

**WHITE
DWARF**



206

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LATEST ON
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OUR HOBBY...**

**GAMES
WORKSHOP**

GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE

WHITE DWARF



ISSN 0265-8712



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02



A veteran Bounty Hunter watches over a posse of Delaques as they take on the lowest scum of the Underhive.



And the trap is sprung... the Wood Elves burst from the forest and surround the Orc raiders.

WHITE DWARF™



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Where'd they go? Those pesky Lizardmen gave us the slip last month, but this time we've got 'em nailed down good and proper. Just take a look at page 8 onwards for a guide to painting and organising the Lizardmen models you got in your Warhammer into a formidable fighting force. That's what I'm doing at the moment.

Other bits and bobs this month include saying farewell to Tuomas. It's his last issue in the White Dwarf bunker, though he's not escaped completely. Like Gav before him, he's off to the land of milk and honey in games development and will be forming the new Warhammer team together with Nigel Stillman and Rick Priestley. He's also promised to keep up the articles and will still make regular contributions to your favourite gaming mag (what do you mean, "Which one?")

In all the excitement of trying to find someone to replace Tuomas (you'll find out who we got next issue), I've not had time to finish the Top Terrain Tips article. Fear not, it will return. In fact, it's the sheer quality and quantity of your suggestions which is taking me so long to wade through. Not that I'm complaining, far from it – I think it's brilliant. What's been most amusing is trying to actually follow some of your instructions. I'm sure that they all make sense really, but my sausage-like fingers aren't always up to this fiddly work. You'll see the fruits of my adventures with glue soon. Honest.

On a final note, although this is the February issue, I am writing this before Christmas. I'm looking forward to getting some modelling and painting done over the hols, and I hope you all had as merry a time as I intend to.

(See, I never mentioned Ian's hair once).

Jake

Jake Thornton,
Editor



Adrian Wood,
Production
Editor



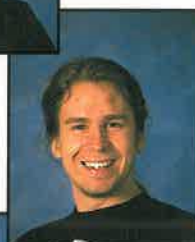
Steve
Anastasoff



Ian Pickstock



Tuomas
Pirinen



Mark
Brendan



Tim Squig





COVER **LIZARDMEN** *David Gallagher*

1 **EDITORIAL** *Jake Thornton*

You've probably already read it. If you haven't, turn back now.

4 **GW & CITADEL NEWS** *The White Dwarf crew* All the latest news from Games Workshop and Citadel Miniatures.

8 **LIZARDMEN!** *Nigel Stillman*

In the humid interior of Lustria the war drums' beat is increasing in intensity. A whole new **Warhammer** army is on the way, and here is a glimpse through the ferns and cycads at what's in store...

23 **SMALL IS BEAUTIFUL** *Adrian Wood*

Adrian "Grand Warlord" Wood waxes lyrical about the beauty of tiny, but perfectly formed games of **Warhammer 40,000**, linking games to form campaigns, painting cult armies and so on. Oh, and Jake has a bit of a rant as well.

29 **HERE BE DRAGONS!** *Rick Priestley*

It seems that gamers all over the world have been using White Dragons to great effect in recent Tournaments. Too great an effect it seems. So, our favourite escaped galley slave and High Elf General, Rick, has come up with a few clarifications and modifications which should make using Dragons in your games of **Warhammer** a lot clearer in the future.

33 **EPIC 40,000 PREVIEW** *The White Dwarf crew*

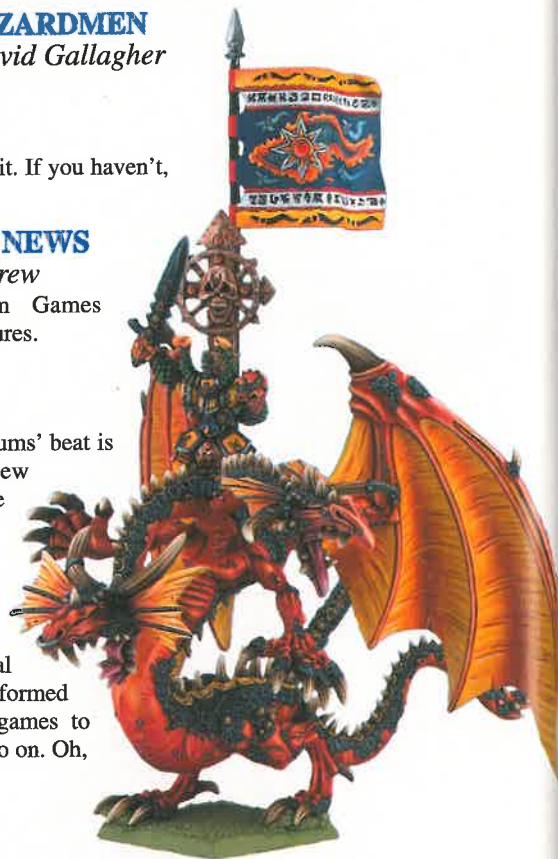
It's been a couple of months since we told you about the new **Epic 40,000** game we were working on. So, we thought we'd see what had been going on in the meantime, and sent our roving reporters off to check out all the latest developments.

39 **THE BATTLE FOR ANTOCH PLAINS** *Ian Pickstock & Adrian Wood*

You may have been lucky enough to see it at Games Day, but if you didn't then this is your chance to get a glimpse of the awesome Battle for Antoch Plains **Warhammer** display. We've dispatched our intrepid hacks, Adrian and Ian to get the full, behind-the-scenes story on this hugely impressive display, and the many people who made it possible.

49 **REQUIEM OF PAIN** *Andy Chambers*

The **Warhammer 40,000** universe reels under the atonal attack of the Noise Marines. Warped and twisted warriors of Slaanesh, the Lord of Pleasure, they assault your ear-drums with an cacophony of discord and apocalypse.



JAKE'S CHOICE

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Is size important?

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Rick explains the mystery of the Dragons.

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Our enormous Games Day '96 display.

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Nigel terrorises the Tileans.

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A brief history of the Warhammer World.

Page 78

Everything you always wanted to know about green.





53 STILLMANIA ABROAD

Nigel Stillman

Nigel Stillman goes to Italy to see the sights. Oh, and some wargames too. Read all about his recent excursion to the land of Chianti and Pizza, and his appearance at the famed Lucca Games and Comic Fair.

59 THE BOOK OF DAYS

Finreir of Saphery

Warhammer is as an ancient place that has seen the rise and fall of kingdoms,

vast wars and momentous events. You too can become a **Warhammer** expert with this potted history of the **Warhammer** world, as seen through the eyes of the High Elves, who were there.

73 DARK CONSPIRACY

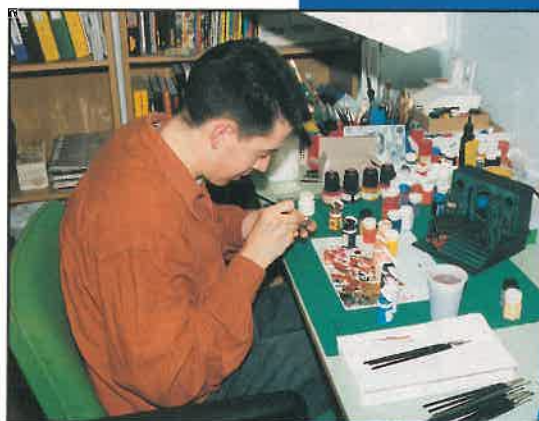
Jervis Johnson

If Jervis could weave cloth like he weaves conspiracies, we'd all be knee deep in bright, colourful sweaters. The mystery deepens in the second part of our worldwide Lizardman campaign. So, get those regiments painted and head on down to your local store for a game of **Warhammer** and have a hand in the final outcome.

78 'EAVY METAL

Mike McVey

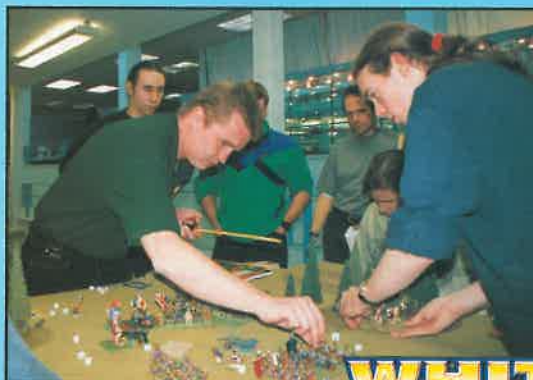
Michael Perry and Mike McVey discuss the ins and outs of how the exquisite new Green Knight, from **Warhammer's** Bretonnian army, was sculpted and painted. Also featured here are the new Bretonnian Bowmen with their command group, the Drunken Dwarfs, Skag the Stealthy, and Chaos Space Marine Icon Marines.



84 TO THE DEATH

Ben Brooks, Gordon Davidson & Ian Pickstock

Ian reports on recent events from this year's Staff Tournament. Ben Brooks' beautifully painted Skaven, and Gordon Davidson's brutal Orcs & Goblins emerged as the two best armies of the day, so we brought them up to the Studio to fight the grand final, and determine who would emerge as Staff Champion. One player would be flying to Italy to take on Grand Tournament winner Massimo Torriani for the title of Supreme Warhammer Champion. Who would it be?



WHITE DWARF



The logo for Citadel Miniatures, featuring the word "CITADEL" in a large, bold, orange and yellow gradient font with a black outline, and the word "MINIATURES" in a smaller, similar font below it.

Paul Robins.

NEW METAL MINIATURES!



Paul: For many months now, the Citadel designers and alchemists have been locked away in dingy rooms behind our foundry, engaged in secret experiments with all manner of metals and alloys in order to come up with a "white metal" casting material that has all the qualities and properties we need to cast Citadel miniatures and yet is totally lead free!

Weil finally they've succeeded!

Over the last few years, as Games Workshop has expanded, the demand for Space Marines and other Citadel miniatures has become a worldwide phenomenon. Although "toy soldiers" made of lead have a long and glorious history amongst serious wargamers and collectors, times change, and particularly in some overseas countries, we have encountered resistance to the use of lead in our models and kits. Of course, we believe that everyone in the world should have the right to play Warhammer or Warhammer 40,000, and so rather than being forced to change by legislation, we decided to send in our investigation team to come up with a viable alternative.

The job of selecting an alternative metal fell to me, Paul Robins, the Citadel Miniatures factory manager, and my crew. These days I'm responsible for the production of thousands of miniatures a week, though you may remember me instead as a two times Golden Demon

Slayer **Sword**
winner. No stranger
to painting and
c o n v e r t i n g
miniatures, my
team and I left no
stone unturned in
the search for a
material that met
our exacting
standards as
modellers and
gamers.

What we've come up with is a new "white metal" alloy that is totally lead free! The new material casts well, produces sharper, crisper detail and results in fewer miscasts, and thus fewer defective miniatures. In addition it can be cut, drilled, bent and filed and so will continue to allow modellers to convert and customise their miniatures.

We are currently working on the details of how and when to introduce the new metal into our ranges and will keep you posted as it happens.

All of this means that we are now in the position to take the Warhammer hobby around the world and build a truly worldwide community of gamers who all speak the same language – WARHAMMER!



Steve Godber, UK Managing Director, pours the first ladle of "white metal".

Paul Robins

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NOISE MARINES

Praise be to Slaanesh, for his rapture is upon your worthless souls. Noise Marines cut down their foes with a relentless, apocalyptic cacophony produced by their deadly instruments of death. The appalling racket is the only thing capable of moving their jaded senses.

Sonic Blasters shriek out a tightly focused beam of sound which varies tremendously in pitch, one moment a wailing lament, the next a piercing shriek of ecstasy as its deadly harmonics penetrate living flesh and rend it apart. Meanwhile, Blastmasters roar out subterranean bass notes which build in intensity until they strike their target. The

Blastmaster's power is discharged like a thunderclap, hitting the victims' resonant frequency, causing organs to burst and bones to snap and turn to powder.

The lead vocal accompaniment to this lethal musical onslaught is ably provided by the tortured serenades of the Doom Sirens. The specially modified Noise Marine helmets project the discordant howls of pleasure and dirges of hatred as a tangible wall of noise capable of shattering solid objects with its dreadful sonic assault. All three models were sculpted by Aly Morrison, with a selection of weapons and heads that are fully interchangeable.

LOWER YOUR STANDARDS

And how about a *Rapturous Standard* for them to march to battle behind? The new Chaos Space Marine Icon Bearer can have one of five special banner tops, one for each of the Chaos gods, Khorne, Slaanesh, Tzeentch and Nurgle, as well as Chaos Undivided. You can paint or convert the Icon Bearer model to be any Chaos Legion you choose. Forward you Legions of Abomination! Forward and crush the pathetic and weak Imperium of mankind! The Icons of Chaos are raised before you and the time is right to harvest the bountiful crop of souls!

Mark

THIS MONTH'S RELEASES

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(One miniature per blister)	
Chaos Noise Marine with Sonic Blaster	\$9.95
(One miniature per blister)	
Chaos Noise Marine with Blastmaster	\$9.95
(One miniature per blister)	
Chaos Noise Marine Champion with Doom Siren	\$9.95
(One miniature per blister)	

WHITE DWARF READERS SURVEY WINNER!

Well done to Todd Hawken of Glenbrook NSW. Todd was the lucky winner drawn from the Thousands of entries in the Readers Survey. Turn to the Mail Order pages in the back of this issue to check out Todd's massive army.

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WARHAMMER

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

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**GAMES
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LIZARDMEN

WHERE'D THEY COME FROM?

Jake: The new Warhammer unleashed the Lizardmen on an unsuspecting world, in the form of some of our best plastic miniatures. Background for these mysterious warriors was included in the Battle Book, but it was obvious even then that there was far more to this race than just Skinks and Sauruses.

Over the last couple of months we've released more models, with the Slann Mage-Priest and command groups for the foot troops, but this is only the tip of a very big iceberg. For months and months now, Citadel designer Alan Perry has been shackled to his desk, fed on thin gruel and lashed regularly in the hope that he would outdo himself and produce something even better than his splendid Imperial Guard. And lo, he has!

Together with another member of the Citadel team (who shall remain nameless for security reasons) Alan has been beaver away quietly for ages, occasionally being allowed out for supervised trips to the library for more books to prowl through in search of extra ideas. Not that he's short of inspiration. Far from it. For a special treat, we sent Steve over to have a few words with the man himself, and the resulting words of wisdom are in the box on the right.



Alan: "The main influences for the Lizardmen were dinosaurs and real life lizards. The Skinks were based mainly on real lizards, while the Sauruses were done in a more dinosaur-like fashion. I didn't want them to look like the old Slann range, which were basically just giant frogs – quite cute but not very mean looking. I wanted the Lizardmen to be a bit more mean and moody. The Slann Mage-Priest

was partly based on the old Slann models, and the froggy look is fine because they don't ever get out of their seats!

"I knew the palanquin bearers who carried the Mage-Priest had to have helmets, and while doing the concept sketches for these the helmets gradually became more exaggerated. At each stage they became more elongated and skull-like, until they basically became small Stegadon skulls. This looked so effective that I thought it would be good to do a whole unit of elite troops in the same way – and so the Temple Guard were born!

"The main historical influence for the Lizardmen was the ancient Mayan culture. This was the main source for all of the head dresses and other accoutrements. The weapons are largely Bronze Age in design – Bronze Age and a little bit before. It's nice to be able to start a new race like this. Nothing had ever really been done about the Lizardmen before, so you can start creating something from scratch, using whatever sources you want."



The Temple Guard are the elite Saurus Warriors who guard the Slann Mage-Priests themselves. As a sign of their rank, they wear helmets made from the skulls of immature Stegadons – ferocious war-beasts of enormous power.



LUSTRIAN WARRIORS

Anyone who has got a copy of Warhammer will have seen models of the Saurus Warriors and Skinks who form the backbone of the Lizardmen armies, and regular readers will have noticed several articles in these pages on the Slann Mage-priests and other goodies. Well, now you can really start to bring these together into a formidable army.



The Lizard Swarm models were made by Trish Morrison, the other Citadel designer to work on the Lizardmen army. More from her soon...

BEHIND THE TEACUP, AT THE BACK OF MY DESK...

As I write, there are several Lizardmen forces forming in different corners of the office. On shelves and under desks the armies of the Mage-Priests take shape. Rank upon rank of Sauruses, clouds of Skink skirmishers and the mighty Kroxigor stand guard over their Lord's palanquin. Like I said before, I really like the Lizardmen and intend to collect an army myself to destroy any fools who stand in the way of the Old Ones' plan.

Having a sacred plan to follow is rather comforting, and conveniently gives you carte blanche to slaughter anyone you can reach. Luckily for the rest of the gaming world, my ability to collect models far outstrips my capacity to paint them up, and I always have a dozen projects to do every time I sit down to paint. This is a continual frustration for me, but there are simply too many exciting models to paint! Fiddlesticks. Time is on my side though. Nigel Stillman's advice to a Lizardman player is to imagine that you're the Mage-Priest who leads it. A good plan, I think.

So, as one of the ancient Slann, my lifespan stretches far into the future and I need not fear that I shall pass on and be embalmed before I have assembled my war host. Time is on my side. The young, immature races of men, Dwarfs and Elves have much to learn, and I am the one to teach them (with the sharp end of my minions' swords). The golden age of the Old Ones will not be lost forever!

A HELPFUL HAND

As you've all probably started to collect your own Lizardmen army, and have been trying to work out how to paint them by looking at the photos in White Dwarf, I thought that it'd be a good idea to offer some help. And where better to start than the relevant bits from Warhammer Armies Lizardmen? On the following pages we have part of the guide to painting your troops ready for battle, including details of sacred markings and how to paint artefacts as well as more basic regimental and army organisation. I think that the pages look great, but don't just take my word for it, read on...



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LIZARDMEN ARMIES

Each temple-city of the Lizardmen is like a separate independent country, ruled by a Mage-Priest and defended by its own army of warriors. The armies of the Lizardmen are very exotic and colourful. The cohorts of Skinks and Saurus warriors line up in their serried ranks, each with a standard depicting one of their ancient jungle gods and led by officers bedecked in feathered head-dresses. Regiments are distinguished by the vivid colours and markings of the warriors' scaly skin and everywhere is the glint of gleaming gold and bronze weapons and armour. Towering above these hordes are the swaying howdahs on the backs of the awesome Stegadons, and the ferocious Kroxigor. The Slann Mage-Priest commands the army from his golden palanquin.



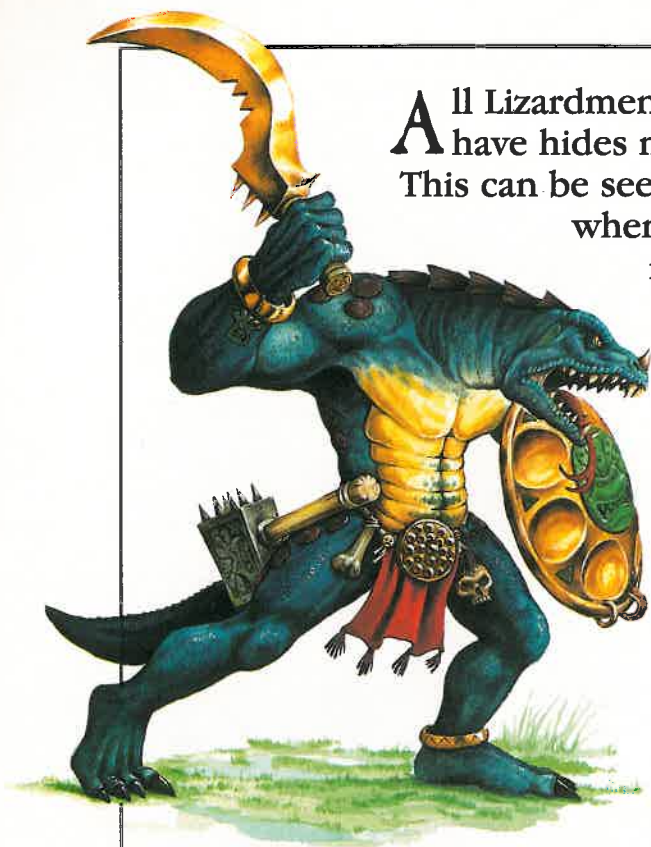
SPAWNINGS

Slann, Saurus, Skinks and Kroxigor are spawned in ponds and swamps whereas the various reptilian beasts which serve them, such as the Stegadons and Terradons, are hatched from eggs.

Every Lizardman city has its sacred ponds and expanses of marsh where the spawnings occur. Skinks and Kroxigor tend to spawn in ponds and swamps open to the sky, whereas Saurus are usually spawned in dank subterranean caverns. Pyramid temples are frequently built over the top of the entrances to such caverns and outlying swamps are sometimes made into rectangular sacred ponds. Some days after the spawn has been laid it hatches into tadpoles, which grow larger and more powerful by the day, feeding on the enormous number of tropical insects that hover above the waters. When the Lizardmen are fully developed they emerge onto dry land in enormous numbers.

The interval between spawnings can be very long and usually a spawning will not recur in the same pond within the lifetime of the last generation to be spawned there. Thus each city is surrounded with ponds which spawn at different times, so that a particular pond will be given a name such as 'Sacred Pond of the First Generation' referring to the first spawning of a new cycle of spawnings. Since generations emerge from different ponds at different intervals of time, there are always several age-groups of Lizardmen living in the population of a city at any time. The Mage-Priests keep detailed records of the spawnings but can still be taken by surprise by sudden spawnings occurring in ruined cities where the records have been lost in antiquity!





All Lizardmen belonging to the same generation tend to have hides marked with variations of the same colour. This can be seen in the most recent spawning at Pahuax, where all the Saurus of the new generation had mainly dark blue scaly hides and the skins of the generation of Skinks spawned shortly after tended to be a lighter blue.

The few Kroxigor that emerged were also blue. This was in contrast to the previous generation in that part of Lustria which had reddish hides. Regiments of both generations fought side by side at the Battle of the Xchutli Causeway, where the smaller units of the older veteran red-backed Saurus formed the rearguard.

The spawning which occurred more or less at the same time at Oyxyl in the far south of Lustria produced dark green Saurus and lighter green Skinks. There is actually no way of telling what the predominant colour of a generation will be before it emerges from its spawning grounds. The Slann Mage-Priests eagerly await the advent of the spawnings and speculate about the hidden meanings of the colours of each new generation.



▲ The spines running down the back of this Saurus Champion have been painted red to distinguish him slightly from the rest of the Saurus warriors.

The spawning places were chosen or created by the Old Ones, who also determined the exact times at which new generations of Lizardmen would be spawned. The spawning times are linked to astrological cycles and always begin at certain conjunctions of stars and planets.

Thus the creation of new generations of Lizardmen continues as a natural process, long after the Old Ones themselves have disappeared from the earth. Even after a city has been abandoned by the priests or fallen into ruins the spawnings will continue to occur at the preordained times.

► It's worth spending a little extra time adding such details as red colouring on the drummer's throat to make your command group stand out from the rest of the Saurus warriors.





◀ A unit of Saurus warriors with the dark green colouring characteristic of the recent spawning at Oyxyl.

▼ Saurus totem bearer



▲ Saurus champion



Lizardman armies are very colourful because of the exotic feathers and precious metal jewellery they wear. Try experimenting with lots of different colours rather than sticking with just one colour for metals and one for feathers.



PAINTING YOUR ARMY

When you paint your regiments of Lizardmen it is a good idea to keep in mind how you want the entire army to look when it is lined up ready for battle.

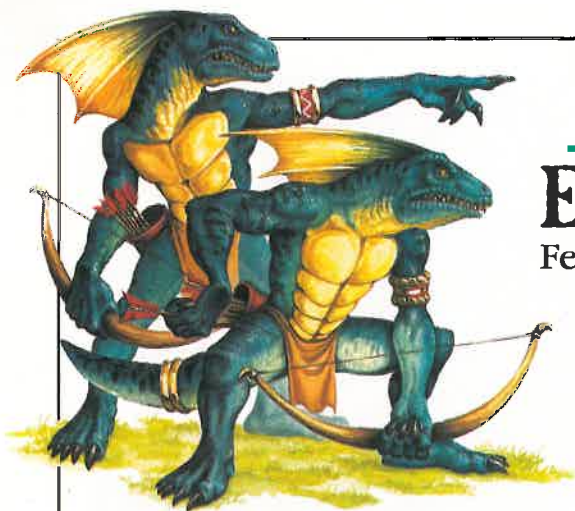
You may like the idea of trying out a different colour scheme for each unit of Skinks or Saurus. In this way your army might represent several generations or spawnings of warriors, or perhaps an army made up of contingents from several temple-cities. Such a colour scheme would be appropriate to an army including more than one Mage-Priest. The subordinate Mage-Priests would be from smaller cities, leading their contingents under the auspices of the greater Mage-Priest.

Alternatively you may prefer sticking to shades of the same basic colour as a consistent theme for the army. This is the effect you would expect if the bulk of the warriors were raised from the same spawning. This might be the army of just one large temple-city, led by a high level Mage-Priest.

Another option would be to select the colours of each regiment to distinguish it in some way and help with recognition on the battlefield. Such an army would be made up of warriors belonging to more than one spawning and there may be several regiments of each generation represented. You could then adopt the strategy of a colour coded army, with all the units of Skinks and Saurus of similar colour deployed on one flank, or as the first battle line. In this way the different colours of the regiments can help you focus your battle plans.

This is also a colour scheme which would characterise an army made up of contingents of more than one temple-city. Each Mage-Priest can recognise his own troops because the natural markings of each spawning act as a kind of uniform among the Lizardmen.

Whatever you decide to do, you will be thinking in very much the same way as the Slann generals do when they organise their armies for battle!



REGIMENTS

Each generation of Lizardmen provides enough warriors for several regiments. Fewer Saurus are spawned than Skinks and all become warriors, whereas only some of the Skinks become warriors. The rest are destined to be workers or scribes, only fighting if the city itself is attacked.

Each generation of Lizardman warriors is divided into several cohorts, each dedicated to one of the Lizardman gods. These large cohorts gradually diminish in number over time, as they fight battles and suffer losses. Losses are not replenished by new recruits from later spawnings. This is because warriors of the same spawning fight well together because of their close kinship, but this effect is diluted if the unit contains a mixture of different spawnings. They would in any case be of variant colours, causing problems of recognition and much confusion on the battlefield.



▲ These Skinks are based around a simple blue and white colour scheme. Using just two or three colours when painting large units will save you time.

► The use of primary colours like red and yellow really stands out against the blue hides of this Skink command group.



◀ The Kroxigor in this unit has been painted the same basic colour as the Skinks. This helps the unit to maintain a uniform look, and makes all the figures look as if they belong to the same generation.



▲ Members of the same spawning not only have the same basic coloration, but may also share mottled or patterned skins.

► Regimental uniformity can be achieved by adding little touches such as painting all of the unit's shield icons and feathers in the same colours.



The Studio's Lizardman army consists of predominantly blue or green units. When planning your army, it is a good idea to restrict yourself to one or two basic colours in order to give the army a unified, cohesive look.

Not only will this make your army look all the more imposing on the battlefield, but any differently coloured character models or creatures will stand out better and contrast more against the basic unit shades.

RAISING REGIMENTS

When it comes to painting a regiment, keep in mind the overall scheme of the army but vary it slightly to distinguish the regiment from others with the same basic colour scheme.

For example, if you want to have an army in which you want all the Saurus and Skink units to belong to a 'blue' spawning, each regiment might be a variant shade of blue or have mottling, stripes, crests or highlights which mark it out as different from other units of the same spawning. All the warriors sharing the same colour and belonging to the same regiment will no doubt have emerged from the same sacred pond!

Variety can also be added by changing the colours of the shields, weapons and other equipment.



◀ The Croxigor in this unit has been painted the same basic colour as the Skinks. This helps the unit to maintain a uniform look, and makes all the figures look as if they belong to the same generation.



AGE MARKINGS

As Skinks, Saurus and Kroxigor grow older, the scaly skin on their backs becomes harder and some horny plates may ossify completely. The scales and horny areas therefore become lighter and may even take on a tinge of yellow, brown or white.

The natural armour of the Lizardman improves with age, thus making the hoary old veterans harder to slay in battle. Newly spawned Lizardmen tend to have glistening skin, which appears wet or slimy.

Although there have been no more spawnings of Slann for many centuries, all the same observations concerning colours, markings and patterning apply to them also. Thus Slann of different spawnings will show different coloured hides and old ones have hornier hides than relatively younger ones. Slann often display portentous individual markings. Unlike other Lizardmen, a Slann's markings may only appear later in life and may change within the lifetime of that individual.



▲ The tough, leathery look of these veteran Saurus warriors was achieved by careful blending using progressively lighter shades of blue. A much easier way of producing a similar effect is by drybrushing, adding paler and paler shades of colour in stages, until you are happy with the final result.



▲ Although different generations of Lizardmen are rarely fielded in the same unit, here we have placed five different Kroxigor together to highlight the differences between the duller veterans and their more vibrantly painted, younger kin.



▲ Although Lizardmen of the same spawning are the same colour, this doesn't mean they are all identical. Slight variations in hide colour are common, as you can see in the Saurus unit above.



▲ Like the hide itself, the scales on the backs of Lizardmen also become lighter with age. This Kroxigor has had shades of grey painted on top of its black scales, to the point where the edges of the scales are almost bone coloured.

► The Saurus in this command group have got blue scales on their backs, to distinguish them from the black-scaled Saurus that make up the rest of the unit.



VETERAN LIZARDMEN

The wet looking hides of younger regiments can be represented by dry brushing or even fully coating the models in gloss varnish. If you normally put a layer of matt varnish over a gloss varnished model, just leave this off. This effect will look best if restricted to the hide of the model rather than his equipment. The slimy look is perhaps most appropriate to Skinks and Kroxigor, which are semi-aquatic and evolved from newts!

The crusty, horny old veterans can be represented by drybrushing the scaly hides of the models with lighter shades of the basic colour, perhaps even using a little bit of pure white on the tip of the snout and the scales on the backs of the Lizardmen. If you normally gloss varnish your models, drybrush afterwards to get the old-lizard effect or consider matt varnishing the veterans to make them look a bit dried out.

