of battle the Fay Enchantress may suddenly declare something like "Sir Jehan De Whateverre! the Dwarf king is doomed to perish by your sword!" Naturally this inspires the named knight to go all out to accomplish that very deed of valour and fulfil the prophecy! If the Bretonnian character she names engages in hand-to-hand combat with the doomed enemy model, the Bretonnian will count as S10 while fighting his doomed adversary. The spell remains in play once cast. If the Bretonnian character is slain by the doomed opponent, the spell is destroyed permanently as if it had been destroyed by a Destroy Magic counter card.

The Fay Enchantress cannot cast this spell again while it is still in play.

The Beguilement of Blondel: This spell requires 1 power card to cast. It may be cast on any unit within 24". The target is beguiled with visions of verdant meadows full of wild flowers and beautiful maidens, or whatever alternative paradise exists in the victim's imagination! The target may even believe they have already been

slain in battle and gone to heaven. Consequently the unit will do absolutely nothing, becoming languid and entranced, neither moving, shooting nor fighting in the following turn unless it passes a Leadership test to snap out of the beguilement. The spell lasts one turn once cast.

UNICORN

The Fay Enchantress is one of the few human beings able to master and ride a Unicorn. These fabled beasts still roam wild in the Forest of Loren and other deep forests in Bretonnia. When a Unicorn charges it uses its horn like a lance. This confers the same +2 Strength bonus as a charging lance, so the Unicorn has a strength of 6 when it charges into combat. The Unicorn radiates an aura of magic power that can nullify

the effect of other magic. If a spell is cast against the Fay Enchantress or a unit she is with, then it is automatically dispelled on the D6 roll of a 4, 5 or 6. A Unicorn's magic power extends to its attacks, shrouding it in magic. This disrupts the daemonic aura of a Chaos Daemon and cancels out its daemonic saving throw in the same way as a magic weapon.

DEFENDERS OF THE FAY

If the Fay Enchantress joins a unit of Knights Errant, they will swear to defend her to the death! The unit cannot be broken in hand-to-hand combat while the Fay accompanies it. If the Fay Enchantress is slain while accompanying the unit, any remaining Knights Errant become subject to *hatred* of the enemy.

FAVOURS OF THE FAY

FAVOURS OF MORGIANA

At the start of the battle, after both sides have deployed but before the first turn, any Knightly characters in the Bretonnian army may beg a favour from the Fay Enchantress. The Fay Enchantress reserves her favours for brave and worthy Knights, and is most likely to grant a favour to a young reckless Knight whose courage and devotion burns most fiercely. Nominate the characters you wish to gain favours and roll a D6 for each in turn. A Knight Errant Champion will always be granted a favour, other Champions are granted a favour on the D6 roll of 4 or more, Heroes on a 5 or more, and a Lord on a 6. Special Characters will not be granted favours.

If the character is granted a favour he accepts a token of his promise to the Fay, which he ties to his lance or helm. This may be a scarf or even a tress of her flowing hair. The Knight makes his pledge of honour never to run from a fight – this is known as the ban. If a Knight breaks his ban this has dire consequences both for him and for the Fay Enchantress herself. A Knight breaks his ban if he does not take up a challenge issued by an enemy, unless there is another Knight who is also under a ban to take it up instead. A Knight breaks his ban if he flees.

Should a Knight break his ban then he immediately suffers 1 wound and the Fay Enchantress herself suffers 1 wound too. No saves of any kind are allowed against these wounds – they are a consequence of the Knight's broken promise.

FAVOURS

The different favours are listed below. A Knight may only be granted one favour, and any single favour can only be granted once per battle.

Daemon Slaying: If the Knight wounds a daemon in hand-to-hand combat then roll a D6. On the roll of a 2 or more the

daemon takes a further D6 wounds with no daemonic armour saves or armour saves allowed. On the roll of a 6 the Daemon is destroyed automatically.

Dragon Slaying: If the Knight wounds a Dragon in hand-to-hand combat then roll a D6. On the roll of a 2 or more the dragon takes a further D6 wounds with no saving throw allowed for its scaly skin. On the roll of a 6 the Dragon is slain automatically.

Banishing: If the Knight wounds an undead creature in hand-to-hand combat then roll a D6. On the roll of a 2 or more the enemy model takes a further D6 wounds with no saves of any kind allowed. On the roll of a 6 the creature is slain automatically.

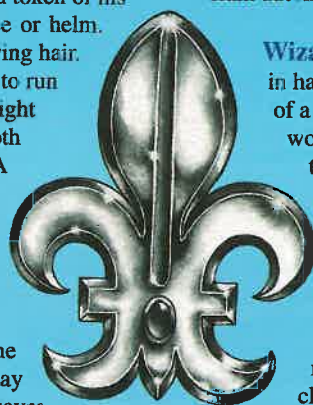
Wizard Slaying: If the Knight wounds a wizard in hand-to-hand combat then roll a D6. On the roll of a 2 or more the enemy model takes a further D6 wounds with no saves of any kind allowed. On the roll of a 6 the wizard is slain automatically.

A wizard is any model with the ability to cast spells, including appropriate units of Chaos daemons.

Fortune: When fighting hand-to-hand combat the Knight can re-roll any one dice roll to hit, to wound, or to save during each close combat phase.

Justice: If the Knight does not carry a magic weapon, any magic weapon wielded by an enemy who is fighting him counts as a normal weapon of its type. If the Knight carries a magic weapon of his own, a magic weapon of greater points value counts as a normal weapon of its type – other magic weapons work as normal.

Bravery: A Knight with this favour must issue a challenge each turn in hand-to-hand combat. If his challenge is met then he adds +1 to all his dice rolls to hit that turn and +1 to his strength.





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JUDGEMENT DAY

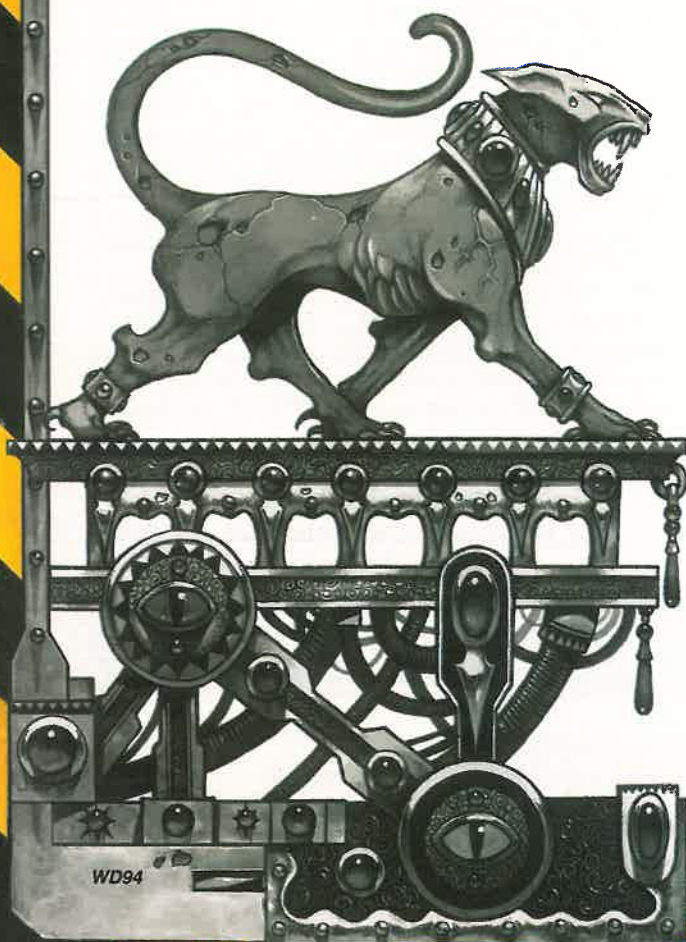
BY "PAPA" STEVE ANASTASOFF
AND WARWICK "YSEULT-KHAN" KINRADE



Papa Steve: So you wanna hear some more tales from the Underhive, d'ya Juve? Everybody in the Underhive has a story to tell, some got lots. Go bother someone else for a change...

I thought I told you to get out of here? Okay, okay, gather round then... woah, not so close now, you're gettin' just a little too friendly... there, that's better. There was a time, long time ago, before me and "I'll be a traitor" Thorpe had our "disagreement", a time when we used to get along. You could almost say we was friends. As close as you're likely to get in this place. But all that changed... oh yeah, things can change real fast sometimes...

Yseult-Khan: Yeah, real fast. And when that gunk eatin' son of a Plague Zombie "Papa" Steve is finished tellin' his tale, then I'll tell you the way it really was...



Steve: As you probably already know, my alter ego on the world of Necromunda is the notorious "Papa" Steve. For some time now, Papa and his Delaque gang, the Burger Boys, have been battling their way through *Gang Fights* and *Ambushes*, *Raids* and *Rescues*, to try and carve themselves a reputation in the unforgiving and brutal Underhive. Well, a chain of recent events have led to quite an interesting situation developing in the Studio Necromunda campaign. With the Burger Boys heavily embroiled in the plot, we thought it would be entertaining to fight the next stage of this chain of events as a battle report. But first, to understand the situation, a brief history lesson covering the last few months is in order.

Since their last appearance, in White Dwarf 198, Warwick's Black Orchid Escher gang has been busy. They've grown to become really quite hard, and have earned themselves a reputation as one of the most brutal close combat gangs in the Hive. But such success has its price. After the death of a Primaris Psyker at their hands, the Black Orchid were outlawed and, abandoning most of their territory, they fled into the depths of the Underhive.

Meanwhile, back uphive, the Burger Boys were also growing stronger. After many months of struggling just to survive, "Papa" Steve was gradually managing to force some respect out of the many other gangs of Hive City. However, it wasn't only the other gangs who were starting to pay attention to the papa and his boys. Arbitrator Thorpe himself had noticed that the cunning and stealth of the Burger Boys could be put to good use in the never-ending battle for law and order in Hive Primus. And thus it was that "Papa" Steve became Deputy "Papa" Steve, the Watchman.

The newly deputised Burger Boys immediately set about pursuing the outlawed Black Orchid downhive, confronting them in a *Shoot-out* around an old gunk pond. But things did not go as planned. The Burger Boys were seriously mauled in the encounter, leaving the Orchids stronger than ever before. In particular, one of the Burger Boys, Socrates, suffered at the hands of the Escher. He was left captured, blind in one eye, with impressive and horrible scars, a wounded leg and (not surprisingly) a bitter hatred towards Trix, the Black Orchid Gang responsible for these injuries.

