



WHITE DWARF

218

February

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**3 BATTLE
REPORTS.
YES THREE!**

**THE NECRON
ONSLAUGHT
CONTINUES!**

DIGGA

DIGGA

DIGGA

DIGGANO

**GAMES
WORKSHOP**

ISSN 0265-8712



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FREE **•GOLDEN DEMON•** **POSTER!**

FREE
GOLDEN DEMON™
WINNERS '97 POSTER

WHITE DWARF

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Artwork by Dave Gallagher

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All armed with the same amount of pocket money, four gamers set out into the Old World to start collecting Warhammer armies – this is their story.

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**DIGGA
DIGGA
DIGGA**

DIGGANOB

TM

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You thought it was all over? How wrong you were. More mechanoids to flay the life from the mortals!

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The easy way to prepare your Diggamob for the trials of Gorkamorka.

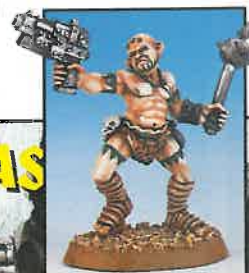


Nazgrib Wurzag – Scrap Prospector

WARHAMMER EPIC 40,000

THE COMING OF THE GREAT DEVOURER 80

Warwick Kinrade puts on his chitinous carapace and mandibles, to refight the attacks of the Tyranid Hivefleet Kraken in 3 historical scenarios.



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DIGGAS

DIGGAS!

DIGGAS

DIGGAS!



SOAPBOX!

Campaigns, why bother? Jim Butler get's it off his chest...

The Warhammer world is a big place, and you can be pretty sure that just about all the different races have fought each other at some point. This makes coming up with ideas for campaigns very easy. In fact, it gets to be a habit.

I haven't played in a major campaign for a while, but last month I made a new gaming table and was itching to try it out. I challenged a friend of mine, Nick Kristofoli who happens to be a Wood Elf general to test his skills against the might of the Empire. Since his army wasn't as large as mine, we decided to play the "Ambush" scenario, with his Wood Elves ambushing (in this scenario the attacker only gets two thirds the points of the defender). This also seemed to fit the characters of the races, and it was easy to imagine a column of

Empire troops marching arrogantly through Loren forest, when suddenly out of the trees shrieked a rain of death that heralded the Wood Elf attack.

We never meant to make up any background for the battle, but neither of us could get away from the question; "Just what was my Empire general after?" Since my army has plenty of wizards and magic items we decided that the general was in the pay of the Colleges of Magic in Altdorf, and had been sent on a mission to steal some Elven relic.

And that was it, one sentence of background and suddenly the battle seemed all the more real. It turned out to be a cracking game, with the ranks of Halberdiers advancing stoically into a hail of arrows. My troops held their nerve and the warriors of Loren (what was left of

them!) slunk back to lick their wounds.

We just couldn't leave it there and decided to fight another battle after a couple of weeks. The battle had fired up my opponent and he assured me he would have enough troops painted to fight a much larger battle the next time we met. I suggested we play the "Last Stand" scenario, as I'd never fought it, and Nick readily agreed.

Again, we couldn't help but flesh out the battle with a story. As I would be defending, I would have only half my opponent's points. I decided my Wizard Lord would have to be left out, but apart from that I would be fielding much the same army as before (though with only one of my beloved Helblaster volley guns). As a campaigning army, I couldn't change the content of my army too much. We decided that my army would be fighting a rearguard action, while my Wizard Lord made his getaway with the plundered relic. Needless to say, my opponent had learnt from the previous battle, and

despite my best efforts, my last remaining defenders perished in the final turn.

That was our campaign. A draw really, with the Wizard getting his relic, but at the cost of an army. The background to the battles took no time or effort, it seemed to us that the story was obvious. What it did was turn a couple of evenings into a really memorable and exciting mini campaign. As I write this, I'm painting a Dwarf army. My Empire force contains a unit of Dwarf Warriors, and I'm just wondering if my general just happened to have a brother who was foully slain by tree dwelling savages while in the service of the Empire...



[Handwritten signature]

A TALE OF FOUR GAMERS



This month sees the beginning of an ace new series that we are going to be running in White Dwarf, "A Tale of Four Gamers". Collecting armies is one of the cornerstones of the Games Workshop hobby and so we thought it would be a great idea to follow four guys as they put together their armies. Roy Barber, Richard Gunson, Richard Hobson and Paul Sawyer all rose to the challenge and we'll be keeping track of how their armies develop over the next few issues of White Dwarf.

Left: Paul pretends to order from Mail Order but we know he's ringing the local Pizza house!

Right: Richard Hobson raids the Mail Order racks for Wood Elves.



SPIKY DEATH!!!

Hot on the heels of the Chaos Warrior Warhammer Regiment in a box comes the Chaos Knight Regiment. This boxed set contains everything you need to put together a regiment of the hardest shock troops in the Warhammer world. As well as plastic Chaos Warrior torsos and arms are metal parts so that you can make your regimental champion, standard and musician models. Regiments of Chaos Knights are usually a mighty 500 points+ and worth every one. They are certainly a real investment for your Chaos force.

CHAOS MARAUDERS

Foot troops are really important to back up your Knights and fielding Chaos Warriors is a good idea but their points cost is high. An alternative way to bulk out your Chaos Warrior armies is to invest in some of the new Chaos Marauders. These cheap (for Chaos!) foot troops are armed with flails, particularly nasty hand weapons and are available with command models so you can put together a regiment straight away.

CHILDREN OF CHAOS

Reinforce your Beastmen army with the elite Bestigor.

They're tough, strong and immune to infighting and panic caused by fleeing Ungor. The Beastman Chariot is an awesome war machine pulled by ravenous Tuskgor. Crush your enemies beneath their wheels.

CHAOS BATTLES

The massive Minotaurs are really impressive models, vast and undeniably powerful. Models come with two handed weapons and additional hand weapons, but even these dudes look like wimps compared to the new Minotaur Lord. This monstrous beast is huge! Look back at WD 217 to see these monsters in action, in "The Shadow of Death" battle report.

No Chaos army should be without Chaos Spawn. These multi-part creatures of Chaos are available with a multitude of different heads and limbs which can be put together in any combination you want. Just let your imagination run riot.

CHAOS BATTLES

Speaking of battle reports, check out this month's Daemon infested battle, Trial by Magic. It pits the High Elves against Daemons of Tzeentch and Slaanesh.

This month's Warhammer releases:

CHAOS

Chaos Knight Regiment	
(Boxed set with 5 plastic models and metal accessories)	\$49.95
Chaos Marauders with flails (Three models per blister)	\$14.95
Chaos Marauders Command (Two models per blister)	\$13.95
Chaos Champion (One model per blister)	\$11.95
Beastmen Bestigor (Three models per blister)	\$14.95
Beastmen Bestigor Command (Two models per blister)	\$13.95
Beastmen Chariot	
(Boxed set with 1 complete chariot)	\$39.95
Minotaur with two handed weapon (One model per blister)	\$29.95
Minotaur with hand weapon (One model per blister)	\$29.95
Minotaur Lord (One model per blister)	\$44.95
Chaos Spawn (One model per blister)	\$14.95



Right: What's in the box, Mr. Gunson? Bretonnians!

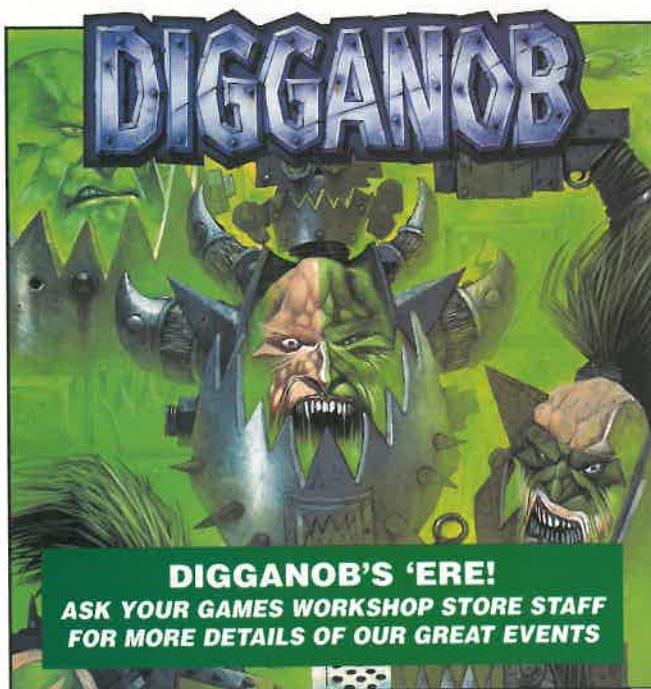
Below: Aha! Roy Barber has been scurrying around and found a horde of Skaven to join the ranks.



Below: Looks like Paul's spent too long in Bugman's Bar!



GORKAMORKA



DIGGANOB!

So da 'oomies wanna get in on the action do they? Let's see if they're 'ard enough then...

I don't know, humans who think they're Orks, Gretchin Revolutionaries (Equal Rights for Grotz!), Muties and other wierdos, what is the planet coming too? Look out for Gretchin Revolutionaries, their Cutters and Big Luggers in the near future. Also keep a beady eye open for the dreaded Muties riding the most twisted and deformed mounts this side of the Eye of Terror. These are

even more bizzare characters for you to hire or who can turn up to help when you least expect it.

DIGGAMOB

The new boxed supplement to Gorkamorka is just full of great new stuff and the first of its denizens are released this month. Diggamobs are really characterful and excellent fighters, as Gav Thorpe can testify in this month's Gorkamorka game report, "Da Convoy". I'm sure that Andy Kettlewell's "Da Badskars", who took on "Zog's 'Ard Boyz"

This month's Gorkamorka releases

Digganob (Boxed supplement)	\$64.95
Digganob (One model per blister)	\$11.95
Digga-Boyz (Three models per blister)	\$14.95
Digga-Trukk (Boxed set of one model)	\$39.95
Digga-Yoofs (Four models per blister)	\$14.95
Digga Shaman (One model per blister)	\$11.95
Nazgrub Wurrzag (One model per blister)	\$14.95

wouldn't necessarily agree! Just like Orks, Diggas fight from their own vehicles, Digga-Trukks, which are even more ramshacked and poorly maintained than the Ork's Trukks, if that were possible.

'OOMIE SCUM

Let's face it, Diggas are simply not as 'ard as Orks so they are more liable to get hurt in a fight. However you do get a lot more Diggas for your teef than Orks so this can be an advantage. They can swamp their foes in hand to hand combat as well as bring a lot more guns to bear as well. In some ways it is harder to make a Diggamob bottle out because they have a greater strength of numbers.

You can get all the models you need to make a complete Diggamob this month. There's the heavily-armed Digganob to lead the Digga-Boyz and the young Digga-Yoofs, as well as a brilliant Digga-Trukk to cart them around in. The most mysterious Digga of all is the Digga-Shaman, whose Wierdo

Powers set him apart from ordinary Diggas. Someone else with latent Wierdo Powers is the new Ork special character Nazgrub Wurrzag, Scrap Prospector. He is the first of a whole bunch of special characters we're making and two are featured in Digganob. Armed to the teeth and carrying a huge pile of scrap on his back, the mighty Nazgrub can be seen in action alongside Zog's 'Ard Boyz in the game report.

DA CONVOY

In order to report on "Da Convoy" scenario properly we took loads of photographs of the action as it happened. We could only squeeze a handful of photos in the report, we took so many. In order to wet your appetite for Orky/Digga carnage to come we've included some photos here.

PAINTIN' TIME

As well as "Da Convoy" we show you how to paint up your new Digga models. A lot of the techniques used to paint Diggas are the same as those for Orks. There are some differences however, Diggas aren't Orks so they aren't all green for a start off. Painting them up couldn't be simpler though, just follow the step by step guide and soon your new mob of Diggas will be ready to take on the toughest Ork mob and win.



Scribblings from the Black Library



LOOK OUT FOR CITADEL JOURNAL 24!

In this latest issue of the Citadel Journal we ask, 'Who's Afraid of the Dark?' Special night fighting rules for Warhammer, ideas for night battles and a rather eerie scenario, Mousillon by Night.



Facial hair is mandatory in the Imperial Guard with, 'Brute Force', tactical advice and handy hints which come complete with their very own 'Beardy Rating'!

There's good news for Blood Bowl fans, hot on the heels of Stuart Woods' article from CJ 21 comes Stadiums II, a maelstrom of murder and mayhem on the terraces-where else?

OO'S NICKED ME LUNCH!

A new character for Warhammer Quest? Of course, it's the long awaited Halfling Thief character, for which the Mail Order Trolls have devised, using their extreme cunning, an expanded 'Roolz n' Figga' special deal which is only available through Mail Order.

Also, we have a look across the World Pond at some seriously barmy Yanks and see what they've been up to... sanity beware!

OVERWATCH!

The Club Focus commences in earnest as a new regular feature, putting the spotlight on gaming clubs around the country. Following on from Jervis' brave scrutiny of the GW Lincoln club, we went armed with camera and kitted-out in Kevlar armour to the infamous den of iniquity, run by the notorious Gary James to find out first-hand what it's like.

For the modellers amongst you there's some quite literally 'monster' conversions as Tyrannid Hive Fleet Kraken pays a visit. Dok Butcha brings you the all new 'Bitz n' Tipz', a comprehensive guide to model conversions. Each issue we'll focus on a specific subject, with a list of all the Bitz you'll need, along with helpful Tipz from our Troll experts. This issue's dark theme is Chaos Space Marine Champions.

So, if you haven't read the Citadel Journal yet, maybe you should consider dying your

hair orange and seeking an honourable death!

INFERNO!

So, what else is happening in the Black Library at the moment? Well, we're busy slaving away at the next issue of Inferno! of course. Fortunately it isn't all hard work for the Emperor's finest, we had a visit from comic scriptwriter and author extraordinaire, Dan Abnet, seen left with Simon Coleby, comic artist and incinerator of heretics and Andy Jones (apparently on the look out for Citadel Journal 24!)

Dan, whom some of you may recognise from 2000 AD's Sinister Dexter, last worked on the story, Gaunt's Ghosts, which appears in Inferno! issue 4. As for Inferno! 4, it's near to bursting with sixteen extra pages and unbelievably, it's still available!

Simon was informing us of his forthcoming project for Inferno!, he was planning on

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MISSION ALERT!

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

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METAL MAYHEM!

After painting up last month's free Necron Raider I'm sure you want to get together a complete force of these mechanical killing machines. As well as the boxed set of Necron Raiders released last month you can now buy blister packs of Necrons so that you can add them to your free necron to make a whole new squad of Necrons. Also available are the all important

Scarabs (see your opponent's face drop as he suddenly find's his troops can't shoot straight!) and a deadly new support vehicle too. The Necron Destroyer boasts the Gauss-Cannon, a heavier version of the Gauss-Flayer gun carried by Necron Raiders. Amidst the massed ranks of robot warriors stands the army's leader, the Necron Lord. It is armed with a mysterious but deadly weapon named the Staff of Light.

This month's Warhammer 40,000 releases

NECRONS

Necron Raiders (Two models per blister)	\$14.95
Necron Scarabs (Four models per blister)	\$14.95
Necron Leader (One model per blister)	\$11.95
Necron Destroyer (One model per blister)	\$14.95

We've included a whole article on the new rules for these deadly additions to the Necron army. The first set of rules was published in last issue which of course includes the free Necron Raider.

MASSACRE AT SANCTUARY 101

We've unleashed the Necrons against the valiant Sisters of Battle in a literal fight to the death, called "Massacre At Sanctuary 101".

This game is also a special scenario that you can re-fight using your own Sisters of Battle and Necron armies or if you prefer the forces used in the battle report. The game features German Bloke Markus Trenkner who controls the Necron nasties and White Dwarf's Ian Strickland who leads the troops of the Order of Our Martyred Lady. Here are the chaps fighting it out, get the full story later this issue.



MARION GRAND OPENING!

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GAMES WORKSHOP

GAMING CLUBS NOW OPEN!

All of our stores have organised Games Workshop Gaming Clubs close by, where gamers can go to play any Games Workshop games, past or present. Contact your local Games Workshop store for details about their new Gaming Club.

WARHAMMER® Realm of Chaos™

This month sees a huge range of superb Chaos miniatures hitting the shelves of your local store (yes, and Mail Order). Over the next few pages we unashamedly show off the troops that form the Hordes of Chaos, including all the splendid new stuff, from powerful Daemon Princes to proud Bestigors and from gribbly Chaos Spawn to savage Chaos Marauders.



DAEMON PRINCES

A Champion of Chaos, should he survive the ravaging mutations and eternal conflict, may be rewarded by his god and elevated to immortality as a Daemon Prince.

Striking terror into all who gaze upon their awe-inspiring countenances, Daemon Princes are amongst the most powerful creatures on the Warhammer battlefield. Pray to those gods in whom you find solace that you never face these mighty commanders.



DAEMONS OF NURGLE

Following the contagions spread by their master, Daemons of Nurgle carry disease and death to mortals. Great Unclean Ones are huge masters of foulness. Plaguebearers, raised from mortals who have died from the dread disease, Nurgle's Rot, wield infectious Plagueswords capable of killing with a single cut. Nurglings' tiny stature belies their malevolence. Miniature versions of the Great Unclean One (and therefore Nurgle himself), Nurglings are a thorn in the side of opponents as their multiple Wounds give them staying power in the heat of battle.



Nurglings



Great Unclean One



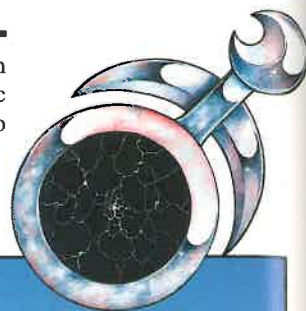
Plaguebearers



DAEMONS OF SLAANESH

Disturbingly unnatural, Daemonettes face their foes with a deadly agility. They often take to the field of battle on weird bipeds – Steeds of Slaanesh. This daemonic combination couples frightening speed and multiple attacks, and sweeps many foes to oblivion.

Fiends of Slaanesh, with their lashing, poisonous tails and vice-like pincers, are quick and deadly in hand to hand combat.



Daemonettes of Slaanesh



Daemonettes on Steeds of Slaanesh



Fiends of Slaanesh



DAEMONS OF TZEENTCH

The hordes of Tzeentch, Changer of the Ways, are marshalled by the wisest and most manipulative of all Greater Daemons – the Lord of Change.

Flamers of Tzeentch can not only bound over obstacles, but also have one of the few ranged attacks in a Chaos army, spewing flames from their arms.



Lord of Change



Flamers of Tzeentch



Pink Horrors of Tzeentch

Wild, hopping creatures of raw magic, Pink Horrors are insane even for daemons. As a Pink Horror is destroyed it emits a soul-piercing squeal and splits into two Blue Horrors!



Blue Horrors of Tzeentch



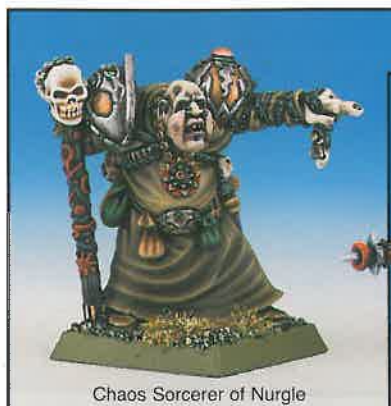
CHAOS WARRIORS



Champion
of Chaos

CHAMPIONS OF CHAOS

Those followers of Chaos who excel in the service of their dark deity may catch the interest of their god, and have the title of Champion of Chaos bestowed upon them. Chaos Warriors are fearsome opponents and Champions of Chaos even more so. Be very afraid!



Chaos Sorcerer of Nurgle



Chaos Sorcerer of Slaanesh

CHAOS SORCERERS

In return for his soul, a Chaos Sorcerer will receive many rewards from the Dark Gods. In their quest for immortality, Chaos Sorcerers provide the magical power for Chaos Warrior armies.



Chaos Sorcerer of Tzeentch



Chaos Lord riding
Chaos Steed

CHAOS KNIGHTS

Supremely powerful in combat and very fast, Chaos Knights are excellent shock troops. When equipped with Chaos Armour they become almost invulnerable to most attacks. Many believe them to be the ultimate cavalry in Warhammer.



CHAOS WARRIORS

The most powerful of all mortal warriors, Chaos Warriors are fighters of exceptional skill. Most are bored nobles from human kingdoms and those who have excelled in the Marauder tribes.

Encased in ornate armour, these corrupt fighters are exceptionally strong, very resilient and savage hand-to-hand opponents.

Chaos Warriors



Chaos Marauders



CHAOS MARAUDERS

Formed in tribes from the hardest, desperate and most degenerate humans, Marauders are powerfully built warriors who follow their own aspect of the Chaos Gods. Savage in attack, Marauders are stronger than the average human.

MONSTROUS HOST

Fickle to the core, the Gods of Chaos are as likely to disadvantage the beneficiary of their favours as to help them by bestowing strength, speed, beauty and the like. A recipient of a blessing can equally find himself as a sluggish, mutated mound of tentacles and spines. Such unfortunates are the Chaos Spawn who are as unpredictable as they are dangerous.

As Chaos warbands increase in power and notoriety, they attract a variety of dreadful creatures. Heralding from the dawn of time, the vastly powerful Dragon Ogres are terrible opponents to face.

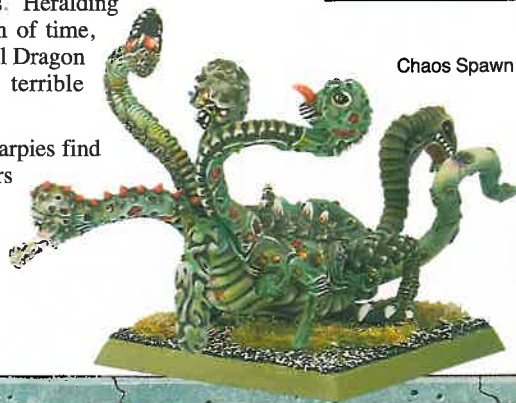
The scavenging Harpies find courage in numbers and often prey on the weak and dying.



Harpy



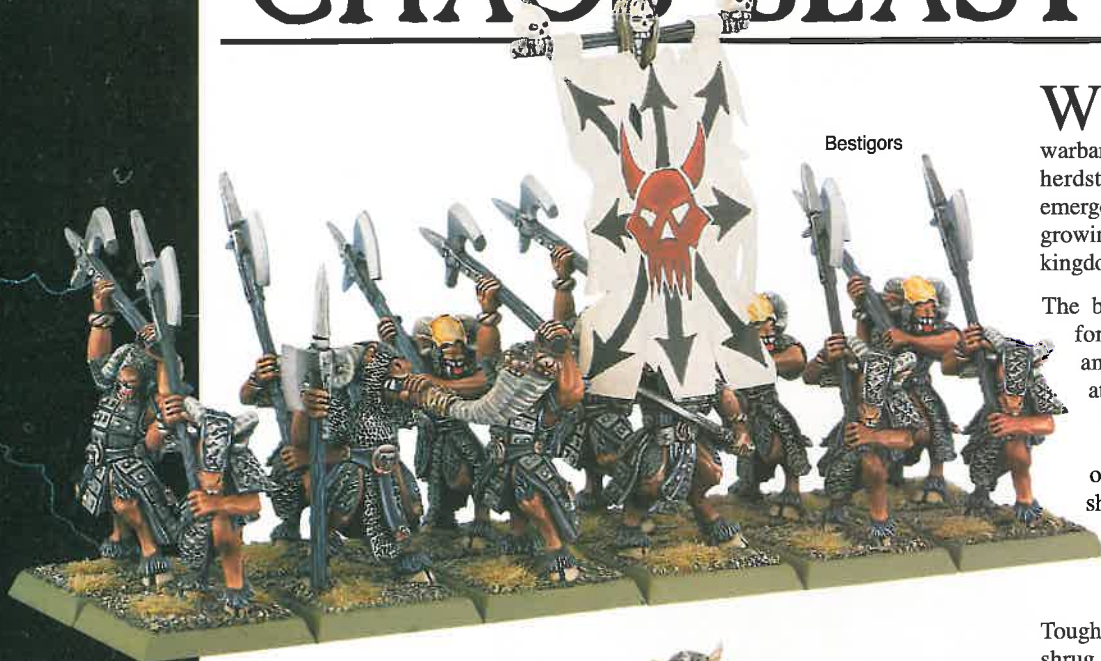
Dragon Ogre



Chaos Spawn



CHAOS BEASTMEN



Bestigors

When the tide of Chaos rises, the fragmented Beastman warbands gather noisily around their herdstones. A powerful leader emerges from the fray to lead the growing army against the sprawling kingdoms of the Warhammer world.

The bulk of a Beastman horde is formed of Ungors. An amalgamation of the worst attributes of man and beast, Ungors are easily capable of defeating their foes by overwhelming them with sheer numbers.

Gors are the largest of the Beastmen and are very resilient. With Toughness 4 and 2 Wounds, Gors shrug off the worst missile fire. They often make devastating attacks in Tuskgor-drawn chariots.

The strongest and most powerful of the Gors are the Bestigors, who either lead lesser Beastmen into battle or form elite regiments of their own kind. Bestigors are proud, arrogant creatures and as such do not suffer from the infighting that affects their ill-disciplined cousins.



Beastmen Gors



Ungors



Beastlord



Chaos rises
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erful leader
y to lead the
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ot suffer from
ighting that
their ill-
ed cousins.



Beastlord

Beastman Shaman



Beastman Chariot



MINOTAURS

The gigantic, bull-headed Minotaurs are twice the height of a man and many times bulkier.

Fierce beyond comprehension, when Minotaurs taste blood they become insanely violent, tearing at their enemies with weapons, teeth, horns and claws.

This blood greed make Minotaurs extremely dangerous opponents as they gulp down chunks of raw meat torn from the carcasses of their defeated enemies.

Minotaur with double-handed weapon



Minotaurs with two hand weapons



Minotaur Lord



DIGGA
DIGGA
DIGGA

GORKAMORKA

As if the savage slaughter of Gorkamorka wasn't enough, this month sees the release of *Digganob*, which introduces even wider vistas of mayhem and glory. *Digganob* (much like *Outlanders*, the *Necromunda* supplement) brings you new mobs to collect and fight with: the tribal Diggas, raiding Muties and, of course, the Gretchin Revolutionaries – Freedom for Grots! There are also exciting new scenarios, a selection of special characters and some truly amazing card terrain to provide cover for your mob.



DIGGANOB

THE ODDMOBS

The bulk of *Digganob* is dedicated to the three new mob types that you can lead into battle. These foes of the Orks are mentioned briefly in *Da Uvver Book* from the *Gorkamorka* box. Yes, I'm talking about Diggas, Rebel Grots and Muties.

The strengths and weaknesses of the different mobs are many and varied, and pose different problems and provide unique opportunities in battle and a campaign. The background section for each of these mobs expands the history and geography of the barren world of Angelis and provides an insight into the origins of these strange inhabitants.

DIGGAS

Of the three Oddmobs, the Diggas are the most similar to the Orks. Buried beneath ancient alien pyramids by the crash of the Ork hulk, the Diggas ancestors rapidly devolved into primitive savages.

Through a series of wars their society evolved and they started the long, painful process of clawing their way back to the surface. Unbeknownst to the Diggas, the Orks had discovered the Pyramids and were digging down. The inevitable happened and one day the Orks and Diggas broke into each others' tunnels and met. Eternally grateful for their salvation, and awed by the greenskins' technology, the Diggas attempt to emulate the Orks as much as possible.

The massive physique, fast vehicles and devastating weapons of the Orks are an inspiration to the Diggas, who try to act as Orky as possible. The Diggas form mobs like Orks, they trade scrap with the Meks like Orks, and they race around the desert in buggies and trukks looking for a fight like Orks.

However, Diggas are very different from Orks in many respects. Diggas aren't as big and burly, and nowhere near as tough to hurt. However, they can enlist the aid of one of their powerful Shamans. Digga Shamans have special mental abilities that allow them to 'tune in' to their surroundings. They are very aware of what is going on



around them, and can feel the way other creatures, scrap and buried artefacts resonate within the environment. As the Shaman grows in power, he is able to pick up the thoughts of others, reading their intentions and warning his fellow warriors when danger is approaching.

Although Diggas go to Mektown like Orks, to trade in scrap and buy new guns and vehicles, they must battle hard against the Orks' disdain of all other creatures. Until they can prove their mettle in battle, Diggas are hard-pressed to make the Orks give them a fair price, do their kustomisin' jobs and so on. In addition, the Diggas have no *teknikal* know-wots of their own and no Spanner Boyz, so rely on the Meks for even the simplest of patch-ups and gubbins.

However, the Diggas have a source of special equipment that Orks could never get (though they tried once and forever hold the Diggas' homes in dread). Deep in the Digga tunnels below the pyramids, alien artefacts from distant ages can be found. Weapons, armour and strange devices from long-dead races can be uncovered and used in battle – if you dare! These bizarre technological miracles are arcane and unpredictable, and can just as well unleash devastation amongst your own warriors as the enemy.

REBEL GROTS

Long ago, in their wisdom, the Meks devised the tag system. This was in realisation of the fact that Gorkamorka, whatever it was going to do when it was finished, it wouldn't be able to do its thing for everybody all at once. By introducing tags, the Meks came up with a way that industrious Boyz who worked hard for Gorkamorka could ensure their place when the big Waaagh! started again. Of course, in the afterglow following this intellectual feat, the Grots started wondering where they came in to the bargain. Orks being Orks, the truth of the matter was that Grots didn't come into it anywhere – they weren't allowed tags!

As you can understand, the Grots didn't like this one little bit. They protested, and the protest turned to bloodshed. However, after the Orks had given them a good kickin' most of them decided to keep their mouths shut in future. A few hundred brave souls were determined to seek justice though, and they slinked out of Mektown to establish themselves in Skid Row. This was the birth of the Gretchin Revolutionary Committee.

The Rebel Grots are fighting a guerrilla war against the Orks in an attempt to make the Meks recognise their demands. They launch hit and run raids on Ork forts, ambush convoys on their way to Mektown and generally try to give the Orks the hardest time possible.

Without the mechanical expertise of the Meks, the Rebel Grots are forced to improvise, to scratch and save every last bullet and scavenge for funds from the leaders of the Revolution – the dreaded Kommittee headed by the Red Gobbo himself. This means that they rely on their home-built Cuttas and Big Luggas.

Cuttas are fast sail-driven vehicles, but they are frail and likely to come off badly in a protracted shoot-out or a ram with a larger vehicle. However, they are perfect for speeding around, full of Grots blasting away with their weapons, ready to launch a boarding action or to pick on isolated enemies. They're also pretty handy for running down warriors on foot, leaving a trail of mangled bodies in the wake of their scythes!

Big Luggas are powered by their crew, who propel it across the desert with sheer Grot-power. As quirky and unpredictable as it gets, Big Luggas lurch erratically towards the foe, crushing warriors and smashing into buggies. Most Big Luggas are armed with a Splattapult. This devastating weapon lobbs its ammo high across the sky to crash onto the enemy. It is a versatile armament, able to fire crushing Rocks, flaming Burnas that set light to their target, or even Rippa Pots which can force an enemy crew to abandon their vehicle as they are engulfed by a swarm of stinging and biting beasties!



Gretchin Revolutionaries mount a lightning attack on a Diggamob encamped by a piece of space hulk wreckage.

MUTIES

Muties are very different from Orks. Very, very different. Cursed and twisted by the billowing gases and pall of radiation that spread across the desert after the space hulk crashed, the Muties have come to loathe the greenskins and the Diggas who mimic them. They quest out from the deepest desert in their war against the Orks, and in their eternal search for the technology of their ancestors.

Muties are radically different from Orks. For a start, they don't have any vehicles at all! Instead of relying on crude, polluting, noisy combustion engines, the Muties have vicious scaly beasts, which carry them vast distances across the desert. In battle, the Muties are fast and manoeuvrable, attacking isolated pockets of the enemy and annihilating them completely.

The Muties have to use these tactics to outweigh their foes' numbers, as they themselves are few. Most Mutie mobs have only four or five warriors to start with, compared to an Ork mob with perhaps twice this number of Boyz and a vehicle or two. The main strength of the Muties is their superior technology. Sustaining the wisdom of the ancients, the Muties are able to construct powerful guns which fire hails of energy bolts, roiling balls of plasma or powerful, slicing lasers. Their hand-to-hand weapons are equally awesome, slicing through armour and flesh with ease.

NEW SCENARIOS

There are three new scenarios in Digganob, which every mob can take part in. Firstly, there is *Da Trap*, which sees one mob laying a cunning ambush for another. The ambushin' mob uses counters to show where its warriors are hidden (and where booby-traps have been laid!) and thus keeps their victims off-guard and unsure what they are facing.

