



WHITE DWARF

217 THE TIME OF MORTALS IS AT AN END

January
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Realm of Chaos has arrived

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**GAMES
WORKSHOP**

ISSN 0265-8712



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WHITE DWARF

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Artwork by Geoff Taylor.

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Want to know what's new? Want to know how to get hold of more Necrons? Want Ginger Spice's phone number?

BATTLEFIELD TERRAIN 38

Fighting a battle over great terrain is really cool. Here we present our entire range of battlefield terrain and accessories for you to salivate over...

IN OUR STORES!

58

Straight from the frontline, take a look at all the latest special offers and exciting events going on in our stores nationwide.

MAIL ORDER

79

Psst! Want to know about all the latest deals on Citadel miniatures? Check out Mail Order, and remember, you didn't hear this from me, know what I mean?



REALM OF CHAOS

8

Arch fiends Tuomas Pirinen and Rick Priestley have done Warhammer generals no favours by writing this superb set of army lists which showcases the Chaos Beastmen, Chaos Warriors, Daemons and the Monstrous Host. No, no favours at all...

We take a look through the round window at what's available for Chaos Warlords this month.

PAINTING CHAOS WARRIORS

24

Here's an easy way to prepare your Chaos Warriors for battle.

BATTLE REPORT: THE SHADOW OF DEATH

The new Chaos Beastmen are in action as Tuomas Pirinen takes on the might of the Undead led by Andy Kettlewell in this classic Warhammer battle report.



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WARHAMMER 40,000

NECRON RAIDERS

27

A terrifying new menace has surfaced in the Warhammer 40,000 universe – the Necrons. Rick Priestley describes these deadly mechanoids together with all their special rules. Actually you can't really miss them, there's a metal Necron miniature on the front of this magazine! We've also written a special Necron scenario so you can take to the battlefield with them straight away.

IMPERIAL GUARD PRAETORIAN XXIV

60

"I say! Are those uncouth greenskin types letting off rounds at us? We're going to have to give them a lesson in manners..."

One of the most talked about displays at Games Day was 'Massacre at Big Toof River' which featured a brand new Imperial Guard regiment, the Praetorians. Highly disciplined, these chaps do everything by the book. So polish those buttons, present arms and get the Limited Edition boxed set now!



GORKAMORKA

MAD MEKS

52

Gav Thorpe has been hanging around in the Mek's Workshop of late and he's picked up some brill new ideas for gubbinz. He's also picked up a number of unsavoury habits but we won't go into that here...

DIGGANOB IS COMING!

56

Seems like even da humies want to get in on the act. The new boxed supplement to Gorkamorka features Diggas, Muties and even Gretchin Revolutionaries! Take a peek. Go on you know you want to!

WARHAMMER II EPIC 40,000

TACTICA IMPERIALIS

47

Join veteran Imperial Commander Warwick Kinrade as he takes a look at the combined forces of Space Marines, Imperial Guard, and Titan Legions that make the Army of the Imperium.



Product Code: 60249999217

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NEWS

SOAPBOX!

"Aaaah! this month the fools in White Dwarf have let me climb upon the soapbox in order to rant and rave about a subject close to my heart... so listen closely and I'll begin..."

A few weeks ago I got to meet some of our US retailers and chew the fat a little bit about what's coming up in the hobby. Apart from the inevitable "What's happening with the Squats?", ("They're what you get after eight pints and a curry!") one of the most interesting exchanges was a discussion about the merits of the Epic Warhammer 40,000 games system compared to the old Space Marine/Adeptus Titanicus games.

Now I have to say that I am an unashamed fan of Epic 40,000. I love the game, I love the miniatures and, as regular readers of this mag will know, I've spent more than a reasonable time over the last few months painting, modelling and making terrain for this game of games. OK, so now you know where I'm coming from!

That being said, our discussion of the game hinged on the fact that the Epic 40,000 game system is simpler than its predecessors and therefore as a result can't be as realistic.

Now... putting aside for one moment the issue of "realism" when you are talking of playing games in which bio-engineered super warriors stride across a battlefield in order to engage in combat with horrific greenskinned monsters (or pointy-headed hippie weirdos, or disgusting bio-consuming alien monstrosities) I really do take issue with the opinion that in order for things to be more real (or even a better simulation) they have to be more complex.

For me the utter joy of the Epic 40,000 system lies in an elegant structural simplicity that underpins a bewildering and sometimes devastatingly bloody complexity. It's a bit like looking at fractal diagrams where a simple form goes to build up a pattern of dazzling beauty.

All artists, designers, engineers, writers... (but unfortunately not politicians!) know that any fool can make things more complex. The real trick in developing systems lies in applying a small number finite rules that in their

interaction create a dynamic interplay of forces, rather than in generating a large set of independently complex rules.

And as if I needed any further supporting evidence, think for a minute about Chess or Go or any other 'classical' wargames.

So where is all this leading? Well Epic 40,000 puts me in the position of an Imperial Commander in my orbital battle barge, taking reports and directing troops. All I need to know are the basic capabilities of the troops under my command. I don't need to know the details of the weaponry of my assault troops. I just need to know that they are assault troops and use them accordingly. This knowledge is represented by the *Special Abilities* rules which gloriously characterise dozens of different troop types without layering on dozens of 'special' rules.

Equally, the high rates of movement in Epic 40,000 – my Land Speeders can cover over a metre on the tabletop if I make them *March* – compared to the short ranges of most weapons, makes for an incredibly dynamic game. This is a battlezone where rapid re-deployments can throw the enemy off-balance, where airborne troops can drop out of the skies to seize strategic points, and where close combat is a brutal, bloody and decisive affair.

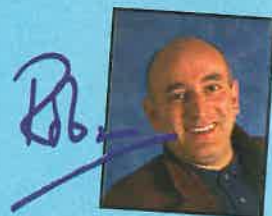
The final core mechanic in the Epic system than makes the game a joy to play is the Blast

markers. I've played many, many, many miniatures games from the nightmare world of the 41st Millennium through to the desperate struggles around Stalingrad during WW2. In no previous game have I ever encountered such a single, simple mechanic that handles the effects of unit morale, suppressive fire, combat effectiveness and the sheer havoc of war in such a blindingly elegant fashion. Not only are all of these ideas enshrined within the humble Blast marker, but they provide an instant visual readout on where the hot spots are in the battle!

This game is the ultimate confirmation that 'less is more'. You see when I'm playing a wargame... I want to fight you! I want to destroy your forces! I want to beat you! I don't want to have to engage in a struggle with the game system... because that's no fun!

I could go on... If anyone ever tells you that this game is too easy to be 'realistic' then simply spit in their eye and walk on by.

They're obviously got better things to do and aren't worth the effort!



Scribblings from the Black Library

The Black Library continues to buzz with more activity than a Tyranid Hive Fleet flying south for the winter. One startling piece of news is that *Inferno! – Tales of Fantasy and Adventure* has now reached issue 4. Why, it barely seems like yesterday... etc, etc. An extra-hefty issue stuffed with 16 more pages for Xmas, *Inferno! 4*

is the usual storming mix of action-packed short stories, comic strips and cutaway diagrams. Highlights of this issue include *Gaunt's Ghosts* by Dan Abnett, *Into the Maelstrom* by Chris Pramas, and the awesome Genestealer-stomping comic strip *A Good Day to Die*.

Equally momentous is the news that the Citadel Journal has come under the watchful eye of the Black Librarians. However, the Journal will continue to be the voice of the Games Workshop hobby, written by gamers, for gamers. Indeed, if you feel you have something to say about your games, whether it be new rules, conversions or some tried and tested tactics, the Journal would love to hear

from you. Details on how to contribute are in the latest edition, Issue 23, which as always is crammed with so many in-depth articles and scenarios for your favourite games that you'll still be reading it by the time the next one comes out (end of January, since you ask).

These publications are awesome enough, but even they pale into the background with the news of the Black Library's latest top secret project. For coming soon is a totally new title, a concept so revolutionary that it will

CENSORED! NOT FOR RELEASE UNTIL WHITE DWARF 219!

WARHAMMER®

This month's Warhammer releases:

CHAOS

Realm of Chaos (Army book boxed set)	TBA
Chaos Lord on Chaos Steed (One mounted model per blister)	\$24.95
Chaos Sorcerer (One model per blister)	\$14.95
Beastman Lord (One model per blister)	\$19.95
Ungor with spears (Four models per blister)	\$14.95
Ungor with spears command (Two models per blister)	\$13.95
Chaos Minotaur (One model per blister)	\$29.95
Daemon Prince (One model per blister)	\$39.95
Pink Horrors of Tzeentch (Two models per blister)	\$14.95
Blue Horrors of Tzeentch (Two models per blister)	\$11.95
Pink Horrors of Tzeentch command (Two models per blister)	\$14.95
Pink Horrors of Tzeentch Champion (One model per blister)	\$14.95
Chaos Banners (A4 banner sheet)	\$13.95

HIGH ELVES

High Elf cavalry patrol (Army deal boxed set)	\$155.00
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CHAOS SPIKY BITZ

Last month we heralded the arrival of the new Realm of Chaos army book boxed set and now it's here in all its dark glory! The box contains the army book itself, as well as Spell cards, Chaos Gift cards, Chaos Rewards, Magic items and the list goes on! The Army book is gloriously illustrated, really capturing the dark, malevolent nature of Chaos. Chaos spiky bloke, Tuomas Pirinen and curry master, Rick Priestley have inflicted not only one but three Chaos armies on the Old World – mortals beware!

The Chaos Warrior army list contains (oddly enough!) Chaos Warriors, Knights, savage Marauders and huge Ogres. The Beastman army contains the Ungor, the savage Gor and the mighty Bestigor. They are amply supported by Minotaurs, Beastman chariots and Chaos Hounds. The Daemon army contains all manner of weird (but terrifying), Daemonic troops including the cruel Daemon Princes and the dread Greater Daemons, the most powerful denizens of the Chaos armies. We take a look at just a few of the Chaos troops that are released this month on page 63; look out for more over the next few months.

This month's battle report features the Beastman army in combat with the Forces of the Undead. Tuomas Pirinen commands the feral horde whilst Andy Kettlewell exhumes his skeletal army!

CAVALRY PATROL

The High Elf Cavalry Patrol is an excellent way to start your High Elf army or add to your existing army of Ulthuan. It is a complete Warhammer army itself which you can use in your games of Warhammer to take on and vanquish your foes.

The box contains all the miniatures you'll need for the complete cavalry patrol plus

background information and how they fit into the High Elf army. There is an army list included so you can work out your own cavalry patrol, or you can use the sample army roster provided.

The cavalry patrol allows you to build a force of mounted troops to support the slower infantry formations that form the backbone of most High Elf armies.



MISSION ALERT!

We need enthusiastic and able recruits to help build the GW hobby throughout Australia and New Zealand.

If you are interested in Retail, Telesales, or Mail Order work, ask for an application form from your local store or write to the address below and ask for an application form!

If you have any other skills that Games Workshop can use, we want to hear from you.

APPLY NOW

before it's too late!

**Personnel Officer
Games Workshop
PO Box 576
Ingleburn NSW 2565
AUSTRALIA**

WARHAMMER EPIC 40,000

This month's Epic 40,000 releases

IMPERIAL GUARD

Imperial Leman Russ Demolisher tanks (3 models per blister)	\$15.95
Imperial Manticores (Two models per blister)	\$15.95
Imperial Sentinels (5 models per blister)	\$12.95
Imperial Marauder Bombers (Two models per blister)	\$15.95
Imperial Thunderbolt Fighters (Three models per blister)	\$15.95

ELDAR

Eldar Biel-Tann War Host (army deal boxed set)	\$150.00
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New Tanks

The Imperial Guard reinforcements are here! Based on the Leman Russ chassis, the Demolisher carries a huge gun from which the tank gets its name. To see the tank in action check out last month's battle report. If you think that the Bombard was impressive in the battle, wait 'till you see the new Manticores. These rocket launchers are siege artillery and are rightly feared for their tremendous range and

destructive power. Imperial Guard commanders swear by their artillery companies (*although enemies that face them swear at them – Paul Sawyer*) and these Manticores will certainly make a worthy addition.

Imperial Commanders use their Rough Rider units to scout out enemy detachments. Others prefer to use the Sentinel recon walker. Not as heavily armoured and lacking the heavy weaponry of a battle tank, Sentinels are never the less extremely fast and, when used in large enough numbers, can really harry the enemy.

The Imperial Navy take to the skies in squadrons of Marauder Bombers and Thunderbolt Fighters. The Thunderbolt is a great interceptor, flying ahead of the Marauders to attack enemy flyers. When the way is clear the Marauders drop from the skies to deliver their lethal cargo. They unleash a salvo of missiles and battle cannon fire, smashing enemy detachments in a torrent of explosive death!

Imperial Attack!

The Army of the Imperium is a vast beast containing the implacable Space Marines, massive Imperial Guard and colossal Titan Legions. Warwick Kinrade takes a look at how you can combine these different detachments together to make an complete Imperial force.



By the time you read this the ace new computer game, Final Liberation, may be on the shelves of your local computer store.

What can we say apart from "Cor! Wow! Blimey! (and can I have a copy? – Paul Sawyer)"?



With over 40 scenarios and 20 minutes of live-action footage Final Liberation looks a real stonker!



GORKAMORKA

This month's Gorkamorka releases

Big Grabber (vehicle accessory blister)

\$9.95

Gubbinz

After you've fought a few battles of Gorkamorka a mob has usually earned enough teef to do some trading in Mektown. You get teef through sheer hard graft in the mines, and, once you paid out for living expenses (feedin' da Boyz wiv da squigs) you can spend whatever is left over on stuff like new Boyz, Yoofs, weapons and kustom bitz if you are feeling adventurous. A must when it comes to buying new bitz is to add new weapons and gubbins to your mobs' vehicles. Remember, new gubbins must be modelled on to your vehicles - cool!

Kustomizin'

You'll notice that over the last few issues we've included a lot of kustomised vehicles made by the chaps who work here at

Games

Workshop. The conversions and extra bits that they've put on their vehicles look amazing and really easy to do. All they did was use parts that they had to hand or bitz they'd ordered from Mail Order. To make life even easier for all gorkamorka Nobs our sculptors have made a load of excellent gubbins. These include the Boarding Planks and Wrecker Balls which we've featured over the last few issues.

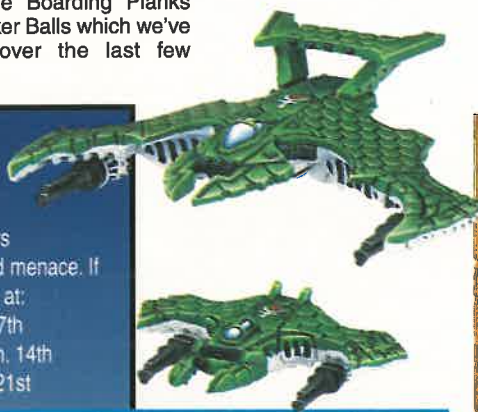
Big Grabber

The latest gubbins from Mektown is the Big Grabber. This particularly nasty piece of work can tear bits off enemy trucks and can pick up, crush and throw rival warriors around. Full rules for the Big Grabber can be found in *Da Uvver Book*.

Mad Meks

Gav Thorpe has put his thinking cap on and come up with a load more gubbins! We've got just a handful in the "Mad Meks" article later this issue.

Look out for a preview of the new Gorkamorka supplement, Digganob. Seems like even the Humies want a piece of the action, as well as da Grotz and Muties. Make sure you check out next issue!



THE BATTLE FOR ICHAR IV

Based on the highly successful worldwide campaign of a few years ago, Eldar Farseers have determined the need to stop the Tyranid menace. If

you wish to join them you can do so at:

Games Workshop Ringwood - Jan. 7th
Games Workshop Greensborough - Jan. 14th
Games Workshop Melbourne - Jan. 21st



NEW STOCKISTS

More stores are now flocking to the Emperor's cause. Some of those helping to stem the tide of Chaos in Australia are:

Sanctuary Point Bargains
Sanctuary Point NSW
(02) 4443 0085

Carells Young World
Glen Innes NSW
(02) 6732 1997

and in New Zealand are:

Comics Compulsion
Christchurch
(03) 358 5593

Free Necron!

You can't have failed to notice that this month's White Dwarf is a little heavier than usual. We've put a metal miniature on the front cover for the first time and it's something really special too!

The Necrons are a menacing new race for Warhammer 40,000. These mechanoids are pretty tough customers and have remarkable weaponry to boot. For instance, if a Necron is wounded, they aren't removed as casualties, just laid down. On a roll of a 6 you can stand them back on their feet and they fight as normal! They also disrupt weapons and vehicles within a 6" radius of any Necron...

Orks! Fahsends of 'em!

There was a lot to look at at Games Day this year, and one of the most spectacular displays was "Massacre at Big Toof River". This huge conflict between the Imperial Guard and the Orks featured a new regiment, the Praetorians XXIV. They proved to be so popular on the day that we decided to release a limited edition army deal. The box contains a complete platoon of

Praetorians. Speaking of Army deals, the Space Marine Strike Force is now available. This contains Terminators, Devastators, Tactical Space Marines and Scouts, together with a Dreadnought and command models.

The Battleground

Later in this issue we take a look at tabletop terrain features. For instance, there is a superb new Warhammer 40,000 building available. The Imperial Battle Bunker is another excellent addition to our range of battlefield terrain.

This month's Warhammer 40,000 releases

NECRONS

Necron Raiders
(boxed set containing 5 Necron and 2 Scarabs) \$39.95

IMPERIAL GUARD

Praetorian XXIV regiment
(Limited Edition Army deal boxed set) \$220.00

SPACE MARINES

Space Marine Strike Force
(Army deal boxed set) \$300.00

TERRAIN

Warhammer 40,000 Accessories Ammo Crates \$14.95
Battle Bunker (card building kit) \$29.95



da 'ardest Mob

During January we will be running a fantastic GORKAMORKA campaign in all of our stores. Played every Wednesday and Sunday during January. The winner of each day's events will be issued with a jangly that will get da Nob on board Gorkamorka when it's time to leave.

As every Ork knows a Nob without janglies shouldn't be leading a mob! So go to your local Games Workshop store and fight for the honour (dishonour) of your mob.



IMPERIAL GUARD



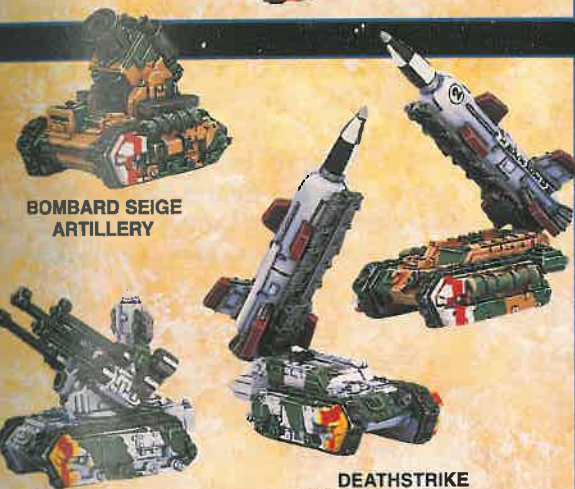
BANEBLADE SUPER HEAVY TANKS



SHADOWSWORD SUPER HEAVY TANKS



HELLHOUND
FLAME
TANKS



BOMBARD SEIGE
ARTILLERY

HYDRA FLAK TANK

DEATHSTRIKE
MISSILE LAUNCHERS



OGRYN SQUAD

ROUGH RIDER
SQUAD



IMPERIAL GUARD SQUAD



IMPERIAL GUARD
HEAVY WEAPONS SQUAD



IMPERIAL GUARD
COMMAND SQUAD



IMPERIAL GUARD SQUAD



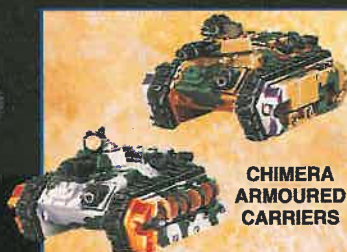
IMPERIAL GUARD
HEAVY WEAPONS SQUAD



MANTICORE ROCKET
LAUNCHER



RATLING SQUAD



CHIMERA
ARMoured
CARRIERS



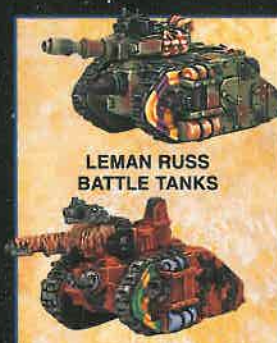
DEMOLISHER
SUPPORT TANK



GRIFFON
MORTARS



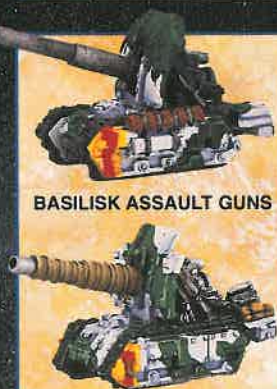
SENTINEL
RECON WALKER



LEMAN RUSS
BATTLE TANKS



THUNDERBOLT
FIGHTER

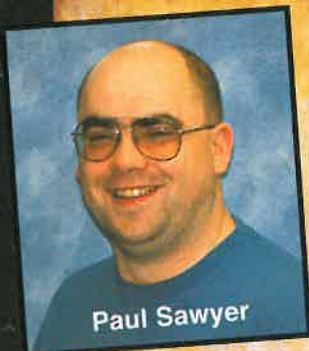


BASILISK ASSAULT GUNS



MARAUDER
FIGHTER-BOMBER

WARHAMMER
EPIC 40,000



Paul Sawyer

Fat Bloke presents

Warhammer players are about to be split into two opposing camps. You will either fall into the 'Alright! I must collect one of these armies straight away' camp or the 'Oh no, three armies for the Chaos Gods to wield – my life is at an end, sob! sob!' camp.

Why? The Realm of Chaos has arrived – be afraid, very afraid...

That Chaos spiky bloke himself, Tuomas Pirinen, has worked wonders in creating a dark, brooding atmosphere emanating from the Chaos Wastes and I for one will have to buy this superb boxed set.

The stunning new Realm of Chaos box is the answer to my misguided prayers. I've been wanting to start a new army for a while now but just couldn't decide which race – the chittering Skaven or perhaps the valiant Bretonnians? I just couldn't decide. My ruminations were made for me as soon as I clapped my eyes on the Beastman army list. I've always liked the look and background of the Chaos army and the Children of Chaos with their savage ferocity had to be mine.

Anyway there's a regiment of Ungor just gagging for more paint so I'll hand over to the Realm of Chaos author himself and he can tell us all about it. So, lets put our hands together for...

Tuuuuuomas Pirinen!

I bring greetings from the darkest reaches of the Realm of Chaos. For it is only I who can do so, after walking those dark paths for so long. Hear me, for I speak with the experience of many long months of insanity and horror that I spent chained to my desktop.

The task of creating a new sourcebook for all things chaotic was not an easy one. The original volumes 'the lost and the damned' and 'the slaves to darkness' as well as the earlier Chaos boxed set and the Codex Chaos were all of extremely high standard, and had established a tradition of excellence for Chaos books.

Before I started writing the Realm of Chaos I had talked to dozens of gamers in various conventions and Grand Openings, read their letters and pondered their views and opinions. One thing was clear: Chaos armies lacked theme and flavour. It was far too easy and tempting to take armies of Harpies and Dragon Ogres, discarding Chaos Warriors and Beastmen altogether. People wanted more choice when it came to choosing their General. After all, why couldn't a Beastman Lord lead his own warband to battle, did it always had to be a Chaos Lord? And couldn't a Lord of Change, the immeasurably wise Greater Daemon of Tzeentch command the lesser Daemons of his god? We decided to fix this.

After long hours of meditation about the True Nature of Chaos, three separate aspects of Chaos emerged: Beastmen, Chaos Warriors and Daemons. All of these were easily worthy of their own army list, and in the end we decided to put them all into the Realm of Chaos! This sort of approach had worked well with Warhammer 40,000 Codex Chaos, which is in many ways the sister book of the Realm of Chaos.

So now the Realm of Chaos contains three army lists: Chaos Warriors led by the Champions and Sorcerers of Chaos, Beastmen that are commanded by Beastman Chiefs and Shamans, and finally the Daemons, the dreaded creatures of Chaos led by Greater Daemons and Daemon Princes. This way there are almost endless new possibilities to put together your Chaos armies: you could, for example, base your army entirely on Khornate Daemons with a Bloodthirster and a Daemon Prince leading

WARHAMMER

Realm of Chaos

your regiments of Bloodletters, Flesh Hounds and Bloodcrushers (Bloodletters mounted on Juggernauts!).

Of course we have done lots more than simply separate the different troop types into three lists. There are many new horrors that a Chaos General can now field. Beastman are able to call upon Ungors, the lesser Beastmen to bolster their ranks, the Chaos Warriors can summon the barbarian Marauders to do battle, while the Daemons can call upon the mighty Daemon Princes and foul Chaos Spawn to strike fear into the hearts of their opponents. -

So how do the three new armies differ from one another, and from the other Warhammer armies? In the following page I've included a brief introduction for each of the armies, along with some splendid new Chaos models!