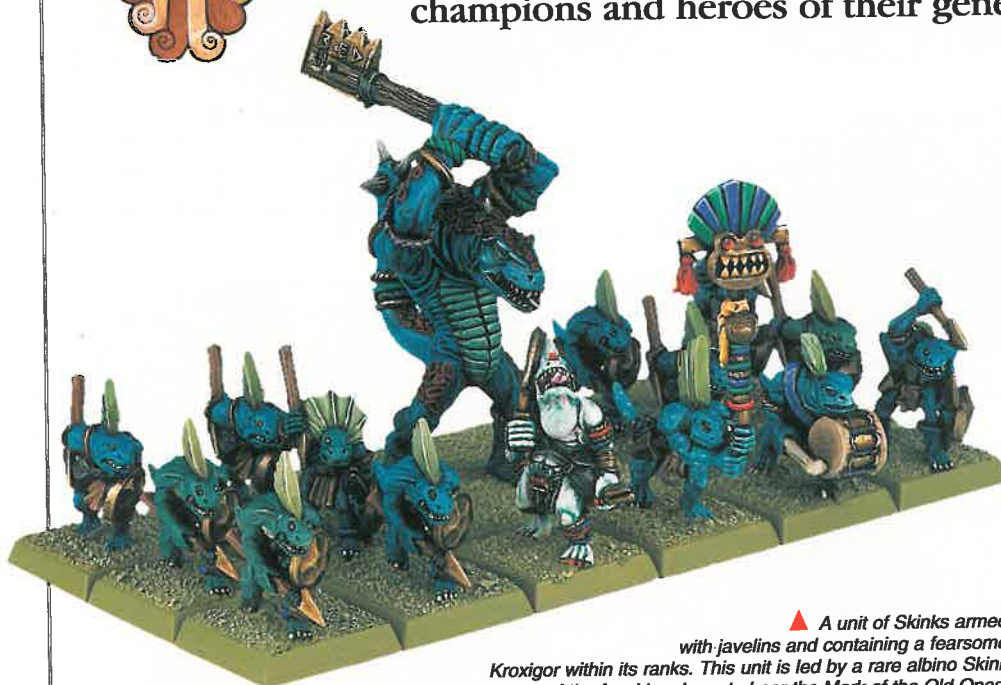


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t, younger kin.



THE FAVOUR OF THE GODS

Among each generation of Lizardmen, certain individuals will be marked in some unusual way, with vivid spots, backstripes or crests of a striking contrasting colour. These markings are considered to be portents and these individuals are regarded as marked out by the Old Ones as leaders, champions and heroes of their generation.



▲ A unit of Skinks armed with javelins and containing a fearsome Kroxigor within its ranks. This unit is led by a rare albino Skink champion, one of the few Lizardmen to bear the Mark of the Old Ones.



▲ In order to achieve a realistic albino effect, this Skink was first undercoated with a mixture of Skull White and a small amount of Hawk Turquoise. A very thin mix of Hawk Turquoise was then blended into the recesses of the model.

A simpler way of achieving a comparable effect would be to undercoat with a white/turquoise mix, then add a very thin blue wash, and finally drybrush with pure white over raised areas.

MARKS OF THE GODS

The marked ones are frequently endowed with greater intelligence, keener eyesight, greater strength and endurance and more courage than the rest. A good example of this is the highly regarded vermilion crest which is considered to signify inspiration from the sun god and is known as the 'Mark of Chotec'.

These Lizardmen soon emerge as leaders of regiments, while others are selected to be scribes, acolytes, overseers or commanders. It is the Mage-Priests who scrutinise the markings and consider their implications. For example, it is common knowledge that the biggest Skinks with the largest crests make the best riders for Cold Ones.

MARKING	NAME	PORTENT
VERMILION	MARK OF CHOTEC	INSPIRED BY THE SUN GOD
BLOOD RED	MARK OF SOTEC	RELENTLESS FEROCITY
YELLOW	MARK OF TLAXCOTL	UTTER DETERMINATION
PURPLE	MARK OF TEPOC	PROFOUND UNDERSTANDING
BLACK	MARK OF HUANCHI	EXCEPTIONAL STEALTH
WHITE	MARK OF THE OLD ONES	DESTINED FOR GREATNESS
MOTTLED	MARK OF TZUNKI	AGILITY AND KEEN EYESIGHT
GREAT CREST	MARK OF ITZL	ABILITY TO RIDE COLD ONES



► A Mage-Priest borne aloft by his palanquin bearers. The Mage-Priest is the most important figure in any Lizardman army, and therefore deserves more time and attention when painting.



PAINTING CHARACTERS

Characters are distinguished by more exotic panoply, and may have head-dresses made up of vividly coloured feathers from tropical birds.

Most characters are likely to be marked out by the gods in some way. This might be limited to just a few distinctive features such as crests or stripes, or perhaps the entire model is dramatically different from the rest, so that the yellow stripes on the blue hide of the Skink champion of a blue unit are so large that the model is really an opportunity to paint a yellow Skink with blue marks. The Marks of the Gods chart on the opposite page lists a number of portentous markings that have recurred among the Lizardmen over the millennia. You should only treat this as a starting point however, for the colours and patterns you can apply to your models are really limited only by your imagination.

There are no limits to the variety of colours you can paint your characters. The more colourful they are, the better they will stand out against the rank and file members of your Skink and Saurus units.





ARTEFACTS

Lizardmen do not forge or use iron. They are not very skilled in the use of heat or fire to make artefacts, preferring to cold-hammer objects from nuggets of native copper and gold. The limit of Lizardman metal technology is the making of bronze, which does require the heat of a furnace. Bronze is therefore a rare metal reserved for equipping elite regiments. Lustrian gold ranges from pure gold to a kind of coppery gold. The purest gold is naturally reserved for sacred artefacts.

Weapons are also fashioned out of stones such as obsidian, jade, yellow quartz and red carnelian. Skinks are skilled in the working of these hard stones and their stone weapons are every bit as effective as metal blades.

To mark them out in the confusion of battle, leaders and dignitaries wear many bangles and trinkets and their head-dresses and helms are embellished with vividly coloured feathers from various tropical birds. Leaders carry ceremonial maces made of huge gemstones or stone sacrificial daggers carved in the shape of the forked tongue of Sotek, as symbols of status.

PAINTING WEAPONS AND ARTIFACTS

Gold and Bronze

The metallic colours of copper, gold and bronze are very bright and stand out in striking contrast against the blues and greens of the Lizardman hide. Any model bedecked in trinkets and wargear would be wearing a mixed variety of precious metals. The basic metallic colour often benefits from a wash of brown or maybe even green or red to give the item a slight tarnish. Duller items benefit from a highlight of brightest gold or copper. In the humid conditions of the rain forest, old copper and bronze weapons and armour may acquire a rather vivid and attractive green patina. Indeed the nuggets of native copper worked by the Lizardmen may often be this colour to start with.



Exotic Feathers



Exotic feathers are an opportunity to use really bright colours. An effective way to paint feathers is to apply a brightly coloured base coat and then add a wash of ink or watered down paint to pick out the feather details. You could even experiment with metallic colours to represent the natural sheen of tropical birds.

Stone Artefacts

Many Lizardman artefacts such as bangles, breastplates and spearheads are made of stone rather than metal. Lizardmen can also craft stone blades as sharp and shapely as any metal ones. The obvious stone to be represented would be obsidian, which is a smoky-black volcanic glass.

This can be painted using black, highlighted with white. You could also try jade, using deep greens, or carnelian using red, with edges highlighted in white.



MODELLED BASES

Applying some imaginative detail to the bases of your models can add a lot of exciting extra character to them. Texture of some kind is always a good idea, if only to cover the slot and secure the model. This can be done by using watered down PVA glue to stick flock on to the base, or you can use sand and then paint it with Goblin Green (to represent grass) or mixtures of browns or greys to represent stony ground. Bits of lichen, available in most hobby shops, are also useful for representing shrubs and small bushes. If you really want to take time over your bases, you can shape bits of modelling putty to look like rocks, boulders or even flagstones, and glue these extra details to the base using Citadel superglue.



BATTLEFIELD



HUGE ROCK



STONE FLOOR

Bases can also be made to look wet, to reflect the nature of aquatic creatures like Skinks. Just smooth off patches of the base with a needle file, paint it using green and blue colours and give it a coat of gloss varnish and you have very convincing 'wet' patches of ground. Reeds can be made using thin wire, painted brown. Just apply a bit of PVA to the end of the painted wire and then roll it in some flock. If you want, you can paint the flock brown to make it look more realistic.

The large bases of big monsters cry out for some sort of embellishment. Small cactus-like plants and the odd small boulder here and there will do the job as well as patches of bare ground with 'dinosaur footprints' (put milliput on the base and press in the foot of the model before assembly!).



ANCIENT RUINS



GRASS



SWAMP



▲ The elite Temple Guards are the guardians of the temples of the Slann Mage-Priests. All Temple Guards are veterans and are distinguished by the skull helmets they wear, many of which are ancient and have been passed down through the generations.



▲ The unit Champion shown above is an albino Lizardman, marked at birth to be destined for greatness. His skull helmet, unlike his compatriots, is adorned with horns, inset in gold to signify his superior station.

Warhammer Quest



In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce new Monsters and even more perils. In addition, the Warrior packs contain eight new heroes, each with unique special abilities, skills and weapons. Dare you face the challenge of Warhammer Quest?

WARNING! Adventure and Warrior packs contain lead which may be harmful if chewed or swallowed.
Citadel Miniatures are not recommended for children under 14 years of age.

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**GAMES
WORKSHOP**

SMALL IS BEAUTIFUL

IS SIZE IMPORTANT?

How big is a game of Warhammer 40,000? Silly question really. You might as well ask "How long is a piece of string?". Think about it for a minute – how many of us take for granted that a game of Warhammer 40,000 must be at least 2,000 points? It seems that most people think that the bigger the game the better. Indeed, the preferred size among most of us here at Games Workshop seems to be 1,500 points and above. I've played a lot of these 1,500 and 2,000 point games, which you can play in about two and a half hours, and are the same size as the battle reports we publish. But some people just love going over the top. There's been a lot of fuss about playing huge games of Warhammer 40,000, with a dozen vehicles on each side and squad upon squad of troops. A good example of this is the Heretic battle report from issue 187, which boasted just such a clash. We needed four players on each side to control the huge 4,000 point armies, and the game was an enjoyable if rather uncontrollable affair. It was

just as well we were recording it as a battle report with time to take notes and photos, or things could well have got rather out of hand. I remember enjoying the encounter, but I feel that such massive battles are hard to organise and run properly. In fact, I think the smaller the game the better. My philosophy is to play smaller sized battles, no larger than 1,000 points, with squads picked on the basis of a narrative campaign. I much prefer this to playing with a huge, sprawling, unwieldy army.

A LEGEND IN MY OWN LUNCHTIME

How did this approach to Warhammer 40,000 start? Some time ago, Jake and I were talking about how little we were playing Warhammer 40,000 at work, and decided we wanted to remedy the situation by playing some games in our lunchtimes. It seemed like the best time for us to play, and in order to get through a game in an hour we decided to limit ourselves to 500 points, with



By Adrian Wood

Adrian explains his favourite way of playing Warhammer 40,000...



Adrian: This set of photographs shows Nick Davis and myself fighting a 1000 point game. This particular skirmish, featuring Nick's Renegade Imperial Guardsmen with the Hold The Line Mission and Waaagh! Grishnak with Dawn Raid, was part of the ongoing Gideon IV campaign that Nick has been running for about a year.

During the course of the game, the Evil Sunz Bikeboyz and my specially converted Blood Axe Leman Russ broke through the Renegade battle line, giving a graphic demonstration of the Orky steamroller tactic. However, a squad of Renegade Ogryns succeeded in Flank Marching around the Ork army. The Ogryn's ripper guns cut down the Gretchin screen like a hot knife through butter, and only Grishnak's Cybork body saved him from a dreadful beating at the hands of the huge abhumans. I squeezed a victory for Waaagh! Grishnak, but my back line of support weapons suffered terribly. All in all an excellent game, and Nick's favourite of the campaign so far.

"We played some very exciting, deadly missions, the slightest turn of the dice having the most disastrous results for either side."

all the normal army list limitations such as a commander, at least 25% squads, etc. It's pretty easy for Orks (Jake's force) to pick a battle worthy force regardless of the size of the battle, and still vastly outnumber their foe. Things are a little tougher on the Space Marines (yours truly playing Ultramarines), but I'm always one for a challenge! At this size I found I could field a squad of Space Marines split into battle squads, and led by a commander. There was the usual horde of Orks on the other side. We played on a 4 foot square gaming table with plenty of scenery, using normal Strategy cards and missions. Each game lasted about an hour, although if it went on a little longer we would resolve it in the morning just before work started. It wasn't long before we decided to use psykers, which we had originally discounted for the sake of speed, and we expanded the size of the games to 600 points a side to give us what we felt was a little extra flexibility in choosing our forces. We played some very exciting, deadly missions, the slightest turn of the dice having the most disastrous results for either side. With the advent of the psychic phase the games became a little character dominated, as neither of us was going to risk taking anything lower than a 4th level psyker into the scrap! Even so, it was still an excellent way to play games. After a few months of frantic gaming some very sharp White Dwarf deadlines forced us to stop, but the germ of an idea had already been planted in my mind.

THE BATTLE FOR ARMAGEDDON

Ever since I started gaming I've been playing my long time opponent, Chris, at my house on our home-made terrain. We usually played 1,500 point games without any specific direction, just playing the mission cards over and over. Once, we tried to play a rather complicated set of linked scenarios, which we soon streamlined. Basically, one player took the *Engage and Destroy* mission, and his opponent played out all the other missions in a certain order. This was quite exciting, but the idea was never repeated, and we went back to playing our normal games.

One day I was asked if I would play some introductory games of Warhammer 40,000 with Chris' younger brother, Andy. I decided that the best idea would be to play through the Battle for Armageddon scenarios from the Warhammer 40,000 boxed game. I hadn't played these missions before, apart from the very last one, Battle for the Bridge (which appeared in issue 167, and was funnily enough the first battle report Jake and I ever did). I was interested to see how the missions worked, using small forces to build up the rules and tactical options. I really enjoyed fighting the campaign missions using just the contents from the original game. And Andy even managed to beat me on the very last game – not bad for a beginner! Afterwards, when I thought about the night's gaming, I was struck by how the small size of the games made the battles so much more nail-biting than the usual large games I'd played with Chris. They were just like the games I'd played with Jake during our dinner hours. And



Adrian: A 1,000 point lunchtime game between Waaagh! Grishnak and Owen Crisp's Dark Angels. As you can see, at this point in the proceedings I'm showing a totally unconvinced Owen a particularly subtle rules interpretation (which benefits my force of course!).



Owen finally gets his way and proceeds to smash some holes in my new Blood Axe Leman Russ with an assault cannon. Although he managed to immobilise the Orky battle tank, Owen missed with the assault cannon for the rest of the game. Dat'll teach 'im for relyin' on doze stoopid targeters!

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Adrian converted this Genestealer Cult Chimera for his mini-campaign. He's mad you know!

this all brings me back to my original question, "How big is a game of Warhammer 40,000?". Taken to its logical minimum, is 1 squad on each side big enough? I think the answer can be found amongst the twisted corridors of the Underhive.

NECROMUNDA

The original concept of Necromunda is quite old. I had seen the original idea, called Confrontation, in White Dwarf, and was struck by its colourful background. When we started playing Necromunda, I was once again attracted by the size of the game. I really enjoyed the excitement of two rival gangs scrapping over a piece of waste ground deep in the Hive, where every dice roll counted and a well thrown grenade could spell victory or defeat. My Heavy's aim with a grenade launcher was legendary, and hand-to-hand combat in the Hive was certainly a brutal affair as gangers were scragged and taken "out of action" by my Gang Leader. My Van Saar gang, "the Disciples" began to carve out a reputation for themselves amongst the original gangs in our campaign, before a string of rather nasty Shoot-outs left them in a really bad way. For this reason I allowed myself once again to be distracted by Warhammer 40,000, but there were still definitely lessons to be learnt.

THE CULT UPRISING

A few months ago, I had an idea for a campaign I wanted to run involving a Genestealer Cult incursion on a Hive World, with the valiant Ultramarines being drafted in to crush the rebellion. Chris came up with a storyline, and

then together we concocted a rough set of missions to play through. Chris took the noble Ultramarines, and I got into the role of our favourite infiltrating aliens, the Genestealers, drool, drool! We fought four battles, which followed on from each other really well, and varied in size from a few squads to just over 1000 points. As we battled it out I was able to try some special ideas for these smaller games. For example, in some of the games we didn't have any leaders to bolster the Leadership of the squads, or the squads broke and rallied of their own accord instead of being encouraged by a battle standard. It made for a good story, and some really exciting battles. The Brood Brothers broke, and were pursued by the Space Marine Scouts, only to rally and fight back against their Imperial enemies, breaking again at the very end of the battle! Even with a Leadership of 10 due to their *Hatred*, Brood Brothers can still fail a break test! In other games we used only low level psykers, or tried using battle standard bearers and no leaders. In this case, a Genestealer Icon bearer certainly proved to be a useful alternative to having a high Leadership commander like a Genestealer Patriarch.

Interestingly, we learnt a lot about the Warhammer 40,000 rules. There are a lot of modifiers and other little rules that can all too easily be lost in the midst of a huge apocalyptic clash. In a large game (remember Heretic?) it gets very difficult to pay attention to all these little details, and still manage to finish before X Files starts! Also, the small games motivated me to paint up some specific squads of troops, like Ultramarines Scouts and Genestealer Hybrids. I



"...in some of the games we didn't have any leaders to bolster the Leadership of the squads, or the squads broke and rallied of their own accord instead of being encouraged by a battle standard. It made for a good story, and some really exciting battles."

MINE OF CHAOS, A BRIEF CAMPAIGN HISTORY

A small scouting force of Eldar was sent to investigate an abandoned mine where rumours of Chaos were rife. As the Eldar scouted the perimeter, a bellowing pack of Beastmen and Berzerkers poured out of the building's shadows, brandishing cruel weapons and shields emblazoned with the icons of Chaos. Eldar Scouts, who had hidden themselves in a mining building, forced the Beastmen back into cover, but the Berzerkers kept on, straight into the Eldar. The fighting was brief but bloody, and the Guardians were repelled by the blood-maddened Chaos Space Marines.

Elsewhere, Nurgle's Plague Marines were seeking to desecrate an altar dedicated to Khorne. Braving the debilitating effects of the blight grenades, the Khorne Berzerkers clashed with their plague-ridden enemies. The blood fury of Khorne's favourites was matched only by the unearthly resilience of the Plague Marines. After a close-fought struggle the Berzerkers prevailed, only to find themselves under attack from the Eldar who had assailed them before. With enemies on all sides, the Khornate forces were quickly overrun and the victorious Eldar made off to attack the mine again.

Khorne was aware of the new Eldar assault and sent yet more Berzerkers to ambush them. The Blood God was determined to deal the Eldar force a fatal blow by slaying the Warlock who led the attack. In the event, even though the Eldar suffered heavy casualties, Khorne's Flesh Hounds failed in their task of assassinating the accursed Eldar psyker. As the main Eldar thrust arrived, the Chaos forces were crushed. The Blood God abandoned his minions to their fate, turning his attention to other, more fruitful battlefields elsewhere...

was also forced to think more carefully about the layout of the battlefield. We even tried out some ideas from Necromunda, playing a *Raid* scenario when the Brood Brothers tried to steal some Imperial tanks guarded by Space Marine Scout sentries. This idea came up after reading about Andy Chamber's Piscina IV campaign that he'd

use the new book as the basis for a series of battles between the Eldar and the forces of Khorne, the Blood God. We took some time to arrange the scenery to make a more themed battlefield which really paid off. I even started to make maps of specific battlefields, such as "the

been playing with his mates at home (you can read more about this in issues 199 and 204). His article, as well as my own experiences with the Genestealers, had tripped off a whole host of ideas to try out. Overall, the campaign was very successful and part of that success came from the small size of the games, as well as the simple narrative storyline. When we finished the campaign, I asked Chris what he wanted to do next and he replied that he wanted more of the same!

THE MINE

After the Cult Uprising we followed a similar theme with the "Mine of Chaos" campaign. We were mad about the newly released Chaos Codex and wanted to



JAKE'S RANT

Adrian asked me to put my two-pennorth into his article, but there's not that much to add. The bluff old Ork that he is, Adrian's told it pretty much as it was. The only thing he forgot to mention was that one of the main reasons we went up to the heady heights of 600 point games was to allow

someone the option of taking an Avatar as their general (an option which neither of us was actually mad enough to try).

By this time we'd had several games and had come up with the idea of having a sort of bring-and-battle each lunchtime. We'd agree on the points size for the next day's scrap (usually 600 points) and any parameters (usually none – a free-for-all), and then we'd both bring an army in the next day and see who won.

Adrian had the advantage over me here as he paints things far faster than I ever can, so he was able to spring some rather unpleasant surprises on me using armies I didn't know he had! This was the idea of the 600 points – it was enough to field most of the really nasty tricks that 41st millennium warfare holds, but was small enough a force to collect specifically for the lunchtime games. The frightening possibility of having to deal with an Avatar was only one of the nightmares I had.

Several little forces of mine began life in these games, or were started for them (and never finished). It's a good way of collecting something different, an allied contingent or perhaps the beginnings of a whole new army. Nobody wants to have to collect and paint the whole 2000 points before they can play. No, what you want is to get your armies on the tabletop as soon as possible. Small games are one answer, and a highly entertaining one that I'd recommend to anyone. In fact, as I have the Christmas break ahead of me, I think I'll dig some of these little armies out and dust them off. I did start some Plague Marines ages ago, wonder where they went...

These small games were also an ideal place to try out strange or unusual tactics which you didn't want to embarrass yourself with in a big battle (unless they turn out to be dead good). It's also a good proving ground for alternative army compositions, and because of their small size, the ideal place to try all-Jetbike armies, Harlequin forces, Ork armies from a single clan, forces made up completely of Gretchin led by a Runtherd, or any one of a million other possibilities. Have a think, I'm sure you can come up with a dozen more easily. My favourite, which developed into a very battle-worthy force, was my so-called "1st and 10th army". This was composed entirely of Terminators and Scouts, led by a few characters, and has won me many a battle.

On a final note, I'd just like to point out that this idea works well for Warhammer too, though because of the rules I'd recommend a 1000 point minimum, rather than 600.

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Adrian: Here I am contemplating my flamer template as Steve blasts away at the Goffs. This is one of the special Necro/Warhammer 40,000 games that Steve and I tried out. Each game lasted about half an hour, perfect for competition play!



Refinery”, which was made up from Necromunda scenery, bunkers, and a Firebase and Bastion. I also built some very specific scenery, inspired by Ian’s terrain made from box packing (see issue 201). These included some rather Orky ruins and one or two specific Chaos landmarks, such as a statue made from an Epic scale Lord of Change, and an Altar of Khorne, unkindly nicknamed Khorne’s Picnic Table by Ian! I’ve written up the games as a story so that you can get a sense of how the battles developed.

THE LEGEND CONTINUES

Enthusied by the Cult Uprising campaign, I decided to play some more lunchtime games here at the Studio. Some of the guys who work in other parts of the Studio have been nagging me for ages to give them a game. I always said yes, but never did anything about it. They already had their own campaign of world domination going on, a rather bloody affair with special campaign rules, the whole works. As they were pretty far down the line with their campaign I suggested that we play something different. You guessed it, some 1,000 point games. These would have no psykers, or at most low level ones, but would use normal missions and Strategy cards, on a 4 foot square table! Over the space of a week we clashed and had a highly entertaining time.

It was a great opportunity for me to use Grishnak’s Evil Sunz against Nick Davis’ Squats, Owen Crisp’s Dark Angels and Andy Sharman’s Word Bearers Chaos Space Marines. What a wild combination of foes! The games were great. Each of us used whatever nasty trick we could to bring defeat to our foes and secure victory for ourselves. Needless to say, Grishnak’s Warbikes and Mek Bodgit’s Shokk Attack Gun (featured in issue 203) were battle winners. Hurrah!

Over the last few months, Steve Anastasoff and I have been playing some really interesting Necromunda scenarios, some of which have been published in White Dwarf. These have been a big inspiration, so much so that Steve and I started playing some small Warhammer 40,000 games using the same ideas. Steve took a squad of Cataphan Jungle Fighters, and I had a mob of Goffs and Gretchin. These lunchtime games proved to be as nail-biting as ever. We even tried some battles using the Necromunda rules. We found that a combination of the two games worked best, retaining unit coherency for instance, and are continuing to try out ideas.

WHERE NEXT?

I’ve just got space to mention the Gideon IV campaign. This is a massive campaign which has been run by Nick Davis over the last year here at the studio. At the start, the battles just involved Nick’s renegade Imperial Guard army fighting against Gavin Tyler’s force of loyal Imperial Guard, but since then everyone has wanted a piece of the action, with Chaos Space Marines and Eldar joining the fray. Just recently, the Orks have turned up for the scrap in the form of Andy Banks’ Waaagh! Melta-Mowf, and my own Waaagh! Grishnak. Andy and I decided to join forces in order to give the ’oomie skum a good kickin’ and claim Gideon IV as our own. I’ve been able to continue using 1,000 point forces against loads of different adversaries, and it’s been great. As you can see, Warhammer 40,000 is flexible enough to give you great opportunities to play games in whatever way you want.

“Each of us used whatever nasty trick we could cook up to bring defeat to our foes and secure victory for ourselves.”



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HERE BE DRAGONS

DANGEROUS ENCOUNTERS

One of the most dangerous things you can encounter in a Warhammer army is a Dragon. Dragons are big impressive models with big impressive profiles. They look great perched on your desk and they look terrifying lined up with your army ready to pounce on the enemy. Of course, if you want to include a Dragon in your army you have to be prepared to invest a large proportion of your points in it, 450 points minimum for a Dragon and a whopping 750 points for an Emperor Dragon... and that's before you sit a rider on top.

One of the most dangerous Dragons you can encounter is the White Dragon. Each colour or type of Dragon has its own particular breath weapon: Red Dragons breathe fire, Blue Dragons lightning bolts, Green Dragons noxious vapours, and so on. White Dragons breathe frost. They do this with such deadly efficiency that whole regiments of the opposing army can be frozen effortlessly to the spot. Rather too effortlessly, as it turns out, so that the player who is determined to wring maximum value out of his points will invariably plumb for the White Dragon. So perilous are these beasts that rumour has it all other Dragons may soon become extinct on our gaming tables.

So why should White Dragons be so horrifyingly effective? The straight answer is, of course, that they shouldn't. The rules governing White Dragon breath simply make them far too good. I very much doubt that anyone would disagree with this, and for those who are unconvinced I'd suggest you track down and confront a White Dragon at your soonest convenience. Then, once you've thawed out, you can join the rest of us wondering what we can do to rid the world of Warhammer of this terrible threat.

Were magic real, or the nature of reality more cooperative, a snap of my fingers would immediately bring about a change in the Warhammer Battle Book. The White Dragons would be restored to their proper place and universal harmony would reign once more. As it is, I can only offer a solution here, in the pages of White Dwarf, and leave players to decide for themselves whether to adopt the following rule or not. For players organising tournaments I'd certainly suggest modifying the rules as printed, and, if you are playing in a competition, check with the tournament organisers beforehand.

WHITE DRAGON BREATH

White Dragons breathe a freezing chill mist so cold that enemy hit by it are numbed and frozen.



By Rick Priestley

Rick, lord of Dragons, master of serpents, and drinker of tea, talks about Dragons and their breath weapons.





SO, THERE YOU HAVE IT...

In case you missed it, the only change to the existing rules is that a Leadership test is now taken when a unit is hit, and the unit is only frozen if this is failed. Leadership tests are taken in the normal way, just like tests for Psychology, and so can be taken against the highest value in the unit, or the General's Leadership if he is within 12", and so on. I've made a note to this effect at the bottom of the first column of page 125 of my Battle Book, and I strongly suggest that other players do the same.

"...this is one of those famous matters where common sense prevails over rules lawyer literalism!"

"Either my boots are on fire or I smell a Dragon..."
Skalf Dragonslayer

Any frozen model suffers 1 wound on the D6 roll of 6 regardless of its Toughness and with no saving throws for armour. A unit which is hit by the freezing chill must take a Leadership test, and, if it fails, it is frozen to the spot. A frozen unit may fight if attacked, but will require 6's to hit, otherwise it may not do anything until it thaws out. Frozen units are automatically frozen for their following turn, and must test at the beginning of their subsequent turns to see if they thaw out. Units frozen by a Dragon require a D6 roll of 2+ to thaw out, those frozen by a Great Dragon require a 3+ and those frozen by an Emperor Dragon require a 4+.

MORE ON DRAGON BREATH

Whilst talking about Dragons it is worth going over the way in which the breath template is used. As players will doubtlessly recall, the template is tear-drop shaped and is used to represent the gout of flame, blast of vapour, cloud of smoke, or whatever it is the Dragon breathes. The idea is that the thin end is placed at the Dragon's mouth and the template positioned so that as many enemy models as possible lie beneath it. So far so simple, eh?

CAN I SEE IT?

The first point I would make is that the template must lie within the normal visual arc of the Dragon, just as with any other shooting. This generally isn't an issue, because you can reposition the Dragon model as it moves so that it faces its target. However, it becomes important in hand-to-hand combat when the Dragon can continue to breathe. I'll come back to this a bit later.

CAN I HIT?

The next point is that normal template guidelines apply. Models are considered to lie under the template if they are mostly beneath it, and models which are merely grazed are not under it. However, this is one of those famous matters where common sense prevails over rules lawyer literalism! In the case of Dragon breath, it would be churlish to claim a model does not lie under the template simply because the template is thin and the model has a very large base. For example, if two Dragons on 40mm by 40mm monster bases stand right in front of each other then theoretically they can never hit each other because the thin end of the template isn't wide enough to cover half the area of their bases – thus the bases cannot be "mostly" covered. A more useful guideline in such a case is to assume that any model that lies under the template is hit if the blast goes right through its base from edge to opposite edge.

Dragons are an incredibly ancient race whose forefathers lived many thousands of years before Elves or Humans first set foot in the Old World. Today they are few in number compared to times of old, when the air was full of soaring Dragons and the deep cries of Cold Drakes as they tussled for supremacy of the primeval skies. Those that remain are reclusive creatures who mostly spend their time asleep in dark holes deep beneath the great mountains of the Old World.