And this brings us right up to date. Arbitrator Thorpe has decided that enough is enough, and something has to be done about the Black Orchid now, before they get any stronger. He has therefore ordered the Burger Boys, accompanied by a squad of Adeptus Arbitres, to *Ambush* the Orchids in an attempt to cripple the outlaws once and for all.

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ADEPTUS ARBITES

The Adeptus Arbites are the keepers of Imperial laws, a grim and uncompromising reminder of the Imperial presence which no inhabitant of Necromunda can ignore. They cannot be bought off, threatened, corrupted, or negotiated with. They do not communicate with the citizenry unless absolutely necessary, and only leave their fortress-precincts on official business.

An Arbites squad consists of 4 Adeptus Arbites, led by an Arbitrator champion. The Arbitrator champion gains a +1 bonus to his WS, BS, I and Ld characteristics.

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

WEAPONS: Bolt pistol, Arbites combat shotgun (with solid, scatter and Executioner rounds). One member of the squad carries a grenade launcher with frag, krak and scare grenades.

ARMOUR: Carapace armour.

SKILLS: *Nerves of Steel* (Ferocity skill), *True Grit* (Ferocity skill). The Arbitrator champion additionally has *Iron Will* (Ferocity skill).

DEPLOYMENT: The Adeptus Arbites always function as a tightly integrated unit. At the start of the game they must deploy within 2" of each other.

AMMO ROLLS: The weapons and equipment of the Adeptus Arbites are considerably better maintained than those available to most Necromundans. Consequently, the Adeptus Arbites never need to make ammo rolls.



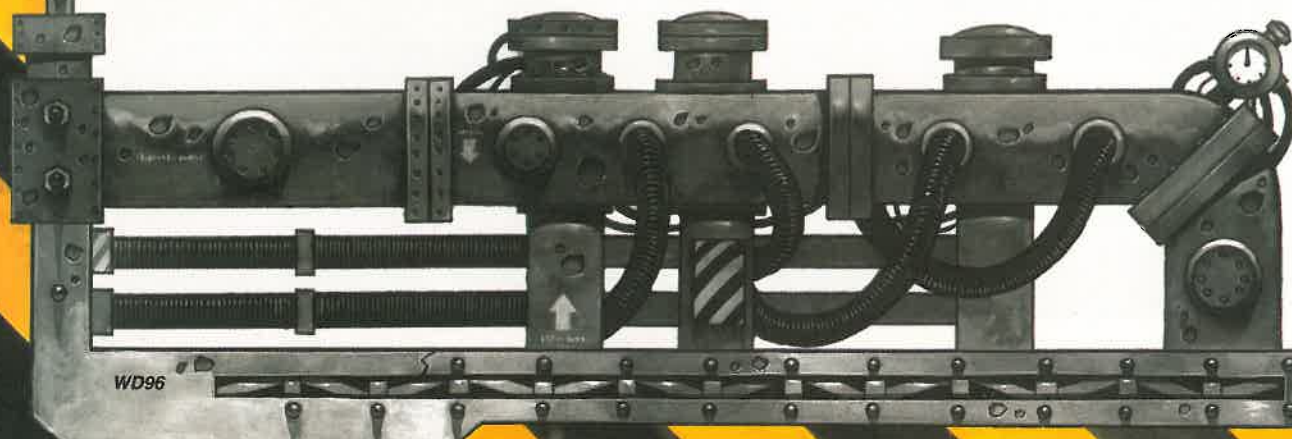
The gang roster on the opposite page shows just where the Burger Boys are at the moment. I had gone for a somewhat experimental initial gang selection, with a roster made up largely of Hired Guns, with a lascannon armed Heavy for support. Despite some early successes, the low number of Gangers and Juves meant that I soon ran out of money to pay the Hired Guns. The same lack of credits also seriously disrupted the gang's ability to add new equipment or gang members. But my perseverance eventually paid off, and the Burger Boys have finally started to find their footing.

As far as gangs go, the Burger Boys are really quite specialised. Having three gang members with the *Sneak Up* skill makes *Raid* and *Rescue* missions a breeze, and the lascannon has also proved invaluable for *Raids*, as well as certain *Hit and Runs*. Overall, the Burger Boys largely get by by being sneaky, as befits a sly Delaqua gang. When it comes to face-to-face fighting, I often find myself running into problems – delivering a shot in the back is far safer and much more preferable. The *Tunnels* and *Vents* territories are always useful for this, getting most of my gang into excellent positions in the first turn of the game.

People often ask why I have a lascannon armed Heavy in the gang, saying that it's a waste of creds, and too impractical to use in Necromunda. Well, there's several answers to that. Firstly, it scares the hell out of my opponents! Secondly, it's actually very useful for certain scenarios, like the *Raid* when

THE BURGER BOYS

Papa Steve: There wasn't a lot of us then. There was me, and one-eyed So-crates. Then there was "Shake", the kid. We called him that on account of a grenade blowing up under his nose one time. I bet he's still shakin' to this day. And not forgettin' "pretty boy" Xerxes, scarred so bad that you'd run in fright just to look at him. There was some others as well, but I forget all the names. Called themselves the Burger Boys, on account of what they turned their opponents into after they'd finished shootin' them.



GANG RATING **1510**

TERRITORY	Credits
1. FRIENDLY DOG	10x10
2. WATER STILL	10x10
3. VENTS	10
4. TUNNELS	10
5. CHEW PIT	206
6.	
7.	
8.	

STASH

43 CRED\$

HOUSE: **DELAQUE**

GANG NAME: **THE BURGER BOYS**

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
"PAPA" STEVE LEADER	M WS BS S T W I A Ld 4 5 5 3 3 1 4 1 9	SHOTGUN, STUB GUN, CONCEALED BLADE	175	122
XERXES HEAVY	M WS BS S T W I A Ld 4 3 3 3 3 1 5 1 7	LASGUN/IRON, INFRARED SIGHT HEAD BUTT, HORRIBLE SCARS	490	96
SOCRATES GANGER	M WS BS S T W I A Ld 3 3 3 3 2 1 4 2 8	SHOTGUN -BOLD & SCATTER & HOT-SHOT HORRIBLE SCARS, OLD BATTLE WOUND, BITTER ENMITY (TROX)	75	55
ARISTOTLE GANGER	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7	SHOTGUN -BOLD & SCATTER, FRAG GRENADES SNEAK UP, BITTER ENMITY (Y'SOULT-KHAN)	105	35
PLATO GANGER	M WS BS S T W I A Ld 4 3 3 3 4 1 3 2 7	AUTOGUN SNEAK UP	70	52
PYTHAGORAS GANGER	M WS BS S T W I A Ld 4 4 3 4 3 1 3 2 7	AUTOGUN, STUB GUN	80	51
"FRIES" JUVE	M WS BS S T W I A Ld 4 2 2 3 3 1 4 1 6	AUTOPISTOL	40	6
"SHAKE" JUVE	M WS BS S T W I A Ld 4 3 2 3 3 1 2 1 6	SHOTGUN SNEAK UP, DIVE, ESCAPE ARTIST	35	23
There are four types of gang fighter: Leaders, Heavies, Gangers & Juvies. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juvies.			TOTALS:	1070 440

you have to destroy a high Toughness objective. But most importantly, I just really like the model! To me, this last point outweighs all the impracticalities associated with having such a weapon in Necromunda. I just dread the day when old Xerxes bites the dust, taking a 400 cred weapon with him (and knocking my gang rating down almost 600 points!).

AMBUSH

We would be fighting a standard *Ambush* scenario, with me as the attacker and Warwick the defender. This would be a surprise assault on the Black Orchid's hideout amongst their *Old Ruins* territory. Because the Black Orchid have a considerably higher gang rating, the Burger Boys would be assisted by a squad of Adeptus Arbites (thanks to Arbitrator Thorpe), the rules for which are printed in the box on the opposite page. These are largely based on the Adeptus Arbites rules printed way back in White Dwarf issue 169. We decided to give them a couple of skills to make them a bit more tough and resilient, and then added

their special deployment and ammo rules just to give a little bit more character. Additionally, we allowed the Arbitrator with the grenade launcher to use scare grenades, again mainly to add character, but also because we thought it would be fun!

After surveying the layout of the Orchid's camp, it didn't take long to come up with a plan. Most likely, the majority (if not all) of the Eschers would be deployed amongst the ruins in the





THE ARBITES COMBAT SHOTGUN

The Arbites combat shotgun is a simple shotgun with a number of adaptations which allow it to fire a special ammunition type available only to the Adeptus Arbites. In addition to the standard solid and scatter rounds fired by ordinary shotguns, the Adeptus Arbites have developed the "Executioner" adamantium-tipped armour piercing round to seek out and destroy the toughest of targets. This sophisticated shell has a tiny robot brain which locks onto the target's energy pattern and seeks it out with unerring accuracy. This variety of ammunition makes the Arbites combat shotgun a uniquely flexible and deadly weapon.

The Executioner round is unusual in that it receives a +1 to hit modifier at long range with a -1 to hit modifier at short range. This is because the shell's tiny brain cannot lock onto its target until it has travelled several meters.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-4"	5-18"	-1	+1	4	1	-2	--

in the surrounding vents and tunnels. At the end of the first turn, they would move into the taller buildings around the ruins, until the Orchids' initial deployment area was completely surrounded. With my gangers and the Arbitrators closing in from all sides, the Eschers would have nowhere to run, and nowhere to hide.

The attack would start with the Arbites launching scare grenades into the midst of the Eschers. This would hopefully disrupt them sufficiently to prevent them getting an effective counter attack organised. And then, before they could reorganise themselves to meet the attack, I would blast them all into the Sump!

middle of the table. This would mean they would start the game relatively exposed. I would start by deploying the Arbites and Xerxes, my Heavy, on the buildings around the ruins, giving good lines of sight into the outlaw camp. "Shake", one of my Juves, would also be deployed along with Xerxes, so that the veteran Heavy could keep a watchful eye over the Juve. The rest of the gang would hold back, concealed

OMNIPOTENCE HAS ITS BENEFITS

By Gav Thorpe

As some of you may know, I'm the Arbitrator of the Studio Necromunda campaign. Being Arbitrator is really cool 'cos you get to boss everybody around and make them do all sorts nasty things with their gangs. In this particular instance, I sent some of my local Arbitrators to help "Papa" Steve against the evil menace of the Black Orchid. It's a good example of what you can do to maintain the campaign narrative. You can come up with special scenarios involving hideous Hive beasts (see Steve's articles in White Dwarfs 200 and 201), or even create new types of Hired Guns and special characters. The limit is your imagination. Oh, and the willingness of the players. If you push them too far you may find you have a revolt on your hands, so use the power wisely and pretty fairly. Just because you're the guy in charge, it doesn't mean you can't have fun too! Now let's see how the Burger Boys deal with those pesky Eschers...