In *Convoy*, the attackers are lying in wait for another mob to make a trip to Mektown with their scrap. When the moment comes, they attack. The defenders are outnumbered and must fight hard to get off the table with their hard-won gains.

In the third scenario, *Gotcha*, one mob has stumbled on the other while it is in its camp. The attackers launch their assault without a moment's hesitation, taking the unfortunate enemy by surprise as they go about their business. The unlucky defenders must hold out until help arrives and a proper defence can be mustered.

SPECIAL CHARACTERS

The last section of Digganob is devoted to some special characters. These itinerant individuals wander the desert looking for employment. A mob can search for these weirdos and try to enlist their help (for a suitable number of teef, of course!). Orks and Diggas can enlist the aid of the following special characters.

Nazgrub Wurrzag is a scrap prospector who searches far and wide for a massive scrap haul that will see him rich beyond avarice (and Orks are a pretty avaricious lot). He has been forced from Mektown because of his erratic mind powers, which can manifest themselves in random and devastating bolts of energy that can fell warriors and cripple vehicles! Just hope that it's your enemy's warriors and vehicles and not your own!



Bad Doc Dreggutz fled Mektown after one of his more outrageous medical experiments went hideously wrong – well, his pursuers said it went wrong, to him it was a complete success! He is quite willing to patch up your warriors for free but has limited resources and is even more crazed than your average Doc...

Dregmek Blitzkart misappropriated some bits of Gorkamorka to build his lovingly crafted Deth Kopta. This airborne vehicle sweeps across the battlefield, unleashing a hail of fire from its linked kannons. However, the Deth Kopta isn't the most heavily-armoured of vehicles and a good shot can see it come crashing down into the sand with a tearing of metal and howls of frustration. Being a Mek, Dregmek charges well above the odds for his services.

Da Krusha was once an ordinary Ork. However, after several generations of Meks tinkering and adding bioniks, there's not much of his original body left. As Da Krusha stomps into battle, his multiple bionik bits allow him to smash aside enemy warriors and pull apart bikes and trucks. Shoota shells patter harmlessly off his armoured body as he strides relentlessly towards the foe, his shoota arm spreading destruction around him.

Rebel Grots can be bolstered by the unheralded appearance of...

Da Red Gobbo is the figurehead of the entire Gretchin Revolutionary Committee, and an inspiration to rebel Grots everywhere. The Red Gobbo is strange in that he is different every time he turns up – in fact he is most likely a different Gretchin. This means he can range from a vicious close combat foe to an ace shot, a highly skilled warrior to a... well, erm, to put it politely not a highly skilled warrior...

AND DA REST

Digganob also contains an excellent piece of crashed hulk, designed by our cardboard genius Simon Burton and painted by Neil Hodgson. A set of four tents is also included for you to decorate the battlefield (most appropriate for Muties, but everyone uses them to keep the night-horrors at bay on Gorkamorka). As well as these, there are the counters and templates needed for the new rules in Digganob.

Well, I could go on forever, but if you really want to know about Digganob, you'll just have to go and look at it!

DIGGANOBTM

DIGGANOB

Digganobs are the most adventurous and Orky Diggas around, so other Diggas naturally look to them for leadership. Digganobz act the most Orky and constantly bash heads and shout a lot to improve their reputation. All but the most timid Diggas aspire to be Digganobz one day, so Digganobz are always on the look out for would-be usurpers.



DIGGA SHAMAN

Digga Shamans are remarkable individuals. Through some unknown quirk, their minds and bodies are highly attuned to their environment. The reason for this has never been explained, but a Digga Shaman invariably knows exactly where he is in relation to other places such as the Pyramids and Mektown – Digga Shamans never get lost...

DIGGA-BOYZ

Digga-Boyz are ordinary Diggamob warriors – adventurous spirits who have ventured forth from the Diggas' tunnels to seek fame and fortune. Violent and as Orky as possible, Digga-Boyz seek to prove their worthiness, and aspire to the vaunted position of Digganob.



DIGGA-YOOFs

Digga-Yoofs are young inexperienced Diggas. They are the most foolhardy of their race – desperate for a life of Orky adventure across the Upside.



NAZGRUB WURRZAG SCRAP PROSPECTOR



If any scrap is about you're more than likely to find Nazgrub too. With his weird powers, Nazgrub has a knack of knowing things, and often turns up just before a good fight starts.

Below: A Digga-trukk. Even more than Orks, Diggas need vehicles to move around the Upside, due to their lesser tolerance of Gorkamorka's blazing twin suns. Unlike their Ork counterparts, Diggamobs have no Spanner Boyz to mend and maintain their vehicles. This can lead to them getting dilapidated very quickly if they are not attended to by the Meks.

DIGGA-TRUKK



GORKAMORKA™

Da Badskars vs Zog's Bad 'Unz.

Game Report by Gav Thorpe and Andy Kettlewell



Gav Thorpe

ZOG'S BAD 'UNZ

Gav: Throughout the development of Digganob I played lots of games with the Diggas and so was quite looking forward to this scrap with Andy's

Badskars. Diggas aren't as tough as Orks, and they can get pinned by enemy fire which stops them moving and shooting effectively. However, they can get the advantage of greater numbers and I've found that it's important to concentrate on one part of an Ork force at a time.

With any starting mob, it is hard to tell which way they're going to develop – some warriors become brutal close combat fighters, others are better shots, and so on. For this reason, it's best to take a selection of weapons, both ranged and hand-to-hand, so that as your mob members show their skills, you can swap weapons about and maximise any increases or skills you receive. So, for Zog's Bad 'Unz I chose a mix of sluggas, six shootas, shootas and kannons, as well as giving a couple of my warriors a club or choppa. This would enable me to put up a good fight from a distance or up close. My biggest investment was in Grotsmasha, a truk with an 'eavy shoota. Although an 'eavy shoota costs the same as three Digga-Boyz with

blunderbusses, it can be worth much more than this once it gets shootin'! I've seen plenty of 'eavy shootas run out of ammo in the first or second salvo though, so I gave the gunner a shoota so that he would still have quite a lot of ranged fire potential if this happened.

As I have a painted model of Nazgrub Wurrzag (well – there's one in the Studio cabinets!), I'm allowed to roll to see if he turns up and helps out against the Badskars. As the Badskars' mob rating is 56 higher than mine, I would need to roll a 5 or 6 on a D6. Luckily, I roll a 6 and this erratic scrap hunter turns up to lend a hand to the underdogs!

In the Convoy scenario I get to set up some warriors on foot and the rest turn up as random reinforcements. I've split the mob into two parts – ranged shooters and close combat fighters. The longer-ranged warriors will lie in wait and take pot-shots as the Orks try to escape with their scrap. When the reinforcements turn up, the Truk will be able to bring their

sluggas and six shootas into range more easily, and they can let loose with a devastating fusillade (or so I hope...)

VEHICLE TYPE	NAME	POINTS	WEAPONS	MOVEMENT	ARMOUR	SKILLS	ATTACK	DEFENCE	OTHER
1	6	6000	6	6	6	6	6	6	6
2	6	6000	6	6	6	6	6	6	6
3	6	6000	6	6	6	6	6	6	6

VEHICLE TYPE	NAME	POINTS	WEAPONS	MOVEMENT	ARMOUR	SKILLS	ATTACK	DEFENCE	OTHER
1	6	6000	6	6	6	6	6	6	6
2	6	6000	6	6	6	6	6	6	6
3	6	6000	6	6	6	6	6	6	6

NAME	POINTS	WEAPONS	MOVEMENT	ARMOUR	SKILLS	ATTACK	DEFENCE	OTHER
1	6	6000	6	6	6	6	6	6
2	6	6000	6	6	6	6	6	6
3	6	6000	6	6	6	6	6	6
4	6	6000	6	6	6	6	6	6
5	6	6000	6	6	6	6	6	6
6	6	6000	6	6	6	6	6	6
7	6	6000	6	6	6	6	6	6
8	6	6000	6	6	6	6	6	6
9	6	6000	6	6	6	6	6	6
10	6	6000	6	6	6	6	6	6
11	6	6000	6	6	6	6	6	6
12	6	6000	6	6	6	6	6	6
13	6	6000	6	6	6	6	6	6
14	6	6000	6	6	6	6	6	6
15	6	6000	6	6	6	6	6	6
16	6	6000	6	6	6	6	6	6
17	6	6000	6	6	6	6	6	6
18	6	6000	6	6	6	6	6	6
19	6	6000	6	6	6	6	6	6
20	6	6000	6	6	6	6	6	6
21	6	6000	6	6	6	6	6	6
22	6	6000	6	6	6	6	6	6
23	6	6000	6	6	6	6	6	6
24	6	6000	6	6	6	6	6	6
25	6	6000	6	6	6	6	6	6
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33	6	6000	6	6	6	6	6	6
34	6	6000	6	6	6	6	6	6
35	6	6000	6	6	6	6	6	6
36	6	6000	6	6	6	6	6	6
37	6	6000	6	6	6	6	6	6
38	6	6000	6	6	6	6	6	6
39	6	6000	6	6	6	6	6	6
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43	6	6000	6	6	6	6	6	6
44	6	6000	6	6	6	6	6	6
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61	6	6000	6	6	6	6	6	6
62	6	6000	6	6	6	6	6	6
63	6	6000	6	6	6	6	6	6
64	6	6000	6	6	6	6	6	6
65	6	6000	6	6	6	6	6	6
66	6	6000	6	6	6	6	6	6
67	6	6000	6	6	6	6	6	6
68	6	6000	6	6	6	6	6	6
69	6	6000	6	6	6	6	6	6
70	6	6000	6	6	6	6	6	6
71	6	6000	6	6	6	6	6	6
72	6	6000	6	6	6	6	6	6
73	6	6000	6	6	6	6	6	6
74	6	6000	6	6	6	6	6	6
75	6	6000	6	6	6	6	6	6
76	6	6000	6	6	6	6	6	6
77	6	6000	6	6	6	6	6	6
78	6	6000	6	6	6	6	6	6
79	6	6000	6	6	6	6	6	6
80	6	6000	6	6	6	6	6	6
81	6	6000	6	6	6	6	6	6
82	6	6000	6	6	6	6	6	6
83	6	6000	6	6	6	6	6	6
84	6	6000	6	6	6	6	6	6
85	6	6000	6	6	6	6	6	6
86	6	6000	6	6	6	6	6	6
87	6	6000	6	6	6	6	6	6
88	6	6000	6	6	6	6	6	6
89	6	6000	6	6	6	6	6	6
90	6	6000	6	6	6	6	6	6
91	6	6000	6	6	6	6	6	6
92	6	6000	6	6	6	6	6	6
93	6	6000	6	6	6	6	6	6
94	6	6000	6	6	6	6	6	6
95	6	6000	6	6	6	6	6	6
96	6	6000	6	6	6	6	6	6
97	6	6000	6	6	6	6	6	6
98	6	6000	6	6	6	6	6	6
99	6	6000	6	6	6	6	6	6
100	6	6000	6	6	6	6	6	6



Zog's Bad 'Unz



Andy Kettlewell

DA BADSKARS

Andy K: After Da Badskar's recent success they have been chosen to fight against the new Diggas, commanded by Gav. For all of you who remember my run of three Gorkamorka games back in White Dwarf 215, I managed to save up enough teef to buy a new bike and Spanner after my great victory over the Grand Warlord Adrian Wood. Along with the new bike, Da Badskars have spent their teef on lots of kustom jobs for their weapons and vehicles in the course of the three games. Both Barkdreg and Bosskart have had their gunz kustomised and the mob's Trukk has had some extra armour nailed to it to make it 'eavier. Of course, not everything has gone Da Badskars way, Barkdreg (Da Boss) has had to fight off two leadership challenges from Gorsnik which cost Gorsnik a point of Toughness. Barkdreg however has come out of the contests with extra control of his mob by advancing to a Leadership of 9 and gaining the *We is Orks* skill. Nobody will be challenging Da Boss for a while.

The only other real problem with my mob was that none of my drivers had any gunz, in fact they were all armed with knives! I am hoping to rectify this by showing Zog's Bad 'Unz who's da boss on Gorkamorka and then nicking all their scrap to buy some weapons.

Before this battle Andy added a bike but he was still painting it when we took this photo.

As for tactics, I'm just going to get stuck in to the Diggas! "Yer see, da 'oomans are softa dan Orks so if we git inta hand ter hand den we should win." Though Diggas try to be Orky they are really just humans, so they only have Toughness 3 and can get pinned. Having said that, there will be lots of them so the best way to kick them out of the desert that I can think of is to drive at them as quickly as possible, shooting a bit as Da Badskars close, and then charge into hand to hand combat to finish them off. Simple and effective. The only real problem may be the scenario. The Digganob book contains lots of new scenarios for Gorkamorka and some of them can be very nasty for larger, more powerful mobs. I suspect that Da Badskars are going to have the higher mob rating in this game so Gav will probably get the choice of scenario. I'll just have to hope Da Badskars don't find themselves in a tricky spot right from the outset.

At the start of the game I conjure up some fairly abysmal dice rolls to see how many warriors from Da Badskars

GORKAMORKA									
MOB NAME: DA BADSKARS									
MOB LEADER: [blank]									
TEST NUMBER: 10000									
NAME	ORIGIN	TESTS	WEAPONS	SKILLS	VEHICLE	WEAPONS	SKILLS	VEHICLE	TEST
DA BADSKARS	1	1	1	1	1	1	1	1	1
DA BADSKARS	2	2	2	2	2	2	2	2	2
DA BADSKARS	3	3	3	3	3	3	3	3	3
DA BADSKARS	4	4	4	4	4	4	4	4	4
DA BADSKARS	5	5	5	5	5	5	5	5	5
DA BADSKARS	6	6	6	6	6	6	6	6	6
DA BADSKARS	7	7	7	7	7	7	7	7	7
DA BADSKARS	8	8	8	8	8	8	8	8	8
DA BADSKARS	9	9	9	9	9	9	9	9	9
DA BADSKARS	10	10	10	10	10	10	10	10	10
DA BADSKARS	11	11	11	11	11	11	11	11	11
DA BADSKARS	12	12	12	12	12	12	12	12	12
DA BADSKARS	13	13	13	13	13	13	13	13	13
DA BADSKARS	14	14	14	14	14	14	14	14	14
DA BADSKARS	15	15	15	15	15	15	15	15	15
DA BADSKARS	16	16	16	16	16	16	16	16	16
DA BADSKARS	17	17	17	17	17	17	17	17	17
DA BADSKARS	18	18	18	18	18	18	18	18	18
DA BADSKARS	19	19	19	19	19	19	19	19	19
DA BADSKARS	20	20	20	20	20	20	20	20	20
DA BADSKARS	21	21	21	21	21	21	21	21	21
DA BADSKARS	22	22	22	22	22	22	22	22	22
DA BADSKARS	23	23	23	23	23	23	23	23	23
DA BADSKARS	24	24	24	24	24	24	24	24	24
DA BADSKARS	25	25	25	25	25	25	25	25	25
DA BADSKARS	26	26	26	26	26	26	26	26	26
DA BADSKARS	27	27	27	27	27	27	27	27	27
DA BADSKARS	28	28	28	28	28	28	28	28	28
DA BADSKARS	29	29	29	29	29	29	29	29	29
DA BADSKARS	30	30	30	30	30	30	30	30	30
DA BADSKARS	31	31	31	31	31	31	31	31	31
DA BADSKARS	32	32	32	32	32	32	32	32	32
DA BADSKARS	33	33	33	33	33	33	33	33	33
DA BADSKARS	34	34	34	34	34	34	34	34	34
DA BADSKARS	35	35	35	35	35	35	35	35	35
DA BADSKARS	36	36	36	36	36	36	36	36	36
DA BADSKARS	37	37	37	37	37	37	37	37	37
DA BADSKARS	38	38	38	38	38	38	38	38	38
DA BADSKARS	39	39	39	39	39	39	39	39	39
DA BADSKARS	40	40	40	40	40	40	40	40	40
DA BADSKARS	41	41	41	41	41	41	41	41	41
DA BADSKARS	42	42	42	42	42	42	42	42	42
DA BADSKARS	43	43	43	43	43	43	43	43	43
DA BADSKARS	44	44	44	44	44	44	44	44	44
DA BADSKARS	45	45	45	45	45	45	45	45	45
DA BADSKARS	46	46	46	46	46	46	46	46	46
DA BADSKARS	47	47	47	47	47	47	47	47	47
DA BADSKARS	48	48	48	48	48	48	48	48	48
DA BADSKARS	49	49	49	49	49	49	49	49	49
DA BADSKARS	50	50	50	50	50	50	50	50	50

VEHICLE TYPE	NAME	TESTS	WEAPONS	SKILLS	VEHICLE	WEAPONS	SKILLS	VEHICLE	TEST
DA BADSKARS	1	1	1	1	1	1	1	1	1
DA BADSKARS	2	2	2	2	2	2	2	2	2
DA BADSKARS	3	3	3	3	3	3	3	3	3
DA BADSKARS	4	4	4	4	4	4	4	4	4
DA BADSKARS	5	5	5	5	5	5	5	5	5
DA BADSKARS	6	6	6	6	6	6	6	6	6
DA BADSKARS	7	7	7	7	7	7	7	7	7
DA BADSKARS	8	8	8	8	8	8	8	8	8
DA BADSKARS	9	9	9	9	9	9	9	9	9
DA BADSKARS	10	10	10	10	10	10	10	10	10
DA BADSKARS	11	11	11	11	11	11	11	11	11
DA BADSKARS	12	12	12	12	12	12	12	12	12
DA BADSKARS	13	13	13	13	13	13	13	13	13
DA BADSKARS	14	14	14	14	14	14	14	14	14
DA BADSKARS	15	15	15	15	15	15	15	15	15
DA BADSKARS	16	16	16	16	16	16	16	16	16
DA BADSKARS	17	17	17	17	17	17	17	17	17
DA BADSKARS	18	18	18	18	18	18	18	18	18
DA BADSKARS	19	19	19	19	19	19	19	19	19
DA BADSKARS	20	20	20	20	20	20	20	20	20
DA BADSKARS	21	21	21	21	21	21	21	21	21
DA BADSKARS	22	22	22	22	22	22	22	22	22
DA BADSKARS	23	23	23	23	23	23	23	23	23
DA BADSKARS	24	24	24	24	24	24	24	24	24
DA BADSKARS	25	25	25	25	25	25	25	25	25
DA BADSKARS	26	26	26	26	26	26	26	26	26
DA BADSKARS	27	27	27	27	27	27	27	27	27
DA BADSKARS	28	28	28	28	28	28	28	28	28
DA BADSKARS	29	29	29	29	29	29	29	29	29
DA BADSKARS	30	30	30	30	30	30	30	30	30
DA BADSKARS	31	31	31	31	31	31	31	31	31
DA BADSKARS	32	32	32	32	32	32	32	32	32
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DA BADSKARS	44	44	44	44	44	44	44	44	44
DA BADSKARS	45	45	45	45	45	45	45	45	45
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DA BADSKARS	47	47	47	47	47	47	47	47	47
DA BADSKARS	48	48	48	48	48	48	48	48	48
DA BADSKARS	49	49	49	49	49	49	49	49	49
DA BADSKARS	50	50	50	50	50	50	50	50	50

will turn up for the fight. In the scenario I am allowed to use D3 warriors per vehicle, and I roll a 1, 1 and 1! Things aren't quite as bad as they seem however as Da Badskars have three vehicles in their mob which is more than most mobs of similar size. Anyway I am allowed to choose my three warriors so of course I pick the 'ardest ones in the mob, which makes me feel a little better. With that it's time to get goin'.



GORKAMORKA™

ANDY'S MOB - DA BADSKARS

-  Trukk 'Badkart' driven by Gorsnik
-  Trak 'Gofkart' driven by Gargrub
-  Bike 'Snagakart' driven by Gazmek
-  Scrap
-  Barkdreg
-  Bosskart
-  Goffgit

The Badskars were chugging their way across the desert in a merry fashion, heartened by the piles of scrap on their vehicles. The Meks would pay well today! Then a sudden change in the wind direction brought a strange whiff across the desert. Not an Orky smell at all – the smell of Diggas! Ambush!

The Badskars' drivers hit the thrusters and picked their escape routes, splitting up to zoom around the intervening terrain. The bike, Snagakart, had a bit of trouble with some loose sand though, and its clean getaway was marred by a spectacular skid and a dizzying spin.

Da Badskars opened up with their guns, blazing away at the concealed warriors, generally doing more damage to the landscape than to the enemy mob. However, Goffgit took careful aim and the hail of bullets from his six shoota firmly plugged the Digganob in the back, taking him down.

Zog's Bad 'Unz realised quickly that their trap had been sniffed out and moved in on the escaping Orks. Hieronymek the Shaman leapt at the bike screaming past, but misjudged his attack badly and was sent



crashing to the desert floor by a well placed fist. Covering his head with his hands, the Shaman cowered in momentary fear. The other Bad 'Unz desultory fire failed to even scratch the Badskars' vehicles, and things took an even lousier turn when Zogtavius groaned feebly and then passed out for the rest of the battle...

Snagakart again ran into bother, skidding and slipping through the shifting desert sands, while the rest of the Badskars tried to break for it. Gofkart fared no better, its thrusters spinning the truck out of control as the sands shifted beneath its weight. Overcome with sheer exuberance, Bosskart leapt into combat with the scrap hunter, Nazgrub Wurrzag. Hoping

PINNING

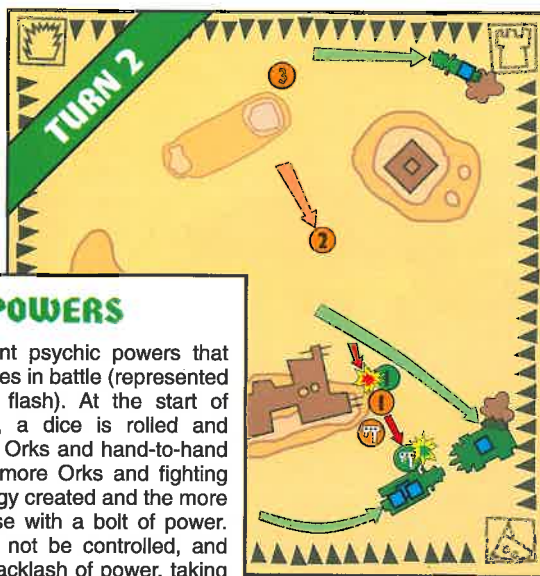
Diggas and Grots are nowhere near as hard as Orks, and an enemy blasting away at them with a shoota or slugga is likely to send them ducking for cover. Grots and Diggas not wounded by a hit are *pinned*. Pinned models can do nothing in their next turn, unless they are within 2" of a friendly unpinned model in which case they can make a test to recover from pinning at the start of their turn. This means Grot and Diggas mobs can be suppressed by enemy fire, so Orks, who aren't pinned, can try to cut down on their advantage of numbers.

GAU'S MOB - ZOG'S BAD 'UNZ

-  Trukk 'Grotsmasha' driven by Enogg
-  Digganob Zogtavius
-  Nazgrub Wurrzag
-  Gazziah
-  Hieronymek Shaman
-  Geronimek gunner
-  Gitruff
-  Gorblag

to join in the fun, Barkdreg vaulted over the side of the thrusting trak, but lost his footing and ended up on his face in the sand.

Screaming "Mork! Mork! Mork!", Bosskart launched himself at Nazgrub. With a gruff "My zoggin' scrap!", the scrap hunter brought his choppa round in a hefty uppercut that caught the Badskar dead on the chin. As the Ork fell like a pole-axed sand gulper, the scrap hunter stepped on his neck and brought his axe down in a brutal killing blow.



WIERDO POWERS

Nazgrub Wurrzag has latent psychic powers that randomly manifest themselves in battle (represented on the maps by a green flash). At the start of Nazgrub's shooting phase, a dice is rolled and compared to the number of Orks and hand-to-hand fights near Wurrzag – the more Orks and fighting nearby, the greater the energy created and the more likely Nazgrub is to let loose with a bolt of power. However, this may or may not be controlled, and Nazgrub always suffers a backlash of power, taking a hit with a Strength equal to the roll of a D6.



GORKAMORKA™

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BAD 'UNZ

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Shaman
Geronimek
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Gitruff

Gorblag

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Incensed by the thought of a bunch of Morkers escaping with so much scrap, Nazgrub gripped his choppa tightly and charged into Barkdreg. Hieronymek, the Digga Shaman, cast a glance around to see if the rest of Zog's Bad 'Unz were going to turn up anytime soon, but there was no sign of the trusty Grotsmasha. Shrugging, the Shaman got to his feet and dusted off his fine robes.

As Barkdreg prepared to take on the charging prospector, he saw a startling change come over Nazgrub. Green sparks of energy began flickering around his head and suddenly a wave of raw Orky energy burst from the scrap hunter's eyes. The blast smashed into the Morker Nob's chest, hurling him to the ground. As he shook his head to clear it, he saw Nazgrub's choppa swinging down towards him, claiming another victim.

While the drivers of Snagakart and Gofkart crunched their gears and turned themselves slowly around, Badkart spun out of control! The Badskars were going nowhere fast and nobody could even shoot at the approaching Diggas.

With a roar of engines, Grotsmasha plunged over a dune, the driver aiming for the Orks' trak. Reacting quickly, Gorsnik managed to swerve Badkart aside, but Gargrub was not so fast and Grotsmasha piled into his truck with a scream of tortured metal. Gargrub smashed his head on the steering wheel under the impact, and felt Gofkart lurch

as one of its wheel hubs was buckled. Over on Grotsmasha, Xathug lost his grip and fell to the metal flooring, winding himself.

Overcome by the sheer Orkiness of the situation, Nazgrub's

weird powers burst forth again, sending a ball of green energy vomiting from his mouth across the dunes. Shaken but not hurt, Nazgrub staggered for a moment before standing firm once again. The newly arrived Diggas fired their weapons at the Ork vehicles, sending shells ricocheting around in an impressive manner. However, for all the spectacle of it, their fusillade failed to inflict any damage on the harried Orks!

With an insulting gesture, Gazmek gunned his bike into a wheelie and sped off in a cloud of smoke, the Gofkart following shortly after. Having narrowly avoided being rammed himself, Gorsnik pulled his trak round and promptly shunted into the rear of the Grotsmasha, damaging the gas engines on the Diggas' truck. Goffgit flung himself at the Digga crew, but the thrusting truck proved too difficult to grab hold of and he crashed into the desert floor with an audible crack of ribs.

Reduced to using his thrusters, Enogg tried to manoeuvre around the hulk wreckage in front of Grotsmasha. However, his skills proved to be unequal to the task, as he sent the truck hurtling into the debris, trashing the gas engines and immobilising the Diggas' only vehicle! Hungry for more blood,

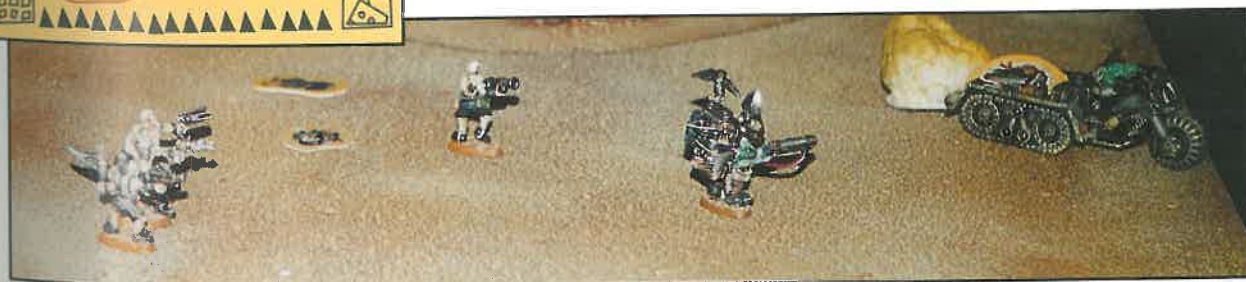


Unable to manoeuvre the vehicle properly, Enogg sends Grotsmasha skidding into a huge pile of wreckage!

Nazgrub whirled his choppa around is

head and charged at Goffgit. As his psychic powers swelled again, he sent a bolt of energy into the Badskars' trak, dislodging one of the piles of scrap and sending it clattering to the ground. Gazziah's blunderbuss belched a cloud of pellets, snapping one of the ropes securing the scrap to the Badkart and sending even more scrap tumbling out of the vehicle! The rest of the Bad 'Unz' fire clanged off the trak's well armoured chassis with no effect. In the savage struggle between Nazgrub and Goffgit, the Morker stood little chance against the enraged scrap hunter, whose bulky choppa cut him down with a flurry of blows.

Gorsnik had one last chance to flee for Mektown, but the Badkart wasn't inclined to co-operate as it spun wildly just as he tried the thrusters a second time. The jubilant Diggas poured a torrent of gunfire into the trak, but to little effect. Finally, Hieronymek took careful aim at the careening trak with his slugga, placing a shot into the bowels of the vehicles. There was the klunk of a broken strut, followed by a loud sproing and one of the flooring panels gave way, dropping the last of the Orks' scrap onto the desert floor. Preferring not to risk his beloved trak in a clearly outmatched fight with an almost unscathed Diggamob, Gorsnik roared off into the desert leaving the Diggas cheering at their victory!



The whole Diggamob gathers its firepower to blast up the Trak, but only dislodge some scrap!

GORKAMORKA™



'ERE WE GO!

Never say die! In the first couple of turns it looked like the Badskars were going to just roll off the table. However, a couple of bad thrusts

slowed them up long enough for my reinforcements to arrive, and that swung things in my favour. I was a bit unfortunate with Grotsmasha getting its gas engines damaged and then thrusting into a piece of hulk wreckage, but in Gorkamorka you learn to live with these things. All in all, the thing that made me most happy was deciding, six months ago, to write the rules that allow you to shoot scrap off vehicles! Taking on the much harder Badskars really paid off in the end, as I'll be getting +7 experience points for each of my warriors. There are a number of scenarios in Digganob that allow a weaker mob to do in a larger mob – if they can pull it off!

Like Ork mobs, Diggas gain advances to their characteristics and skills that give them an edge in certain situations. First off, I had the opportunity to hire Nazgrub permanently, but since he charges 2D6 teef for signing up, I couldn't afford him (I had no teef left at all). As everybody got bonus experience points for taking on the much harder Badskars, all of my warriors gained an advance of some kind. My mob got a variety of skills and increases, most notably Geronimek can now rapid fire with his shoota and Hieronymek can use his special *Duck Shaman* power to avoid bullets and react quickly to charging foes.

Instead of digging in a mine for scrap, the Diggas search through their deep tunnels for ancient technology. This works in a similar way to mining, each able-bodied warrior generates D3 teef of income and I also get D6 teef per scrap counter. However, Nazzgrub may wander off with some of my scrap. I roll a D6 for each scrap counter, but I don't score any 1's, so Nazgrub keeps his thievin' hands to

himself. In addition, Hieronymek can perform a ceremony of searching, which will net me another 2D6 teef if he can pass a Leadership test. Unfortunately he fails, and after making the appropriate rolls and taking off booze, grub and ammo costs, I'm left with 12 teef. I'll think about how to spend that later...

As well as general bits and pieces of junk which the Diggas sell to the Meks, the searchers may also find some Archeotek – working guns, hand-to-hand weapons, armour or special 'gizmos'. This is a straight D6 roll based upon the number of models searching and whether you have a Shaman. I need to score a 4 or more, and I roll a 5. Rolling on the table, I find the mob has dug up an ancient hand-to-hand weapon. I won't know exactly what it does until I use it – it could end up blowing the warrior to pieces, or be really good at cutting up people, I just don't know! I decided to give it to Gazziah. He has to get close to the enemy with his blunderbuss and is likely to get into close combat.

PAINTING MY DIGGAMOB

A stage-by-stage guide by new White Dwarf'er Graham Davey, showing that it really doesn't take much effort to paint up your Diggamob for their first scrap.

1. PREPARATION AND BASECOATING

First things first, I work out my mob roster. After all, you only need to paint the warriors you have in your mob!

I usually paint in batches of around five models at a time, and finish painting one colour on all five models before moving on to the next colour. This way, by the time I come back to the first model, the paint will be dry. It also means that any colour I mix up will look the same on all the models. I have chosen five of the Digga-Boyz and Digga-Yoofs from my mob, saving more detailed models like the Digganob for later, once I've had some practice on these simpler ones.

I carefully clean off any mould lines and then glue the models into their bases with superglue. I fill any gaps that remain in the

slottabase, using plasticine or modelling putty, to give a uniform finish to the base.

Next comes the undercoat. The models will end up with mostly light colours – their skin and desert-colour clothes are the biggest areas – so the best colour undercoat is white. A couple of coats makes sure the models are well covered.