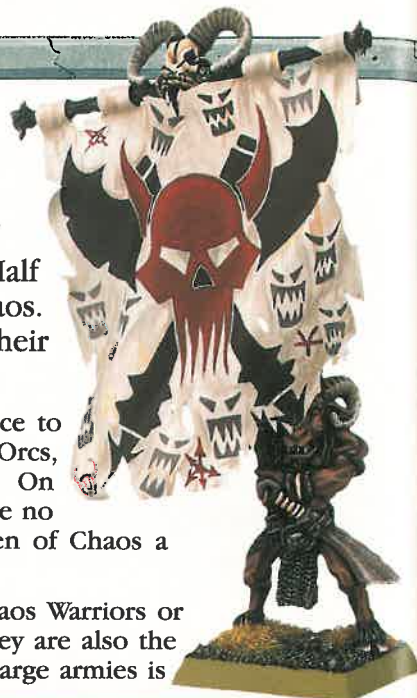
Travis

BEASTMEN

Beastmen are a race of brutish, mutated creatures. Half man, half animal, they are truly the children of Chaos. They are brutal, undisciplined creatures who rely on their numbers and sheer savagery in battle.

The Beastmen are characterised by their astounding resilience to damage. Even the smaller Ungor are just as tough as Dwarfs or Orcs, and the bigger Beastmen can take twice as much punishment! On the other hand, the Beastmen (like all the Chaos armies) have no missile troops or war machines, which makes these Children of Chaos a challenging army to play.

Beastmen might not be quite as powerful fighters as the Chaos Warriors or Daemons, but they are still superior to most other races. They are also the most numerous of all the Chaos creatures, so fielding quite large armies is



Above: A regiment of Gors, the largest of Beastmen. They are huge, lumbering creatures with massive horns, and are deadly adversaries in battle.

While any Beastman Warlord can serve as the General of a Beastman army, what you really want is a brutal, powerful Beastlord to command your troops!





easy. They have plenty of relatively cheap troops to bulk out their ranks.

While most of the Beastmen are rather slow infantry, the army does include some faster elements. Minotaurs and chariots are the shock troops of Beastman warbands, being fast and very hard hitting.

These elements make the Beastman armies quite versatile, allowing the Beastmen to make up for their lack of cavalry. Beastmen suffer from Infighting, and they don't have particularly brilliant Leadership scores, so they tend to flock around their General. This will give them solid leadership, and make it easier to command these unruly creatures. The flanks of the Beastman armies are usually held by Minotaurs, Harpies,

Beastmen are savage and primitive so we have used only a few natural colours when painting them. Various shades of brown have been used for their skin, fur and clothing, whilst off-white colours have been used for their shields and banners. Dark red or black symbols have been painted onto the banners and shields.

Minotaurs with hand weapons



Beastman warbands may not have any cavalry, but ferocious Minotaurs more than make up for this. Slaughtering enemies can work the Minotaurs up to a destructive frenzy, and their great strength makes them the equal of any heavy cavalry.

chariots and such, while their centre marches resolutely forward to engage their enemies as quickly as possible. Few can survive a war of attrition against Beastmen. If you want an army of great resilience married with brutal close-combat ability, the Beastman army is for you.



KHAGOR'S HEAD HUNTERS

Khagor is a mighty Beastlord and General of the formidable Head Hunters. This is a good example of a 2,000 point Beastman army.

The army itself is made up of three Beastman Warlords each leading a retinue. Khagor leads a retinue comprised of a single, large Beastman unit. He is supported by the Shaman Khaos-Ra and Slagrar, who carries Khagor's battle standard. The army can be expanded by either adding more troops to a retinue or by adding further Warlords, each with a retinue of his own.



KHAGOR'S RETINUE

Khagor's retinue is a large unit of Beastmen. These Gors have been painted with brown hides and white horns, like Khagor himself. The simple banner design is typical of most Beastman standards. The shields of the regiment have been painted in the same colours but using a variety of different runes and devices. This is a good way to make the wild and savage Beastmen look like a regiment on the tabletop.



20 Beastman Gor – 'The Head Crunchers' (342 points)

The Head Crunchers are each armed with a hand weapon and carry a shield. The unit includes a Champion, musician and a standard bearer carrying the magical Banner of Might.



Khagor
Beastlord
(303 points)

Khagor wears heavy armour and is armed with a massive axe that has an enchanted Ogre Blade. He also carries the magical Ruby Chalice.

POINTS VALUE: 645



Khaos-Ra
Beastman
Master Shaman
(350 points)

Khaos-Ra carries a hand weapon, the Skull Staff, the Ring of Darkness and a Potion of Knowledge.



20 Beastman Gors
—'The Leg Breakers'
(292 points)

Unit equipped with hand weapons and shields, and includes a Champion, musician and standard bearer.



24 Ungors —'The Bone Snappers' (199.5 points)

Unit includes a standard bearer and a musician. They are led by a Gor Champion. All models have shields and spears.

POINTS VALUE: 841.5



Slagrar
Beastman Battle Standard Bearer
(226 points)

Slagrar has light armour and carries a hand weapon. He also bears a Battle Banner.

SLAGRAR'S RETINUE

Slagrar's Ungors and Minotaurs are painted in the same colours as the Beastmen in Khagor's retinue. Slagrar is the army Battle Standard Bearer.

2 Minotaurs + Minotaur Champion (227 points)
All have an additional hand weapon. The Minotaur Champion wears Armour of Meteoric Iron.



10 Ungor —'The Skull Takers' (60 pts)

Armed with hand weapons and shields. The regiment includes a standard bearer and a musician. These Ungor are skirmishers.

POINTS VALUE: 513



DAEMONS

Daemons are the true servants of Chaos, supernatural beings of awesome power. They are formed from the raw stuff of Chaos itself.

Daemons live in the Realm of Chaos, and are only able to manifest when the Winds of Magic nourish them with life-giving energy. Then the armies of Daemons march south, bringing the wrath of the Chaos Gods upon their enemies. Daemons are wholly different from all other Warhammer armies in several aspects.

The troops of Daemon armies consist almost purely of Daemons, be it Bloodletters, Beasts of Nurgle or Daemonettes of Slaanesh, and they are commanded by Daemon Warlords. At the core of the Daemon army there are always Greater Daemons and Daemon Princes, the greatest of the servants of Chaos.



Above: Greater Daemons are some of the most powerful creatures available to any Warhammer General. The Lord of Change has the ability to fly, and access to some of the best Daemonite Rewards! Causing terror and sweeping from the skies to flay his enemies with magic, the Lord of Change is a truly formidable warlord.



Left: Pink Horrors are excellent spellcasters. Not only do they have access to Tzeentch spells, but they can also store an extra magic card if their regiment includes a musician.





Left: Khorne's Flesh Hounds are huge daemon hounds that bound into battle, slaving and biting, hungry for the taste of living flesh. Each Flesh Hound wears a brass collar around its neck to protect it from magic.

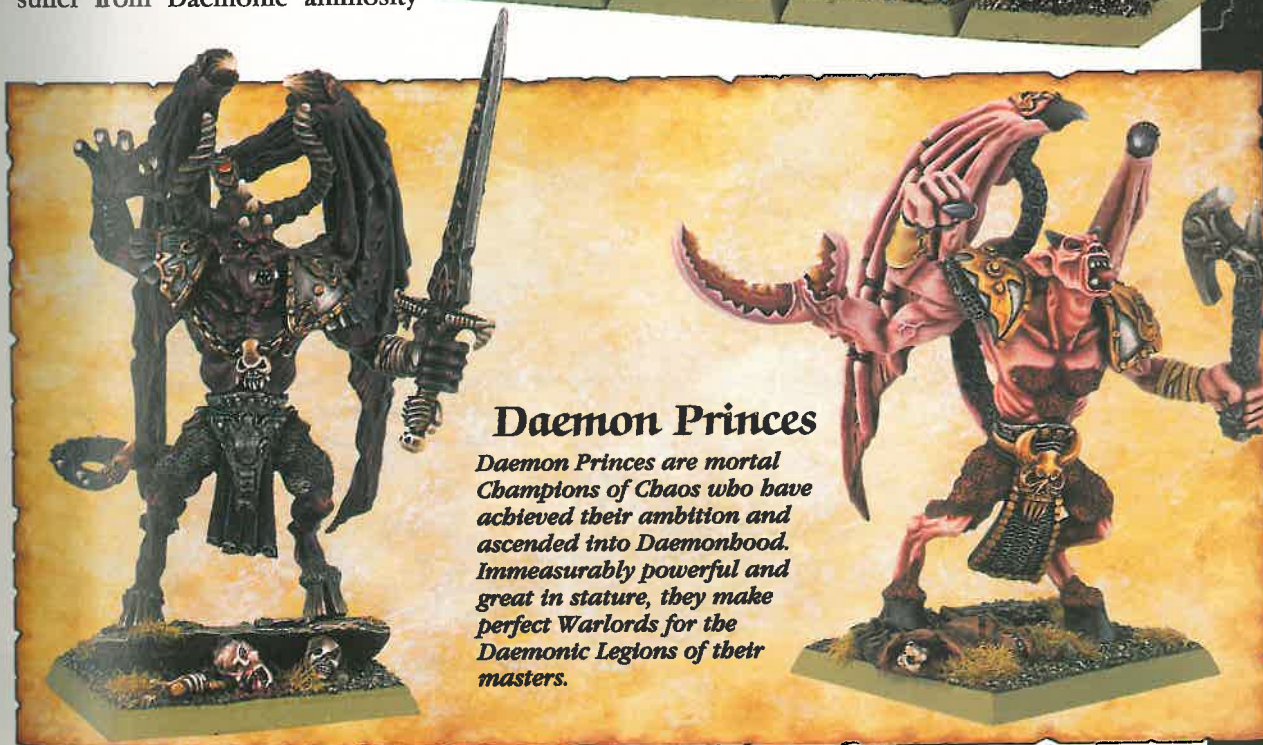
Below: Armed with their venomous Plagueswords, Plaguebearers are easily capable of killing foes with one strike.

While Daemons cannot use magic items apart from magic standards, many of them have magical powers, and Greater Daemons and Daemon Princes can buy additional abilities to give them a bit more flexibility. Some daemons are also allowed to carry daemonic musical instruments, which grant unique abilities. This balances out any lack of magic swords and armour.

Psychology is one of the major weapons of Daemons. All Daemons cause *Fear* and Daemon Princes and Greater Daemons cause *Terror* as well. This means that their opponents will be taking numerous Leadership test to overcome this. Practically all Daemons have a Leadership 10 as well, making them very difficult to break. All this makes Daemons some of the most dangerous individual troops.

Daemon armies require careful planning and a decisive style of play. While they are exceedingly powerful, they suffer from Daemonic animosity

and high point cost, which makes them a challenging but rewarding army to play with. They can certainly fight it out even with the most powerful opponents, and few would dispute that the Bloodthirster alone is a match for an entire army of mortals.



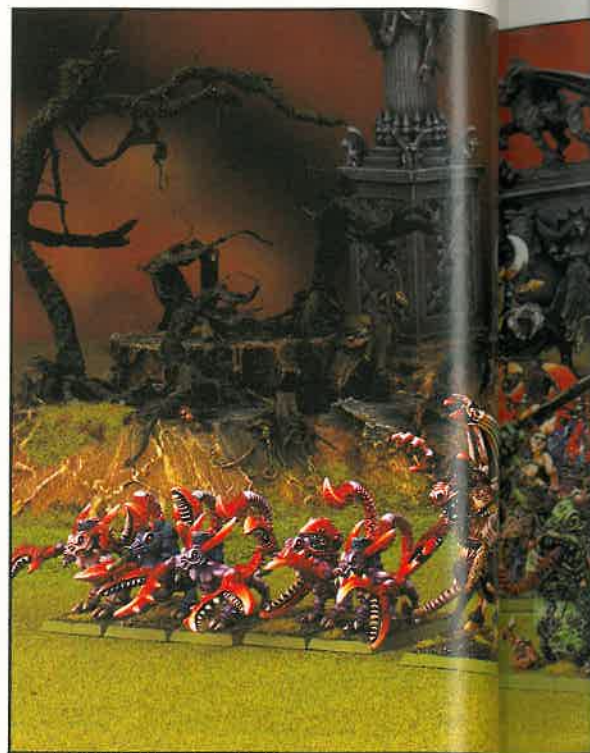
Daemon Princes

Daemon Princes are mortal Champions of Chaos who have achieved their ambition and ascended into Daemonhood. Immeasurably powerful and great in stature, they make perfect Warlords for the Daemonic Legions of their masters.

GATROG'S SOUL FLAYERS

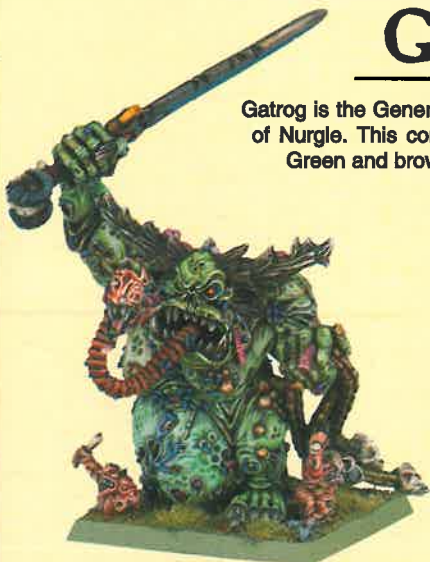
Gatrog's Soul Flayers are a large 3,500 point Daemon army. Led by the foul Gatrog Nurgle, a Great Unclean One, the army consists of three Warlords with retinues.

Gatrog leads its own personal retinue of Daemons of Nurgle, while the other two retinues in the Warband are led by the fell Daemon Princes Beelzial and Hellion. Beelzial leads a retinue of mixed Daemons whilst Hellion is a servant of Slaanesh and will lead only the Daemons of the Prince of Chaos into battle.



GATROG'S RETINUE

Gatrog is the General of the entire Warband, but he also leads his own retinue of Daemons of Nurgle. This consists of a regiment of sixteen Plaguebearers and a unit of Nurglings. Green and brown, the colours of decay, mark out Gatrog's vile and disgusting followers.



Gatrog Nurgle

Great Unclean One (600 points)
Daemonic Rewards:
Plague Flail, Massive Stature.



16 Plaguebearers – 'The Pestilent Horde' (510 points)

The Pestilent Horde have pock-marked hides and are more leprosy in appearance than their bloated comrades. Their skin is sunken and shrivelled with the stain of death rather than the ooze of slimy disease.

4 Nurgling Bases – 'The Creeping Pus Eaters' (120 points)

Being miniature versions of Nurgle themselves, these Nurglings share the same colours as the Great Unclean One.

POINTS VALUE: 1,230



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BEELZIAL'S RETINUE

A Daemon Prince of Chaos Undivided, Beelzial is a Lord of Chaos. This allows him to unite Daemons of more than one God. He has been granted the services of a powerful regiment of Bloodletters of Khorne and a bounding mob of Tzeentch Flamers.

Beelzial
Daemon Prince
of Chaos
Undivided
(430 points)

Daemonic
Rewards:
Lord of Chaos,
Master of Sorcery
(Level 3).



20 Bloodletters of Khorne – 'The Skullcleavers' (490 points)
The Skullcleavers unit includes a standard bearer who carries a magical Banner of Rage.



**8 Flamers of
Tzeentch – 'The
Immolators' (400 points)**

POINTS VALUE: 1,320



HELLION'S RETINUE

Hellion bears the Mark of Slaanesh and brings with him two units of Daemons, the Painbringers and the Slaving Tongues. The retinue's colours emphasise flesh tones and the bright red of the claws sported by every model in the retinue.

Hellion
Daemon Prince
of Slaanesh
(370 points)

Mark of Slaanesh
Daemonic
Rewards:
Tormentor,
Daemonblade.



**5 Fiends of Slaanesh –
'The Slaving Tongues'
(150 points)**

**6 Mounted
Daemonettes
'The
Painbringers'
(420 points)**



The unit includes a standard bearer carrying the magic Standard of Shielding.

POINTS VALUE: 940



CHAOS WARRIORS

Chaos Warriors are the terrifying mortal fighters in the service of the Dark Gods of Chaos. They are the most powerful of all mortal warriors, imbued with the raging power of Chaos. Led by their Champions and Sorcerers, they have few equals in battle.

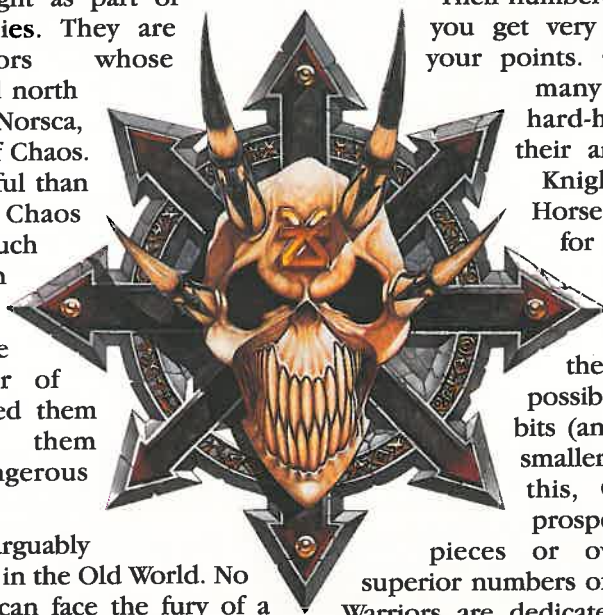


Above: A Chaos lord mounted on his Chaos Steed

Chaos Marauders fight as part of Chaos Warrior armies. They are barbarian warriors whose homeland is situated north of the bleak lands of Norsca, under the shadow of Chaos. They are less powerful than the dreaded Chaos Warriors, but still much better fighters than mere humans.

Their long exposure to the raw power of Chaos has toughened them and made them psychopathic, dangerous foes.

Chaos Warrior are arguably the greatest warriors in the Old World. No Elf, man, or Dwarf can face the fury of a Chaos Warrior alone, such is their skill.



Their numbers are relatively few, but you get very powerful troops for your points. Chaos Warriors have many fast and extremely hard-hitting elements in their army, including Chaos Knights and Marauder Horsemen. This makes up for their lack of numbers and missile troops.

The trick with Chaos Warriors is to engage the enemy as quickly as possible and hack them to bits (and those bits into even smaller bits). If they fail in this, Chaos Warriors face prospect of being shot to pieces or overwhelmed by the superior numbers of their enemies. Chaos Warriors are dedicated to death or glory! Chaos Sorcerers have access to a wide variety

Chaos Sorcerers

In return for the worship and service they give to Chaos Gods, the Chaos Sorcerers are granted great magical powers of their patron god. In addition, the Chaos Sorcerers are Champions of their god, and thus they are far more powerful than any mortal wizards.



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*Above: A regiment of
Chaos knights*

of spells, and they are some of the most potent magic users in the Warhammer World. All in all Chaos Warrior armies are fast, well led and equipped, and can boast with some of the most powerful troops in the game. They are an army for a commander who wants to command an utterly elite force.



*A regiment of
Chaos Warriors
with a converted
banner*



GARATHOR'S DEATH DEALERS

In the darkness of the wastes roam the Death Dealers, a powerful warband devoted to Chaos Undivided. The Death Dealers are a 2,000 point Chaos Warrior army.

The army has two Warlords, each with a retinue. The Chaos Lord Garathor leads a retinue of awesome Chaos Knights and two Chaos chariots pulled by Chaos Steeds and crewed by Warriors. The second retinue is led by Kharon Baal, a mighty Sorcerer Lord and the master of the Doom Crushers, a regiment of Chaos Warriors.



GARATHOR'S RETINUE

Garathor's retinue wear black armour, the colour of their Lord and master. The Steeds of the Knights have black barding and even the chariots are black. The retinue's shields and banners are red, the colour of freshly spilled blood.

Garathor the Death Dealer

(375 points)

Chaos Lord of Chaos Undivided

Garathor wears Chaos armour and carries a sword and a lance. He rides a barded Chaos Steed and is equipped with the Black Amulet and a Healing Potion.

2 Chaos Chariots – 'The Scythed Despollers' (341 points)

Two chariots with Chaos Warrior crew. Both chariots have Scythed wheels, and all the crew wear Chaos armour and carry shields. One of the chariots is equipped with the magical War Banner.





5 Chaos Knights – 'The Black Ravagers' (425 points)

The Black Ravagers have lances, swords and shields, wear Chaos armour and ride barded Chaos Steeds. The unit also includes a standard bearer carrying the magical Banner of Courage.

POINTS VALUE: 1,141



KHARON'S RETINUE

The basic iron and black colours of Kharon and his retinue are typical of many Chaos followers. The regiment's awesome banner bears the great unblinking Eye of Dread.

Kharon Baal

Chaos Sorcerer Lord
of Chaos Undivided (416 points)

Kharon has a sword, Chaos armour, a Wand of Jet and a Warstone Charm.



12 Chaos Warriors – 'The Doom Crushers' (434 points)

*Includes Chaos
armour, shields and
standard bearer with a
Dread Banner.*

POINTS VALUE: 850



MONSTROUS HOSTS



Above: Dragon Ogres are incredibly ancient reptilian monstrosities. Their bodies are dragon-like, scaly and bulky, with a long bony tail. Their torsos are like those of ogres, with huge forelimbs that grasp weapons and fashion armour.

Chaos warbands are powerful and dominating. They attract all manner of fell and corrupt creatures to their service.

These Monstrous Hosts are many and varied, united only by the savagery they display in battle. They include carrion-eating Harpies, formidable DragonOgres and loathsome Chaos Trolls.



Below: These Chaos Trolls started out as Stone Trolls, but have been converted using various plastic and metal pieces from other Citadel models.

AND FINALLY...

I aimed to make the Realm of Chaos a complete and exhaustive book of Chaos in all of its various guises. The book is literally bursting with new background, fiction, rules and troops, so it would serve all Chaos players, no matter what their taste or preference. It gives a whole new aspect to the Warhammer game.

Realm of Chaos is not all that will be available to Chaos players! Look out for Champions of Chaos, a new Chaos supplement that will include new background, stories, and twelve special characters to lead your Chaos warbands!

Thomas



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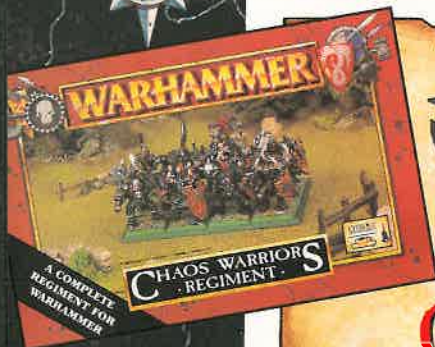
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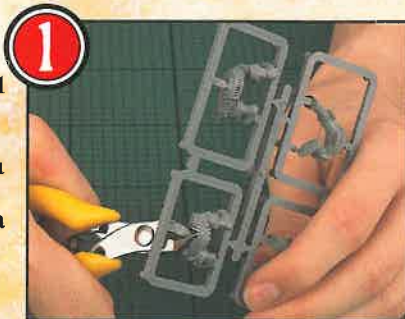


Here we show you how to take the Warhammer Chaos Warriors Regiment from their box to your own battlefield...



A STAGE-BY-STAGE GUIDE TO PAINTING YOUR CHAOS WARRIOR REGIMENT

STAGE 1. Start by removing all the models from the sprue with a pair of clippers or a modelling knife.



STAGE 2. Carefully clean off any mould lines on both the plastic and metal parts with a modelling knife. Make any cuts away from yourself or you might lose a finger!



STAGE 3. Glue the models together using polystyrene cement for the plastic parts and superglue for the metal parts. Make sure that the models rank up next to each other without touching. *Leave the shields on their sprue as sticking them on now makes the rest of the model harder to paint.*



STAGE 4. The next stage is to undercoat the models. We've used a black undercoat so we can drybrush silver straight on top, saving time. Spray the shields at the same time, leaving them on the sprue.



STAGE 5. Drybrush the models and shields with chainmail. Any mistakes will be covered up when you paint the other colours on later, so don't worry about being too neat at this stage.

DRYBRUSHING

Drybrushing is the name for a technique that is easy to get the hang of and quickly brings out all of the fine detail on your models. It's perfect for your Chaos Warrior's iron armour and is also great for areas on other models such as chainmail, fur, hair and cloth.

To drybrush your model, take a large brush, dip it into the paint and then wipe it off on a piece of paper until it appears dry. Then lightly draw your brush back and forth across the model. This may sound odd, but there is still quite a lot of pigment left in the brush. As you draw the brush over an area, paint slowly builds up on the raised areas of detail, adding an extra level of depth to the miniature and providing instant shading and highlighting.

6



STAGE 6. Paint the weapon hafts, boots and any other appropriate details with Chaos Black (don't forget to paint black over any recessed parts of the shields).

7



STAGE 7. Now glue the shields on and paint the bared head (if you're using it!) with Bronzed Flesh. Once this is dry, a flesh wash gives the face a layer of shading.

8



STAGE 8. Paint the horns on the Chaos Warrior's helmets with Bleached Bone. Paint the skull and horns on the standard with Skull White.

9



STAGE 9. All of the areas you have painted white now need a coat of Blood Red. The white undercoat prevents the red looking dull.

10



To add the sand, paint the base in a mix of PVA glue and water. Dip the model into a box of sand and leave it to dry. Finally, paint all of the base Goblin Green.



STAGE 10. To complete the regiment, all you'll need to do is finish off the bases. First the slots in the bases will need to be filled in. Take a small piece of plasticine and push it into the slottabase. Then simply paint the bases green. Alternatively, you could add a little sand to the bases before you paint them, as we've done here.

SCHOOL HOLIDAY GAMING



ENDLESS WARGAMING!

If spending an eternity playing your favourite games is your idea of fun then swarm on in to your nearest Games Workshop store. Every day during the January School holidays we will be running special events featuring Warhammer and Warhammer 40,000 clashes of an awesome magnitude, Epic 40,000 tours and the rock hard Gorkamorka campaign "Da 'ardest Mob". Rest assured each store will be a whirling frenzy of hobby activity!