GANG RATING **1917**

TERRITORY	Credits
1. OLD RUINS	10
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

STASH
13 CRED

HOUSE: **ESCHER**

GANG NAME: **THE BLACK ORCHID**

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
YSEULT-KHAN LEADER	M WS BS S T W I A Ld 4 4 4 3 3 1 4 2 8	2 SWORDS, AUTOPISTOL, KNIFE, FLAK ARMOUR, SKULL CHIP NERVES OF STEEL	195	101
FONN C'YA HEAVY	M WS BS S T W I A Ld 4 3 4 4 3 1 3 1 7	HEAVY STUMBER, STUB GUN, KNIFE	190	107
RATZ GANGER	M WS BS S T W I A Ld 4 3 3 3 4 1 3 2 7	AUTOGUN, STUB GUN, KNIFE, GRENADE INFILTRATE	90	47
MUALA GANGER	M WS BS S T W I A Ld 4 3 3 3 3 1 4 2 7	LASGUN, KNIFE, HOTSHOT POWER PACK, WEAPON RELOAD LEAP, SPRINT	102	67
JELIKA GANGER	M WS BS S T W I A Ld 4 4 3 3 4 2 3 1 8	LASGUN, KNIFE, TELESCOPIC SIGHT, GRAPHIC	145	56
SAKURA GANGER	M WS BS S T W I A Ld 4 3 3 3 4 1 3 1 8	AUTOGUN, STUB GUN, KNIFE SNEAK UP, DODGE, OLD BATTLE WOUND	80	68
TRIX GANGER	M WS BS S T W I A Ld 4 4 3 3 3 1 3 1 7	BOLT PISTOL, SWORD, KRAK, GRENADES, KNIFE COUNTER ATTACK, COMBAT MASTER, KILLER REPUTATION	130	79
ELLE GANGER	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 7	AUTOPISTOL, KNIFE, SWORD QUICK DRAW, DIVE	50	24
JESSE GANGER	M WS BS S T W I A Ld 4 2 2 3 4 3 4 1 6	LASPISTOL, MAUL, KNIFE LEAP	50	39
NEWT "ONE-EYE" GANGER	M WS BS S T W I A Ld 4 3 2 4 3 1 3 1 7	AUTOPISTOL, KNIFE, CHAIN SWORD PARRY, COUNTER ATTACK	30	46
LIFFEY JUVE	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 7	STUB GUN, KNIFE	35	11
TORO-VIATA WYRD TELEPATH	M WS BS S T W I A Ld 4 2 2 3 4 1 4 1 7	AUTOPISTOL, LASPISTOL MENTAL STRENGTH MAJOR POWER, NO MINOR POWER	125	
TOTALS:			1272	645

There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juves.



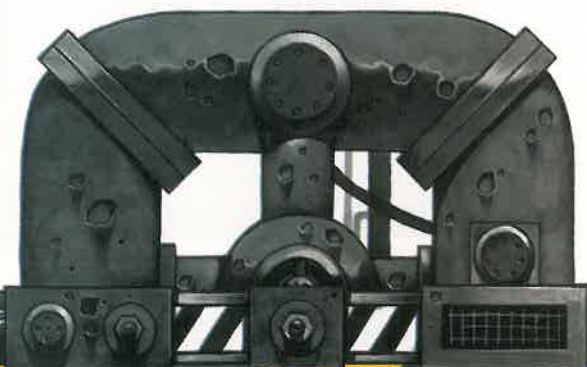
THE RETURN OF THE BLACK ORCHID

Papa Steve: The Black Orchid... those good for nothin', scumsuckin', sumplikin' sisters didn't deserve to have our ammunition wasted on 'em.

But after what they did to So-crates we didn't have much choice but to go and give 'em a taste of Xerxes lascannon.

Warwick: I said you hadn't heard the last of these Escher girls, and true to my word the Black Orchid returns. Since the battle report in White Dwarf 198 my gang have been very active, carving a bloody streak across the Underhive. In the course of the past five months, through *Gang fights*, *Raids*, *Gunfights* and *Rescue* missions, the Black Orchid have risen to a gang rating of 1917.

As you can see from the gang roster, most of the original gang have become veteran Gangers, with skills and stat increases to match. The Juves have become fully fledged Gangers, and I have even gained a free Juve from my settlement. Some of the Gangers have developed into real characters, like the former Juve Newt "One-Eye" (she lost her eye fighting off the Ratskins in *The Heist*). She has become a hand-to-hand combat expert with WS 4, *Parry* and *Counter Attack* skills, and equipped with a chainsword. My other favoured character is my gang champion, Trix. With an increased WS and three skills, including *Killer Rep*, she has been responsible for some real heroics, and shown a remarkable ability for avoiding being seriously injured. My stalwart leader, Yseult-Khan, now equipped with a skull chip, 2 Attacks and *Nerves of Steel*, is another close combat demon. She has defeated 14 opponents in close combat (she keeps a tally notch on her sword blades), including a Redeptor Priest called "Mad" Issiah.





But not everything has gone well for the Black Orchid. Several Gangers are carrying injuries and unfortunately one comrade has been lost. "Slim" Molly was killed during a *Rescue* mission to save my captured Heavy from a rival Goliath gang – she was actually headbutted to death! To add to this, just recently the gang was Outlawed. This came about because my gang had ambushed a psyker and his bodyguard of household troops from House Ko'Iron. This game was a special scenario in which two gangs attacked a unit of Imperial Guardsmen, whose mission was to defend the Primaris Psyker. The psyker was down in the Underhive hunting and executing Wyrd, no doubt following an Imperial Directive (my gang happens to employ a Telepath). During the battle, one of my Gangers, Nuala, gunned down the psyker and as a result the Black Orchid were reported and outlawed. The Watchmen took over all my territory, leaving an Old Ruin as my only hideout. To make matters worse, I didn't have much of a stash, so creds where going to be real problem. No more expensive hair dye or leopard-skin wonder bras!

All this background is part of the appeal of playing in a protracted campaign. You can see your gang develop, gaining a history and an identity as it does. The gang members come alive in your imagination, you get to know them and they become more than just models on a tabletop. As a result, it becomes easier to suspend your disbelief, and games become more exciting. It is this depth which turns a simple game like Necromunda into a rewarding, imaginative experience.



THE HUNTED

As you can see from the roster sheet, the Black Orchid has 11 gang members, plus one Hired Gun, the Wyrd Telepath. They usually operate in four loose, but distinct units. The first is my close combat unit, led by Yseult-Khan, with Newt "One Eye" and Torq-Viata. The second close combat unit is led by Trix, with Elle and Jesse. The support unit is made up of Nuala, Jelika and Sakura, with my Heavy, Fonn C'Ya, and the Juve, Liffey. This leaves Ratz as the fourth unit (on her own), free to infiltrate wherever I feel she will be most useful.

The background for this scenario has some history to it as well. This is not the first time the Black Orchid have run across "Papa" Steve's Delaques. In a former encounter I captured his



Is he really allowed to do that?

DEPLOYMENT



A1 Callaghan	L "Papa" Steve	G4 Pythagoras	G1 Ratz	G6 Elle	
A2 Earp	H Xerxes	J1 "Fries"	G2 Nuala	G7 Jesse	
A3 Garrett	G1 Socrates	J2 "Shake"	G3 Jelika	G8 Newt "One-eye"	
A4 Bedo	G2 Aristotle	L Yseult-Khan	G4 Sakura	J1 Liffey	
A5 Cagney	G3 Plato	H Fonn C'Ya	G5 Trix	W Torq-Viata	

Ganger, Socrates, and after torturing the little fink ransomed him back for a tidy profit. Unsurprisingly, Socrates now has a bitter enmity against me, along with a large collection of injuries. "Papa" Steve, being the lap dog of the Imperium that he is, has since been deputised, so we decided that it was time his gang came and got some payback for their mutilated comrade. His network of spies have discovered my hide-out and, true to form, "Papa" Steve has snitched to the Guilders. Grateful for the information, the Guilders have dispatched a Squad of Adeptus Arbites to help him finish me off once and for all.

See how this little bit of background and forethought can transform what would otherwise be a straight forward Ambush scenario into a bitter fight for survival between rival gangs who have good reason to hate each other? Let the story continue...

DEPLOYMENT

Being ambushed meant that my deployment was quite restricted. None of my gang were aware of

THE ATTACK BEGINS

My plan was to rush whichever Delaques I could on the first turn, quickly overwhelm them, then turn to face the rest of the attackers. I decided that I couldn't hope to stop the Arbitrators, so I would sent a delaying force to slow them down whilst the rest of my force got stuck into the Delaques. Hopefully this would keep them off my back for a good part of the battle.

A1 Callaghan	L "Papa" Steve	G4 Pythagoras	G1 Ratz	G6 Elle	 Delaquer Down
A2 Earp	H Xerxes	J1 "Fries"	G2 Nuala	G7 Jesse	
A3 Garrett	G1 Socrates	J2 "Shake"	G3 Jelika	G8 Newt "One-eye"	 Escher Down
A4 Bedo	G2 Aristotle	L Yseult-Khan	G4 Sakura	J1 Liffey	
A5 Cagney	G3 Plato	H Fonn C'Ya	G5 Trix	W Torq-Viata	

I had a real problem here. The Delaques,

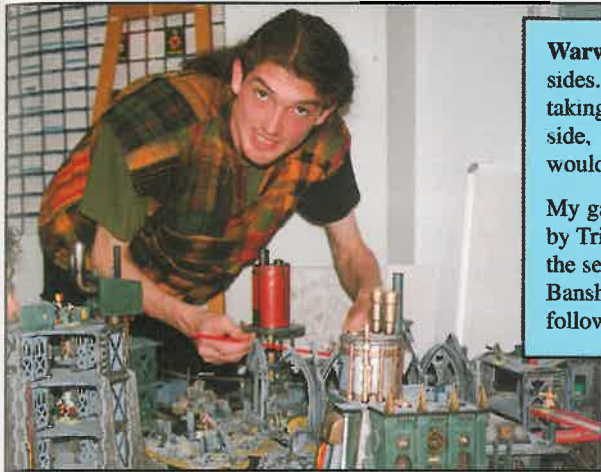
ratted us out. And I knew just who: "Papa" Steve, the no good, lyin', cheatin son

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of a sump rat. He'd led the law right to us, and the sisters were in big trouble. Arbitrators had cut off our escape, and before we knew it those Delaque's were pourin' fire down on us like acid rain. If I could get my hands on that fink I'd show him just what we did to his buddy Socrates, and then some...