I start with the colour that will be used most on the models – in this case, Bronzed Flesh for the skin. I paint quickly – it doesn't matter that colour goes on areas that aren't skin, because I'll simply paint over those bits later.

I use Snakebite Leather to paint the trousers, wristbands, etc. as this is a good 'deserty' colour. I try to make sure I don't get any of this paint onto the areas of skin I've already painted. If I do, I'll have to get the Bronzed Flesh out again and paint over my mistakes!

Next comes Chaos Black to paint belts, boots, bits of fur, wooden clubs and anything metal (guns, chains, etc.). I take care not to get black onto bits that need to stay flesh or leather coloured. It's worth taking some time over this stage because mistakes in black are hard to cover up.



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out of control almost from the beginning of the game.

AFTER DA BASH

What went wrong? It all looked so easy before the Digga Truk entered the board. I thought I was going to win the battle without any problems, but things started to get

In the battle I followed my pre-game plan and raced towards the Diggas (and the board edge) to try to give them a good stuffing in hand-to-hand combat before racing off the board edge to win the game in glorious fashion. The first part of the plan went well. The Digga Boss was taken out of action by a well aimed shot from Gofgit and my vehicles were easily running rings around Gav's foot slogging Diggas. It seemed like nothing could go wrong. It was about this time I made my big mistake.

Little did I realise what a thorn in my side this scrap prospector would turn out to be! Nazgrub Wurrzag was incredibly hard in combat and held my entire mob up long enough for the rest of the Diggas to move onto the board and help him out. As the game was nearing its end I became almost obsessed with trying to harm him, which only reinforced his Weirdo Powers as I moved more and more Orks closer to him. When I finally realised that I was outnumbered I tried to get all Da Badsksars off the table with their scrap, but even this manoeuvre went sadly awry. There were a couple of turns where Gorsnik and his Trak were left on the board all alone to face the entire Diggamob. With some lucky dice rolls Gav poured shot after shot into the Trak and knocked off all the Scrap counters to win the game. At the end of the game I was tempted to hop Gorsnik off his Trak to pick up the scrap but I had a feeling that he would get shot to pieces if he left his vehicle. So I ran Snagakart off the board as quickly as I could.

Losing the game was not that much of a problem, most of my mob was intact and I had three scrap counters for my efforts (I could see the teef pouring in). Before I worked out how many teef I earned however, I had to roll for three injuries that my warriors had sustained, and that's when things started to go very wrong. Barkdreg lost his left eye and therefore a point of Ballistic Skill, and Bosskart managed to get a head wound from his close combat battering from Nazgrub Wurrzag. That could cause some problems, either Bosskart will be turned into an enraged killing machine with *Frenzy* or he'll become a slobbering dolt subject to *Stupidity*. A double edged injury if ever I saw one. Last, and certainly worst, my hero of the battle Gofgit was found to be dead! Noooo, my best warrior gone, all those skills! I end up with 8 teef to spend replacing Gofgit. Shall I get a Yoof or an Ork? Hmm, I'll have to spend some time considering what I'm going to do next with my mob...

3. TEXTURED BITS AND DETAILS

Next I paint the large textured areas, using Bestial Brown for fur and wooden clubs, etc. and Chainmail for guns. I take an oldish brush, dip it into the paint and then wipe it off on a piece of tissue until it is almost dry. Then I lightly draw the brush across the fur, or whatever. The paint slowly builds up on the raised areas, showing off the detail. This useful method is often called 'drybrushing'.



I don't drybrush things like gun butts surrounded by fingers, or smaller details like chains, because paint is bound to brush off onto other bits of the model, surrounding whatever I am trying to paint (ie. the hand holding the gun). I leave these for the next stage...

I paint Chainmail onto all the chains, buckles, knives, gun butts, bullets, etc. but leave some black around the edges and in recesses of these bits, to give the impression of shadow.

4. SHADING AND BASING

I mix some Chestnut Wash with about the same amount of water and paint it liberally over the areas of Bronzed Flesh. The wash runs into the creases and folds of the figures to create areas of shade around the muscles and faces (I don't let the wash dry in pools as it will dry blotchy). It doesn't matter if the wash runs onto black or brown areas as it won't show on these dark colours.

Finally, I paint the bases with Snakebite Leather, and my first five warriors are ready to leave their tunnels and make a name for themselves in the deserts of Gorkamorka.

Digga! Digga! Digga!



EXTRA STUFF

After a bit I decided to come back to my Diggas and do a few things to improve them – some work on the skin, as this is the one feature of Diggas that sets them apart from Orks, and some tatoos.

SKIN: I mix some Bronzed Flesh and Bleached Bone (thinned down with water, so the paint doesn't build up and dries smoothly). I paint this onto the raised areas of muscle and bone, where the light would naturally fall, and leave recesses and other areas of shadow untouched (the wash acts as a guide because it is already darkest in these places). This emphasises the contours of the skin and make the shadows appear deeper.

TATOOS: You can add tatoos or mob markings in any patterns you choose and they are a great way of individualising your mob. I used same design on each warrior to show that they all belong to the same Diggamob.



The Machine is our Lord and our succour. Kneel before his mighty rod. Prostrate yourself before the glory of his power. There is none greater than our Lord. His is the greater place in our hearts. Metal to the bone and in mind. Metal in hand and eye. Our father and master for eternity. Hail the Machine!

from Incantation Ex Celsiûs, Magos Galbadeus

NECRON ONSLAUGHT

+++by Rick Priestley

File entry No.1511997.k; **NECRON LORD**



The Necron Lord is much like the Necron warrior in form. Its armoured shell is made of the same resistant materials, and like the more common warriors, its internal mechanisms remain impenetrable to Imperial technology.

The Necron Lord carries a remarkable weapon, the functioning of which is a matter of pure speculation. It appears to work by drawing energy from the sub-atomic structures around the Necron Lord, causing a drop in temperatures within two or three meters sufficient to kill humans. However, this is probably a side-effect of the weapon's function rather than its primary intent, for the energy drawn in this way is released in an arc of white lightning. The effect is horrendous – living targets literally explode from within, blasted apart by the discharge of their own physical matter. This weapon has been dubbed the Staff of Light.

Special Rules

Note that unlike Necron Warriors, a Necron Lord does not have to be within 2" of other Necrons to be able shoot.

Repair or "I'll be back!" If a Necron Lord loses its final 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 Lord takes no part in the game whilst on the ground and cannot be harmed in any way – it's body is just another piece of wreckage littering the battlefield. At the start of each Necron turn roll a dice:

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	4	5	5	3	4	3	10	2+

On a score of 6 the Necron Lord is repaired. It rises to its feet and can immediately move and fight as normal.

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

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

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 are not 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.

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 purpose, is without doubt. They carry weaponry of a sophisticated and mysterious type, unlike anything known in the Imperium and far in advance of anything even from the Dark Age of Technology.

These rules represent two special kinds of the Necrontyr race or Necrons. The first of these are the Necron Lords – individual Necrons of unusual appearance and power. The second are the Necron Destroyers. These rules enable players to stage Necron raids for Warhammer 40,000 using these latest additions to the new Necron range of models.

File entry Nc.af1: NECRON DESTROYER

Necron raiding forces are accompanied by numerous machines including swarms of aerial attack vehicles or Destroyers. The Destroyer and its rider appear to be integrated together in such a way that they form a single machine – although this is purely speculative as no Necron Destroyer have been closely observed to date.

The Destroyer mounts a large and powerful version of the weapon carried by Necron Warriors. According to the data recovered by Imperial adepts this most likely uses some kind of Gauss principle – and has been named the Gauss-Cannon.

Repair. If the Necron Destroyer is destroyed, the Necron rider repairs in the same way as described for Necron Warriors. If it successfully repairs, the rider emerges from the wreckage as a Necron Warrior armed with a Gauss-Flayer.

Leadership/Defeat. No Necrons take leadership tests – the value of 10 allotted to leadership is provided on the off-chance that we will, at some future time, unthinkingly invent some special rule that requires it.

Disruptor Zone. Necron Destroyers disrupt enemy shooting, movement and hand-to-hand combat in the same way as described for Necrons.

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

The Necron Destroyer is treated as a vehicle and follows all the normal rules for skimmer type vehicles as printed in the Warhammer 40,000 rulebook.

See Datafax printed in this article.

As Necron Destroyers cost less than 100 points they operate in vehicle squadrons. See Dark Millennium for more details.



File entry Nc.9971129.Rc: NECRON GAUSS-CANNON



Necron Destroyers carry a weapon which the Imperial adepts have dubbed the Gauss-Cannon. Its effect

appears to be the same as the smaller Gauss-Flayers with which Necron Warriors are armed, and it is assumed to utilise the same technology. The closest analogy within the Imperium is the gauss-teleporter principle, by which matter is de-structured and replicated over a distance of up to 0.0/57.3 atto-

parsecs – or nearly 14 circs in an anhydrous orbiting field (taking standard planetary diameter as given).

Special Rules

Metal Flayer. The Gauss-cannon 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 on either dice then add a further D6 to the penetration score.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
12	36	+1	-	6	D6	-3	2D6+6	Metal Flayer



File entry Nc.9971202.Icp: STAFF OF LIGHT

This mysterious device can be employed at a distance to wreak destruction upon the Necron Lord's

foes. It can also be used in hand-to-hand fighting. In this instance it causes such a chill to form about it that flesh freezes and limbs snap and fall to the ground.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
6	18	+1	-	5	D3	-2	D6+D3+5	Close combat

"What is it that drives these things to our shores? What can it be that they are searching for? Is it something we possess or can it be another, more sinister, need - is it us they want?" - Inquisitor Videon

File entry Nc.0815.e: NECRON RAIDERS' ARMY LIST

CHARACTERS

NECRON LORD 84 pts each

It is not known whether these Necrons are simply the leaders of Necron raids or whether they serve some more sinister purpose. Known only as Necron Lords, each one carries a devastating Staff of Light, a weapon that is as deadly in close combat as it is at longer ranges.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron Lord	4	4	4	5	5	3	4	3	10

WEAPONS: Staff of Light

ARMOUR: The Necron Lord appears to be constructed of the same hyper-alloy that the Necron Warriors are made of and has a basic 2+ save on 1D6.

WARGEAR: The Necron Lord has no further wargear.

STRATEGY: Necron Raiders strike without warning, appearing where once there was nothing, avoiding guards and warning systems. A Necron player always deploys last and always gets the first turn.

SQUADS

NECRON WARRIORS 44 points per model

Necron Warriors are super-tough robot killing machines of unknown origin, armed with the deadly and equally mysterious Gauss-Flayer gun. 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 to 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	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.

SUPPORT

NECRON DESTROYER 75 points per model

Necron Destroyers are a commonly seen supporting large raids made by the mysterious raiding forces of the Necrons. Using an anti-gravity motive device of unknown origin, they hover above the ground, making dangerous attack runs, blasting with deadly Gauss-Cannons.

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

CREW: One Necron Warrior

WEAPONS: Gauss-Cannon

ARMOUR: The Necron Warrior is constructed of super hard alloy of unknown origin and gets a basic save of 2+ on 1D6.

NECRON RAIDER SELECTION

Characters	50%	Up to half the points value of the army may be chosen from the Characters section of the army list.
Squads	25%+	At least a quarter of your points must be chosen from the Squad section of the army list (more if you want).
Support	50%	Up to half the points value of the army may be chosen from the support section of the army list.

NECRON DESTROYER



VEHICLE DATA

CREW:
One Necron Warrior

RAM VALUE:
STRENGTH: 5
DAMAGE: D4
AVE MODIFIER: -5

MOVEMENT:
SLOW SPEED: 8"
COMBAT SPEED: 20"
FAST SPEED: 30"
TYPE: SKIMMER

WEAPONS
One Gauss-Cannon with a 90° fire arc to the front.

WEAPON DATA

Weapon	Range		To hit		Save		Armour		SPECIAL
	Short	Long	Short	Long	Str.	Dam.	Mod.	Pene.	
Gauss-Cannon	0-12	12-36	+1	-	6	D6	-3	2D6+6	Metal Player

+++ANALYSIS ALPHA+++ INSUFFICIENT DATA...

Program CP-12: Wagon Statistics Prentice

Blessed are the facts, for they are my meat and drink.

Probably 25,054 standard deviation +/- faction 15

Motivation Analysis: They come in search of the time that has gone.

Tarot Matrix: Mankind falls at the hand of his father.

Prognosis: Insufficient data at this time - further investigation necessary. Dispatch force '6' to gather information. All records to be payfaxed to Inquisition point Sanctuary. All transmitters to be unburdened of this life.

+++Their Number is Legion+++Their number is Legion+++

POINTS COST: 75 Points

D6	Location	Armour	
		Front	Side/Rear
1-2	Necron Warrior	see below	12
3-6	Destroyer	12	12

Necron Destroyer Damage Table

- D6**
1 The Gauss-Cannon is destroyed and can no longer be used.
- 2 The motive power is damaged - the Necron Destroyer can only travel up to slow speed from now on.
- 3 The controls are damaged making the Necron Destroyer difficult to fly. Roll a D6 at the start of each of the Necron Destroyer's movement phases. On a 4, 5 or 6 the Necron retains control and can move normally. On a 1, 2 or 3 the Necron Destroyer moves out of control for that turn as described in the rules for Skimmers.
- 4 The Necron Destroyer moves out of control and crashes to the ground, where it is destroyed. Anybody under the Necron Destroyer takes a D3 Strength 6 hits with a -2 saving throw modifier.
- 5 The Necron Destroyer plummets straight to the ground and is destroyed. Anybody under the Necron Destroyer takes a D3 Strength 6 hits with a -2 saving throw modifier.
- 6 The Necron Destroyer moves out of control and then explodes spectacularly. Anyone beneath the fireball takes D6 Strength 6 hits with a -4 saving throw.

Necron Warrior Damage

Roll to determine if the Necron is killed using the normal shooting rules and Necron profile. If the Necron is killed the Necron Destroyer moves out of control, and continues to move out of control until it leaves the table, is destroyed, or until the Necron makes a successful "I'll be Back" roll, in which case he regains control of his vehicle.



Massacre at Sanctuary 101

In this month's Warhammer 40,000 battle report, White Dwarf's very own Ian Strickland and Markus Trenkner battle it out. The Sisters of Battle fight a desperate rearguard action to hold back the unstoppable tide of the Necron Raiders. This special scenario is by Rick Priestley.

+++Psygnostic Trace

Alpha+++Searching+++Searching+++Searching

Sister at Watch report 210897. M41. The Hour of Durelias. It is my duty to report that at exactly 3 Zero 5 of the Hour of Durelias, the Light of the Astronomican was extinguished in Sanctuary 101. 4 hours of prayer followed upon the alarm but there was only darkness. The Choir stood down at 8 Double-Zero. End Report.

+++Searching+++Searching+++Searching+++Data Not Found+++Data Not Found+++Data Not Found+++Data Not Found

On the outskirts of the galaxy lies the tiny outpost of Sanctuary 101. Though the planet is barren and lifeless it is not uninhabited. Many centuries ago the Sisterhood of the Emperor Deified built a small community here. Today Sanctuary 101 is home to those of the Order of our Martyred Lady who seek to redeem the sins of mankind by means of rigorous prayer, self-denial, and ritual mortification of the flesh. The harsh mistress of Sanctuary 101 is Sister Purity. A strict disciplinarian and demanding leader, she is also the most devout and holy of living Sisters. She is adored and respected by the Sisterhood, and Sanctuary 101 is regarded as a place of great holiness.

THE SCENARIO

Massacre at Sanctuary 101 is a scenario between a small force of Sisters of Battle and a substantial number of Necron Raiders. The objective of the Necron Raiders is to destroy the defenders before their Astropath has time to send a warning beacon to the Imperium. The objective of the Sisters of Battle is to delay the Necrons long enough to send this beacon.

SETTING THE TABLE

Sister Purity has led her small force of Battle Sisters to an old abandoned ruin. As well as ruins there are numerous rocks, gullies and places to defend. She hopes to hold the Necron Raiders here whilst the Sanctuary's Astropath attempts to relay a psychic message beacon, warning the Imperium of the Necron attack. The Astropath is not represented on the table – it is assumed that this individual is back in the Sisterhood's fortress some distance away.

THE FORCES

The Sisterhood can choose any of the Adeptus Sororitas characters, troops or support from the Sisters of Battle army list. Sanctuary 101 is a strictly female Reclusium so only female squads, characters and female controlled support weapons from the Sisters of Battle army list can be used. The player may choose 1,000 points. We decided to allow 25% support instead of the usual 15% because the force is a highly defensive one.

The Necrons can choose 2,000 points of troops from the lists in WD 217/8.

DEPLOYING THE SIDES

The Sisters of Battle deploy first anywhere within their half of the table. Any squad may set up hidden and any squad or vehicle can be set up in overwatch.

The Necrons move onto the table in their first turn. They enter along the opposite edge to the Sisterhood. Measure the Necrons' movement in the first turn from the table edge.

WHO GOES FIRST?

The Necrons have the first turn.

THE WARNING BEACON

At the start of the Sisterhood's turn 2, and at the start of each subsequent Sisterhood turn, roll a dice. If the dice scores a 6 then the Astropath has successfully prepared the psychic beacon that will warn the Imperium of the Necron attack. The beacon is automatically despatched at the end of the following Necron turn unless the Necrons can destroy all remaining Sisters of Battle before that time. This means that the Necrons always get 1 turn to finish off the Sisterhood after a 6 is rolled.

SISTERS SWORN TO DIE

The Sisterhood will automatically pass any leadership test they are required to take. They will not run from the conflict but will stand and die as necessary.

HOW LONG DOES THE GAME LAST?

The game lasts until the last Sister is slain or until the Necrons are forced to withdraw under the 25% rule (see WD217).

WHO WINS?

Normal victory conditions are ignored. Instead the Sisterhood player gains 1 point at the end of each turn that there are Sisters remaining, plus 5 points if the beacon is launched successfully. Total up the points at the end of the game.

1-5 Points	Total Necron Victory!
6-8 Points	Necron Victory
9-11 Points	Sisterhood Victory
12+ Points	Total Sisterhood Victory!

Of course, if the Necrons are forced to withdraw, the result is automatically a Total Sisterhood Victory.

SPECIAL CHARACTER

SISTER PURITY – cost 40 points.

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	5	3	4	2	5	2	9	3+

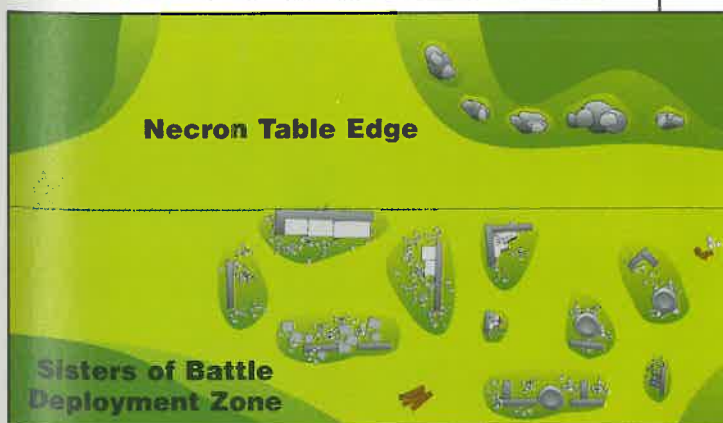


TABLE SETUP

When setting up the battlefield for this scenario its a good idea to bear one or two things in mind. The planet is meant to be quite barren and featureless so you could for instance go for a Gorkamorka type table top with sand instead of grass. The planet is devoid of all vegetation as well so don't bother with any trees, just use as many rocks and craters as you can. The wall sections from the Warhammer 40,000 boxed game is perfect cover for this scenario, the more the better. Why not combine two sets of wall sections together from two sets of Warhammer 40,000? Alternatively you might want to use a Firebase, Bastion or the new Battle Bunker terrain models. You might want to use the Ruined Shrine from WD 212 as this will fit in well with the Sisters of Battle theme for the scenario.

Remember that only one half of the battlefield needs to be covered in terrain, the half where the Necrons come onto the board is barren and featureless. This means that even a relatively small amount of terrain suddenly becomes very important to the defending side, to make full use of that you've got!



Markus Trenkner

NECRON RAIDERS

Markus: The scenario Ian and I are going to play tells the story of a Necron Raid on a defended position. We are going to set up the terrain in a way that reflects the fact that the Sisters of Sanctuary 101 will have chosen their defensive positions carefully: my Necron Raiders will have to assault the Sisterhood over open ground. This, and the fact that the selection of troop types available to the Necrons is very limited, makes the army selection very straight forward for me.

Firstly I pick a Necron Lord as leader for my raiding force (not that they would need one, thanks to them being machines and ignoring all Leadership based tests). As there are no options for the Necron Lord, this is very straight forward and so I move swiftly on...

Next I want a lot of normal Necron Warriors for the main assault – having a lot of troops when you expect a lot of casualties is a very obvious tactic. I do expect a lot of casualties, as I will have to stage an attack without any cover whatsoever! I start with six squads of five Necron Warriors each and one squad of three, to act as a bodyguard (or in this case – machineguard) for my Necron Lord.

Taking thirty-three Necron Warriors allows me to include up to twelve Scarabs in the force (the Necron army list allows two per five Necron Warriors). Scarabs are an excellent tool to drive your opponent mad (although Ian's slightly unhinged already!), as all models suffer a -1 to hit modifier on all shooting for every Scarab within 6". Having a screen of Scarabs in front of your Necron force means a lot less incoming fire, as more shots miss. Also, their Toughness of 8 makes them very hard to kill (it is actually impossible to kill them with a bolter!), so they should have an easy time just sitting around the Battle Sisters and annoying them good and proper.

To spearhead the attack I pick ten Scarabs, which leaves me



with enough points to include two Necron Destroyers in the raiding force. Necron Destroyers carry a massive Gauss-Cannon and are able to fly around the battlefield like any normal skimmer. The Destroyers should be able to deal with vehicles and tough character models the Sisterhood are liable to throw at me.

That's it: A Necron Lord, 33 Necron Warriors, 10 Scarabs and 2 Necron Destroyers. 1986 points ready to bring terror and death upon the forces of the Imperium!





Ian Strickland
(A.K.A. Mutie Boy)

THE SISTERS OF BATTLE

Ian: So, I have to face the full onslaught of the dreaded Necrons with only half the points. However I do have the superb Adeptus Sororitas Battle Sister and Seraphim squads. I'm not bothered that I'm deprived of any mad, religious types of the male persuasion!

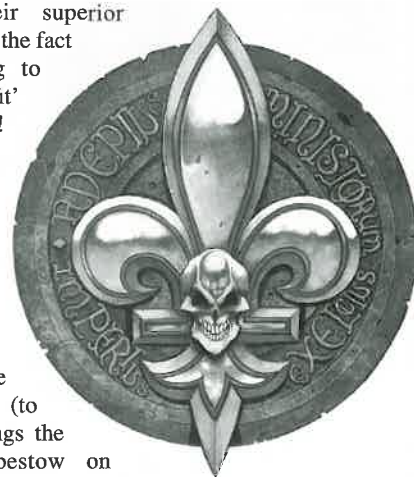
Reminding myself that most great commanders have to rely on limited forces at their disposal, I peel back the pages of that ancient, forbidden tome known as Codex: Sisters of Battle, and begin to muster my forces.

First on the Characters section shopping list is Sister Purity, a souped-up Veteran Sister Superior with +1 Attacks and +1 Wounds who functions as the army commander. She should prove to be a useful warrior in close combat. As is usually my custom when choosing an army, I start with the squads so that I could get a core force and then build around it with characters and support units. Naturally my first choice is to have two Battle Sister squads, Squad Sanctoras and Squad Sistina to hold my (mainly defensive) battle line, which will be the ruined cathedral where my troops have chosen to make their final stand. I decide to arm Squad Sanctorus with a multi-melta and flamer combination. The multi-melta will provide the squad with some hard hitting firepower, and I choose the flamer because it definitely fits the feel of the army to have the Sisters cleanse the enemy in the righteous fires of retribution! I arm Squad Sistina with a heavy flamer and a melita-gun, as its short range and high Strength makes it an excellent defensive weapon.

Next I pick a Seraphim squad, Squad Angelica, who will use their jump packs to move around and harass the steel monstrosities. They can throw their krak grenades, and use their deadly skill of being able to fire both their twin bolt pistols or hand flamers at the same time, to really hammer the robots. I decide to arm both the Battle Sister squads with krak grenades, but in the end the squad armed with the multi-melta has to relinquish its supply (amidst much howling and cursing) because of a lack of points.

Next up I recruit two Veteran Sister Superiors (Karena for Squad Sanctorus and Iollata for Squad Sistina) and a Veteran Seraphim Superior, Aemillia, to lead my squads, mainly

because of their superior Ballistic Skill and the fact that I am going to need all the 'to hit' rolls I can get! Taking these characters to lead my squads will also give me the added bonus of a +2 modifier to my rolls on the *Sacred Rites* table before the battle (to see which blessings the Emperor will bestow on my forces).



Last things to buy are a Rhino troop carrier, which I plan to speed around the board causing as much damage as possible (Can't kill 'em with guns? Run 'em over in tanks!), and the totally 'must have' Immolator tank with its awesome twin heavy flamers (eat hot flame death, alien scum!) which I hope will keep the enemy at bay for a couple of turns at least, whilst my squads pour firepower into them.

Last of all I have to roll on the *Sacred Rites* table for each of my squads. First I roll a 2 for Seraphim Squad Angelica which is modified to 4 because of my Veteran Seraphim Superior, which gives the squad +1 to its Leadership, a good result although rather spoilt by the fact that the scenario states that my entire force are immune to all break tests and psychology during the battle! Pressing on I roll for the Battle Sister Squad Sistina, which contains the heavy flamer, again using their Veteran Sister's +2 modifier and get a 7, which means that the squad automatically passes all psychology and break tests. Again, sadly useless!

Bowed, but not broken (yet!) I valiantly make my last roll, for Squad Sanctorus, containing the multi-melta, and get an 8 – which means that the squad ignores the normal *Choosing a Target* rules and can shoot at whichever squad or vehicle they choose. Cool! This result will come in really useful, much more so than the others! And with that I close the pages of the musty tome, and the forces of Sister Purity prepare to sell their lives to defeat an unknown foe...



TURN 1

NECRON RAIDERS

The Battle Sisters had taken their positions in the ruins of an industrial complex and an old cathedral. They expected the Raiders any second and held their weapons ready to fire upon anything that moved. Suddenly the wind fell silent and only a heartbeat later the rays of the orange sun of Sanctuary 101 broke upon a huge number of metallic objects stalking towards them. They seemed to appear out of nowhere.

"Squad Sanctorus, hold your fire, ignore the small droids, engage the metal walkers at maximum range, Squad Sistina and Squad Angelica remain in position," Sister Purity spoke the order calmly into her comm-link, "Concentrate all your fire on one target until it is destroyed." Seconds later the first Necron Warriors came into range and Squad Sanctorus opened fire. A hail of bolter shells struck home with unerring accuracy and exploded against the metallic carapaces of the Necron Warriors, but to the Sisters' disbelief none of the mechanoids went down – they simply marched on. Several of the insect-like Scarabs came flying down and landed just in front of the ruined cathedral.

Moments later a hissing roar interrupted the staccato bolter fire, as Sister Elana from Squad Sanctorus fired her multi-melta at the advancing Raiders. One of the mechanoids was engulfed in a fireball and went down, the first visible effect the Battle Sisters' weaponry was having on the Necron Warriors.

Squad Sistina and Angelica remained hidden in their positions, while the Immolator and the Rhino started their engines – their



The Immolator moves into position to purge the Necrons with the flames of purity.

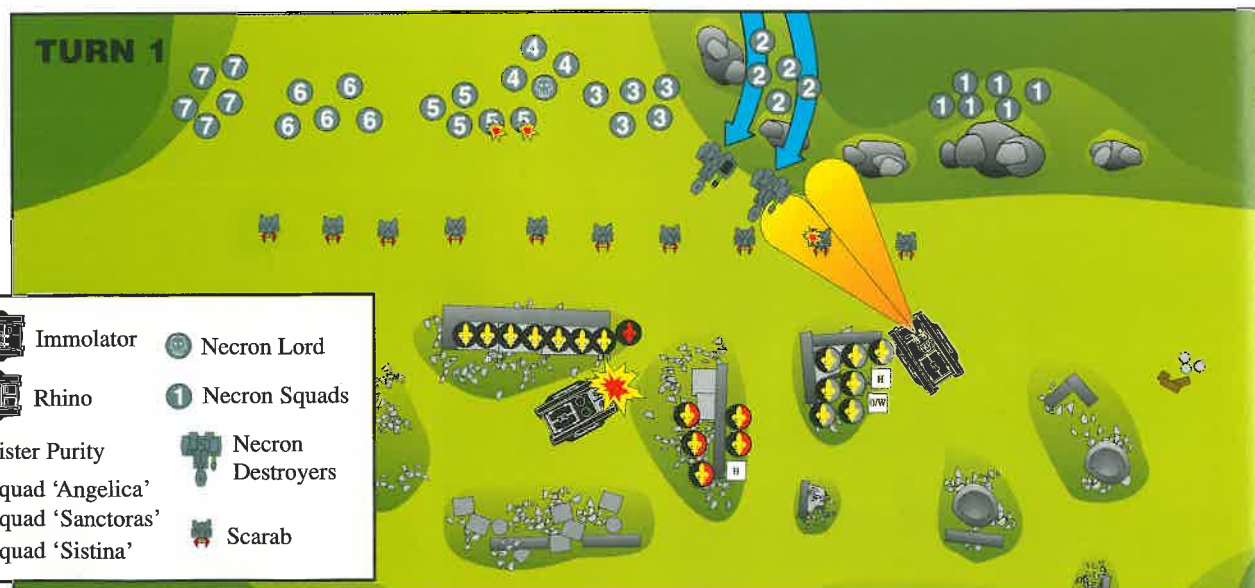
orders were to mercilessly attack the advancing Necrons and hopefully cause confusion, if something like that was at all possible amongst those mechanoid monstrosities.

The Necron Destroyers came out of nowhere. Swooping down over the battlefield, one of them immediately opened fire on the Rhino. With deadly precision the Rhino's bolters were hit and exploded, causing ammunition in the hull to detonate, killing the Sister driving the vehicle.

SISTERS OF BATTLE

The Battle Sisters were outraged by the sudden Necron onslaught and poured bolter fire into the advancing mechanoids – still to no effect, despite several visible impacts. Even Sister Superior Karena from Squad Sanctorus was unable to inflict any damage, despite scoring a direct hit on one of the Necron Destroyers. Only Sister Elana with her multi-melta managed to down another Necron Warrior, leaving behind only a molten slag of metal.

Then the Immolator rumbled into action. Unfortunately the crew misjudged the range of their heavy flamer and the sprouting flames didn't come close to the Necron Warriors. However, one Scarab was set on fire.



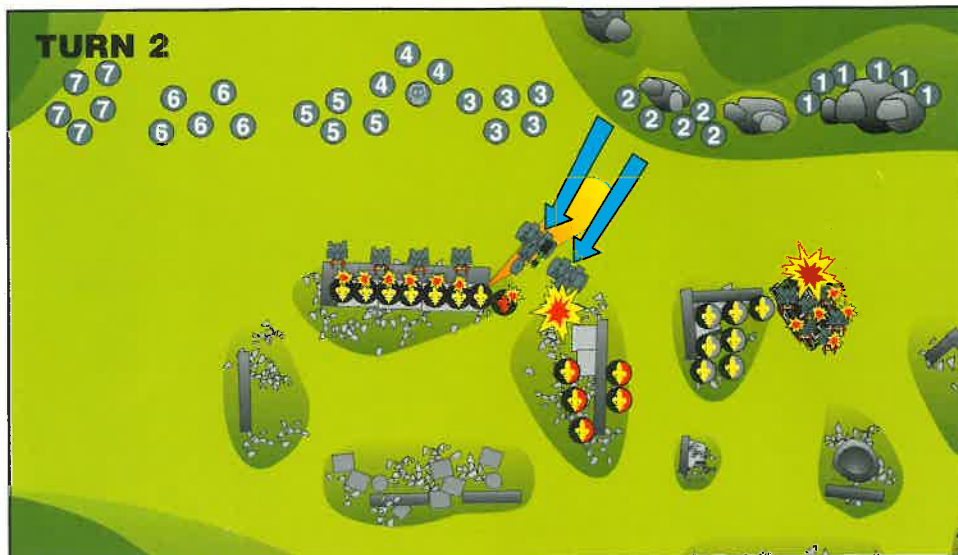
TURN 2

NECRON RAIDERS

The Battle Sisters offered up a prayer to the Emperor as they saw one of the two downed Necron Warriors simply vanish, while the other one stood up again and rejoined the steady Necron advance!