*Contact your local
Games Workshop store for details.*

There is a vault deep beneath the Golden Throne of the Emperor, below the mile upon mile of departments of the Administratum, below the deep storage levels and the vastness of the dungeons of Earth. Its gates are adamantine. It is locked with enchantments of stasis. None can enter without the seal of the Lords of Terra. Of its dark and silent guardians I will not, dare not, speak.

Within this deepest and most secure of vaults, which in ignorance of its true name I shall call the Forbidden Vault, lie secrets uncovered by mankind since the dawn of time. Secrets so terrifying, dangers so horrific, that they must be secured forever lest mere knowledge of their existence drive mortal minds to the brink of madness.

Yet sometimes Explorators have recourse to visit the Forbidden Vault; a chance encounter on some alien world, a discovery deep in space, a babbling report of things long forgotten. Once again the adamantine gates are opened, the stasis seals are broken, and the silent guardians stand aside. Records are examined and cross-referenced. Ancient ciphers are activated, searches made, matches found, dossiers compiled and re-compiled until, at last, something like the truth takes form.

Or such at least is the tale that men tell. A tale of things I had never expected to see, to witness for myself the Seal of Terra flicker red in the globe-light, or glimpse with my own eyes those terrible watchmen, or feel the waxy touch of ancient records made in black ink upon human skin. Who could have foreseen the discovery, time-after-time and throughout human history, of such evidence of unmistakable malice. Now I hold in my shaking hands a revelation of such magnitude that all human endeavour seems vain and the flame of hope flickers in the wind of despair.



CORAN CELCIUS HISTORICUS 'HIS DIARY'
(exhibit 221B / Court H32)
Charge: Heresy. Judgement: Guilty.
Awaiting Trial as of 0725998. M41)

Somewhere in a catacomb deep in the dungeons of the Administratum a hooded scribe carefully opens a leather bound tome. He turns the crackling pages, his fingers tracing a shaky path along the ancient register. He halts upon a name and with a long quill he carefully draws a line through it. In the margin the scribe adds a note that reads...

Destroyed by Raiders Unknown.

NECRON RAIDERS

+++by Rick Priestley

The galaxy harbours its secrets. None know what races hide in the shadows pursuing secret purposes of their own. Worlds are destroyed in raids that are easily and innocently ascribed to Orks or Eldar, but, with worlds divided by the vastness of time and space, who is there to find the truth? Spacecraft are destroyed by silent unseen foes, or lost on the tides of the warp, and none can say which. Who can measure the enemies of humanity and who would willingly seek them out?





EXPLORATORS REPORT...
STATUS PRIORITY RED

+++Fate has delivered into our hands the remains of one of the enemy raiders. Mu-scan follows by encoded psignal. Retrieval now indicates a 98% co-incidence with forty-seven previous raids in the Aphis Sector (102). Cross-sector referencing in progress.

Bio-type: Mechanoid
 Fabrication: Unknown
 Temporal Residue: More than 1 million years
 +++REPEAT ANALYSIS PARAMETER ANOMALY+++
 Temporal Residue: ...Analysis confirmed
 Primary materials: Not recognised
 Threat Rating: Level 2+ ...awaiting reassessment
 +++URGENT

*"Thought for the Day
 To live in peace is to know death
 To die in battle is to know peace"*

TRANSCRIPT OF THE INTERROGATION OF BROTHER VIELLE (EXTRACT)

Being a true and certain record of the words of Brother Vielle, who, according to his testament, did alone survive the destruction of the Ecclesiarchal hermitage on Adric IV, and who did live ever afterwards in the pain of his injuries and torment of his memories until the day of his death.

Inquisitor Hoth: Tell us more of the daemons of which you spoke yesterday.

Vielle: I... Do not ask. I cannot!

Inquisitor Hoth: TELL US.

Vielle: No... I plead with you - do not ask of them.

Inquisitor Hoth: Torturer - adjust the device.

Vielle: (transcript broken by cries) ...it was after Matins. The sky darkened... (transcript inaudible)... like a swarm of rank flies they fell upon us from the air, in chariots of destruction... I... (transcript breaks down into weeping)... fled to the bell tower and tolled upon the bell, whereupon one of the aerial chariots broke from the swarm and sped towards me. It was not large, just of a size to contain its rider, which was the size of men, but at that all human resemblance ended... no... no... water give me water.

Inquisitor Hoth: Give him water - a little, he is not done yet.

Vielle: Daemons of the darkest hell were they. Corpses of steel. Leering skulls. Burning eyes bright and ruddy. The chariot drew next to the bell tower, hovering in the air at its rider's command. Its noise was as a nest of hornets in the fire... yet louder and various in pitch, rising higher as the chariot ascended into the sky. I looked upon the rider's steely face and he stared at my plight laughing. Evil runes burned about his robes and bright gems shone forth from his ghastly shroud... blue like the night under the moon Arilan. Ah... the moons of Adric that tempted our hermitage and sealed our fate... doomed... fools we were to be tempted... (transcript inaudible)

Inquisitor Hoth: Revive him. (pause) Brother Vielle, tell us of the steel daemons' strength at arms.

Vielle: I... did not see clearly... save that which blasted me from the tower. A black weapon encrusted with sparkling gems and gleaming as if wet, in shape very like a pistol such as warriors wear. The daemon gripped the weapon in a claw of steel and I felt its discharge as if caught by a tempest. I was cast down the tower's stairway. Yet I believe I was spared, for I was not struck but merely cast aside by the blast, while our great bell, blessed of the Emperor's Own Touch, was shattered and its pieces fell to the ground... broken metal amidst the dead... (transcript breaks into indecipherable raving).

Inquisitor Hoth: Attend brother. Of their armaments. Tell us all!

Vielle: Elsewhere I saw but twisted light, a haze like the hottest summer's heat flickering over the landing pad at our retreat. The distortion of the air was something like this - a rending of the air itself, not flame or light or bright star-shine as I have seen our weapons vomit upon our foes. Yet where the lance beams struck was wrought such unthinkable destruction! I witnessed my own Abbot dance upon that spear of agony, his flesh peeled from him layer upon layer, his skin flayed first revealing bloodied flesh, his flesh to tendon, gut and gristle, then only his bones until nothing. All this I saw distinctly and the agony of it, for he was not killed but dissected living, of that I am sure, until he was simply gone... yet all this happened in a heartbeat... a heartbeat (laughter followed by silence).

Torturer: I cannot revive him Lord.

Inquisitor Hoth: Then let him find such rest as he can this side of the grave.



+++Inquisition Code. 6/Bh. 5432
+++Trans-psi Code. 06 Humility
+++Relay Sequence. 01.2376.02.569
+++Security level. Alpha Red One

SECURE COMMUNICATION

Thought for the Day:
The enemy of man lies in his own blood.

Message begins...

What purpose lies behind this slaughter, executed, as it is, with such cold intelligence, it burns the mind to contemplate. This is not the slaying of beasts that must kill to feed, yet it is bestial in its unfettered savagery. What of the mutilation of the dead, whose organs lay displayed as if for examination? I cannot yet explain these things, and though I begin to guess, I fear my thoughts and am not ready to share that terror. Perchance I may be wrong and would not needlessly wear the shackle of heresy.

This much I can say and it is terror enough for now. The Explorators, numbering one hundred and six, are accounted for save three. All were dead in the manner described, naked, drawn, and bearing strange and calculating marks of examination. Of the other three nothing was found. Nor was any trace of their blood discovered in the vat into which the aliens decanted that of the other bodies.

The scan section which survived the attack is fragmentary and much degraded. Most of its content was erased in the same way as all other electronic and crystalline recorders, as well as items of equipment in the Explorators camp including many of their weapons.

The attackers would appear to possess a kind of disabling device which is capable of rendering our weaponry dysfunctional and of obliterating such means we have of making record and observation. In this way I believe they have hitherto escaped identification, and would not have been discovered now were it not for chance.

The scan shows the action of a few moments but in it we see clearly the form of our enemy, a mechanoid construction wrought by unknown hand in a form that is a mockery of mankind. Herein we see seven of the creatures advance upon the defenders. The defenders guns fire and three of the creatures fall, struck by lasers and bolters. Yet the rest come on resolute in the face of fire. As the mechanoids advance further, the defenders fire seems to slacken and at least one weapon can be seen to fail as its

bearer casts it upon the ground. The scan ends as the attackers close, yet there are two further details which are worthy of note.

Of those three creatures struck by our fire one is blown in two, its torso comes to rest in the centre of frame 00.17 where upon it appears to fade in frames 00.21 onwards. This is not a trick of the light or result of the scan's poor quality, for it is faded to nothingness by frame 00.54. Whether removed in some unseen way or whether it simply dissolves to nothing is impossible to say. The other enemies fall, collapsing out of view. Here they remain for some time as if destroyed. Yet in a later frame one mechanoid stirs again and rises to its feet rejoining the attack before the scan ends.

Your Servant



+++Secure Inquisition communications carry
neither the names of sender or recipient

...message ends

For centuries the Explorators of the Imperium have known of the ancient civilisation of the Necrontyr – a race that became extinct tens of millions of years ago. Little remains now of what must once have been a technically advanced empire that spanned the galaxy. Any surface structures that may once have existed have long since disappeared from Necrontyr worlds. Their existence has been eroded by time. They and their works have crumbled to dust with the passage of eons.

Only deep under the sand have the Necrontyr's inexplicably strange tomb-temples partially survived. No intact complex has ever been discovered. Those that have been explored and of which records exist, are all ruinous and empty. What their purpose or content might have been, or if they were plundered and emptied by others in antiquity, is all impossible to say. Best analysis indicates that the Necrontyr vanished from the galaxy more than sixty million years ago, when the planet Earth was little more than prehistoric jungle, and mankind's evolution lay millions of years in the future.

Like a thousand other dead civilisations and forgotten races the Necrontyr are of interest to few outside the dusty offices of the Explorator Archaeos. Until now.

Now, suddenly and unexpectedly, a chance encounter upon a lonely hermitage deep in the Aphis sector has brought the Necrontyr to the attention of the powerful and great.

Raiders marked with Necrontyr runes and indecipherable inscriptions of Necrontyr design have been captured on a brief visual scan. It is a momentary visual record of the attack, yet it is a link in a chain of events that extends across the galaxy. It is a link to other raids, to other sites of destruction where raiders leave no trace and where records are wiped across an entire planet.



NECRON RULES

The Necrons are machine-warriors constructed to raid and leave behind nothing that would identify them to their enemies. That they have a purpose, a plan, a greater and more sinister motive is without doubt. What that purpose might be remains to be seen. Their fighting prowess is considerable, and they are aided by weaponry of a sophisticated and mysterious type.

The rules that follow have been designed to represent what little is known of the Necrontyr race or Necrons as their warriors are called. These rules enable players to stage Necron raids for Warhammer 40,000 using the new Necron range of models.

File entry Nc.301097.s: NECRON WARRIOR



The Necron Warrior is mechanoid but human in gross shape and proportion. Its armoured shell is made of materials unlike anything known to man and equally resistant to impact and energy blasts. The Necron's internal mechanisms are complex and, to Imperial technology at least, impenetrable.

Within its armoured breast the Necron carries a device that transmits an energy pulse capable of disabling most mechanisms and electrical components. Its exact nature is not understood, but a similar though more powerful device is employed to wipe clean the data storage of entire worlds.

Necrons are capable of internal restructuring of a quite complex kind, so that machines which are apparently destroyed can often repair themselves in a short time. A self-destruct mechanism is incorporated and Necrons which are too badly damaged to be repaired are destroyed, appearing to become transparent until they vanish completely.

Special Rules

Repair or "I'll be back!". If a Necron takes a wound and fails its saving throw then it falls to the ground as if destroyed. Do not remove the model but lay it down instead. The Necron takes no part in the game whilst on the ground and cannot be harmed – its body is just another piece of wreckage littering the battlefield. At the start of each Necron turn roll a dice:

On a score of 6 the Necron is repaired. It rises to its feet and can immediately move and fight as normal. Note that it may not be able to shoot if it is isolated as described below.

On a score of 1 the Necron is beyond repair and it fades away and vanishes. Remove the model permanently.

On a score of 2-5 the Necron remains on the ground. Roll again at the start of the next Necron turn.

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	4	4	5	1	2	1	10	2+

2" Unit Coherency. Necron units must normally stick together in units with each model divided by no more than 2" in the same way as other races. However, Necrons can and do become separated during actions as they are knocked down and repaired. Necrons which recover must endeavour to join up with a Necron unit of the same type or with another individual model of the same kind. If a Necron is on its own, with no other Necrons within 2", it cannot shoot, although in other respects it fights as normal.

Leadership/defeat. Necrons don't take Leadership tests – any test they would normally be required to take they automatically pass. A Leadership value of 10 has been allotted as a convenience.

Although leadership is unimportant to Necrons, if the entire force is reduced to 25% or less of its original number at the start of any Necron turn then the whole army will mysteriously fade and vanish in the same way as Necron casualties – the Necrons are judged to have been driven away and defeated! Necrons which have fallen down but not yet been removed can't be counted as part of the remaining force, so a Necron army can be defeated if enough models are knocked down even if they are not permanently destroyed.

Disruptor Zone. Enemy technical devices, machines, and constructions which employ electrical or magnetic energy are liable to be affected by the mysterious power of the Necrons. Any enemy model within 6" of a Necron suffers the following penalties.

If a vehicle or dreadnought is within 6" of a Necron at the start of its turn then it must roll a 4+ on a D6 to move that turn. If successful its movement is halved that turn. If unsuccessful it cannot move at all.

Any weapon attempting to shoot suffers a -1 to hit penalty for each Necron within 6". This applies to all weapons, including Tyranid weaponry which relies on biological electro-magnetic fields and is considered comparable to other weapons.

Enemies in hand-to-hand combat against Necrons may not use the Strength of any hand-to-hand weapons they carry when resolving hits, they must use the Strength of the model itself.

File entry Nc.012.c: **NECRON GAUSS-FLAYER GUN**



Necron Warriors carry a weapon unlike any other. No examples of the device have ever been recovered by the Imperium – its

function remains entirely speculative. It appears to work on some kind of Gauss-Teleporter principle – the same basis which powers the Imperium's crude teleporters. This breaks down energy bonds within individual atoms and reduces matter to codified energy forms which can be stored and replicated almost simultaneously.

The name 'flayer' is descriptive of the visible effect the weapon has when it strikes a target. The target is stripped away layer by layer until it vanishes altogether – the whole process taking only a second or two.

Special Rules

Metal Flayer. The Gauss-Flayer makes little distinction between flesh and solid material such as metal. If it strikes a tank it tends to strip away a small section, and the amount of damage caused depends upon where the weapon hits. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration then add a further D6 to the penetration score. This means the total penetration will be 10+D6.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
6"	24"	+1	-	4	1	-2	D6+4	Metal Flayer



Necron Raiders attack an Imperial outpost.

File entry Nc.425.f: NECRON SCARAB



Two Scarabs clamp on the turret of an Imperial Leman Russ Battle Tank

Necron raiding forces are accompanied by numerous machines, of which the most common are weird beetle-like devices, called Scarabs. The Scarab's segmented and armoured body looks like a cross between a robotic skull and an armoured insect. It scuttles about the surface on its insectoid legs, but it can also unfold its wings and take to the air.

No Scarabs have been recovered by the Imperium – their reconstruction here is based upon the garbled accounts of survivors and psypothetical analysis.

M	WS	BS	S	T	W	I	A	Ld	Save
8/16	1	0	3	8	1	2	1	10	2+

Role. Each individual Scarab moves independently – Scarabs don't form units and are therefore free to roam the battlefield making a nuisance of themselves.

As Scarabs have very little direct offensive capability, enemy troops do not have to shoot at them if they are closest target.

Move. Scarabs can either scuttle along the floor at up to 8" (they do not charge or run) or they can fly at up to 16". Flying Scarabs can move over intervening obstacles as you would expect – but are assumed to land once their 16" move is complete.

Repair. Scarabs repair in the same way as described for Necron warriors.

Leadership/defeat. No Leadership test is taken. Scarabs are not counted as part of the force for determining when the raiders must disappear.

Disruption Zone. Scarabs disrupt enemy shooting, movement and hand-to-hand combat in the same way as described for Necrons. In fact, this is their entire purpose, to move amongst the enemy disrupting weaponry, clustering round tanks or dangerous individuals to make them ineffective.

Scarabs can move onto vehicles and 'clamp on' like limpets! They then move together as the enemy moves. This is particularly annoying!

Metal Eater. If a Scarab settles upon a vehicle, or indeed any structure which has an armour rating, then the armour rating is reduced by 3 whilst the Scarab remains in place. If several Scarabs fasten themselves onto a vehicle its armour value will be reduced by 6, 9 or whatever depending on how many Scarabs there are. This penalty applies only whilst the Scarab is in place, the weakening effect does not last once the Scarab has moved away or been destroyed. The penalty applies equally to all the armoured sections of a vehicle.

File entry Nc.0815.d: NECRON RAIDERS ARMY LIST

NECRON WARRIORS 44 points per model

Necron Warriors are super-tough robot killing machines of unknown origin, armed with the deadly and equally mysterious Necron Gauss-Flayer. Their raids are becoming more and more frequent and they are laying waste to outposts and colonies before disappearing without a trace.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron	4	4	4	4	5	1	2	1	10

SQUAD: The squad consists of between 3 and 10 Necron Warriors.



WEAPONS: Necron Warriors are armed with a weapon of unknown origin known as a Gauss-Flayer gun.

ARMOUR: Necron Warriors appear to be constructed entirely from a super hard hyper-alloy. A Necron Warrior has a basic save of 2+ on 1D6.

SCARABS 30 points per model

The Necron Scarab is a small insect-like droid that can scuttle across the battlefield at remarkable speed, or use its wings to propel itself over obstacles and terrain. Although it is unarmed, it almost always accompanies the Necron Warriors using its close proximity to cause weapons and wargear to fail and weaken large targets, allowing the Necron Warriors to move in for the kill.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron Scarab	8/16	1	0	3	8	1	2	1	10

ORGANISATION: You may include up to two Necron Scarabs for every 5 Necron Warriors in your force. Necron Scarabs do not form units and operate independently on the battlefield.

WEAPONS: The Necron Scarab does not have any weaponry.

ARMOUR: Although only small, the Scarab's tough shell is impervious to almost all weapons. The Scarab has a basic save of 2+ on 1D6.

A DESPERATE MISSION

+++by Ian Pickstock

You can play full-blown games of Warhammer 40,000 with Necron Raiders, but you will probably need two or three boxes worth to field a sizeable army. However, as the Necron Raiders are only a vanguard for a greater force (*Oooh, that sounds like there are more to come doesn't it? - Paul Sawyer*), the games may be a little strange and unbalanced. Instead we recommend that you play slightly smaller games with a scenario. I've included a scenario below and some more ideas for you to invent your own.

Mysterious raids have been occurring up and down the sector; mining installations, colonies and even whole cities have mysterious ceased communications. Investigations have revealed deserted outposts, scrambled comm-systems and only tiny fragments of clues as to who may be committing these atrocities. A fearsome group of unknown raiders appear to be ransacking this sector, no pattern can be discerned from their attacks and it is impossible to tell where they will strike next.

All Imperial forces have been put on full alert and briefed with all known details of the alien raiders and their weaponry. In addition special experimental equipment has been dispatched to enable the capture of one or more of the raiders.

Imperial Player

The Imperial player has up to 500 points of Imperial troops, which may be spent on any of the following: Space Marine Tactical squads, Space Marine Scouts, Imperial Guard command sections, Imperial Guard squads, Imperial Guard Chimeras, Sisters of Battle squads, Frateris Militia. Don't worry about conforming to army list restrictions for choosing army commanders, Imperial Guard platoons and the like.

As well as their standard wargear, all Imperial infantry models have been issued with an experimental Gauss-Jammer that can prevent the Necron Warriors from disintegrating when they are destroyed beyond repair. The rules for the Jammers are included later in the scenario.

Necron Player

The player with the Necron Raiders has 5 Necron Warriors and 2 Necron Scarabs.

Deployment

The Necron player deploys first and may place his Necron Warrior squad and Necron Scarabs anywhere on the table.

The Imperial forces may move on from any table edge in the first turn. The Imperial player goes first.

Objective

The Imperial player must capture at least one Necron Warrior. Any Necron Warriors left on the board at the end of the game are captured. (see below for details of how to capture Necron Warriors).

The Necron player must destroy all Imperial forces.

The game ends when either all the Imperial forces are dead or fleeing or there are no Necron warriors on the table apart from those that have been captured.

Capturing Necron Warriors

All the Imperial infantry have been issued with experimental Gauss-Jammers. When placed on a Necron these might actually prevent it from disappearing when it suffers irreparable damage. The jammers may be used in one of two ways, either by throwing

them like grenades or by attaching them in hand-to-hand combat.

To throw a jammer, follow all the normal rules for throwing grenades. If a hit is scored then roll a D6. On a roll of a 4, 5 or 6, the jammer has stuck to the Necron Warrior or Scarab. Place a coin or marker next to the Necron model to remind you that it has a jammer on it.

Jammers may also be attached in hand-to-hand combat. If a model scores one or more hits on a Necron Warrior in hand-to-hand combat, then he may forgo all his hits in favour of attaching a jammer. Jammers are automatically attached in this way and there is no need to roll. If a Necron model is knocked down then jammers may be attached automatically by any model in base-to-base contact.

Note that it is possible to attach more than one jammer to a single Necron, in fact this is a highly recommended tactic as it increases the chance of capturing a Necron.

When a Necron that has a jammer on it is removed from the table, roll one D6 for each jammer on the Necron. If any of the dice score a 6, the jammer has worked and it is captured, leave the model in place and it takes no further part in the game. Any other result and the Necron warrior simply disappears as normal.

Other Armies

If you do not have any Imperial troops then you can quite easily use troops from other armies. You'll notice that I have only included the basic 'tactical' type troops in the Imperial list, you should bear this in mind when choosing say Eldar or Orks. Don't use too many heavy weapon specialist or assault troops as this will unbalance the scenario.

Scenario Variant

If you have access to two Necron boxed sets, use both, perhaps with two players taking half the Necron forces each. To take into account the Necrons' extra numbers the Imperial player starts with 500 points as normal. However, at the beginning of any of his turns, the Imperial player may bring on an overwhelming force to destroy all the Necrons. The reinforcements are not armed with jammers and so the idea of this variant is that the Imperial player must use his initial forces to get as many jammers as possible on the Necrons, and then use the reinforcements to make the Necrons disappear - hopefully leaving one or two captured Necrons behind.

Today we can but begin what must surely be a long and arduous task - to assess and describe the Steel Daemons, to confront them and ultimately to bring them to battle. We can but add guesses to our too scant knowledge, to reconstruct their weaponry, their fighting methods, their strengths and vulnerabilities. All this we must do, and quickly, lest we perish without ever recognising our peril.

Inquisitor Hoith

MORE SCENARIOS



As well as the scenario included, there are all sorts of different scenarios that you can invent. The following are just raw ideas, the bare bones of a scenario. You will need to flesh them out and modify them to fit your own miniature collections and terrain.



Space Marine Breakthrough

All contact with the expeditionary force has been lost! A force of Space Marines has been sent to investigate. When they arrive, an orbital sweep reveals the location of the expeditionary camp, which has suffered heavy damage and losses to personnel. Scanners reveal a member of the team still alive. His personal transmitter shows him to be hiding somewhere within the facility, probably buried under rubble. Your Space Marine squad must get to the facility and rescue the survivor for interrogation.

The Space Marine player has a tactical squad of Space Marines. These should be deployed at one end of the table. The other side of the table should have some ruins to represent the expeditionary force's camp. The Space Marines must get into the camp by the end of the game.

The Necron player has a squad of five Necron Warriors and two Scarabs, these are deployed between the Space Marines and the camp. You could place some mine entrances for them to emerge from, or perhaps they simply materialise out of thin air.



EVEN MORE SCENARIOS

Just a few titles to spark some ideas...

- Necron Warriors raid a Space Hulk
- Imperial Forces investigate the interior of an alien monument
- Imperial Forces must retreat from Necron attack
- Destroy the Scarab nest
- Seal the Necron tomb
- Mega-armoured Orks take on da Ghost Warriorz

Terror in the Lab

A group of Adeptus Mechanicus investigators have been charged with experimenting on an unknown artefact. After a few days of poking and prodding, the machine comes to life, a gigantic metallic skeleton, its weapon blasting and disintegrating tech priests and servitors as they flee. You must stop the rampaging Necron Warrior before it wipes everyone out and escapes into the unknown.

The Imperial player takes a squad of Imperial Guard, to represent the facilities security forces and 2D6 Adeptus Mechanicus Tech-Adepts. These should be armed with a variety of pistols and hand weapons to represent personal arms and lab instruments. For models you could use Necromunda gangers (Delaque are quite good as they have long coats and goggles).

The Necron player has a single Necron Warrior which must get out of the lab facility and escape the containment field that is preventing it from returning whence it came.



Outpost Assault

Your forces are stationed on a remote Imperial monitoring post. Since the post was established ten years ago, people have speculated about the origins of the large pyramids that are situated close to the outpost. All these questions are answered when the outpost is attacked by mysterious and terrifying androids. Against an unknown force of aliens you must battle to protect your comm-link transmitter so you can call for reinforcements.

The Imperial player has a couple of Imperial Guard squads and a Sisters of Battle squad. One of the squads is patrolling outside the perimeter of the outpost. The rest are inside barrack houses, either sleeping or praying or whatever.