The first turn opened with the Adeptus Arbites spreading through the building in which they had deployed. Arbitrators Garrett, Bedow, and Cagney ran down into the lower levels, bringing the Black Orchid into range of the lethal Executioner rounds of their combat shotguns. Arbitrators Callaghan and Earp stayed in position on the upper level, making maximum use of this high vantage point to gain good lines of fire into the Escher camp. Meanwhile, on the opposite side of the ruins, Xerxes remained in position and levelled his lascannon, taking aim at Fonn C'Ya. The Delaque Juve "Shake" moved back slightly, to make better use of the cover afforded by the surrounding crates and debris. The rest of the Burger Boys held back in their Tunnels and Vents, moving into position at the end of the turn.

Once in position, the Burger Boys and Arbitrators launched a salvo of heavy fire into the midst of the Black Orchids. Arbitrator Earp started the assault, launching a scare grenade into the middle of the Escher camp. The gas cannister was on target, and soon Newt "One-eye" was surrounded by a swirling cloud of fear-inducing chemicals. However, her nerve held, the gas failing to take effect. Callaghan also let loose a round from his shotgun, but found himself out of range.

Xerxes, aided by his infra-red sight, was dead on target. The lascannon shot burnt straight through Fonn C'Ya, inflicting eight wounds, and (not surprisingly) taking her man down.

Warwick: I was surrounded with fire pouring into the ruins from all sides. With Fonn C'ya and Trix down, and most of my gang pinned or taking fire from in front and behind, the situation was bad. On the good side, the Delaques already needed to take bottle tests – perhaps they would break.

My gang needed to break out of the trap quickly. The first attempt, led by Trix, had been shot to pieces. I decided that Ysvelt-Khan would lead the second break out towards the Heavy and the Juve. Screaming like a Banshee, she plunged forward through the hail of bullets, the others following close behind her...

As the Black Orchid Heavy lay bleeding on the ground, with Newt "One-eye" surrounded by scare gas, the rest of the Delaque gang moved into position. "Papa" Steve, together with Socrates and "Fries" dropped down from their Vents, while Aristotle, Plato and Pythagoras moved up through the Tunnels. The Black Orchid were completely surrounded now. They had nowhere to run, nowhere to hide, no choice but to stand and fight.

RUN FOR COVER

As soon as the opportunity came around, the Black Orchids divided, running for whatever cover they could find amongst



the ruins. But before she had chance to escape the cloud of scare gas surrounding her, Newt "One-eye" succumbed, fleeing uncontrollably to cower in the ruins. Nuala, using her combination of *Leap* and *Sprint* skills, charged across the ruins, up the ladder, and leapt over the intervening obstacles straight into combat with Xerxes! The rest of the gang simply spread out as best they could into whatever cover they could find.

Torq-Viata, drawing on the power of the warp, attempted to use his telepathic skills to psychically enhance his Ballistic Skill. Although successful, he also managed to attract the attention of the strange and unearthly denizens that inhabit the warp. A Daemon had been drawn to him, and attacked in an attempt to fry his brain. Luckily, the attack was only weak and the Wyrd managed to survive.

Once in cover, the Eschers started opening fire on their attackers with a vengeance. Trix and Jelika opened up on

Leaping and sprinting to reach Xerxes, Nuala is promptly taken out by the Delaque Heavy.



A1 Callaghan	L "Papa" Steve	G4 Pythagoras	G1 Ratz	G6 Elle	 Delaque Down
A2 Earp	H Xerxes	J1 "Fries"	G2 Nuala	G7 Jesse	 Escher Down
A3 Garrett	G1 Socrates	J2 "Shake"	G3 Jelika	G8 Newt "One-eye"	
A4 Bedo	G2 Aristotle	L Yseult-Khan	G4 Sakura	J1 Liffey	
A5 Cagney	G3 Plato	H Fonn C'Ya	G5 Trix	W Torq-Viata	

Pythagoras, taking him man down. The rest of the gang were less lucky, only the gang Leader, Yseult Khan, managing to hit her target, "Fries". Although the tough young Juve was unharmed by the shot, it knocked him off balance and he fell, going man down as he struck the ground. At least he could take consolation from the fact that Yseult Khan had exhausted her supply of ammo in shooting him.

Nuala, obviously tired out by her amazing display of athletic prowess in reaching Xerxes, was unable to keep up the same sort of pace in hand-to-hand combat. Xerxes swung the heavy barrel of his lascannon around, knocking her out as she reached him, and then quickly scragged her, taking her out of the fight for good.

Finally, Fonn C'Ya failed to recover enough to come back into the battle, and Newt "One-eye" continued cowering from the effects of the scare gas. She would remain hidden in the ruins for at least another turn.

THE NOOSE TIGHTENS

Papa Steve: Everythin' started just fine. Sure, a couple of the boys had taken hits, but the Black Orchid were sufferin' bad. That's when I started to get suspicious 'bout the 'Trators. I mean those guys are trained to hit a movin' sewer rat at fifty yards. So when their shots started goin' wide... and then 'Trator Earp's scare grenade sure wasn't aimed at any Escher...

The Burger Boys and Adeptus Arbites continued to close around the Escher camp, pumping round after round into the Orchids. Aristotle fired off a scatter round at Trix, taking her down, and Arbitrator Bedow succeeded in taking Elle man out with a lethal Executioner round. The rest of the Arbitrators had less luck. Even aided by the deadly accurate Executioner ammunition, Arbitrator Callaghan was unable to hit target. But this feat of incompetence paled next to the incredible display of ineptitude of Arbitrator Earp. Loading a second scare grenade, he took

With almost mechanical efficiency, the Adeptus Arbites pump round after round of Executioner ammo into the Eschers.

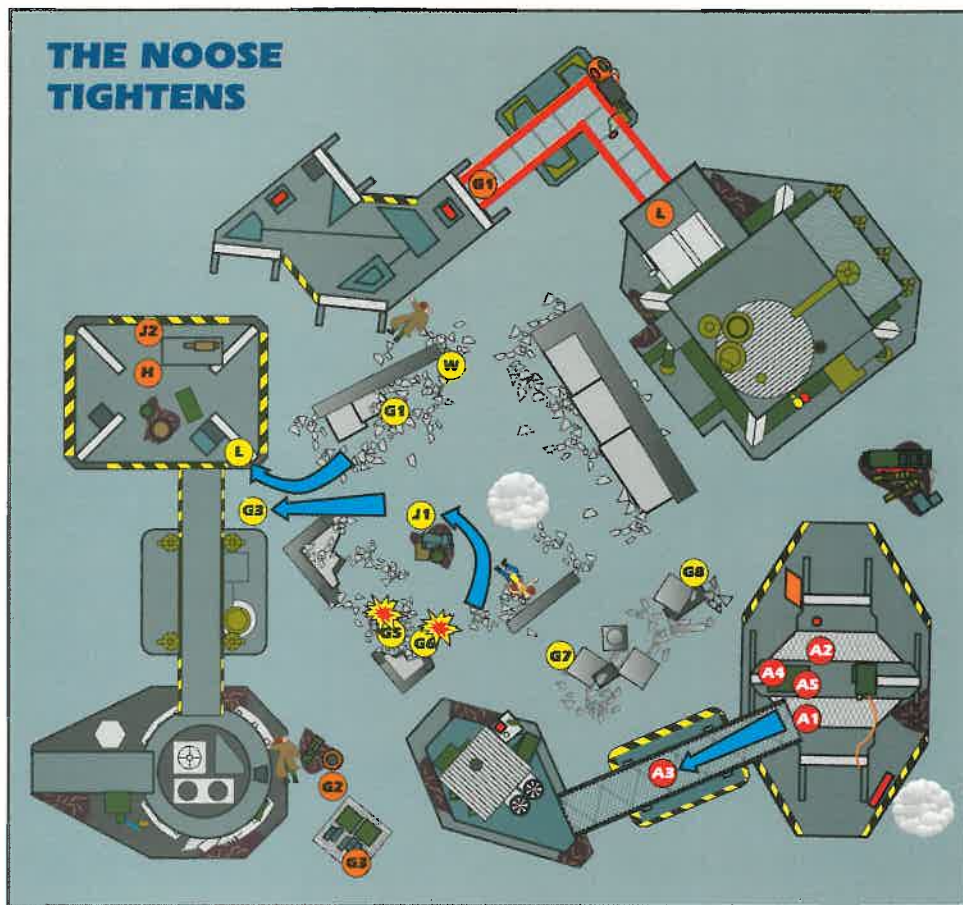


aim and fired, only to see the round ejected out of the back of the weapon, to land on the ground behind him.

The Black Orchid's return fire was just as poor. Obviously disorientated by the surprise attack, only a single shot was on target. Arbitrator Garrett was struck by a shot from Jesse, but it failed to cause a wound and Garrett kept his footing up on the walkway that he was moving across.

By this point, both gangs, the Black Orchid and the Burger Boys, were already taking bottle tests. We had decided before the battle that the Burger Boys and the Adeptus Arbites would each be treated as separate entities for the purpose of bottle tests. Once the Burger Boys had taken 25% down or out, they would start testing on "Papa" Steve's Leadership, while if the Arbites suffered that proportion of casualties they would start testing on

THE NOOSE TIGHTENS



A1 Callaghan	L "Papa" Steve	G4 Pythagoras	G1 Ratz	G6 Elle	 Delaware Down
A2 Earp	H Xerxes	J1 "Fries"	G2 Nuala	G7 Jesse	 Escher Down
A3 Garrett	G1 Socrates	J2 "Shake"	G3 Jelika	G8 Newt "One-eye"	
A4 Bedo	G2 Aristotle	L Ysult-Khan	G4 Sakura	J1 Liffey	
A5 Cagney	G3 Plato	H Fonn C'Ya	G5 Trix	W Torq-Viata	

Warwick: Things had started to look up a little. Ysult-Khan had butchered the Delaware Heavy and Juve, and cleared a path for the rest to follow through. Trix had recovered and was in charge range of the Delaques ahead of her. Once she got into close combat she would make short work of them. Most of the gangers still standing had a fighting chance of reaching their Leader. Newt "One Eye" had rallied and was also in position to charge an Arbitrator next turn. Overall, I was in position to deliver a knock out blow.