Furthermore, the Necrons were swift to react to the potential danger of the Immolator on the right flank. Six Scarabs swooped down onto the tank's hull and started to eat away its armour plating with frightening speed. When the Necrons opened up on the tank, only minutes later, it blew up as if it was merely a toy. All the Scarabs but the one that was already on fire were destroyed in the explosion – but it was a small price to pay for the easy destruction of the tank.

At the same time Sister Purity observed that one of the Necron squads had started to move down the left in an attempt to outflank her and Squad Sanctorus in their position in the ruined cathedral. Peering out of her cover to watch the Necrons would cost her dearly – a lightning bolt fired by the Necron Lord, who had recognized her as leader of the defence, missed by mere inches. In the space of a heartbeat, Sister Purity heard the high-pitched shriek of the Necron Destroyers' turbines, and took a direct hit from one of their Gauss-Cannons. The hit was randomised between members of Squad Sanctorus and Sister



Purity, who was close enough to benefit from squad coherency. Unfortunately it was Purity who was hit. The Battle Sisters of Squad Sanctorus could only watch in terror as Sister Purity was flayed before their eyes. But their resolve was unshakeable – in the service of their dead commander and the Emperor, they would fight to the death.

And death came quickly.

Seconds after Sister Purity's horrifying end, four Necron Warrior squads that had been advancing steadily, along with the second Necron Destroyer, opened up on the Battle Sisters' position in the ruined cathedral. The hissing noise of the Gauss-Flayer guns mingled with the dying screams of the brave Battle Sisters. Within moments Sister Sledge, clutching her smoking flamer, realised she was the only woman in the cathedral alive.

SISTERS OF BATTLE

The Warning Beacon hadn't been dispatched so the combat went on. Despite the death and terror that surrounded her, Sister Sledge leapt back into the attack. She brought her flamer to bear on one of the hovering Destroyers and squeezed the trigger, but the burning chemicals had no effect on the flying machine.

On the far flank, Squad Sistina gave up their hidden position and started to pour bolter fire into the advancing Necron ranks and one of the Necron Destroyers, but all the explosive shells just bounced off the Necron Warriors' armour. Only the Sister carrying the mega-gun proved lucky and finally destroyed the already burning Scarab.

Squad Angelica, defending the centre of the battle line, proved more successful in stemming the mechanoid tide. Four of them were in positions to throw krak grenades at one of the Necron Destroyers and amazingly all of them hit. The Skimmer's mechanisms were damaged and, more importantly, the Necron pilot was blown apart and the vehicle veered off, uncontrolled.



One of the Destroyers is hit by a hail of krak grenades from Squad Angelica.

TURN 3

NECRON RAIDERS

Out of control, one of the Necron Destroyers smashed straight into the smoking Rhino wreck and both vehicles disappeared in a giant fireball. The second Necron Destroyer slowed down and turned on the obviously dangerous Seraphim squad, flaying one of them with its massive Gauss-Cannon. Two Necron Warrior squads also turned their attention to the Seraphim and opened fire. All but one of the elite Battle Sisters vanished in the Gauss-Flayer cross-fire.

On the left flank, two Necron squads broke into a jerking, mechanical run. Obviously they no longer considered the single remaining Sister from Squad Sancturus as any kind of threat. Still, two Necron Warrior squads and the Necron Lord with his Staff of Light advanced on Sister Sledge, and poured an enormous amount of fire into her position amidst the ruined cathedral. The Battle Sister dropped down just in time, as large chunks of her cover started to disintegrate. Several rays from Gauss-Flayers even struck her power armour, but didn't penetrate. Sister Sledge was unharmed.



On the right flank, the Necrons continued their steady advance and started to fire on Squad Sistina, that had given away its position by firing at the Necrons earlier. Being in a defensive position, the Sisters were well in cover by the time the Necrons shot back, and none of them were hit.

SISTERS OF BATTLE

The Warning Beacon still hadn't been dispatched (much to Ian's consternation!). The surviving Necron Destroyer was now between the last of the Seraphim and Sister Sledge, the only survivor of Squad Sancturus. Before Sister Sledge could bring her flamer to bare, the Seraphim pelted the alien craft with a deadly krak grenade. The Necron Destroyer careered out of control and smashed into the ground. Thick black fumes rose from the turbine exhausts, before the wrecked machine exploded seconds later.

The Battle Sisters from Squad Sistina also struck back; their sustained bolter fire finally downed a mechanoid from one of the several Necron Warrior squads advancing towards them. The squad's melta-gun missed, which was unfortunate as it was the weapon most likely to inflict any damage on the Necrons.



The last stand of Squad Angelica, with the resolute Sister Sledge looking on.

TURN 4

NECRON RAIDERS

Suddenly there was movement amidst the sea of fire that still engulfed the crashed Necron Destroyer. And then, to the disbelief of the Battle Sisters, the Necron Warrior who had piloted the machine came walking out of the fire, its red, glowing eyes scanning its surroundings. Its gaze fixed on Sister Michaela of Squad Sistina in the ruined industrial complex, then it started running towards her.

The Necron squads on the far left flank kept running as well, ready to swamp the ruined cathedral (which was by now only defended by one Battle Sister). The rest of the Necron army continued its steady advance and opened fire on squad Sistina, the last Seraphim and Sister Sledge. The Sisters of Squad Sistina were still in good cover and sustained no losses from the Gauss-Flayers, but the last remaining Seraphim died a horrible death in the rays of the Necron weapons. Although several squads, including the Necron Lord himself were now firing on Sister Sledge in the ruined cathedral, somehow she survived again. In a silent prayer she thanked the Emperor for her seemingly impenetrable power armour!

SISTERS OF BATTLE

The situation was getting desperate, the Warning Beacon still hadn't been dispatched. Waiting until the hostile fire died down, Sister Sledge took a deep breath and jumped up to fire her flamer at the nearest squad of Necrons, which was



The Necrons now turn their full attentions to Squad Sistina.

frighteningly close. Two of the metal monstrosities were engulfed by flames but didn't seem to suffer any damage. Despairing, Sister Sledge ducked back into cover.

Squad Sistina didn't fare much better; three Sisters fired on the Necron pilot who was running towards their position, but the presence of several Scarabs disturbed the firing mechanisms of their weapons and all of their shots went astray. Two more Sisters with bolters and the Sister with the melta-gun suffered the same misfortune – their weapons seemed to go haywire and they couldn't hit any of the advancing Necrons. The only weapon that didn't seem to be affected was the heavy flamer, which promptly downed one of the mechanoids, leaving only a smouldering wreck.



Ian desperately tries to find some dice that roll sixes so he can get the Warning Beacon to go off!

TURN 5

NECRON RAIDERS

Still unharmed, the Necron Pilot now charged Sister Michaela of Squad Sistina. The Necron squads that were slowly advancing on the position kept moving and firing, killing two more of the Battle Sisters. The situation grew more and more desperate, and it didn't look like any of the brave Battle Sisters would see another day.

On the far left flank the Necrons also continued their relentless advance. The squad furthest to the left had rounded the cathedral by now and opened fire on Sister Sledge from behind, but still she escaped injury. The Necrons right in front of the ruined cathedral were also firing at her, this time at close range – but almost miraculously, none of the deadly Gauss rays were on target. Still cowering down between large chunks of stone and metal, Sister Sledge awaited the next onslaught – this time from the Necron Lord himself and his accompanying squad of Necron Warriors. But again all of their shots went astray or bounced off her power armour.

In the ruined industrial complex on the right, the struggle between Sister Michaela and the charging Necron pilot was brief and one-sided; the human warrior stood no chance against the merciless onslaught of the machine. Disposing of the broken body, the mechanoid stormed into the next unfortunate Battle Sister.

SISTERS OF BATTLE

By this stage in the battle the beacon still hadn't been dispatched. Ian knew that if he could hold out for one more turn things could still go in his favour.

Back in the cathedral, the shooting seemed to die down for a moment. Sister Sledge used the opportunity to jump up again, finding herself almost face to face with some of the advancing Necrons. She squeezed her flamer's trigger and engulfed four of the steel monsters in a deadly firestorm. To her dismay none of the warriors showed any damage, and the skeletal steel constructions were coming closer and closer.

In the ruined industrial complex, the bolter fire of Squad Sistina was still disrupted by the presence of several Scarabs



"Why can't I kill Sister Sledge?" Markus rolls low! (Again!)

just beyond the ruins. Again, it was only the Sister with a heavy flamer that actually hit any targets, but although one of the Necron Warriors was set on fire, they all carried on advancing.

The Necron pilot still seemed unstoppable, killing the second Battle Sister in close combat and following up into the Sister with the heavy flamer.

It appeared the struggle would be over soon.

TURN 6

NECRON RAIDERS

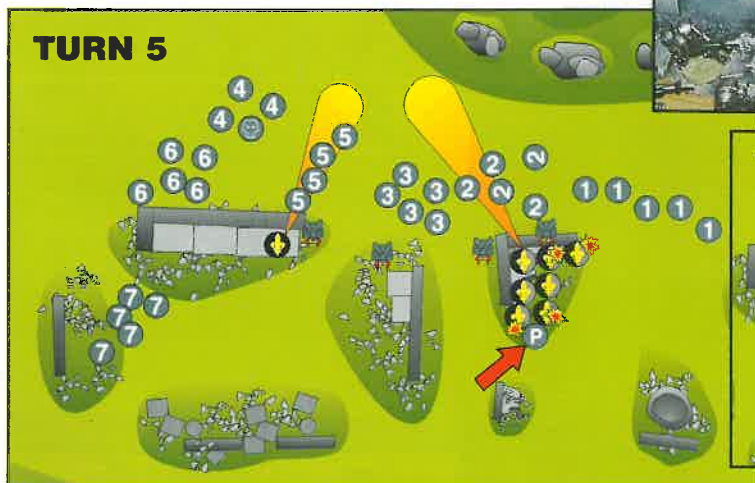
Most of the Necron squads were now in range to engage the last human warriors in close combat. The struggle in the industrial ruins was brief and bloody, as the defensive position was swamped with Necron Warriors. All of the brave daughters of the Emperor perished and weren't able to better a single Necron Warrior in hand to hand combat.

In the ruined cathedral, Sister Sledge was the last living being on the battlefield. She saw how easily her fellow Sisters on the far flank of the now shattered battle line were overcome by the inhuman, steel monstrosities. Then the first Necron Warrior closed in on her. Embracing death with no fear, a prayer on her lips and her gun blazing, the last thing she saw was a pair of red glowing eyes.



Final Result
5 VPS
Total Necron
Victory

TURN 5



TURN 6



EXTERMINATE!

Markus: Hmm... This battle left me very thoughtful. Although I managed to completely annihilate the Sisters of Battle, I think it actually took me longer than it should have. There is one main reason for this: my initial movement. During the first two turns it looked like the battle would be a walkover and everything would be over by turn 4. But I made one very simple mistake: I didn't send any troops running down the right flank, like I did on the left one. To make things worse, I had a lot more luck with my shooting on the left hand flank, so all the opposition was wiped out before my flanking force came into action (not taking into account the single flamer-armed Sister that refused to die – but she was only a nuisance and didn't have any effect on the outcome of the game).

If I had sent a similar flanking force down the right I would have been able to engage the Sisters in close combat much earlier than I actually did. As close combat turned out to be far more effective than shooting at troops in hard cover, the game would probably have been over a turn or two quicker! I know, I know – I should have realised right from the start that close combat is far more effective than shooting at troops in cover, but I had no experience with the Necrons whatsoever, and didn't really know what to expect in this game.

In a way, the Sisters doomed themselves when they shot down the second Necron Destroyer. The Necron Warrior piloting the machine self-repaired and found itself behind enemy lines, all on his own. Being isolated, it was unable to use its Gauss-Flayer until it rejoined a unit, but in every other respect could fight normally, so I decided to charge it straight into Squad Sistina. When it dispatched the first Battle Sister so easily, I realized the Necrons' potential as close combat killing machines. They have a Weapon Skill of four, which makes them superior to many 'normal' troop types of other races. But even if they lose a close combat, their opponent can only use their own strength, not that of any close combat weapons. And with a Toughness of 5 and a 2+ armour save it becomes very difficult to kill a Necron Warrior in close combat!

My army hardly sustained any damage. The length of the game was a direct result of the fact that I didn't send my troops in fast enough, especially on the left flank, as I've said. The only losses I suffered were six Scarabs (okay, maybe it was over the top to pile six of them on one tank, but I wanted to be one hundred percent sure of destroying it), the two Necron Destroyers and a couple of Necron Warriors. In total only one Necron pilot and one Necron Warrior vanished completely, two others repaired themselves and two were down at the end of the game. The Necron Destroyers were an unfortunate loss, but they had done their share of destruction: they destroyed the Rhino (which could have been more lethal to my army than any gun if it had started running over my Initiative 2 Necrons), killed one of the Seraphim Sisters and Sister Purity herself!

All in all I enjoyed the game, and the fact that Ian knew beforehand that his whole army was going to die made him very relaxed, because all that counted was how dearly the Sisters of Battle would sell their lives. He (they) certainly did a good job, especially the accursed Sister Sledge, although her survival was down to my ridiculously bad dice rolling when it came to hitting her, and Ian's "I am personally protected by the Emperor" armour saves!



Hasta la vista, baby.

Necrons certainly are rock hard and I'm looking forward to collecting my own force and playing more games with them. Necrons look great, they cost a lot of points so you don't need a huge army, and they have a strikingly simple colour scheme – what more could you want?

DAMNATION!

Ian: Boy that was so close, if only I had survived for another turn and the beacon had gone off (6 VPs), I could have won. Its not as if my troops failed in their duty (especially Sister Sledge, who valiantly defended the ruined temple right up until the very last turn – a true heroine of the Imperium). I just couldn't roll a six!

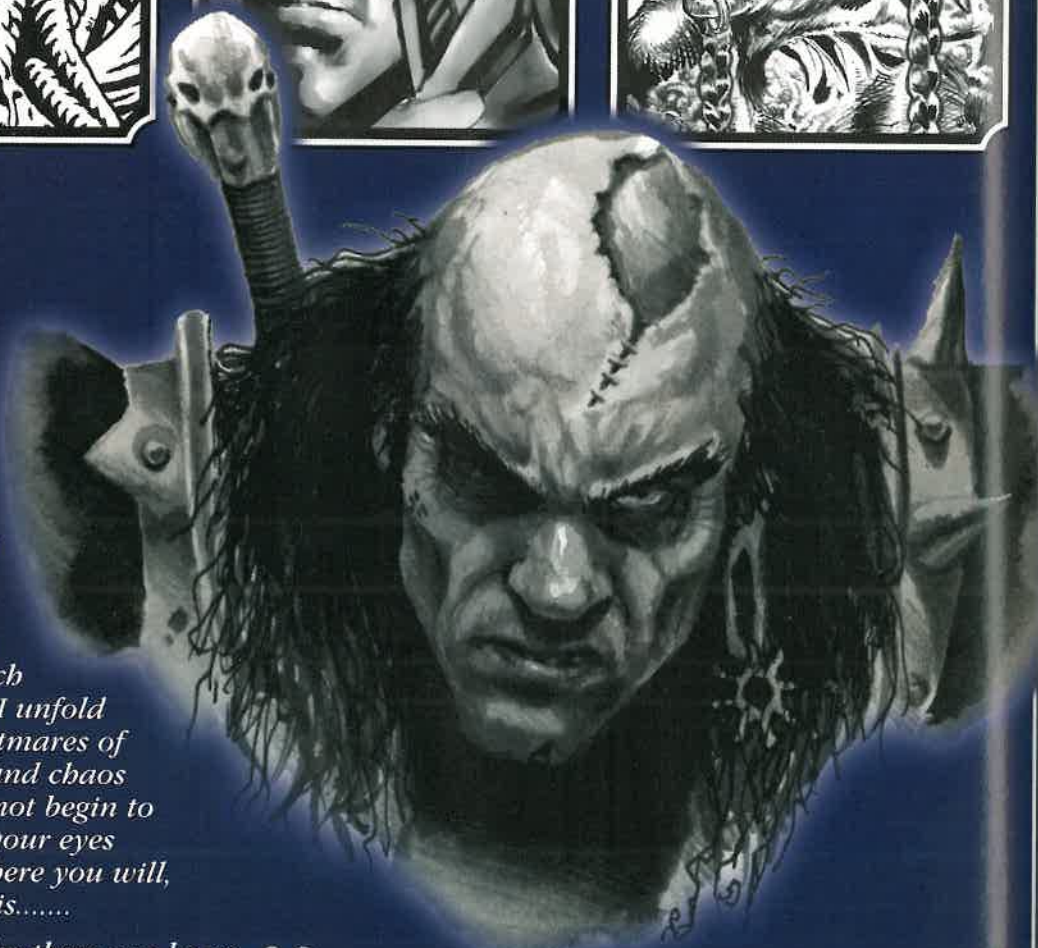
As with all battles where the enemy happens to be a new race I was faced with a bit of an unknown quantity when choosing my army, and in retrospect I think it would have been wiser to have taken a third Battle Sister squad and armed every squad with krak grenades, rather than take the more expensive Seraphim who remained static for the entire game – taking assault troops was an odd choice in a game where I would be playing a defensive role.

The guidelines of the scenario we were playing allowed me to spend 25% of my points on vehicles instead of the usual 15% for Ministorum forces, and after Graham Davey pointed out that Necrons had an Initiative value of only 2 I decided that I would try to weaken the Necron advance by crushing as many of the alien scum under my tank tracks as possible!

Alas, it was not to be, as Markus swiftly despatched the Rhino with his skimmers and the Immolator was engulfed by a swarm of those totally hideous Scarabs! Tank commanders watch out!

My main successes during the game were taking out the Necron Destroyers and managing to hold out until the sixth turn! Unfortunately the Warning Beacon didn't go off, so I still lost the battle. The main body of the Necron forces were really hard to even wound, let alone kill, despite a hail of bolter fire from the Sisters (I needed 5s to wound and then they had a 3+ save!). The flamer weapons which are so characteristic of Ministorum forces were just as ineffective against the Necron's Toughness of 5.

All in all, my small band of righteous fanatics were possibly too few and ill-equipped to deal any effective damage against the superior numbers and technology of their mysterious foes, but for now I'll take heart in the knowledge that I'll have my revenge, sometime, in the future, far from now, maybe...



“For too long have I slumbered! For too long have I dreamed! Now I awaken, and such nightmares will I unfold before you! Nightmares of war and death and chaos such as you cannot begin to imagine! Cover your eyes mortals, hide where you will, but be sure of this.....

I will find you, for there can be no escape from my tortured visions!”

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WARHAMMER

A TALE OF FOUR GAMERS

By Robin Dews

As we all know, Games Workshop is all about collecting, painting and gaming with armies of Citadel miniatures. However, many if not all of the armies we show in *White Dwarf* and our other books and publications are fully developed armies that have been painted by the Studio 'Eavy Metal team. They're jolly nice display armies and not really meant for playing battles with. So, what we needed was real gamer's armies...

When you or I start out in the hobby, or start collecting a new army, we put it together over a period of time. We buy some models here and there, or more likely start with one of the armies from the Warhammer, Epic 40,000 or Warhammer 40,000 boxed sets.

We test the mettle of that army in the fiery crucible of battle, and depending upon the outcome, scuttle back to the store or Mail Order catalogues for further recruits.

Each week before my 'friendly' weekend game, I would always make a point of painting up a new regiment or war machine with which to terrorise my regular opponent, Phil. He in turn would always turn up with something equally unexpected. This is known in the hobby as the 'escalation theory of wargaming'. Robin thinks... "I'll put paid to that War Wyvern. By next week I'll have two more Great Cannons painted up!" Phil thinks... "He's going to get some more cannons... better get some more Doom Divers!" and so it goes on.

In order to show this process of how real gamers go about collecting, painting and gaming with an army, we got four chaps from around Games Workshop – Roy Barber from GW Trade Sales, Richard

Gunson from the stores, Richard Hobson from GW Mail Order and our very own fat bloke, White Dwarf Editor, Paul Sawyer – to put together an army from scratch and tell us how they did it.

The rules of the game were very simple. We would start them off with £50 which they could spend as they liked on any Warhammer Army (we assumed that they had access to a copy of the relevant Armies book.) Over each of the subsequent four months, we would allow them a further £25 (about £6 per week) which they could use to build up their force. Thus over a period of five months they each will have created a new Warhammer army with a value of £150. All they had to do was to make sure that all of the models they'd bought each month were painted up ready for White Dwarf and that they reported on any battles and scraps their new army had fought! Easy, eh?

Other than that it was up to them. Over the next four or five issues of White Dwarf you'll be able to see these armies develop and grow, watch them battle on the tabletop and follow their fates and fortunes. So that's it from me. Let's introduce the crew and see how they got on with their initial purchases.



BEASTMEN



WOOD ELVES



SKAVEN



BRETONNIANS

IT'S A BEAST, MAN!

A Chaos Beastman army by Paul Sawyer

I'd been in my new job as White Dwarf Features Editor for just a few hours and was checking out the essential facilities (coffee machine, how to put my feet on the desk and still use my computer, and, of course, where to get food) when I was blinded by a momentary flash of light. Rubbing my eyes frantically I dared to take another peek to see what had impaired my vision. To my relief it was simply the sunlight glinting playfully off the polished pate of none other than Robin Dews, grinning maniacally as he strode ever closer. Robin cleared his throat "Fat Bloke," he announced "we've been talking about this great army collecting idea and as you're here you can get involved can't you?" Seeing this as a chance to avoid doing any real work I eagerly agreed...

DECISIONS, DECISIONS...

I drew up a short list of the armies I liked the look of and mulled them over for a few days. The list included Skaven, Chaos and Bretonnians. I discounted Skaven as they are similar to the greenskins I've collected for years in that they are very, very cheap points-wise and would need loads of models painting. This left deadly Chaos and the valiant Bretonnians - I just couldn't decide. I even asked my daughter, Catherine which she liked but she just wanted to colour in my catalogue. Oh well, daddy would have to be a big boy and make up his own mind! Then, as I despaired of ever

making a choice, Tzeentch took an interest in my paltry little life - the first copies of Warhammer Armies: Realm of Chaos were delivered to Games Workshop.

Excitedly flicking through the pages of the rulebook I knew my choice was made and I hurriedly sold my soul to the Chaos gods (all of them - particularly Slaanesh.). Chaos it was then. My problems didn't end there, however, as there are now three Chaos armies to choose from: Chaos Warriors, Beastmen and Daemons. I didn't mind which army it was to be until I saw a photo of the new Minotaur Lord miniature. This immense beast grabbed me by the lapels, slapped me firmly across the face and bellowed "Weak Human! All will fall before the Children of Chaos! The herdstones will run red with the blood of those who dare to stand against us!" Beastmen it was then.

NOOOOO! MORE DECISIONS!

The first thing to do was to find out just what was available for the Beastmen. I was collecting a brand new army so there was a limited number of models available to me. The only units I could get my hands on were the metal Beastman Gors or the plastic Beastman Gors, which luckily form the mainstay of the Beastman army. I could get quite a few plastic Beastmen for my money but I really like the metal miniatures with their multitude of poses. This being said, the new Warhammer Regiment boxed sets are fantastic and I hope the chaps produce a Beastman regiment soon. £50 spent solely on Gor wouldn't be a lot of fun to paint so I needed to find a way around this little obstacle. My old pals in Mail Order held the answer (bless 'em!) and so I gave them a call to see if they had any pre-release miniatures.

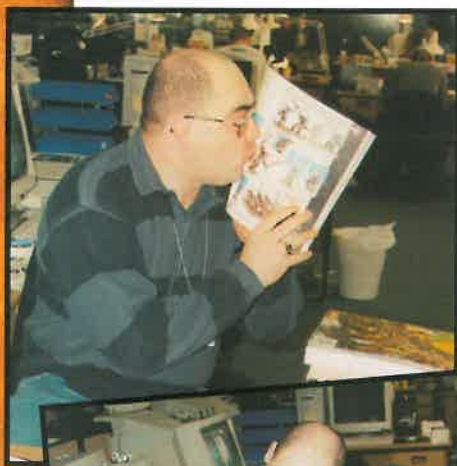
When a new mould is cut for a new miniature, the caster will run a small number of test spins to check the mould is

okay. The by-product is a number of miniatures that Mail Order tell those customers that give them a call all about. The pre-release service is an ace way to get your mitts on new miniatures months before they are released. I would need to move fast if I was to get hold of any relevant miniatures so I gave them a call. I was in luck, they had just received the new Ungor with spears, the awesome new Beastlord and even the miniature that persuaded me to collect Beastmen - the Minotaur Lord! I hastily checked the Realm of Chaos book and worked out what I would get for my £50.

In my opinion Warhammer regiments should ideally be at least 4 ranks deep to get the maximum rank bonus and always include standard bearers and musicians. Not only is this useful in the game but looks really cool on the battlefield! So, armed with this ethic I started to work out what to get.

I could get my hands on a Beastlord to lead my first retinue and possibly be my army warlord. As the Chaos army is built as a collection of a number of warbands I'd have to be careful not to overdose on character models. The Beastlord is quite an imposing figure and for £6.00 I had to buy him. I'm not too sure about his axe though - a bit girly for me. What he'd need is a REALLY big axe! So after perusing the catalogues for a few minutes I decided on a Dragon Ogre's axe. Yep, that was big enough. Heh! Heh! Heh!

The new Ungor models are excellent and at 4½ points as opposed to the Gors at 10 points they provide a cheaper way to field more units. Luckily Mail Order had just enough spear armed Ungors to create a 19 strong Ungor regiment including standard bearer and musician. This left enough space in the ranks for a Beastman champion which I could convert so he was armed with a spear like the rest of his unit. I bought the Champion model with axe raised above his head and cut off the axe head. I then took the spearhead from an Orc boarboy and pinned it onto the base of the Gor's weapon haft. I'm really pleased with this conversion as it's quite dynamic.



I'd been very careful to leave enough cash for the Minotaur Lord (bless his little horns!). I was a bit disappointed that I couldn't take this monstrous creature as a Warlord but I was happy enough just owning him!

This left me with £1.25 which I could save towards next month's installment (yeah, right). With £1.25 burning a hole in my pocket the only course of action was to pay a visit to the snack shop across the road – cue one large bacon baguette with extra lard!

BLACK! BLACK! THEY TELL ME TO PAINT THEM ALL BLACK!

What colour scheme would I choose? Anything but Goblin Green! I fancied doing something a little different and so plumped for an entirely black colour scheme. I'd only deviate from this for an elite unit of Bestigor which I'd paint white (when I got round to collecting them!). I find it useful to think about a whole army's colour scheme rather than just the regiments.

WHAT NEXT?

One regiment of Ungor and a Minotaur, albeit a very big Minotaur, is far from a balanced force and I'd need to flesh it out a bit. As far as the arms race goes, I'm definitely falling behind the others as they have a greater selection of plastics to choose from. This means their armies are already looking quite imposing. I seek solace in my principles and decide to stick to metal models. I fully intend my army to look great on the battlefield and I just can't justify to myself that the treacherous, feral, in-fighting Beastmen would all strike the same pose halberds, to the ready. No, that wouldn't do at all.

As for adding to my army I'm torn between taking a unit of Harpies from the Monstrous Host section of the army list to give me a bit of speed and a unit of metal Gor to give the army a bit of staying power. One model I am going to add to the army is a Beastman Shaman, as I can't bear the thought of going to war without any spellcasting ability. Being an inherently chaotic person I'll probably roll a dice to decide what to get on the day!



WARHAMMER ROSTER SHEET

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
BEASTLORD Heavy armour, double-handed weapon	4	7	6	4	5	4	6	4	9	5+
MINOTAUR LORD Light armour, extra hand weapons	6	7	6	5	5	5	6	5	10	6+
BEASTMAN CHAMPION Spear, shield	4	5	4	4	4	2	4	2	7	6+
19 BEASTMAN UNGOR Spear, shield, unit contains musician and standard	4	3	2	3	4	1	3	1	6	6+



17 Ungor with spears	£21.25
1 Ungor Command Group	£3
1 Beastmen Champion	£3
1 Boarboy spear	£1.50
1 Minotaur Lord	£12
1 Beastlord	£6
1 Dragon Ogre axe	£2
TOTAL COST	£48.75
1 Bacon Baguette	£1.25



THE HORNED RAT INCARNATE

A Skaven army by Roy Barber



Well, here we are with our first fifty smackers to spend on building a Warhammer Army to be proud of, and hopefully one that will also serve to do me justice on the battlefield and crush all-comers underfoot. What a challenge!

So, where do I start? Well, first off I begin my army from a totally unique position amongst 'the four' – I have absolutely no experience whatsoever with Warhammer! All of my Warhammer experience lies in the savage war-torn universe of the 41st Millennium with my trusty Eldar warhosts, so adapting to sword-wielding, magic-using hordes of troops will truly be a new battlefield experience for me.

To begin with I obviously have to choose my army – I certainly wouldn't get very far otherwise! Scanning my Warhammer rulebooks gave me a dozen or so armies to choose from, each one unique in its own way both in appearance and effect on the battlefield. Hmm – maybe not such an easy choice as I first thought! After a good browse however, I decided to plump for something different to my normal, organised, sleek legions of Eldar troops. So what better army to choose than an army of grubby, smelly, lice-infected rats who spread disease and horror wherever they tread – the Skaven.

Ha, haaaaahh world, here we come!

So, armed with my Warhammer boxed game, my essential Warhammer Armies Skaven book and £50, it's time to choose my first batch of troops...

£50 is a good amount to spend on a starting army because it gives you a wide choice of figures, from stacks of blisters to several decent boxed sets.

If you take a range of character models it also means you can alter the amount of points that the army is worth very easily. Characters can be left with normal equipment or be given magic items of varying points

value. This enables them to vary in cost from game to game.

I'd be buying my first £50 worth of stuff from the Games Workshop store in Nottingham. For the main bulk of my army I chose 2 boxes of Skaven Clanrats, bolstered by a command group. These would form the backbone of my initial army and spearhead my Skaven assault force with one or two magic items. Next I chose deadly Clan Eshin assassins to skulk amongst the rank and file and leap upon the enemy at crucial moments (when a poisoned dagger in the belly would cause the most disruption). Then I picked a couple of the deadly Clan Skryre Poison Wind Globadiers to add some fearful, close quarters punch to the force, along with a Warp Fire Thrower for a bit of devastating firepower (more nasty tricks to keep up my sleeve, heh, heh, heehee). Finish this off with a Jezzail to lend some extra support, a pack of rats and my general and my army is more or less ready – and all at bang on fifty quid!

For my general, I chose the Skaven champion model, he would lead my clanrats to give them some bite (excuse the pun), backing him up would be the evil chief assassin and prime agent of Clan Eshin's Lord Sneek himself – Deathmaster Snikch. Although not a mighty warrior or spell wielding sorcerer, I chose him to round out my mysterious, dark army and because I love nothing more than the intrigue of assassins. Opponents had better keep a beady eye open. Ha ha haaa...

Overall, my initial army was picked with variety in mind. I have quite a large core regiment with plenty of punch and a few decent characters in there. Round these characters off with a good selection of magic items



and they might prove to be a potentially lethal force. For support I have chosen a rat swarm and the Jezzail crew who hopefully can sort out any knights or similar cavalry as they charge. Snikch is a shadowy threat with his sneakiness and powerful weapons and should prove to be the bane of enemy characters.

I did want to equip my army with a Grey Seer, but on checking the resulting points value my regiments were way under the 25% minimum value allowed, so out went the Seer until next time! What a wonder!

So, armed with a Games Workshop bag full of Skaven, I set off to my trusty painting table to give the ratmen a first lick of colour and to work my evil plans for the future. No conversions, no major sorcerers, no tricks (yet), just a good, basic, meaty selection to start my foray into the world of Warhammer Fantasy Battle.

Victory here we come! (accompanied by evil, maniacal laughter...)



WARHAMMER ROSTER SHEET CHILDREN OF THE HORNERD RAT

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
DEATHMASTER SNIKCH Three weeping blades, poisoned throwing stars	6	8	6	4	4	3	10	5	9	4+Dodge
24 CLANRAT WARRIORS Light armour, shield, hand weapon, unit contains musician and standard	5	3	3	3	3	1	4	1	5	5+
1 CHAMPION Light armour, shield and hand weapon	5	4	4	4	3	1	5	2	5	5+
2 POISON WIND GLOBADIERS Hand weapons and poison wind globes	5	3	3	3	3	1	4	1	5	none
WARPFIRE THROWER TEAM Heavy armour, hand weapons and a warp fire thrower	4	3	3	3	3	1	4	1	5	5+
JEZZAIL TEAM Hand weapons and a Jezzail	4	3	3	3	3	1	4	1	5	5+
RAT SWARM	6	3	0	3	2	5	1	5	10	none

2 Skaven box sets	£10
1 Skaven Command Group blister	£4
1 Skaven Champion blister	£3
1 Assassins blister	£5
1 Rat swarm blister	£3
2 Poison wind Globadiers blister	£6
1 Warpfire thrower team blister	£7
1 Jezzail team blister	£6
1 Deathmaster Snikch blister	£6
TOTAL COST	£50



DEFENDERS OF THE REALM

A Bretonnian army by Richard Gunson



I have to admit, I'm a bit of a Warhammer addict. Over the course of the last eight years I've collected and gamed with most of the Old World's races – from my very first Undead army (see White Dwarf 142 for those of you with long enough memories!), to my latest spawning of Lizardmen. In between I've amassed over six thousand points of Orcs and Goblins and four thousand points of Dark Elves (with which I've won the last seven games straight).