Dragons are a diverse species, tending to display enormous variation in colour and abilities. These differences do not depend on a Dragon's breeding, for the father of all Dragons was the fabled Kalgalanos the Black, and his spawn were red, golden, silver, white, blue and all colours under the sun. Different coloured Dragons have different metabolisms. Red or Fire Dragons breathe roaring flame, Green Dragons belch corrosive fumes, while Blue Dragons spit lightning bolts.

A Dragon's size is proportional to its age. They continue to grow throughout their life, and Dragons of any colour may reach huge proportions if they live for long enough. Few Dragons today can approach the size of Kalgalanos the Black, whose vast scaly body was bigger than a ship and whose smoke-shrouded head was larger than a house. Because of this variation in size three profiles are included for Dragons, including the larger and more powerful, but slightly slower Great and Emperor Dragons.

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LOOK OUT, SIR!

Models beneath the template are, of course, hit on a D6 roll of a 4 or more. Because Dragon breath works on a template, and therefore circumnavigates the normal rules to hit, characters are allowed a "Look Out, Sir!" roll to avoid being fried, frozen, choked or otherwise inconvenienced. However, characters with a unit will still be frozen if their unit is frozen by a White Dragon, and they will be forced to retreat along with the rest of the unit if driven back by noxious Green Dragon breath.

BREATHING IN COMBAT

Normally, models engaged in hand-to-hand fighting cannot shoot in their shooting phase, but Dragons are an exception. Dragons can continue to breathe on the unit they are fighting during their own shooting phase. The template is positioned as normal, but bear in mind the permitted shooting arc. A Dragon can't spit out of the side of its mouth to cover an entire unit, it has to spit vaguely forward as usual. This will tend to reduce the number of models which are potentially hit if the enemy are arrayed only 1 or 2 ranks deep, though deeper units will usually suffer more casualties, as you would expect.

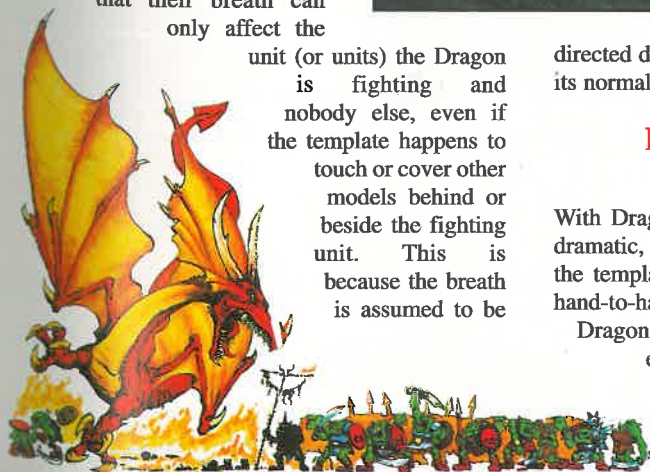
The other thing to remember about Dragons engaged in hand-to-hand combat is that their breath can only affect the

unit (or units) the Dragon is fighting and nobody else, even if the template happens to touch or cover other models behind or beside the fighting unit. This is because the breath is assumed to be

directed down onto the target, so it stops short of its normal range.

POSITIONING THE TEMPLATE

With Dragon models being by nature large and dramatic, it is sometimes inconvenient to place the template directly at the Dragon's mouth. In hand-to-hand combat it is conceivable that the Dragon's head will extend over the entire enemy unit. Where it is preferable to do so use the centre point of the front edge of the model's base as the point of origin instead of the Dragon's mouth.



A Forest Dragon strides through the forest of Athel Loren under the command of its Elven master.

GAMES WORKSHOP

THE BATTLE FOR ARMAGEDDON

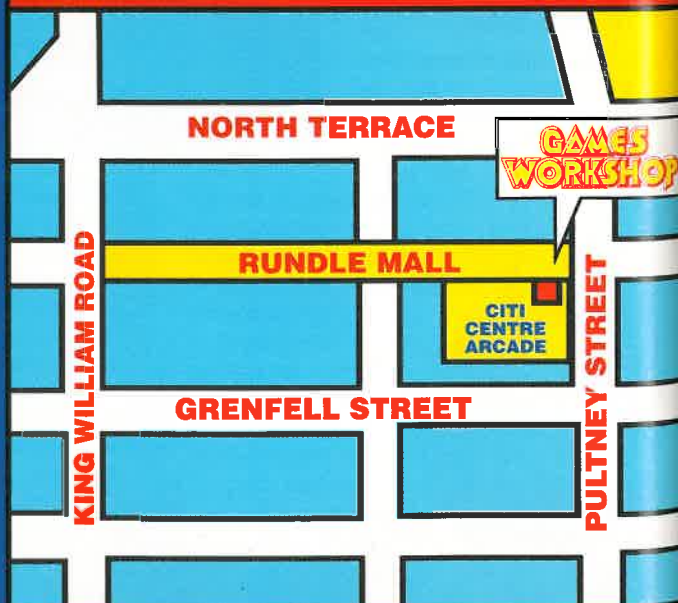


**THE BATTLE FOR
ARMAGEDDON
FEBRUARY
ROADSHOW
ADELAIDE
GAMES
WORKSHOP
16TH OF
FEBRUARY 1996
EVERYTHING IS
PROVIDED
JUST TURN UP
AND HAVE FUN**



The hive world of Armageddon is under threat from the greatest menace ever to besiege the mighty Imperial planet, the massed green hordes of Ork Warlord Ghazghkull Thraka. Already thousands upon thousands of brave human warriors have died at the hands of the Orks upon countless battlefields across this Imperial Planet. Finally, at Hades hive, the legendary Commissar Yarrick has welded together a ragtag army capable of halting the Ork Hordes, and even now vicious fighting rages among the ruins at the foot of the huge hive.

The Imperial forces are prepared, ready to sell their life dearly in order to crush the awesome Ork Waaagh, but the battle hungry Orks are fighting desperately to topple the great city spires! This is the vital battle. Should Commissar Yarrick and his army be defeated then the fate of Armageddon is sealed and Warlord Thraka will be victorious!



WARHAMMER

EPIC 40,000

In the grim darkness of the far future there is only war!



But this time it's war on a new scale!

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PULTNEY STREET



For the last few months, Andy Chambers, Jervis Johnson and Citadel designers Tim Adcock and Dave Andrews have been hard at work re-creating the fighting forces and war machines of the 41st millennium in the new Epic 40,000 scale. The game system is now almost complete and should be ready for release in Spring '97. In this special sneak preview we show you some of the fantastic new models, ideas and images that have been drawn together to create "War on a new scale!"



The Epic 40,000 game will contain sprues of these fantastic plastic ruined buildings

The development of Epic 40,000 provided the perfect opportunity for us to explore the diverse and deadly battlefields of the 41st millennium. From the lush green plains of Agri-worlds, through scorching deserts to the toxic ash wastes of the Hive worlds.



Studio manager Robin Dews assembles some of his modular Epic 40,000 ash waste terrain.



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There are so many different types of war machines and fighting vehicles in the Warhammer 40,000 universe that it's just impossible for us to make them all in 28mm scale. The new Epic game provides the opportunity to actually create models of all of these weapon types, from mighty Titans to squadrons of Thunderhawk Gunships.



Ork Blood Axe Kommandos



Ork Artillery



Space Marine Terminators



Ork Shooty Boyz



Ork Nobz



Ork War Buggies



Space Marine Dreadnought



Space Marine Whirlwind



Three variant Imperial Guard Leman Russ battle tanks



Space Marine Land Raider



Three variant Imperial Guard Basilisks sculpted by Tim Adcock of the Citadel design team. The model on the left has also had two Imperial Guard crewmen added to the gun platform.

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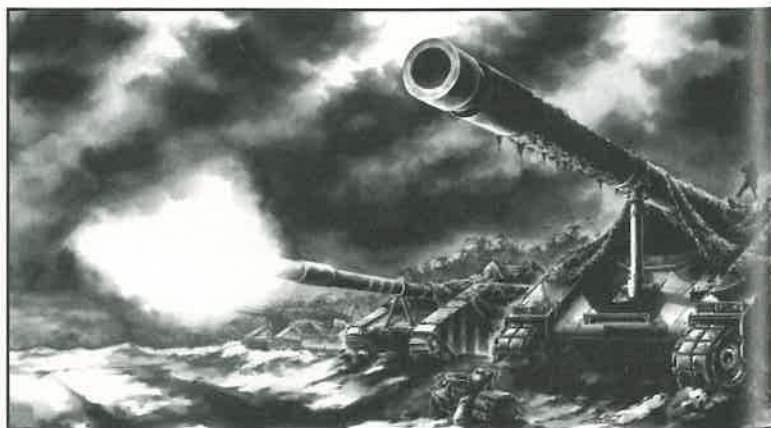
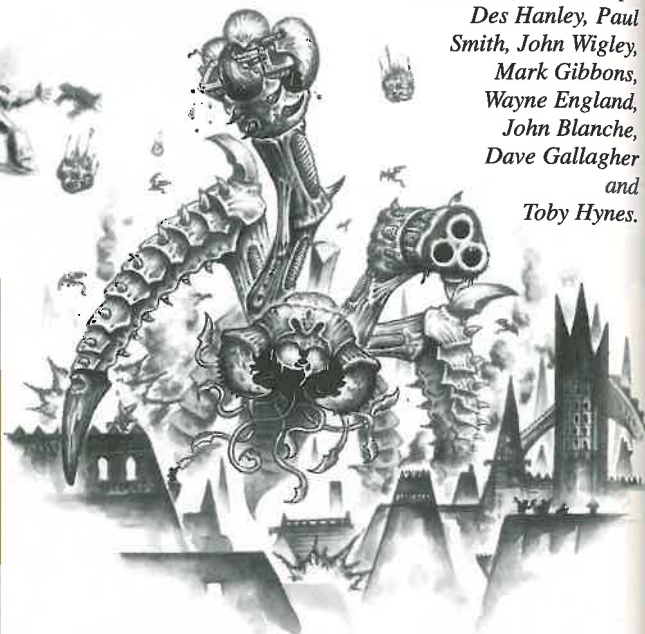
his modular





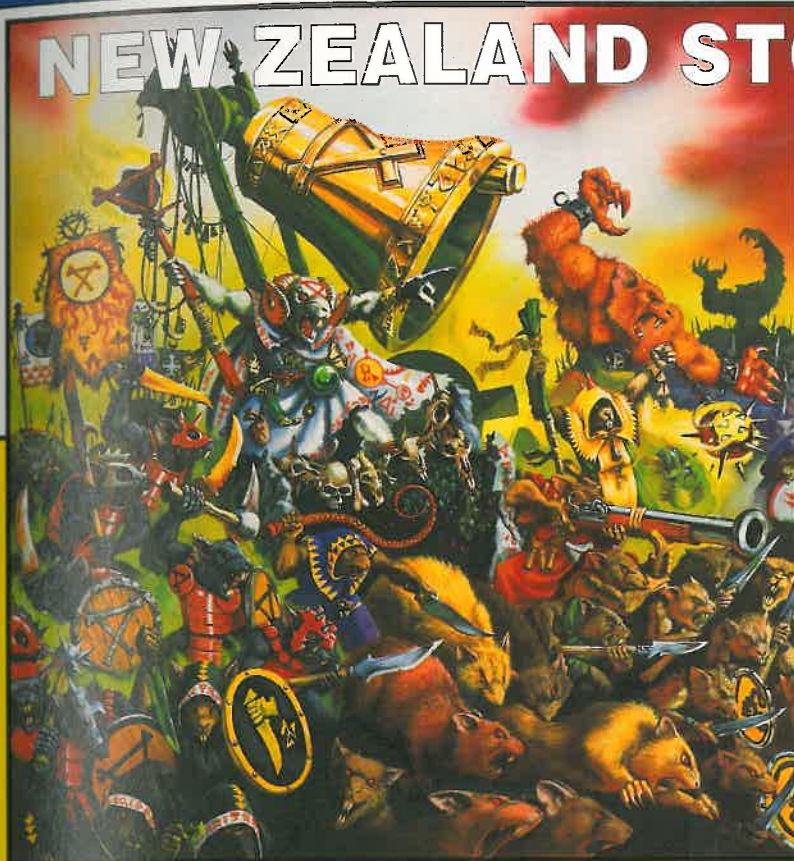
As well as writing a whole new game system, creating new miniatures and modelling Epic battlefields, the new game also gave our artists the opportunity to explore the grand sweep of war in the 41st millennium.

Clockwise from the top:
Des Hanley, Paul Smith, John Wigley, Mark Gibbons, Wayne England, John Blanche, Dave Gallagher and Toby Hynes.



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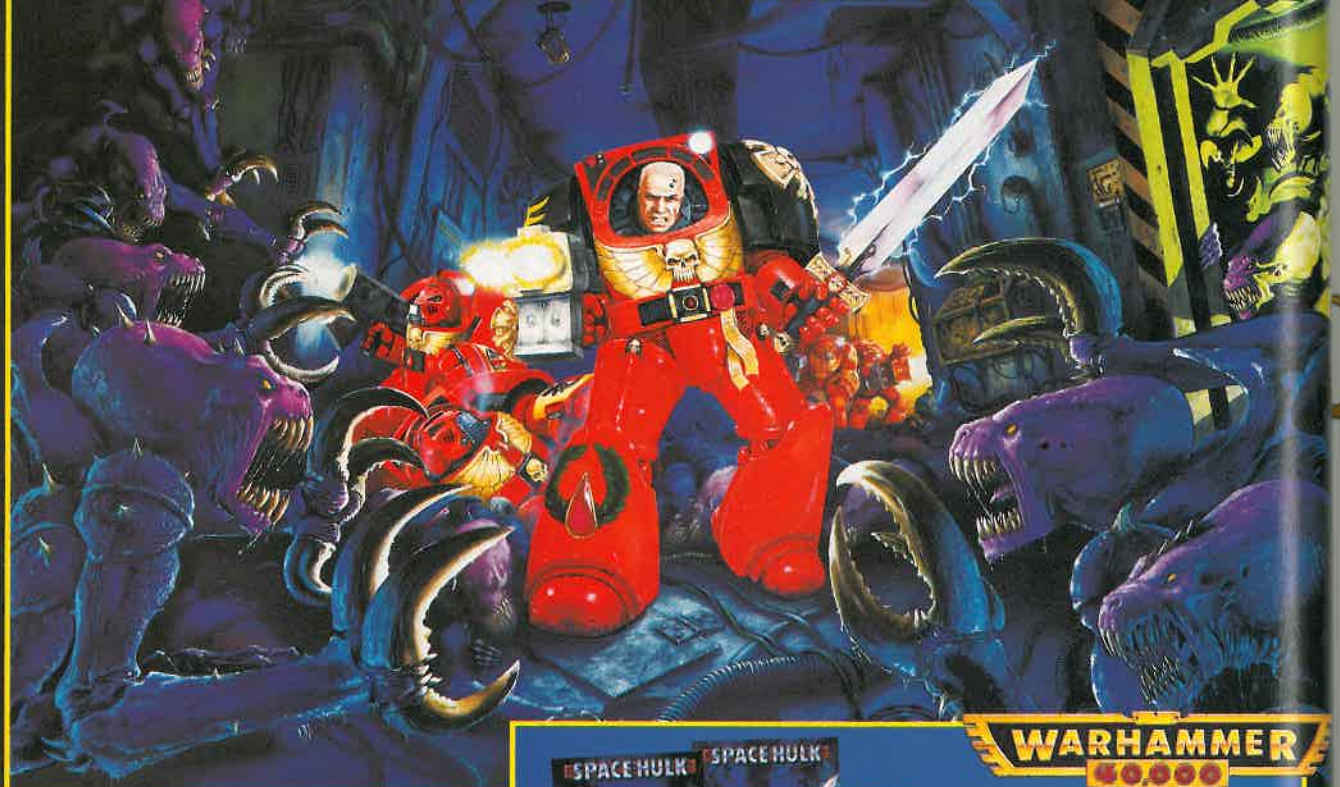
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SPACE HULK

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.

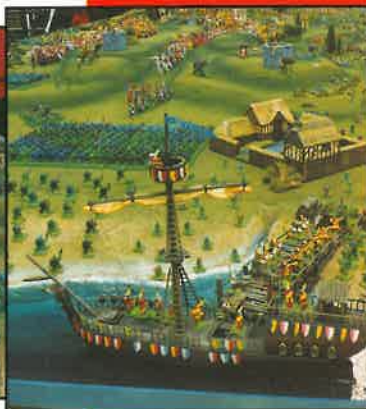


In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

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

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**GAMES
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BATTLE FOR ANTIOCH PLAINS

Games Day '96 saw our most ambitious display yet, the Battle for Antoch Plains, with over four thousand Bretonnian and Lizardmen miniatures fighting it out over a massive battlefield. In fact, it was so big that we could only put it together properly on the day! Like the previous Games Day's Ultramarines Chapter display, the Battle for Antoch Plains was a huge project involving all our store staff as well as all the folk at the factory and the Studio. What next?

Ian: One cold December morning, Jake informed me that Adrian and I were to head over to our Head Office at Eastwood and take some photos of the Battle for Antoch Plains. "Oh," I said, "some more warning would have been handy. It is some seven metres by four – I can't just whip a large format camera round there and snap a few piccies." But Jake went on, "No, no. What I want you and Adrian to do is go and find out about the display. Who built it, how did they go about it, and why? Take a few photos of anything interesting and anyone who was involved in the project". Okay, that sounded simple enough. "Who's expecting us then? Jervis, Paul Robins?" says I. "No one," says Jake, "Don't you remember all your training? All that sneaking around and stealthy intelligence gathering I taught you. The lessons in "good Dwarf/bad Dwarf" interrogation techniques. And who could forget those assault exercises? It wasn't all for nothing you know. No, your first mission is to go over to Head Office, nose around, do some investigating and interrogation and find out as much as you can about the Plains of Antoch display."

And so it was that Adrian and I were sent forth into the cold misty land that is Eastwood. Away we went, from the comfort of the air conditioned Studio into a dark, forbidding realm, inhabited by Trolls – Mail Order Trolls.

We had to speak to Jervis about Frontline News, and seeing as we already knew him from the Studio, we figured he would be as good a place as any to start our investigation...

Ian: Well, that's all the Frontline News done. Now we're going to quiz you, Jervis, to see if you know anything about the Battle for Antoch Plains.

Adrian: Okay Jervis, spill the beans. Tell us everything you know, so we can get back to the Studio and get on with this article.

Jervis: Bad luck guys. I wasn't even here at the time, I don't know anything about the Battle for Antoch Plains, ha ha!

Ian: Oh... Any leads, anybody we can talk to?

Jervis: Erm, you should speak to Chris Harbor and Marcus Harris, they're the two important people to talk to, I would say. Nelson might know more as he was there at the time. Over to Nelson.

Ian: Nelson, anything to say for yourself?

Nelson: Haircut, that's all I have to say to you.

Everyone: Laughter!

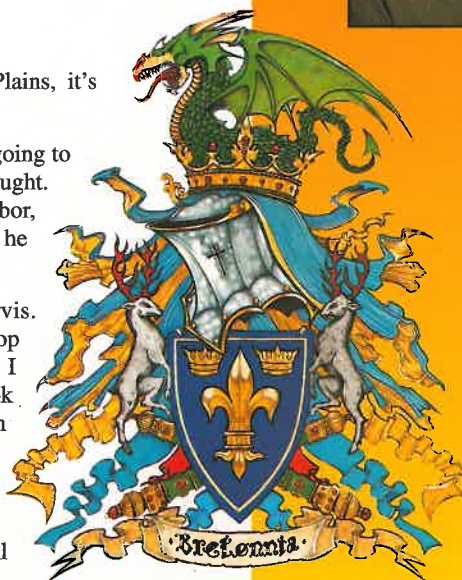
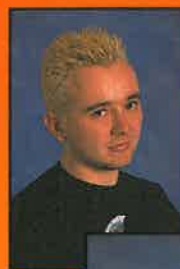
Ian: Cheers!

Nelson: Erm... Antoch Plains, it's pretty big really isn't it?

Adrian: Hmm, this isn't going to be as easy as we first thought. Let's go and see Chris Harbor, he's Company Chaplain, he should know

Ian: Okay, thanks Jervis. Come on Adrian, next stop Chris Harbor. But before I go, I must say that you look remarkably impressive in your new suit of power armour, Jervis!

Jervis: Yes, forward for the Emperor. Death to all enemies of the Imperium!



WHITE DWARF INTERVIEW



"It took us a while to work out exactly what we were doing. We then lost another week trying to track down the materials, so all in all it took us three or four weeks."

Ian: Hey look, that's Gavin Tyler walking across the car park. I remember him from ages ago, before he joined Mail Order.

Adrian: Where?

Ian: Over there in the green, carrying all those boxes.

Adrian: What, that Mail Order Troll? Blimey, I almost didn't recognise him. I didn't think the change would be that radical.

Ian: Hey Gavin, over here mate. I don't suppose you know anything about The Battle for Antoch Plains?

Gavin: Wot, da Plains of Antoch iz ded good, an' massiff, wiv loads of da nasty Knites an' slimy Lizards. Dem Lizards iz a bit like us Trollz, but not as nasty or 'orrible. We'ze ded 'ard. Any wayz, 'ave ter go. If da Big Boss catches us fraternizin' dere'll be 'ooge trubble.

Ian: Well, no luck there then.

Adrian: I wouldn't say so. That's Marcus coming out of that warehouse now, let's collar him.

Ian: Hello Marcus. We hear you helped make the big Bretonnian display. How long did it take?

Marcus: Hi guys. Well, from when we heard what was going off, we had about eight weeks. We lost two weeks because Paul Robins, the factory manager, was in the States. It took us a while to work out exactly what we were doing,

then we lost another week tracking down the materials. All in all it took us three or four weeks.

Ian: Wow, that's amazing! You actually built the whole board in that amount of time?

Marcus: Yeah, the whole sculpted landscape, the castle itself, and all the individual boards around the sides. It was actually built up out of ten central boards and ten outer boards.

Ian: What did you use to make the castle?

Marcus: The castle itself was vac-formed, believe it or not. All it was, was vacuum formed plastic wrapped around a cardboard frame. What happened was that we made a mould for the wall section, and the parapets that sit on top. This was then vac-formed by a company that one of the guys in the buying department knows. Basically, they sent the stuff in and we used that to build it up with. The tower tops are actually made from a solid cast resin. The stone effect was created by cutting into MDF (Medium Density Fibreboard) with an engraving tool.

Ian: So, a lot of this was done using resources from around the factory, and not at all easy for people at home to do themselves?

Marcus: I would assume so, yes. That's an understatement really.

Ian: Did you do all the separate pieces as well, like the windmill, the vineyard, the fences, the village and the watchtower?

Marcus: No, all the individual projects were done by people around the factory. The windmill was done by one of the maintenance lads, who works



This selection of photos shows the process of making the terrain boards.

From the left: The basic terrain board was built up out of several sheets of polystyrene.

Marcus and Gary using decorator's rollers to cover two sections with household plaster.

The board sections fully covered with plaster and ready to be flocked.

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for me. It's all constructed out of balsa wood. The boat itself was again made by one of my lads, one of the maintenance lads. That was also made out of balsa wood, and whatever else was lying around. Basically, it was more along the lines of a joint effort. Gary from the mould room did most of the painting, bringing it right up to scratch. Lloyd also helped, he did the biggest part of the flocking, the painting, and making most of the individual hills.

Ian: Do you know how many hours were put into the project?

Marcus: To total up the hours would be a little bit beyond us. But I can speak for myself, Lloyd and Gary. I started work at 8am and wasn't going home until midnight. That was basically for the whole three to four weeks that it took.

Ian: You guys must have been knackered! That's quite a task.

Marcus: To say that we were tired would be an understatement, but it was well worth it.

Ian: We've heard rumours of a Project X, classified Top Secret. Can you divulge any details of this to us.

Marcus: I don't know if I can, erm...

Ian: Would you have to kill me afterwards?

Everyone: Laughter.

Marcus: No, I might find that Paul Robins will kill me though! But that's beside the point. It started with a lot of the stuff we made in wood, like the barrels, and the wooden stake defences. They were cast in metal in the Citadel Miniatures factory like all the other miniatures are. Then we decided to...



Above: The terrain boards after the flock has been applied.

Right: This was the only opportunity to lay the board out before Games Day!



(Ian: Hey, Adrian this is very strange. There's a whole chunk missing from the tape.

Adrian: Which bit?

Ian: You know all the stuff about Project X.

Adrian: What Project X, I don't know what you're on about Ian? Just get on with transcribing that interview tape.

Ian: Hey Adrian what's that funny scar on the back of your neck? Adrian, why are you coming over here holding a blunt wooden object in a menacing manner? No, no, aaargh...)

Ian: OK, thanks very much for your time Marcus.

Adrian: Yeah, cheers.

These photos show some of the stages of the construction of the castle.



WHITE DWARFTM INTERVIEW



"Yikes! It's a Mail Order Troll, we're done for now."

Ian: Wow, that was good, we learnt loads from Marcus and Lloyd. Where next then?

Adrian: Ooh, flippin' 'eck. Let's see who's next on the list... It's Chris Harbor. Hey look, there he is let's get him!

Adrian and I quickly grab the camera and dictaphone and set off in hot pursuit through the Mail Order department after a rapidly diminishing Chris Harbor.

By the time we round the corner, there's no sign of Chris. But then a big slimy green monster comes bounding out of a side door.

Ian: Yikes! It's a Mail Order Troll, Adrian, we're done for now!

Adrian: Yeah, were probably gonna end up shrink wrapped and bundled off to Australia!

Mail Order Troll: Oi, wot yooze two wunt?

Ian: Um, we're looking for Chris Harbor, have you seen him?

Mail Order Troll: Duh, stoopid, don't ya know nuffing? 'E's in a meetin' wiv da Big Boss, Gordon. Naw, I can sees yooze two 'ave got some time on ya 'ands. I fink a bout of moppin' owt da Troll penz will do ya da world of good.

Adrian: Quick, let's leg it Ian!

Ian: Yeah, good plan...

Shoving the mops that were proffered to us up the rather large nasal passages of the Troll, Adrian and I make good our escape.

Ian: Woah, that was a close call. I think we'd best give Chris Harbor a wide berth until he leaves Troll Country.

Adrian: I reckon we should head on over and see if we can collar Jim Butler. Apparently, at the time of making the Plains of Antoch display, he was Area Manager for some of our stores, and should be able to tell us about painting the miniatures.

Ian: Hello Jim, could you tell us what it was like in the stores, having to paint up the four thousand miniatures that were required for the Battle for Antoch Plains display?

Jim: Well, every store was sent ten Skinks, ten Saurus Warriors, ten Bretonnian Bowmen and ten Knights of the Realm. For the Knights and Bowmen we had a particular colour scheme. We've got eight regional areas - I was area manager for the Yorkshire area, and our colour scheme was a regal blue and white. Each store had a variation of heraldic pattern, but using those two colours. That obviously meant that each area had something to identify itself by. So when all the staff turned up on Games Day, all of their figures had gone off to head office a few weeks earlier. They could turn up and say "Ooh look, there's our miniatures, they're about to get eaten by those Saurus Warriors."

Ian: Were the miniatures all mixed up, or were the Yorkshire miniatures arranged into a cavalry block that was the Yorkshire regiment?

Jim: In many cases they were together, but some of them were mixed up. But because we were using such strong colours and heraldry, it meant that you could identify them easily.

Ian: You could actually pick out the miniatures that you'd painted.

Jim: Exactly, you could see them pointing. If you look at photos of Games Day you can see



Above: Marcus gets some assistance assembling the keep.

Left: The crowd at Games Day flock to see the magnificent display.

Top left: Lloyd and Gary, busy in what became a makeshift workshop.

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Gary, busy in
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Right Ted Williams of Mail Order, busy painting up one of the hundreds of Bretonnian Knights that were needed.

Below: Line upon line of Bretonnian peasants defending the windmill.



members of staff pointing. A lot of the time they're saying, "I painted those."

I should say now that I actually helped the Hull store and painted ten of the Skinks. So there are ten Skinks that I painted.

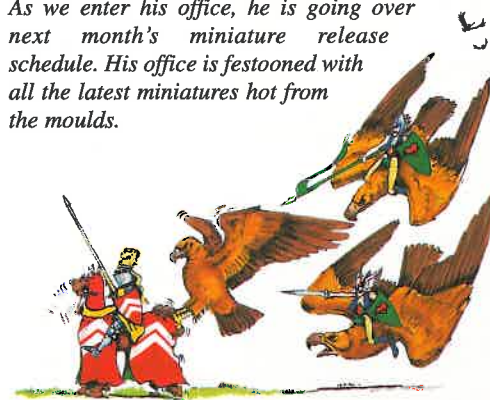
Ian: Okay, thanks Jim.

Well, having just had a bite to eat, we're hot on the trail of Paul Robins as we speak. Paul's wonderful modelling and painting skills have won him the Golden Demon Slayer Sword twice. Now he manages the Citadel Forges, ensuring that they're kept hot, and that Citadel Miniature production keeps going around the clock. We last spotted him heading towards the warehouse from the factory. Now we've just spotted him heading back towards the factory. But, as usual, by the



time we get to the factory there is no sign of him. We decide to head to reception to see if Hope, the receptionist, can help us to track down the elusive Paul Robins. A quick phone call later and we're swiftly transported to his office.

As we enter his office, he is going over next month's miniature release schedule. His office is festooned with all the latest miniatures hot from the moulds.



Owen Branham gets a few tips on doing things the hard way.



Bretonnian Knights sally forth against the Lizardman scourge.

WHITE DWARFTM INTERVIEW

"Paul's wonderful modelling and painting has won him the Golden Demon Slayer Sword twice."



As the excitement grew (and Games Day approached) everyone got in on the act. Even Steve McGowan, who normally spends his time "negotiating" with printers, was found quietly making a large tub of grapes in 28mm scale.



"The young Bretonnians are still crushing grapes while everyone else is fleeing, and the Skinks are just pouring through the vines."



Ian: So Paul, we've spent the day grilling your staff about this Battle for Antoch Plains, and we wanted to ask you if you knew why it was done in the first place?

Paul: Well, thank you for asking. I suppose the Ultramarines Chapter that we did last year was such a great spectacle that we really wanted to do something to follow it up in a grand style. In the end it was a fairly easy decision, with the release of the new Warhammer game being imminent it had to be a massive Bretonnian versus Lizardman Warhammer scene.