Steve: The Adeptus Arbiters were proving to be a bit of a disappointment. Their bad luck (especially with the grenade launcher), coupled with bad positioning was making them really quite mediocre. It's never a good idea to put short ranged weapons like shotguns too high. They simply lack the range to reach targets on the ground. I'll remember that next time.

Arbitrator Callaghan's Leadership, using his *Iron Will* skill.

All the gang members who were down remained down, but now that she was free from the influence of the scare gas and hiding away in safety, Newt "One-eye" came round, overcoming her gas-induced fear.

BREAKOUT

The Black Orchid were gradually managing to get their act together and get a counter attack organised, despite the continued fire of the Burger Boys and Arbiters. A further scare grenade had been fired amongst the Eschers to try and disrupt this organisation, but with little effect. Aristotle and Arbitrator Bedow had both managed to inflict wounds, on Jelika and Jesse respectively, although both of these Gangers were tough enough to be able to withstand multiple wounds. The only consolation for the Burger Boys at this time was that Pythagoras had recovered enough to re-enter the fight, although he would still be suffering a flesh wound

as an unpleasant reminder of Trix's earlier shot.



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Xerxes has less luck this time, and after scragging him the Escher Leader turns her attentions to "Shake".

however, had no luck at all, their shots either falling short or missing altogether.

None of this fire was sufficient to slow the impetus of the Black Orchid attack. Yseult-Khan took down "Shake" with ease in hand-to-hand combat, and Liffey gunned down Pythagoras with a well aimed shot from her stub gun. Although Newt "One-eye" was able to beat

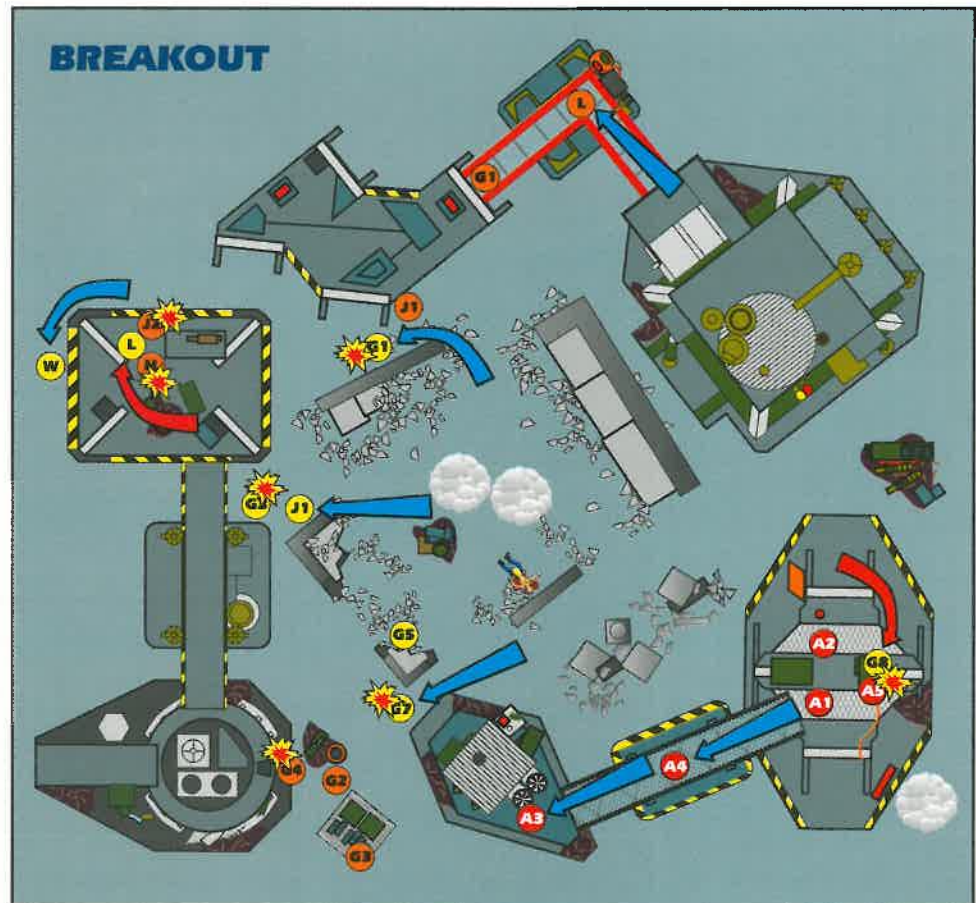
Arbitrator Cagney in her combat, his armour was too much for her to get through, and he survived the maelstrom of attacks.

AND IT'S ALL OVER

So there we was, Xerxes and "Shake" both taken out by Yseult-Khan, Pythagoras down, and the rest of the boys ready to bottle at any moment. Yeah, sure we'd given the Eschers somethin' to remember us by, but they'd given as good as they

Most of the remaining Eschers were moving away from the Arbites, to launch an attack against Xerxes before his lascannon could inflict any more damage. Yseult-Khan quickly reached the Burger Boys' Heavy, and in the brief combat that ensued she rapidly scragged him out of the fight, before following up into "Shake". Meanwhile, Ratz, Liffey, Jesse, and Torq-Viata were moving in behind their gang leader, ready to back her up, and move into the cover that would be offered with Xerxes and "Shake" gone. Newt "One-eye", no doubt to make up for her earlier cowardice, cut across underneath the Arbites, before moving up to take them on in hand-to-hand combat. Behind her, Trix was coming round from her injuries, and managed to pull herself back up to her feet.

Meanwhile, the Burger Boys fire continued. Ratz was gunned down by a bolt gun shot from "Papa" Steve, and a shotgun round from Aristotle took down Jelika. The Arbites,



A1 Callaghan	L "Papa" Steve	G4 Pythagoras	G1 Ratz	G6 Elle	 Delaque Down
A2 Earp	H Xerxes	J1 "Fries"	G2 Nuala	G7 Jesse	 Escher Down
A3 Garrett	G1 Socrates	J2 "Shake"	G3 Jelika	G8 Newt "One-eye"	
A4 Bedo	G2 Aristotle	L Yseult-Khan	G4 Sakura	J1 Liffey	
A5 Cagney	G3 Plato	H Fonn C'Ya	G5 Trix	W Torq-Viata	

got. And all this time the Arbitrators just stood and watched. Watched as Xerxes and "Shake" and Pythagoras all went down. Ya think they cared? Not one bit.

The Burger Boys devastating hail of fire continued, with Arbitrator Bedow wounding Trix, although only managing to cause a flesh wound. A shotgun round from Plato struck Jesse, finally causing enough wounds to bring her down. Although Yseult-Khan, Liffey, and Torq-Vita were looking to be in much stronger positions than a turn or two earlier, and Newt "One-eye" was not doing too badly against the Arbites, the remaining Escher decided that these last casualties were just too much and, finally, they bottled out. The Burger Boys attack had been a success, but with three men down, had it been worth it?

CONCLUSION

Steve: Revenge is indeed sweet. The Black Orchid have a had a possibly fatal blow dealt to them with the death of their

Heavy. Their lack of cash means that they are never likely to be able to recover. But what a battle it was to get them! If it hadn't been for the Arbites, I think it very unlikely that I would ever have come even close to winning. And although, in the end, the Arbites turned out to be the deciding factor, there were times when I was getting distinctly worried about their effectiveness. Arbitrator Callaghan was uniquely unable to hit a single target, despite his target-seeking Executioner ammunition, and Arbitrator Earp seemed to be having problems just telling which end of his gun he should be pointing at the Eschers! But the other Arbitrators all proved their mettle, gunning down Orchids in cover with ease, and surviving everything that was thrown at them.

The post-battle sequence went well, with Xerxes and "Shake" both making full recoveries. Pythagoras was less lucky, and ended up with a *Head Wound*. Four of my gang got advances, including Aristotle, who got to roll a skill on the table of his choice. I decided to go for a combat skill, getting *Parry*. This

would increase his hand-to-hand ability, which would complement his *Sneak Up* skill nicely. He could silently close in on opposing guards, then dispatch them before they even knew he was there. I'm trying to save my creds to increase my gang size, so I didn't bother buying anything at the trading post. Overall, not too bad an effort. My only concern now is what mission Arbitrator Thorpe will find to send his Watchmen on next...

THE DECLINE OF THE BLACK ORCHID.

Yseult-Khan: Things were lookin' real bad. The Guilders were on to us, Fonn C'Ya was wasted, and most of the sisters were hurtin' bad. We didn't even have creds to buy grade C recycled sludge extract, let alone ammo. The girls just weren't used to livin' rough, they liked their little luxuries. We even blew our last cred down at Lefty's Last Chance Casino. That was the last straw. Things were



A1 Callaghan	L "Papa" Steve	G4 Pythagoras	G1 Ratz	G6 Elle	Delaque Down
A2 Earp	H Xerxes	J1 "Fries"	G2 Nuala	G7 Jesse	
A3 Garrett	G1 Socrates	J2 "Shake"	G3 Jelika	G8 Newt "One-eye"	Escher Down
A4 Bedo	G2 Aristotle	L Yseult-Khan	G4 Sakura	J1 Liffey	
A5 Cagney	G3 Plato	H Fonn C'Ya	G5 Trix	W Torq-Vita	

desperate, and desperate times call for desperate measures. We needed a big score, and quick...

Yak! Things all went horribly wrong. Shot to pieces would be a fair description. By the end of the game I only had 4 gangers standing!

Try as I might I just couldn't get to grips with the Delaques, and the fire that they and the Arbitrators poured into my gang was just too much. Most of my casualties were caused by being shot in the back. Steve getting the drop on me with both set up and going first meant he could pick his targets at will, my Heavy being a case in point. She was hit by a lascannon before she had the chance to do anything, and as a result spent the entire game down.

That said, it was an exciting battle which really felt like a desperate and bitter struggle. The odds may have been stacked against me with the pressure of the incoming fire from all sides, and a tough Arbitrator Squad to deal with, plus needing to force two units to bottle out instead of the usual one, but I still had excellent fun. Battles don't have to be fair fights to be worth playing! The battle added something new to my gang's background, my Leader scored two more notches on her sword blades, and I did avoid loosing my hide-out altogether. It wasn't a total disaster, I did almost cause the Delaques to bottle out after only one turn, and by the end of turn three I even thought I might just swing it. But Steve had a good round of shooting, blasting my gangers with his shotguns and making good use of the various ammo types available. After this my chance of winning was gone.

I was disappointed by my Wyrd, who turned out to be not much use, and overall my gangers showing in close combat was terrible. My Leader did well, but as for the rest, the less said the better.