In this game the Necrons pour forth from two mine entrances that are positioned 18" from the outpost. Each turn D3 Necrons come out of one of the mine entrances, roll a dice to determine which one. If a 6 is rolled then a Scarab also accompanies the Necron Warriors. The game should last six turns and if at the end of the game a Necron model is within 6" of the transmitter then the Necrons have won.

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TABLETOP

Wargaming is about playing battles on a tabletop using armies represented by painted scale models, each about 30mm high. Playing Games Workshop games, as you may already have gathered, is exciting and challenging. Models are bought, assembled, carefully painted and arrayed in regiments and squads, ready for to face their opponents across a battlefield adorned with all manner of terrain.

WHY TABLETOP SCENERY?

Rather than just have a flat surface to fight over, your battlefield can contain all manner of exciting terrain features: hills to fight over, woods where troops can be concealed, rivers to cross, and buildings of all kinds to hide amongst and fight for. It can range from a small fence all the way to a complete castle with turrets, a drawbridge, ramparts, etc. With a little ingenuity it is possible to make all these features and others, using relatively inexpensive materials. Make no mistake, having a good selection of scenery to choose from will make your battles more challenging and will look great too. Manoeuvre around obstacles to reach the enemy, take refuge in the cover of woods or buildings, climb to a higher vantage point to get off a better shot at your foe and use buildings as battlefield objectives and defensive positions. The possibilities are endless...

WHERE DO I GET IT FROM?

A massive range of card wargames scenery is available from Games Workshop. For example, if the fantasy world of Warhammer is your favourite, there are several Campaign packs that are full of exciting tabletop pieces (as well as the excellent rules and linked scenarios that go to form the campaigns). Perhaps the war-torn far future of Warhammer 40,000 is your favourite

game. Well, not to be out done, you also get to choose from a great selection of card models. There's also scenery that's useful to players of both games, like trees and hills.

Of course you can make your battlefield terrain from basic raw materials and it isn't as hard as it might seem at first. If you're interested in making some scenery, Games Workshop's book, *How To Make Wargames Terrain* will help you do just that.



Above: Imperial Bastion

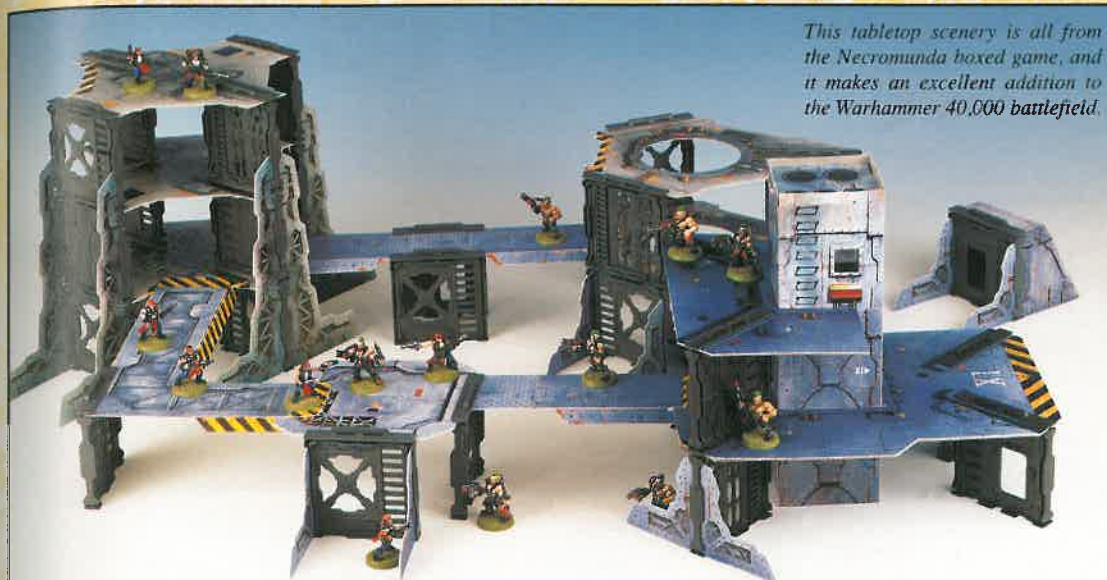
Below: There's a wide selection of Warhammer 40,000 tabletop scenery available. The main buildings shown here are (from left to right) the new Battle Bunker, an Imperial Firebase and the Power Plant from the Warhammer 40,000 scenario pack 'The Storm of Vengeance'.



Ork Outpost. These buildings include coloured card components and balsa wood rafters.



TERRAIN



This tabletop scenery is all from the Necromunda boxed game, and it makes an excellent addition to the Warhammer 40,000 battlefield.

MAKE YOUR OWN BATTLEFIELDS!



Making your own tabletop battlefield is easy. Simply buy a piece of chipboard or craftwood of the size you need from your local hardware store (they will even cut it for you!) Paint your new board the desired colour - Goblin Green for Warhammer and 40K, Shadow Grey for Necromunda and Epic 40K, Bubonic Brown for Gorkamorka or the colour of your choice. It is also a good idea to tape the edges of your board to save it from those inevitable knocks. Alternatively, you can use appropriately coloured cloth or vinyl matting. Just remember to have a good think about how you want your battlefield to look before you launch into it.



The latest Warhammer 40,000 building is the Battle Bunker. The Bunker is made up of a tower, a command centre and a small forward observation point. It is made from printed card walls and plastic bulkheads to hold it all together firmly. To really finish off the model, you can spray the bulkheads black and drybrush them with Boltgun Metal paint.

OTHER STUFF

As well as all of the buildings you've seen on these pages, you can also get loads of other different terrain pieces that make your battlefield look the business. For example, ammo boxes, crates, oil cans, tank traps, etc. look great on Warhammer 40,000 battlefields. Trees and hills are an essential part of any tabletop. Games Workshop hills come in two different sizes,

with or without the green flock shown on the ones pictured here. Trees come in a wide variety of shapes and sizes but you'll need to stick them to a card base like we've done in the picture below. Add some flock to the base and they are ready to fight over.



Above: In Epic, instead of making small clumps of trees on a base, you can use the small Epic trees to make complete forests.



Above: More ammunition! Crates of ammo, equipment boxes and bases.

Below: Warhammer 40,000 battlefield accessories. loads of barrels, barricades and tank traps.



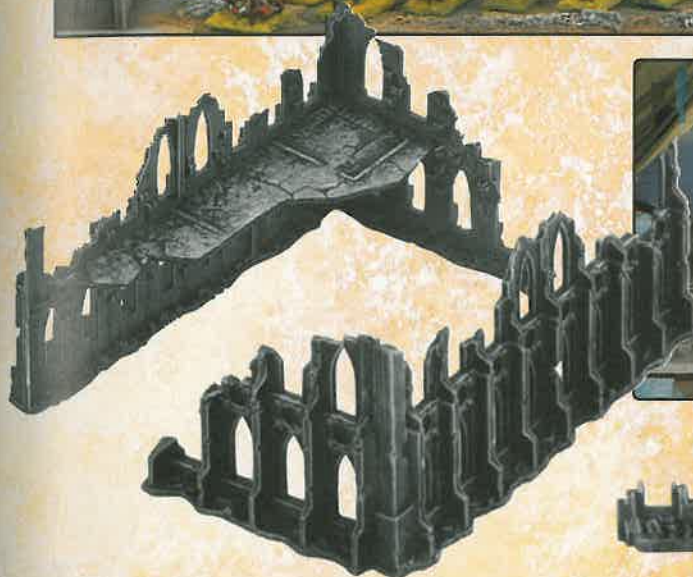
WARHAMMER® EPIC 40,000



TABLETOP TERRAIN

These buildings are from Warhammer Epic 40,000. These can be assembled into simple corner pieces or more complex ruins with card floors added to allow your troops a high vantage point from which to pick off the enemy.

Below: Robin has made his own huge Epic 40,000 gaming boards.



White Dwarf magazine often includes card terrain. The examples shown here include a ruined Imperial shrine, an Eldar Warp Portal and a set of barricades for Warhammer 40,000. For Gorkamorka there's the Ork watchtower which is also ideal for use on the battle fields of the 41st Millennium



WARHAMMER

There is a huge amount of terrain available for Warhammer. In fact there's a lot of great terrain in the Warhammer boxed game itself: a Keep, a Shack and an Old Cottage. You can also have terrain that is specific to your army, with the superb cardboard terrain in each of the Warhammer Campaign Packs.



The Shack



The Old Cottage

This is the terrain that you get in the Warhammer Boxed Game



The Keep



42

The Tower of Wizardry



Gravestones



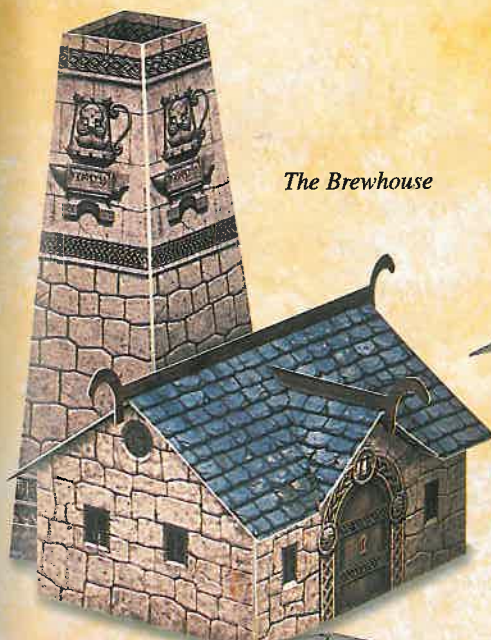
The Bridge over the River Morceaux



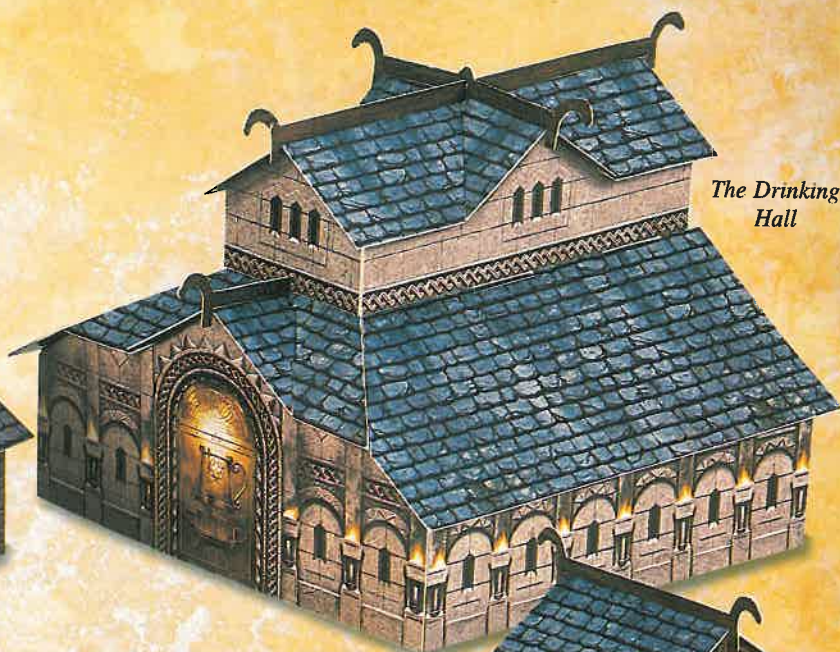
Hero's Tomb



The Mausoleum



The Brewhouse



The Drinking Hall



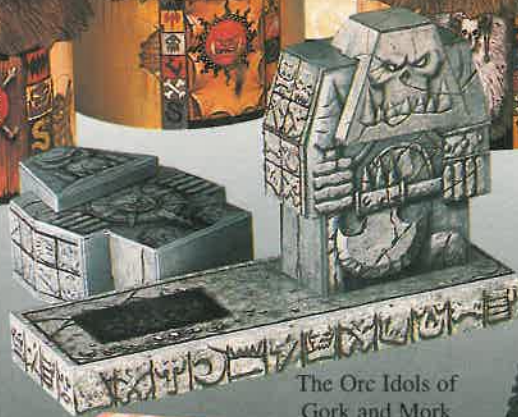
The Keep at Rutgarburg



The Ale Store



*Orc Huts
(The encampment
of the Itchy Scab
Orcs)*



*The Orc Idols of
Gork and Mork*



*This Warhammer battlefield features terrain from
Perilous Quest campaign pack and the Full Tilt game,
featured in White Dwarf 215*

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TACTICA IMPERIALIS

BY WARWICK KINRADE

A veteran Epic 40,000 Imperial Commander, Warwick tells us how to get the most from the Army of the Imperium on the battlefields of the 41st millennium...

The combined arms of the Imperial Guard, Space Marines and Titan Legions unite to create the Army of the Imperium, and despite my Epic 40,000 Tyranid army being seen in WD214 I have to admit that I'm really an Imperialist at heart. A unified Imperial army gives you the numbers of the Imperial Guard, along with their powerful tanks and artillery, as well as the speed and staying power of the Space Marines and the awesome firepower and super heavy weapons of Titans, the largest war engines in the galaxy. An Imperial Commander has unparalleled choice when selecting his detachments. Successfully combining these elements is the key to success with an Army of the Imperium.

My own Imperial army is based around the Imperial Guard, with a Space Marine detachment and a couple of Titans in support. Tactically using the different elements of the Army of the Imperium allows for great scope; the Imperial Guard are numerous but slow, whilst the Space Marines are expensive but have access to lots of different transport vehicles, making them fast. I try to combine these characteristics by forming a strong Imperial Guard battleline of infantry and heavy weapons teams, supported by super heavy tanks or a Titan. Behind the battleline comes the heavy artillery, Basilisks, Bombards and Manticores, whilst my Imperial Guard armour waits to launch a counter attack or moves into the line to support the infantry if it looks like cracking. To fight alongside my Imperial Guard I have my Space Marine detachment (actually a detachment of Space Wolves using the army lists in WD 210 *Supreme Warriors* to replicate my Warhammer 40,000 Space Wolves army). I try to use my Space Wolves as a rapid deployment force, keeping them in reserve until they are needed, then hitting hard. The detachment is designed to have lots of firepower and very good assault troops, making it useful in all situations. The only thing it lacks is speed once deployed, but like all Space Marine detachments, there are many ways around this.

It's worth noting here that fielding Space Marines without enough transport vehicles for every unit is liable to seriously limit their effectiveness. All those points spent on a detachment that will find it hard to get involved in the battle is, in my opinion, a waste – especially when you consider that Rhinos are very cheap, so there is no excuse for foot slogging Space Marines.

RAPID RESPONSE

METHOD 1 - DROP PODS

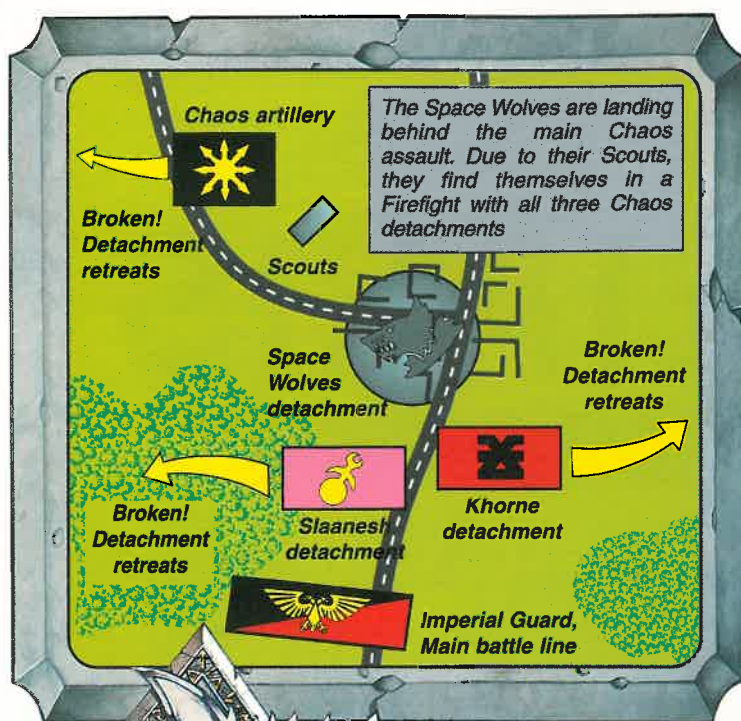
In most battles my Space Wolves detachment deploys from drop pods and Thunderhawks.

Drop pods can be tricky things to use, because you can only land infantry in them, so wherever they land they must be effective, as fast redeployment is not an option. Grabbing an objective or two is always a good idea, but keep in mind that you have Space Marines in drop pods when placing the objectives. If you keep them close together then a single Space Marine detachment should be able to grab quite a few.

Warwick's Space Wolves detachment, that defeated a mighty Chaos army all on its own! Note that the Thunderhawk Gunship is not part of the detachment



Note: The drop pods are old Citadel Miniatures that are still available from Mail Order!



Whilst engaged in a closely fought *Dawn Assault* against a raiding Chaos force my Space Wolves proved their true worth. The Chaos force was in full advance, supported by a large Chaos artillery detachment. The Imperial Guard infantry was beginning to look hard pressed. Having taken heavy casualties from the artillery and Noise Marines they were unable to halt an incoming assault by a large detachment of Berserkers, Dreadnoughts and Daemon Engines.

I deployed my Space Wolves into the thick of the battle, landing them in the cover of a ruined city behind the main Chaos assault. Once they hit the ground they went onto assault orders ready to tear into a Slaaneshi detachment of Land Raiders, Terminators and Noise Marines, whilst the Scouts used their infiltrate move to get close to the artillery. Both Chaos detachments were on assault orders and most of the Chaos artillery was reloading so in the shooting phase the Space Wolves, who were now in the cover of the buildings, did not lose a single unit (but did take 1 blast marker).

I won the initiative in the assault phase and opted to go first, keen for my Space Wolves to get stuck in. To my annoyance they failed their Leadership test because of the 1 Blast marker and refused to move, even with a re-roll for being *Stubborn*. Still cursing my luck I realised that the Space Wolves were in firefight range of all 3 Chaos detachments, including the artillery because of the scouts. Totalling up the firepower it was very close, with the Chaos force getting +1 overall. We both had a psyker, but the Chaos forces had more Blast markers, so the dice roll would be at +1 each.

Both players reached for their Counter Attack fate cards. After re-rolls the first roll was a draw: 1 Blast marker on each detachment involved and roll again. The second roll off was also drawn: 1 Blast marker each and roll again. After 4 draws the Space Wolves finally won, causing a hit on each detachment and breaking all 3 Chaos detachments before they could launch their assault into the Imperial Guard lines. As a whole the Chaos army had taken 12 Blast markers from the firefight (most of which came off their army morale total), and to add insult to injury not one of the detachments managed to rally. By Russ! the entire Chaos army had been decisively defeated by the intervention of the Space Wolves, who had not taken a single casualty in the process.

Yes I know I got lucky, but I was extremely unlucky as well and the laws of probability always even themselves out. It does prove that Space Marines in the right place at the right time can do extraordinary battle-winning things.

Drop pods have to be used with care. Putting troops into reserve is always a risk because a few bad dice rolls and they won't show up until it's all too late. Landing them in the enemy lines unsupported by the rest of your force is asking for trouble. Without it's heavy equipment the Space Marine infantry is likely to get annihilated by a vastly superior force. If you're going to drop them in then try to use cover, or land in a wood, which will restrict the enemy's lines of sight and minimise damage taken from enemy fire. Beware of landing in impassable terrain though, as this will result in the destruction of your units.

In the battle report in *White Dwarf* 216 I used Imperial Fists Space Marines in drop pods, but I made the mistake of landing them in the open with no support, and the Eldar Falcons and Dark Reapers had a field day, destroying most of the detachment before it had done anything. Yes, the Space Marines took a lot of fire which would otherwise have fallen on less well protected units, but Space Marines are too expensive and too valuable to waste like this.

METHOD 2 - THUNDERHAWKS

The alternative to drop pods is Thunderhawks. The advantage of Thunderhawks over drop pods is accuracy, as well being able to

This is a scene from the *Epic 40,000* Battle report out of WD216. Warwick landed his Space Marines in the open without support. The nearby Eldar Warhost cut down all but a few of their number.



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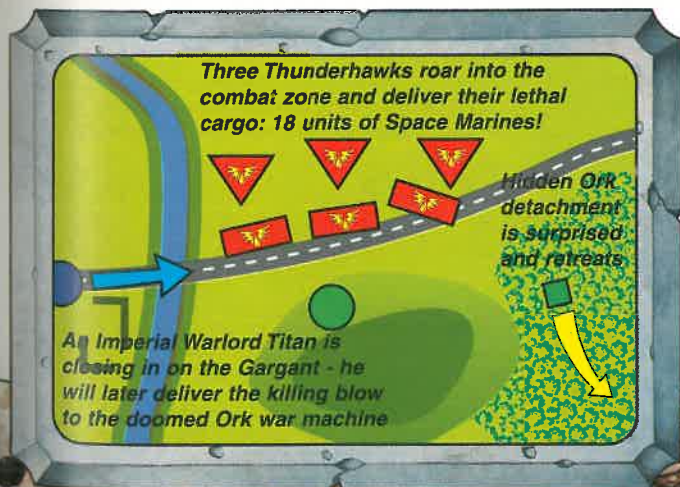
carry smaller vehicles, like Rhinos, Attack Bikes or Dreadnoughts (See Gav Thorpe's article *Air Superiority* in WD 214 for more advice on this). The Thunderhawk also has Firepower 8 which it can use as it makes its transport mission and then again in ground attacks later in the battle.

Our Studio Manager, Robin Dews, is a big proponent of the Thunderhawk gunship and his army of the Imperium includes three of them, all packed with Blood Angels Space Marines. In one Planetary Assault battle against Andy Chambers' Orks he used the three Thunderhawks combined with his Warlord Titan to kill Andy's Great Gargant at the beginning of the game.

The Great Gargant was standing on a hill, undamaged at the start of the turn when 18 Space Marine units swept down from orbit and landed in the open, in front of the Gargant. The Ork detachment in the woods nearby was surprised by the Space Marines' arrival and broken. The Thunderhawks dusted off, blasting the Gargant as they went and placing 3 Blast markers for their 24 Firepower (before halving this for transport orders) and destroying 2 shields. The Space Marines opened up,

destroying some more of the Gargant's shields, and placing another 3 Blast markers. With so many Blast markers on it the Gargant's return firing was seriously limited and it was unable to move in the assault phase. Meanwhile Robin's Warlord arrived in his second wave and moved into range with its death ray. Next turn the Space Marines went onto overwatch and kept up their firing, destroying the last of the shields and inflicting 6 damage points due to a critical hit. The Gargant was still unable to move or fire very effectively, a sitting duck for the Warlord's long ranged weapons. Fzap! The combined fire of the Space Marines and Titan blew the Gargant apart – a dangerous mission accomplished for very few losses. Robin went on to win the game.

The main disadvantages of Thunderhawks over drop pods are: A) They cost points, lots of points in fact, and drop pods are free. B) They can be intercepted by enemy flyers. This makes using them risky against forces with lots of good interceptors. If your opponent is prepared for them then your expensive investment is going to have a hard time. This said, the Thunderhawk has Armour 6 and is difficult to shoot down, so I tend to ignore enemy flyers and just go in with the transport mission anyway: my opponent will need sixes to drive the Thunderhawk off.



A Thunderhawk Gunship from the Imperial Fists Space Marine Chapter





IMPERIAL GUARD ARMOUR SURPRISE ASSAULT

Of course Space Marines are not the only element of an Imperial army, the Imperial Guard have some tricks up their sleeves as well...

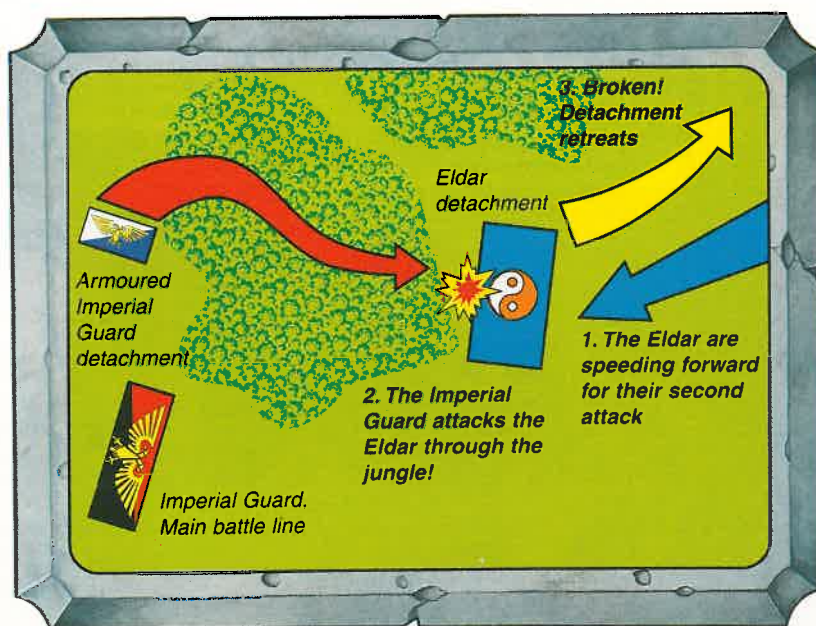
You might think that Imperial Guard armour is vulnerable to being assaulted by good close combat troops, but this does not have to be the case. Yes, if you field a detachment of just 10 Leman Russ battle tanks, it has a lot of firepower but that is it. My own armour detachment consists of 3 Leman Russ battle tanks, 2 Hellhound flame tanks, 2 Demolisher support tanks and

2 infantry squads carried in Chimera armoured carriers. This makes the detachment fast, gives it 24 Firepower and it can look after itself when things get up-close and dangerous.