So, when I was approached with the idea of collecting a new army I was determined to go for a force I've never used before. This along with the fact that out of all the Games Workshop figure designers, I really love everything that the Perrys produce, made my

choice an easy one: Bretonnians.

When it came to selecting my army I decided to go for a starting force containing a lot of commoners. I felt that for small skirmishes your average Bretonnian army would consist of fairly lowly troops. This way I can play games immediately, as I would already have a nice balance of troops for smaller battles.

The archers should lend support to the cavalry (bow fire being much more dangerous the smaller the points value of the game). The mounted squires are extremely flexible in this force, being armed both with bows for harassing enemy troops and spears to make them decent in close combat, especially when manoeuvred to hit the enemy in the flanks while the Knights Errant engage to the front. I wanted to make sure I included squires for my knights; although my main motivation is more to do with the fact that the squire models are my favourites in the entire range. Sometime you can just tell when a figure sculptor really enjoyed making a set of miniatures, and this really shines through with Alan Perry's squires (I think I'll enjoy painting them just as much). The foot squires are also on my shopping list for the future. Finally one of the gorgeous sorceress models is included to round out the force with her destructive repertoire of spells. I want to

work towards about three thousand points of troops, containing a couple of cavalry wedges of about ten knights each and a lot of infantry. I have a vision in my head of how the army should look on the battlefield – skirmishing squires ranging ahead, bastions of archers at the rear, protected by halberdiers, and the units of knights formed into wedges ready to deliver the killer blow.

I haven't put together an army list yet, as this will develop as I play some games and the history of the army grows. What I am looking for is a body of troops flexible enough for me to be able to fiddle around with it from game to game as I learn from my mistakes and get a feeling of what works for me.

The next big choice was where to start. With fifty pounds to blow I wanted to get the maximum I could for my money and, living in London, I knew that Enfield was having a Grand Opening. A quick trip on the tube, and with all the 3 for 2 offers, my fifty quid suddenly multiplied to seventy-eight pounds worth of soldiers. Here's what I got...



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WARHAMMER ROSTER SHEET

DEFENDER OF THE REALM

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
BRETONNIAN SORCERESS Magic level 1	4	3	3	3	4	1	4	1	7	none
6 KNIGHTS ERRANT Bretonnian Warhorse Heavy armour, shield, barding, Hand weapon, Lance, unit contains musician and standard	4 8	3 3	3 0	3 3	3 3	1 1	3 3	1 1	7 5	2+ -
6 MOUNTED SQUIRES Hand weapons, spears, bows, unit contains musician and standard	4	3	3	3	3	1	3	1	7	0+
12 BOWMEN Hand weapons and bows	4	3	3	3	3	1	3	1	7	none
12 BOWMEN Hand weapons and bows	4	3	3	3	3	1	3	1	7	none

3 Knight Errant blisters	£10.50
1 Knight Errant Champion blister	£3.50
1 Knight Errant standard bearer blister	£3.50
1 Knight Errant musician blister	£3.50
4 Mounted Squires blisters	£12
1 Mounted Squires standard bearer blister	£3
1 Mounted Squires musician blister	£3
2 Bretonnian Archer box sets	£10
5 Bretonnian Archer blisters	£25
1 Bretonnian Sorceress	£4
TOTAL COST	£78
Total paid at a grand opening	£50



THE WATCHER IN THE WOODS

A Wood Elf army by Richard Hobson



It's not often that you are issued a challenge like this. Build an army for £150 over a few months, paint it, play with it and write about it. It all started in October when we were summoned to the Studio to talk about the project. So, first things first – what would I collect? The other guys had chosen their armies and there was already two foul and evil forces hell bent on destruction and domination for their dark masters. I was determined to combat this as a champion of light and goodness (*What a big girl! -Paul Sawyer*). As I already have a large, painted force for all the Warhammer armies and having just finished a 10,000 point Bretonnian army (and never wanting to see another horse in this life time), I opted for an army that I haven't visited for many a year – the deadly Wood Elves.

I decided to work out my army list first and buy and paint around that. This meant that I should have a full 3,000 point army finished and painted in 4 months, for £150. Not bad, eh? The first things down on my list were two big bowman regiments. These would give me a total of 40 longbow shots per

turn and both (if I could position them on a hill) would give me a whopping +4 in close combat (3 ranks and a standard). No one is going to find these easy to break, as they are sure to kill a few troops when charged. My general would accompany one of these units along with my army standard bearer (giving even better bonuses).

On the subject of these two characters, my general carries his full compliment of magic items. The first two I take for every general in every army I field. The *Crown of Command* (unmodified Leadership of 10) means that he and his unit are going to hang around until cut down to a man (or elf), and *Armour of Protection* which gives him two saving throws. His magical weapon would be the *Bow of Loren*. I am expecting these 4 shots a turn to be devastating. The army standard bearer would fight next to him, which is wholly fitting and means that I can re-roll my break tests within 12 inches of the standard, using my general's Leadership. He would carry the *Dread Banner* to make the unit even more deadly. My main wizard would be a Master Mage and her purpose would be to deal with hostile magic. She was equipped with a *Dispel Scroll* and *Skull Staff* (a bargain at just 35 points) and to keep her alive, the *Golden Crown of Altrazar*.

I then decided to take another couple of units of missile troops. These would be Waywatchers and Scouts. Waywatchers are a pain to fight. If you can get them into a wood early in the battle, they are nearly impossible to shift. The Scouts would be used as skirmishers deploying well onto the battlefield and used to harry enemy cavalry. Their champion will have a *Hail of Doom Arrow* just for nuisance value.

With my missile troops organised, I turned my attention to close combat units. Wood Elves are never going to have the same heavy punch as most other armies. Instead their strengths lie in unusual troop types and devious tactics. The first close combat unit I chose were Wardancers (show me a Wood Elf army without any). These are included to hold up any powerful enemy units or to drive off skirmishers. The Dryads and Treeman are included to provide a distraction to my opponents and because they can do a lot of damage in combat. My two units of fast moving cavalry would be a shock unit of Glade Riders (armed with lances) and 5 Warhawks. These units will be used for front and rear attacks. Neither will pack a big enough punch to defeat a unit on their own but they are fast and can certainly tip the balance in a close fight. Both of these have a low level wizard to give a bit of magical firepower across the battlefield.

My army is designed as a gamer's army. I know that I am by no means going to win Golden Demon so I wanted a force that would give anyone a tough challenge. With this in mind, I picked my first £50 worth, and with money in hand, I set off round the Mail Order racks. My first purchase was three pre-release models. These were the new Wood Elf Mage on foot, Mage on Warhawk and a new Scout. I then picked up two boxes of plastic archers to give some weight to the army and my unit of 6 Wardancers. I got the Treeman because I fancied painting something juicy. So there we have it – my approach to building a force may be more planned out than most folk but I will finish up with a crackin' army (I'm just too organised to be a Troll).



HERE IS RICHARDS COMPLETE WOOD ELF ARMY LIST (THE GUARDIANS OF THE WOODS)

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes
WOOD ELF GENERAL Shield, hand weapon	5	7	7	4	4	3	9	4	10	4+	<i>Bow of Loren Armour of Protection Crown of Command</i>
MASTER MAGE Hand weapon	5	4	4	4	4	3	8	2	8	3+	<i>Golden Crown of Altrazar, Dispel Magic scroll, Skull staff</i>
BATTLE STANDARD OF ATHEL LOREN Light armour, shield, hand weapon	5	5	5	4	3	1	7	2	8	5+	<i>Dread Banner</i>
WOOD ELF HERO Long bow, shield	5	6	6	4	4	2	8	3	9	4+	<i>Armour of Fortune Bone Blade</i>
MAGE CHAMPION War hawk, hand weapon	5	4	4	4	4	2	7	1	8	6+	<i>Jade Amulet Staff of Flaming Death</i>
MAGE Elven steed, hand weapon	5	4	4	3	4	1	7	1	8	6+	<i>Parrying Blade</i>
17 ARCHERS Hand weapon, long Bow	5	4	4	3	3	1	6	1	8	none	Unit includes musician and standard, <i>Banner of Sorcery</i>
17 ARCHERS Hand weapon, long Bow	5	4	4	3	3	1	6	1	8	none	Unit includes musician and standard, <i>Valourous Standard</i>
5 GLADE RIDERS Shield, light armour, Elven steed, barding, hand weapon, lance	5	4	4	3	3	1	7	1	8	2+	Unit includes standard, <i>Standard of Shielding</i>
5 WARHAWKS RIDERS WARHAWK Shield, light armour, spears	5 2	5 4	4 -	3 3	3 3	1 1	7 5	1 1	8 7	4+	
1 CHAMPION Long bow, hand weapon	5	5	5	4	3	1	7	2	8	none	<i>Hail of Doom Arrow</i>
9 SCOUT Long bow, hand weapon	5	5	5	3	3	1	6	1	8	none	Unit includes musician and standard
6 WARDANCERS Two hand weapons	5	5	5	3	3	1	6	1	8	6+	
6 WAYWATCHERS Long bow, hand weapon	5	5	5	3	3	1	6	1	8	none	
5 DRYADS	5	4	3	4	4	2	4	2	8	5+	
TREEMAN	6	8	3	6	7	6	2	4	9	5+	

• GOLDEN DEMON •

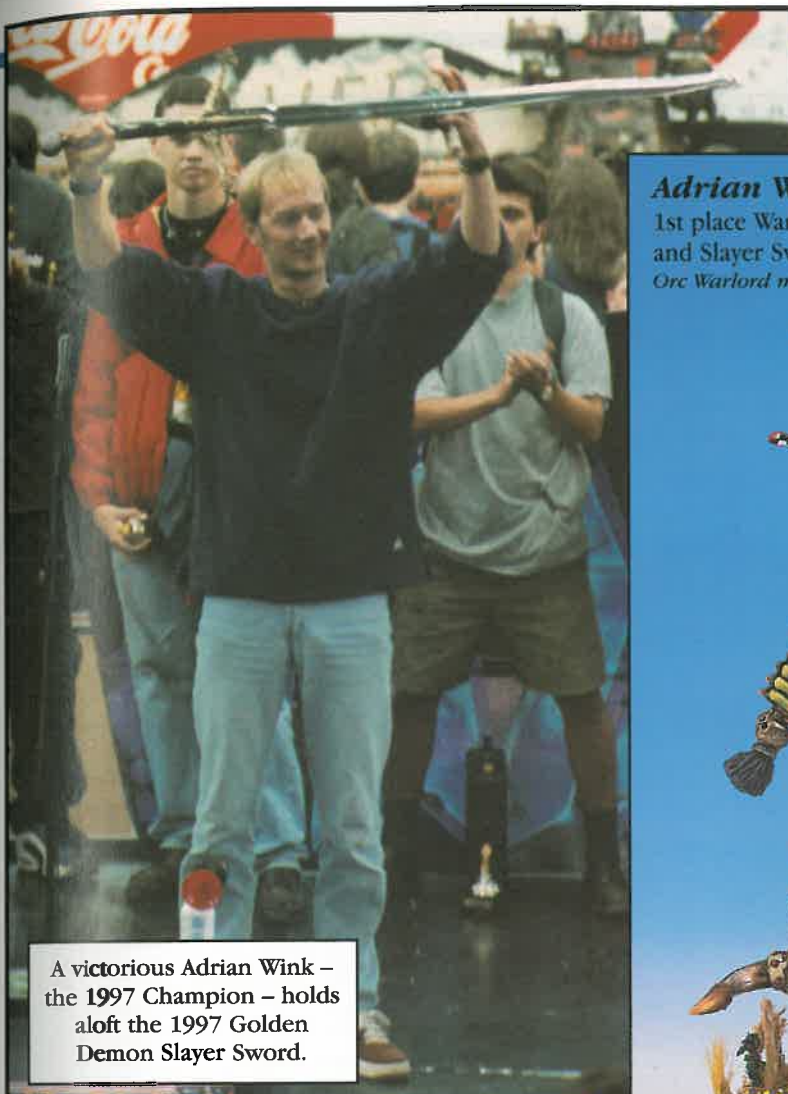
WINNERS 1997

Golden Demon is Games Workshop's painting competition, held each year as part of Games Day – the premier GW gaming event of the year. Literally thousands and thousands of entries were booked in on the day and placed on display for all to see. It was then up to the judges to somehow pick the winners of each category and choose an overall champion. This was obviously an extremely difficult process, especially when the overall standard of painting and modelling was so high. The next few pages will give you a glimpse of this year's excellent winning entries, but our thanks go to everyone who entered for making it a memorable Golden Demon competition.



Dave Andrews casts an appreciative eye over some of the entries.





A victorious Adrian Wink – the 1997 Champion – holds aloft the 1997 Golden Demon Slayer Sword.

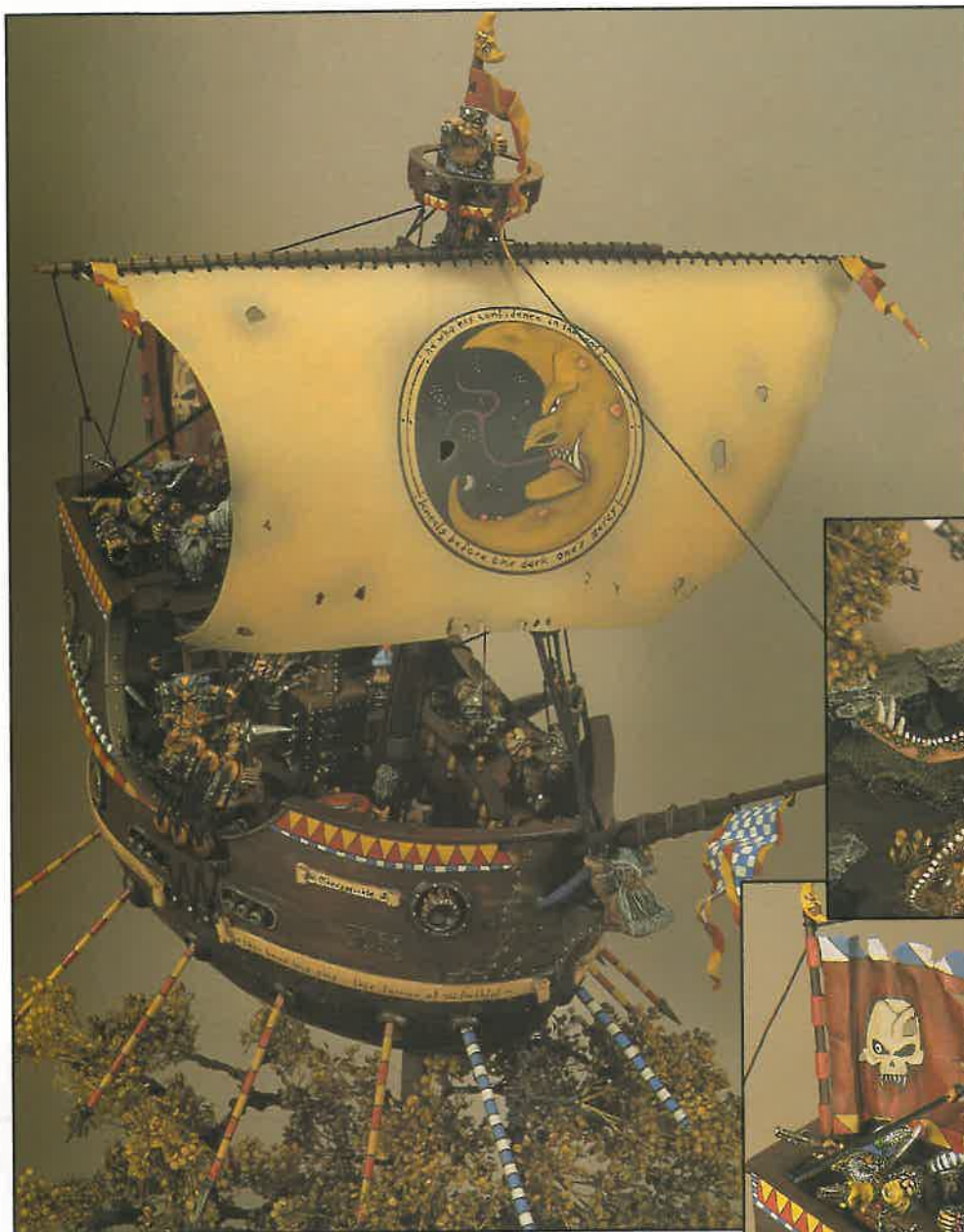
Adrian Wink – Overall Champion

1st place Warhammer Single Miniature
and Slayer Sword Winner

Orc Warlord mounted on boar



Adrian is quite obviously a highly skilled painter. For those of you with long memories you may perhaps have seen some of his work featured before in White Dwarf magazine. The exquisite painting and skilled modelling of this Orc Warlord on a boar stunned the judges as soon as they set eyes on it. Look out for more from Adrian in future issues of White Dwarf.



Michael Jacobsen's amazing model was inspired by an early John Blanche painting. Michael has gone to extraordinary lengths to make this model. For a start, the ship itself is entirely scratch built from plywood and stripwood. The sails and flags were made from a cut up beer can (or was that two? Cheers!) rather than paper.



The portholes are a quite ingenious piece of model making. Michael used some plastic shields and cut away the centres leaving just the rims. He then glued on some transparent plastic, cut from blister packs, which was beaten up and bent outwards.

Michael Jacobsen
Open Category Winner
Flying Ship



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f model
and cut
m glued
r packs,

Chris Blair

2nd place Warhammer Command Group
Bretonnian command group



Just take a look at the Knight
Chris has used as his leader.
It's easy to see how he came to
collect this category's top prize!



Neil Langdown

3rd place Warhammer
Single miniature
Elf Ranger



Neil Langdown
1st place Warhammer
Command Group
Wardmeier command group



Karsten Radinski
3rd place Warhammer
Command Group
Skaven command group



Mark Leake

1st place Battle Scene

Lizardmen ambush Dark Elf Scouts who are capturing Cold Ones under the Black Spine Mountains



Mark, ex-Games Workshop 'Eavy Metal painter, is Dark Elf mad and has a sizable army. He's always wanted Dark Elf Scouts, particularly after reading a story in the Warhammer Battle Book about them. Mark decided to make a Battle Scene based on the story and sculpted and converted nearly all the miniatures. It took about two and a half weeks to make in his spare time.



Cliff Kendall
2nd place Battle Scene
'Death of the Dragon'



The river and slime are made from PVA and the rocks themselves are made around a base of 40 empty paint pots!



Kevan Downey

3rd place Battle Scene

"Stand fast and die like Guardsmen!"

Mordian Iron Guard and a wrecked Leman Russ



Kevan spent untold hours on this powerful battle scene. As well as the huddle of valiant Mordian Iron Guardsmen, the Leman Russ has been extensively converted. The battle damage is very authentic as Kevan used photographic reference of wrecked tanks from World War II to get the right look.



Jonas Wideen

2nd place Warhammer
40,000 Vehicle
Death Company Space Marine
Dreadnought - Nathbanor

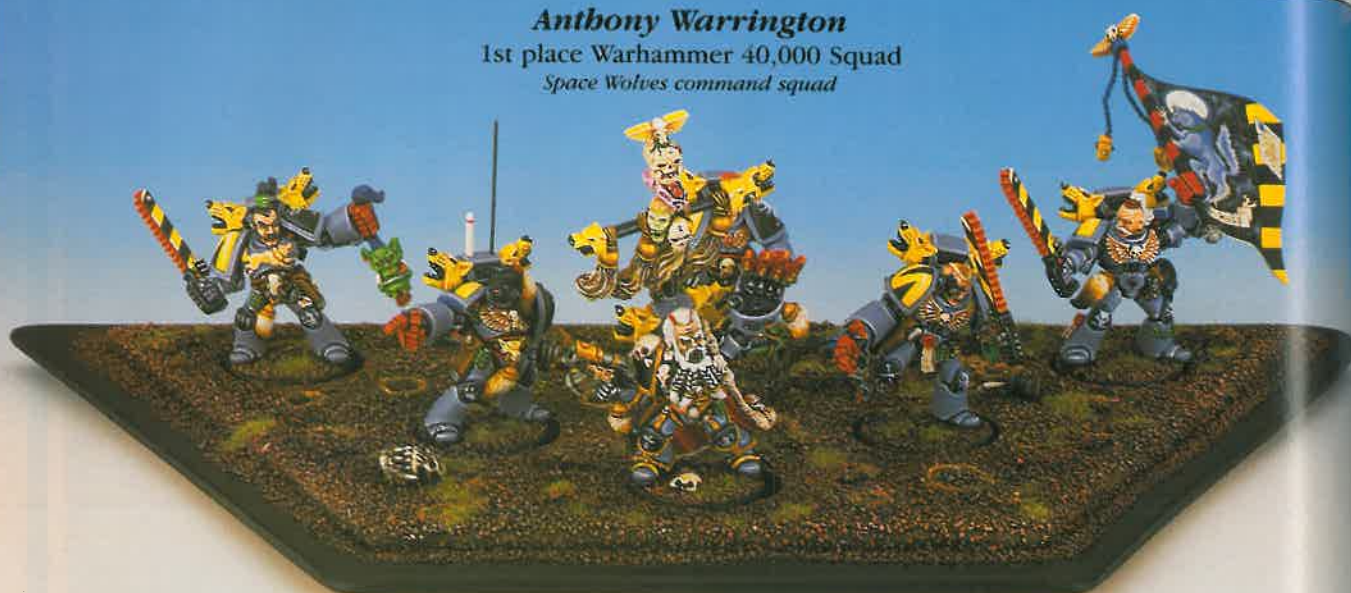


Lee Rawcliffe

3rd place Warhammer 40,000 Vehicle
Falcon Grav-Tank.
Lee's conversion is made from 2 Vyper Jetbikes,
parts from a Leman Russ and plasticard



Anthony Warrington
1st place Warhammer 40,000 Squad
Space Wolves command squad



We've photographed Anthony's Space Wolves away from the exquisite base he has made for them. Just take a look at the detail on each miniature – stunning! Anthony decided he wanted the leader to be Bjorn the Fell handed before he was encased in his ancient Dreadnought armour.



Mark Boardley

2nd place Warhammer 40,000 Squad
Shadow Falcon Terminator squad

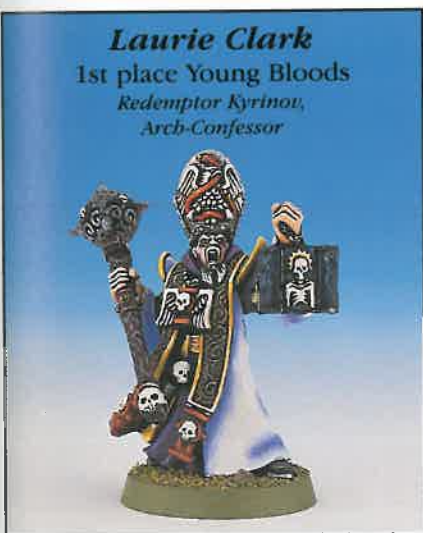
The Shadow Falcons are a Space Marine Chapter of Mark's own devising



YOUNG BLOODS COMPETITION 1997

Laurie Clark

1st place Young Bloods
Redemptor Kyrinov,
Arch-Confessor

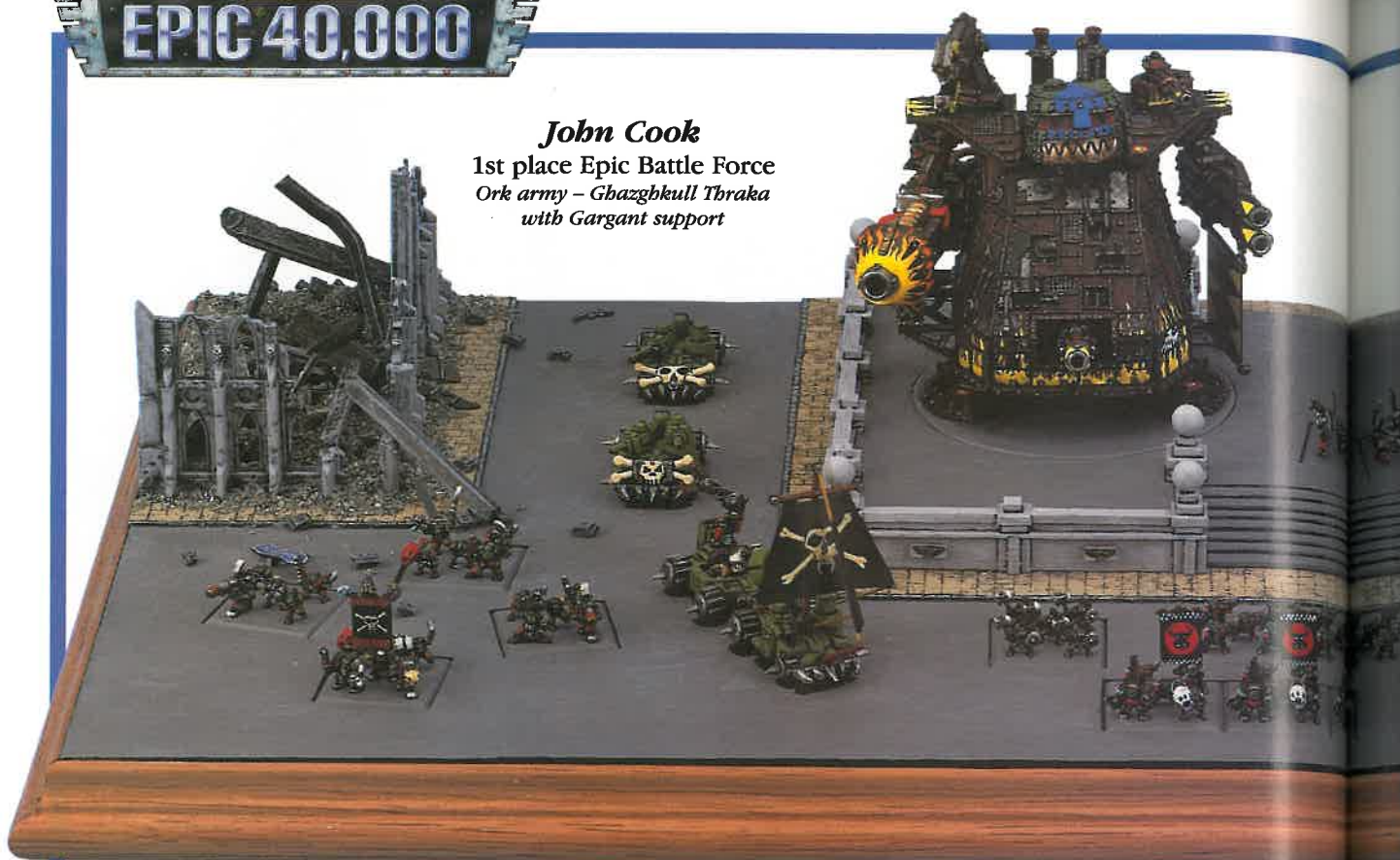


The popular Young Bloods competition is separate to the rest of Golden Demon and allows the under 14s to show what they can do. Over the last few years entries to the Young Bloods have been restricted to plastic miniatures only, but this year we decided to allow metal miniatures as well. Laurie's is just such an entry, I'm sure we'll be seeing more from him in future Golden Demon competitions.



John Cook

1st place Epic Battle Force
Ork army – Ghazghkull Thraka
with Gargant support



Colin Souness

2nd place Epic Battle Force
Dark Angels Space Marine detachment
'Laurel Platoon'



Colin's Land Speeders and bikes are all scratch built.

Hans Peter Earwaker

3rd place Epic Battle Force
'Heartbreakers' Space Marine detachment



Neil R Thomason

1st place Epic 40,000 Titan
Phantom Titan –
'Autumn of our Days'





Jonas Wideen
2nd place Epic 40,000 Titan
Warlock Titan



Karsten Radzinski
3rd place Epic 40,000 Titan
Warlock Titan



NECROMUNDA

Mark Harrison

1st place Necromunda Gang
Van Saar gang



Michael Jacobsen

2nd place Necromunda Gang
Escher gang 'The Mean Babes'



Ned Gladdis

3rd place Necromunda Gang
Cawdor gang

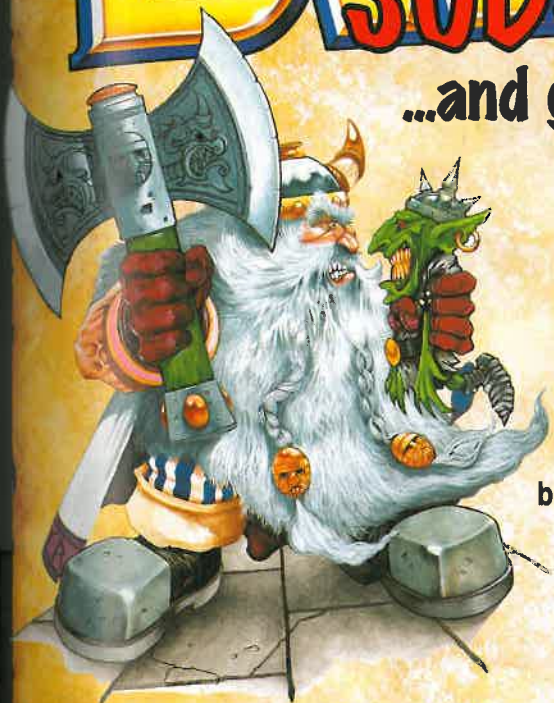


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MASSACRE AT BIG TOOF RIVER



By Andy Sharman

One of the star attractions of Games Day '97 was the colossal 'Massacre at Big Toof River' display. This massive undertaking depicts the annihilation of a huge Imperial Guard army by the vast horde of Warlord Bullgarg and his Bloody Hand Orks. Thousands of hours of work went into this display, which had Games Workshop staff from across the world contributing to make this one of the most stunning dioramas ever. Andy Sharman tells us all about it...

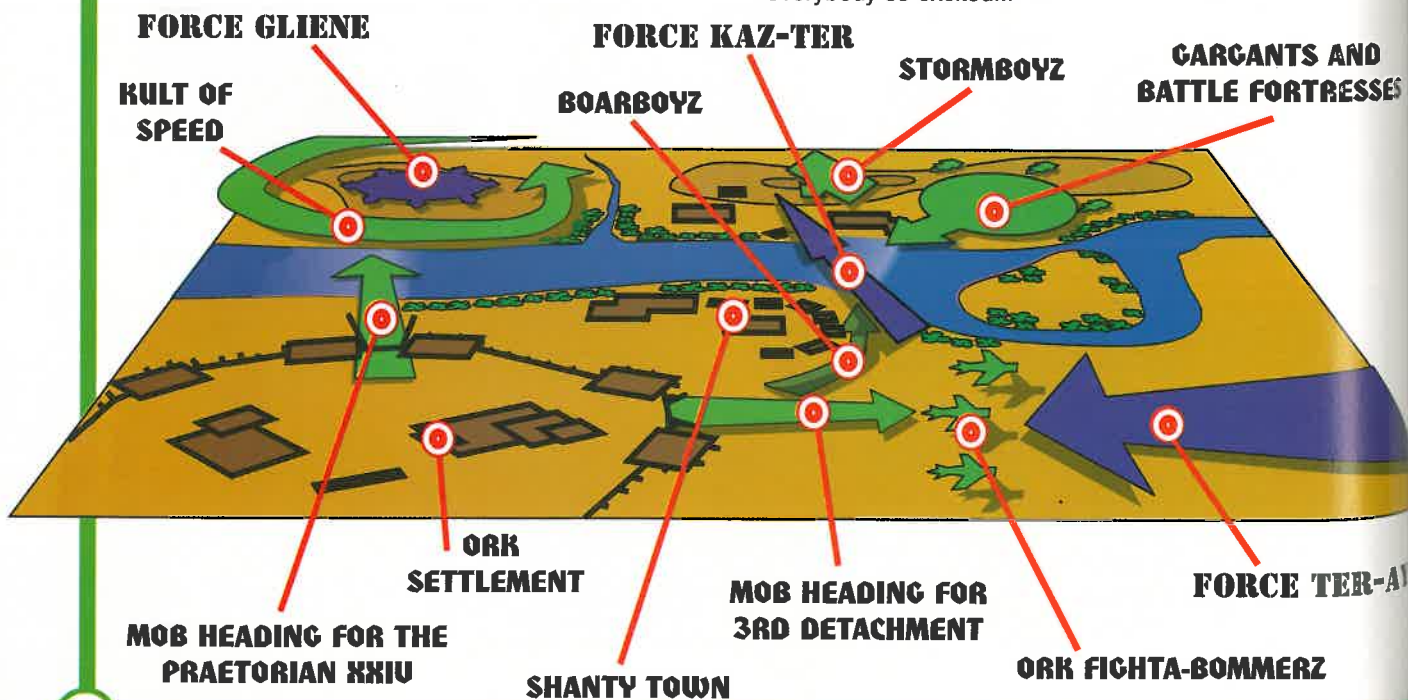
As I dug into the murky depths of Games Workshop's Imperial archives, I uncovered the long lost history of how this massive display came about. I headed straight for the top and spoke with the man who first had the vision, Sales Director John Stallard. "Because Gorkamorka had just been released, we were all on one huge Waaaaagh! Games Day was coming up fast and ideas for new, bigger, better Mega-displays began to surface."