The post battle sequence was even more depressing. Rolling for injuries I discovered my Heavy had been killed, Nuala had been wounded in the right arm, Jelika had impressive scars, and Trix, remarkably, escaped unharmed again! With only 5 of my gangers able to do anything, I split them so that I could collect my income, send two to the trading post and two foraging. This gained me 13 creds, added to the 18 I had stashed made 31. To feed my gang cost me 30 creds, leaving



Escher bodies litter what used to be their hideout. Only Liffey, the Juve, remains on her feet amongst the ruins.

me with a miserable 1 cred. I was no longer able to afford the services of Torq-Viata so he packed his bags and left. Only the Juve, Liffey, gained enough experience to get an advance, and she got +1 BS.

I took my 1 cred to the trading post only to roll a double 1! In a desperate bid to make some money my Leader had gambled and lost. I was forced to sell off Ratz' silencer to pay the bet. Things couldn't look much worse, no creds at all and I owe 228 creds to buy off my Outlaw status. My gang is consigned to a life of crime or starvation. Things are looking bleak for the Black Orchid...

Steve: Looking back, the battle does seem to have been balanced in my favour. Although the Burger Boys did suffer some casualties, the Adeptus Arbites rarely seemed in danger of even being hit, let alone bottling. But then again, if Warwick had been a little more lucky in his initial deployment, there was a chance that he could have launched a counter-ambush. This could have put me in big trouble. The Black Orchid are really tough in hand-to-hand combat, and part of the reason the Arbites were so effective was that the Eschers were unable to close with them.



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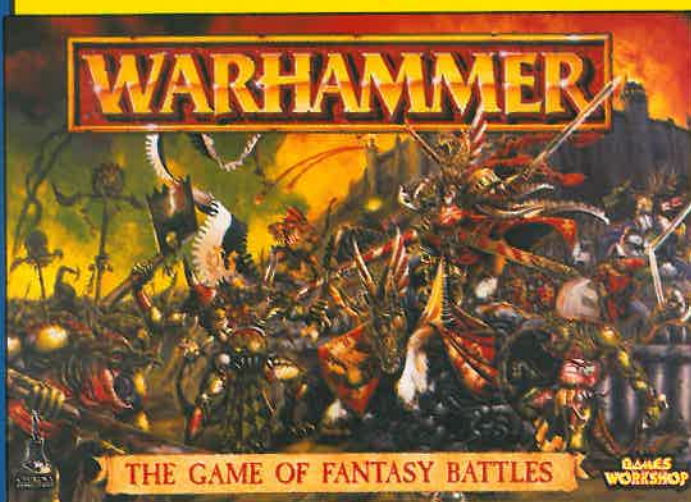
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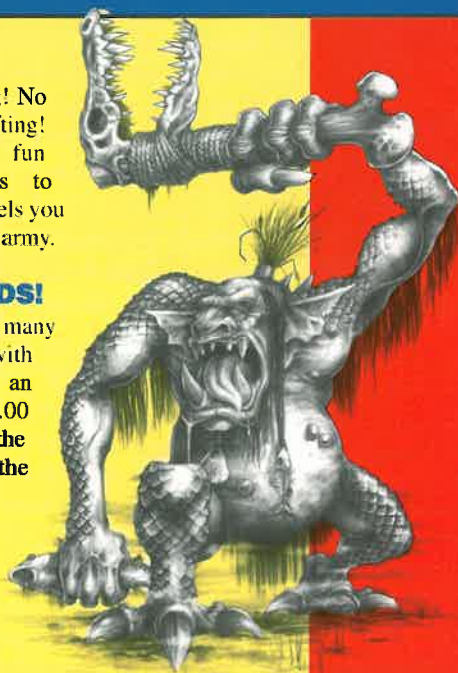
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Simply give us a call on (02) 9829 6111 and our Phone Ladz will tell you everything you need to know about all the exciting new releases. They will be only too happy to take your order or discuss any aspect of the hobby!

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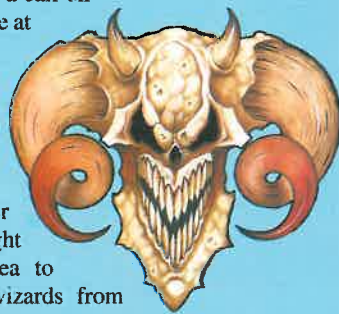
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TOTAL POWER!

With the imminent release of the excellent **Warhammer Magic** supplement, we thought that it would be a great idea to feature loads and loads of wizards from right across the range of Warhammer races! On this, the latest of our Mail Order poster deals, we have literally crammed in all varieties of wizards on foot and mounted, as well as wizards riding monsters!



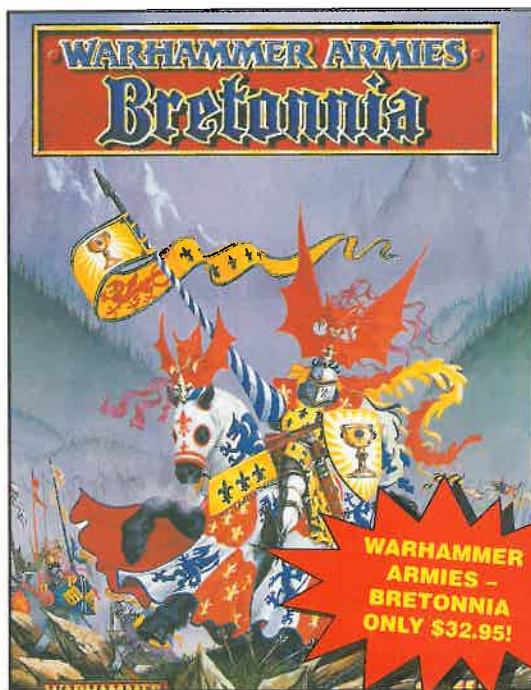
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CITADEL® JOURNAL 16

Citadel Journal issue 16 is out now! This issue presents the final part of Tuomas Pirinen's Kislev army list for **Warhammer** and includes Kislevite special characters such as Miska the Slaughterer, Cossack Clan Chief Stepan Rasin, Baba Yaga and Prince Ivan Radinov of the Gryphon Legion. Modelling and converting are covered in Doc Butcha's Klinik, where he showcases Matthew Houghton's prize winning **Necromunda** conversions. Also, Ewen Little shows how he made his impressive armoured car models for **Warhammer 40,000**.



For **Warhammer** Orc and Goblin generals, rules are given for adding Goblin Jesters to your armies. Try out some excellent new rules for playing your **Warhammer 40,000** games on arid terrain and see an ex-**Blood Bowl** Star Player become a mad **Warhammer Quest** character! All this and much, much more.

Issue 16 of the **Citadel Journal** is available from Mail Order priced only \$15.95.

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The only back copies of the **Citadel Journal** we have left in stock are issues 10, 11, 12, 14 & 15, and these are selling out fast! To be certain of a copy please place your order early or, even better, take out one of our special six-issue subscriptions available for only:

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CHAOS SPACE MARINES

CHAOS SPACE MARINE SORCERERS



CHAOS SPACE MARINE
SORCERER BODY 1
70317/1



BOLT PISTOL ARM 1
70317/3



CHAOS SPACE MARINE
SORCERER BACKPACK 1
70317/2



A COMPLETED
CHAOS SPACE MARINE SORCERER 1



CHAOS SPACE MARINE
SORCERER BODY 2
70317/4



BOLT PISTOL ARM 2
70317/5



CHAOS SPACE MARINE
SORCERER BACKPACK 2
70317/6



A COMPLETED
CHAOS SPACE MARINE SORCERER 2



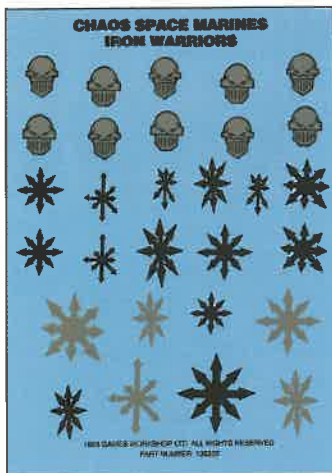
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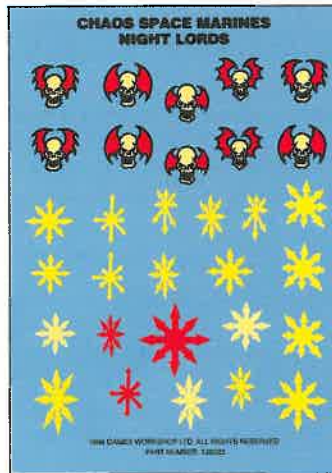


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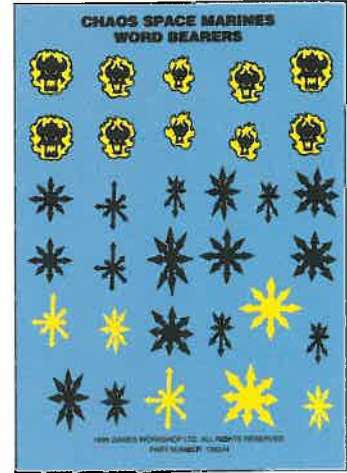
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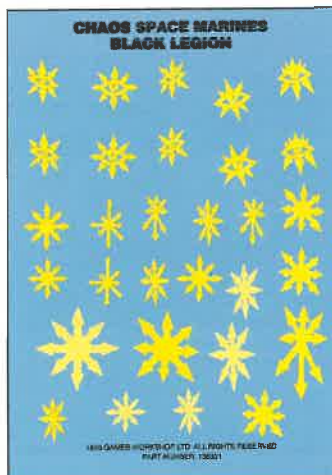
IRON WARRIORS TRANSFER SHEET
136322