My policy of keeping my detachments flexible paid off in a battle against Andy Kettlewells Eldar army. Andy likes to use hit and run tactics and rarely gets involved in a stand up fight. He is always prepared to march detachments away from the enemy to avoid being fired at, which means it is difficult to do really heavy damage to his detachments before they fly away, using their high speed to get out of range.

The situation in the battle was that the Eldar had struck once, destroying a bunker then marched away before my armoured reinforcements could open fire. The Eldar detachment were now speeding back for a second lightning strike to deal with my armoured detachment. Aspect warriors and Exarchs in Wave Serpents (on assault orders) had swooped down behind a jungle, preventing my armoured detachment from firing at them. My armour looked in big trouble, no match for the best close combat troops the Eldar could offer. So I went onto assault orders myself to counter attack, it was either that or march away from the Eldar to avoid the attack, and thereby consign my armour to playing no further part in the game. I played the *Brilliant Strategy* fate card to take the initiative in the assault phase and roared into the jungle, taking dangerous terrain tests for all the vehicles and losing one Hellhound flame tank in the process.

As I was assaulting I got to choose who would actually attack and which units would be in support. The Chimeras and infantry, led by a Commissar, did the actual fighting, whilst the Hellhounds, Griffons and Leman Russ stayed in support. The infantry showed their value here, especially the Commissar. The Eldar were so surprised by my tanks suddenly assaulting that they had not even disembarked from their Wave





Serpents, expecting to pile out in their own assault phase. Trapped in their vehicles the Aspect Warriors and Exarchs could not help defend the Wave Serpents and the detachment was almost annihilated, with no losses for the Imperial Guard armour at all. The Eldar attack had been shattered.

Next turn, with most of the vehicles still in the jungle tree line, they went onto overwatch, the infantry using their 5cm move to get back into the jungle, so they were in cover and dug-in ready to open fire on the next Eldar detachment to move into range.

ARMING YOUR WARLORD TITAN

The last arm of the Army of the Imperium is the Titan Legions. The Warlord Titan is an awesome fighting machine, and my Army of the Imperium includes one. If you field a Titan you need to consider what armament it will carry. I always consider the Titan's role before picking its weapons outfit. Options vary between war engine hunters, close combat Titans and long range fire support Titans (in this case I would only choose weapons with a 60cm range).

My Warlord Titan is a jack of all trades, equipped with two heavy weapons batteries, a Death Ray and a Mega Cannon, a popular combination. I prefer the flexibility of this weapons fit and the firepower is good for avoiding the worst effects of Blast markers before you fire the super heavy weapons. I know of other players who like to equip their Titan with four weapons batteries, giving the Titan a massive 32 Firepower. For me this seems a little over the top; you still only get 3 Blast markers for having over 24 Firepower, and lack a deadly punch against other war engines. Against an Eldar Titan with its holofield save and automatic criticals for a hit, firepower is better than a Death Ray shot, so different weapon fits are suitable for different opponents.

If you want a really good War Engine hunter then you can give your Titan two Death Rays, or a Vortex missile. Avoid the temptation to go mad with too many super heavy weapons, or your Titan will soon become ineffective due to Blast markers. I've heard of a Warlord armed with two Death Rays, a close combat weapon and a multiple rocket launcher that at over 30cm range (the range of its 4 Firepower) cannot use any weapons if it has 3 Blast markers on it! What a waste of 555 points.

A close combat weapon will make your Warlord a frightening opponent for enemy war engines, and it is also the best defence against smaller, cheaper Titans, like Tyranid Hierodules, Chaos Subjugators or Ork Gargants, who are often equipped with a close combat weapon for war engine killing. Personally I prefer the firepower and a Death Ray shot to stop these little critters because the weapons are more useful in different situations but then again I haven't experienced my Warlord's legs being snipped off by a Hierodule yet.

Warlocks armoured detachment

DETACHMENT NAME: 1st ARMoured COMPANY, 7th MARSHALL REGIMENT		EPIC 40,000	
DETACHMENT TYPE: IMPERIAL GUARD TANK DETACHMENT		RESERVE SPEED: 200mm	
COMMANDER: CAPTAIN NAPHIR		HALF STRENGTH: 2	
COMMANDER: CAPTAIN NAPHIR		MOVABLE VALUE: 5	
COMMANDER: CAPTAIN NAPHIR		TOTAL POINT COST: 240	

DETACHMENT MAIN FORCE		DETACHMENT SUPPORT	
UNIT	POINTS	UNIT	POINTS
1. LEMAN RUSS BATTLE TANK	32	1. IMPERIAL GUARD SQUAD IN CHIMERA	28
2. LEMAN RUSS BATTLE TANK	32	2. IMPERIAL GUARD TANK & OVERCROSSER IN CHIMERA	54
3. LEMAN RUSS BATTLE TANK	32		
4. HELLIHOUND	17		
5. HELLIHOUND	17		
6. GORGON	12		
7. GORGON	12		
8. GORGON	12		
9. GORGON	12		
10. GORGON	12		

UNIT	WEAPON	WEAPON RANGE	WEAPON FIREPOWER	WEAPON TYPE	WEAPON EFFECT
LEMEN RUSS	20cm	45cm	2	1	6+
HELLIHOUND	20cm	30cm	2	1	6+
GORGON	20cm	30cm	2	1	6+

UNIT	WEAPON	WEAPON RANGE	WEAPON FIREPOWER	WEAPON TYPE	WEAPON EFFECT
IMPERIAL GUARD	20cm	30cm	1	1	6+
CHIMERA	20cm	30cm	1	1	6+



CONCLUSION

Of course these are just a few examples and thoughts from my own, and fellow Imperial Commanders' battles, which will hopefully be of some use to you in your battles. Such is the choice in an Army of the Imperium that you will no doubt find your own combinations of troops and tactics. You don't have to use your Space Marines as a rapid response force. I know of players who prefer to use Space Marines in the hammer blow of a well equipped armoured detachment of Land Raiders and Predators, with all the infantry mounted in Razorbacks rather than Rhinos for the extra firepower. Other players like small, very fast detachments of Land Speeders and bikes to speed around enemy flanks and surround the enemy... the permutations are vast.

Happy Gaming...

WARLORD TITAN IN DESERT WORLD COLOURS

This Warlord Titan from the Games Workshop army is painted for desert warfare. It is armed with a good selection of super heavy weapons, making it flexible enough to deal with most enemy threats.



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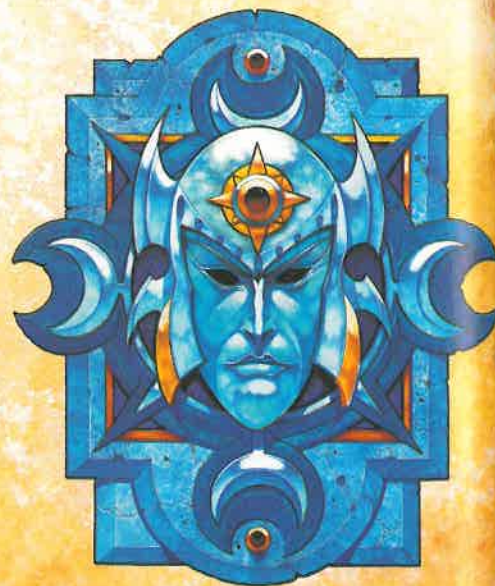
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GORKAMORKA

MAD MEKS

Adding extra stuff to your Gorkamorka trukks and traks is one of the things we like best about Gorkamorka. This month, we pay a visit to Mekboy Gav Thorpe's workshop to see some of the great ideas for gubbinz has come up with to kustomise your vehicles...

In a Gorkamorka campaign there are many ways your mob can improve. By fighting battles your warriors earn

experience and gain increases to their characteristics and learn special skills. The teef you earn by digging in your mine and salvaging scrap from the desert can be used to buy new warriors and upgrade your weapons and vehicles. One of the ways your bikes, traks, trukks and buggies can be improved is by fitting gubbins. gubbins is a term used by the Ork Meks to describe a variety of additional devices which can be nailed, tied, bolted or glued to a vehicle, including stuff like extra armour plates, reinforced rams, extra spikes and huge wrecker balls.

This article includes some new gubbins types which you can purchase for your mob, and ideas on how to model them.

BUYING GUBBINS

You can buy these new gubbins types just like the gubbins detailed in *Da Rootz* and *Da Uvver Book*, by paying the appropriate teef cost listed on the table below.

Gubbins	Cost
Frag Mine Layer	6 teef
Krak Mine Layer	10 teef
Shoutas	4 teef
Scrap Grabber	5 teef
Wheel Slashas	3 teef



MINE LAYERS

A Mine Layer is a rack of two mines, either Frag or Krak, which can be dropped behind the vehicle as it moves. If the enemy move closer or run them over, the mines will explode, usually with devastating effect. They can be used to attack enemy chasers or to close off areas of the battlefield.

MINE LAYERS

You can model your gubbins anyway you want, but we've included some modelling ideas throughout this article just to give you some ideas.

This Mine Layer has been made from round Warhammer shields and the storm bolter from the Imperial Vehicle Accessory sprue. To begin with stick two round shields together, as you can see from the photos they look better with a piece of plastic in between to set them apart slightly. Then stick the two halves that make up the storm bolter above and below the shields and the completed Mine Layer is ready to stick on your truck. We suggest you use round Warhammer shields as Mine counters!



All Mine Layers form one entry in your vehicle's gubbins box. Additional Mine Layers are noted beside the main entry and you must decide whether they are fitted with Frag mines or Krak Mines, eg Krak Mine Layers 2. A bike can have one Mine Layer, any other vehicle can have up to three Mine Layers. You may mix different types of Mine Layer, but can only mount a maximum of three (two Frag and one Krak, for example). Mine Layers work as follows:



Each Mine Layer carries two mines, which are released together. At any point in the vehicle's move you may declare you are laying a mine. Place a mine counter directly behind the vehicle. The second mine is laid after the vehicle moves another D6 inches. If the vehicle doesn't move this full distance it is placed behind the vehicle when it stops moving.

If any model moves within 2" of a mine counter it will explode on a D6 roll of a 4+. If a model moves over a mine counter it will explode automatically. Mines explode with the same effect as a stikkbomb of the appropriate type (Frag or Krak). When a mine explodes, remove the counter.

If an unused Mine Layer is damaged by the enemy due to a hit on the gubbins location then roll a D6. On a roll of 1, 2 or 3 it explodes, affecting the vehicle as if it had set off the mine. On a roll of 4, 5 or 6 the Mine Layer cannot be used for the rest of the battle. Mine Layers are assumed to be stocked up between battles for no extra cost.

SHOUTAS

Noise is very important to Orks, and the louder the better. Some mobs like to fit their vehicles with huge amplifiers and speakers which turn the rumble of the engine into a deafening roar and makes the shouts of the crew reverberate across the battlefield.

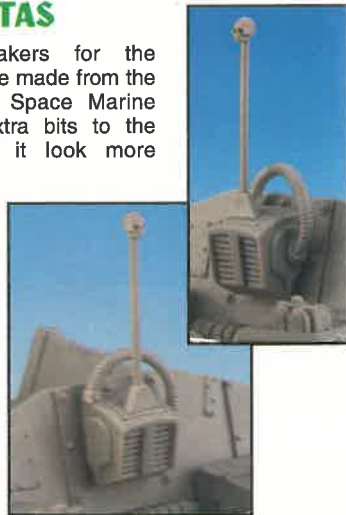
A vehicle can only be fitted with one set of Shoutas. A vehicle with Shoutas has the following benefits:

Some scenarios, *Da Rumble* and *Da Fight* use a Revvin' and Shoutin' roll to see who goes first. In these situations a vehicle with Shoutas allows you to roll 2D6 rather than 1D6 as normal. bikes' Shoutas aren't as big and only allow an additional D3 to your roll.

SHOUTAS

Our amplifier/speakers for the Shoutas Gubbins are made from the torso of a plastic Space Marine Terminator. Add extra bits to the speaker to make it look more mechanical; the aerial we've used is from a Space Marine Bike, but any kind of hose or wire looks good too.

This one is positioned just above the crew compartment. *Much better ta 'ear da noize, mate!*

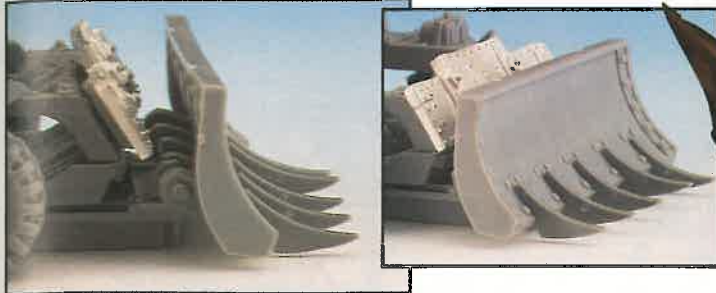


In addition, Orks respect loud noises and a vehicle which is zooming around preceded by the thunderous roar of its engines and the bellows of its crew is a daunting foe, even for an Ork. A vehicle with Shoutas causes *Fear* as described in *Da Clevver Stuff* section of *Da Roolz*. This means enemies who wish to board the vehicle must first take a *Fear* test to see if they can.

Shoutas can be damaged like any other gubbins and are useless for the rest of the battle if this happens.

SCRAP GRABBER

Making a Scrap Grabber couldn't be simpler; just use the bulldozer blade from the Imperial Vehicle Accessory sprue. When you've put the 'dozer blade together don't glue it onto your vehicle straight away. See how it will best fit onto your vehicle before you attach it permanently. The one in the photo was glued underneath and needed a little chopping around to get the 'dozer blade to look right.



SCRAP GRABBER

It has been a constant source of irritation to many Ork Nobz that in order to get scrap from the desert, someone has to jump out of the vehicle to dig it up. This makes scrap hunts more dangerous, as the time taken gives enemy mobs more opportunity to muscle in and claim the scrap for themselves. In response to this, some inventive Meks have developed a variety of gubbins that allow a moving vehicle to tear scrap from the sand as it passes over. This can be a large shovel on the front or back, weighted nets hung off the side or a series of hooks on chains which latch onto protruding scrap and drag it from the sand.

A Vehicle can have one Scrap Grabber. Bikes cannot be fitted with a Scrap Grabber (experiments saw many bikes being literally torn in half as they latched onto a particularly weighty and deeply buried piece of scrap!). A vehicle with a Scrap Grabber can attempt to pick up Scrap counters by moving over them.

If a vehicle with a Scrap Grabber moves over a Scrap counter, roll a D6 to see if it is picked up. On a roll of 4, 5 or 6 the scrap is wrenched out of the desert and is caught in the Scrap Grabber. Add +1 to this roll if the vehicle has used its thrusters that turn. Scrap Grabbers are of no use while a vehicle is performing a slow speed manoeuvre.

A Scrap Grabber can only hold one Scrap counter at a time, but if a crewman does nothing else for a whole turn (no shooting or fighting in hand-to-hand combat) then they may unload the Scrap Grabber and it can be used again – place the Scrap counter in the vehicle at the end of the turn.

A Scrap Grabber can be damaged like any other gubbins and is useless for the rest of the battle if this happens. Roll a D6 if the Grabber contains scrap, on a roll of 4+ it falls out, place the counter behind the vehicle. On a 1, 2 or 3 it stays lodged in the tangled remains and is treated as if loaded onto the vehicle.

WHEEL SLASHAS

Some Spannerz like to fit their buggies and trukks with huge scythes that cut through enemy wheels and tracks.

Only buggies or trukks can be fitted with Wheel Slashas. When the vehicle is involved in a rake or sideswipe, the enemy vehicle



WHEEL SLASHAS

Use any kind of blade or spiky bit to attach to the hubs of wheels and onto the sides of the vehicle's hull. Lots of Warhammer chariots have deadly metal scythes – Luvverly!



automatically suffers a point of damage to the Wheel/Track location in addition to any other damage that may be inflicted.

Wheel Slashas can be damaged like any other gubbins and are useless for the rest of the battle if this happens.

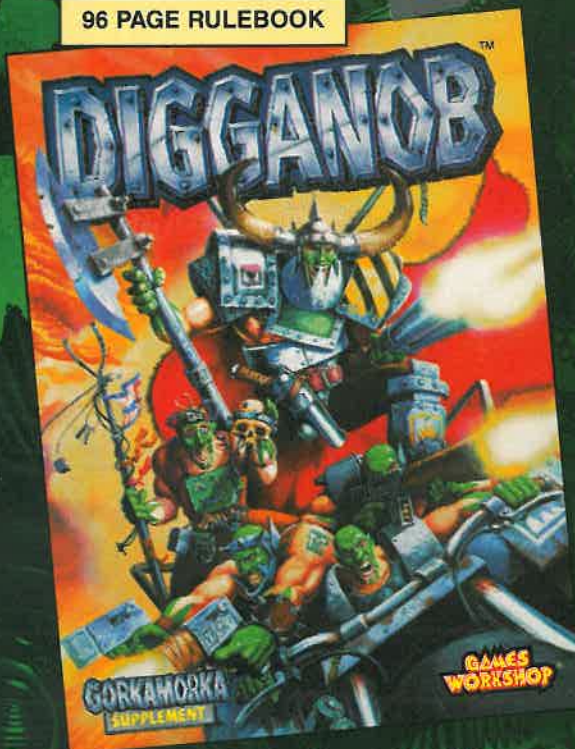
MORE FROM MEKTOWN NEXT TIME

Of course, this is only the start. We've got lots more gubbins ideas so look out for more from the Mek Thorpe's Workshop over the next few months!

THE GORKAMORKA ORKS ARE IN TOWN

DIGGA DIGGA DIGGA

96 PAGE RULEBOOK



Digga-boy



DIGGA

Rebel Grot Cutta



MUTIE TENTS



N TROUBLE! NEXT MONTH COMES....

Mutie Raider



Digganob is the mayhem-packed supplement for the Gorkamorka game. It contains splendid card models of a crashed spaceship and four mutie tents to adorn your battlefield along with a 96 page book crammed full of new rules and background for three new types of mob:

DIGGAS

The savage Diggas burst from their tunnels to prove they're as 'ard as Orks. The Diggas are the descendants of the first Human explorers who were trapped underground when the Ork hulk crashed to the planet's surface. As well as fightin' and scavengin' in da desert, the Diggas search their subterranean dwellings for strange alien technology to bring to battle or trade with the Meks.

MUTIES

Hideous Muties prowl the deep desert looking for camps to raid and pillage. Twisted and corrupted, the Muties ride forth on their vicious, scaled beasts, venting their hatred of the Orks in bloody battles across the blazing desert.

REBEL GROTS

The disaffected mobs of the Gretchin Revolutionary Committee pursue their violent struggle to bring down the Mekboyz. With flotillas of ramshackle vehicles, the Rebel Grots run down enemy mobs, softening them up with crude weapons before boarding them with an overwhelming green tide.

In addition to these new mobs there are also three new scenarios allowing you to lay cunnin' ambushes or attack your foes in their camp, plus special characters including such Gorkamorka legends as Nazgrub Wurrzag, the half-insane Scraphunter and Dregmek Blitzkart, pilot of the lethal Deth Kopta.

SPACESHIP
WRECKAGE



DIGGANOB IS NOT A COMPLETE GAME. POSSESSION OF GORKAMORKA IS NECESSARY TO USE THE CONTENTS OF THE DIGGANOB BOX.

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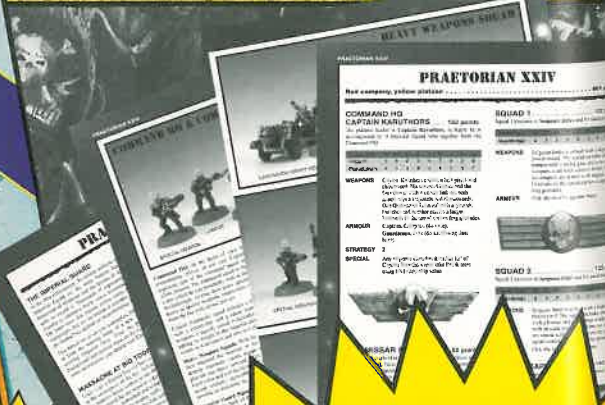
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A black and white aerial photograph showing a large-scale military operation. Numerous tanks and armored vehicles are visible, moving across a field. Soldiers are also seen on foot, some near the vehicles. The scene is filled with dust or smoke, suggesting intense action.



**AS SEEN AT
GAMES DAY '97
'MASSACRE' AT
BIG TOOF RIVER**

IMPERIAL GUARD PRAETORIAN XXIV

Special Edition Imperial
Guard casualty models.



The Praetorian XXIV are but one of countless thousands of Imperial Guard regiments that have fought and died in the Emperor's name. The forces of Praetoria are very disciplined: they believe in spit and polish, doing it by the book, and they hate any sign of scruffiness. Imperial Guard regiments raised on Praetoria are renowned for their bravery and are as ferocious on the attack as they are determined in defence, even in the face of the most overwhelming odds.

The models themselves began life as Michael Perry's Mordian Iron Guard, but had new heads sculpted by Alan Perry and were put together at the Citadel Miniatures factory.

When the 24th made planetfall on Montar VII, Colonel Al' Ter-Ay lost no time in moving against the Orks. Sub-orbital spy-craft had pin-pointed the Ork camp at a location on the Big Toof River. Ork numbers were still unknown, the pall of smog hanging over the settlement making it impossible for the Imperial spy-craft to get accurate readings on Ork numbers, but worryingly there were signs that the Orks were in the process of constructing Gargants and other large engines of war.

Colonel Al' Ter-Ay decided to act swiftly, as instructed in his orders from the sector Imperial commander, Lord Sheridan, but against the advice of Captain Gliene, who suggested using his company's Blood Axes to scout the Ork camp. Al' Ter-Ay didn't trust the Blood Axes one bit, especially in an operation against their own kind. In any case his orders specifically instructed him to act "with extreme prejudice", and this he was determined to do. Less than 24 hours after arriving on the planet, the 24th Praetorians moved against the Orks.

Al' Ter-Ay split the regiment into three columns. The first of these (Force Kaz-Ter) consisted of the Tallarn Rough Rider companies and all of the Tallarn tank companies, and was commanded by Captain Am' Kaz-Ter of Tallarn. The second column (Force Gliene) consisted of Company C of the 24th Praetorians. The third column (Force Ter-Ay) was commanded Al' Ter-Ay himself and consisted of Company A and all of the regiment's support weapons.

Al' Ter-Ay's plan was to use Force Kaz-Ter to smash into the Ork camp in a devastating surprise attack. As the Imperial tanks piled into the Orks, Force Gliene (all of which were mounted in fast-moving Chimeras) would sweep round the Ork camp, blocking off the Orks' retreat and cutting down those Orks that tried to escape. By the time that Al' Ter-Ay and the rest of the regiment's slower-moving troops arrived, all that remained would be to mop up. It was not a bad plan, but it relied on the Orks being too weak to fight back effectively against Force Kaz-Ter. Fatally for the Imperial troops, this was not going to be the case...

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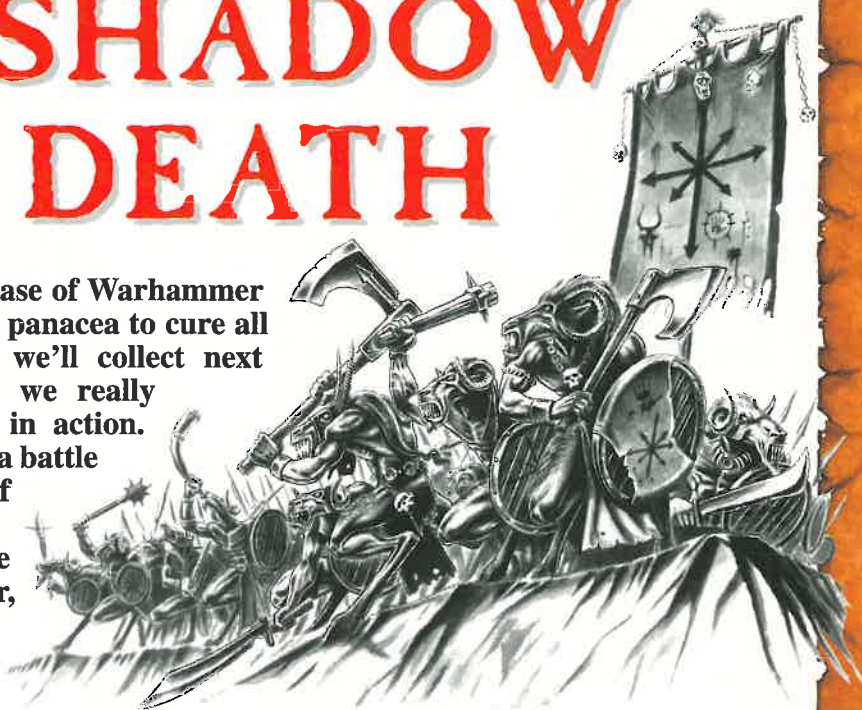


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THE SHADOW OF DEATH

For many of us the recent release of Warhammer Armies: Realm of Chaos is a panacea to cure all our ills (well, which army we'll collect next anyway!). So with that in mind we really wanted to see one of the armies in action. Nothing else for it then, it had to be a battle report so we cajoled that master of all things spiky, Tuomas Pirinen, to pit the Beastmen against the Undead of Heinrich Kemmler, commanded by Andy Kettlewell.