Alan Merrett, myself, and a few others just sat down and started scribbling on a board. The basic idea was that we should have a very large castle sat on top of a hill that went down to the coast. We felt that the scale of the castle should be nothing short of magnificent, to match the sheer number of miniatures and the vastness of the scenery around it.

We wanted loads of local artistic detail like the

vineyard, the village, the sheep grazing and so on. This would finish off the whole thing, making it an awesome battlefield with some very nice twists and unusual pieces that you wouldn't normally see. Once the project had been largely fleshed out it came down to production to manufacture the physical board itself, with other people going on to do the miniatures and the scenic pieces. It was broken down primarily into three sections: the rolling hills, the castle itself, and the coastline. We explored various different options to manufacture the terrain itself.

Ian: There was obviously a large team of people involved in this project. How did you get people motivated to join in?

Paul: I suppose in a straightforward way, because I asked them to, hah!

Marcus was largely responsible for the actual construction of the terrain boards, and his involvement started when I asked him, "Can you just get some sizes for the hills to get a feel for it." I, er, neglected to actually tell him when to stop. I don't think he actually went home for the whole duration of the project. He was just here, always working on it, any spare moment.

Ian: Yeah, Marcus says that he was working from 8am to midnight.

Paul: Marcus is probably being very modest, I don't actually remember him going home at all during that period. I'm amazed that his good lady put up with it.

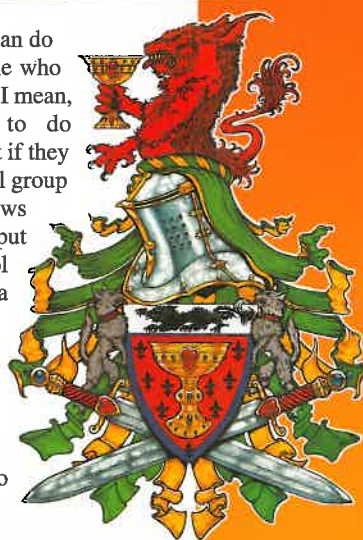
Lloyd, again in every spare moment, seemed to get more and more involved, coming up with interesting side angles and obscure contacts to get hold of all the useful "stuff" that we needed, but you wouldn't normally find lying around the department. But there are many other people who got involved. One or two of our mould-makers have more skills than just cutting moulds. Gary Pearson for one, painted many of the detailed parts of the terrain itself. And Colin Grayson got

WHITE DWARF INTERVIEW

Marcus and Gary begin a day of terrain building and miniature painting...



...and with night drawing in, they're still at it.



Ian: I think it shows what you can do when you have a team of people who are devoted to achieving a goal. I mean, I wouldn't expect anyone to do something like this at home. But if they go to a club, or they have a small group of five or six friends... It shows what can be achieved if you put your minds together and pool your resources and spend a weekend making some terrain, or painting up an army or whatever you like.

Paul: Yep, I think it's absolutely true that if you really want to do something you can do it. The majority of the stuff for

involved at a later stage to finish off some of the more interesting and wackier parts.

Adrian: I think one of the things that impressed me most was the overall feel of the piece. I couldn't quite get over the focus that everything had, it all fitted together so well even though it was made and painted by people from all over the country. Was this very much what you had control of, or was this something that developed naturally because of the camaraderie of the people involved?

Paul: I would say that the castle was always intended to be the focus, with the backdrop marrying together the whole thing. The shaping of the hill sections was very specifically designed to tunnel hordes of miniatures into precise areas. We would have the Bretonnians charging in an almost inexhaustible column out of the castle into the heart of the Lizardman army. It's quite interesting, because if you look at it from the coast upwards, the Lizardmen are indeed in a very sorry state. However, if you look from the castle down, the Bretonnians seem surrounded. So you can get a different part of the story depending upon where you are.

Ian: Which is your favourite bit of the display?

Paul: I think one of my favourite tongue in cheek parts is the battle for the vineyard. The young Bretonnians are still crushing grapes while everyone else is fleeing, and the Skinks are just pouring through the vines. It gives a tremendous feel of the suddenness of the attack of the Lizardmen, with the Bretonnians almost caught with their, er...

Ian: ...socks off?

Paul: (laughing) Yes, their socks off. That's a good way to put it!

Some of the set pieces, the vignettes from the 'Eavy Metal team, add a lot of character which you have to look very hard to find. The ranks of Lizardmen coming out of the swamps with the last few still coming out of the water. It just all adds up to make a really nice fluid movement. There is very much a battle taking place. I know for a fact that many people spent hours looking at it at Games Day.

The display itself was so big that we never had time to put all together properly until Games Day. That was the first time any of us got to see what it looked like complete – the sheer size and amount of terrain pieces we had, the buildings, the set pieces, the four and half thousand miniatures that went on. The whole thing was just tremendous. I think it was amazingly well done, and everyone thoroughly enjoyed themselves. I think we learnt a hell of a lot about what can be done, when you really want to do stuff.



Vast crowds of people flock to see the display.

WHITE DWARF INTERVIEW



the Bretonnian display was scrounged, found lying around, or "borrowed". Some of it is so borrowed that people don't know it's missing yet! But if it was lying around, and we could find a use for it, then we did, and for those people that don't know we borrowed stuff, thank you. All those that willingly gave stuff to us it was much appreciated.



Just a couple of the vignettes produced by the 'Eavy Metal team for the display.



Paul: I would just like to say thank you to everyone who took part, including all the people we haven't mentioned, it was a brilliant effort.

Ian: Okay, thanks Paul. I'm sure we'll be bringing the Battle for Antoch Plains to Games Day next year. So if you missed it, you'll get a chance to see it again at Games Day '97. However, before we go can we ask you if you know what next year's new display will be?

Paul: Yes.

Ian: Are you allowed to tell us?

Paul: Aah, it's not a question of being allowed. I think the best surprises are always the ones that you don't know about, and we are quite sure that next year's will be a spectacular piece to rival both the Ultramarines Chapter and the Battle for Antoch Plains displays. We are currently in the planning stage of what we are going to do, and how we are going to do it. I expect everyone to be, how can you put it, completely bowled over by the finished results.

Ian: Thanks very much for your time, you've been very useful indeed.

Who's left on the list then Adrian?

Adrian: Just Chris Harbor.

Ian: I know what, let's go back to reception and have a chat with Hope, she was very useful in getting hold of Paul Robins.

Ian: Hello again, do you know where Chris Harbor is?

Hope: Sorry, he left the premises for a meeting about forty five minutes ago and won't be back for the rest of the day.

Adrian: Drat, I don't think we're going to get to talk to the elusive Mr Harbor, and it's such a shame as everyone says he was pivotal in the making of the Battle for Antoch Plains display.

Ian: Oh well, we've had a really nice day though, and I think we've managed to find out about everything.

Adrian: Yes, the thing that impressed me was the sheer enormity of it all.

Ian: And getting it all done in just three weeks, that was just awesome. It makes you think. So where to now?

Adrian: I don't know, we've run out of names on our list and it's getting a bit dark outside. I think we'd best head back.

Ian: Yeah, Jake told us to get back before it gets dark, otherwise the Mail Order Trolls might get us, and besides, our tea will be getting cold...

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WARHAMMER® DWARF RUNES SHEETS

RULES OF THE RUNES

You may inscribe up to three runes on a runic magic item, subject to the following restrictions:

1. No item can have more than three runes. It is virtually impossible to forge items that can bear the strain of having to carry so much power. Runesmiths call this the *Rule of Three*.

2. Weapon runes can only be inscribed on weapons, armour runes can only be inscribed on armour, protection runes can only be inscribed on standards, engineering runes can only be inscribed on war machines, and talismanic runes can only be inscribed on talismans (of which more later). This is the *Rule of Form* as it is termed by Runesmiths. You cannot inscribe armour runes on a cannon nor can you place engineering runes on an axe.

3. No more than one item may carry the same combination of magic runes. You could not have a runic sword and a runic axe both engraved with a Rune of Breaking and a Rune of Fire, for example. This restriction also applies to the use of single runes, so you could not have two characters in your army wearing armour engraved with a single Rune of Resistance.

Creating rune items takes a great deal of effort and Runesmiths don't like repeating themselves. Nor do they copy other Runesmiths' work except when they are apprentices. This is known among Runesmiths as the *Rule of Pride*.

4. No master rune may be used more than once, and no more than one master rune can be inscribed on one item. Master runes are so powerful that they cannot be combined together on the same item or used together on the same battlefield. For this reason Runesmiths describe these runes as *Jealous Runes*.

5. Apart from the master runes (which can only be used once) other runes can be combined as you wish to produce varied or cumulative effects. For example you might inscribe a weapon with the *Master Rune of Swiftiness* (always strikes first), the *Rune of Striking* (+1 Weapon Skill) and the *Rune of Fury* (+1 Attack). With the exception of master runes, runes can be used in multiples in which case their effects are added together. For example, you could inscribe a weapon with the *Rune of Fury* (+1 attack) three times to give you +3 attacks.

6. It is not possible to inscribe runes onto any other magic item. A magic item chosen as a magic item card is already enchanted in its own unique way and will not accept a further rune.

WEAPONS RUNES

Weapon runes are inscribed onto swords, hammers, axes or mighty two-handed swords, hammers or axes to turn them into runic weapons. These are known as "noble weapons" by the Dwarfs. Lesser weapons, such as spears, are not considered worthy to carry runes. Note – although Dwarfs may have double-handed magic weapons, none of the bonuses/penalties for double-handed weapons apply. The fact that the weapons are magical supersedes any normal rules for such weapons.

SNORRI SPANGELHELM'S MASTER RUNE

T Runesmith to the High King in Karaz-a-Karak during the time of Kallon, Snorri wrought the exquisite war panoply of the High Kings for several generations. He fought in many battles and was renowned for his magnificent gromril armour as well as this unique weapon rune.

Any blows struck by a weapon engraved with this rune will always hit. No roll to hit is necessary.

Cost 75 points

ALWAYS HITS

SKALF BLACKHAMMER'S MASTER RUNE

X A legendary Runesmith who worked in Karaz-a-Karak in the earliest days, Skalf forged many great hammers, and some say even Sigmar's hammer was his work. Many of his hammers were later held by Dwarf Lords as heirlooms of their kingship.

Any weapon bearing this rune will automatically wound if it hits. Roll to hit as normal. If a hit is scored no roll to wound is required.

Cost 75 points

ALWAYS WOUNDS

ALARIC THE MAD'S MASTER RUNE

G The famed Runesmith who forged the famous and rightly feared Runefangs of the Elector Counts of the Empire. No one knows exactly what happened to Alaric after this. Some say he wrought rune weapons for the Khan Queens of Kislev, possibly even the dreaded blade Fearfrost.

This rune cancels an opponent's armour saving throw. When wounded by this weapon the target is not allowed an armour saving throw of any kind. So powerful is this rune that it is effective against ordinary and magic armour.

Cost 50 points

NO SAVE

MASTER RUNE OF DEATH

↑ This is one of the most awesome ancient Dwarf runes. It is said to have been engraved upon the weapon with which Grungni slew Urmskaladrak (the Dwarf name for Kalgalanos), the father of all Dragons.

If an enemy suffers even one wound from this weapon he is automatically killed, regardless of how many wounds he may be able to sustain. Roll to hit and wound as normal and make any permitted save. If at least one wound is inflicted the enemy is killed.

Cost 100 points

ALL WOUNDS KILL

MASTER RUNE OF SWIFTNESS

▲ This rune was first struck by Thurgrom the Hermit Smith. Thurgrom was the last Runesmith to work in the Elf cities of the Old World, now reduced to ruins throughout the Empire and Bretonnia.

A weapon engraved with this rune always strikes first. In situations where both sides are entitled to strike first, the highest initiative value has priority over the lower value. If initiatives are equal, both sides roll a D6 and the highest score strikes first.

Cost 25 points

ALWAYS STRIKES FIRST



WEAPON RUNES (continued)

MASTER RUNE OF DAEMON SLAYING

X This rune is very powerful against daemons. If the weapon inflicts a wound on a daemon, and that wound is not saved, the daemon is slain outright.

Cost 100 points

KILLS DAEMONS IF WOUNDS

MASTER RUNE OF DRAGON SLAYING

Z This rune is very effective against dragons. If the weapon inflicts a single wound on a dragon, and that wound is not saved, then the dragon is slain outright.

Cost 100 points

KILLS DRAGONS IF WOUNDS

MASTER RUNE OF BANISHMENT

S This rune is very powerful against the Undead. If the weapon inflicts a single wound on any Undead, and if the wound is not saved, then the creature is slain outright.

Cost 100 points

KILLS UNDEAD IF WOUNDS

MASTER RUNE OF FLIGHT

W This rune may only be inscribed onto a hammer. The wielder may throw the hammer in the shooting phase. The hammer may be thrown up to 12" at any enemy model within range. The target model is automatically hit once as if struck by the wielder, then the hammer flies back into the wielder's hand.

Cost 50 points

FLYING WEAPON

RUNE OF BREAKING

A If the wielder of this weapon successfully hits a character carrying a magic weapon then both sides roll a D6. If the wielder rolls highest the enemy's magic weapon is broken, its power is negated by the rune and rendered useless. Make this test as soon as the hit is scored, then go on to work out wounds and saves as normal.

Cost 25 points

DESTROYS MAGIC WEAPON

RUNE OF CLEAVING

D The wielder of this weapon adds +1 to his Strength.

Cost 20 points

+1 STRENGTH

CURSE RUNE

C If an enemy is struck by this weapon roll a D6. On a roll of 1-2 there is no effect. However, on a roll of 3-4 the enemy model loses -1 Strength, and on a roll of 5-6 the enemy model loses -1 Toughness. These penalties apply for the rest of the game. If you have several Attacks roll once for each successful hit. If you have more than one Curse rune on your weapon then do not roll for each rune, instead add +1 to the dice roll for each additional rune. It is not possible to reduce an enemy's Strength or Toughness to below 1.

Cost 25 points

-1 S/T PER HIT

RUNE OF CUTTING

V An enemy struck by this weapon must make any saving throw with an additional -1 save modifier. I.e. if he normally saves on 4+, he would now require 5+.

Cost 10 points

-1 SAVE

RUNE OF FIRE

F The weapon bursts into flame as it is withdrawn from its scabbard. Fire can cause extra damage on some targets.

Cost 10 points

FLAMING WEAPON

RUNE OF FATE

F This rune affects only the first enemy character model struck by the weapon during the battle. All wounds inflicted on the character by the weapon are doubled – i.e. for each wound inflicted the target suffers two wounds. Take any saving throws after doubling wounds, so the foe has a chance to save each wound inflicted. This bonus applies to all further attacks made by the weapon against that enemy model for the rest of the game. If this rune is inscribed twice wounds are trebled, if inscribed three times wounds are quadrupled.

Cost 25 points

DOUBLES WOUNDS AGAINST FIRST CHARACTER HIT

RUNE OF FURY

F The wielder of this weapon adds +1 to his Attack characteristic.

Cost 20 points

+1 ATTACK

RUNE OF MIGHT

M The wielder of this weapon may double his Strength when attacking creatures with a Toughness greater than his own Toughness characteristic. The rune has no effect against other targets. If engraved twice the wielder's Strength is trebled, if engraved thrice it is quadrupled. The maximum Strength value that can be attained is 10.

Cost 50 points

DOUBLE STRENGTH

RUNE OF PARRYING

P This rune cancels out one enemy attack in hand-to-hand combat – the weapon parries the attack automatically. The rune cancels only one attack regardless of how many enemy may be fighting the weapon's wielder. The player may choose which attack he parries.

Cost 20 points

-1 ENEMY ATTACK

RUNE OF SMITING

S A weapon engraved with the Rune of Smiting causes not 1 but D6 wounds when it wounds its target. Roll to hit and to wound as normal. If the target is wounded then roll a further D6 to establish how many wounds are inflicted. Separate saving throws must be made for each wound suffered. Bear in mind that each attack can only be directed against one enemy model, so all D6 wounds from that blow will be suffered by one model and any excess wounds are effectively wasted. This is an ideal rune for slaying large monsters with many wounds.

Cost 70 points

D6 WOUNDS

RUNE OF STRIKING

S The wielder of this weapon may add +1 to his Weapon Skill.

Cost 20 points

+1 WEAPON SKILL



ARMOUR RUNES

These runes are the most powerful protective magic known to the Dwarfs. They are inscribed on armour or shields. Any Dwarf character who has armour or a shield may be given up to three armour runes.

MASTER RUNE OF ADAMANT

A This rune adds +2 to the armour save of the character. This rune can be combined with a Rune of Stone to give a +3 save. It is possible that this may reduce the required dice roll to a negative number, in which case only attacks with a high saving throw modifier can harm the character. Note that this is an exception to the normal 1+ limit.

Cost 50 points +2 ARMOUR SAVE

MASTER RUNE OF GROMRIL

G A character wearing armour inscribed with this rune has a Toughness of 10. The Master Rune of Gromril is so powerful that it cannot be combined with any other armour rune – if a character has this rune then it must always be the only armour rune he has.

Cost 150 points TOUGHNESS 10

RUNE OF RESISTANCE

P This rune allows the character to re-roll any failed armour saving throws. The re-roll saves on a D6 score of a 4+ and no modifiers apply to this roll, either negative modifiers from the enemy's Strength or positive ones from another rune.

Cost 50 points RE-ROLL SAVE ON 4+

RUNE OF SPELL EATING

X Any spell cast specifically at the bearer of this rune is automatically dispelled with no effect. When this happens roll a D6 and subtract the dispelled spell's Power. If the result is 1 or less then the rune is overloaded and may not be used again for the rest of the game. Note that a spell cast at a unit the character is with, or at an area where he happens to be, cannot be dispelled by this rune. The rune only offers protection against spells specifically targeted at the model.

Cost 50 points AUTOMATIC DISPEL

RUNE OF STONE

3 This rune adds +1 to the character's armour save. The Rune of Stone is an exception to the normal Rule of Pride which forbids the same combination of runes to be used on several items so a single Rune of Stone may be inscribed onto any character's armour. The Rune of Stone is the first rune an apprentice learns, and there are many examples of armour inscribed with it. The Rune of Stone is also an exception in that it cannot be used more than once on the same item, so it is not possible to give two or three Runes of Stone to the same character.

Cost 5 points +1 ARMOUR SAVE

RUNE OF IRON

I This rune adds +1 to the Toughness of the character.

Cost 50 points +1 TOUGHNESS

RUNE OF FORTITUDE

F This rune gives its bearer +1 Wound.

Cost 50 points +1 WOUND

RUNES OF PROTECTION

These runes may be inscribed on standards and offer the entire unit protection from psychology and magic. These runes may also be inscribed on the battle standard. Master runes may be placed upon the battle standard by the priests of the temples of Grungni, Grimnir and Valaya.

Master runes of protection may only be placed on the battle standard, not on other standards.

MASTER RUNE OF STROMNI REDBEARD

Y Stromni Redbeard made this rune in the days of Bael Lord of Karak Azul. It was first carved onto the battle standard of Durgin son of Grindol son of Grimnir.

The standard adds a further +1 to the combat result of all units within 12" of the battle standard.

Cost 100 points

+1 COMBAT RESULT IN 12"

MASTER RUNE OF GROTH ONE-EYE

X Groth One-Eye first struck this rune in the time of Kurgan Ironbeard when the Orcs and Goblins were driven from the west.

All units within 12" may take any psychology or break tests with an unmodified Leadership value of 10. In hand-to-hand combat break tests are always taken at a value of 10 even if combat results bonuses would otherwise reduce the value to less.

Cost 100 points

LEADERSHIP 10

MASTER RUNE OF VALAYA

W This is an ancient rune which is said to have been invented at the dawn of time by Valaya the Ancestor God.

This rune will dispel any enemy spell cast anywhere on the battlefield on a D6 roll of 4+. Any spell which remains in play is dispelled automatically at the end of the magic phase if the target it affects or its template are within 12" of the standard. For example, the *Malediction of Nagash* will be dispelled if the unit affected is within 12" of the standard.

Cost 150 points

DISPEL

RUNE OF BATTLE

Φ The unit adds a further +1 to its combat result score. If two Runes of Battle are inscribed they add +2, if three +3.

Cost 25 points

+1 COMBAT RESULT

RUNE OF COURAGE

Β The unit is immune to *panic*, *fear*, *terror*, and *stupidity*. The unit never takes a break test and cannot be routed from hand-to-hand combat.

Cost 75 points

IMMUNE TO PSYCHOLOGY

RUNE OF FEAR

Γ The unit causes *fear* exactly as described in the Psychology rules in the Warhammer rulebook. A unit which causes *fear* is not affected by *fear* itself.

Cost 50 points

CAUSES FEAR

RUNE OF SLOWNESS

H Any foe charging the unit subtracts D6" from his charge distance. If he fails to make contact then all the usual rules for a failed charge apply. If multiples of this rune are used the charge reduction is not added up, instead roll a D6 for each rune and choose the best score. See the Warhammer Rulebook – Charging.

Cost 50 points

FOES -D6" CHARGE

RUNE OF WARDING

Ψ This rune dispels any spell targeted at the unit on a D6 roll of 4+. One attempt may be made against each spell cast. Further Runes of Warding may be inscribed, in which case you may roll one die for each rune. If any of the dice score 4+, the spell is dispelled. For example, if you have a standard inscribed with two runes, you may roll two dice, and if either comes up 4+ then the dispel works.

Cost 50 points

DISPEL 4+

ENGINEERING RUNES

These runes were perfected by the Runesmiths on behalf of the Engineers Guild, and they are among the Dwarfs' most carefully kept secrets. Many of these runes are visible only to the eyes of a Runesmith. Others are activated when certain secret words are spoken or special signs made. These runes can only be used on the Dwarf war machines described in this volume.

RUNE OF ACCURACY



This rune may only be placed on a stone thrower. The Dwarf player may re-roll the scatter dice if he wishes, enabling the machine to shoot more accurately. If you choose to re-roll the dice in this way, you must abide by the result of the second roll.

Cost 50 points

RUNE OF BURNING



Any ammunition shot by the machine bursts into flames as it hits its target. Some creatures are particularly vulnerable to fire and take more damage from it (Treemen, for example).

Cost 10 points

RUNE OF DISGUISE



This rune magically distorts space around the machine. Until it shoots, the machine cannot be seen, and cannot therefore be shot at or charged. Once the machine has shot/fired its position is revealed and it can be seen and shot at or charged as normal.

Cost 25 points

RUNE OF FORGING



This rune can only be inscribed on a cannon. It enables the Dwarf player to re-roll the artillery dice when he rolls a misfire result. If you roll a misfire when you roll the artillery dice either to hit or to bounce, then you can roll again. You are bound by the second dice roll even if this is another misfire.

Cost 25 points

RUNE OF FORTUNE



Most machines are liable to go wrong and a special Misfire or Malfunction chart is provided to represent this. If a machine has the Rune of Fortune the player may re-roll a dice rolled against this chart. Eg, you can re-roll a result on the Cannon Misfire Chart, or the Misfire Chart for stone throwers, for example. However, you must accept the result of the second dice roll.

Cost 25 points

RUNE OF IMMOLATION



This rune was devised to stop machines falling into enemy hands and it is invoked only in the most desperate of circumstances. The Dwarf player can cause the machine to explode at any time. If the machine explodes it is destroyed and all models within 3" suffer a strength 6 hit. Any models which suffer damage as a result sustain not 1 but D3 wounds. This rune is intrinsically unstable and can only be used on static war machines such as cannons, stone throwers and bolt throwers. It cannot be used on mobile machines such as gyrocopters.

Cost 25 points

RUNE OF PENETRATING



The strength of any hit from the war machine is increased by +1. The strength of these hits cannot be increased beyond 10.

Cost 25 points

RUNE OF SEEKING

This rune may be inscribed on a bolt thrower and enables the



weapon to be used against high flying creatures by magically directing the bolts to their target. A target which is flying high is assumed to be at the weapon's maximum range for purposes of hitting.

Cost 25 points

TALISMANIC RUNES

Talismanic runes can be inscribed upon amulets, belts, crowns, helms and other ornamental pieces, though they are most commonly found on rings. Dwarfs are very fond of rings especially ones made of gold and studded with precious jewels. The character is assumed to already have the relevant item/s in his possession.

MASTER RUNE OF DISMAY



This rune can only be inscribed on a warhorn. When the instrument is sounded its uncanny voice blows out across the battlefield and causes all foes to quake and tremble. The horn may be sounded once per battle, at the end of the Dwarf player's turn. Every enemy unit on the field must test against their leadership in the same way as for psychology. If they fail they are so dismayed that they may not move or charge in their following turn.

Cost 50 points

MASTER RUNE OF KINGSHIP



This rune may only be engraved on the crown of a Dwarf king. The unit led by the king is immune to fear and terror. For the unit led by the king, break tests are always taken on an unmodified leadership value of 10. This is never reduced regardless of combat results or magic, so the number to be tested against is always 10 on 2D6.

Cost 100 points

MASTER RUNE OF SPITE



This rune was devised by the Runesmith Vikram, a bad tempered Dwarf noted for his ability to hold a grudge. The rune turns an attacker's blows against himself. Every time the model suffers a wound in hand-to-hand combat roll a D6. On a result of 4+ the wound is taken by the enemy who inflicted it instead.

Cost 50 points

RUNE OF THE FURNACE



The bearer of this rune is immune to fire, heat and flame. He can walk through a blazing house or stick his hand in a furnace without suffering any harm. He cannot be affected by fire attacks, magical fire, or the flames of a Skaven warfire thrower.

Cost 10 points

RUNE OF LUCK



This rune allows its bearer to re-roll any dice roll once during the game. The rune only works once, after which it is useless.

Cost 10 points

RUNE OF PASSAGE



This rune causes rocks, vegetation, snow and mud to move aside as the Dwarf advances, creating a clear passage. The character and any unit with him may move through woods or other difficult or very difficult terrain with no movement penalty. Note – the Rune of Passage cannot be used in conjunction with a march move.

Cost 10 points

RUNE OF SPELLBREAKING



Only Runesmiths can use this rune. It may only be used once per battle, and will stop enemy magic instantly. The rune may be played to automatically dispel one enemy spell – there is no need to roll.

Cost 25 points

REQUIEM OF PAIN

Noise Marines are Chaos Space Marines who have dedicated themselves to the Chaos God Slaanesh. A Noise Marine's hearing is a thousand times keener than a normal person's and can distinguish the subtlest difference in pitch and volume. This affects the Noise Marine's brain, causing extreme emotional reactions that make all other sensations pale and worthless. The louder and more discordant the noise the more extreme the emotional reaction provoked, until only the din of battle and screams of the enemy can stir the Noise Marine. His mind ceases to function and becomes a mere receptacle for the sensations ignited by the music of the apocalypse and the screams of the dying as they dance upon the path of destruction!

Noise Marines wear power armour painted in a variety of bold colours, as the Noise Marines' senses are so distorted that only the most extravagant colours and patterns register on their minds. They are armed with a variety of outlandish weapons that produce deafeningly loud and pyrotechnically explosive attacks.

BLASTMASTER

The Blastmaster is a Noise Marine weapon that focuses a thrumming bass note which builds in intensity to an explosive crescendo, blasting the

target area apart in an earsplitting concussion. Living targets are sent into violent spasms as the sound waves scramble their nervous system, breaking their own bones as they thrash helplessly beneath the barrage of noise. Armour offers little protection as it resonates at the deadly frequency, liquefying the flesh and bones of whoever's wearing it. Even armoured vehicles crack and shatter under the atonal assault.

Special Rules

The frequency of the Blastmaster can vary tremendously so that some blasts will be far more powerful than others. This is determined before each attack by rolling a D6 and adding +4 to the result to find out the Strength value of the Blastmaster for that blast, so it will have a Strength value of 5 to 10. The physical effects of the Blastmaster are so horrifying that a squad which suffers one or more casualties from it must take a Break test.

Against vehicles and other models with armour ratings the pulse of the Blastmaster can shatter armour easily. To represent this, the Blastmaster has an increased armour penetration of 3D6+8.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-20	20-40	-	-	D6+4	D6	-3	3D6+8

Special: 2" Blast Marker, Move or Fire



By Andy Chambers

Noise Marines follow the corrupt Chaos God Slaanesh, the Lord of unspeakable pleasures.



DOOM SIREN

"Can you hear the
sweet prelude of
our Lord? Can you
hear how its
cadences purify the
soul, slaying skin
from bone to lay
bare the dark
bosom beneath?
Can you feel each
motif as it touches
the heart,
rupturing veins,
bursting through in
a crescendo of
perfect rapture?
Then rejoice! Truly
you are blessed!"

GEON OF THE
EMPEROR'S
CHILDREN

Some Noise Marines are fitted with a complex arrangement of pipes and tubes around their helmets to act as amplifiers. These project their terrifying battle screams and howls of pleasure forward in a wall of sound as they stride across the battlefield. The Doom Siren drives its song of hatred and destruction over enemy troops and vehicles in a rising and falling banshee wail of death.

Special Rules

The Doom Siren does not encumber its user, so any model equipped with one may also carry basic or assault weapons. However, a model equipped with a Doom Siren cannot use it in hand-to-hand combat or in addition to shooting with another weapon (ie, you can use one or the other but not both!).

To use the Doom Siren you will need to cut out the special template. A

colour version of this template can be found in the Chaos Codex, just photocopy it if you don't want to snip up your book.

The Doom Siren is fired by placing the template so that it touches the Noise Marine's base. The template then shoots forward in a straight line. Any models which are moved over by the template as it shoots forward will be affected by the wall of noise and suffer a hit as detailed below. Any models partially covered by the template as it moves will suffer a hit on a D6 roll of 4, 5 or 6.

The Doom Siren's Strength is initially 7, but for every 3" the wave travels its Strength is reduced by -1. Once the wave has travelled far enough to be reduced to a Strength of 0 it is removed. The reductions in Strength are summarised below for convenience. If the template hits a vehicle, building or other substantial obstacle it will inflict a hit on a random location and then stop moving, but it will move through woods, and over hills and low walls for example.