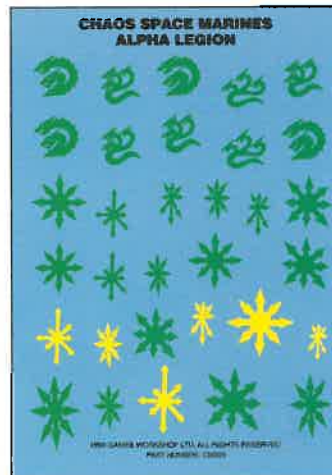
NIGHT LORDS TRANSFER SHEET
136323



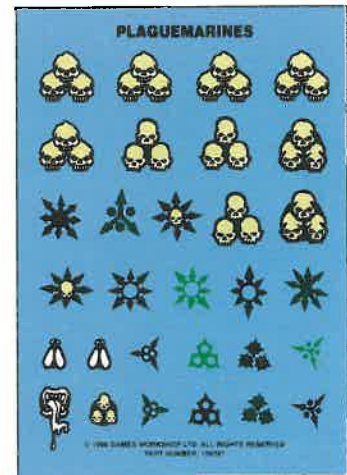
WORD BEARERS TRANSFER SHEET
136324



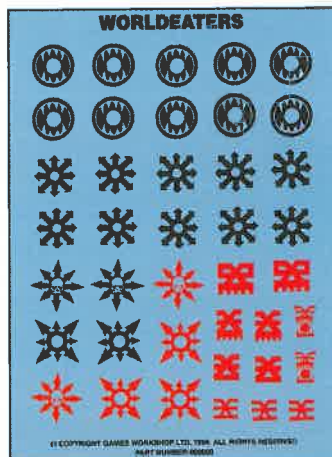
BLACK LEGION TRANSFER SHEET
136321



ALPHA LEGION TRANSFER SHEET
136320



PLAGUE MARINES TRANSFER SHEET
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KHORNE BERZERKERS TRANSFER SHEET
136251



CHAOS SPACE MARINES

CHAOS SPACE MARINE KHORNE BERZERKER CHAMPIONS



KHORNE BERZERKER CHAMPION 1
70322/1



KHORNE BERZERKER CHAMPION 2
70322/2



KHORNE BERZERKER CHAMPION 3
70322/3



**AN EXAMPLE OF A COMPLETED
KHORNE BERZERKER CHAMPION**

A COMPLETED KHORNE BERZERKER CHAMPION CONSISTS OF:

- 1 x KHORNE BERZERKER
CHAMPION
- 1 x CHAOS SPACE MARINE
ARM SPRUE
- 1 x CHAOS SPACE MARINE
BACKPACK SPRUE



CHAOS SPACE MARINE KHORNE ICON BEARER



KHORNE ICON BEARER BODY
70323/1

A COMPLETED KHORNE ICON BEARER CONSISTS OF:

- 1 x KHORNE ICON
BEARER BODY
- 1 x KHORNE ICON
- 1 x CHAOS SPACE MARINE
ARM SPRUE
- 1 x CHAOS SPACE MARINE
BACKPACK SPRUE



KHORNE ICON
70323/2



**EXAMPLE OF A COMPLETED
KHORNE ICON BEARER**

Designed by Dave Andrews

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NECROMUNDA™

HOUSE ESCHER LEADERS



ESCHER LEADER WITH BOLT GUN
AND LASPISTOL
0050/10



ESCHER LEADER WITH AUTOPISTOL
AND POWER SWORD
72921/27



HOUSE ESCHER JUVES



ESCHER JUVE WITH
STUB GUN AND PICK
0050/5



ESCHER JUVE WITH
AUTOPISTOL
0050/6



ESCHER JUVE WITH
STUB GUN
72918/11



ESCHER JUVE WITH
AUTOPISTOL AND CLUB
72918/12

HOUSE ESCHER GANGERS



ESCHER WITH AUTOGUN
AND STUB GUN
0050/3



ESCHER WITH LASGUN 1
0050/1



ESCHER WITH AUTOPISTOL
AND SWORD
0050/2



ESCHER WITH SHOTGUN
0050/4

HOUSE ESCHER HEAVY



ESCHER HEAVY
STUBBER BODY
0050/7



ESCHER HEAVY STUBBER
0050/8



ESCHER HEAVY
STUBBER BACKPACK
0050/9

A COMPLETE ESCHER HEAVY
CONSISTS OF:
1 x ESCHER HEAVY STUBBER BODY
1 x HEAVY STUBBER BACKPACK
1 x ESCHER HEAVY STUBBER



A COMPLETED HOUSE ESCHER HEAVY
WITH HEAVY STUBBER

Designed by Jes Goodwin

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NECROMUNDA™

HOUSE ESCHER GANGERS



ESCHER WITH
LASGUN 2
72920/20



ESCHER WITH
TWO SWORDS
72920/24



ESCHER WITH SHOTGUN
AND AUTO PISTOL
72920/22



ESCHER WITH PLASMA
PISTOL AND CLUB
72920/19



ESCHER WITH
LASPISTOL AND FLAIL
72920/25



ESCHER WITH
AUTOGUN
72920/21



ESCHER WITH
AUTO PISTOL AND CHAINWORD
72920/26



ESCHER WITH
BOLT PISTOL AND GRENADE
72920/23

HOUSE ESCHER HEAVY



ESCHER HEAVY PLASMA
GUN BACKPACK
72919/15



ESCHER HEAVY PLASMA GUN
72919/14



ESCHER HEAVY
PLASMA GUN BODY
72919/13



A COMPLETED HOUSE ESCHER HEAVY
WITH HEAVY PLASMA GUN

A COMPLETE ESCHER HEAVY
CONSISTS OF:
1 x ESCHER HEAVY
PLASMA GUN BODY
1 x ESCHER HEAVY
PLASMA GUN BACKPACK
1 x ESCHER HEAVY
PLASMA GUN



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NECROMUNDA™

HOUSE DELAQUE LEADERS



DELAQUE LEADER
WITH BOLT GUN
0052/10



DELAQUE LEADER WITH
BOLT GUN AND POWER AXE
72933/17



HOUSE DELAQUE GANGERS



DELAQUE WITH LASGUN 1
0052/4



DELAQUE WITH SHOTGUN 1
0052/5



DELAQUE WITH AUTOGUN 1
0052/6



DELAQUE WITH LASGUN 2
0052/3



DELAQUE WITH AUTOGUN 2
72932/19



DELAQUE WITH LASGUN 3
72932/15



DELAQUE WITH LASGUN 4
72932/16



DELAQUE WITH SHOTGUN 2
72932/18

HOUSE DELAQUE JUVES



DELAQUE JUVE WITH STUB GUN 1
0052/1



DELAQUE JUVE WITH AUTOPISTOL 1
0052/2



DELAQUE JUVE WITH STUB GUNS
72930/12



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72930/11

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**DELAQUE
LASCANNON BODY**
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**DELAQUE
LASCANNON PACK**
72931/22



DELAQUE LASCANNON
72931/21



**A COMPLETED DELAQUE HEAVY
WITH LASCANNON**

**A COMPLETE DELAQUE HEAVY
WITH LASCANNON
CONSISTS OF:**
1 x DELAQUE LASCANNON BODY
1 x DELAQUE LASCANNON PACK
1 x DELAQUE LASCANNON



**DELAQUE HEAVY
STUBBER BODY**
0052/7



**DELAQUE HEAVY
STUBBER PACK**
0052/9



DELAQUE HEAVY STUBBER
0052/8



**A COMPLETED DELAQUE HEAVY WITH
HEAVY STUBBER**

**A COMPLETE DELAQUE HEAVY
WITH HEAVY STUBBER
CONSISTS OF:**
1 x DELAQUE HEAVY STUBBER BODY
1 x DELAQUE HEAVY STUBBER
1 x HEAVY DELAQUE STUBBER BACKPACK



**DELAQUE
FLAMER BODY**
72931/13



**DELAQUE
FLAMER PACK**
72931/14



**A COMPLETED DELAQUE HEAVY
WITH FLAMER**

**A COMPLETE DELAQUE
HEAVY WITH FLAMER
CONSISTS OF:**
1 x DELAQUE FLAMER BODY
1 x DELAQUE FLAMER PACK



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LIZARDMEN

SLANN MAGE PRIEST

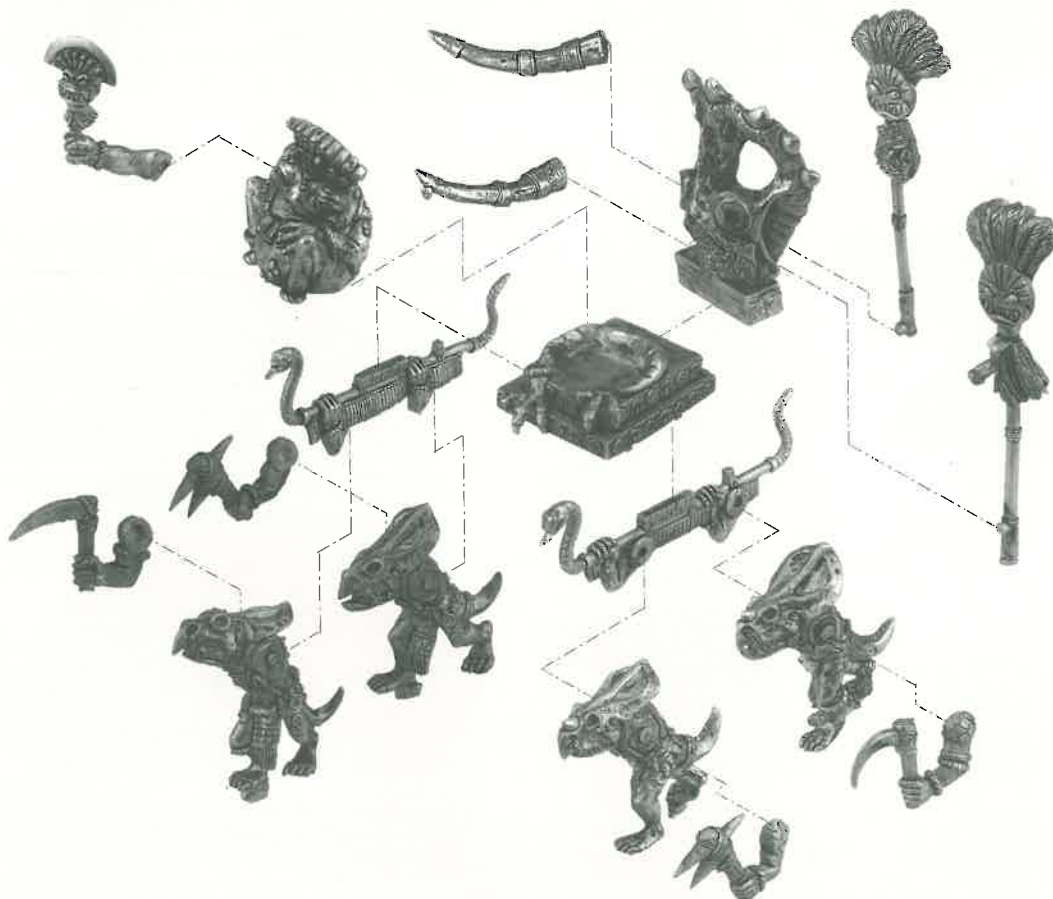


A COMPLETED SLANN MAGE PRIEST



A COMPLETED SLANN MAGE PRIEST CONSISTS OF:

- 1 x BODY
- 1 x ARM
- 1 x THRONE BASE
- 1 x THRONE BACK
- 1 x THRONE STANDARD 1
- 1 x THRONE STANDARD 2
- 1 x PALANQUIN THRONE HORN 1
- 1 x PALANQUIN THRONE HORN 2
- 1 x SAURUS PALANQUIN BEARER 1
- 1 x SAURUS PALANQUIN BEARER 2
- 1 x SAURUS PALANQUIN BEARER 3
- 1 x SAURUS PALANQUIN BEARER 4
- 2 x SAURUS PALANQUIN BEARER LEFT ARMS
- 2 x SAURUS PALANQUIN BEARER RIGHT ARMS
- 1 x SAURUS PALANQUIN LEFT SUPPORT ARM
- 1 x SAURUS PALANQUIN RIGHT SUPPORT ARM



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LIZARDMEN

SLANN MAGE PRIEST



PALANQUIN THRONE HORN 1.
00540/9



PALANQUIN THRONE HORN 2
00540/9



ARM
00540/2



BODY
00540/1



THRONE BASE
00540/3



THRONE BACK
00540/4



THRONE STANDARD 1
00540/6



THRONE STANDARD 2
00540/8



SAURUS PALANQUIN BEARER 1
00540/10



SAURUS PALANQUIN BEARER 2
00540/11



SAURUS PALANQUIN BEARER 3
00540/13



SAURUS PALANQUIN BEARER 4
00540/12



SAURUS PALANQUIN
BEARER LEFT ARM 1
00540/14



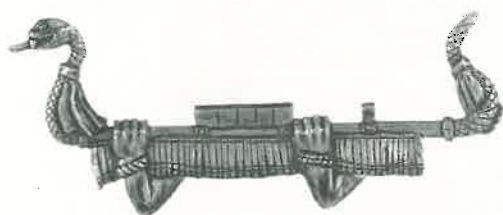
SAURUS PALANQUIN
BEARER LEFT ARM 2
00540/15



SAURUS PALANQUIN
BEARER RIGHT ARM 1
00540/5



SAURUS PALANQUIN
BEARER RIGHT ARM 2
00540/7



SAURUS PALANQUIN LEFT SUPPORT ARM
00540/16



SAURUS PALANQUIN RIGHT SUPPORT ARM
00540/17

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BRETONNIA

MORGIANA LE FAY ENCHANTRESS



MORGIANA LE FAY
74006/1



MORGIANA LE FAY'S CLOAK
74006/2



A COMPLETED MORGIANA LE FAY RIDING UNICORN



FROG

A COMPLETED MORGIANA LE FAY
CONSISTS OF:
1 x MORGIANA LE FAY
1 x MORGIANA LE FAY'S CLOAK
1 x LEFT UNICORN SIDE
1 x RIGHT UNICORN SIDE
1 x FROG



LEFT UNICORN SIDE
74006/3



RIGHT UNICORN SIDE
74006/4

Morgiana Le Fay designed by Michael Perry, Unicorn by Trish Morrison

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BRETONNIA

KNIGHTS ERRANT COMMAND GROUP



**KNIGHT ERRANT
CHAMPION BODY**
74001/2



**KNIGHT ERRANT STANDARD
BEARER BODY**
74003/2



**KNIGHT ERRANT
TRUMPETER BODY**
74002/2



STANDARD TOP
74003/3



**AN EXAMPLE OF A COMPLETED
KNIGHT ERRANT CHAMPION**

**A COMPLETED KNIGHT ERRANT
CHAMPION CONSISTS OF:**
1 x KNIGHT ERRANT CHAMPION BODY
1 x KNIGHT ERRANT LEGS
1 x BRETONNIAN HORSE
1 x FIGHTERS SHIELD SPRUE

**A COMPLETED KNIGHT ERRANT
STANDARD BEARER CONSISTS OF:**
1 x KNIGHT ERRANT STANDARD
BEARER BODY
1 x STANDARD TOP
1 x KNIGHT ERRANT LEGS
1 x BRETONNIAN HORSE
1 x FIGHTERS SHIELD SPRUE

**A COMPLETED KNIGHT ERRANT
TRUMPETER CONSISTS OF:**
1 x KNIGHT ERRANT
TRUMPETER BODY
1 x KNIGHT ERRANT LEGS
1 x BRETONNIAN HORSE
1 x FIGHTERS SHIELD SPRUE

KNIGHTS ERRANT



KNIGHT ERRANT BODY 1
74000/4



KNIGHT ERRANT BODY 2
74000/5



KNIGHT ERRANT BODY 3
74000/6



KNIGHT ERRANT LEGS
74000/1



KNIGHT ERRANT LANCE 1
74000/2



KNIGHT ERRANT LANCE 2
74000/3



AN EXAMPLE OF A COMPLETED KNIGHT ERRANT

**A COMPLETED KNIGHT ERRANT
CONSISTS OF:**
1 x KNIGHT ERRANT BODY
1 x KNIGHT ERRANT LEGS
1 x KNIGHT ERRANT LANCE
1 x BRETONNIAN HORSE
1 x FIGHTERS SHIELD SPRUE



Designed by Michael Perry

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BRETONNIA

KNIGHTS OF THE REALM



KNIGHT OF THE
REALM BODY 1
74005/4



KNIGHT OF THE
REALM BODY 2
74005/5



KNIGHT OF THE
REALM BODY 3
74005/6

A COMPLETE KNIGHT OF THE
REALM CONSISTS OF:
1 x KNIGHT OF THE REALM BODY
1 x KNIGHT OF THE REALM LANCE
1 x KNIGHT OF THE REALM LEGS
1 x BRETONNIAN HORSE
1 x FIGHTER SHIELD SPRUE



KNIGHT OF THE REALM LANCE 1
74005/2



KNIGHT OF THE REALM LANCE 2
74005/3



KNIGHT OF THE REALM LEGS
74005/1



AN EXAMPLE OF A COMPLETED
KNIGHT OF THE REALM



Designed by Michael Perry

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BRETONNIA

BRETONNIAN BOWMEN

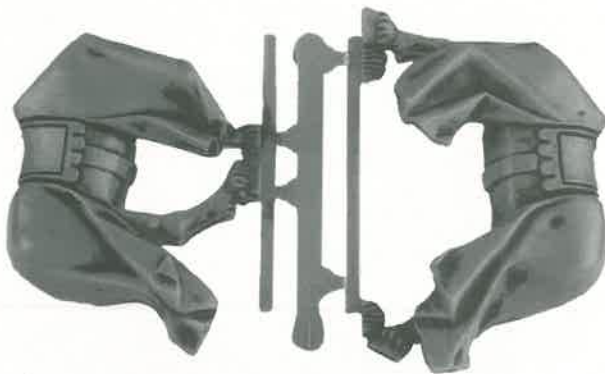


EXAMPLES OF COMPLETED BRETONNIAN BOWMEN



BRETONNIAN BOWMEN SPRUE
102802

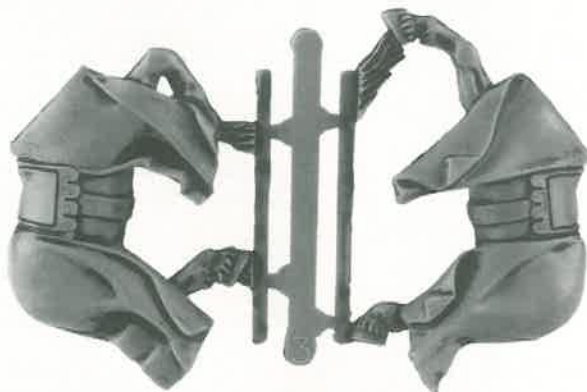
BRETONNIAN HORSES



BRETONNIAN HORSE BODY SPRUE 1
102800



BRETONNIAN HORSE
HEAD SPRUE 1
102800



BRETONNIAN HORSE BODY SPRUE 2
102800



BRETONNIAN HORSE
HEAD SPRUE 2
102800

Not suitable for children under 36 months due to small parts and essential pointed components. These models are supplied unpainted.
The plastic parts need to be assembled using polystyrene cement. © Copyright Games Workshop Ltd 1996. All rights reserved.



WOOD ELVES

ARIEL, MAGE QUEEN OF LOREN



ARIEL'S BODY
00539/1



WAND OF WYCHE ELM
00539/2



A COMPLETED ARIEL, MAGE QUEEN OF LOREN

A COMPLETED
ARIEL, MAGE QUEEN OF LOREN CONSISTS OF:
1 x ARIEL'S BODY
1 x WAND OF WYCHE ELM
1 x ARIEL'S LEFT WING
1 x ARIEL'S RIGHT WING



ARIEL'S RIGHT WING
00539/4



ARIEL'S LEFT WING
00539/3



WARHAMMER

WARHAMMER ARMIES Bretonnia



BRETONNIA

Heed the call to arms of the valiant Knights of Bretonnia, noblest of men and guardians of a kingdom founded upon the principles of chivalry and the protection of the weak. Mighty Knights, loyal Bowmen and steadfast Men-at-Arms do battle in the name of the Lady of the Lake and for the glory of the King, crusading against the forces of evil and smiting the unholy with righteous fury.

THE LAND OF CHIVALRY

Warhammer Armies – Bretonnia delves into the history and background of the kingdom of Bretonnia and its unique chivalric and heraldic traditions.

SPECIAL RULES

The Bestiary describes the warriors of Bretonnia including Knights Errant, Knights of the Realm, Questing Knights, Grail Knights, Men-at-Arms, Bowmen and Squires. Also included are the new special rules covering the various Knightly Virtues.

ARMY LIST

The book also contains a complete army list for Bretonnia, detailing all the basic troop types, as well as special characters such as Louen Leoncoeur, the heroic King of Bretonnia, the Fay Enchantress Morgiana Le Fay and Bertrand the Brigand and the Bowmen of Bergerac.

'EAVY METAL

Dozens of colour photographs show the Bretonnian army painted by Games Workshop's 'Eavy Metal team, plus there are extensive painting tips and an in-depth look at Bretonnian heraldry.

**WARHAMMER ARMIES – BRETONNIA IS NOT A COMPLETE GAME.
YOU WILL NEED A COPY OF WARHAMMER TO USE THE CONTENTS OF THIS BOOK.**

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**GAMES
WORKSHOP**





The roar of the Ravenwing's engines echoes through the maze of spires as they burst from cover to blast the Tyranids with bolter fire!