Andy K: Tuomas and I decided that the best way to show off the new Beastman army is not just to have a Battle Report but to have a BIG Battle Report. Big Warhammer games are 3,000 points plus, and with all the new models and terrain we wanted to show, 3,000 points sounded like a good size (anything less is for wimps!). When I said new models I didn't just mean the superb new Beastmen. The Studio's new Undead army, which was featured in White Dwarf 211, had yet to be seen in battle and I was looking forward to trying it out.

As well as the new armies, Tuomas and I also had some great new Chaos terrain to play on which made the battlefield look dark, evil and very cool!

Before selecting our forces we decided to put a limit of 50 points on the cost of magical items. This was not an official rule, we just wanted to play a game that wasn't dominated by 100 point magic items. Along the same lines we also took the Total Power card out of the Winds of Magic deck. As for the background to the battle, just read on...

Using his staff to bear his weight, Heinrich Kemmler walked purposely out from the cave into the dim light of the dusk. His suppressed anger at the Empire armies had turned into a mild irritation. After his years of wandering the Grey Mountains he had learnt that anger only clouded the mind. With a clear mind you could always avoid making a mistake. Tonight there would be no mistakes.

The ignorant Beastmen currently rampaging round the Reikwald Forest had forced the Reikland to raise armies in an attempt to drive the vile creatures out. Though they were only partly successful in their work, the mere presence of the men of the Empire in the area had forced Heinrich to bring a halt in his work. Time was an irrelevance, Heinrich had long abandoned the concept of time. It was the discovery of his project that most concerned him and he would have to take special care. Each time the Empire came close, all his servants had to retreat out of sight. At one point the Empire forces had been so close that he had had no choice but to let some of his servants fall back to the ground. A few scattered bones

around the forest floor had raised no suspicion amongst the foolish human soldiers. They should try looking a little harder.

For his work to be completed the forces of Reikland must be forced to leave the area. Attacking them would be stupid, for as soon as his servants were spotted, the Empire would raise a huge army to destroy him. The only solution was to eliminate the reason for the presence of such large Empire forces. Heinrich must drive the Beastmen away from the forest. For many nights Heinrich had sent Skeletons close to the Children of Chaos to observe their movements. The ignorant creatures didn't even notice, as his servant's lack of flesh hampered the Beastmen's acute sense of smell. The creatures seemed to gather around a huge standing stone every night to feed and fight amongst themselves. Heinrich knew the best time to attack would be after the Beastmen had fed as they would be slow and drowsy. He and his servants would attack and drive the vile creatures away from the area. Only then could he complete his work.



Tuomas Pirinen

FOR THE GLORY OF CHAOS!

Who disturbs my slumber? Ah! So I've been summoned from the furthest reaches of the dark Realm of Chaos to do battle with the forces of the Undead. I see my age-old enemy, the arch-Liche 'Heinrich' Kettlewell, has risen from his grave to lead the legions of undeath against me. How dare he! Soon he will face the fury of the Children of

Chaos! Now all I need is an invincible army of Beastmen and a plan that rivals the wisdom of Lord Tzeentch in its cunning.

MUSTERING THE HORDE

Before I started my army selection I considered the strengths and weaknesses of the Beastmen. Beastman armies are characterised by their tremendous resilience and stamina. Your average Beastman warrior has a Toughness of 4 and 2 Wounds, putting Dwarfs and Orcs to shame! Even the lowly Ungors have a Toughness of 4, and cost very few points.

This all means that unless you can break the Beastmen you are going to have great trouble killing them all. Missile fire is almost futile against these Children of Chaos, such is their staying power.

With this in mind I set about choosing my Horde. First of all I chose Beastlord Khorgor, the most powerful warrior that I could lay my hands on. I had already decided that I wanted him to be my General, so I went to town (or forest in this case) to arm him to the teeth.

It is the custom of the Beastmen to offer a part of their loot as an offering to the Chaos Gods. Chosen weapons, armour, treasure and the skulls of defeated opponents are laid around their herdstone. The older the herdstone and more powerful the warbands worshipping it, the more treasure there will be. In times of war, when the enemies of the Beastmen threaten the herdstone, the Children of Chaos arm themselves with these trophies.

Beastman hordes really need strong leadership to tackle the Infighting that they are so fond of so I chose the *Crown of Command* for Khorgor. This means that all the Beastmen within 12" of him can make their Infighting test on Leadership 10, and any regiment led directly by this beastly creature would be immensely difficult to break. To make sure that the life of any Necromancer foolish enough to tackle Khorgor in hand to hand combat would be cut short, I gave him the dreaded *Executioner's Axe*. Undead Generals such as Vampires are notoriously difficult to kill, but the *Executioner's Axe* will kill any opponent on a hit roll of 6. Finally I gave Khorgor the *Crimson armour of Dargan*.

To accompany my Beastlord I took a regiment of 20 Gors and gave them the *Banner of Rage* to make them frenzy. This is of particular use against the Undead, as frenzied troops are immune to psychology. It would also double their attacks, and give much greater killing power to Khorgor with his *Executioner's Axe*.



WARHAMMER ROSTER SHEET

KHORGOR'S BEASTS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
KHORGOR, BEASTLORD	4	7	6	4	5	4	6	4	9	5+	<i>Executioners Axe, Crown of Command, Crimson Armour of Dargan</i>	325
BEASTMAN CHAMPION Hand weapon, light armour, shield	4	5	4	4	4	2	2	2	7	5+		63
WARHERD 19 BEASTMAN GORS Hand weapons, light armour, shields	4	4	3	3	4	2	3	1	7	5+	Unit contains musician, standard - <i>Banner of Rage</i>	323
ATHON-GAR, BEASTMAN SHAMAN LORD <i>Double-handed weapon</i>	4	4	3	4	5	5	6	3	8	None	<i>Skull Staff, Black Amulet, Destroy Magic Scroll, Warpstone Amulet</i>	498
BEASTMAN CHAMPION Spear, shield	4	5	4	4	4	2	2	2	7	6+	<i>Ring of Volans</i>	87
BRAYHERD 24 BEASTMAN UNGORS Spears, shields	4	3	2	3	4	1	3	1	6	6+	Unit contains musician, standard	143
MINOTAUR HERO Additional hand weapon	6	6	5	5	5	4	5	4	10	None		251
6 MINOTAURS Additional hand weapons	6	4	3	4	4	3	3	2	9	None		258
AGROR, BEASTMAN SHAMAN CHAMPION WARHOOVES 12 BESTIGORS Halberds, heavy armour	4	4	3	4	5	2	4	1	7	None	<i>Dispel Scroll, Potion of Knowledge</i>	209
	4	5	3	4	4	2	3	1	7	5+	Unit contains musician, standard - <i>Banner of Defiance</i>	302
3 CHAOS TROLLS Double-handed weapons	6	3	1	5	4	3	1	4	7	None	Regenerate, stupidity	201
2 CHAOS SPAWN	206	3	0	4	5	3	3	D6	10	None	Immune to psychology and cannot be broken	140
12 HARPIES	4	4	0	4	4	2	2	1	6	None		180

TOTAL 2,980

I also needed a good wizard to counter the threat of deadly Necromancers, enter Athon-Gar Beastman Shaman Lord. *Curse of Years* and the *Wind of Death* are such deadly spells that I cringe in terror each time I have to face the Undead. *Vanhel's Danse Macabre* can also prove to be a decisive spell, as it allows Undead to move and manoeuvre with great speed.

To make sure that the Necromantic magic would not decimate my army, I chose the *Skull Staff*, a *Destroy Magic* scroll and the *Warpstone Amulet* for Athon-Gar. This would give me a +1 modifier to my attempts to dispel any enemy magic, and the *Destroy Spell* scroll could rid me of some pesky spell on a roll of 4+. With the *Warpstone Amulet* I could re-roll this with +1 modifier! Finally to give some protection to Athon-Gar, I purchased the *Black Amulet*.

My Shaman Lord would be accompanied by a great mass of 25 Ungors with spears. More importantly I chose a hulking unit of seven Minotaurs, led by a brutal Minotaur Hero! Minotaurs cause *fear* themselves, which makes them immune to *fear*, a useful thing when fighting Undead. I also gave them additional hand weapons to bolster their hand-to-hand fighting capabilities.

My final Warlord was Agror, Shaman Champion, who carried a *Dispel* scroll and the *Potion of Knowledge*. This would give me both offensive and defensive magical capabilities, as well as allowing me to store another magic card from one magic phase to another. I decided to give him Dark Magic spells so I could use dispel cards as power cards, boosting my offensive magic.

Agror's retinue consisted of twelve Beastman Bestigor, who were equipped with the magical *Banner of Defiance*. This is one of my favourite magic items against the Undead. It doubles the rank bonus of a unit, to make winning combat so much easier. This means that Skeletons will also suffer additional casualties more easy. The *Banner of Defiance* might not allow me to pursue, but as most of the Undead units never flee, I didn't consider this to be much of a problem.

Finally I chose three Chaos Trolls with double-handed weapons to give me some extra killing power. I also took two Chaos Spaw to hold up the enemy, and, lastly, 12 Harpies. While not very useful against the Undead, due to their low Leadership, they would easily distract Andy and draw his attention from my main troops. Thus my Horde was mustered.

THE WAY OF WAR

After choosing my Beastman Horde, all that remained was to plan the downfall of my worthless enemies. The Beastman are a remarkably unsubtle race. Lacking any missile troops or cavalry Beastman warbands tend to be huge hordes of savage, mutated warriors, moving towards their enemies enmasse. But what my plan would lack in subtlety, it would make up for in brute strength I wolfed down a chunk of raw meat to aid the thought process and drew up my plan.

First of all, I decided to keep my army together for as long as possible. Beastman have rather low Leadership scores, and this problem is made worse by infighting. As long as I kept my troops within 12" of Khorgor, I could use his Leadership of 10. This should counter the psychological threat of the Undead.

The Spawn and the Chaos Trolls were to tie up any fast-moving elements in the opposing army. As the Chaos Spawn are immune to psychology and Break tests, they would be perfect for holding up Undead Chariots and Skeleton Horsemen, who could otherwise wreak terrible havoc amongst my troops. I placed my Ungors behind the Spawn, and the deadly Chaos Trolls next to them. The centre was held by my large Gor regiment, supported by the Bestigor. My flank was held by the mighty Minotaurs and the shrieking Harpies. My centre should be strong enough to hold the line, while the flanks would envelop the foe. I intended to demolish my foe through sheer brutality.

Now the scene was set. I offered prayers to the Dark Gods of Chaos, and prepared to defend the Herdstone against the intruder. Death to Heinrich Kettlewell!

A note about Chaos army organisation: When buying a Chaos army you pick an individual Warlord first and then give him a retinue of at least the same value in points. When on the battlefield the Warlord doesn't necessarily have to stay with his retinue (such as the Shaman Lord who fought as part of the Beastlord's regiment of Beastmen Gor).





Andy Kettlewell

CHOOSING THE UNDEAD ARMY

I'm always very suspicious when I play against an opponent who not only plays regularly with his army, but has also written the Army Book! Unfortunately this is exactly the position I found myself in for this month's battle report, and to make matters worse I had to fight against Tuomas, Warhammer general extraordinaire! Things weren't quite as bad as they seemed, as I got to play

with the Undead who are my favourite Warhammer army.

The very first thing I always do when selecting an army is to think about how I want it to look on the battlefield. In this battle I wanted to use a Necromancer as my general and large units of Skeleton infantry as the core of my force. I thought the army would probably come from somewhere around the Empire, maybe near the Reikwald Forest.

The first thing I chose were my core Skeleton Warrior regiments. These needed to be big, about 25+ models. Skeletons cause *fear*, which always works better with large units. Units of 28 formed in ranks of 4 models would do nicely. I chose to use them in very deep thin columns because Skeletons are not the best of fighters in the Old World, so you really don't want too many of them in combat. I wanted to put two characters in the front rank of each of my units, so they could do all the fighting. The Skeletons would back them up with their numbers and good rank bonus.

I put my general, the dreaded Heinrich Kemmler in the first Skeleton regiment. To give some protection against being challenged to personal combat I also put a Wraith Champion in the unit. Every Skeleton regiment is allowed to have a magical banner so I gave the Night Walkers the *War Banner* to give them a better chance of winning combats. As well as all his usual magical items, I gave Heinrich (I'm on first name terms with him) the *Black Amulet* to give him a bit of protection. I could rely on the Wraith's abilities to protect it from damage and so I didn't bother giving it any magical items.

I gave my second Skeleton Warrior regiment the *Banner of Might* to help them and their leaders hit the enemy. I needed two characters in this second regiment so I chose a level 1 Necromancer to give me an extra wizard and a Wight

With a rattling of bones and a stench of death, Heinrich Kemmler, together with his apprentice Lord Rilth, led his Undead legion into the forest towards the Children of Chaos. There was no hiding their presence; branches and undergrowth were snapped under uncaring feet as the restless dead advanced towards the Beastmen and their herdstone.

Champion to accept all challenges. I was keen to include as many Wights I could in my army as they are all armed with *Wight Blades*. These weapons of the Undead cause D3 wounds for every wound they inflict so, as most Beastmen have 2 wounds, they would come in very useful! I gave my Necromancer a *Dispel Magic* scroll to protect my army and I gave the Wight the *Cursed Book*. Together with the *Banner of Might*, the *Cursed Book* allows the Skeletons to hit on a 3+ and their opponents to hit only on a 4+!

These two Skeleton regiments formed the core of my force and would have to deal with the best Tuomas and his Beastmen could throw at them. Then it was time to choose the other elements of my army. Somebody once said that the first step in defeating your enemy is to know your enemy, so I did my research and read the new Realm of Chaos army book. In the book I found that Beastmen have no missile weapons or cavalry, which meant that if I had any cavalry they would be able to dominate the battle with their high movement. A unit of 10 Skeleton Horsemen with a Wight Lord to lead them would cause Tuomas a few problems. The Wight Lord already had a *Wight Blade* to help him fell the Beastmen faster, so I just gave him a *Potion of Strength* in case he came up against anything really big! The Skeleton Horsemen got the traditional *Doomrider Banner* which, as all Undead players are well aware, allows Skeleton Horsemen to hit automatically when they charge.

In addition to the Horsemen I picked three chariots to further worry Tuomas and give a real punch to my attack. Players often aim every missile weapon they've got at chariots to try and destroy them before they get to their regiments. However Tuomas and his Beastmen have no missile troops so my chariots would be fairly safe as they thundered towards the Beastmen hordes.



WARHAMMER ROSTER SHEET

KEMMLER'S HORDE

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
HEINRICH KEMMLER, THE LICHEMASTER	4	7	7	5	4	4	6	5	10	None	<i>Chaos Tomb Blade, Skull staff, Cloak of Mists and Shadows, the Black Amulet</i>	560
LORD KELEK WRAITH CHAMPION	4	3	0	3	4	3	3	2	5	None		75
Hand weapon Night Walkers 26 SKELETON WARRIORS	4	2	2	3	3	1	2	1	5	6+		277
Hand weapons, shields											Unit contains musician, standard - <i>War Banner</i>	
LORD RILTH NECROMANCER	4	4	4	4	3	1	3	2	8	None	<i>Dispel Scroll, sword</i>	93
LORD STEINHART WIGHT CHAMPION	4	3	0	3	4	3	3	1	8	6+	<i>Wight Blade, Cursed Book</i>	63
Shield DEATH STALKERS												
26 SKELETON WARRIORS	4	2	2	3	3	1	2	1	5	6+	Unit contains musician, standard - <i>Banner of Might</i>	302
Hand weapons, shields												
LORD ERLIK WIGHT LORD	4	4	0	4	4	3	4	2	9	5+	<i>Wight Blade, Potion of Strength</i>	78
Skeleton Steed, shield TOMB RAIDERS												
9 SKELETON HORSEMEN	4	2	2	3	3	1	2	1	5	5+	Unit contains standard - <i>Doomrider Banner</i>	265
Lances, shields Skeleton Steeds	8	2	2	3	3	1	2	1	5	none		
GRAVE STIRRERS												
10 SKELETON WARRIORS	4	2	2	3	3	1	2	1	5	5+	Unit contains musician, standard	156
Halberds, light armour, shields												
DARK RIDERS												
3 UNDEAD CHARIOTS											2 Chariots have scythes, all crew have bows	220
Crew	4	2	2	3	3	1	2	1	5	none		
Skeleton Steed	8	2	2	3	3	1	2	1	5	none		
Undead Chariot				5	5	3	1	D6		none		
DEATH LOBBERS												
2 SCREAMING SKULL CATAPULTS												
Crew	4	2	2	3	3	1	2	1	5	none	Crew have swords	148
Catapult					5	3				none		
1 Bat Swarm	8	3	0	3	2	5	1	5	10	none		100
LORD VARLAK WIGHT LORD	4	4	0	4	4	3	4	2	9	4+	<i>Wight Blade, Crown of Command, Armour of Fortune</i>	631
Shield Zombie Dragon	4	4	0	7	6	7	3	6	8	none		

TOTAL

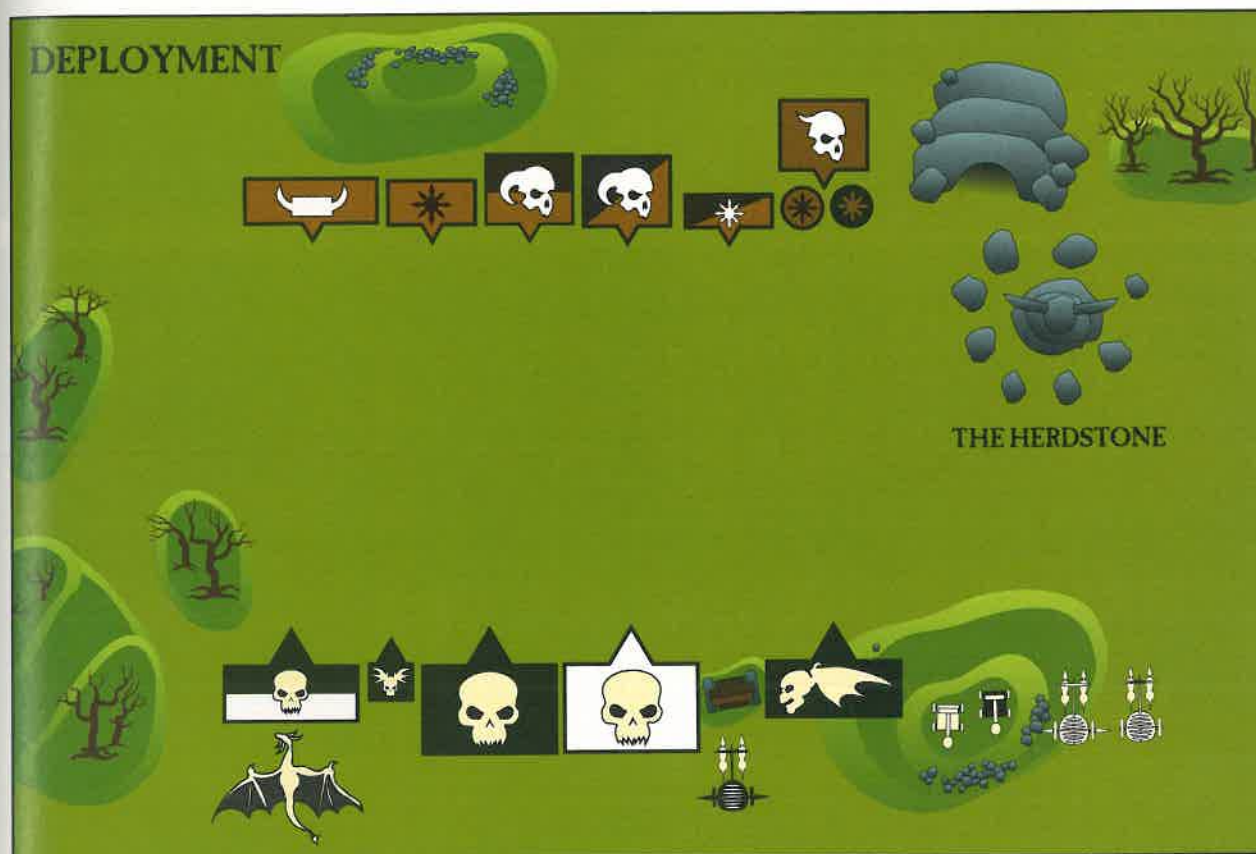
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One of the things available to Tuomas were flying troops and I know he is a big fan of them. I would probably face at least one unit of Harpies so I needed something to stop them flying behind my army and charging me from the rear. My first choice would normally be a unit of Carrion but I'd recently acquired a Zombie Dragon for my own Undead army and I'd been waiting for an opportunity to try one out. Admittedly this was neither the time or the place to try out something new but, I just wanted to have a Dragon in my army! I mounted a Wight Lord on the Zombie Dragon and gave him the *Armour of Fortune* to protect him and the *Crown of Command* to stop him and his Dragon falling apart.

My last choices were really picked to fill in the gaps in my army. Two Screaming Skull Catapults would try to reduce the size of the Beastmen regiments before they get to my army and if I was lucky they might force a regiment to run away in panic. While I'd been choosing my army I'd been thinking of a plan in which my large infantry units hold the centre of my army and all my cavalry and chariots attack on one flank. To complete my plan I needed something to protect my other flank and stop the Beastmen getting round the side of my army. To do the job I chose a Bat Swarm and a small unit of Skeletons. Hopefully this would be enough to stop or, at the very least, slow down any attack.

MAGIC

Now I'd chosen my army it was time to choose my spells. Necromancers have a big advantage in the magic phase because they are allowed to pick their spells, instead of choosing them randomly! Heinrich is the most powerful wizard in my army so he got the essential *Vanhel's Danse Macabre* and *Summon Skeletons* spells. In addition to these I gave him the *Curse of Years*, because it is very nasty indeed, and the *Gaze of Nagash* because it is useful. I gave the *Drain Life* spell to my level 1 Necromancer because it can be very destructive when both armies get close and has often won me battles in the past.



- Beastman Shaman Champion and 12 Bestigor
- Beastman Champion and 25 Ungor
- Beastlord Khorgor Beastman Shaman Lord and 20 Beastmen

- 12 Harpies
- 2 Chaos Spawn
- 2 Chaos Trolls
- Minotaur Hero and 7 Minotaurs

- Heinrich Kemmler, Wraith Champion and 26 Skeleton Warriors
- Necromancer, Wight Champion and 26 Skeleton Warriors
- 10 Skeleton Warriors
- Wight Lord and 9 Skeleton Horsemen

- Bat Swarm
- Screaming Skull Catapults
- Undead Chariots
- Wight Lord and Zombie Dragon

UNDEAD TURN 1

Andy: As I'd won the first turn I decided to make some positive moves and advance towards the Beastman battle line. My Skeleton Horsemen and Chariots rumbled towards the Ungor and the Trolls on the right flank, and my infantry stumbled towards the largest Beastman regiments in the centre. As Lord Varok and his Dragon were never going to be in charge range that turn, I moved him out to the left flank ready for turn two.

The only regiments that didn't move towards the enemy were the Screaming Skull Catapults. The most dangerous regiment on the board looked like the Beastmen Gor led by the Beastlord himself and the Shaman Lord, so I launched both catapults at them in the hope of reducing their numbers. Unfortunately I managed to land both catapults just short of the unit and neither of them scattered in the right direction!

Never mind, on to the magic phase. Unfortunately I rolled low for the number of magic cards and then, to make matters even more miserable for Heinrich, Tuomas played one of his Chaos Gift cards, the *Changing of Ways*. This meant that my hand of cards were reduced by D3 for the rest of the turn. Tuomas, rather predictably, rolled 3 and I was left with no magic cards in my own magic phase!

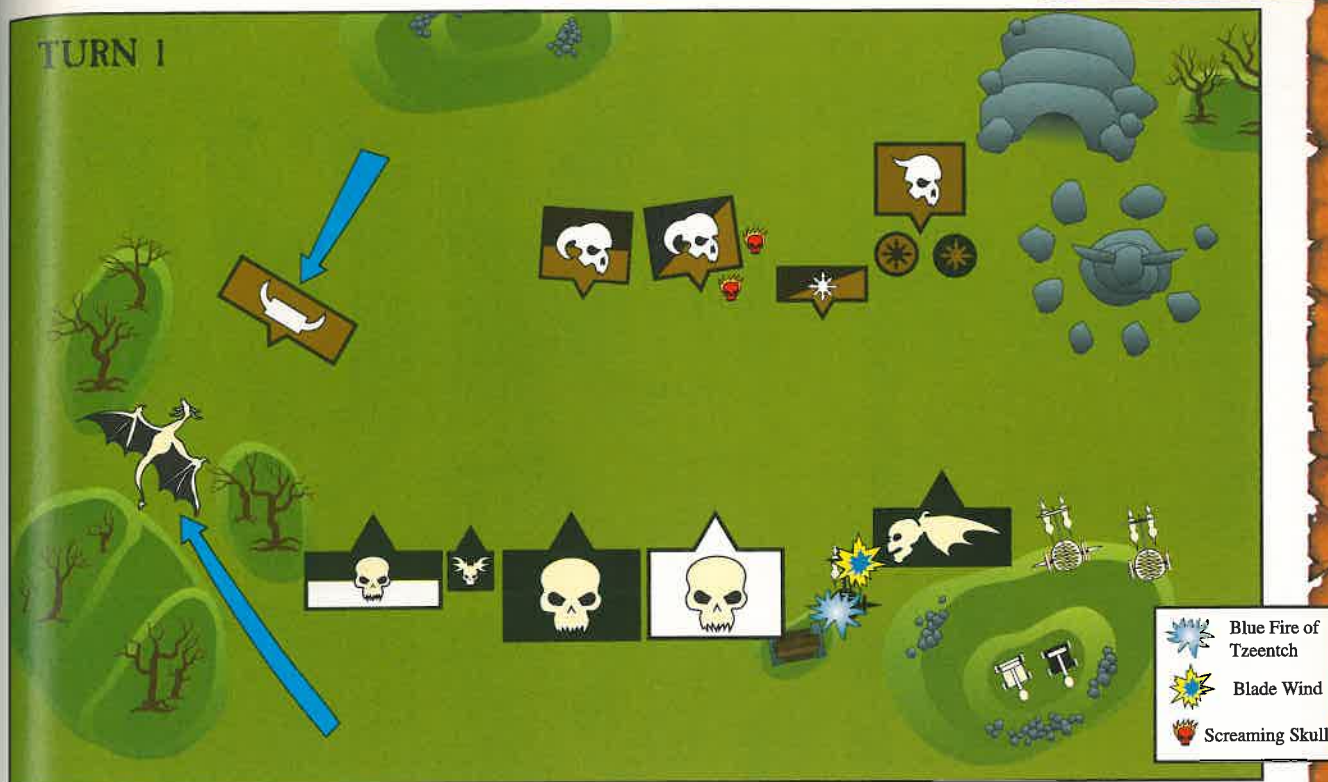
CHAOS TURN 1

Tuomas: Before the battle I had rolled to see how many Chaos Gift cards I would receive. I rolled two dice and ended up with a result of 4. Not the best of results, but I did pick some very good cards: in particular I received *Wrath of Khorne* and the *Changing of Ways*, both of which would help me in the magic phase.