Distance travelled	3"	6"	9"	12"	15"	18"	21"
Strength	7	6	5	4	3	2	1

The Doom Siren's save modifier is equal to half its Strength value when it hits a model, rounding down. So, for example, if it caused a Strength 7 hit it would have a saving throw modifier of -3. The armour penetration of the Doom Siren against vehicles and other armoured targets is equal to its Strength at the point it hits +1D6.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
See above.	-	-	Special	1	1/2 S	Special	Special
Special: Uses template							



Torben "Danish Bacon" Schnoor, the man responsible for the incredible paint job on these new Noise Marines, had this to say about how he went about it: "Hej Danske White Dwarf læsere!"* Then we asked him for a comment we could understand, and he said: "I painted the Noise Marines mainly black, to try and bring out the brightness of the colours as much as possible. Sometimes, if you try to use too many bright colours on top of each other, they can start to clash. The pink, blue and yellow were highlighted very strongly, to give a Slaaneshi feel to the miniatures. Vi ses senere!"*

*Torben just had to sneak in a few words of his native tongue. It probably means, "Help, they're keeping me locked away with no food! Somebody rescue me!"

SONIC BLASTER

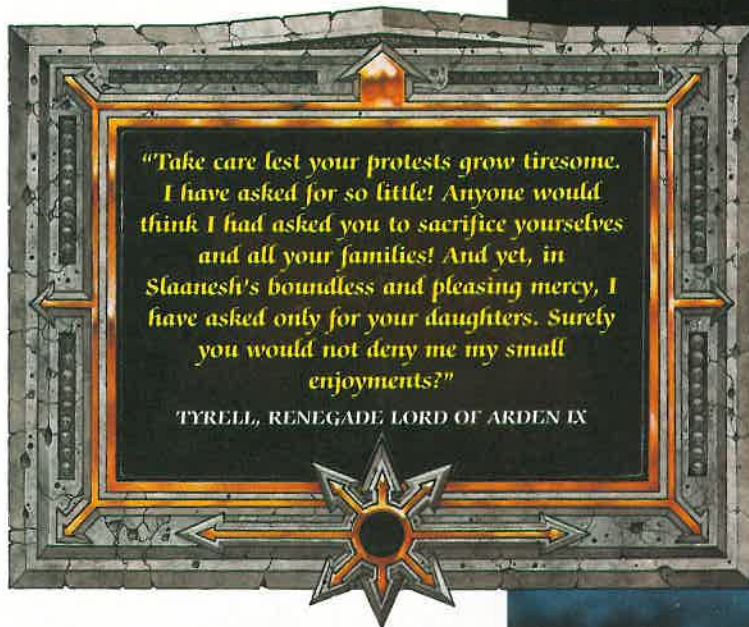
The Sonic Blaster is a weapon which unleashes devastating harmonics to rip its target apart. Noise Marines play these devices like instruments at a manic pace, running up and down through clashing chords and sliding through scales so that their blasters seem to constantly howl with agony or scream with ecstasy.

SHORT RANGE	LONG RANGE	TO HIT	TO HIT	STR	DAM	SAVE	ARMOUR
0-12	12-32	+1	-	4	1	-2	D6+4

Special: Sustained fire 2D

ASSAULT WEAPONS

Aspiring Chaos Champions that lead a Noise Marine squad may be armed with a Noise Marines weapon, in addition to their other weapons and equipment. This allows them to carry assault weapons in addition to their Noise Marines weapon.



NOISE MARINES

30 points per model

Noise Marines are Chaos Space Marines that have dedicated themselves to the Chaos God Slaanesh. They are flamboyant warriors who revel in causing death and destruction and are armed with a variety of exotic weapons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Noise Marine	4	4	4	4	4	1	4	1	8

SQUAD

The squad consists of 3 to 5 Noise Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional points cost from the Characters section of the Chaos Codex. Aspiring Chaos Champions leading Noise Marines must be given Slaanesh's Mark of Chaos.

WEAPONS

Bolt pistol.

ARMOUR

Power armour (3+ save).

WARGEAR

Any number of models may be equipped with a Sonic Blaster at a cost of +10 points per model.

Up to one model may be equipped with a Blastmaster at a cost of 45 points.

Up to one model may be equipped with a Doom Siren at a cost of 15 points.

The entire squad may be equipped with photon flash flares at a cost of 5 points per model in the squad.

SPECIAL RULES

CHAOS SPACE MARINES. Noise Marines are Chaos Space Marines and the usual Rapid Fire rules apply.

MARK OF SLAANESH. All Noise Marines are blessed with the Mark of Slaanesh. This means that they are immune to psychology and will never break. Note that Noise Marines receive the Mark of Slaanesh for free and do not have to pay any points for it.

PSYCHIC CACOPHONY. Noise Marines emit a constant psychic cacophony of babbling, screaming, braying and other disorientating noises which will distract any psykers nearby.

Daemons are not affected and quite enjoy the noise, especially Greater Daemons of Nurgle who are inclined to hum along in a cheerful manner. The same does not apply to Chaos Space Marine Sorcerers who are affected in the same way as any other psyker.

Roll a D6 if a psyker within 16" of one or more Noise Marines attempts to use a psychic power. Only one dice roll is made no matter how many Noise Marines are within 16". Powers which remain in play will only be affected when first created, and will not be affected if a Noise Marine later comes within 16".

If the dice roll is greater than the model's psychic level then it is overcome by the psychic cacophony produced by the Noise Marines, and the power it was attempting to use is automatically nullified.

Note that wargear that normally offers protection against psychic attacks, such as an *Aegis Suit*, does not offer any protection against Noise Marines.

A psyker who is overcome in this way will suffer 1 wound on a roll of 4, 5 or 6, with no saving throw (of any type) allowed. This ability also applies to Aspiring Chaos Champions leading a unit of Noise Marines.



NECROMUNDA

UNDERHIVE GANGS OF NECROMUNDA

HOUSE DELAQUE



HOUSE VAN SAAR



HOUSE GOLIATH



HOUSE CAWDOR



HOUSE ORLOCK



HOUSE ESCHER



WARNING! These models contain lead and may be harmful if chewed or swallowed.

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**GAMES
WORKSHOP**

• TODAY ITALY, TOMORROW THE WORLD! •

STILLMANIA

• ABROAD! •



AS IT BEGAN...

The ultimate and most splendissimo Warhammer has now manifested itself in an Italian version translated from the Rikkish by our Tilean contingent: Vezio Orazi, Luca Miselli, Luca Bernabei, and Alessio Cavatore. To mark this momentous event in the history of civilisation, a determined band of missionaries was sent forth to unleash Warhammer Italica upon the eager and deserving Italian players at the famous Lucca games and comics fair in Tuscany.

Apart from myself, the team included the Machiavellian Jervis Johnson, the cultured John Paul Brisigotti, Michelangelo McVey, and the talented Michael and Alan Perry. Giorgio Bassani and Andrea Oliverio, both natives of the province, were assigned as cultural advisors to ensure the uncouth Britons did not embarrass themselves by asking for a pie and chips in the land where only a very ignorant barbarian can eat badly!

As soon as we landed in Milan, we found ourselves in the care of the Blues Brothers. The Blues Brothers are a chain of shops in Italy which specialise in games and wargames figures, and of course Games Workshop products. Luca Volpino, and Lorenzo our magnificent driver, conveyed us pronto along the Italian motorways across the plains and into the wooded Tuscan hills, past the great dome of Florence and around the old walls of Lucca until the pavilions of Lucca Games came into view. For the remainder of our stay we enjoyed the splendid hospitality of Stefano Salvaderi and the disciplined legions of the Blues Brothers. Needless to say, we were destined to return from our Italian experience as civilised, renaissance men.

OCTOPUS AND I

After resting in the hotel, which was like Nero's palace, and discovering the delights of the countless channels of Italian television, of which

Nero would have approved, we were whisked off to the winding streets of medieval Florence to experience some Florentine home cooking. This was the first of several gastronomic extravaganzas. My companions foolishly overlooked the octopus, so I gratified my appetite with delicious tentacles. I am convinced that it makes you more intelligent and quick witted. These are qualities which I would certainly need in abundance to deal with all the challenging and profound questions raised by the sophisticated Italian gamers!

It was here, amid the noisy excited conversation and the Chianti induced daze, that Stefano and the Blues Brothers' staff challenged the Warhammer team to a mega battle of Warhammer on Friday afternoon. The armies were allocated by random chance. They would have the Bretonnians, we the Lizardmen. It was rumoured that there were enough troops for over 8000 points on each side. Aaaargh! This meant that I would have to remember the rules for both armies since we did not yet have the books to refer to, and my memory is notoriously bad! I forsook Lizardman and Bretonnian special rules merging together in new and Chianti induced ways. Er, is it Skinks wot fight in the Lance formation? Alas, all the brain-enhancing tentacles were gone!

LUCCA GAMES AND COMICS FAIR

Lucca games and comics fair, which lasts for four days, is renowned throughout Italy and regarded



The intrepid Warhammer emissaries in Lucca.

By Nigel Stillman

Nigel was one of the chosen who was sent to Italy as an emissary of Warhammer. He has not been the same since he returned...

"...the games pavilion was abundant with fine examples of the modeller's and figure painter's art, with rather a lot of this concentrated in the Warhammer section..."

by the city as a major tourist attraction in its own right, quite apart from the intact medieval city itself and its impressive circuit of ramparts. During the Middle Ages and the Renaissance period, Lucca was a strong and fiercely independent city state. The fair was held in tents in the fields beside the ramparts.

These were no ordinary tents! There were several steel-framed enormous tents (each big enough to fill the floorspace of the Birmingham indoor arena) of ingenious design, each with numerous pavilions. From the outside it looked like a medieval tournament field. One tent was devoted entirely to games, the others being devoted to comics, which are very popular in Italy. Not only do the Italians have a natural appreciation of art, but they have countless budding artists of outstanding talent whose work can often be found in these comics.

Likewise, the games pavilion was abundant with fine examples of the modeller's and figure painter's art, with rather a lot of this concentrated in the Warhammer section which occupied at least a third of the pavilion. This area was the territory of the Blues Brothers, who had great heaps of Italian Warhammer, and ranks of miniatures in readiness for four days of insatiable demand.

In display cases were my Lizardman temple and Mike McVey's dungeon diorama, or were they? We didn't bring them, did we? No, they were



Enthusiasts from all over the country flooded into Lucca for the event.

perfect replicas made by the talented Alfredo, working only from the photos in White Dwarf. Alfredo also had on display a quite astonishing Norscan temple complete with reindeer sleigh and gigantic carved wooden idol. There were several big gaming tables set up for Warhammer and Warhammer 40,000 participation games. These were manned by the stalwart Blues Brothers staff and covered with terrain and hordes of Bretonnian and Lizardman figures.

The legions of Blues Brothers shop staff, drawn from the towns and cities of Italy, had been augmented by volunteers from among their loyal and devoted customers. More terrain shocks were in store, when Romans led by the Hobbytroll store brought in a truly impressive Wood Elf stronghold in a gigantic tree. This tree, which was made from a large perished Bonsai, must have been at least 24 inches high and almost as much across. They do things on a grand scale in Italy and rather like the tower of Pisa and the dome of Florence, it's amazing how they stay up!

There was much interest in the new Warhammer Magic, and also the Bretonnian and Lizardmen armies. As far as I could tell, Mike and the Perry twins were equally overwhelmed by the waves of enthusiastic Italians. We were all much impressed and heartened by the real passion that the Italian gamers have for the hobby and enjoyed the warm, friendly atmosphere pervading the Lucca show, (and pretty much everywhere else we went, for that matter).

With the big battle looming the next day, I decided to make a cunning battle plan before the effects of the octopus wore off. Considering that the Lizardmen are rather obstinate infantry, like a Roman legion, while the Bretonnians are reckless death or glory boys, I opted for the same plan used by Hannibal at the battle of Cannae. A weak centre of Skinks would tempt the



Smiles were quick and easy at Lucca!

Knights into a trap, to be crushed by the solid Saurus cohorts standing firm on the flanks. Jervis the Wise, overall commander, approved the plan with a few modifications. Then we went for another five course feast in Lucca...

STILLMANIA GOES TO WAR

Next day we staged the big battle. Jervis took up position in the centre, opposite none other than Massimo Torriani, the Italian national champion, with Stefano commanding the centre of the Bretonnian line. Everything went according to plan and the Bretonnians charged in the centre, sweeping away the Skinks. The Stegadons and Sauruses charged the flanks and there followed one hell of a melee in the middle. Meanwhile, our flanks were hard pressed to hold their own. It was on my flank that I discovered that there are no flat topped hills in Italy, which meant that rather a lot of Bretonnian arrows fell on my Skinks, wiping them out. Meanwhile, the Bretonnian general fell in battle and victory went to us, not that there was much of our army left by then! It was a mighty, noisy and exciting battle, and great fun especially since there were countless players on each side. There were Italians on both sides, and the commanders were not allowed to confer, but no one could understand each other anyway! We celebrated in customary fashion in Lucca and the wine flowed once more.

THE CITY-STATE OF FLORENCE

Saturday was rumoured to be a quiet day at the fair, though it looked quite lively to me, so we made an excursion to Florence, centre of the Italian renaissance. First stop was Stefano's shop, which has a rather comfy games lounge down below, full of rather cool and smart looking young men and women engrossed in a variety of games. Then on to the two square miles of medieval Florence. Having not been to Italy before I was stunned by the splendour of the medieval city and awed by the sheer vertical height of the medieval palaces towering on each side of the narrow streets. What inspiration! The same thought went through both my mind and Mike McVey's, wouldn't it be great to make a model of the Ponte Vecchio as a single mighty terrain piece? A bridge covered with medieval buildings! Then we feasted Medici style on gigantic Florentine steaks.

Sunday was supposed to be the busiest day, and it was. The Lucca fair is held during a bank holiday in Italy and so lots of people come to see it from all over the country. There were not only thousands of enthusiasts for the comics and games, but also plenty of local



Make this in Epic scale!

citizens enjoying a day out at the city's best known event. Again it was a busy day for questions. A casual glance across to the Perry twin's stand revealed that Michael was enjoying a deep and prolonged conversation with two fay enchantresses of Tilea. What kind of beguilement had he worked upon them one wonders?

Indeed, among the most striking impressions of the Lucca show which stuck in our minds was the overflowing passion and enthusiasm that the Italians have for the hobby and the abundance of



Michael Perry and his cultural attaché, Andrea Oliverio.



Mike McVey and yet more Italian gamers.

artistic talent. What impressed us even more was something which is rare to see in our barbaric islands: at least a quarter of all the visitors at the Lucca games fair were female, and this included many hobby enthusiasts as well as understanding friends of the male fanatics! Some of the best painted figures were the work of couples sharing their passion for the hobby: La Dolce Vita!

It seems that in Italy, being cultured and artistic is "cool" and pursuing an artistic and intelligent hobby is also "cool". Here, playing games can be a glamorous and sophisticated pastime, like eating. Remember, this is the heartland of civilization!

The dark Machiavellian intrigues of Tilean politics being what they are, we suddenly found ourselves under guard by the Lucca city militia. We felt honoured, but wondered if some rival city state was planning to capture us, or the stash of Warhammer Italica. Fortunately, the halberds of the Lucchesi must have scared them off.

GIMME THE PRIZE

Then came the prize giving. Many of the fine paint jobs we had seen won prizes. Warhammer also won an impressive silver

cup for the best game translated into Italian, and we were all awarded inscribed bronze plaques.

And so the Lucca games show began to draw to a close, after four great days and just when we were feeling nicely settled in. The Blues Brothers staff were in high spirits and raised Stefano up on a makeshift palanquin like a Slann Mage-Lord. At least twenty lads bore Stefano aloft, parading around the pavilion chanting "oi, oi, oi" and "palanchino, palanchino". It was awesome to behold and rather like witnessing a cross between an Orc Waaagh and the proclamation of a Roman Emperor by the loyal praetorian guard.

TILEAN ATTACK

Then the Italians began massing at one end of the pavilion, making plans and looking our way. There were many of them! Quickly I began piling up a hasty barricade of boxes, and was soon joined by the Perry twins, veterans of many a skirmish. Then suddenly they surged towards us. The barricade was rapidly stormed and we were lifted up and carried shoulder high around the pavilion at terrifying speed. Receiving the acclamation of the legions is quite an experience!

More fun was to follow in a homely restaurant in Livorno where we were due to encounter the "death by pizza" experience. The pizzas were not only the real thing, but also truly enormous and very delicious. You need a potion of strength to tackle these, and fortunately it is supplied in a green bottle. Apparently, in Italy, the large and small Warhammer templates are known as the big and little "pizza". Well the one I was eating was large enough to cover an entire army! While I was still engaged in hand-to-mouth combat with the pizza monster (which, like a disc of Tzeentch, was fighting back) and refusing to admit defeat, Jervis organised the Bretonnian jousting game which he and I had devised earlier that day. This proved very exciting and entertaining. Eventually the contest was down to two knights, Stefano and Massimo the champion, and Stefano managed to unhorse Massimo to win the tournament. We celebrated with more vino.

All that remained was for Luca and Lorenzo to ferry us back to Milan airport on monday, taking us via Pisa and Viareggio to show us the famous leaning tower (wouldn't that make a nice Tilean terrain feature!) and the sea.

Well, it was a truly momentous time which filled us all with a big helping of Italian inspiration and passion, as well as some of the best food and drink on earth. It was really great fun discussing all aspects of the hobby with the lively and creative Italians and I came back inspired with new insight and new ideas. Indeed, the effects on this poor savage have been profound: I have not drunk any tea since I returned, but my intake of wine has increased. I am desperately hunting for octopus in the supermarkets and randomly saying "prego" to passers by in the street.



WARHAMMER



EGRIMM VAN HORSTMANN DARK SORCERER OF CHAOS RIDING CHAOS DRAGON



Box contains self-adhesive banner.



CHAOS BEASTMEN



Box contains self-adhesive banner.

ARBAAL THE UNDEFEATED

Model designed by Aly and Trish Morrison.



CHAOS WARRIORS



Box contains self-adhesive banners.

CHAOS KNIGHTS

Models designed by Michael Perry



From the desolate Northern Wastes the Chaos hordes march upon the world. Champions of the Dark gods lead their warriors against the realms of men, mighty Sorcerers weave terrifying spells of destruction and horned Beastmen bray and bellow in anticipation of the slaughter that is to come. Behind them, riding upon a wave of devastation, come the dread Daemons of Chaos themselves, foul and unholy creatures that hate mankind and seek to enslave all living things!

All models supplied unpainted. Both Egrimm Van Horstmann and Arbaal the Undefeated are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. **WARNING!** Except for the Chaos Warriors and Beastmen, these products contain lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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**GAMES
WORKSHOP**

OUTLANDERS

OUTLAWS, SCAVVIES AND MUTANTS



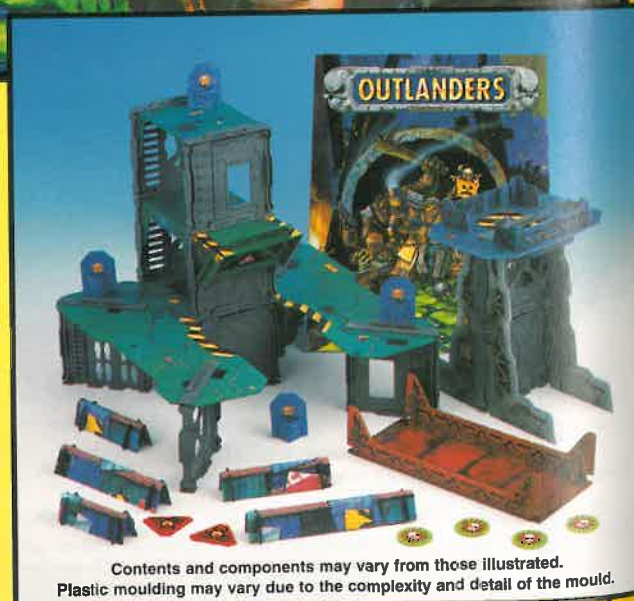
In the pollutant marshes and tangled ruins the most vicious gangs of the Underhive contend with the deadliest of Necromunda's outlaw breed, warriors they call Outlanders.

In the deep Underhive outlaws and mutants fight for survival. This expansion for the Necromunda game includes four new gangs: **Ratskin Renegades**, **Redemptionist Crusaders**, degenerate **Scavvies** and noble **Spyrers**. Additional rules cover Pit Slaves and Wyrds, Special Characters, Mentors, outlaw gangs, treacherous conditions, new scenarios, campaign events, Arbitrator-run games and a bestiary of the most dangerous denizens of the Underhive.



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THE BOOK OF DAYS

The origins of the Warhammer World are shrouded in mystery and legend. Much knowledge of the ancient times has been lost in natural disasters, eaten by the teeth of time or destroyed in the many raging wars. Still, from the ancient scrolls and manuscripts, and from the glyph plaques unearthed from the ruins of Lustria, a careful historian can put together the pieces and uncover the ebb and flow of events, the struggles and the triumphs, the joys and the sorrows of the world and its inhabitants.

The High Elves of Ulthuan probably know the history of the world better than anybody else. Their great ships ply the seas from the shores of Lustria to the distant lands of Cathay. Finreir the Mage Lord is one of the greatest High Elf scholars of the age. The text below is based on his works and it is perhaps the most comprehensive and exhaustive study in the known world.

IN THE BEGINNING...

In the beginning, the Warhammer World was almost devoid of life. Cold, vast and empty. The ancestors of the Humans, Elves and Dwarfs roamed the equatorial regions, knowing nothing of speech or civilisation. But then the world was visited by a race of travellers from beyond the stars. In their marvellous silver ships came the Old Ones. They were an ancient and unfathomable race, powerful beyond imagining. The Old Ones held the ultimate knowledge of astrophysics, mystic-philosophy and arcane magics. They travelled from distant stars by means of an inter-dimensional gateway which they created above the north pole of the world. It was they who gave the gifts of speech and civilisation to the ancestors of the Elves and Dwarfs, for their own mysterious reasons.

THE FALL

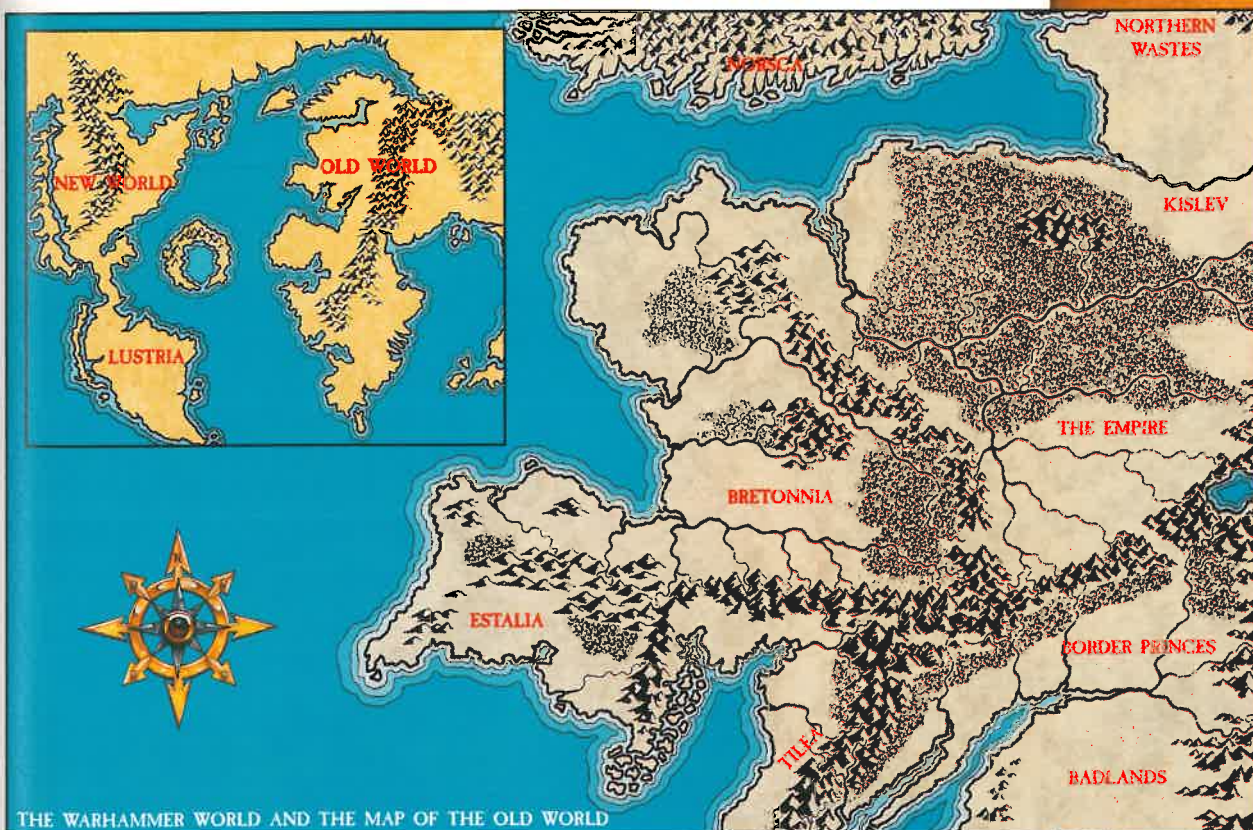
No-one, not even the wise Mage Lords of Ulthuan knows what happened to the Old Ones, but millennia before the current time a terrible disaster destroyed their Order. The gateway of the Old Ones, their portal to the Realm of Chaos and the source of their power, collapsed into the north pole creating a seething wasteland, an open door to the dark dimensions wherein dwelled the unspeakable creatures of Chaos.

Only fools would claim to understand Chaos, for by definition Chaos is incomprehensible and inhuman. In the howling maelstrom of the Realm of Chaos exist interdimensional creatures of cosmic power. The mages of Ulthuan guess that the daemons that emerged from the gateway challenged the Old Ones and destroyed them. The



**By Finreir of
Saphery**

**Translated and
compiled from
the original
Eltharin
manuscript by
Thomas Pirinen
& Rick Priestley**



THE WARHAMMER WORLD AND THE MAP OF THE OLD WORLD

"The Elves, Dwarfs, and Humans were left to their own devices, fending off the unspeakable followers of Chaos as best they could."

only remnants that survived the fall of the culture were the slaves and servants that the Old Ones had brought with them from beyond the stars. Amongst these were the Slann: organisers and architects, the scientist-sorcerers. These were the chief servants of the Old Ones. Other races included the reptilian Saurus warriors, the Skinks, who were the workers and scouts, and the gigantic Kroxigor, the beasts of burden.

The Slann preserved the legacy of the Old Ones, following the Great Plan as best they could. Today, the Lizardmen inhabit the continent of Lustria, holding the dreamlike memory of the Old Ones alive amongst their temple cities.

The collapse of the warp gate covered the world with a shower of mutating warpstone. It also brought about the birth of many new and terrible creatures including Chaos Beastmen, Dragon Ogres and Trolls.

The Elves, Dwarfs and Humans were left to their own devices, fending off the unspeakable followers of Chaos as best they could. It seemed that the world was doomed to become another Realm of Chaos, its inhabitants forced to endure the torments of the daemons for all eternity.

THE TIME OF CHAOS

But among the Dwarfs and Elves there were great heroes who would turn the tide of Chaos. From the Elves rose Aenarion, the first and the greatest Phoenix King, who wielded the sword of Khaela Mensha Khaine, the Elven god of murder and war. He was aided in his struggle against Chaos

by Caledor Dragontamer, the greatest of all the Elf mages. The Dwarfs were led by their Ancestors, Grungni the Father of Forges, Grinnir the Brave, Lord of Battle, and Valaya the Protectress of the Dwarfs.

During these legendary ages that are only remembered in song, these heroes fought against Chaos, and finally, by creating a great vortex to drain the destructive energy of magic from the world, they brought salvation to the free peoples. The black talons of Chaos drew back to the dark corners of the world.

THE GOLDEN AGE

With Chaos temporarily defeated the world was left for the Dwarfs and Elves. Together the two ancient races colonised the Old World. The great world-circling ships of the High Elves explored the uncharted lands. Trade flourished between the Dwarfs and Elves. Their kingdoms became rich and prosperous, and peace reigned. Both the Elves and Dwarfs founded great cities and built many wondrous structures during this time. Their numbers multiplied and their peoples prospered. But this golden age was to end in a bitter war.

THE SUNDERING

In the Elven Kingdoms a great tragedy splintered the unity of the High Elves. Malekith the Accursed, the son of the mighty Phoenix King Aenarion, had long schemed to seize the throne of Ulthuan. He had secretly turned to the worship of the dark gods, and many Elves followed him in



HALFLINGS

The origin of the Halflings is unclear, but they have lived in the rural areas of the Empire since the times of Sigmar. In the year 1010 of the Imperial reckoning they were granted an area around the upper Aver as their permanent home.

Halflings are peaceful folk, more concerned with the welfare of their crops and herds and the timing of their next meal than with military pursuits. Halflings are very courageous however, and if their lunches are threatened they will fight with extreme courage. They are naturally able bowmen,

and are often hired as guards for supply wagons, which they will protect with astounding ferocity.



and many ancient volcanoes erupted, shattering the great walls of the Dwarf strongholds, collapsing the subterranean highways and flooding the mines with lava and water.

The Dwarfs, their power broken forever, were attacked on all sides by Goblins, Orcs and the insidious Chaos ratmen known as Skaven. The Everlasting Realm of the Dwarfs was all but destroyed, its treasures scattered, and most of its strongholds and cities sacked and occupied by their enemies, their glory remembered only in the songs of the Dwarf minstrels.

THE LEGACY OF NAGASH

South of the Old World lies a land of which few men speak. In the Book of the Dead, written by mad Abdul ben Raschid, the history of this land is recorded. It was well over four thousand years ago that the first true Human civilisation rose

here on the banks of the Great River. Its people built cities, ships and roads, and were ruled over by Priest Kings.

A noble amongst them called Nagash, brother of the reigning Priest King of Khemri, started to study the dark arts, and in time he discovered the secret of immortality. This laid the foundations of the unholy arts that the Humans would later start calling Necromancy. Eventually Nagash seized the throne of Khemri in a bloody coup and delved ever deeper into the forbidden lore.

"The Everlasting Realm of the Dwarfs was all but destroyed, its treasure scattered, and most of its strongholds and cities sacked..."

his fall. In one fell swoop he murdered the best and the noblest of the Elven Princes, and attempted to gain complete power. Those Elves loyal to their inheritance chose Caledor the Conqueror as their new king. Soon there was a war between the two factions. The Elves were irrevocably divided between the followers of Malekith the Witch King and those loyal to Caledor.