He wanted to show that Gorkamorka is not the only place in the Warhammer 40,000 universe infested by Orks so he thought of doing a display with Orks (lots and lots of Orks) versus the hated 'Oomans of the Imperial Guard. With this basic idea in his head, John went off to talk with Fabricator General Paul Robins and Factory Manager Lloyd Morgan. Between the three of them, they decided that a display of this size and magnitude should always depict a event with an epic under-lying story – and the

Massacre at Big Toof River is no exception.

The first concepts started with the Imperial force trying to stop the Orks from building a Gargant. Then the idea of a large encampment came up (so the huge fortress was born and created with the help of Paul Cross, Colin Grayson, John Manders, Danny Waples, Mick Wheatley, Darall Ballam, Daren Parr and Anthony Epworth, all who work for Games Workshop making master moulds), and maybe a last stand, with hordes of Orks encircling a company of guardsmen (the Praetorian XXIV's last stand against the Kult of speed). At the same time, lurking in the back of everybody's minds, were images of the Little Big Horn and Rourke's Drift ("Orks sir, thousands of 'em"). Many parts of Massacre at Big Toof River were moulded around these evocative ideas.

Well, enough background – let's have a look at what got everybody so excited...



THE ORK FORTRESS



ABOVE: Gary Pearson (GW Head office) made the assault course and brilliant crashed Thunderhawk gunship which litters the front of the Ork fortress. Look out for Gary's craters, which he burnt out with a blow torch all over the battle field.

LEFT: En masse, the huge Ork mob pushes it way through the massive, iron gates (Well, Necromunda plastic bulk heads and card, as I was told by Colin Grayson in the mould room) on its way to smash the Imperial Guard.



The guys (Paul, Daren, Colin, John, Danny, Mick, Darall and Anthony) from the Games Workshop factory's master mould room really out did themselves this year, constructing this massive Ork fortress out of wood, card, and anything else they could get their hands on. It took over 200 man-hours to build, from the card mock-up to the final wood cut version, with no problems at all (how very un-Orky).

The thousands of Ork Boyz came from all over the country, tirelessly painted up by Games Workshop's retail staff.



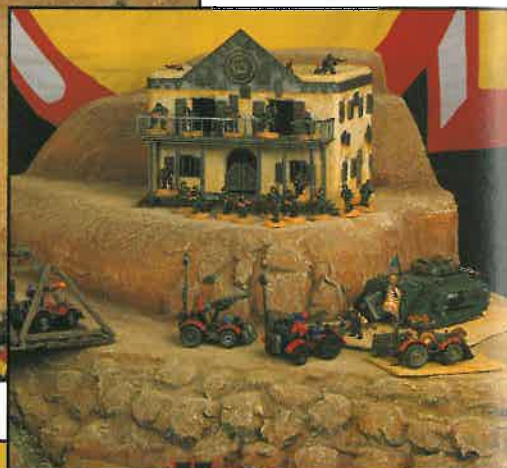
THE PRAETORIANS LAST STAND



The Praetorian Imperial Guard and hundreds of Ork war buggies painted by our retail staff really caught everybody's eye. The pictures here shows the vast Ork horde crossing the river and the Kult of Speed closing in for the kill, as the guardsmen prepare to sell their lives dearly.

A small part of Force Gliene (Cadian Shock Troops and Ratling Snipers) hold up in one of the Daren Parr scratch-built buildings, as the Kult of Speed destroy their Chimera in a hail of melta fire.

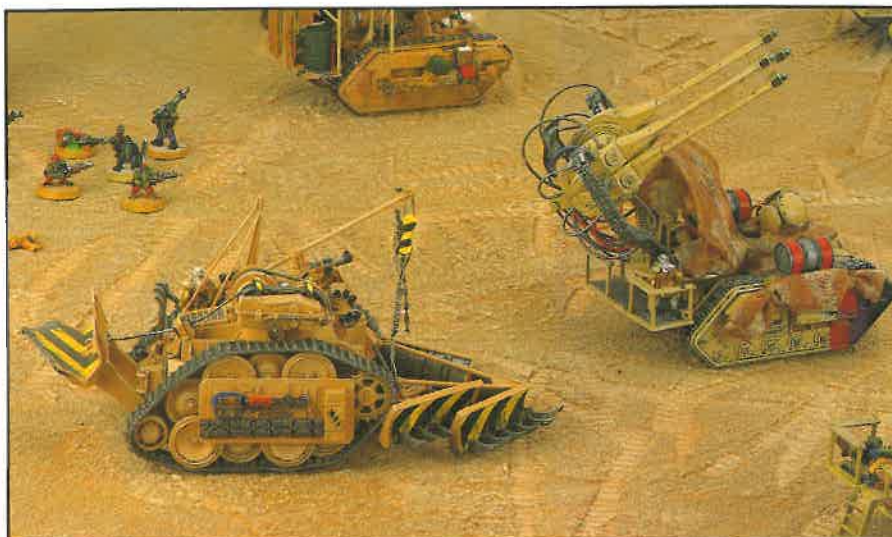
The Praetorian XXIV Imperial Guard regiment was one of the hot topics at Games Day '97. So many of you asked where and how you could get your hands on them, we decide to release them as a special limited boxed set. Citadel designers Michael and Alan Perry re-modelled the Mordian Iron Guard turning them into the Praetorian XXIV specially for Big Toof River. These models generated so much excitement, we've since had to release them as a limited edition boxed set



3RD REGIMENT ANNIHILATED

Fred Reed (GW stores) helped the Imperial force along, by providing anti-aircraft fire with two of his marvellous, scratch-built Hydra flak tanks, and ground support with a recovery vehicle and bridge layer support vehicle.

Richard Steadman (from our Poole store) and Gosep Virgós (from the Games Workshop Spanish Studio) felt that the Orks needed some air power, so they made four very cool Ork Fighta Bommerz (see below.)



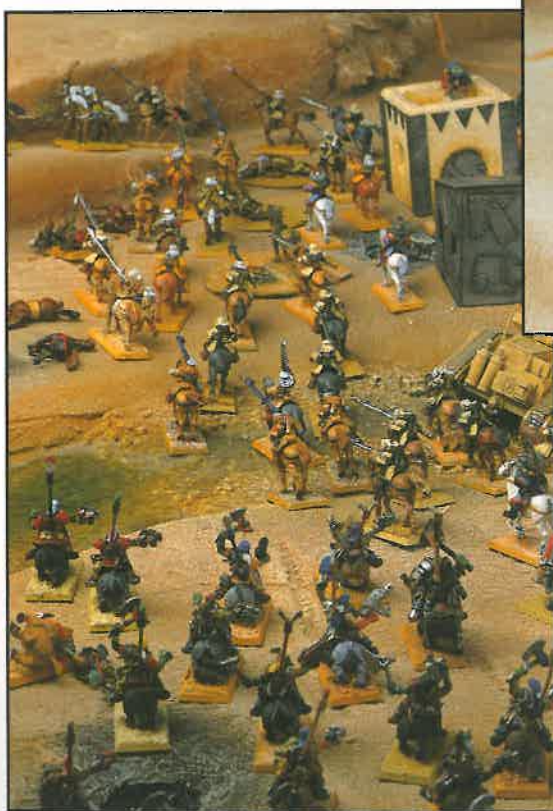
Below, leading the vast 3rd Tank Detachment was this mammoth, hand-made Baneblade super-heavy tank. Noel Dyer from Games Workshop Canada spent 6 weeks bringing this incredible tank to life, which was one of the centre points of the Imperial Guard army.



THE SQUIG REVOLUTION



The Rough Riders of Force Kaz-ter flee past the Ork shanty town, (the town was designed and made by Daren Parr, GW mould-maker) closely followed by the Boarboyz. The Squigs break loose and add more confusion to an already chaotic situation in the town, as the Gargant thunders even closer. The shanty town and mine building were all made by Richard Steadman.



(ABOVE) The Squiggoth was made by Matt Weaver (GW Oz Mail Order Manager) and Dave Taylor (GW Oz Studio guy). Matt Weaver worked on the Squiggoth itself, basing it on a large plastic rhinoceros model. He cut off the offending horns and completely resculpted the head using loads of Milliput. Once this was finished Matt completely covered the body in small, overlapping scales of plasticard (giving the Squiggoth scale mail armour). Dave worked on the howdah, adding lots of big plasticard plates to the balsa wood frame and constructing bolts and rivets from more plasticard and bits. Next the big gunz were added. These were supposed to look quite ramshackle and this was quite successful (ie. they didn't take much time over them). Finally, when it was painted, Matt and Dave decided that these Bloody Hand Squiggoth Boyz wouldn't be that neat and would also paint using their hands, so there is the occasional hand print here and there about the Squiggoth. Bold zig-zagging was used to edge the howdah and give it a nasty, sharp, and evil look.

NO SURRENDER!

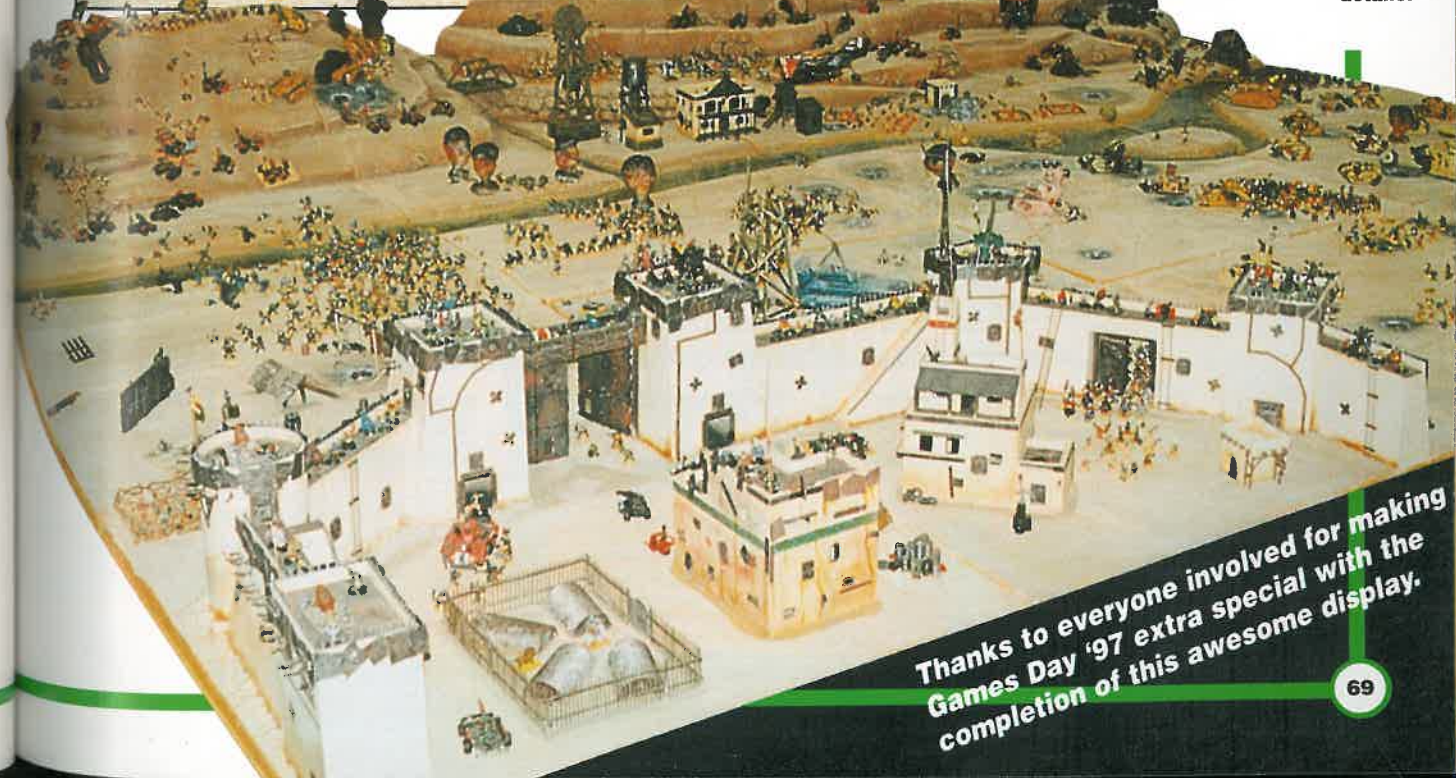


With indomitable vigour, Commissar Bone (in his personal Leman Russ battle tank) leads the remains of the 3rd Tank Regiment in a suicidal charge into the Ork battle line. This excellent model was sent by Chris Bone all the way from France.

A huge mob of Stormboyz blasts off over the hills and river, straight into the fleeing Tallarn Rough Riders. This regiment of Stormboyz was modelled and painted for Games Day '97 by Gerrit Janssen, Igor Schiminsky, Christian Lonsing, Jens Geffert, Maik Khnopf, Knut Bochnert, Lars Kettler, Marcus Rauchfub, Heiko Biege, Thomas Brininghans, Stefan Pfuhler, Peter Gegenheimer and all the rest from the German GW Mail Order and Studio departments.



This huge display can only really be fully appreciated close up. So why not come down to the museum in our new Lenton head office to see all the mega-displays. On show are THE MASSACRE AT BIG TOOF RIVER, PLAINS OF ANTOCH and the entire ULTRAMARINES SPACE MARINE CHAPTER. Phone (0115) 9168410 for details.



Thanks to everyone involved for making Games Day '97 extra special with the completion of this awesome display.

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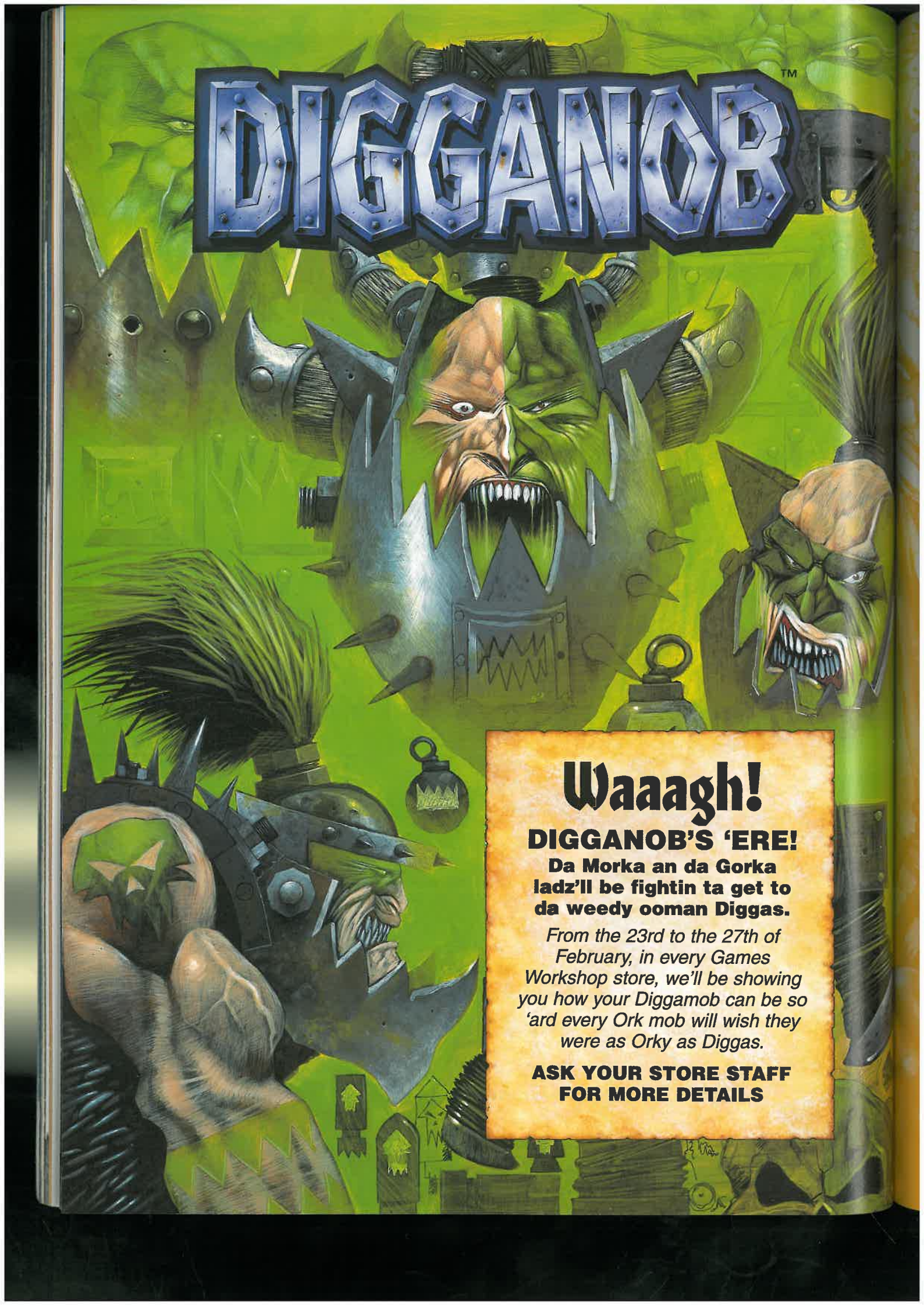
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In that dread desert, beneath the moons' pale gaze, the dead men walk. They haunt the dunes in that breathless, windless night. They brandish their weapons in mocking challenge to all life, and, sometimes, in ghastly dry voices, like the rustling of sere leaves, they whisper the one word they remember from life, the name of their ancient, dark master. They whisper the name *Nagash*.

By Abdul ben Rachid, translated from Arabic by Heinrich Kemmler

Army of 7



Bo tots up the points (he's the only one that can count!)

This massive Undead army was painted by the irrepressible Bo Tolstrup and some of his colleagues from the GW sales team in just 14 days. That's right a 12,000 point Warhammer army in just 14 days! Bo along with Jonas Faering, Martin Jensen, Lars Ragnvaldjord, Lars Laurent, Oskar Andersson, Erik Molier and Mans Henningson looked like they were in need of therapy throughout the process as they painted long into the night and

gradually took on the appearance of the very Undead they were painting! This remarkable effort represents part of the great Undead army that invaded Araby in -1152 (Imperial Calander). The first Undead assault on the realm of the Priest Kings was defeated, but after Nagash unleashed a plague upon the land, the folk of Araby died in droves and nothing could stop a renewed invasion by the armies of undeath (check out Warhammer Armies Undead for more details).

The chaps mainly painted during night hours and the colour scheme is mainly black & white. Note the banners – the black and white are stripes are simple but striking.



Bo & Erik pick the army from Mail Order (No Erik, you should have gone before you started!)



Now that's a lot of miniatures!

of Darkness



Keep going, keep going...!



The Army of Darkness will be ravaging its way across Northern Europe as part of the 'Fanatics' tour this year. If you get chance take a look at it, it's awesome

Well done guys!



The lads burn the midnight oil, modelling and painting into the small hours



Beardmeister Faering inspects the army



*The necrotic horde (and the Undead army!)
Say Cheese boys!*

THE COMING OF THE GREAT DEVOURER

by Warwick Kinrade



Epic 40,000's potential as a game involving huge columns of tanks, massed infantry, flier squadrons and titanic war machines allows players not just to refight battles but whole wars.

Warwick (inspired by the background material in Codex Tyranids) has put together an example of what is possible with a bit of imagination. What follows are three scenarios that chronicle the devastating advance of Tyranid Hive Fleet Kraken. Obviously a lot more went on in the war to halt it's advance but you can add more scenarios yourselves can't you?

Lord Commander Ralshap was looking at his worst nightmare. The holo pit was filled with a sector map of the Eastern Fringe. Threads and dots of light marked out the sub-sectors, icons wavered in the positions of worlds of primary, secondary and tertiary magnitude. The Imperium controlled systems were scattered across the void like jewels on sumptuous black velvet. This much was familiar, this he had seen almost unchanged every day of his sixty years service.

Now the harsh red tendrils of alien incursion showed everywhere. They snaked inwards from the edge of known space, here bypassing worlds, there coiling about them in a strangling grip. In truth most of the reports were weeks or months out of date. As the alien hive fleets closed in on a system, all communication ceased, the surging energies of the Immaterium whipped into impenetrable storms which blocked Astropathic contact and placed nearby ships in grave danger. And there were so many ships; luggers, barques, warships, galleons, liners, merchants of all kinds, all carrying refugees fleeing the alien fleets in their tens of thousands.

It was difficult to conceive of fighting on such a scale; whole worlds battling for survival, entire populations teetering on the brink of extinction, not just at a few critical points but across whole sectors. At the furthest edge of known space were the blank white icons of systems believed entirely lost. If the Inquisitor was right, these had been stripped down to their bedrock by the insatiable hunger of the alien swarms. Reports indicated that the aliens were attacking everything in their path, even other aliens. The Eldar Craftworld in subsector US11304/231.091 was alleged to be under attack and its survival had been deemed unlikely.

Already the Imperial war machine was in motion. Imperial Guard regiments were being gathered and armed, Space Marine Chapters were already committing themselves to the fighting. Every world in the path of Hivefleet Kraken was turning itself into a fortress. The ripples of alarm should have reached even Ancient Terra by now and in perhaps a year the response of the High Lords would arrive. For now the battle would have to be fought with every gun, ship, blade and rock at hand.



DEFENCE OF THE IYANDEN CRAFTWORLD

The Avatar had risen. The Seers predicted only doom and despair. Iyanden craftworld stood at the crossroads between existence and extinction. In the shrines of the Exarchs ancient weapons were readied, the Wraithbone sang of death. War had come to Iyanden and defeat would mean destruction.

Hive Fleet Kraken had descended upon the Iyanden Craftworld. Despite the brave efforts of her Wraithship fleets the Tyranid fleet had reached the Craftworld and the Eldar fought for their very survival. Mycetic spores began smashing through the delicate domes, disgorging hordes of monsters into the Craftworld. Amongst the tall and slender wraithbone towers and across their beautiful garden halls the Eldar sought out every Tyranid creature. Tyranid swarms rampaged through the Craftworld, killing everything they found. In the great wilderness dome a fierce battle raged, Vypers soared high into the sky above advancing Titans. The screams of Tyranid creatures echoed before the advance of the warhost.

Before the Dome of Crystal Seers, Farseers and Warlocks stood sentry, driving back the Tyranids with their witchblades and singing spears. Powerful psychic blasts shook the wraithbone trees within as a Hive Tyrant tried to force entry into the Eldar's most sacred sanctum. Deafened by the Hive Mind's psychic scream the Warlocks were helpless, and only the arrival of the Avatar prevented disaster. It threw itself into the midst of the swarming bio-creatures. Slaying all before it with great swings of its sword, the Avatar plunged the Wailing Doom into the Hive Tyrant. Their link with the Hive Mind severed, the Tyranids soon broke before the Eldar's renewed psychic onslaught.

Battles raged through the corridors and domes for many weeks, for Iyanden Craftworld is an enormous construct. The wilderness dome alone would take days to traverse on foot, and the Eldar warhost scoured every inch in search of the Tyranids. Only when the Tyranids had been exterminated could the Eldar count the cost and mourn their dead. Iyanden had paid a terrible toll for her survival: many domes lay in ruins, her Wraithfleet was decimated, and in all, a full four-fifths of her population had been sacrificed to the Great Devourer. Iyanden had become a shadow of her former glory.

FORCES

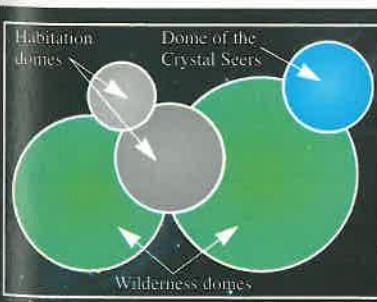
The forces that took part in the battle for Iyanden are listed below. Feel free to change the exact composition of the forces, or even pick your own. The historical forces given here are for a 1,500 point battle, but you should change this to suit your own collection of models.

The following special rules are used in this scenario: *Objectives, Army Morale, Fate Cards.*

SET UP

1. For this battle it is probably simplest if you use your entire table as part of the wilderness dome, and mark out one corner as the dome of Crystal Seers.

Alternatively, to make the interior of the Craftworld you could use sheets of white card cut into large circles for the domes. Overlay the circles to create interlocking domes. One of the circles should be the Dome of Crystal Seers, complete with wraithbone trees; another can be a large wilderness dome full of hills, rivers and forests; another can



Here is an example of a gaming board set up as part of the Iyanden craftworld, including the Dome of the Crystal Seers, two large wilderness domes and two smaller habitation domes.

be a habitation dome full of towers and buildings. You can make this layout as large as you like. A nice touch would be to cover your table in a black cloth before setting up the craftworld, to represent space outside the domes.

2. The Eldar player places his objectives.

3. The Eldar and Tyranid players take turns to set up a detachment. Roll a dice: the highest score goes first. Detachments may be placed anywhere within the Craftworld. No units may be placed with 30cm of an enemy unit that has already been set up.

OBJECTIVES

The Eldar player chooses 1 objective per 500 points of his force (historically this would be 3). These may be chosen from Cleanse, Rescue, Take & Hold or Capture. There are no restrictions on placing these objectives except they must be further than 30cm from each other, and no Eldar detachment may set up within 20cm of a Rescue, Capture or Take & Hold objective.

GAME LENGTH AND VICTORY CONDITIONS

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn then it is the player who has the most units in the dome of Crystal Seers that wins the game.

Eldar of Iyanden Craftworld

Supreme Commander

Avatar. Bodyguard of 4 Wraithguard units.

Supreme Commander

Farseer. Bodyguard of 4 Aspect warrior units, all include a Warlock and an Exarch.

Titan

1 Phantom Titan.

Warhost

Farseer. 5 Aspect Warrior units, 2 upgraded to heavy weapons. 4 Dreadnought units. 2 Wraithguard units.

Warhost

1 Jetbike command. 9 Jetbike units. 5 Vypers.

Warhost

1 Aspect Warrior unit, with Exarch and Warlock.

1 Falcon. 6 Guardian units. 3 Wave Serpents.

Harlequins

Great Harlequin. 4 Harlequin units, 2 include Death Jesters.



Hive Fleet Kraken

Tyranid Swarm

1 Hive Tyrant. 5 Tyranid Warrior units.

3 Assault Spawn. 2 Exocrines.

Tyranid Swarm

1 Hive Tyrant. 6 Tyranid Warrior units.

5 Termagant units. 2 Lictors. 2 Carnifexes. Zoanthrope.

Tyranid Swarm

2 Hive Tyrants. 4 Tyranid Warrior units.

4 Hormagaunt units. 2 Genestealer units. Carnifex.

Mycetic Swarm

6 Tyranid Warrior units. 5 Termagant units.

5 Hormagaunt units. 2 Lictors.

2 Genestealer units.

Bio-Titan

Hierophant.



THE GIANT'S COFFIN, MIRAL PRIME (DURING THE TYRANNIC WARS)

The Legio Astartes, Scythes of the Emperor, had been utterly overwhelmed by Hive Fleet Kraken. Their homeworld of Sotha lay directly in the Hive fleet's path and after many savage battles had been lost, stripped bare by the unending Tyranid swarms.

Most of the Chapter's battle brothers were lost defending their fortress monastery on Sotha, but not all. Chapter Master Thorcyra led a successful break-out, and fell back to the Miral system.

But there was no escape from the tendrils of the Kraken and before long the Tyranids had also reached Miral. Mycetic spores darkened the skies above the tropical jungles of Miral Prime.

The Chapter's remaining battle brothers, along with local Imperial Guard regiments, became trapped on the deathworld of Miral Prime. At a huge mesa of rock rising out of the jungle, known locally as the Giant's Coffin, the remaining Imperial forces prepared to make their last stand. The Giant's Coffin was a formidable natural fortress; steep sides slowed down the attackers, and clefts in the rock provided good firing positions for the defenders' heavy weapons teams. They would sell their lives dearly.

The jungle below came alive with monsters. Surrounded and besieged, the defenders fought daily against the raging hordes of bio-killers. From their vantage points they poured fire into the Tyranid swarms. Wave after wave came on, but always the tide was turned, and with each new day the Tyranids attacked again. Thorcyra knew there could be no retreat and there would be no reinforcements. His men were on their own. The Chapter Master did not expect a rescue, only a hero's death for each of his brothers, in the name of the Emperor.

To this date Imperial forces have been unable to reach the Miral system, and there has been no communication with the Scythes of the Emperor since the destruction of Sotha. The fate of those trapped at the Giant's Coffin remains unknown to the Administratum.

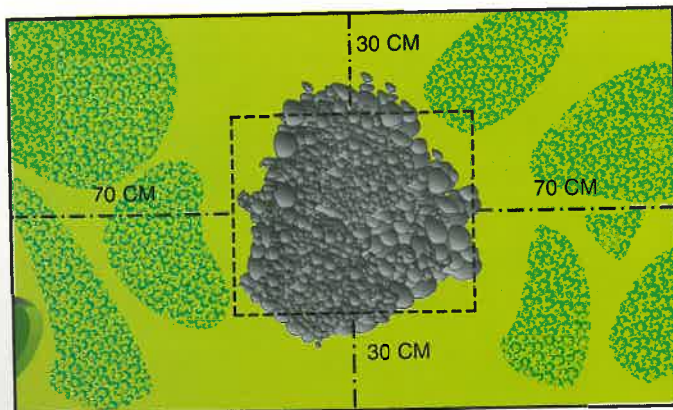
FORCES

The forces which fought the last stand are listed below. This battle represents one Tyranid attack against the defenders' position. There were many such attacks, so feel free to change the exact composition of the forces to represent different attacks. Each player picks a force worth 1,500 points, neither player may use any war engines and the Imperial force may not use any flyers either.

The following special rules are used in this scenario: *Army morale*, *Objectives*, *Fate Cards*.

SET UP

1. To set up the terrain, place a good sized pile of rocks in the centre of the board. This is the mesa. The rocks should be approximately fist sized, piled on top of each other to create the jagged clefts and caves. Troops on the mesa count as in fortifications, and it is dangerous terrain to vehicles.



Imperial forces valiantly attempt to stave off yet another Tyranid assault on the Giant's Coffin

Alternatively you can make the mesa out of an up-turned washing up bowl or a pile of books, covered by a cloth. Another suggestion is to use a normal hill and treat it as fortified.

2. The rest of the board can be set up in any mutually agreeable manner. Miral is a jungle deathworld so you could roll up the terrain on the deathworld table. The more jungles you can place, the better. Remember that jungles are dangerous terrain on deathworlds.

3. The defender then places his objectives.

4. The defender sets up his all his forces in an area in the centre of the board, no closer than 70cm to either of the short board edges, and no closer than 30cm to the long board edges.

5. The attacking player's detachments move on from either of the short board edges. Place the detachment HQ unit on the board edge and all units from that detachment move on from that place.

OBJECTIVES

The defending player must place one objective per 500 points of his force (historically this would be 3). These objectives may either be Cleanse or Rescue. The defender may choose a maximum of 1 Rescue objective. The Tyranids do not use objectives. Any rescue objective must be placed at least 50cm from the defender's deployment zone.

GAME LENGTH AND VICTORY CONDITIONS

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn, or if both army morale totals fall below 0 at the same time, then the player with the highest army morale is the winner.

HISTORICAL FORCES

One of the Tyranids' daily attacks was fought between the forces listed on the next page.

Defenders of the Giant's Coffin: Scythes of the Emperor and Imperial Guard

Supreme Commander

Chapter Master Thorcyra in Rhino.

Space Marines

Space Marine Captain in Razorback. 6 Space Marine units in 3 Rhinos. 6 Space Marine Devastator units in 3 Rhinos. 4 Scout units. 2 Whirlwinds.

Space Marines

Space Marine Librarian in Rhino. 6 Space Marine assault units in 3 Rhinos. 3 Attack Bikes.