As Lord Varok tries to outflank the opposition on the back of his Zombie Dragon, both armies advance across the battlefield.

TURN 1



With a remarkable efficiency the Beastman Horde began its advance towards their silent foes. No sign of infighting could be seen anywhere. The braying of Ungors, roars of Minotaurs and the clamour of the warhorns filled the dark forests. The earth shook under cloven hoofs.

The misshapen Chaos Spawn lurched 7" forward, closely followed by the Ungor. Next to them the Chaos Trolls passed their Stupidity test and ambled towards the distant chariots.

The Gors and Bestigors advanced en masse, marching forward with determination. Their target was clear: they were headed for the core regiments of Skeleton Warriors.

The huge Minotaurs turned to face the Zombie Dragon, and the flap of leathery

wings accompanied the Harpies as they flew up, circling high above the battlefield.

With no shooting or hand-to-hand combat to resolve, we moved straight to the magic phase. The Winds of Magic gave me three cards, and I started my own magical onslaught with a vengeance. Before any spells were cast the Shaman Champion consumed his *Potion of Knowledge*. Hopefully this would give me a couple of free spells.

"The braying of Ungors, roars of Minotaurs and the clamour of the warhorns filled the dark forests. The earth shook under cloven hoofs".

First, the Shaman Lord unleashed the *Blue Fire of Tzeentch*. It hit one of the Undead chariots, blasting apart its bony shields. Next the Beastman Champion of the Ungor unit raised his enchanted ring and cast a dark *Bless* on the Gor regiment, giving them +1 to all their hit rolls. Again Andy decided not to dispel my magic.

The Shaman Champion, using the power from his *Potion of Knowledge*, targeted the putrid Zombie Dragon with his *Malediction of Nagash*. This time Andy threw down his *Dispel Magic* scroll to save his most powerful model. Undeterred, I proceeded with the deadly *Blade Wind*, which caused 12 hits on one of the Undead chariots and blasted it to bone dust!

Finally my Shaman lord plucked the *Vanhel's Danse Macabre* from the Mind of Heinrich Kemmler with the *Glean Magic* spell! This was grave news for Andy (*Oh, just let me hold my considerable sides before they split! No one can resist bad Undead puns – Paul Sawyer*), for this extremely useful spell is vital to Undead armies.

Finally we both stored two magic cards in preparation of the next magic phase.

The Beastman warhorns echoed through the forest. Alarmed by the arrival of the menacing Undead, the Beastman warbands gathered around their warlords. Huge hordes of Gors and Ungors drew themselves into a crude battleline. The Bestigors sharpened their long horns in the expectation of the battle to come. From their nests high in the trees the screeching Harpies emerged to circle above the battlefield, ready to swoop down on the deathly intruders.

Suddenly the ground began to shake with heavy footfalls and the air was filled by the deep bull roars of savage beasts. From the shrine that stood next to a herdstone emerged the huge Minotaurs, already enraged by the Undead defilers of the holy places of Chaos. With blood and froth dripping from their massive, tusk filled jaws, the giant beasts shook their axes menacingly at the advancing walking dead. Gibbering, twisting Chaos Spawn were released from their pit, and unleashed upon the enemy, and the shambling Chaos Trolls were woken from their slumber. The Beastmen were ready for war.

UNDEAD TURN 2

Andy: Thank goodness it was my turn again. Tuomas dominated both magic phases, and worst of all he stole my most important spell, *Vanhel's Danse Macabre*, which means that my army will be moving at a snail's pace for the rest of the game (or should that be a Dwarf's pace?). It looked as if I'd be struggling in all the magic phases so I decided to get stuck in to combat as quickly as possible. Following my pre-game plans, Lord Varok and his Zombie Dragon flew high to attack the Harpies. The Skeleton Horsemen charged into the Chaos Trolls and the chariots into the Chaos Spawn. Hopefully this would break the Beastmen flank.

In his last turn, Tuomas moved his Minotaurs round to face my Dragon, but now Lord Varok had moved away they were out of position. To slow them down I moved the Bat Swarm close to them, but not in their charge arc. This meant that the Minotaurs couldn't march, which would keep them out of the way for a while. The rest of my army advanced towards the Beastmen as quickly as they could as I was eager to get into combat.

My Screaming Skull Catapults had another superb round of shooting by aiming for the Beastman Gor unit but instead hitting the Ungor. Obviously Heinrich was concentrating on other things! The other catapult misfired and managed to destroy one of the crew – wonderful (*Sarcasm doesn't do it well in text, Andy – Paul Sawyer*).



As the Screaming Skull Catapults unleash flaming death upon the enemy, one of them misfires...

UNDEAD TURN 2



The Undead Chariots and Horsemen were the first to find the herdstone and face its dread guardians. The huge hulking forms of Chaos Trolls and other horrors too terrible to describe loomed out of the murk. Without hesitation the Skeleton Warriors spurred their mounts toward their foes. Both the Undead cavalry and the war machines smashed into the creatures of Chaos with all the power they could muster. The unholy lances and scythes of the Undead cut through the vile creations of Chaos with ease, but by the uncanny power of Chaos, the monstrous creatures' wounds were healed and they held their ground. Howling and screaming, the Chaos forces hit back, smashing bones and skulls under their blows.

In the air Lord Varok and his Dragon mauled the Harpies, but as they had 2 wounds each their numbers remained high. The Chariots crashed into the two Chaos Spawn and slew one under their wheels but the other Spawn survived with only 1 wound left! Two Chaos Trolls were crushed by the charge of Lord Erlik and his Horsemen, but regenerated their wounds and one of them recovered – what foul creatures of Chaos were these? The Trolls were beaten but didn't break which meant that the Beastmen horde had held my charge!

- Blue Fire of Tzeentch
- Blade Wind
- Screaming Skull

CHAOS TURN 2





As the two armies career towards each other, the Skeleton Horsemen and chariots crash into a wall of hulking Chaos monsters.

In my magic phase I launched a barrage of magical attacks at the Beastmen but Tuomas, aided by his Chaos Gods, managed to dispel them all. *Gaze of Nagash* was dispelled by Khorne himself with a Chaos Gift card, and the *Curse of Years* was

“The Chaos Trolls were crushed by the charge of Lord Erlik and his skeletal Horsemen, but regenerated their wounds and one of them even recovered – what foul creatures of Chaos were these?”

destroyed with a *Destroy Magic* scroll. Where was Nagash when I needed him? Tuomas had been aided by Tzeentch and Khorne so far (and it was only turn two) and the only time Nagash had turned up was when Tuomas cast the *Malediction of Nagash* spell at my own units! What can you do?

CHAOS TURN 2

Tuomas: Braying their war cries, the Ungor launched an attack against the closest Undead chariot, and the Harpies swooped down from the skies to engage the Bat Swarm.

The Minotaurs turned their line to face the main battle once more, ready to threaten the flank of the Undead army. Meanwhile the Bestigor regiment marched ever closer to their enemies.

A huge melee erupted and the Undead chariot was first to suffer. The Ungor regiment killed both of it's crew, received no wounds in return, and by the press of sheer numbers they dissipated the magic that held the chariot together. The other chariot fared better, slaying the remaining Chaos Spawn.

The battle between the Skeleton Horsemen and the Chaos Trolls was growing desperate. They caused 2 wounds on the Trolls, but in return the Chaos Trolls crushed all the Skeletal Horsemen with their rusty cleavers. Only the Wight Lord remained to defy them, and one of the Trolls regenerated his lost wound.

On the other side of the battlefield the

Harpies raked the bats with their great talons, and inflicted 2 wounds, suffering none in return. Though it was impossible to break the great mass of bats, the Harpies quickly lapped around their diminutive opponents.

With all fighting resolved it was time for the magic phase again. (Being a big girl's blouse at this point Andy asked whether we could skip the magic phase entirely! – Paul Sawyer) Five cards were dealt and the deadly exchange began again.

Using the dire power of the *Potion of Knowledge*, the Shaman Champion cast the *Blade Wind*. The spell hit the Skeleton regiment, and the whirling magical blades shattered three Skeletons into pieces. This cost me the *Potion of Knowledge*, its powers finally exhausted.

Next I unleashed the *Malediction of Nagash*, which immobilised the remaining Skeletal chariot. Finally I attempted to blast one of the Skeleton regiments with the *Blue Fire of Tzeentch*, but this enchantment failed to cause a single wound. The magic phase ended with both sides storing a single magic card.

UNDEAD TURN 3

Andy: Another Chaos magic phase sent me further into depression so I decided to pick up my spirits with a bit of combat. By this time I really didn't care if my units or the Beastmen charged, I just wanted combat (*That's the spirit, Andy! – Paul Sawyer*). Both my Skeleton infantry regiments charged the Bestigor and the Gors, and the Zombie Dragon charged the Minotaurs. I should have charged Lord Varok into the Minotaurs in the last turn but I was a little worried that he would be killed (*I take it back, you're a wimp! – Paul Sawyer*). Dragons cost lots of points and you really need to get stuck in with them. To help the Bat Swarm I charged the Grave Stirrers into the Harpies, hopefully this should be enough to see the foul birds off.

Before I started the combat I had the Catapults to fire. Yet again the one catapult that could fire this turn displayed its awesome ability to not only miss the target, but misfire and collapse into a pile of bones! Never mind, I had long given up all hope of doing anything in the shooting phase anyway.

The Horsemen, who had by now been reduced to just Lord Erlik, battled on with the Trolls, but their regeneration ability saved them again and the fight looked to be heading for a



The battle is joined! During the deadly combat, Kemmler meets his doom at the hands of the Beastlord.

stalemate. The remaining chariot was suffering a similar fate with the Chaos Spawn. So much for my flank attack!

Elsewhere the Harpies were broken by the Grave Stirrers but they managed to escape and the Skeletons crashed into the Minotaurs with their pursue move. Lord Varok on his Zombie Dragon screamed a challenge to the Minotaur Hero and, not one to run away from a fight, it accepted but was slain by the Dragon and its master. Unbelievably the Minotaurs managed to pass their Break test after this onslaught and stayed to fight another day. How unbelievably annoying!

Out of the two Skeleton infantry regiments only the Death Stalkers managed to get into combat this turn. Against the Bestigor they would have won if it hadn't been for the Beastmen's *Banner of Defiance*. The Skeletons lost the combat by 2 in the end but I wasn't too worried by this situation because my regiment was far bigger than Tuomas'. With their *Banner of Defiance*, every rank I knocked off the Bestigor counted as two towards the combat result, so eventually I would win and break the Beastmen. That was the plan anyway.

In the magic phase Tuomas managed to dispel all my attempts to cast spells with the help of a *Dispel* scroll. The only spell I was 'allowed' to cast was *Summon Skeletons* which I used to bulk up the Death Stalkers regiment. Another Undead magic phase was over and not a huge amount had been done again. I was a little worried by my lack of magical ability in this game. I have always said that if the Undead control the magic phase then they will win the game, but if their opponent controls the magic phase then they're in big trouble.

CHAOS TURN 3

Tuomas: The Ungor gleefully turned on the remaining Skeletal chariot, and passing their *fear* test, they crashed against the ghastly war machine.

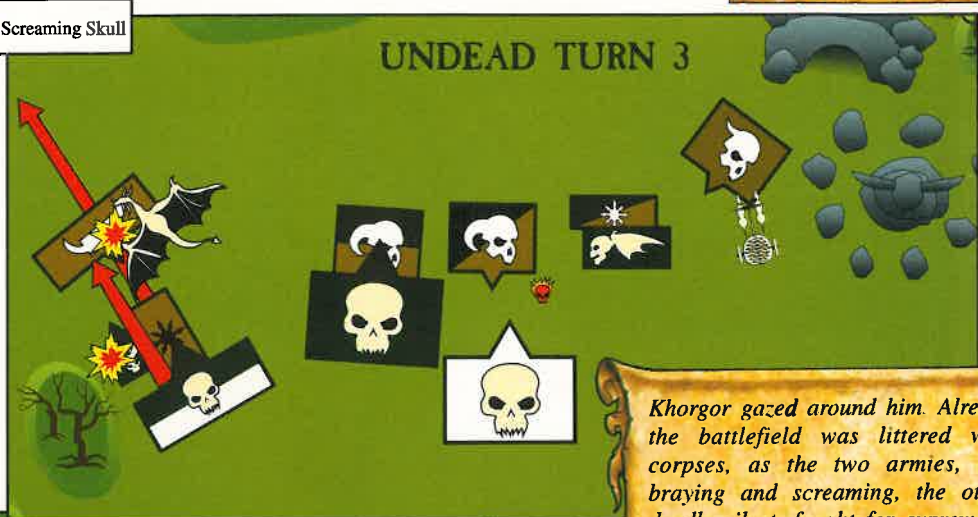
The main Gor regiment charged the biggest Skeleton regiment, determined to solve the deadlock between the two armies. Their *Banner of Rage* saved me from the inconvenience of taking any *terror* or *fear* tests.

Meanwhile the cowardly Harpies continued their flight, stopping just on the edge of the table, giving me one more chance to rally them. But this was just a detail, for the decisive moments of the battle had arrived.

 Screaming Skull

The Ungor destroyed the Undead chariot despite the fact that neither side caused any wounds. Their ranks and standard ensured that the magic holding the chariot together was dissipated.

The Wight Lord that was still struggling with the Trolls hacked down one of the monstrosities, but in return the giant cleaver of the remaining Troll crashed down and finally rid me of the persistent opponent.



Khorgor gazed around him. Already the battlefield was littered with corpses, as the two armies, one braying and screaming, the other deadly silent, fought for supremacy. All around him his Beastmen were locked in ferocious combat with the forces of the Necromancer man-thing. Hate swelled inside Khorgor as he spied the Lichemaster at the head of his troops. This was the puny human who would defy the gods of Chaos! Khorgor growled his command, and the huge Beastman horde surged forward. Now the battle would truly begin.



The battle of the minotaurs against the Skeletons and the Zombie Dragon with its fell rider did not go as well. The Minotaurs suffered 3 wounds from the Zombie Dragon and killed only one Skeleton in return. The Minotaurs lost the combat, failed their Break test and fled, only to be torn apart by the claws of the Zombie Dragon.

The battle between the Bestigor and the skeletons was long and bloody, but in the end the result was a draw. I won the dice roll for the musicians and thus I won the combat by 1. This was good, because otherwise my regiment would have automatically broken, since their opponents cause fear!

In the middle of the battlefield the Gor and Skeletons fought savagely. Numerous blows were exchanged, but no casualties were inflicted. Only the Shaman Lord did any damage, cutting down four skeletal warriors.

Finally, the Generals of the two armies met. Heinrich Kemmler brought his *Chaos Tomb Blade* down in a glittering arc, but despite his best efforts he failed to wound the brutish Beastlord. Braying in rage Khorgor lifted his deadly weapon. The *Executioner's Axe* struck the neck of the ancient Necromancer and Kemmler went down, his body broken by the enchanted axe. I had rolled a 6 and this meant that the *Executioner's Axe* had taken Kemmler's head clean off his shoulders!

Lifting his head, Khorgor howled his victory to the skies and licked his axe blade clean of the dark blood of the Lichemaster. Now the evil spells that held the Undead army



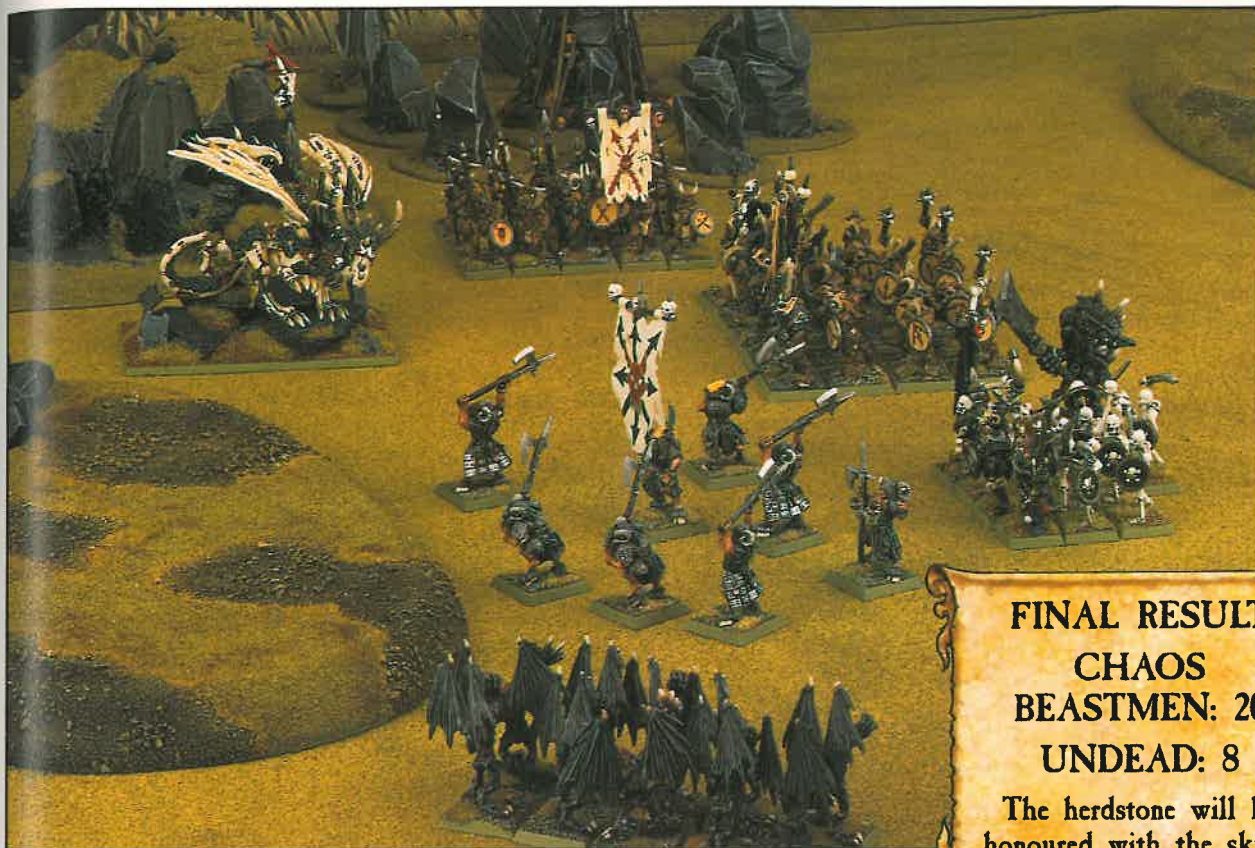
together started to unravel. The remaining Screaming Skull Catapult crumbled to dust, as did two of the Skeleton regiments.

The battle had changed dramatically and it seemed that the tide was turning in favour of the Beastmen. But the exceedingly dangerous Zombie Dragon still remained and posed a serious threat to my plans.

The magic phase offered me four cards, which I used to cast the *Malediction of Nagash* on the Zombie Dragon. But Andy played the Rebound card and immediately cast the *Drain Life* spell. This took a heavy toll on the Bestigor regiment, causing 4 wounds on the elite Beastmen and wounding the Shaman Champion.

Finally Andy dispelled the *Bless* on the Gor regiment. We both stored magic cards and prepared for the Undead Turn 4. Now was their chance to turn the tables.

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In the dying moments of the battle the Zombie Dragon is driven off by the Beastman Gors.

FINAL RESULT
CHAOS
BEASTMEN: 20
UNDEAD: 8

The herdstone will be honoured with the skulls of the undying ones...

that remained was to survive Tuomas's final turn and count up the victory points. With my General dead and most of my army little more than piles of bones, I expected that Tuomas and his Warbands of monstrous Beastmen had won the day. Just a pity they wouldn't have anything to eat!

CHAOS TURN 5

Tuomas: As the rest of the Chaos army advanced on the remnants of the Undead army, the Chaos Troll continued its lone struggle against the Undead, causing 1 wound and receiving none in return.

"The Beastman Shaman Lord summoned Tzeentch's Firestorm, engulfing the Zombie Dragon and its rider. However, the Undead lord emerged unscathed..."

With no other combat to resolve, we moved to the magic phase. Two cards were dealt to each side, and with the final effort the Beastman Shaman Lord summoned *Tzeentch's Firestorm*, engulfing the Zombie Dragon and its rider. The Undead lord emerged unscathed, however, and thus the game was at an end.

The Undead Horde was shattered and broken, and the Beastmen were victorious. As darkness engulfed the forest, the sorry remnants of Kemmler's once mighty army retreated and left the field for the Children of Chaos.

Howling in triumph, the victorious Beastmen scattered the splintered bones which lay around the battlefield before them. Brandishing his executioners axe in his gnarled hands, the Beastlord ran towards the herdstone and raised his terrible voice to the heavens. He called to the Ungors to begin the search for survivors in the forest.

Suddenly a fight started between a group of Gor. The creatures snapped and snarled, fighting for a prize found in the bones. Athon-Gar, the Shaman Lord fought them back and stooped to examine the object of their excitement. Yelping with animal excitement the Shaman dragged the decapitated corpse and its severed head towards the herdstone. As the Shaman reached the huge standing stone, the surrounding Beastmen started chanting and they roared with pleasure when the body was thrown at the foot of their idol. Climbing to the head of the herdstone with huge leaps and bounds, the Shaman placed the head with surprising care on its pinnacle. A huge roar from the Beastmen below reverberated around the forest.

After the commotion had died down the Gors wandered into the forest, searching for fire wood for the feast the next day. Later that night, before the Beastmen rose to eat the body of their defeated enemy, Heinrich Kemmler slowly opened his glowing eyes and looked down from the Herdstone at his broken body. The pile of bones the Beastmen had made started to move and a single Skeleton rose to its feet, undead once more. The tottering creature started to move awkwardly towards Kemmler's body and pulled at the twisted limbs. The Old World would be hearing from the Lichemaster again!

FEASTING IN THE REIKWALD FOREST

Tuomas: The keening of the Brayherd will echo for many nights to come! The Children of Chaos are victorious and the holy herdstone is safe from those who would dare to despoil it! All glory to the Dark Gods!

Each time I play a battle report, I have a chance to sit down and ponder why the battle went the way it did. For me this is almost as much fun as playing the game. I always study the battles, and try to learn something new.

What this particular battle aptly demonstrated was the ability of the Beastmen to absorb huge amounts of punishment and still perform admirably. The support units like the Chaos Spawn and Trolls held up the enemy shock troops, allowing me to engage them with my core troops. The Harpies drew Andy's attention on several occasions, while he would have been better off concentrating on my main force.

The Minotaurs were something of a gamble, and in the end they were destroyed. But on the other hand they tied up the Zombie Dragon up for several turns. If this beast had joined the battle between Kemmler and the Gors, things might have gone differently. Besides, Minotaurs are full of bestial character, and thus they richly deserve their place in my army!

My investment in magic items and troops to counter the psychological threat of the Undead worked perfectly. The *Banner of Rage*, the *Crown of Command* and the many fear-causing creatures made sure that psychology gave me little grief. This is of great importance to the Beastmen in general, and fighting against the Undead in particular. The other magic items worked well, too: I had plenty of magic items that aided me against the Undead magic, as well as the perfect weapon for ending the life of the Undead general.

Warhammer is all about movement, and being in the right place at the right time. In this I managed to beat Andy, and that gave me victory. But it could have gone differently so easily. Next time I might not be this lucky. But now I shall withdraw back to the Realm of Chaos, and prepare for the battles to come. All glory to the Gods of Chaos!



BACK TO THE GRAVE

Andy: Well that didn't go to plan. Tuomas's Beastmen won a decisive victory against my Undead horde, but there were times when a bit of luck could have made all the difference.

I think my basic plan was sound and I wouldn't change my army selection too much. Replacing the Grave Stirrers and the Bat Swarm with a single, bigger unit may have been a good idea. A larger regiment with the *Banner of Defiance* would have made a better defensive regiment. My chariot and cavalry attacked down one flank which worked well as an idea, until they hit the Trolls and the Spawn. I think both the Chaos regiments were a little lucky to survive, but then again, Tuomas did design them to stop my charge. My two core Skeleton infantry regiments were tough enough to challenge the Beastmen, and the Death Stalkers proved that by breaking the Bestigor, but only after almost three turns of combat. The

Night Walkers were beaten, but only by a particularly nasty combination of magical items – the *Banner of Rage* and the *Executioner's Axe*. Sometimes that's what happens in games of Warhammer. As for my big purchase of a Zombie Dragon, it did well but not well enough to make its points cost back. Lord Varok and his Dragon cost over 600 points and he would have to be very lucky to destroy that amount of the Beastmen army.