The war was bitter and closely-fought, but in the end Caledor the Conqueror was victorious, and Malekith and his corrupt followers were driven from Ulthuan. They retreated into resentful exile in the northern part of the New World. Here, on the bleak and unwelcoming shores, they founded a new kingdom and named it Naggaroth, which translates as the Land of Chill. From here they waged a constant war against their uncorrupted kin, and do so to this day. Now they are known as the Dark Elves, the most evil of all the inhabitants of the Warhammer World. They are still ruled by the ancient Witch King Malekith, kept alive by dark sorcery and the sacrifice of innocent souls.

THE WAR OF THE BEARD

In the Old World, the relations between the Dwarfs and the High Elves were leading to friction, which would in turn eventually lead to outright war. Some say that Dark Elves disguised as High Elves attacked the Dwarf caravans and caused the beginning of the hostilities, or perhaps the Dwarfs and the Elves were simply too different in character. Whatever the real reason, soon both sides started mustering their armies.

It was a sad tale, how two noble and mighty races fought each other for an entire age and almost completely exhausted their military might.

The war, named the War of the Beard because the Elves cut the beard off a Dwarf ambassador, has left bitter and permanent scars that have marred the relations between the two races ever since. But in the end the Elves recalled their armies to fight the resurgent Dark Elves.

When the Elves abandoned their colonies in the Old World, a few of them stayed behind and retreated into the trackless forests of Loren. These were to be the forefathers of the Wood Elves, the last keepers of the Elf heritage in the Old World.

After the War of the Beard, the Worlds Edge Mountains were riven with earthquakes



Chaos Dwarfs

Many thousands of years ago, the Dwarf race moved northwards from its ancestral home. The Dwarfs spread amongst the mountains, driven by their lust for the secrets of rock and metal. Some Dwarfs turned west to the Black Mountains, many settled the great Worlds Edge Mountains, but some, the most adventurous, continued east and made their homes in the Mountains of Mourn.

The Time of Chaos separated these Dwarfs from their western kin. The Dwarfs of the west believed their eastern kin dead, engulfed by the tides of Chaos or torn apart by an army of monsters. But the truth was far more tragic: Chaos had not killed the hardy Dwarfs, instead it worked a dreadful change upon them. The eastern

Dwarfs cried for their ancestor gods, but their prayers were unanswered. In desperation they turned to the worship of the evil god *Hashut*, the Father of Darkness, and began to sacrifice living beings in his name.

These twisted kindred of the Dwarfs became known as the Chaos Dwarfs. They learned the magical arts of their god, and the secrets of technology. They were granted deep and ancient lore by their deity. Theirs became the magic of destruction and fire.

Chaos Dwarfs are as twisted and evil as their uncorrupted cousins are brave and loyal. The Chaos Dwarfs are merciless slavers, whose wars are wholly concentrated on acquiring slaves who are dragged to toil for all eternity in their mines and workshops.

The other Priest Kings, wary of his evilness and power, formed an alliance, and fought a terrible war against him. Eventually Nagash was defeated, but he fled the sack of Khemri and escaped to Cripple Peak where for long years he brooded and plotted his revenge. Finally, he gathered his forces, and aided by a plague he managed to defeat the kingdom of the Great River. No inhabitants were left alive, and ever after the land would be known as the Kingdom of the Dead, where only Undead creatures stalk, animated by the will of Nagash. From here the curse of Undeath spread over the world like a dark cloud, and since those times the dead in the Warhammer World have never rested easy. This is the legacy of Nagash that he left to trouble the unhappy world.

THE RISE OF HUMANITY

When the High Elves left their glittering towers and cities in the Old World, the land was abandoned for the Orcs, Goblins and the ancestors of the Humans. The Humans fought the Orcs and Goblins, but in the Dwarfs they found a staunch ally.

In the Old World, twelve great tribes of men, including Teutogens and Unberogens, were taught by the Dwarfs how to forge weapons and

fashion armour. They fought the evil creatures of the Old World together and forged a strong bond of friendship.

Amongst these tribes a great leader of men would emerge, his birth heralded by the fall of a twin-tailed comet. He was Sigmar, later known as Heldenhammer, the saviour of mankind. When still in his youth Sigmar rescued the Dwarf High King Kurgan Ironbeard from the Orcs, and in his honour the Dwarfs presented him with the great warhammer *Ghal Maraz*, the Skull Splitter. When Sigmar rose to be the leader of the Unberogens he was able to unite the scattered Human tribes.

TIME OF SIGMAR

Sigmar led his tribes against the Orcs and Goblins, and with the help of his Dwarf allies he utterly crushed them at the Battle of Blackfire Pass. Under the banners of the twelve Human tribes, Sigmar was crowned as the Emperor. His captains, the tribal chiefs, were each given a province in the land

between the Worlds Edge Mountains and the Grey Mountains. In time their heirs would become the Elector Counts of the Empire who choose the reigning Emperor from amongst their number. Sigmar busied himself in strengthening his domain, fighting many wars against the enemies of mankind. Thus was born the Empire, the largest, the richest, and the most powerful Human nation in the Old World.

For fifty long years Sigmar ruled wisely. But then he decided to leave the fledgling Empire to his heirs. He rode towards the east, and into the realms of legend. Where Sigmar disappeared, no one knows, but in time the men of the Empire came to venerate him as the patron god of the Empire.

GILLES LE BRETON

In the fertile lands between the Grey Mountains and the Great Ocean, the Human tribes and the Orcs and Goblins fought for supremacy. Finally, some thousand years after the time of Sigmar, Gilles of the tribe of Bretonni drove out the greenskins and created the kingdom of Bretonnia. His power was based on a core of mounted armoured warriors called Knights who followed the iron principles of their goddess the Lady of the Lake. Thus were laid the foundations of





the Code of Chivalry. Since those times the valiant Knights of Bretonnia have pledged themselves to the service of the Lady of the Lake, and sought to uphold the knightly virtues and their honour in her name.

THE STRUGGLES OF HUMANITY

The Human kingdoms grew in power and advanced rapidly during the following thousand years, but they were always beleaguered by their enemies. Eleven hundred years after the birth of Sigmar, the Black Plague, the deadliest of all diseases, wiped out the greater part of the population of the Empire. In its wake the Skaven emerged from the tunnels below and for a while it seemed that the Empire would be doomed. But Count Mandred the Skavenslayer rallied the Elector Counts under his banner and eventually drove the Skaven back below the ground.

Perhaps the greatest war of this era was the confrontation between the Arabians, led by the evil Sultan Jaffar and the Knights of the Old World. The war started when the Arabians invaded Estalia. Eventually the Crusaders were victorious and the corrupt Sultan Jaffar was defeated in the Battle of El Haik, his regime overthrown, and his empire shattered.

Just over three hundred years ago, the terrible threat of the Vampire Counts of Sylvania brought the Empire once again to the brink of destruction. The restless dead fought a divided Empire, and only the heroic efforts of individual Elector Counts, aided by their Dwarf and High Elf allies,

saw the destruction of the Vampire Counts. The last and the most dangerous of these, Mannfred von Carstein, was defeated in the cataclysmic battle of Hel Fenn. Though his Undead hordes were destroyed, the body of the Count was never found and thus the shadow of the Vampire still hangs over the Empire.

THE GREAT WAR AGAINST CHAOS

Over two hundred years before the current time, the fickle Gods of Chaos set aside their own petty disputes and united to overthrow the free races of the Warhammer World once and for all.

Few men are willing to even whisper the names of the Chaos Gods, but those who know the forbidden lore can name the Four Great Powers: Khorne the blood god, the god of war and rage, Tzeentch the great mutator, the master of magic and change, Nurgle the lord of plague and despair, the father of both physical and spiritual corruption, and Slaanesh, the prince of Chaos, the master of unspeakable pleasures. These four brothers in darkness united, and their combined forces assaulted the world as one mighty army.

Everywhere, from the Dwarf kingdoms to the High Elf realm of Ulthuan, the hordes of Chaos fought the free peoples. Everywhere they were victorious. It seemed that the end of the world had come. It was a dark time.



THE BATTLE OF HEL FENN

The following scenario enables you to recreate a particularly famous struggle from the history of the Warhammer World. As only a few historical details of this battle exist, I have kept the scenario relatively simple. However, there is no reason why you couldn't include more special rules. There are many other great and important battles, so why don't you try to design one of them yourself? The wealth of background information in the Battle Book and the army books should give you plenty of ideas.

THE SCENARIO

The battle of Hel Fenn decided the fate of the Empire and the Vampire Counts of Sylvania once and for all. Both the men of the Empire and Count Mannfred von Carstein mustered all their available forces for this final, decisive battle of the Vampire Wars that had ravaged the Empire for decades. The Dwarfs also marched to support their Human allies. Mannfred, who was retreating towards his castle in Sylvania, was outmanoeuvred and trapped between the

river Stir and the allied armies. He turned and faced his foes and gathered all his forces to break out of the trap. If he could retreat back to his castle he could raise new dark servants, hold out over the summer and launch a new campaign once he was prepared for war.

SPECIAL RULES

The scenario is simply a "Breakthrough" from the Warhammer Battle Book, page 30, with the Undead being the army attempting the breakthrough. The only difference is that the choice of troops is limited to those given on the opposite page. This reflects the nature of the armies involved, but also the time period: for example, there were no Colleges of Magic, and subsequently the Empire army cannot include any Battle Wizards.



The followers of Chaos laid waste the lands of Norsca and Kislev, but the valiant Kislevites fought the dark horde with the ferocity of doomed men, and despite losing great numbers of warriors, they actually halted the Chaos horde for long enough to receive reinforcements from the Empire and the Dwarf kingdoms. Magnus the Pious, the uniter of the Empire, defeated the forces of Chaos at the battle of the gates of Kislev. This sealed the fate of the Chaos horde and undoubtedly saved the world.

Once he returned to the Empire, Magnus was hailed as a saviour and crowned as the Emperor. With the help of the mighty High Elf Mages, he established the Colleges of Magic, that have since become the foremost schools of mystic arts anywhere in the Old World.

THE PRESENT TIME

The current time holds both the dawning of a new age of enlightenment and the threat of destruction. There is little unity between the free races. Old grudges and feuds mar the relations between their peoples. Humans fight against Humans and against other races who should be their friends.

In the far south the unspeakable evil of Nagash, the Supreme Lord of the Undead, stirs once more. Men of the Empire whisper that the Vampire Counts of the cursed land of Sylvania are growing restless in their sleep.

In the Dark Lands the Orcs and Goblins breed and multiply. Each year they attack the Old World with more ferocity and wreak greater havoc. Each year they exact a heavier toll of death.

Beneath the Old World the evil Skaven gnaw the roots of society, waiting for their chance to bring ruination and plague to the free nations, so they can inherit the ruins in the name of their god, the Horned Rat.

THE ENEMY WITHIN

But the greatest of the dangers comes from within. Everywhere there are those that are all too willing to exchange their souls for the promise of ultimate power. Traitors and Chaos worshippers walk amongst men, spreading corruption. In the north, the might of Chaos stirs once more, and the four great gods grow bloated with power and plot the conquest of the world. Mad-eyed fanatics and flagellants preach that the days of apocalypse are upon us. With each passing day, the final victory of Chaos is inextricably brought ever closer.

Yet there is still hope. The men of the Empire and the stalwart Knights of Bretonnia will suffer no evil and have turned back every army of Chaos that has assaulted their borders. The Dwarfs plan the re-conquest of their mighty strongholds, a great war that would sweep their ancestral homes clear of the greenskin invaders. The High Elves are stirring from their long, dream-like decline, and look to their weapons once more. The King and Queen in the Wood still hold court in the enchanted forest, and the Elves of Loren keep eternal vigil over their domain.

These restrictions represent the special and unusual circumstances of the battle. You may wish to reduce or increase the size of the battle to suit the forces available to you. This is fine as long as the forces are altered in proportion, and have the same number of points. This battle is ideal for three players, with each player taking a control of one of the forces.

Unless otherwise noted, you can arm and equip your troops as you wish, within the limitations given in the army book of each race. Wherever the scenario calls for an exception to the army lists, it is clearly indicated below.

THE ALLIANCE (3000 points total)

THE EMPIRE (1500-2000 points)

Martin, Elector Count of Stirland

Martin of Stirland leads the Empire army. He is a Human Lord with standard profile as given in the Warhammer Armies Empire book. He rides a barded warhorse and you must buy him a *Runefang*, but otherwise you are allowed to choose his equipment and magic items freely.

Champions

The Empire army may include a single Champion for each regiment in the army. He is armed and equipped exactly as the regiment he is with.

0-2 Regiments of Knightly Orders

Any number of Halberdier regiments

Any number of Archer regiments

Any number of Crossbowmen regiments

Any number of Spearmen regiments

Any number of Swordsmen regiments

0-1 Regiment of Flagellants

0-1 Regiment of Ogres

0-1 War Wagon

0-3 Great Cannons

DWARFS (1000-1500 points)

Gurni, the Dwarf Lord

Gurni leads the Dwarf Army. He is a Dwarf Lord with a standard profile as given in the Warhammer Armies Dwarfs book. He is entitled to any equipment normally available to Dwarf Characters and up to three runic magic items of up to 100 points each.

Champions

The Dwarf army may include a single Champion for each regiment in the army. He is armed and equipped exactly as the regiment he is with.

0-1 Runesmith

The Dwarf army may include a single Runesmith. He may be of any level as detailed in Warhammer Armies Dwarfs. He is entitled to any equipment normally available to Dwarf characters and up to three runic magic items of up to 100 points each.

0-1 Regiment of Long Beards

Any number of Dwarf Warrior regiments

Any number of Crossbowmen regiments

0-1 Regiment of Troll Slayers

0-3 Dwarf War Machines

THE UNDEAD (3000 points)

Mannfred von Carstein

Mannfred von Carstein leads the Undead army. He is a Special Character as detailed in Warhammer Armies Undead. He is entitled to a maximum of four magic items of up to 50 points each. Note that he may *not* have the *Carstein Ring* as it was stolen from Vlad von Carstein almost one hundred years earlier.

0-2 Vampire Counts

The Undead army may include up to two Vampire Counts. The Vampire Counts are entitled to any equipment normally available to Undead Characters and up to two magic items of 50 points or less. Vampire Counts may ride Skeletal Steeds.

Champions

The Undead army may include a single Champion for each regiment in the army. He is armed and equipped as detailed in Warhammer Armies Undead book.

Any number of Skeleton regiments

Any number of Zombie regiments

Any number of Skeleton Horsemen regiments

Any number of Ghouls regiments

Any number of Wight regiments

Any number of Ghost regiments

0-1 Regiment of Wraiths

Any number of Regiments of Carrion

0-3 Screaming Skull catapults

0-3 Skeleton Chariots



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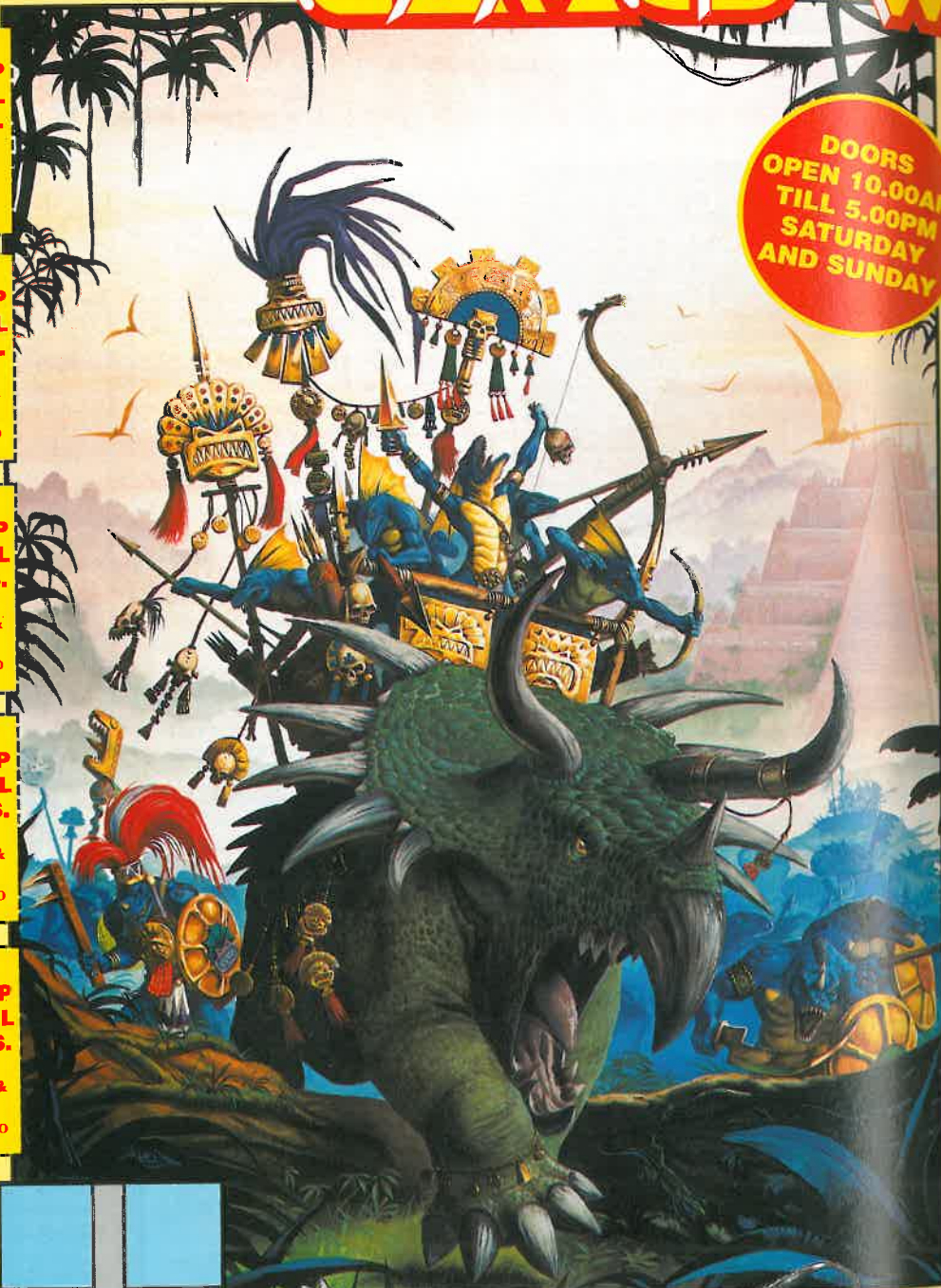
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WARHAMMER

40,000

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SPACE MARINE DREADNOUGHT



SPACE MARINE LAND SPEEDER



SPACE MARINE BIKE SQUADRON



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

DARK CONSPIRACY II

THE SIEGE OF ANTOCH

DARK CONSPIRACY

The Crusader City of Antoch is besieged by a vast Lizardman army. You can help decide if it stands or falls!

THE THRONE OF LORD MAZDAMUNDI

Lord Mazdamundi of Hexoatl stirred. His High Skink attendants prostrated themselves before him as he turned his gaze towards them.

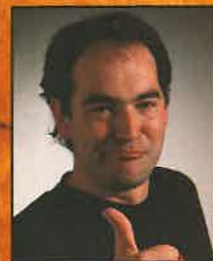
"The Time of Destruction comes yet closer. The key that is held in the South Lands MUST be returned. The time for subterfuge has passed."

His orders made, Mazdamundi returned to his contemplation of the Old Ones' universal plan. His attendants, their heads bowed low, backed slowly from the room and prepared to carry out his instructions.

THE STORY SO FAR

Last month I explained my plan to run a world-wide Warhammer event along the lines of the Ichar IV campaign I ran some 18 months ago. The idea is really rather simple: the planets above the Warhammer World have come into conjunction suffusing it with magical energy. The Lizardmen are using this magical energy in order to move their agents, and small contingents of troops, around the Warhammer World. They are doing this so that they can recover artifacts that were stolen from them when the city of Huatl was looted by Bretonnian adventurers many years previously. Mazdamundi has decided that now is the time to recover the artifacts. Why he needs them will remain a mystery until the next issue of White Dwarf, but suffice to say that the Slann are amongst the greatest sorcerers in the Warhammer World, capable of shifting entire continents or moving the axis of the planet if they desire.

In any case, during January the agents of the Lizardmen were doing their best to retrieve as many of the missing artifacts as possible, using hired mercenaries and their own troops to, erm, recover the artifacts. The end result of this was that during January hundreds of small battles and skirmishes took place, between the forces of the



By Jervis Johnson

The cunning Lizardmen are masterminding an insidious plan to recover their stolen treasures. Now you can help decide if they succeed or not!





This map shows the location of the Crusader city of Antoch and the surrounding lands.

"But now, to use Mazdamundi's own words, the time of subterfuge has passed."

Lizardmen and their agents on the one hand, and the unsuspecting possessors of the stolen artifacts on the other. It is a truly massive conspiracy masterminded by the Lizardmen, and one which will almost certainly affect the future of the Warhammer World.

THE PLOT THICKENS

Up to now the Lizardmen have been carrying out their plan as secretly as possible. Although the Slann are masters of the sorcerous arts and can magically transport their agents or small contingents of troops to anywhere in the Old World, they have had to take care not to exhaust the reserves available before they have accomplished their task. In addition, if any of the other races of the Old World should have got an inkling of what the Lizardmen were up to, it could have spelled complete disaster.

But now, to use Mazdamundi's own words, the time for subterfuge has passed. In order to carry out his master plan the Slann Mage-Lord requires a certain specific artifact, the "key" he refers to on the previous page. This key is

actually an immensely potent magical item known as the *Staff of Jade*, and it was looted from Huatl years ago by Pierre (latter Lord) d'Antoch.

THE LORD OF ANTOCH

Pierre was a Knight Errant who took part in the ill-fated Bretonnian expedition to Lustria that looted the Lizardman city of Huatl. When Pierre fled from Lustria he took with him only one artifact from Huatl, a magnificent staff made entirely of jade. Although Pierre didn't realise it, the staff had many magical properties, but only in the hands of a Slann Mage-Priest.

Following the looting of the city, the Bretonnians were all but wiped out by the Lizardmen as they attempted to escape back through the jungle. Amongst the survivors was Pierre. During the nightmare journey through the Lustrian jungle he gathered about himself a small contingent of Knights, and leading them with a maturity well beyond his years he brought them all safely back to the waiting ships of the Bretonnian fleet. Pierre and his followers were the only Bretonnians of noble blood to survive.

As described last issue, while returning to Bretonnia the fleet mutinied and scattered to





ports all over the Warhammer World. The only exception was the Man O' War "Jean De Florette", on which were Pierre and his followers. Although he had quelled the mutiny on his own ship, as he watched the other ships in the fleet dispersing Pierre knew that he could not return to Bretonnia. Surviving the expedition when all the other Knights had died was bad enough, but to also fail to stop the fleet mutinying would mean disgrace and dishonour for both himself and his brave followers.

But Pierre was a resourceful man, and he was determined to regain his honour or die in the attempt. For men such as him there was at that time only one place that offered both refuge and redemption... and that place was the Crusader City of Antoch. The gleaming fortress of the Knights of Antoch lay far to the south of the Old World, beyond the Great Desert of Araby upon the coast of the Gulf of Medes.

The mighty city and fortress of Antoch was founded at the conclusion of the Crusades when the victorious Old Worlders vanquished the evil and perverted Sultan Jaffar. Disgusted at the evil that they found in Araby, the victorious Knights tore down idols, burned whole libraries of dangerous books, and eventually retreated to the untainted lands of Bretonnia and the spiritual sanctuary of the Lady of the Lake. However, some Knights, driven into a frenzy of righteousness by the black-hearted evil and sickening decadence of the Arabians, decided to remain and build a mighty fortress of virtue that would stand forever on guard against the resurgence of darkness in the lands of Araby. Antoch, as their city was called, soon became a

refuge for all kinds of adventurers from the Old World, and Old Worlders ships found Antoch a vital staging post that allowed them to take on provisions for the dangerous journey westwards to Lustria or south to the South Lands.

So it was that Pierre led the remnants of his army to Antoch, where he eventually rose to become Master of the Knights of Antoch and Lord of that land. The *Staff of Jade*, brought to Antoch by Pierre from Lustria, became an heirloom of the city's lords, a symbol of its power and security. So it has been for many centuries, but now the Lizardmen want it back!

THE SIEGE OF ANTOCH

In order to regain the Staff, the Lizardmen are going to use the magical energy still suffusing the Warhammer World to move a huge army to Antoch. They do not have much time left, for soon the planets will move out of conjunction, and if Antoch does not fall quickly to their assault it will be too late. Nonetheless, it is going to take some time to carry out the immensely complicated rituals that are required to magically transport such a large force.

Fortunately for the Lizardmen, the Bretonnians are a noble, brave and, some would say, foolhardy race, who despise cowering behind city walls if it can be avoided. A typical Bretonnian looks on his castle as a way of ensuring that other less honourable types do not get the opportunity to steal his things while he is away crusading, rather than a place to hide from his enemies. Bretonnian Knights therefore have a proud tradition of sallying forth to drive off their enemy, rather than holding out until help arrives. What this means is

"...Bretonnians are a noble, brave and, some would say, foolhardy race who despise cowering behind city walls..."

Send the results of your battles (and any other stuff you'd like me to see) to the following address:

Jervis Johnson
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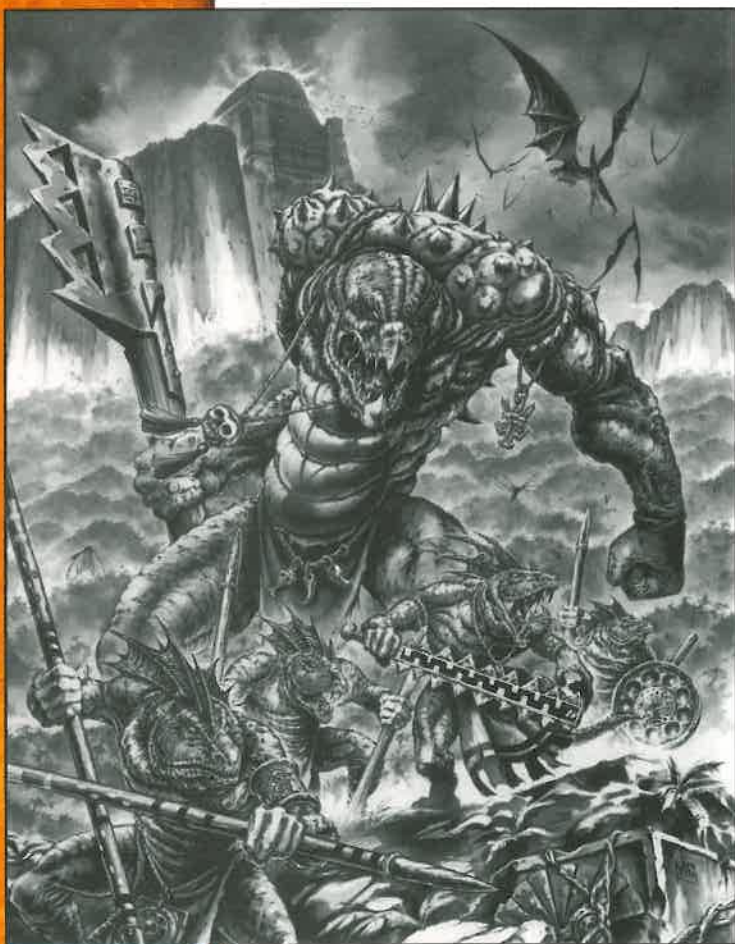
that the fate of the city of Antoch will be decided swiftly and bloodily on the field of battle, as the defenders pour forth to engage the Lizardman army that is besieging the city.

But that is in the future, for at present the Slann Mage-Priests are still carrying out the rituals required to move their army to attack the city. Nonetheless, this army will arrive before the gates of Antoch very soon, and the fate of the city will be decided then.

Which is where you come in, for the the decision as to whether Antoch stands or falls will be determined by the Warhammer battles you fight over the weekend of the 8th and 9th of February!

HOW TO JOIN IN

Joining in the Siege of Antoch is really very straightforward. All you have to do is fight Warhammer battles over the weekend of the 8th and 9th of February, pitting Lizardmen or their agents on one side against Bretonnians and their allies on the other. Then write to me at the address given to the left, and let me know who won and who lost each game. If you're lucky enough to have a Games Workshop store or Games Workshop stockist nearby then things will be even easier, as they'll be running games in their store, so you can concentrate on playing and they'll do all the boring paperwork for you!



I'll use the results of these battles to decide if Antoch stands or falls. If the Lizardmen win more games the city will fall and the Lizardmen will recapture the *Staff of Jade*. If the Bretonnians win more games the city will hold out and the Lizardmen will be deprived of their artifact.

The important thing about the event is that it allows pretty much anyone, anywhere, to join in. Antoch is a huge city, and the Bretonnians will be sallying forth from all of the dozens of gates that run along the 3 miles of city walls, so there will be dozens and dozens of small battles fought outside the city to decide its fate. What's more, the Bretonnians aren't defending the city on their own, as Antoch is a port and has contingents of Dwarf, High Elf and Empire troops stationed there. The Lizardman army also includes contingents of troops belonging to other races that have been coerced or payed to attack the city. I've listed which armies can be used for each side below, and as long as you fight a battle with one or more of these races on each side, then you can post the results to me and I'll use them to decide the fate of Antoch.

Defenders: Bretonnians, High Elves, Dwarfs, Empire, Skaven*

Attackers: Lizardmen, Dark Elves, Undead, Orcs & Goblins

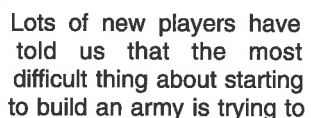
** The Skaven will help the defenders as they know that the Lizardmen will sacrifice them to Sotek if the city is captured.*

Within the limitations noted above, the size and composition of the armies really doesn't matter. What's more, you can fight as many battles as you like over the weekend, and send all of the results in to me, as there's no limit on the number of games you can play. Of course, if you want to expand on this format and include more notes about what happened in the battle and who was taking part in it, then I'll be more than happy to receive the additional information. This being said, you shouldn't feel that you have to include anything other than the result of the battles you've fought. At the end of the day any contribution is very gratefully received.

ALL WILL BE EXPLAINED...