Space Marine Armour

Space Marine Captain in Land Raider. 2 Space Marine unit. 3 Predators. 2 Razorbacks.

Imperial Guard

2 Command units, 1 includes a Captain.
6 Imperial Guard units. 1 includes a Commissar. 3 Heavy Weapons units.
3 Ratling Sniper units. 1 Hellhound. 1 Leman Russ.

Imperial Guard Artillery

1 Basilisk HQ.
2 Basilisks.
2 Imperial Guard units.

Imperial Guard

2 Command units, 1 includes a Captain.
6 Imperial Guard units.
3 Heavy weapons units.
2 Hydras.



CONTINUING THE STAND

You might like to chart the end of the Scythes of the Emperor Chapter as a mini campaign. This is quite easily done. At the end of the game, roll to see what forces the defender gets back. (They weren't actually dead; some squad members managed to hide, others are just injured, ad-hoc squads are formed from survivors, vehicles are repaired by the tech marines, etc.) If the Imperial forces won then they recover each unit on a roll of 2+. On a 1 it was destroyed. If the defenders lost the game then they only recover units on a roll of 4+.

Then simply refight the scenario. Each battle the Tyranids may spend an extra 500 points on troops, which will start in reserve.

The first player to win 3 battles wins the campaign.

Alternatively you might like to throw in some Warhammer 40,000 games, as the defenders seek to repel smaller Tyranid probes against their defences, or perhaps Tyranids could have infiltrated into the caves in the mesa, and the Space Marines are hunting them down. Perhaps Thorcyra leads a counter attack – in the end it's up to you.



Chapter Master Thorcyra of the Scythes of the Emperor prepares to sell his life dearly against overwhelming odds on the Giant's Coffin.

Thorcyra climbed to the top of the bare rock mesa and surveyed the jungle below. Beside him the Chapter's tattered honour banner fluttered forlornly in the breeze. He had ordered it placed here, and had sworn to defend it to the last man. He felt sadness wash over him; the Chapter would be lost, its geneseed gone forever. Its glorious deeds would be remembered as legends, but first he must earn a place at the Emperor's side. There was glory in death and he was not afraid to die, his brothers had fought well – their Emperor would reward them soon.

From his vantage point Thorcyra could see for miles across the tree tops. The steaming viridian jungles stretched to the horizon in every direction. Within that jungle lurked the enemy. As he watched he saw the sky streaked with fire, another Tyranid spore flashed above him and plunged into the jungle canopy, the crashing sound of ripping branches echoed to him moments later. He memorised its position. That was the ninth spore today – the enemy must be preparing for a new assault.

He turned his attention to the defenders. From here he could see the long barrels of Basilisks protruding from their hiding places on the side of the mesa. Still further down the slope was a ring of make-shift firing pits, with heavy bolters ensconced behind boulders, sandbags and ammunition crates full of rocks. When the attack came they would rain down fire on the foul enemy, driving them back into the jungles. But with each attack he lost more men, more equipment and they expended more ammunition. Inevitably the time would come when the last shell was fired and the last grenade thrown, and then his wait would be over.

Hive Fleet Kraken.

Tyranid Swarm

2 Hive Tyrants and 3 Tyranid Warrior units. 7 Termagant units.
5 Hormagaunt units. 4 Genestealer units. 2 Carnifex. 3 Lictors.

Tyranid Swarm

1 Hive Tyrant and 6 Tyranid Warrior units. 5 Hormagaunt units.
5 Termagant units. 2 Carnifex. 1 Zoanthrope. 4 Assault spawn. 3 Exocrine.

Tyranid Swarm

5 Tyranid Warrior units. 3 Biovores. 3 Termagant units. 3 Dactylis.

Tyranid Mycetic Swarm

1 Hive Tyrant. 4 Warriors.
4 Genestealer units.
1 Zoanthrope.
1 Carnifex.
1 Lictor.
2 Termagant units.

Tyranid Flight Swarm

1 Harridan.
5 Gargoyle units.



ASSAULT ON IKKYO

(DURING THE TYRANNIC WARS)

Ikkyo is a small, sub-tropical, forested world with a population of human colonists. It lies at the very limits of Ultramar, close to the projected route of the Iyanden craftworld. The people of Ikkyo pay tribute to their rulers on distant Macragge with good cause, for their world also lies in the path of Hive Fleet Kraken.

The defence forces, guided by a small detachment from the Ultramarines 4th company, had made ready for the expected attack as best they could. Widespread panic amongst the population had resulted in much looting and arson, so the city of Ikkyo was already covered in a veil of smoke, and many buildings had been burnt to the ground.

One wild night, as a tropical storm lashed the tall trees, the planet's nightmare began. The sky was streaked red as mycetic spores began to descend through the atmosphere. Soon the steaming forests were haunted by the screams of monstrous creatures.

As the monsoon rains poured down, the Tyranids launched their first attacks. Despite the threat, the defenders of Ikkyo worked through the night, clearing great swathes of forest with flame tanks to create killing fields for the Ultramarines Devastator squads. The engagements became more ferocious as the Ultramarines simply refused to give ground, and missiles and plasma blasts tore into the forest edges, keeping the rabid swarms at bay. Meanwhile the Hive Mind gathered its strength for one overwhelming attack. For the defenders there was no hope, they would sell their lives dearly and pray for a swift death.

Hope came, unlooked for, on the winds of the storm. As if from nowhere, jet bikes and grav tanks came speeding across the tree tops. Iyanden had come to the rescue of Ikkyo. Why? Few could



have guessed that the planet had been seeded by the Eldar's ancestors eons before, and now they had come to save their world.

Amidst the tropical storm's downpour the Eldar launched lightning strikes against the gathering Tyranid swarms. Jetbikes flashed through the dense forests as Aspect Warriors began to reinforce the Imperial positions. When the Tyranid assault finally came, it was met and driven back with equal savagery by the Ultramarines and Eldar. The makeshift barricades and fortifications around the city became piled high with the dead, but the Space Marines held firm. Ikkyo was safe for now.

FORCES

Both sides pick forces to an agreed points value. Historically this was 2000 points, but you should feel free to alter this to suit your collection of models.

The following special rules are used in this scenario: *Army Morale, Objectives, Fortifications, Fate Cards, Reserves*.



All looks lost as the Imperial Guard defenders look certain to be crushed by a massive Tyranid assault

SET UP

1. Set up the terrain in any mutually agreeable manner. The defender's side of the board should contain mostly man-made structures like buildings, factories and roads, whilst the attackers side of the board should contain mostly natural features such as woods and hills. This is just a guide though.
2. The defender places his objectives. He then deploys all his Imperial forces in his half of the table. He may also set up fortifications.
3. The attacker can deploy all his forces up to 10cm on from his board edge.
4. All the Eldar detachments start the game in reserve. They may enter the board from the Imperial table edge or up to halfway along the two side edges.

OBJECTIVES

The defending player must choose one objective per 500 points in his army. Historically this is 4. They must be either Cleanse, Capture or Take & Hold objectives. The Tyranids do not use objectives.

GAME LENGTH

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn, victory goes to the player with the highest army morale.

HISTORICAL FORCES

The actual forces that took part in the defence of Ikkyo are listed below.

Defenders of Ikkyo: Imperial Forces

Ultramarines Detachment

Space Marine Captain in Land Raider. 1 Terminator unit in Land Raider. 4 Space Marine units in 2 Rhinos. 4 Devastator units in 2 Rhinos. 1 Dreadnought. 2 Vindicators. 1 Predator.

Imperial Guard

2 Command units, 1 includes a Captain and Primaris Psyker. 8 Imperial Guard units. 2 Heavy units. 3 Hellhounds.

Imperial Guard Armour

1 Leman Russ HQ. 2 Leman Russ. 2 Demolisher.

Imperial Guard Super Heavy tanks

1 Baneblade HQ. 1 Baneblade.



Eldar of Iyanden Craftworld

Supreme Commander Farseer in Falcon.

Warhost

1 Jetbike unit with Warlock command. 4 Jetbike units. 5 Vypers.

Warhost

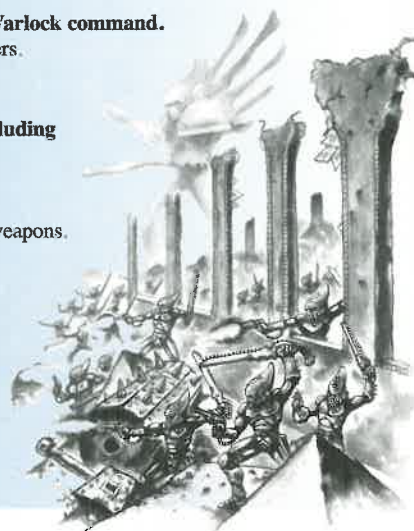
1 Jetbike unit with Warlock command. 4 Jetbike units. 5 Vypers.

Warhost

1 Aspect Warrior including an Exarch and Warlock. 4 Aspect Warriors, 2 upgraded to heavy weapons. 5 Falcons.

Warhost

2 Aspect Warriors upgraded with Exarchs and jump packs. 2 Aspect warriors upgraded to jump packs.



Hive Fleet Kraken

Supreme Commander 1 Dominatrix.

Tyranid Swarm

2 Hive Tyrants. 3 Tyranid Warrior units. 15 Termagant units. 4 Genestealer units. 5 Hormagaunt units. 3 Carnifexes.

Tyranid Swarm

3 Tyranid Warrior units. 6 Biovores. 3 Dactylis.

Mycetic Swarm

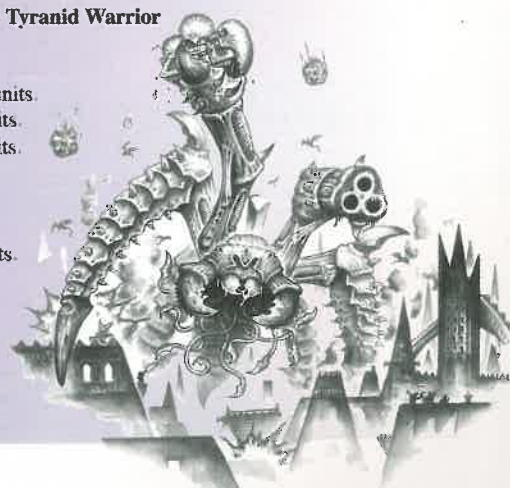
1 Hive Tyrant. 4 Tyranid Warrior units. 6 Lictors. 10 Hormagaunt units. 10 Termagant units. 2 Genestealer units.

Flight Swarm

1 Harridan. 5 Gargoyle units.

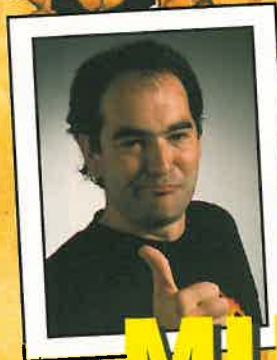
Bio-Titan

1 Hierodule.



the

by Jervis Johnson



Jfiles

MULTI-TABLE GAMES

Jervis bangs on about huge multi-table campaigns.

This subject is dear to his heart at the moment. So much so that he's even gone and organised a campaign weekend...

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It was Ian Pickstock's fault really.

There we were, dry-brushing some of the hundreds of building sections needed for the 40K tables at last year's Grand Tournament, when Ian said "You know, if these buildings were grey instead of sand-coloured, and you laid them out on a whole bunch of grey gaming tables, then it would look like a ruined city. We could call it Stalinvast or something, and play a huge game on all the tables..." The idea was such a good one that we chatted for a while about how the game would work, and decided that we really should try a big 'multi-table' game one day.

And that was as far as things got until we moved into our new Head Office building last November. Part

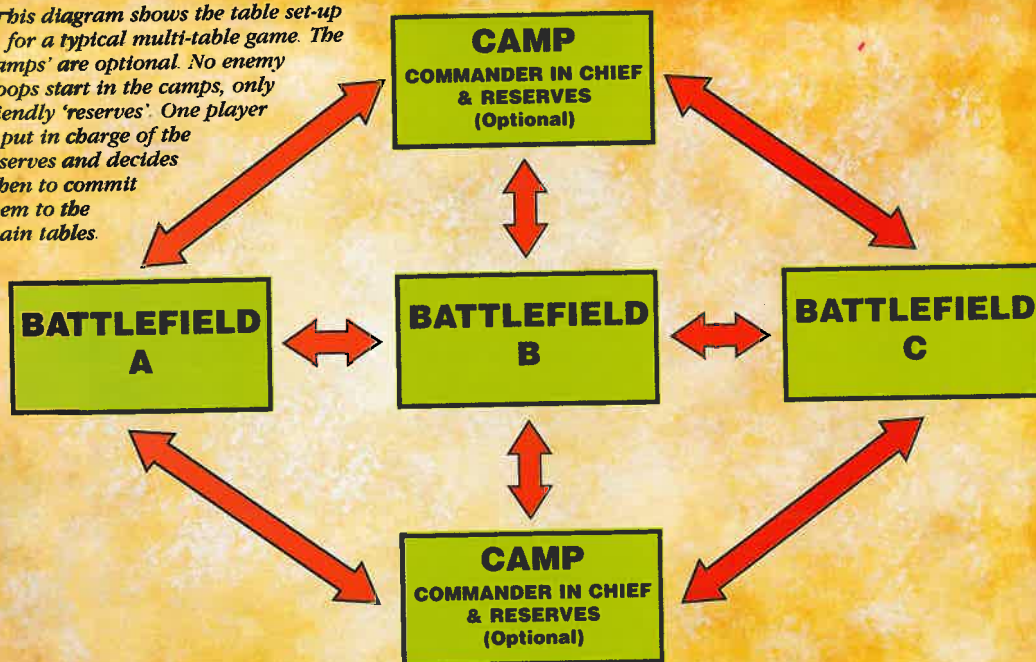
of the premises include a huge gaming hall, which is simply crying out for tournaments and special events to be played in it – one of which just had to be a multi-table game along the lines that Ian and I had discussed. I brushed off the ideas and started to work them up, and over the weekend of March 21-22 we'll be holding the first Campaign Weekend in the Head Office gaming hall. You'll find details of how you can take part in the game later on, but the fact of the matter is that anybody can play games like this, as long as they have space to set up several gaming tables. This makes them an ideal project for clubs or gaming groups, so I thought I'd use this J Files to explain how such games work.

HOW IT WORKS

Basically, instead of playing a game on a single table, you play several games on several tables all at the same time (this of course requires teams of players). Troops can move from table to table, so if you finish off one opponent you can send troops to help out an allied commander on an adjacent table. I'll use as an example a simple three table game, played between two teams of three players.

The tables are laid out in a row, so that troops on table A can move to table B, but not to table C, while troops on table B can move to either A or C, and so on. Battles are fought on each table using the normal game rules. Sometimes players try to make sure that the games on all the tables follow the proper sequence of play, so if you were playing 40K for example, nobody could do any shooting until all units on all three tables had finished their moves. While this is more 'realistic', I have to say that in my experience it simply slows the game down horribly, and it is better to allow players on each table to carry on at their own pace. If this means that some players get through more game turns than other players, then so be it. After all, the pages of history – and the

This diagram shows the table set-up for a typical multi-table game. The 'camps' are optional. No enemy troops start in the camps, only friendly 'reserves'. One player is put in charge of the reserves and decides when to commit them to the main tables.



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annals of the Warhammer and 40K worlds – are replete with tales of slothful commanders that took considerably longer to get tasks done than their more able fellow commanders or opponents.

MOVING BETWEEN TABLES

Of course, what makes multi-table games so interesting is not that you've got several games going on at the same time, but rather that troops can move from one table to another. There are actually two ways of doing this, one most suitable for multi-table games with only a few tables (up to half a dozen or so), and one more suitable for larger games. The first of these allows players to move units of troops from table to table, so I'll call it the Unit By Unit method, while the second method means that a player moves his whole army from table to table, so I'll call it – wait for it – the Army method.

UNIT BY UNIT METHOD

Under this system, units of troops can move from one table to another by simply moving off the appropriate table edge in their movement phase. They then appear on the next table along at the start of the next friendly movement phase on the new table. For example, using the table lay-out shown earlier, a unit could move off the right edge of table A to appear on the left edge of table B in the next turn. We normally say that troops can appear anywhere on the appropriate table edge that is at least 8" away from any enemy troops, and are allowed to move normally on the turn they appear. Units that can't get on the table because enemy troops are too close may arrive on a future turn. Some players prefer to rule that troops can't charge (and sometimes even can't shoot) on the turn they appear, but I prefer to let them get stuck in straight away, as I think it is more exciting and fun. Still, some players get really upset if they get no chance to react to the appearance of a new enemy, so use the method that suits you best.

A problem with the Unit By Unit method is who is 'in command' of the troops on each table. The most common way of dealing with this is for units sent off to fight on another table to come under the command of the allied player in charge on that table. The only exception is that if a player wipes out all the enemy troops on the table where he's playing, then he can

move 'with' his troops and take command of them on the new table. An alternative method is to appoint one player as Commander-in-Chief, and allow him to decide who commands which units at any given time.

ARMY METHOD

This system is more suited to very large games where 10 or more tables are being used, and where using the unit by unit method would be very unwieldy. It tends to give more of a large scale, 'strategic' feel to the game, as opposed to the 'tactical' feel of the Unit by Unit method. It has to be said that the army method takes much longer to use and is really only suited to games that last a whole day, or even a whole weekend.

As its name implies, with the Army method a player moves his whole army from table to table. In order to do this, the players on each table must fight a battle to its conclusion before they can move. We tend to use the standard victory conditions for the game being used, so for 40K we'd pick missions and play a normal 4 turn game. At the conclusion of the game the loser must retreat back to an adjacent table that is not occupied by any enemy troops and is not connected to the winner's table edge. If he can't do this then the army is wiped out and out of the game! After the loser has retreated, the winner can move to any adjacent table, chasing after the loser if he so desires.

If the winner moves to an empty table he can move on again at any time after a 15 minute wait (this 15 minute delay ensures that players can't 'zip round' unoccupied tables in an irritating fashion, and also gives the opposing side a chance to launch an attack before the player moves off again). If the winner meets an enemy force, a new battle is started, using the standard set-up rules and victory conditions, or whatever variation

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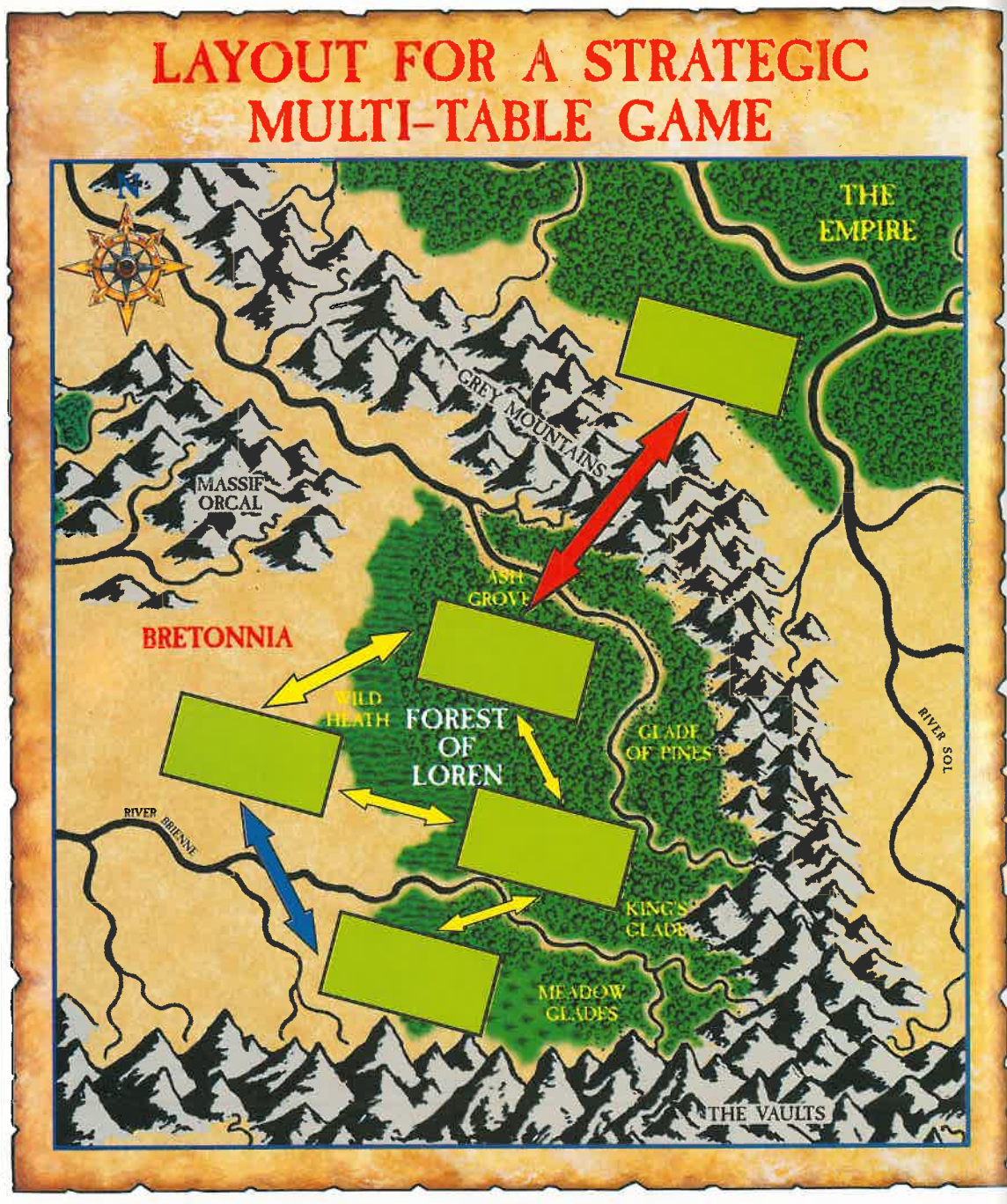


This photograph shows a multi-table battle being played in our factory as part of the Ichar IV campaign a couple of years ago.

CASUALTIES

One of the problems you'll find using the army method is that most armies are a very pale shadow of their former selves at the end of even their first battle – in other words you'll be left with armies that consist of a handful of models. To get round this I simply allow armies to return to full strength at the conclusion of a battle, with the exception that the winner can choose one regiment (not character) from the opposing army that is not allowed to fight in its next encounter. Players that prefer more complex systems can come up with all kinds of variations on this theme. But if you do this I highly recommend you allow the bulk of each force to be replaced after each battle, as otherwise you'll end up with some very sorry looking armies!

This map shows an example layout of the tables for a strategic multi-table game. As you can see we've based it on part of the Old World, but any map will do. Armies can move from table to table along the arrows marked on the map. Note that your game tables don't have to be set out in the same pattern as the map (i.e. they can be in a row), as long as you know which table represents which space on the map.



USING A MAP

Included with this article is part of a map lay-out for a multi-table Warhammer game, using the Army method of movement. Notice how we've gone for a strategic flavour on the map, and that the lines between some tables are colour coded to show that special rules will apply if a battle is fought. For example, a player moving over a mountain pass (along a red line) must roll a D6 for each war engine, and can't use it in the battle if he rolls a 1, because the war engine has fallen off a cliff while making the crossing. You can use ideas like this in Unit by Unit games too, of course, perhaps saying that two tables are

separated by a fast flowing river which is dangerous to cross, or a forest where units may get lost for a turn or two before they appear, and so on.

GIVE IT A TRY

Multi-table games offer all kinds of opportunities for interesting and varied games that are rather different to your run of the mill, face-to-face battle, and this article really only brushes the surface of what can be done. If

you are a member of a club then I really recommend you get some players and give a multi-table battle a try. If you don't have a local club, why not come along to the first big multi-table game that I'll be holding here in our gaming hall (but be quick - there are only a limited number of places).

Denis Duh

MIGHTY EMPIRES

A Warhammer Campaign Weekend

Mighty Empires is the very first Campaign Weekend we've ever held (well, as long as you don't count the staff 'dry-runs' used to test out the rules). The idea is simple – you turn up on Saturday 21st of March with a 2,000 point, fully painted, Warhammer army. Then we split you into teams, and you battle away all weekend to expand your starting empire!

Here's how it will work. Our huge purpose built gaming hall will be laid out with 80 gaming tables, arranged to represent all the important areas in the Old World. Armies will be able to move from table to table using the rules for 'army movement' described in the J Files article. Players will be able to fight battles, conduct sieges, make sea-borne invasions, and all kinds of other cool stuff too.

Pausing only for food, the occasional drink and a few hours sleep, this titanic clash will last the whole weekend. Then we'll see which team has done the best, hand out prizes and certificates, and take pictures to appear in White Dwarf!

So, if the thought of carving out a Mighty Empire sounds like your idea of a fun weekend, and you have a painted 2,000 point Warhammer army, then fill in the form below or phone our Mail Order department to book a ticket. We'll post you a copy of the full rules by return of post, and you can start making your battle plans immediately. But be quick – tickets for this unique occasion are going to sell out quicker than it takes a wild gnasher squig to gobble down a snotling...

MIGHTY EMPIRES CAMPAIGN WEEKEND APPLICATION FORM

If you are interested in attending this Games Workshop campaign weekend at our new site, then please fill out your details on this form and send it back as soon as possible.

We can arrange accommodation for you if you wish but you must let us know now. For accommodation details you will need to give the Mail Order Trolls a call on 0115 91 40000. There will be no facilities for camping on site, as this is strictly not allowed.

The cost for the event is £25 which includes entry into the tournament and lunch on Saturday and Sunday. Bugman's bar will be open on the Saturday, from which you will be able to order bar meals (prices range from £1.00 to £4.00). **You must be aged 15 or over to take part in this event.**

Tick where appropriate

I will make arrangements for my own accommodation ☐

I require breakfast on the Sunday morning (additional cost £2.50) ☐

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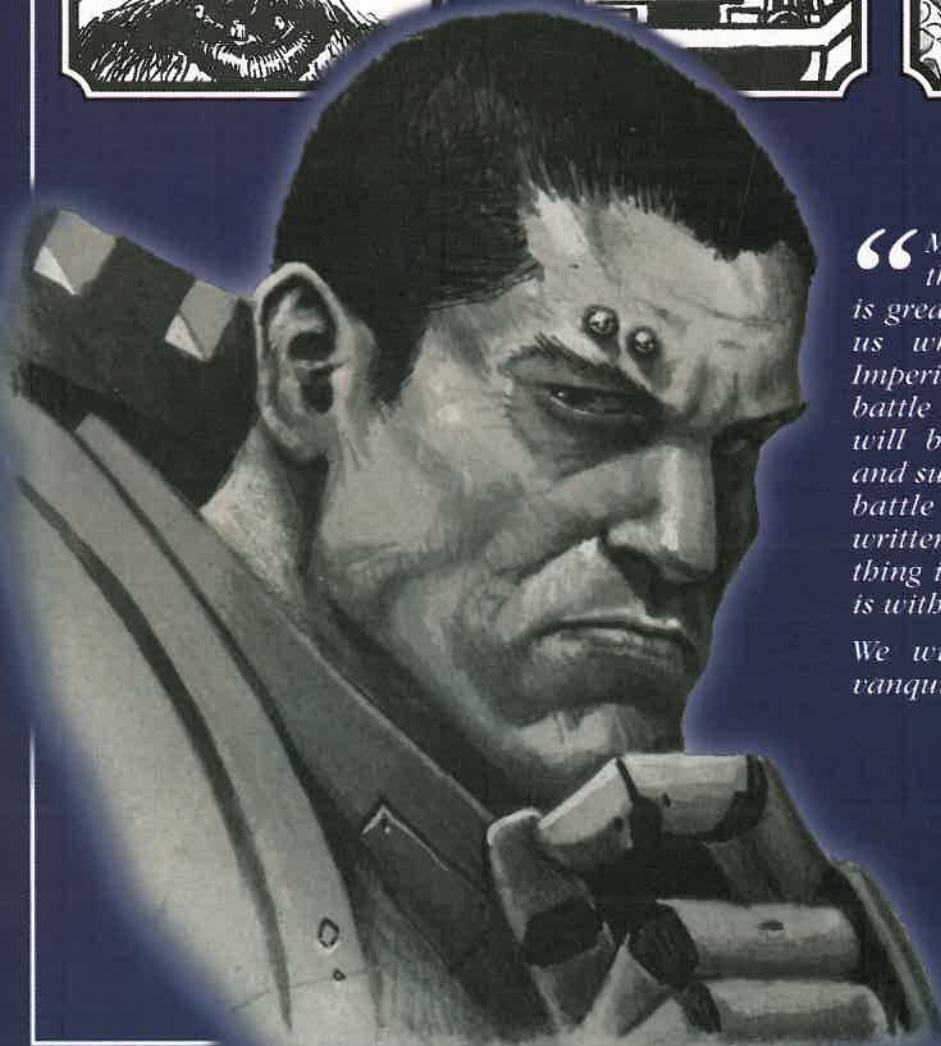
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“My vigilance is justified. The threat is great, yet our faith is greater still. The time is upon us when the heroes of the Imperium must stride forth to do battle with the ultimate enemy. I will be amongst that number, and such stories of glory, honour, battle and courage will be written of our mighty deeds. One thing is sure, whilst the Emperor is with us....

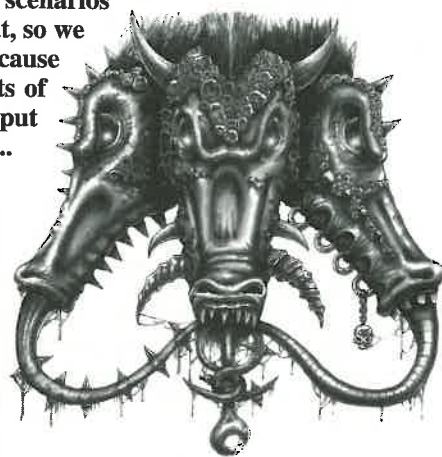
We will endure. We will vanquish. WE WILL WIN!”

HAVE WE GOT A SURPRISE FOR YOU NEXT MONTH!

TRIAL BY MAGIC

by Nick Davis, Andy Sharman and Andy Kettlewell

This Warhammer Battle Report is going to be a tad different. We generally use the *Pitched Battle* scenario for our battle reports but there are eight other great scenarios in the Battle Book to choose from. A change is as good as a rest and all that, so we decided to have a crack at Flank Attack because... because... well, because we could! The combatants, Daemons and High Elves, conjure up all sorts of fantastic images (*the Slaanesh images are best!* – Paul Sawyer) and so we put our fevered imaginations to work on a plot as cunning as a cunning thing...



The night before the battle, the High Elves of Chrace were visited by the Chaos Gods. Over their camp a storm of unholy power crashed across the sky. Blood fell like rain upon the High Elves, staining their proud uniforms. Thunder like mocking laughter rolled through the hills and a howling wind momentarily twisted and contorted the clouds into the shapes of snarling Daemons, before becoming mere clouds again. The High Elves watched, transfixed by the heavens, praying to their gods and heroes for courage and guardianship.

As if it knew that it had failed to touch the Elves, the raging storm lashed out with anger. Arcs of black lightning crashed indiscriminately into the camps of both armies. Where it hit the ground, it exploded with the sound of dying souls. With eyes still alert to the skies, the High Elves watched in horror as the spectres of two towering Chaos Daemons clashed and fought above them. While these apparitions battled in the air, black clouds formed twisted images of Chaos-tainted Ulthuan, mocking the Elves and their home.

These dark hours the High Elves endured. Towards dawn the storm calmed, as if the approaching light of the Sun cleansed the air. At daybreak the High Elves rose and gave their thanks to their gods. No warrior had been beaten by the storm, though the vile corruption carried by the rain of blood had already infected many.

FLANK ATTACK

The battle is set in Ulthuan during the reign of Phoenix King Finubar the Seafarer. It is one of the many battles against Chaos during the Great Chaos Incursion that ravaged the land of Ulthuan at that time. The war was won and lost at the Plain of Finuval where the desperate remnants of the armies of the High Elves gathered to make their last stand in the defence of their land. Armies from all over Ulthuan met at the plain to face the horrific forces of their great enemies, the Dark Elves and their Chaos allies. Just as the High Elves flocked to the plain, so did the Chaos and Dark Elf forces, and many smaller battles were fought as enemies met on their travels. One such encounter involved the High Elves from the kingdoms of Chrace and Saphery. As

they sped towards the Plain of Finuval their scouts reported a large Daemon warband rampaging towards the inner sea. Eager to cut down the numbers of Daemons that plagued their land, the two High Elf armies planned, using their scouts to relay communiqués, to attack the Daemons and wipe them out before they reached the Plain of Finuval and reinforced the already overwhelming Dark Elf and Chaos army. The forces of Chrace were chosen to meet and hold the Daemons as they were closer to the evil horde. The army of Saphery would arrive as quickly as possible to deliver a surprise attack on the Daemons by hitting them unexpectedly in the flank. If the army of Chrace could hold the Daemonic horde for long enough, the day could bring a valuable victory for the High Elves.