On the other side of the table I think Tuomas, as always, played well and used his Beastmen intelligently. He kept the vast majority of his horde near to the Beastlord at all times, to take advantage of his superior leadership. This saved many of his regiments getting run down, including the Minotaurs and the Chaos Trolls. When both armies were deployed I realised that the Beastman Gor unit was the core of Tuomas's army and I tried to damage it with my catapults without much success. I have played games where the catapults have done wonders, they just didn't work in this battle. Eventually, as in many Warhammer games, each player's biggest, toughest unit clashed. I think Tuomas chose his magical items with more thought than I and in the end he was well tooled up to cut down the driving force of my army, Heinrich Kemmler.

Speaking of magical items, I wish I'd taken more to help me in the magic phase! Tuomas not only dominated his own magic phase but mine as well. I rarely managed to cast any spells and Tuomas was stealing spells, casting spells and using his Chaos Gift cards to limit my magic ability throughout the game. The new Chaos Gift cards certainly add an extra edge to Chaos forces. Magical items such as the *Potion of Knowledge*, and other similar ones which allow wizards to cast spells for little or no power cost, are incredibly useful. After this game I would say they were essential.

So what would I do differently if I wanted to avoid another defeat? First of all I would have equipped myself better for the magic phase. Magic lost me the game and Undead should dominate the magic phase if they want to win. With the benefit of hindsight I think a Vampire Lord with the *Carstein Ring* would have made a better choice for my General. Of course, I never for one moment thought Tuomas would stoop to the level of using the *Executioner's Axe* to chop off the head of my Necromancer Lord, so when I chose my General I concentrated on magical ability but even that was wasted in the end. In a nutshell, what I have learnt from this battle is to choose a tougher Undead General, choose my magical items more carefully and stay away from Chaos Beastmen. With Toughness 4 and 2 wounds each, they have incredible staying power and it takes a lot of hitting to force them to flee. Now that Beastmen also have the elite Bestigor and all their other new troops they're force to be reckoned with – Warhammer generals beware!



As Lord Rilth retreated from the dark battlefield his Skeleton servants remained to fight the vile Beastmen and aid his escape. Howling and grunting the Beastmen slowly smashed and rent the Undead apart until there was nothing left to fight. As Rilth continued to flee through the shadows of the forest, he heard the Beastlord far away howl into the night. A terrible chorus of animal calls joined their Lord to signal the onset of the hunt.

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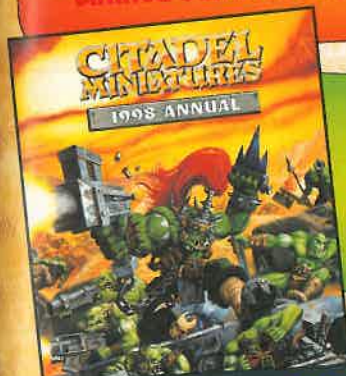
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CHAOS SORCERER SWORD 1
020103803



CHAOS SORCERER HEAD 1
020103804



CHAOS SORCERER STAFF 1
020103802

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- 1 x CHAOS SORCERER SWORD 1
- 1 x CHAOS SORCERER STAFF 1
- 1 x CHAOS SORCERER HEAD 1



CHAOS SORCERER 1



SORCERER BODY 2
020103805



CHAOS SORCERER SWORD 2
020103807



CHAOS SORCERER HEAD 2
020103808



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- 1 x CHAOS SORCERER HEAD 2



CHAOS SORCERER 2



CHAOS SORCERER BODY 3
020103809



CHAOS SORCERER ARM
020103810



SORCERER HEAD 3
020103811



CHAOS SORCERER 3

**A COMPLETE
CHAOS SORCERER 3 CONSISTS OF:**

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- 1 x CHAOS SORCERER ARM 3
- 1 x CHAOS SORCERER HEAD 3



CHAOS

CHAOS LORD ON CHAOS STEED



CHAOS LORD BODY
020105001



CHAOS LORD LEFT ARM
020105004



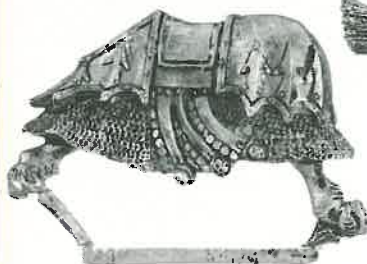
CHAOS LORD RIGHT ARM
020105003



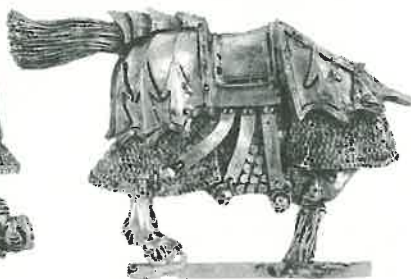
CHAOS LORD SHIELD
020105005



CHAOS LORD HEAD
020105002



CHAOS STEED BODY LEFT SIDE
020105007



CHAOS STEED BODY RIGHT SIDE
020105006



CHAOS STEED HEAD
020105008

A COMPLETE CHAOS LORD ON CHAOS STEED CONSISTS OF:

- 1 x CHAOS LORD BODY
- 1 x CHAOS LORD HEAD
- 1 x CHAOS LORD LEFT ARM
- 1 x CHAOS LORD RIGHT ARM
- 1 x CHAOS LORD SHIELD
- 1 x CHAOS STEED BODY LEFT SIDE
- 1 x CHAOS STEED BODY RIGHT SIDE
- 1 x CHAOS STEED HEAD



CHAOS LORD ON CHAOS STEED

Designed by Aly Morrison



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CHAOS

DAEMON PRINCE



**DAEMON PRINCE
LEGS 1**
020104801



**DAEMON PRINCE
LEGS 2**
020104802



**DAEMON PRINCE
LEFT ARM 1**
020104808



**DAEMON PRINCE
RIGHT WING**
020104816



**DAEMON PRINCE
LEFT WING**
020104817



**DAEMON PRINCE
TORSO 1**
020104803



**DAEMON PRINCE
TORSO 2**
020104804



**DAEMON PRINCE
LEFT ARM 2**
020104809



**DAEMON PRINCE
AXE**
020104810



**DAEMON PRINCE
SWORD**
020104811



DAEMON PRINCE RIGHT ARM 2
020104813



**DAEMON PRINCE
RIGHT ARM 1**
020104812



**DAEMON PRINCE
TAIL 1**
020104814



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TAIL 2**
020104815



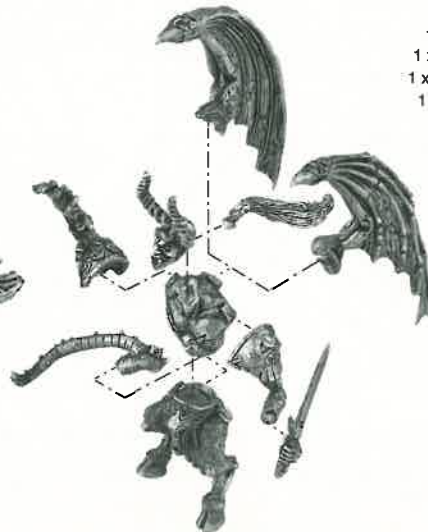
**DAEMON PRINCE
HEAD 1**
020104805



**DAEMON PRINCE
HAIR**
020104806



**DAEMON PRINCE
HEAD 2**
020104807



A COMPLETE DAEMON PRINCE CONSISTS OF:

- 1 x DAEMON PRINCE LEGS
- 1 x DAEMON PRINCE TORSO
- 1 x DAEMON PRINCE LEFT ARM
- 1 x DAEMON PRINCE RIGHT ARM
- 1 x DAEMON PRINCE WEAPON
- 1 x DAEMON PRINCE TAIL
- 1 x DAEMON PRINCE RIGHT WING
- 1 x DAEMON PRINCE LEFT WING
- 1 x DAEMON PRINCE HEAD 1 AND HAIR OR HEAD 2



DAEMON PRINCE

CHAOS

PINK HORRORS COMMAND GROUP



PINK HORROR CHAMPION
020105201



PINK HORROR STANDARD BEARER
020105103



PINK HORROR DRUMMER
020105104



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PINK HORROR DRUMMER TAIL
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PINK HORROR CHAMPION



PINK HORROR STANDARD BEARER



PINK HORROR DRUMMER

A COMPLETE PINK HORROR CHAMPION CONSISTS OF:
1 x PINK HORROR CHAMPION
1 x PINK HORROR CHAMPION TAIL

A COMPLETE PINK HORROR STANDARD BEARER CONSISTS OF:
1 x PINK HORROR STANDARD BEARER
1 x PINK HORROR STANDARD BEARER TAIL

A COMPLETE PINK HORROR DRUMMER CONSISTS OF:
1 x PINK HORROR DRUMMER
1 x PINK HORROR DRUMMER TAIL

Designed by Trish Morrison

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CHAOS

HORRORS OF TZEENTCH



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PINK HORROR 2
020104602



PINK HORROR 3
020104603



PINK HORROR 4
020104604



BLUE HORROR 1
020104701



BLUE HORROR 2
020104702



BLUE HORROR 3
020104703



BLUE HORROR 4
020104704



HORROR TAIL 1
020104605



HORROR TAIL 2
020104606



HORROR TAIL 3
020104607



HORROR TAIL 4
020104608

PINK HORROR 3 AND 4,
AND BLUE HORROR 2 AND 4,
ALL REQUIRE A HORROR TAIL



PINK HORROR



BLUE HORROR



CHAOS

MINOTAURS



MINOTAUR BODY 1
020104401



MINOTAUR BODY 2
020104402



MINOTAUR BODY 3
020104403



MINOTAUR RIGHT ARM 1
020104409



MINOTAUR RIGHT ARM 2
020104410



MINOTAUR RIGHT ARM 3
020104411



MINOTAUR HEAD 1
020104404



MINOTAUR HEAD 3
020104408

COMPLETE MINOTAUR HEAD 2



MINOTAUR HEAD 2
020104405



MINOTAUR HORNS
020104406



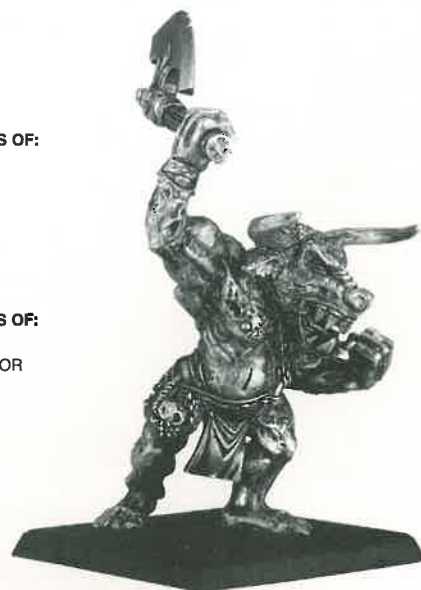
MINOTAUR JAW
020104407

A COMPLETE MINOTAUR 1 CONSISTS OF:

- 1 x MINOTAUR BODY 1
- 1 x MINOTAUR HEAD 1
- 1 x MINOTAUR RIGHT ARM

A COMPLETE MINOTAUR 2 CONSISTS OF:

- 1 x MINOTAUR BODY 2 OR 3
- 1 x COMPLETE MINOTAUR HEAD 2 OR MINOTAUR HEAD 3
- 1 x MINOTAUR RIGHT ARM



MINOTAUR

Designed by Trish Morrison

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.
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CHAOS

UNGOR WITH SPEARS COMMAND



UNGOR WITH SPEAR
HORN BLOWER
020104101



UNGOR
STANDARD BEARER 1
020104102



UNGOR
STANDARD BEARER 2
020104103

A COMPLETE UNGOR STANDARD
BEARER CONSISTS OF:
1 x UNGOR STANDARD BEARER
1 x UNGOR STANDARD TOP



UNGOR
STANDARD TOP
020104104



UNGOR WITH SPEAR
STANDARD BEARER

UNGOR WITH SPEAR

A COMPLETE UNGOR WITH SPEAR
CONSISTS OF:
1 x UNGOR WITH SPEAR
1 x SMALL ROUND PLASTIC SHIELD



UNGOR WITH SPEAR 1
020104001



UNGOR WITH SPEAR 2
020104002



UNGOR WITH SPEAR 3
020104003



UNGOR WITH SPEAR 4
020104004



UNGOR WITH SPEAR 5
020104005



UNGOR WITH SPEAR 6
020104006



UNGOR WITH SPEAR 7
020104007



UNGOR WITH SPEAR 8
020104008



UNGOR WITH SPEAR 9
020104009



UNGOR WITH SPEAR

Designed by Alan Perry

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CHAOS

BEAST LORD



BEAST LORD BODY
020103901



BEAST LORD BANNER
020103903



BEAST LORD AXE
020103902

A COMPLETE BEAST LORD CONSISTS OF:
1 x BEAST LORD BODY
1 x BEAST LORD BANNER
1 x BEAST LORD AXE



BEAST LORD

Designed by Michael Perry



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EPIC® 40,000

IMPERIAL MANTICORE

IMPERIAL TRACKS 1
030500401



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 2
030500206



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 3
030500207



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 4
030500208



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 5
030500209



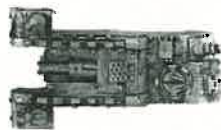
LEFT SIDE



RIGHT SIDE



**MANTICORE
MISSILE LAUNCHER**
030501003



**DEATHSTRIKE
MISSILE LAUNCHER HULL**
030501102



BULLDOZER BLADE 1
030100112



BULLDOZER BLADE 2
030100113



BULLDOZER BLADE 3
030100114

**MANTICORE
MISSILE SPRUE**
030501004



**A COMPLETE IMPERIAL HYDRA FLAK TANK
CONSISTS OF:**

- 1 x SET OF IMPERIAL TRACKS
- 1 x DEATHSTRIKE MISSILE LAUNCHER HULL
- 1 x MANTICORE MISSILE LAUNCHER
- 2 x MANTICORE MISSILE SPRUES



IMPERIAL MANTICORE

IMPERIAL MARAUDER BOMBER



**MARAUDER
BOMBER HULL**
030501401



**MARAUDER
BOMBER WINGS**
030501402

**MARAUDER BOMBER
MISSILE SPRUE**
030501403



**MARAUDER BOMBER
TAIL WING**
030501404

**A COMPLETE IMPERIAL MARAUDER BOMBER
CONSISTS OF:**

- 1 x MARAUDER BOMBER HULL
- 1 x MARAUDER BOMBER WINGS
- 1 x MARAUDER BOMBER TAIL WING
- 1 x MARAUDER BOMBER MISSILE SPRUE



MARAUDER BOMBER

THUNDERBOLT FIGHTERS

**THUNDERBOLT
FIGHTER MISSILE
SPRUE 1**
030501503



**THUNDERBOLT
FIGHTER MISSILE
SPRUE 2**
030501504



**THUNDERBOLT
FIGHTER MISSILE
SPRUE 3**
030501505



**THUNDERBOLT FIGHTER
HULL**
030501501



**THUNDERBOLT FIGHTER
WINGS**
030501502

**A COMPLETE IMPERIAL THUNDERBOLT FIGHTER
CONSISTS OF:**

- 1 x THUNDERBOLT FIGHTER HULL
- 1 x THUNDERBOLT FIGHTER WINGS
- 1 x THUNDERBOLT FIGHTER MISSILE SPRUE



THUNDERBOLT FIGHTER



Designed by Tim Adcock

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EPIC® 40,000

IMPERIAL LEMAN RUSS BATTLE TANK



LEMAN RUSS HULL 1
030500105



LEMAN RUSS HULL 2
030500106



LEMAN RUSS HULL 3
030500107



LEMAN RUSS HULL 4
030500108

LEMAN RUSS TRACKS 1
030500101



RIGHT SIDE



LEFT SIDE

LEMAN RUSS TRACKS 2
030500102



RIGHT SIDE



LEFT SIDE

LEMAN RUSS TRACKS 3
030500103



RIGHT SIDE



LEFT SIDE

LEMAN RUSS TRACKS 4
030500104



RIGHT SIDE



LEFT SIDE



BULLDOZER BLADE 1
030100112



BULLDOZER BLADE 2
030100113



BULLDOZER BLADE 3
030100114



IMPERIAL HATCHES
030100115



LEMAN RUSS TURRET 1
030500109



LEMAN RUSS TURRET 2
030500110



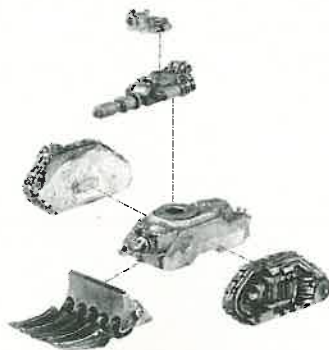
LEMAN RUSS TURRET 3
030500111



LEMAN RUSS TURRET 4
030500112



LEMAN RUSS TURRET 5
030500113



A COMPLETED IMPERIAL LEMAN RUSS BATTLE TANK CONSISTS OF:

- 1 x LEMAN RUSS HULL
- 1 x SET OF LEMAN RUSS TRACKS
- 1 x LEMAN RUSS TURRET
- 1 x BULLDOZER BLADE
- 1 x IMPERIAL HATCH



IMPERIAL LEMAN RUSS BATTLE TANKS

IMPERIAL LEMAN RUSS DEMOLISHER

LEMAN RUSS DEMOLISHER TRACKS
030500609



RIGHT SIDE



LEFT SIDE



LEMAN RUSS DEMOLISHER TURRET
030500610

A COMPLETED IMPERIAL LEMAN RUSS DEMOLISHER CONSISTS OF:

- 1 x LEMAN RUSS HULL
- 1 x SET OF LEMAN RUSS DEMOLISHER TRACKS
- 1 x LEMAN RUSS DEMOLISHER TURRET
- 1 x BULLDOZER BLADE
- 1 x IMPERIAL HATCH



LEMAN RUSS DEMOLISHER

IMPERIAL SENTINEL



IMPERIAL SENTINEL'S LEGS
030501201



IMPERIAL SENTINEL'S COCKPIT
030501202



IMPERIAL SENTINEL



Designed by Tim Adcock

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NECRONS™

NECRON WARRIORS



NECRON WARRIOR 2
011000102



NECRON WARRIOR 1
011000101



NECRON WARRIOR 3
011000103

SCARABS



SCARAB 1
011000104



SCARAB 2
011000105

Designed by Dave Andrews



GORKAMORKA

ORK BOYZ WITH BLUNDERBUSS



ORK BOY
WITH BLUNDERBUSS 1
040301701



ORK BOY
WITH BLUNDERBUSS 2
040301702

ORK BOYZ WITH KANNONS



ORK BOY
WITH KANNON 1
040300901



ORK BOY
WITH KANNON 2
040300902

BIG GRABBER



BIG GRABBER JAWS
040301902



BIG GRABBER CRANE
040301901



WRECKER TRUKK
WRECKER HANDLE
040301606



BIG GRABBER
SHOOTA
040301904



BIG GRABBER
SLUGGA
040301906

BIG GRABBER



WRECKER TRUKK
WRECKER BASE
040301513



WRECKER TRUKK
WRECKER PEDAL
040301608



BIG GRABBER
HAMMER
040301905



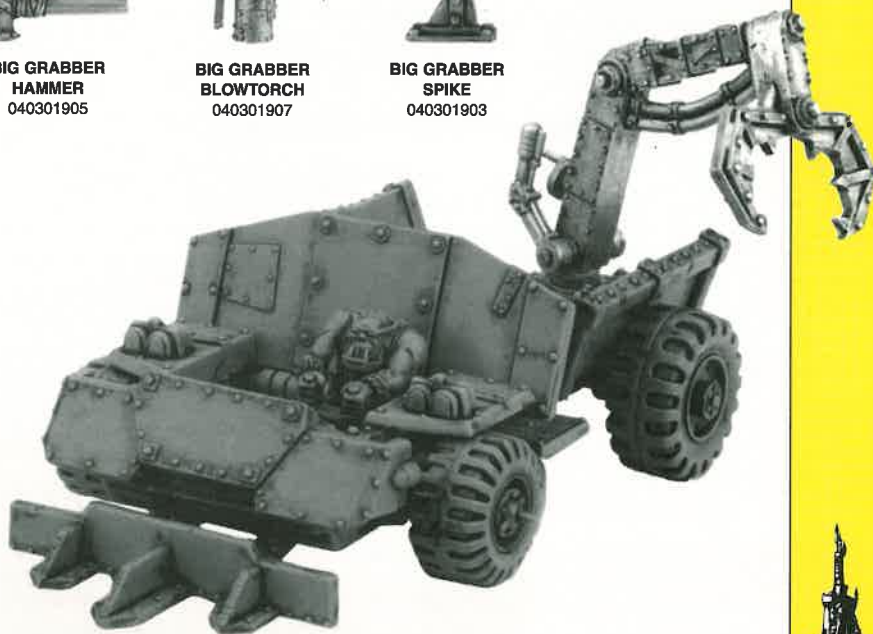
BIG GRABBER
BLOWTORCH
040301907



BIG GRABBER
SPIKE
040301903

A COMPLETE BIG GRABBER TRUKK CONSISTS OF:

- 1 x BIG GRABBER JAWS
- 1 x BIG GRABBER CRANE
- 1 x WRECKER TRUKK WRECKER BASE
- 1 x WRECKER TRUKK WRECKER HANDLE
- 1 x WRECKER TRUKK WRECKER PEDAL
- 1 x BIG GRABBER HAMMER
- 1 x BIG GRABBER SHOOTA
- 1 x BIG GRABBER SLUGGA
- 1 x BIG GRABBER BLOWTORCH
- 2 x BIG GRABBER SPIKE



BIG GRABBER ON TRUKK

Designed by Norman Swales and Brian Nelson

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THE CITADEL[®] JOURNAL[™]

**The dawn
of a new
era for the
Citadel
Journal**

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dawn of a new
era for the Citadel
Journal, as we
have just discovered
cameras and
photography!**

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Genestealer Cults in Necromunda...

Wood Elf tactics...

How to run a Warhammer 40,000 campaign...

**The biggest list of Gobbo Models
ever seen...**

The inevitable Dok Butcha's Klinik...

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save yourself a
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• DOK BUTCHA'S KLINIK •

Eldar Exarch Jetbike
by Iain Compton

Iain of GW Studio fame has always liked fast and manoeuvrable armies and the Eldar fulfil this criteria more than adequately. In Iain's opinion, Exarchs are the best at 'carving people up' and with this in mind he created 'Morgwath the Avenging Angel'.

Iain converted the jetbike first, which only required the addition of the Black Ark prow from the Man-o-War range. This was a perfect fit after a little trimming. The horns were then bent slightly to follow the line of the carapace.

Next came the far more difficult task of

order, the arch, arm th al e n

**THE CITADEL
JOURNAL**
Issue 23
DECEMBER 98 • \$4.00

Games Workshop

• WOOD ELF TACTICS

• NECROMUNDA TERRAIN

• GENESTEALER CULTS

• TEA WITH THE PERRYS

• MONSTA GOBBO LIST

• GAMES DAY MAYHEM

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The Citadel Journal
Games Workshop Publishing
Willow Road, Lenton
Nottingham, NG7 2WS

Or you can email us at
journal@games-workshop.co.uk

HOW TO PAINT YOUR NECRON WARRIOR

Now you've got your hands on your free metal Necron miniature you may want to know what to do next. Well, as it happens we foresaw this (we're just so clever) and therefore it is with great pleasure we present the 'How to paint your Necron Warrior' page. See, we're not just clever but imaginative as well...

Stage 1 - cleaning and undercoating

Scrape away any mouldlines from the miniature with a sharp knife (cut away from yourself so you don't lose a finger!) and undercoat your Necrons using black Citadel spray. Alternatively, brush on Citadel Chaos Black.



Stage 2 - drybrushing

Drybrushing is the name for a process that is easy to get the hang of and quickly brings out the detail of your models. Take a large brush, dip it into the paint and then wipe it off on a piece of paper until it appears dry. Then lightly draw your brush back and forth across the model. The paint will slowly build up on the raised areas of detail, adding an extra level of depth to the miniature.

Drybrush the whole model with Chainmail paint, except the weapon, which is drybrushed using Boltgun Metal.



Stage 3 - detailing and basing

There are a few details that you'll need to pick out to make your Necron look really cool! Paint the eyes and targeters Ruby Red, the gorget (the breastplate thing!) Regal Blue, with Burnished Gold edging, the gun barrel Emerald Green, and the pipes Bestial Brown.

Paint the gem in the centre of the gorget Ruby Red. It will look a lot better if you repaint all these areas black first.

Finally you'll need to finish the model off by completing the base. Cover the top of the base with slightly thinned down PVA glue and dip it into some sand. It's a good idea to varnish the miniature at this stage, as it helps to hold the sand in place. Paint the whole base Goblin Green. If you want, you can drybrush the sand with Goblin Green mixed with Skull White and Sunburst Yellow, to add further highlights.



Now you have lovingly painted your Necron Warrior you can get a few games in! Take a look at the rules and gaming ideas in this issue for how to use your Necron on the battlefields of the 41st Millennium!



NECRON PAINT SCHEME VARIANTS

Of course, there are many different ways to paint your Necrons. Why not have a go using different metallic paints.



Necron Warriors, supported by two Scarabs