By now some of you may be wondering what was the point of all the battles that were fought in January as the Lizardmen attempted to recover as many of the artifacts looted from Huatl as they could? And what exactly is the significance of the *Staff of Jade*? And what does Mazdamundi mean by "The Time of Destruction"? Well, if these questions are troubling you, worry not, for in the next issue of White Dwarf I'll explain exactly what it is the Lizardmen have been up to, and I'll let you know how the results of the battles you have fought affected the outcome of their plan. Until then keep rolling those sixes, and I look forward to receiving the results of the battles you've fought in the very near future...

ARMY COLLECTING CARDS



Well, we've put our heads together and we've come up with a range of what we're calling 'army cards'. The army cards have been specially designed to help you plan and build an army for Warhammer or Warhammer 40,000. Each concentrates on one race, and has full details of a complete, carefully chosen army. The armies are split into three roughly even blocks of troops, and it's recommended that you collect the army one block at a time. To help encourage this, each time you complete a block on the army card you are entitled to collect a free bonus blister pack of Citadel miniatures to add to your army. What's more, once you complete the entire army you'll get a new army book free so that you can start collecting your next army straight away. You'll also get a special enamel badge to signify that you've completed an army.

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'EAVY METAL[®]



Drunken Dwarf Miner



Drunken Dwarf



Drunken Dwarf Crossbowman



Drunken Dwarf



Skag the Stealthy

MINE'S A PINT!

The first models we look at in this slightly different style of 'Eavy Metal, are the new drunken Dwarfs. These characterful miniatures are yet more from the talented Dwarf specialist, Colin Dixon, and fit very nicely into any Dwarf army. They were inspired by one of the scenarios in the Grudge of Drong Campaign pack, when the Dwarf army marches to battle more than half cut! This is not to say that you have to use them for that scenario, and it certainly doesn't mean that you can't use them in any other game – in fact

adding that extra bit of character to "normal" Dwarf armies is really their main use and gives the army a really down-to-earth, Dwarf feel. Jake even suggested that calling them *drunken* Dwarfs was rather stating the obvious...

AND SO'S HIS!

The other model, on the left, is Skag the Stealthy, another Dwarf Hero from the Grudge of Drong, and a splendid addition to any Dwarf army. As with all the named characters from the Campaign packs, the Skag model can be used to represent a basic Dwarf Hero in any other Warhammer game.

BOWMEN OF BRETONNIA

The Commoners of the Bretonnian army proudly display the livery colours of their master, wearing bright tabards, coifs or banners to make them easily identifiable in the swirl of battle. Just as the Knights should be painted in clear, bright colours, so should the Commoners, as the function of their livery colours is the same.



LORDS OF DARKNESS

At the heart of every army lies its General, and next to him stands a veteran warrior proudly carrying their standard to battle. The Chaos army is no different, and these Icon Bearers have been painted to the highest standard as befits their rank.

There are several different icons for you to choose from, depending on the

character of your army and the god your followers have pledged themselves to. The banners themselves have also been painted differently, as appropriate for their different natures. A Slaanesh army, for example, would feel rather out of place following the pestilent and decayed banner of Nurgle. It is this sort of attention to detail which can put your army well above that of your foes.



Above, right: Flesh Banner
Above: Chaos Undivided icon



The Rapturous Standard



Above, right: Warp Banner
Above: Blasted Standard



Alternatively, you could decide to paint your Commoners with an eye to showing that they're really common! Using greys, browns and other natural colours for leather and hides is a good way of giving them a simple, almost rustic appearance. Even with the bright tabards, this will contrast well with the regiments of Knights, and make the noble lords stand out from the rabble as they should!

We've shown lots of alternative colour schemes for Commoners here. Each one represents a different lord's livery. Most liveries are simple combinations of two brightly contrasting colours, but they could be single colours or more complex patterns such as quarters or stripes.





THE GREEN KNIGHT



Michael Perry: "The Green Knight was inspired by Mark Gibbons' artwork from the Bretonnian book, (shown here for the first time in full, glorious technicolour, well, green anyway). Altogether it took about three and a half weeks to sculpt. It was the last thing I did before my accident, so obviously it's

quite special because of that. I'm extremely happy with the way that Mike's painted it up - it's probably the best thing he has done!"

Mike McVey: Every now and again someone sculpts a model that causes quite a stir. Brushes are hastily put down, paint pot lids snapped shut and everyone crowds round to admire the latest "best model ever". One such miniature was Michael Perry's Green Knight.

You might think that the painting choices for this model couldn't be any more straightforward - you just paint it green, don't you? But in fact, when your paint palette is so tightly constrained, all of the elements have to be even more carefully considered. The two main things that you have to take into account are the overall look - this obviously has to be green, and the individual parts of the model. If you paint the whole miniature the same tone of green, then you'll just end up with a shapeless blob, so to avoid this each of the parts has to be picked out in some way.



In the broadest terms, there are basically two types of green, warm green and cold green. This sounds strange, but is very simple. Warm green contains more yellow and cold green contains more blue. By dividing the model up into warm and cold areas I made the important elements stand out. For example, I painted the barding on the horse and the tunic on the Knight in the same way, except when the tunic was finished I glazed it with a yellowy green to make it stand out from the cold greens I used on the barding. Another important point with the painting is that I decided straight away that it would be a mistake to paint every single element of the model green. What is needed is contrast. Just as when you are painting a High Elf in a predominantly white scheme you need a deep rich colour to show up the white areas, in this case the model needed a contrast to show up the green. I used small areas of bright gold to accomplish this, as well as areas of neutral colours: black, white and brown. The overall effect is still overwhelmingly green, but each green area is bordered with another colour to set it off.

The main decorative feature of the model is the swirling shoots and leaves on the barding and tunic. On Mark's picture these are quite random and naturalistic, but this has a tendency to look messy when applied to a model. To get round this I painted the pattern in a far more even and geometric way, like a series of interlocked spirals.





WARHAMMER

- TURN SEQUENCE**
1. START OF TURN
 2. MOVEMENT
 3. SHOOTING
 4. CLOSE COMBAT
 5. MAGIC

MOVEMENT

The player whose turn it is moves his forces in the following order:

1. DECLARE CHARGES
2. RALLY FLEEING TROOPS
3. COMPULSORY MOVES
4. MOVE CHARGERS
5. REMAINING MOVES

CHARGE AND REACT

Charge - A unit may charge at a unit to combat it. It must be declared before the charge is declared. It must be in a normal move in the intended direction. A charging unit must make an initial move to bring it into the unit's front and then it may move and shoot if the unit is not charged. Units may charge into a unit's rear or flank. The unit cannot charge into a unit's front if it is not armed with missile weapons.

React - The unit must react to a charge. The unit is not allowed to move or shoot if it is charged. The unit is not allowed to move or shoot if it is charged. The unit is not allowed to move or shoot if it is charged.

MANOEUVER

Wheel - A unit may wheel to turn 90 degrees to the left or right. It may wheel to turn 180 degrees to the left or right. It may wheel to turn 90 degrees to the left or right. It may wheel to turn 180 degrees to the left or right. It may wheel to turn 90 degrees to the left or right. It may wheel to turn 180 degrees to the left or right.

Charge Formation - A unit may form a charge formation. It may form a charge formation. It may form a charge formation. It may form a charge formation. It may form a charge formation. It may form a charge formation. It may form a charge formation. It may form a charge formation.

TERRAIN AND OBSTACLES

Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed.

Obstacles - This includes forests, walls, and other obstacles. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed. Troops move difficult ground at half speed.

HAND-TO-HAND COMBAT

All models whose bases touch are in combat. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time.

Order of Attack - Models whose bases touch are in combat. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time. A model may attack at any time.

TO HIT CHART

Compare the attacker's WS with the defender's WS. The result is the number of hits.

DEFENDER'S WEAPON SKILL	1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18
10	10	11	12	13	14	15	16	17	18	19

SHOOTING CHART

The player whose turn it is shoots with troops whose WS is equal to or greater than the target's WS.

WEAPON	RANGE	STL	NOTES
Short Bow	10"	3	
Long Bow	20"	4	May not move and shoot
Arrows	40"	5	May not move and shoot
Blowgun	20"	4	Strength as missile weapons
Hand Gun	20"	4	May not move and shoot
Fire Cannon			May not move and shoot

WARHAMMER



NOTES

Short bow may be used to shoot at a target. A unit may shoot at a target. A unit may shoot at a target. A unit may shoot at a target. A unit may shoot at a target. A unit may shoot at a target. A unit may shoot at a target. A unit may shoot at a target.

UNIT: 6 Bretonian Knights of the Round Table

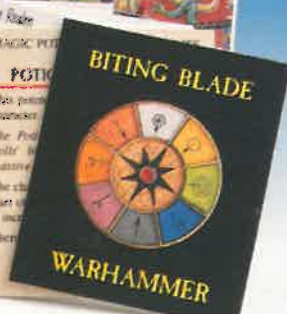
WEAPON SKILL

WEAPON

RANGE

STL

NOTES



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

TO THE DEATH

A TALE OF TWO WARHAMMER GENERALS



CHALLENGE

Many, many months ago, Warhammer fanatic John Stallard, our Sales Director, threw down the Gauntlet to all Games Workshop staff: turn up at the Kimberley Leisure Centre on the 10th of November and try and beat him in a Warhammer Tournament.

Well, turn up they did, with over 150 members of the Games Workshop staff gathering to do battle for the title of Supreme Staff Champion. They came from far and wide, from the stores, Mail Order, the Warehouse and the Studio, bold young champions riding forth to do battle. Many big names were present: Gordon Davidson, Mail Order's Big Boss Troll and last year's staff champion returned to defend his title. Giuseppe Prince, from Italian Sales, winner of this year's dry run Staff Tournament. From the Studio came our own Tuomas Pirinen, and Alessio Calvatore, former Italian Warhammer champion. But

there was also a large unknown factor to contend with. Could there be, hidden amongst the store staff, a potential champion? Or maybe someone from the factory, during the day quietly casting miniatures, but at night secretly preparing an all conquering Warhammer army? Who could tell, but one thing was sure, only three games of Warhammer and a panel of painting judges stood between them and finding out the answer.

Arbitrator Johnson decided that because of the large number of competitors, they would be split into two separate divisions, and the winner of each would battle it out for the title. At stake was a finely crafted Halberd (*that looked like it had been stolen from Alan Perry's house - Ed*). Well, fierce combat raged all day. As is usual with these tournaments, contenders were judged not only on their generalship, but also on the merits of their army selection, and the quality of their miniature painting. This generated a final, all-round score.



The first time this sports hall has been to put to proper use - playing games of Warhammer.

Top left: Judge Tony Cottrell turns up to the Tournament with the 1st edition of Warhammer, ten years too late!

Centre: Jervis and a fat cigar.

Top right: Some of the 150 players arrayed for battle.

Bottom: Sales Director John Stallard lets us in on his secret of success...

At the end of the day two overall winners emerged, and everyone retired to the bar to hear the results. The winner of the first tournament was from our Guildford store, Ben Brooks. His fairly chosen and well painted Skaven army was more than enough to take him clear of his competitors, despite losing the second one of his games to Tuomas Pirinen.

The second tournament was won by none other than Gordon Davidson. Although Gordon did not manage to equal his perfect gaming score of the previous year, as with Ben, Gordon's well chosen and superbly painted army gave him those extra points to put him ahead of the rest.

THE FINAL CONFLICT

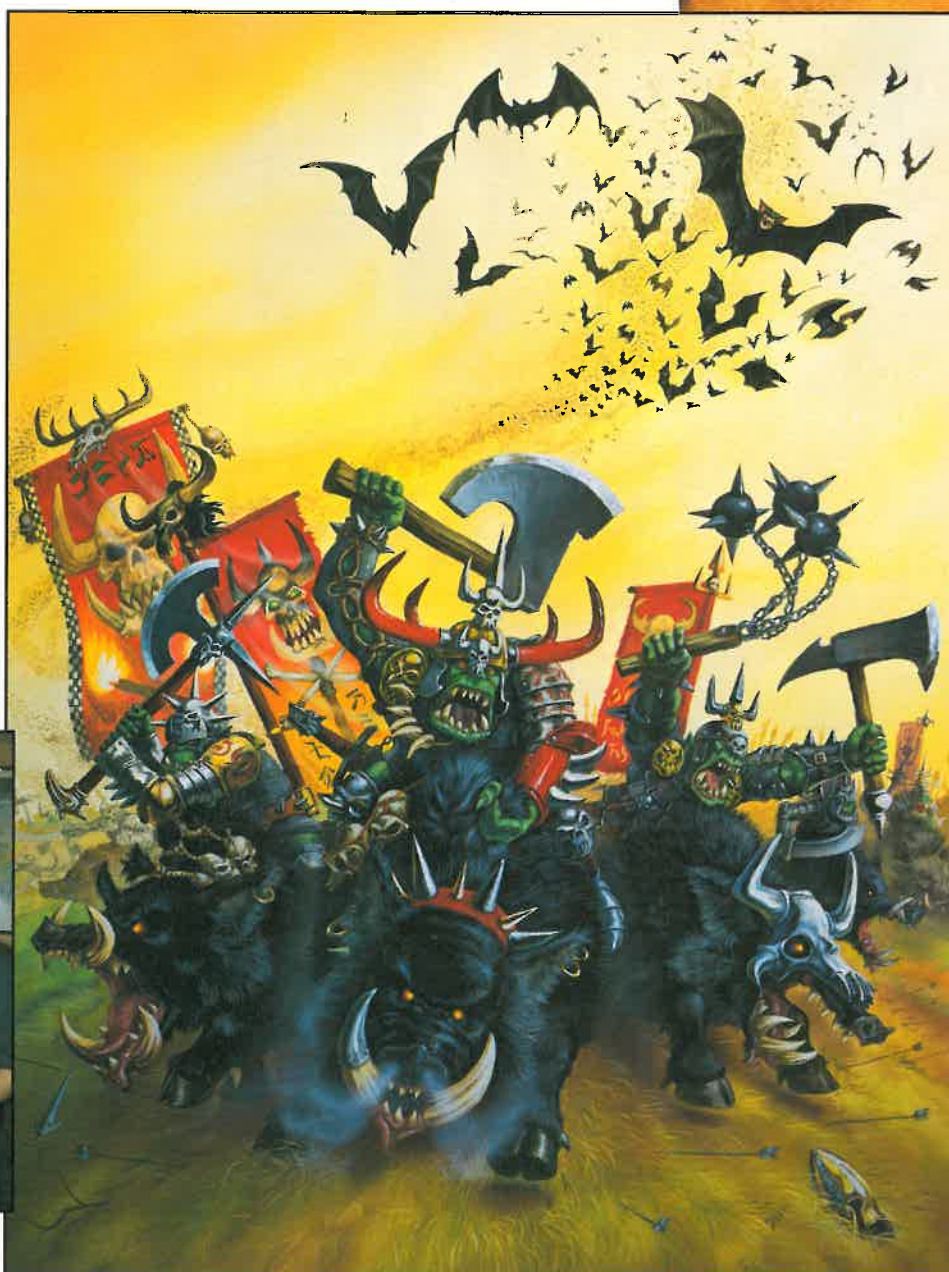
And so the stage was set for an exciting finale. The original plan had been to fight the battle at the end of the day, giving the other competitors a chance to watch, play some friendly games against each other, or just sit in the bar and chat about the day's events. Unfortunately, with night rapidly closing in, and 150 gaming tables needing to be cleared away, there just wasn't the chance.

At this point, Jervis quickly decided that the final should be fought a couple of weeks later in the Studio. And this is where Ian takes over, using his journalistic skills to bring you the Staff Tournament Grand Final.

Both Ben and Gordon arrived early Monday morning, and seeing as Gordon had gone off to argue with Gary Morley about the finer points of archery, Ian decided to take Ben to one side and have a chat with him about the impending battle...



Ben and Tuomas in a hard fought battle during the second round of the Tournament.



The winners proudly holding their trophies.



The Doom Wheel makes a perfect centre-piece for a Skaven army. As you can see, Ben has done justice to his by painting it to the highest standard.

Ian: So Ben, welcome to the Studio. You're here for the big bash between the two Staff Champions from the Staff Tournament. Have you thought much about this battle over the last couple of weeks?

Ben: Yes, actually I'm a little daunted by Orcs & Goblins – I've never played them before. Mostly it's been Elves and the like. I've never had much truck with Elves, but Orcs & Goblins should be different altogether. I'm not sure how I'm going to handle it.

Ian: What army are you going to be using?

Ben: A large Skaven army. They are similar to Orcs in

that they are a huge army of pretty low quality troops. However, the way they play is totally different from Orcs & Goblins.

Ian: Has your style of play been affected by any of the restrictions that the Tournament rules place upon you? Have you developed any special plans for your Skaven that you'll be using today?

Ben: With Skaven, because you've hardly got any missile troops, it's all just charge straight down the middle and don't stop no matter what. I'd like to try and keep things off my flanks, because I've read in previous White Dwarf battle reports about flanks folding, and that player usually loses. You don't really take this in until it happens to you. So now I always make sure that my flanks are protected from attack.

Ian: What do you usually use to keep your flanks guarded then?

Ben: I've usually got my Plague Censer Bearers on one flank, and try to keep a table edge on the other. I use the Plague Censer Bearers because they're practically immune to psychology. If they're beaten in combat they're still Leadership 10 because of Hatred. They never run away, they just sit there and die.

Ian: At the time, did you find playing with the scenarios on the top table a bit of a problem? *(Several of the top tournament tables had special scenario restrictions, in order to encourage people to use more balanced armies – Ed).*

Ben: I only played with one of those scenarios and that was the "High Wind" scenario which cuts down archery ranges, and prevents flyers from flying high. It made very little difference to my army, and I was playing against Chaos, so it didn't make much difference to him either.

Ian: You obviously got a really good score for painting and army selection. Can you tell us a bit about how you went about collecting and painting your army?

Ben: I didn't collect it as an army that I wanted to win battles with, it was an army that I liked the look of. That's why I went for a Skaven army in the first place, because it had a lot of character and I basically wanted just about every unit. I tried to keep them to a reasonable size. As for the painting, I just took my time over doing it. I didn't want a rushed army that would look a bit naff on the tabletop.

Ian: Any comments about your opponent Gordon? Were you intimidated because he's been Staff Champion before?

Ben: Only a little bit. Last time he played he got completely and utterly trashed by Wood Elves. That was David Cain, last year's overall Champion folks! I don't know Gordon. He may be Head Troll, but he's still just a Troll.



Skaven Stormvermin form the core of Ben's army, and are possibly his toughest regiment.



BEN'S SKAVEN ARMY

2000 point Skaven Army



18 Stormvermin with light armour, halberds, standard and musician. The regiment is led by a **Skaven Warlord**. He wears *Warpstone Armour*, and carries a halberd and a *Potion of Strength*. The regiment is accompanied by a **Battle Standard Bearer**. He wears heavy armour and is armed with a halberd. He carries the magical *Dread Banner*. The regiment is accompanied by two **Poison Wind Globadiers**.



23 Clanrats with hand weapons, light armour, shields, standard and musician. The regiment is led by a **Champion**, and is accompanied by a single **Clan Skryre Warpfire Thrower**.



30 Skavenslaves with hand weapons, standard and musician.



24 Plague Monks with two hand weapons, the magical *Plague Banner*, and a musician. The regiment is led by a **Plague Priest**. He is armed with a flail.



Doomwheel



2 Jezzail teams



8 Plague Censer Bearers



Skaven Warlock Master, armed with the *Copper Sigil Sword*, and carrying a *Dispel Magic Scroll*.



7 Gutter Runners with additional hand weapons and throwing stars. The regiment includes a **Skaven Assassin**.

As Gordon has two Snotling Pump Wagons in his army, he has taken the option of modelling the second one so that it differs from the first.



Gordon's impressive Savage Orc Boar Boyz regiment.

Ian: Well Gordon, you've made it through to another final, and you're now just one battle away from retaining your Staff Champion crown. Got anything special ready for this battle?

Gordon: No, not really. I've just got the army that I had in the Tournament. I know I'm playing Skaven, which is brilliant for Orcs & Goblins as there are hardly any missile troops to deal with. This means that my Chariots and Pump Wagons will have free reign and very little to worry about. My army is very fast, faster than the Skaven, and hard hitting. I've got two Snotling Pump Wagons and a Goblin Chariot, and my mega-hard regiment of Savage Orc Boar Boyz led by a Savage Orc Shaman and the army General.

Ian: What is it that makes the Boar Boyz so incredibly deadly?

Gordon: Well, for starters there's fifteen of them, so they get a +2 rank bonus. Secondly, the army General is a Savage Orc carrying the *Flail of Skulls*, giving him eight attacks at strength 6!

Ian: So why did you bring last year's army again?

Gordon: Well actually, it's almost a completely different army to the one that I took in last year's Tournament. I would never do anything like fielding the same army in two Tournaments. I enjoy collecting armies, just as much as I like playing, and a new army lets me try out a different fighting style.

Ian: So what's new about your army?

Gordon: As well as loads of hard-hitting things like Pump Wagons, a Chariot, and a Giant, I'm trying out a Savage Orc General. Though I've not forgotten the obligatory Fanatics.

Ian: Every Orc & Goblin army must have some!

Gordon: Yeah, they are marvellous troops! They are especially bad against cavalry and such, but normally they are worth taking no matter what the opposition.

Ian: What about Shamans?

Gordon: I've got two Shamans. The Savage Orc Shaman is really there just to increase the armour saving throw of the Savage Orc Boar Boyz, anything else is just a bonus. The Night Goblin Shaman is the real threat. Now, if I can just get the *Hand of Gork!* It's the best spell in the Waaagh magic deck!

Ian: So the Boar Boyz, Giant, Pump Wagons and the Chariot will do all the real fighting. What about the other troops?

Gordon: Well, the Gobbo spears are there just to have a huge rank bonus, and charge Skaven in the flank if possible. Skaven can't do without their rank bonus.

The Wolf riders normally take out the enemy war machines, but there shouldn't be too many of them with the Skaven. They'll just go forward as quickly as possible.

Black Orcs are just good, solid infantry, and with *Gork's War Banner* and extra hand weapons they have two attacks with strength five each!

Ian: So what's the plan?

Gordon: The same as every other time with the Orcs & Goblins. Get stuck in quick and stomp 'em good an' proper!

Ian: Do you feel there's any pressure on you, being last year's Staff Champion?

Gordon: Being Boss Troll, obviously I can't afford to lose face. All the other Trolls would start nicking stuff from my personal Squig supply, throwing things about and generally causing anarchy. No, that wouldn't do at all.



GORDON'S ORC & GOBLIN ARMY

2000 point Orc and Goblin army



12 Gutbucket's Savage Orc Boar Boyz with clubs and shields. They ride war boars. The regiment includes a musician, a **Savage Orc Boss**, and a standard bearer carrying the *Banner of Might*. The regiment is led by **Gutbucket**, a **Savage Orc Warboss**. He is armed with the *Flail of Skulls* and wears the *Crown of Command*. He is equipped with the *Black Amulet* and rides a war boar. Also with the regiment is a **Savage Orc Shaman** armed with a hand weapon and riding a war boar.



Night Goblin Master Shaman, armed with a hand weapon and carrying the *Skull Staff*, a *Dispel Magic Scroll*, and three pieces of magic mushroom.



2 Snotling Pump Wagons



15 Black Orcs with light armour, additional hand weapons, and a musician. The regiment includes a standard bearer carrying *Gork's War Banner*. The regiment is led by a **Black Orc Boss**.



Giant



22 Night Goblins equipped with short bows. The regiment includes a musician, standard bearer and a **Night Goblin Boss**, as well as **3 Night Goblin Fanatics**.



10 Goblin Wolf Riders armed with spears and shields.



30 Goblin Spearmen equipped with shields and spears. The regiment includes a musician, standard bearer and a **Goblin Boss**.



Goblin Wolf Chariot. The Chariot has a crew of two Goblins armed with hand weapons. The Chariot is equipped with scythed wheels.



With Gordon and Ben ready to roll, it was time to let battle commence.

OFF TO WAR

The game started with both sides rushing forwards. Skaven and Orc & Goblin armies are both extremely powerful in hand-to-hand combat, and they must strive to get to grips with their enemy as soon as possible.

Because they had a smaller number of regiments, the first turn went to the Orcs & Goblins. But unfortunately for Gordon, his army was riven with outbreaks of animosity, his Boar

Boyz and Goblin spears refusing to move. All the other regiments advanced, and manoeuvred to get into good positions for future charges. Gordon's bad luck with the dice continued, as in the very first magic phase his Night Goblin Shaman fell unconscious after failing a Waaagh test.

As the Skaven turn came round, they too rushed forwards at their enemy. At their fore was the Doomwheel, which rumbled forwards a huge 14", charging the Night Goblins, and unleashing the Night Goblin Fanatics.

The Fanatics wiped out Ben's Plague Censer Bearers, a grievous loss for the Skaven who often count on these Clan Pestilens troops to destroy any elite enemy units. They also ended up inconveniently close to his Plague Monk regiment. To solve this problem, Ben had his Poison Wind Globadiers bombard the Fanatics, but managed to kill only one of them.

The rumbling Doomwheel crushed several diminutive Goblins, but due to the press of ranks

and the closeness of the snarling Orc General, the Goblins fought on.

The Skaven magic phase saw yet another disastrous failure of a Waaagh test, as the head of the Savage Orc Shaman exploded, taking two of the Boar Boyz with him! Despite this loss, Gordon managed to dispel the dreaded *Plague* spell that the Skaven tried to unleash upon the Black Orcs.

WAAAGH!

The Orc army continued its attack, despite the Goblin spears failing their animosity test once again. The Wolf Boyz, Black Orcs and Chariot combined their efforts to charge the Skaven Slave unit shielding the Clanrats. The ensuing carnage was almost too horrible to contemplate, the Slaves losing 24 of their number. Needless to say, the regiment failed its break test.

The concentrated charge of the Orc army had caved in the Skaven right flank. All the greenskin regiments pursued the fleeing Slaves, and the Goblin Wolf Chariot managed to charge the lone Warlock Master who had been sheltering behind the Skavenslave regiment.

After an uneventful magic phase, it was the turn of the Skaven to try and save the day. Ben declared no charges, but manoeuvred his troops, and opened fire with all weapons.

The Skaven war machines blasted away with varying success. The Warfire thrower exploded, taking one of its crew with it, much to Gordon's amusement. One of the Poison Wind Globadiers managed to kill another Fanatic, and the Doomwheel electrocuted two Night Goblins. The crowning achievement of the Skaven was a careful shot unleashed by the Jezzails, causing 2 wounds on the advancing Giant.

In the hand-to-hand combat phase, the Doomwheel suffered 2 wounds, killing off some of the rats that provided its power. But the war machine, driven by a manic Warlock Engineer, passed its break test.

The magic phase might have been dangerous for the Wolf Chariot fighting with the Warlock Master, but Gordon slapped the *Drain Magic* card on the table as soon as the Skaven sorcerer attempted to cast his first spell. The Night Goblin Shaman lost a magic level, but now the initiative was Gordon's.

The next Orc attack was devastating. The Giant charged the Doomwheel, and with one sweep of its massive club crushed the Warlock Engineer. The Wolves pulling the Goblin Chariot ate Ben's Warlock, and the charging Pump Wagon crushed 7 Clanrats. Panic rippled through the ranks of Skaven, and the Clanrats turned tail (literally!) and fled. Joyously pumping, the Snotlings pursued and caught the fleeing regiment, mowing it down to the last rat. This in turn broke the morale of the Rat Ogres who ignored the shouts





of their handlers and fled across the battlefield. At this point Ben was starting to look worried, but he still had his core regiment of Stormvermin intact, so all wasn't lost.

In the magic phase, the Night Goblin Shaman cheerfully gobbled down a mushroom, receiving the maximum 6 extra cards. With this extra power, he was immediately able to cast the *Hand of Gork*. But even with no wizard left, the Skaven managed to dispel the Waaagh magic.

'ERE WE GO!

The Skaven unleashed their counter-charges, the Plague Monks attacking the Giant, while the swift Gutter Runners charged the Savage Orcs from behind, hoping to break the Orc army's core mob.

In the shooting phase the Jezzails missed completely, but a deadly blast from the Warp Generator roasted the Giant alive (who fell and crushed one of the Plague Monks). Even so, all the Goblins within range passed their panic tests.

The Gutter Runners attacked the Savage Orc Boar Boyz with all their might. From amongst their number emerged a deadly Skaven Assassin, but even his wildly hacking *Weeping Blade* caused no casualties. The Gutter Runners unleashed a torrent of blows, two Savage Orcs tumbled from their saddles, and the battle ended in defeat for the Savage Orcs. The Boar Boyz passed their break test, but their savage frenzy had been beaten out of them.

The relentless greenskin assault continued. The Wolf Riders charged the Jezzails, and the Goblin regiment, finally overcoming their animosity, charged the Plague Monks in the flank.

The Wolf Riders fought an inconclusive round of melee with the Jezzail crews, but the Plague Monks lost their battle due to the flank charge, were broken and fled, closely pursued by the Goblins.

The Gutter Runners fought bravely against the Savage Orcs, but the combined attacks of the Savage Orc General and his Bosses saw a wholesale slaughter of the elite Skaven. Not one of them was left alive!

In the magic phase the Goblin Shaman gobbled one more magic mushroom and again gained the





maximum 6 cards! He immediately used this to his advantage, and by boosting the power of his spell he unleashed the *Gaze of Mork*. The spell was absolutely devastating, damaging the Doomwheel, killing four Plague Monks and a single Stormvermin. Following up his success, the Goblin Shaman cast the *Hand of Gork*, transporting the Chariot into the fleeing Plague Monks, destroying them.

The desperate Skaven, unable to manoeuvre, unleashed their

deadly Poison Wind Globes, and killed three Goblins. But Gordon was not too worried, and removed the casualties in what seemed an almost cheerful manner.

The Skaven General courageously killed two Snotlings in hand-to-hand combat, meanwhile the Goblin Wolf Riders had finally managed to slay some of the Jezzail crew. The last two failed their break test and fled, only to be cut down by the swiftly pursuing Wolf Riders. Luckily for Ben, the Stormvermin regiment passed its panic test.

Every one of the Orc & Goblin army's hardest hitting units: the Savage Orc Boar Boyz, the Black Orcs and the Chariots, all charged the remaining Stormvermin regiment. Gordon was already rubbing his hands in eager anticipation of the

slaughter to come, but the Stormvermin failed their panic test for the flank charge, and the merciless Goblin Chariot mowed them down. This panicked the recently rallied Rat Ogres, who fled the field.

Not one living Skaven remained on the battlefield, and the spoils of war were left to the greenskins, with a victory point total of 27 to 4.

THE AFTERMATH

Ian: Well done Gordon, but a bit of bad luck on the dice could have made a mess of everything.

Gordon: Yeah well, my army did try to betray me at the start of the battle, but that's the joy of Orcs & Gobbos. If having almost no control over your troops bothers you, play a different army!

Ian: What happened?

Ben: I always try to rely on the table edge to protect one flank, but I had the woods there and I thought they'd do the same kind of thing. On this occasion I went out too far. On the other side, I



Top: Gordon has a heart attack as he finally rolls a 6.

Above & Right: Onlookers gather as the carnage reaches its height.

used the Plague Censer Bearers to cover the flank, but then...

Ian: The Fanatics happened!

Ben: I don't like Fanatics.

Gordon: I saw the Censer Bearers at the front, and I knew that as they were frenzied they'd have to charge me (and set off my Fanatics, who really did the job). Fanatics are unbelievably destructive (*a malicious smile appeared on Gordon's face at this point – Ed*).

Ben: I usually use my Skavenslaves to try and get rid of them.

Gordon: You'd already committed your Slaves, so I could position myself away from them. Knowing I had first turn, I realised I could block you off without getting too close.

Ben: It was all going really well for me at the start. You'd got heads exploding all over the place and that Goblin regiment didn't move for two turns because of animosity.

Gordon: Well, that's Gobbos for you! I love 'em! No matter how smart you are, they'll always try to bring you down.

Ben: I think that was bad luck on Gordon's part which I completely failed to take advantage of. I probably wasn't paying attention. Then it all went pear shaped when all his units followed up into my main force. I keep telling myself after every battle, I'll do that right next time. I'll flee and draw the enemy on, but I never do it.

What scared me was that big fat regiment of Savage Orc Boar Boyz. They're just horrible. I've not got much big killy stuff in my Skaven army, except for the Doomwheel. That's what I ended up using in combat.

Gordon: That Doomwheel just wouldn't go away. I had to turn to my General in the end to sort it out, it was that much of a pain. But if you'd managed to kill my General... (*Ben's Assassin did*



wound the Savage Orc Warboss with his Weeping Blade, but only rolled a 1 on the d3 for wounds – Ed).

Ben: And you had some dead good magic items. Like the Crown of Command. My army really needed Leadership 10.

Ian: Perhaps we could take some of Rick's advice and have more tea!

Ben: A lot more tea! I'm going to blame it all on that 4am start.

Gordon: Can I just say, in the words of Mel Brooks, "it's good to be the king".



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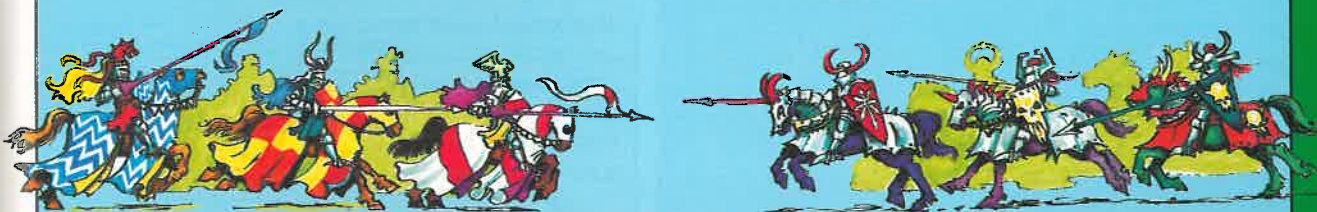
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CHAOS DWARFS

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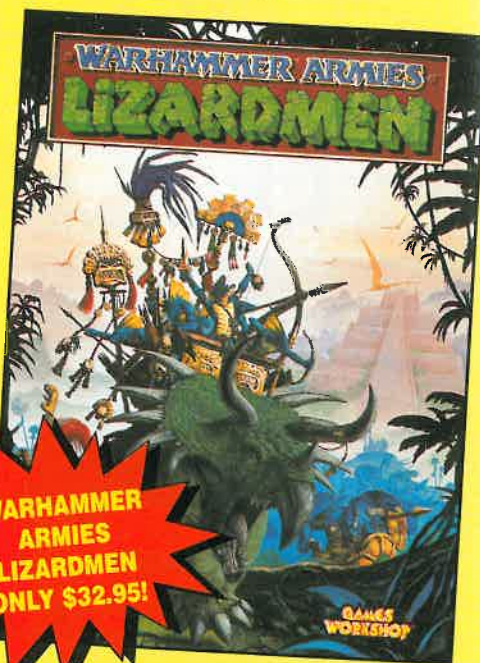
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NEW! SAURUS WITH SPEARS	\$15.95
NEW! LIZARD SWARM	\$15.95
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SKINKS ARCHERS COMMAND	\$15.95
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SPACE MARINE DREADNOUGHT (boxed set)	\$62.95

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PLAGUE MARINES	\$15.95
PLAGUE MARINES	\$14.95
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CHAOS SPACE MARINE VETERANS	\$15.95
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Box contains 5 plastic Chaos Space Marines	
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CHAOS SPACE MARINE SQUAD	\$39.95
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CHAOS SPACE MARINE TERMINATORS	\$62.95
Boxed set contains 5 Chaos Space Marine Terminators	
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CHAOS SPACE MARINES[®]

NOISE MARINES



BODY 1
70330/10



BODY 2
70329/6



BODY 3
70328/2



HEAD 1
70329/9



HEAD 2
70328/5



DOOM SIREN HEAD
70330/13



ARM 1
70328/4



ARM 2
70329/8



CHAINSWORD
70330/12



POWER FIST
70330/11



BACKPACK
70328/1



SONIC BLASTER
70328/3



BLASTMASTER
70329/7

WEAPONS AND ARMS ARE NOT INTERCHANGEABLE



**NOISE MARINE CHAMPION WITH
DOOM SIREN**



**NOISE MARINE WITH
SONIC BLASTER**



**NOISE MARINE WITH
BLASTMASTER**

**NOISE MARINE CHAMPION
CONSISTS OF:**
1 x BODY 1
1 x HEAD
1 x RIGHT ARM
1 x LEFT ARM
1 x BACKPACK

**CHAOS NOISE MARINE WITH
SONIC BLASTER CONSISTS OF:**
1 x BODY
1 x HEAD
1 x SONIC BLASTER
1 x ARM 1
1 x BACKPACK

**CHAOS NOISE MARINE WITH
BLASTMASTER CONSISTS OF:**
1 x BODY
1 x HEAD
1 x BLASTMASTER
1 x ARM 2
1 x BACKPACK



Design by Aly Morrison

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CHAOS SPACE MARINES®

CHAOS SPACE MARINE ICON BEARER



ICON BEARER
70331/1



FLESH BANNER
70331/2



RAPTUROUS STANDARD
70331/3



CHAOS SPACE MARINE ICON BEARER
WITH WARP BANNER



BLASTED STANDARD
70331/4

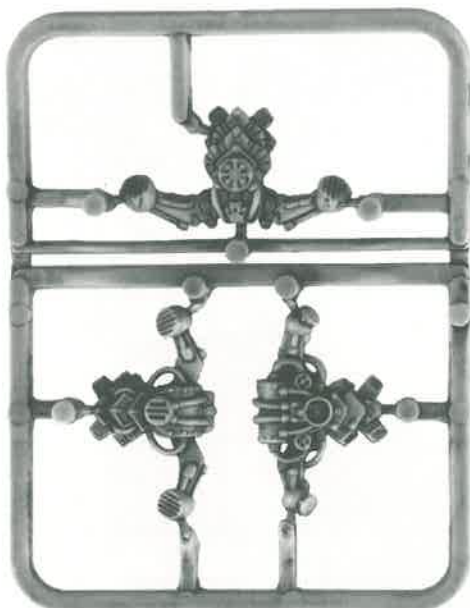


CHAOS UNDIVIDED ICON
70331/5



WARP BANNER
70331/6

A COMPLETED CHAOS SPACE
MARINE ICON BEARER
CONSISTS OF:
1 x ICON BEARER
1 x CHAOS BANNER
1 x BACKPACK SPRUE



CHAOS SPACE MARINE BACKPACK SPRUE
102794



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BRETONNIA

THE GREEN KNIGHT



BODY
00542/1



PENNANT POLES
00542/2



LEGS
00542/4



SHIELD
00542/3



HORSE HEAD
00542/7

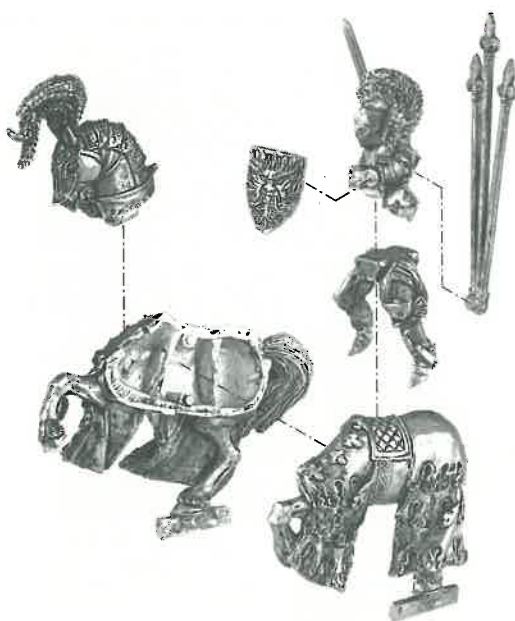
THE COMPLETED GREEN KNIGHT CONSISTS OF:
1 x BODY
1 x LEGS
1 x PENNANT POLES
1 x SHIELD
1 x HORSE HEAD
1 x HORSE RIGHT SIDE
1 x HORSE LEFT SIDE



THE GREEN KNIGHT



HORSE RIGHT SIDE
00542/5



HORSE LEFT SIDE
00542/6

BRETONNIA

BOWMEN



CHAMPION 1
74014/1



CHAMPION 2
74014/2



**STANDARD
BEARER 1**
74014/4



**STANDARD
BEARER 2**
74014/3



TRUMPETER 1
74014/5



TRUMPETER 2
74014/6



BOWMAN 1
74013/1



BOWMAN 2
74013/2



BOWMAN 3
74013/3



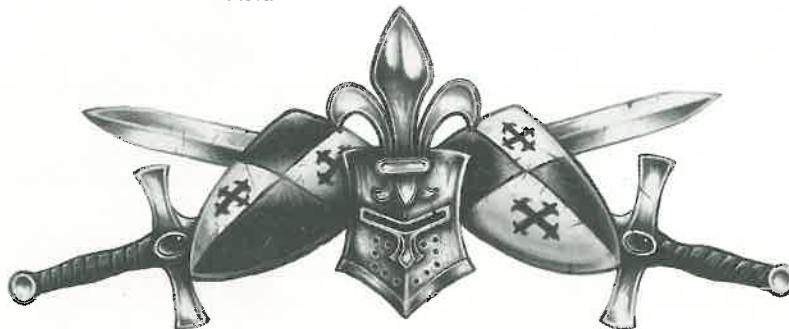
BOWMAN 4
74013/4



BOWMAN 5
74013/5



BOWMAN 6
74013/6



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DWARFS

DWARF GENERALS



DRONG THE HARD
74388/1



QUEEN HELGAR
74389/1



DRONG THE HARD AND QUEEN HELGAR

RUNESMITH



GRUNG GRUDGE-BRINGER
74394/1

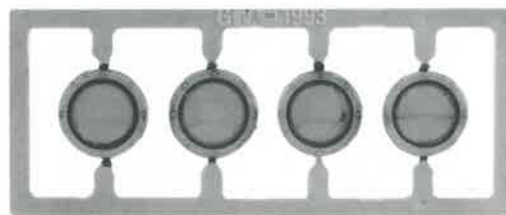
DWARF HERO



SKAG THE STEALTHY
74397/1

**A COMPLETED DRONG THE HARD
CONSISTS OF:**
1 x DRONG THE HARD
1 x SMALL ROUND SHIELD SPRUE

**A COMPLETED QUEEN HELGAR
CONSISTS OF:**
1 x QUEEN HELGAR
1 x SMALL ROUND SHIELD SPRUE



SMALL ROUND SHIELD SPRUE
111205



DWARFS

DWARF HERO



KRUDD MAD-MATTOCK
74395/1

MINERS COMMAND GROUP



CHAMPION
88045/3



TRUMPETER
88045/2



STANDARD BEARER
88045/1

MINERS



MINER 1
88044/1



MINER 2
88044/2



MINER 3
88044/3



MINER 4
88044/4



MINER 5
88044/5

DRUNKEN DWARFS



DRINKING MINER
74396/1



DRUNKEN DWARF 1
74396/2



DRUNKEN DWARF 2
74396/3



DRINKING CROSSBOWMAN
74396/4



Designed by Colin Dixon

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LIZARDMEN

KROXIGOR



BODY 1
75011/2



BODY 2
75011/6



WEAPON ARM 1
75011/3



WEAPON ARM 2
75011/7



HEAD 1
75011/1



HEAD 2
75011/5



ARM 3
75011/8



TAIL 1
75011/9



TAIL 2
75011/4

A COMPLETED KROXIGOR 1
CONSISTS OF:
1 x BODY 1
1 x WEAPON ARM 1
1 x HEAD
1 x TAIL

A COMPLETED KROXIGOR 2
CONSISTS OF:
1 x BODY 2
1 x WEAPON ARM 2
1 x HEAD
1 x TAIL
1 x ARM 3



KROXIGOR 1



KROXIGOR 2

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LIZARDMEN

SAURUS TEMPLE GUARD



TOTEM BEARER
75013/2



DRUMMER
75013/1



CHAMPION
75012/1



TOTEM
75013/3



TEMPLE GUARD 1
75015/1



TEMPLE GUARD 2
75015/2



TEMPLE GUARD 3
75015/3



TOTEM BEARER ARM
75013/4



SAURUS DRUMMER ARM
75001/8

A COMPLETED SAURUS TEMPLE
GUARD DRUMMER CONSISTS OF:
1 x DRUMMER
1 x SAURUS DRUMMER ARM

A COMPLETED SAURUS TEMPLE
GUARD CHAMPION CONSISTS OF:
1 x CHAMPION
1 x WEAPON ARM 1
1 x SAURUS SHIELD SPRUE

A COMPLETED SAURUS TEMPLE
GUARD TOTEM BEARER
CONSISTS OF:
1 x TOTEM BEARER
1 x TOTEM BEARER ARM
1 x TOTEM

A COMPLETED SAURUS TEMPLE
GUARD CONSISTS OF:
1 x TEMPLE GUARD
1 x HALBERD
1 x SAURUS SHIELD SPRUE



WEAPON ARM 1
75012/2



HALBERD
75015/4

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LIZARDMEN

SAURUS COMMAND GROUP



CHAMPION 1
75001/1



CHAMPION 2
75001/9



TOTEM BEARER 1
75001/4



TOTEM BEARER 2
75001/10



DRUMMER 1
75001/12



DRUMMER 2
75001/7



TOTEM 1
75001/11



TOTEM 2
75001/5



CHAMPION ARM 1
75001/3



CHAMPION ARM 2
75001/2



TOTEM BEARER ARM
75001/6



DRUMMER ARM
75001/8

**A COMPLETED SAURUS
TOTEM BEARER
CONSISTS OF:**
1 x TOTEM BEARER
1 x TOTEM BEARER ARM
1 x TOTEM

**A COMPLETED SAURUS
CHAMPION 1 CONSISTS OF:**
1 x CHAMPION 1
1 x CHAMPION ARM 1
1 x CHAMPION ARM 2
1 x SAURUS SHIELD SPRUE

**A COMPLETED SAURUS
CHAMPION 2 CONSISTS OF:**
1 x CHAMPION 2
1 x CHAMPION ARM 1
1 x SAURUS SHIELD SPRUE

**A COMPLETED SAURUS
DRUMMER CONSISTS OF:**
1 x DRUMMER
1 x DRUMMER ARM



SAURUS COMMAND GROUP

LIZARDMEN

SAURUS WARRIORS



BODY 1
75004/1



BODY 2
75004/2



BODY 3
75004/3



BODY 4
75004/4



SCYTHE
75004/6



SPIKE
75004/5



PICK
75004/7

**A COMPLETED SAURUS
WARRIOR CONSISTS OF:**
1 x BODY
1 x ARM
1 x SAURUS SHIELD SPRUE



SPEAR 1
75007/5



SPEAR 2
75007/6



SPEAR 3
75007/7



SPEAR 4
75007/8



A COMPLETED SAURUS WARRIOR



SAURUS SHIELD SPRUE 1
102811



SAURUS SHIELD SPRUE 2
102811

LIZARD SWARM



LIZARD 1
75017/1



LIZARD 2
75017/2



LIZARD 3
75017/3



LIZARD 4
75017/4



LIZARD 5
75017/5

**A COMPLETED LIZARD
SWARM CONSISTS OF:**
5 x LIZARDS



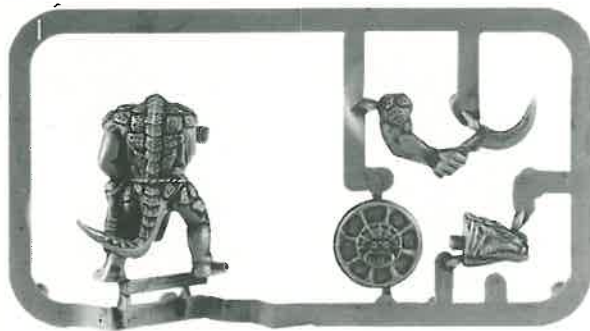
LIZARD SWARM

Saurus designed by Alan Perry, Lizard Swarm designed by Trish Morrison

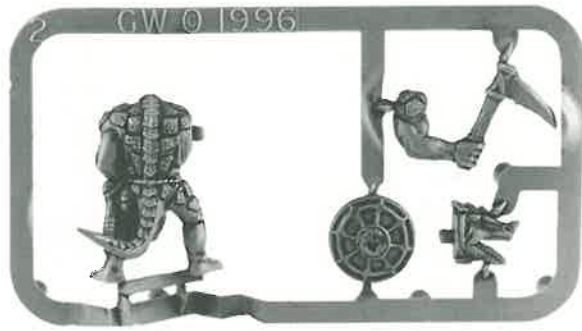
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LIZARDMEN

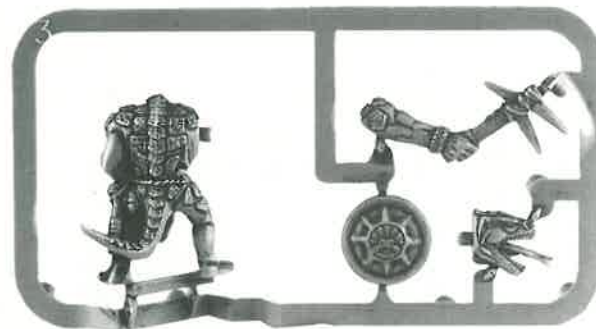
SAURUS WARRIORS



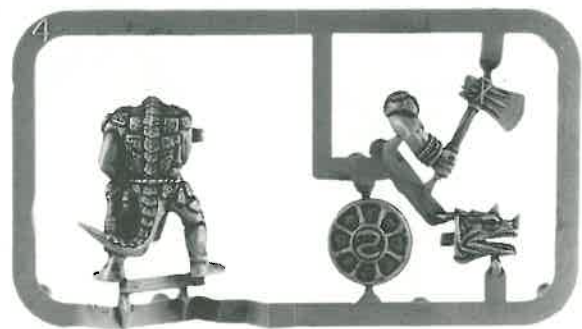
SAURUS SPRUE 1
102804



SAURUS SPRUE 2
102804



SAURUS SPRUE 3
102804



SAURUS SPRUE 4
102804

SPRUES SHOWN AT 90% OF NORMAL SIZE



SAURUS WARRIORS

SKINKS



SKINKS



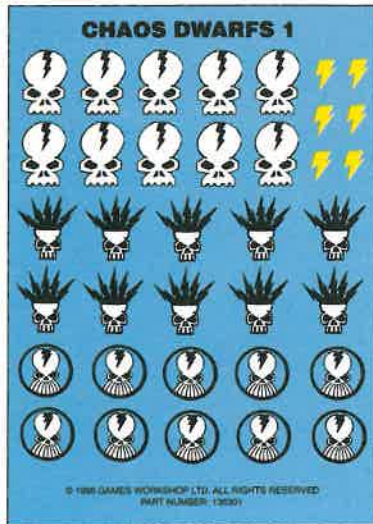
SKINK SPRUE
102803

Design by Alan Perry

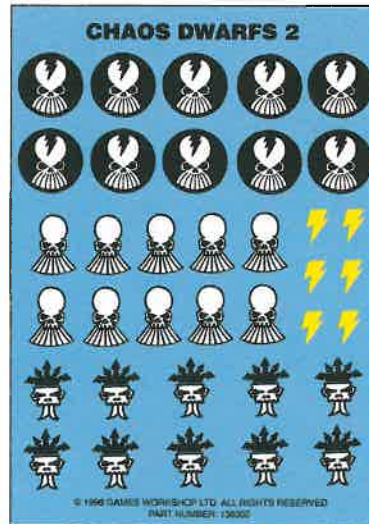
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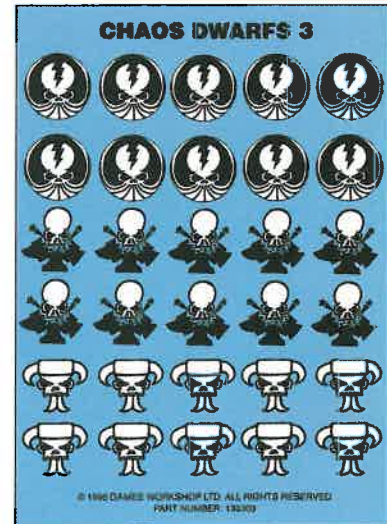
CHAOS DWARF TRANSFERS



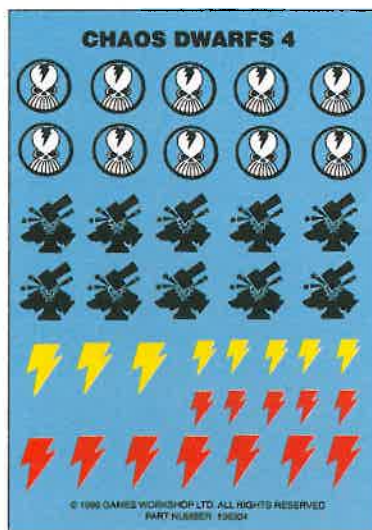
CHAOS DWARFS TRANSFER SHEET 1
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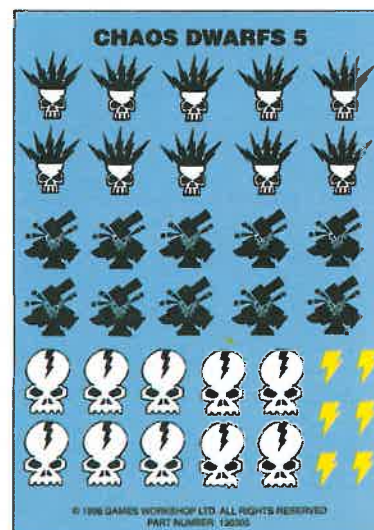
CHAOS DWARFS TRANSFER SHEET 2
136302



CHAOS DWARFS TRANSFER SHEET 3
136303



CHAOS DWARFS TRANSFER SHEET 4
136304

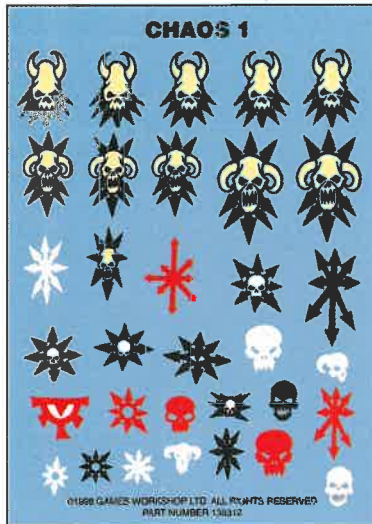


CHAOS DWARFS TRANSFER SHEET 5
136305



CHAOS

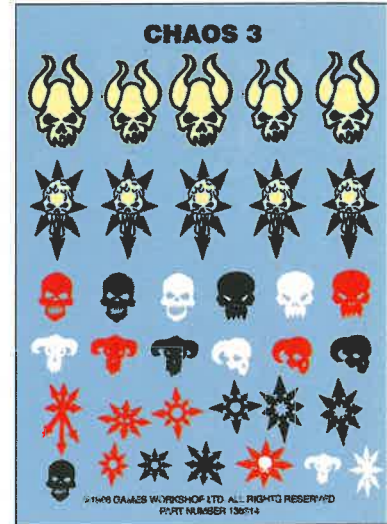
CHAOS TRANSFERS



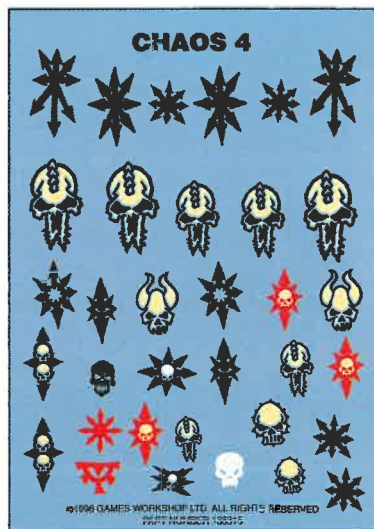
CHAOS TRANSFER SHEET 1
136302



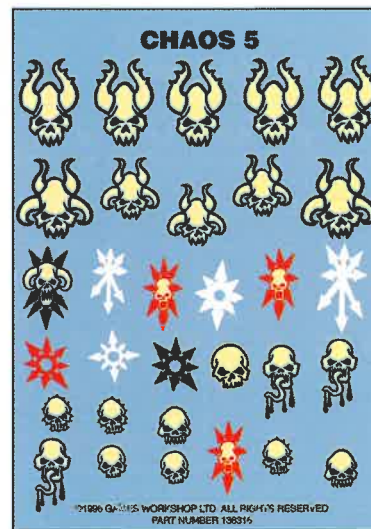
CHAOS TRANSFER SHEET 2
136303



CHAOS TRANSFER SHEET 3
136304



CHAOS TRANSFER SHEET 4
136305



CHAOS TRANSFER SHEET 5
136306



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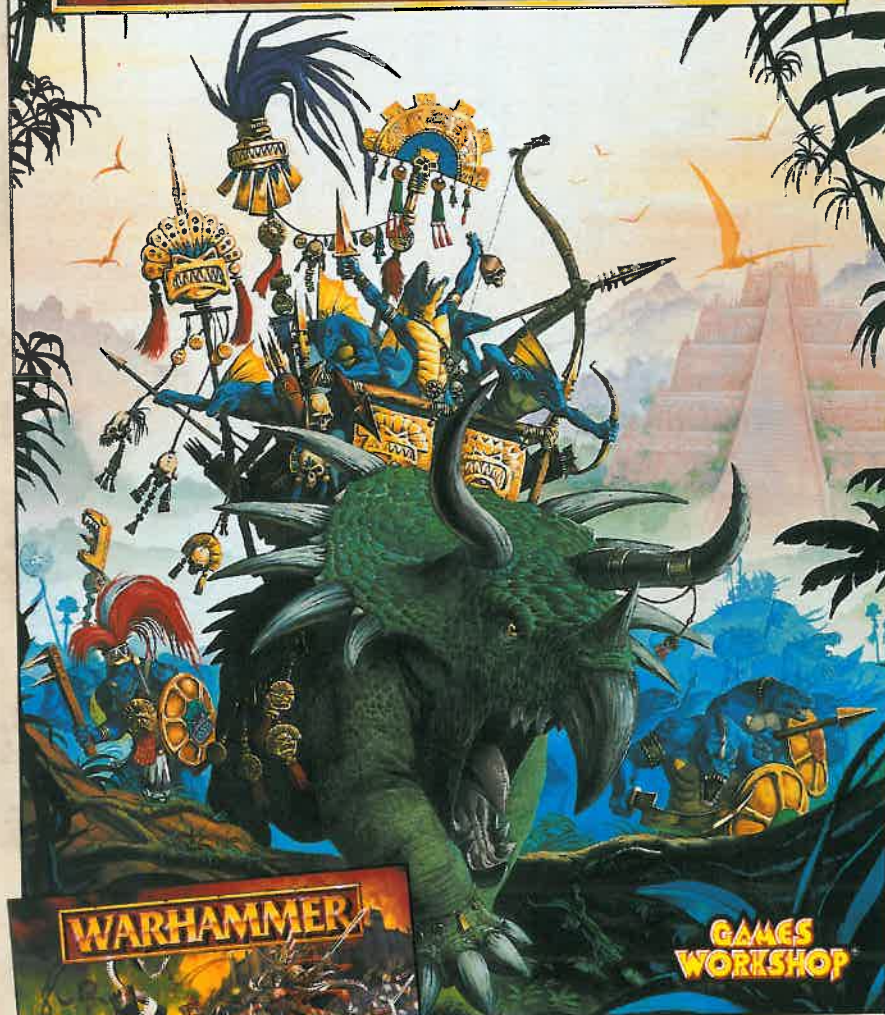
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WARHAMMER

WARHAMMER ARMIES LIZARDMEN



ARMY LIST

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as well as unique special characters like Venerable Lord Kroak, Lotl-Botl the Saurus, and Oxayotl the Chameleon Skink.



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LIZARDMEN

Deep within the steaming jungles of Lustria, the sounds of beating war-drums echo like distant thunder. From mighty temples and ruined cities, the Lizardmen issue forth to defend their ancient civilisation and conquer new lands. Under the guidance of their enigmatic Slann masters, the Lizardmen have come to unleash their cold-blooded savagery upon the world.

LUSTRIA

The book describes the history of the tropical jungles of Lustria, cradle of the Warhammer World's most ancient civilisation.

SPECIAL RULES

The Bestiary presents the fearsome Lizardmen in all their guises, featuring Skinks, Sauruses, Kroxigor and the Slann Mage-Priests themselves. Also described are Cold Ones, Terradons, Stegadons and Salamanders, awesome reptiles bred in ages past to serve the Lizardmen as mounts and beasts of burden and war.



**GAMES
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A Lizardmen army prepares for war.