White Dwarf's own Elven general Andy Sharman was to take control of the High Elves and Nick Davis, the Daemons. In addition to this I wanted to impose some restrictions on Andy's High Elf army to give it even more character. The two halves of the Elven army are from specific kingdoms of Ulthuan so, for this battle, I decided to limit Andy to regiment types from only these two regions. An army from the kingdom of Chrace would start the game on the table, and the flanking force would contain regiments only from Saphery. This meant that although Andy could still choose his Archers, Spearmen and Silver Helms freely, he was limited in which special High Elf regiments he could take. The only special units from Chrace and Saphery are the Sword Masters of Hoeth and the White Lions of Chrace, which meant no Dragon Princes, Ellyrian Reavers, Shadow Warriors or Tiranoc Chariots! In addition to this, mainly to give each High Elf force a balanced feel, the two Bolt Throwers Andy had chosen could not be from the same kingdom, so one of them would not start on the table.

TERRAIN

To give the impression that Ulthuan was a ravaged land, half corrupted by Chaos, we decided to mix the brilliant new Chaos terrain with our High Elf spires. By mixing models of dead trees with living ones I hoped to give the impression that the presence of Chaos was slowly killing not only the High Elves, but their land as well.

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SURPRISE
AT MONTH!



DAEMON ATTACK



Nick Davis

When Paul Sawyer first loomed over me to ask if I would like to do battle report I was a little shocked (he's a big bloke, you know, and is a natural loomer!) but of course, after I had calmed down I could not resist the challenge. Especially when I was told it was against Andy Sharman – my long time arch-nemesis at Warhammer. Added to this was the bonus of using Daemons, an army I am considering collecting. This upcoming battle would be a test run for me to see just how good a Daemon army is and whether an army of Daemons would suit my playing style. The points were set at a whopping 3,000 points. I grabbed a copy of the Realm of Chaos book and set about planning my army of damnation.

When picking an army I usually find that if you come up with a battle plan first, you can build the army around it. In this case I am fighting the High Elf army who often prove to be the most difficult for Chaos to defeat – especially for Daemons. High Magic, combined with the solid disciplined troops and some extremely nasty elite units, can spell doom for any budding Daemon Warlord.

I need a cunning plan. I already know that we are playing the *Flank Attack* scenario which I have always found makes for an extremely exciting game. My army must be formed with hard-

hitting and fast-moving troops. Fortunately Daemons excel at both. At first I considered using Khorne daemons as they are the first (and last) word in shock attack troops, but then I plumped for Slaanesh, the natural enemy of the High Elves. Another reason for this choice is my own grim memories of my High Elf army being picked apart by a single unit of Daemonettes on Steeds of Slaanesh. With this in mind I sat down to consider my army selection.

Chaos armies are broken down into warbands, each one the loyal retinue of a Warlord. This gives a Chaos army loads of flexibility and, if you vary the warbands, a lot of colour as well. The first thing I need is a Warlord to act as the general of my glorious army of Daemons. At first I considered one of the Greater Daemons, each an awesome fighter in its own right, around whom I could form the army. But instead I choose a mighty Daemon Prince, as I felt that this would let me bring more individuality to the Daemon warband.

So my first Warlord is a Daemon Prince who I name Lerion the Denied. Now he's already an effective fighter, but I want to make sure anything he hits will stay down. The first Daemonic Reward I buy is a *Daemonblade* and as the model carries a huge axe this seems appropriate. He is also a Prince of Slaanesh so I must give him the Mark of Slaanesh, this gives him immunity to all psychology and break tests which helps enormously in battle. The bane of Daemon armies is the Daemon Animosity rule, so to counter this I reward my Prince with the *Lord of Chaos*. This will keep daemons of different powers from squabbling with each other.

"So you finally found them!"

G'garl Ul'rhan bristled with anger as the Daemon Prince Lerion addressed him like a lackey!

"The Elves we have been pursuing will turn and fight us on the morrow," the Daemon of Tzeentch replied with a growl. "They seek to prevent us from joining our Dark Elf allies on the plain beyond the Keep."

"Then we must prepare to thwart them," hissed Lerion the Denied

My Warlord is ready so now it's time to form a warband around him. His retinue must be the same value or more than the Warlord leading it.

My first choice are the formidable Daemonettes of Slaanesh mounted on Steeds of Slaanesh. These are some of the fastest daemons you can use in combat and will form the flank of my main strike force. There are 6 models available so I've grabbed all of them. The unit also gets a standard to help bolster it in hand-to-hand combat – if there are any enemies left to fight!

My main strike force is ready so now I need something to back it up and soak up the inevitable missile casualties. I choose another regiment of Daemonettes, this time on foot to help mop up any resistance (again I took all 10). I then gifted this regiment with the *Rapturous Standard* to give them some real backbone in hand-to-hand combat by ignoring all psychology (*but not break tests* – Paul Sawyer).



The combined forces of Tzeentch, led by G'garl Ul'rhan, and of Slaanesh, led by Lerion the Denied.

WARHAMMER ROSTER SHEET

SOUL THIEVES OF SLAANESH

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
LERION THE DENIED, DAEMON PRINCE	6	7	7	6	5	4	8	5	10	4+	<i>Mark of Slaanesh, Daemon Blade, Lord of Chaos, Cause terror</i>	365
SOUL HUNTERS 6 DAEMONETTES 6 STEEDS	4 12	6 3	5 0	4 4	3 5	1 1	6 6	3 1	10 10	3+	<i>Includes standard, Magic level 1, Cause fear</i>	395
SOUL DANCERS 10 DAEMONETTES	4	6	5	4	3	1	6	3	10	4+	<i>Includes standard - Rapturous Standard, Magic level 2, Cause fear</i>	435
SOUL FIENDS 6 FIENDS OF SLAANESH	6	3	0	3	3	1	3	3	8	4+	<i>Scorpion Tail, Soporific Musk, Cause fear</i>	180

THE HANDS OF TZEENTCH

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
G'GARL UL' RHAN, GREATER DAEMON OF TZEENTCH	8	9	10	7	7	7	10	6	10	4+	<i>Daemonic Robes, Magic level 4, Cause terror</i>	795
FLAMERS OF TZEENTCH 5 FLAMERS	9	3	5	5	4	2	4	2	10	4+	<i>Cause Fear, Move over obstacles</i>	250
TWISTERS OF TZEENTCH 11 PINK HORRORS 1 CHAMPION BLUE HORRORS	4 4 4	5 6 3	5 6 3	4 5 3	3 3 3	1 1 1	6 7 7	2 3 1	10 10 10	None None None	<i>Includes standard and musician, Blasted Standard, Drum of Change, Splits into 2 Blue Horrors, Magic level 3, Cause fear</i>	580

TOTAL **3,000**

This makes a small but powerful warband able to strike at the enemy and hit it very hard. To bolster my numbers and to give the Elves something else to shoot at, I go for a unit of my favourite daemon models – the Fiends of Slaanesh. These are just plain weird; big claws, scorpion tails and long lashing tongues. They are fast enough to support any of my units that get bogged down in combat, so I just have to have them.

It's important to take a step back from your Warband and take a look at it for any sign of weaknesses. I have the power I need to win in hand to hand as well as two wizards, one level 1 and one level 3 in the form of the Daemonettes on Steeds and the Daemonettes on foot. I think I need more magic to counter the threat of the High Elf mages. Luckily Chaos has the perfect answer to this in the form of the arch-sorcerer Tzeentch.

“It's worth taking Pink Horrors for the look on your opponent's face when the unit grows as it is destroyed instead of shrinking”

As I have mentioned before, the Chaos army is made up of individual warbands each led by a Warlord. I have already chosen my General and the core of my combat troops. My next warband is to be magic based. Not only is the Lord of Change a brilliant miniature, but it's also one of the most potent sorcerers in the Old World. I can rely on it to counter most enemy magic, and I can also use it to troubleshoot, countering any enemy threats that appear (it is a very formidable and mobile opponent). The Lord of Change model wears long flowing robes, so I reward it with *Daemonic Robes* which deduct 1 from the Strength of enemy attacks and should help to protect it. Fearing problems with Daemonic Animosity, it may be a good idea to make this Warlord a *Lord of Chaos* as well. However, I think it is inappropriate to have two *Lords of Chaos*, so I don't!

I now had my second Warlord who I name G'garl Ul'rahn. A quick check of the

Random Daemon name chart from the classic *Realms of Chaos* books (not to be confused with *Realm of Chaos*!) helped. This warband is aligned to a different god of Chaos so I must remember to keep all the Daemons well away from their Slaaneshi rivals, unless they are within 12" of my general. Otherwise my army will tear itself apart.

It is now time to pick the units that will join my new warband. The first one is the Flamers of Tzeentch. I really like the idea of them bounding across the battlefield setting the place alight. They are also powerful fighters so I'll use them on one flank to encircle the enemy.

The final element to add to this warband is the essential Tzeentch unit – Pink Horrors! What I really like about the Horrors is their ability to split into two Blue horrors when they are killed. It's worth it for the look on your opponent's face when the unit grows as it is destroyed instead of shrinking. This unit

has pride of place in the centre of my army to help soak up any missile fire. I blow my remaining points on this unit by giving it a Pink Horror champion, a musician with the *Drum of Change* and a standard bearer carrying the *Blasted Standard* (giving the unit a powerful ranged punch in case I need it). This brings my army up to 3,000 points and gives me a formidable fighting force.

MY CUNNING PLAN

As I said earlier it's always a good idea to have a plan before picking your

army (*No! Really?* – Paul Sawyer). This ensures you pick the troops that are right for the job and that suit your fighting style. I want a fast force, capable of taking the battle to the enemy before they pick my army apart with missile fire.

My cunning plan is to advance in an 'oblique line' with the Flamers of Tzeentch and G'garl Ul'rahn on my right far flank. The Daemonettes on Steeds will set up on the opposite flank while the Pink Horrors, Daemonettes on foot and the Fiends will advance up the centre. Lerion will advance just behind the main force, keeping animosity under control with his *Lord of Chaos* power and dealing with any threats that might drop behind my line. I will then crush the delaying force of High Elves as fast as possible so I'm ready to fight the flanking force – I do not want to be fighting on two fronts at the same time. The only minor problem is that I have no idea which side the flanking force will arrive on. I elect to set up almost in the dead centre of the table to give myself as much time as possible to react to the flanking force. If I do not crush the delaying force in time I can always turn any units not engaged in combat to face the threat of the flanking force. G'garl Ul'rahn or Lerion will help counter this threat.

One last word about Magic. I now have 4 wizards on the table, all of varying levels, leaving almost the entire Slaanesh and Tzeentch deck open to me to choose from. I am confident that if I gain the upper hand in the magic phase, I'll have more spells than I know what to do with! The spells I draw are *Incandescent Assassin*, *Blue Fire of Tzeentch*, *Pink Fire of Tzeentch* and *Boon of Tzeentch* for the Greater Daemon of Tzeentch. For the Pink Horrors the *Bolt of Change*, *Shield of Fire* and the *Gift of Chaos*. For the Daemonettes on Steeds, the *Lash of Slaanesh* and for the Daemonettes on foot, the *Cursed Caress*, *Cacophonous Choir* and the deadly *Chaos Spawn* spell. I can blast the enemy, panic them, mutate myself, protect myself and gather more power cards from the deck.

It's just a pity I didn't get any 'transport' spells.

Well not to worry, my plan is set and my Warbands are ready. It is time to crush the puny High Elves between my claws...

Bwah! Ha! Ha! Ha!





THE HIGH ELF TRAP



Andy Sharman

I'm using my own High Elf army in a campaign that the White Dwarf team are running at the moment, and I have been collecting and playing High Elves for longer than I can remember. So

when I was asked to play with Games Workshop's High Elf army against the Daemon army, I jumped at the chance to match the highly skilled Elven warriors against the army of my old adversary, Nick Davis.

We are fighting a Flank Attack scenario that involves two High Elf armies rapidly converging upon an enemy force from different directions. One High Elf army ('Guardians of the Pass' from Chrace) will be deployed onto the battle field, while the second High Elf army ('Watchers of the Tower' from Hoeth) arrive on one flank and hopefully crush the Daemon Army between the two forces.

As I look over the troops I have to pick from (within Andy Kettlewell's limitations), I begin to see a plan forming. A High Elf army has two main strengths. One is a strong defence with its ranks of well-trained spearmen and archers, and devastating repeater bolt throwers. The other is that it has some of the Old World's best elite infantry and cavalry, ranging from my personal favourite the Sword Masters of Hoeth

WARHAMMER ROSTER SHEET

GUARDIANS OF THE PASS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
PRINCE ELERION ARMY GENERAL Hand weapon, shield, Pegasus	5	7	7	4	4	3	8	4	10	4+	Dragonblade Lance, Armour of Protection, Amulet of Fire	326
THANAN MAGE CHAMPION Hand weapon	5	4	4	4	4	2	7	1	8	none	Magik level 2, 2 Dispel Magic scrolls	171
HUNTERS OF THE WOODS 15 WHITE LION Double-handed weapons, heavy armour, lion pelt, shields	5	5	4	4	3	1	6	1	8	5+	Unit includes musician and standard	255
WHITE LION CHAMPION Double-handed weapon, lion pelt, shield	5	5	5	4	3	1	7	2	8	5+	Armour of Endurance	56
STORM OF LACOI 18 ELVEN SPEARMEN Heavy armour, shields, spears	5	4	4	3	3	1	6	1	8	4+	Unit includes musician and standard, Valourous Standard	308
CHAMPION Heavy armour, shield, spear	5	5	5	4	3	1	7	2	8	4+		53
ARROWS OF URITHAIR 14 ELVEN ARCHER Long bows	5	4	4	3	3	1	6	1	8	none		154
ARROWS OF ELTHRAI 14 ELVEN ARCHER Long bows, light armour	5	4	4	3	3	1	6	1	8	6+		182
TEARS OF THALUI REPEATER BOLT THROWER Crew Hand weapon, light armour	5	4	4	3	7	3	1	6	1	8	6+	100

TOTAL 1,605



The Guardians of the Pass, led by Prince Elerion.

(one of the hardest hitting regiments in the Elven army, because they ignore the restriction that double-handed weapons always strike last), White Lions of Chrace (their lion pelts enhance their armour save), mighty Dragon Princes of Caledor, to the fast and deadly Silver Helm cavalry.

My plan involves using both of these elements within the High Elf army. A main core of missile troops, probably Elven Archers or Shadow Warriors, backed up with a large regiment of Elven Spearmen or Seaguard. Two or three repeater bolt throwers to knock out larger targets or Greater Daemons are also a must. This army will hold its ground and do as much damage to the daemon army as possible. I foresee most or all the holding force being wiped out to an elf, but this should buy time for the flanking army to arrive. Their job is to destroy the remaining daemon regiments.

Well that would be the ideal force – now it's time to look at what troops are available. The first thing I had to do is work out the High Elf army from Chrace, which is the holding force. The main strength of the force is two regiments of Elven Archers, armed with longbows for the extra range, so I can get an extra turn of shooting in. I back these units up with a single repeater bolt thrower. This is an ideal war machine to use against large, tough targets by means of a single shot, or multiple weaker targets with a volley of darts. The added bonus is that the bolts pierce several ranks at a time, and no armour saves are allowed which makes the repeater bolt thrower a deadly weapon to face on the tabletop. Hopefully this amount of firepower should slow down

the Daemon Army enough to allow the High Elf flanking force to arrive just in time. To support the archers' flank I include a 20 strong spearman unit with the *Valourous Standard* (this lets you roll 3D6 when making a psychology test, and take the two best scores). This should ensure they do not flee the battlefield when faced with all the *terror*

and *fear* tests I will undoubtedly have to make. The other flank is held by a regiment of the elite White Lions, with their special skills (*Lion Rampant* – used to defend against an enemy charge, *Lion Leaping* – used by charging White Lions to barge over opponents, and *Lion Claw* – can be used against large monsters or any foes with multiple wounds). Armed

WARHAMMER ROSTER SHEET

WATCHERS OF THE TOWER

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value	
BEL-HOTH THE ETERNAL, MAEL LORD Hand weapon, Elven steed, barding	5	4	4	4	4	4	9	3	9	5+	<i>Potion of Knowledge, Skull Staff</i>	420	
SILENT ONES 19 SWORD MASTERS OF HOETH Double-handed weapons, heavy armour, shields	5	5	4	3	3	1	7	1	8	5+	Unit includes musician and standard	357	
SWORD MASTER CHAMPION Double-handed weapon, heavy armour, shield	5	5	5	4	3	1	7	2	8	5+		54	
TOWER RIDERS 9 SILVER HELMS Light armour, shields, Elven steeds, lances	5	5	4	3	3	1	7	1	8	3+	Unit includes musician and standard <i>Standard of Shielding</i>	388	
SILVER HELMS CHAMPION Light armour, shield, Elven steed, lance	9	3	0	4	3	1	4	1	5			56	
THE BRINGER OF SORROW REPEATER BOLT THROWER Crew Hand weapon, light armour	5	4	4	3	7	3	3	1	6	1	8	6+	100

TOTAL **1,375**



The Watchers of the Tower, led by Bel-Hoth the Eternal.

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CHAOS TURN 1

Before the battle started, Nick rolled a huge hand of Chaos Gifts and was eager to mete out some destruction to the High Elves and gain an advantage. First he infected the proud White Lions of Chrace with *Nurgle's Rot*, reducing their movement by -1". Next he summoned a *Storm of Chaos* over the battlefield, but instead of striking down the Elves, the fickle Chaos Gods struck the Daemons instead,



causing one Wound on the Flamers of Tzeentch! Last of all Nick started a *Feud of the Gods* and a Daemon Prince and Horror champion immediately fought as mere pawns for their gods.

"With terrible screams and howls, the Daemonic horde poured towards the waiting High Elves."

Both struggled to gain advantage but neither won the contest and were returned to the battlefield to face the Elves.

With terrible screams and howls, the Daemonic horde poured towards the waiting High Elves. G'garl Ul'rhan, the Greater Daemon of Tzeench, led the Flamers towards the spearmen guarding the towers. The Daemon Prince, Lerion the Denied, marched the rest of the Daemonic horde into battle, eager to smash and slaughter his foe.

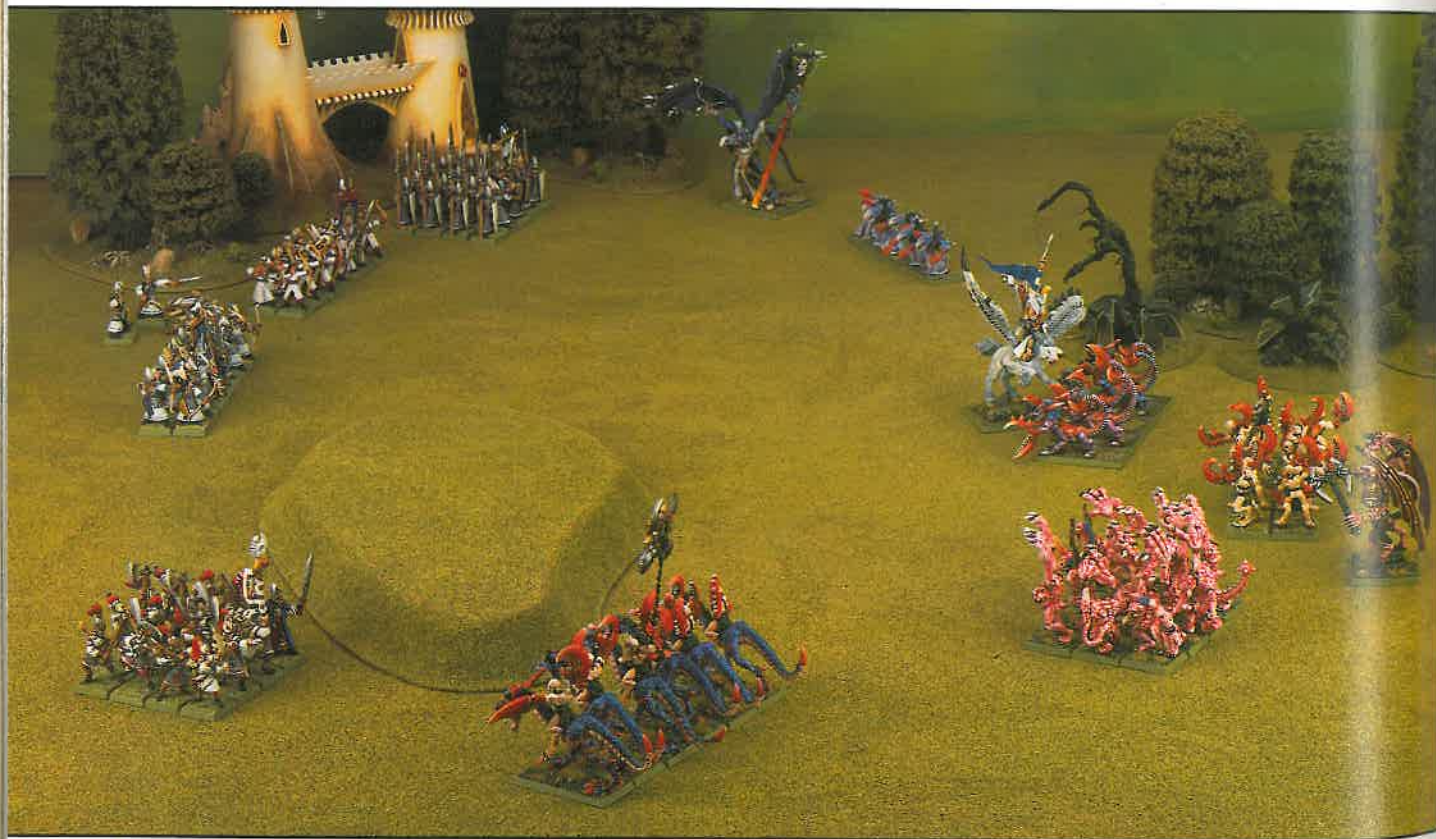
Not close enough to attack the Elves directly, the Chaos horde launched a magical

assault upon the enemy. Calling to its master, G'garl Ul'rhan cast *Boon of Tzeench* and received three more magic cards for Nick's hand. Using this new found power the Greater Daemon cast

Blue Fire of Tzeench at the spearmen, and two of them were consumed in cobalt flames. After this onslaught, the High Elf Mage strained to contain the next blast of energy but was overwhelmed by its power. *Incandescent Assassin* shot across the battlefield towards the High Elf general and would have killed him if not for the power of the general's *Amulet of Fire*.

HIGH ELF TURN 1

Recovering from the blast, Prince Elerion, general of the army of Chrace, let out a battlecry and charged towards the oncoming Chaos host. The rest of his army, already sure of their purpose,



The Chaos army sweeps across the battlefield in the face of heavy missile fire.

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Nick unleashes his dread Tzeentch magic.

deployed for a defensive stand. Many prayers went up for Prince Elerion; if their leader could slow the Chaos advance, the High Elves would gain an advantage. Seeing the danger that the High Elf general posed, Nick played the *Allure of Slaanesh* Chaos Gift on him as he took his *fear* test to charge the Fiends. Prince Elerion's mind was strong however and he passed the leadership test even with the -1 penalty imposed by the card.

As their general attacked the foul Daemons, the High Elf archers aimed their long bows high into the air and a cloud of arrows fell upon the Flamers and Daemonettes. But much to the dismay of the Elves, only one Daemon from each regiment fell to the arrows. The bolt thrower then released its missiles at the Daemonettes but again, as if some dark power guarded them, only one Daemon was killed!

In combat Prince Elerion slew three of the Fiends of Slaanesh with his Dragonblade Lance, but the Daemons refused to flee from his charge and swarmed around his Pegasus mount, hissing and snapping with their claws.

High Elf Mage Thanan cast *Coruscation of Fineir* upon himself and rose up so he

“Prince Elerion slew three Fiends of Slaanesh with his Dragonblade Lance, but they refused to flee from his charge.”

could view the battlefield. Seeing the might of the Daemonic horde, Thanan attempted to protect the Elven army by casting *Hand of Glory*, but the power was dispelled when Nick played the

Wrath of Khorne card. Unfortunately for Thanan, the Chaos God of War lashed out at the magic caster and drove the spell from his mind.



CHAOS TURN 2

Now in range to storm into combat, the Daemons became more and more frantic in their howling. With a great scream, G'garl Ul'rhan led the Flamers, crashing into the Elf spearmen. Carried by their steeds, the Soul Hunters smashed into the White Lions. With the sound of combat, the rest of the Daemonic horde marched even faster towards the High Elves, their growling and screaming becoming louder the closer they got.

Facing the charge of the mounted Daemonettes, the White Lions of Chrace used their Lions Rampant special ability to defend themselves from the foul Daemons. The onslaught was great however and six White Lions fell to the unnatural claws of the Daemonettes. Even though their general was away fighting in another part of the battlefield the White Lions grimly held their ground and refused to break.

The Elven spearmen were not so lucky. The combined charge of G'garl Ul'rhan and the Flamers killed eight spearmen including their champion. Waves of blue and pink fire swept around the combat with every attack from the Daemons in this mighty slaughter and the spearmen, seeing their champion slain, turned and fled. Both the Flamers and G'garl Ul'rhan pursued the spearmen, but were unable to catch them!

Hearing the slaughter behind him, Prince Elerion renewed his efforts against the Fiends, who had started to fight back with fury after their initial loss. Hacking left and right at the foul creatures the High Elf general managed to wipe them out and then turned his gaze upon Daemon Prince Lerion the Denied, eager to revenge the death his warriors.

Lerion stared right back at the High Elf general, and as he did, the Daemonettes launched a magical bolt towards Prince Elerion with such power that Thanan was completely unable to stop it. Nick had cast the *Chaos Spawn* spell on the High Elf general with Total Power. Unfortunately for Andy he could only watch as his mighty general and his loyal mount were moulded together by dark magic into a hideous, gibbering Chaos Spawn! Not a bad start to the Chaos magic phase!

Once again Mage Thanan defended the High Elf army from a barrage of magical power from the Chaos army. Preparing his mind, Thanan dispelled



Nick exults over the death of the High Elf general. It was decided that the Elven Steed would be consumed by the Chaos Spawn as well as its rider.

Lash of Slaanesh, but was then forced to use a *Dispel Magic* scroll to avoid becoming the victim of *Incandescent Assassin*. While he was recovering from this attack, the High Elf army was left exposed to the Daemons, and G'garl Ul'rhan launched a *Pink Fire of Tzeentch* at the High Elf archers, consuming 4 of them.

Prince Elerion felt elated with victory as he slew the last of the Fiends. But it was then that he spied Lerion's glare.

Lerion leaned over to his beloved Soul Dancers. "Prove you are worthy of my affection," he whispered.

Magical energy twisted and warped the prince and his mount into a mass of tentacles and legs. "Now you are truly beautiful," gloated the Daemon Prince.





HIGH ELF TURN 2

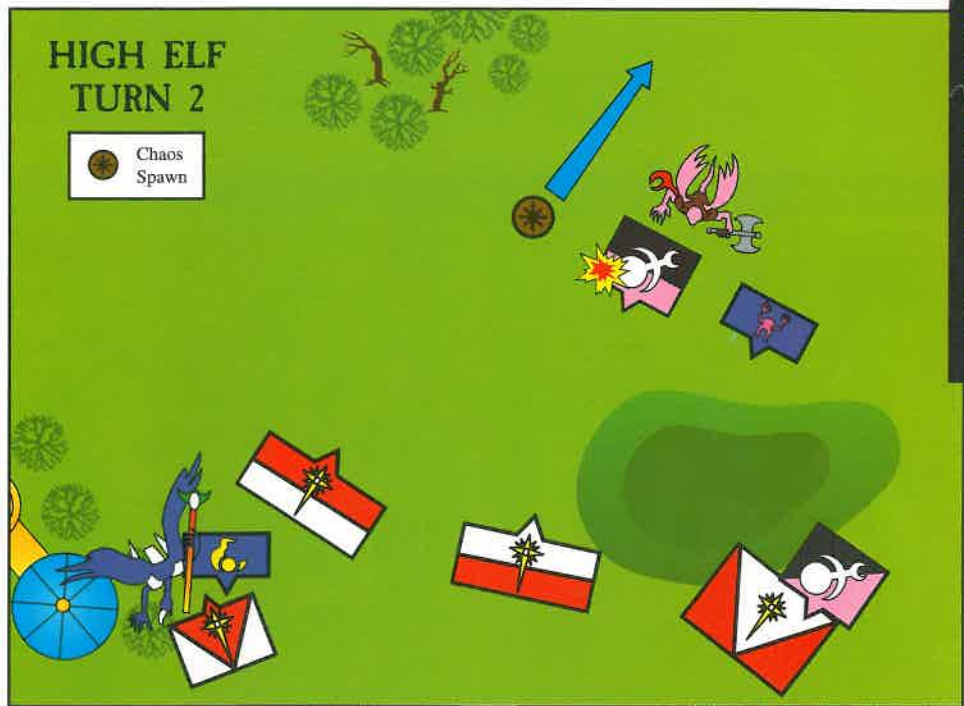
Meanwhile the slaughter of combat proved too much for the crew of the bolt thrower. Seeing the spearmen fleeing and a Greater Daemon bearing down on them, they fled from the battlefield believing all was lost. Completely unaware of this the spearmen rallied and turned ready to retake their standard from the Daemons.

The archers of Lacoï and Urithair showed their resolve and moved closer to the oncoming Chaos horde. At the signal of Mage Thanan, who was still magically flying high above the battlefield, the Archers released their arrows towards the Daemonettes. Once again a hail of death filled the sky as the High Elf arrows sped to their targets and cut down 4 Daemonettes.

On the right of the High Elf battleline the White Lions of Chrace battled on against the Daemonettes and their steeds. Refusing to give up their

position the White Lions fought furiously against the frantic onslaught of the Daemonettes. Four White Lions fell under the claws of the Daemons, but one Daemonette was dragged from its steed and killed. Though the slaughter between these two opponents was great, the White Lions held their ground and stared grimly into the face of death.

Looking down upon the carnage below, Mage Thanan tried to summon up enough power to aid the brave White Lions, but the magical energies released by the Chaos horde had weakened his strength and he was unable to do anything, much to his despair! He could do naught but await the next attack from the Daemons.



The Elf spearmen flee, before rallying to face the Daemons anew.

CHAOS TURN 3

Revelling in its obvious magical superiority over the weak mortals, G'garl Ul'rhan charged into the nearest regiment of High Elf archers. Howling with the expectation of further combat and slaughter, the Flamers charged again into the High Elf spearmen, but this time the spearmen were ready for the attack and, levelling their

weapons, braced themselves for the coming impact.

The Flamers crashed into the spearmen and pushed them back, crushing 3 Elves as they attacked. Reeling from the attack the spearmen could do no damage to the Daemons, but held their ground. The

Meanwhile the Greater Daemon turned to face the other regiment of archers and, with an arm stained with High Elf blood, the huge creature pointed a boney claw and screamed a terrible, unearthly sound. With horror filling their hearts the archers turned, almost to ready to

"G'garl Ul'rhan ploughed into the Elves, sending broken bodies through the air with every swing of its terrible staff."

archers were not as prepared for the attack of the Greater Daemon of Tzeench. G'garl Ul'rhan ploughed into the Elf regiment, sending broken bodies through the air with every swing of its terrible staff. In sheer terror of the huge creature, the archers fled. Such was their dread, they ran towards the rest of the Daemonic horde, but the huge Greater Daemon hacked and slayed them all as they fled.

The White Lions once again launched an attack on the Daemonettes surrounding them. The attack was bold but left them exposed and the Daemons, ever ready to pounce on the weakness of mortals, slayed the brave High Elves and forced them to run from the battle. Cackling with pleasure, the Daemonette cavalry watched the Elves run from the field and then turned to find another target.

break, and then they saw the White Lions of Chrace being slaughtered by the Daemonic cavalry. Their courage failed them and they ran from the horror.

Once again the Daemons launched a huge magical attack upon the broken High Elf army but this time Mage Thanan was up to the challenge. Seeing his comrades killed by the Daemons had strengthened his mind and he lashed back at all the Daemons' attempts to cast spells. Once again *Incandescent Assassin* was launched at Thanan and was dispelled. A *Blue Fire of Tzeench* shot across the battle field towards the remaining archer unit but was also dispelled. In frustration G'garl Ul'rhan called for a *Boon of Tzeench* and used the extra power to cast a *Bolt of Change* at Thanan. With no chance to dispel it, never-the-less Thanan survived!



With magical power, the hill crashes forward to smash the Daemonettes and the Pink Horrors!



CHAOS TURN 3



Sword Master champion
and 19 Sword Masters of
Hoeth



Silver Helm champion
and 9 Silver Helms



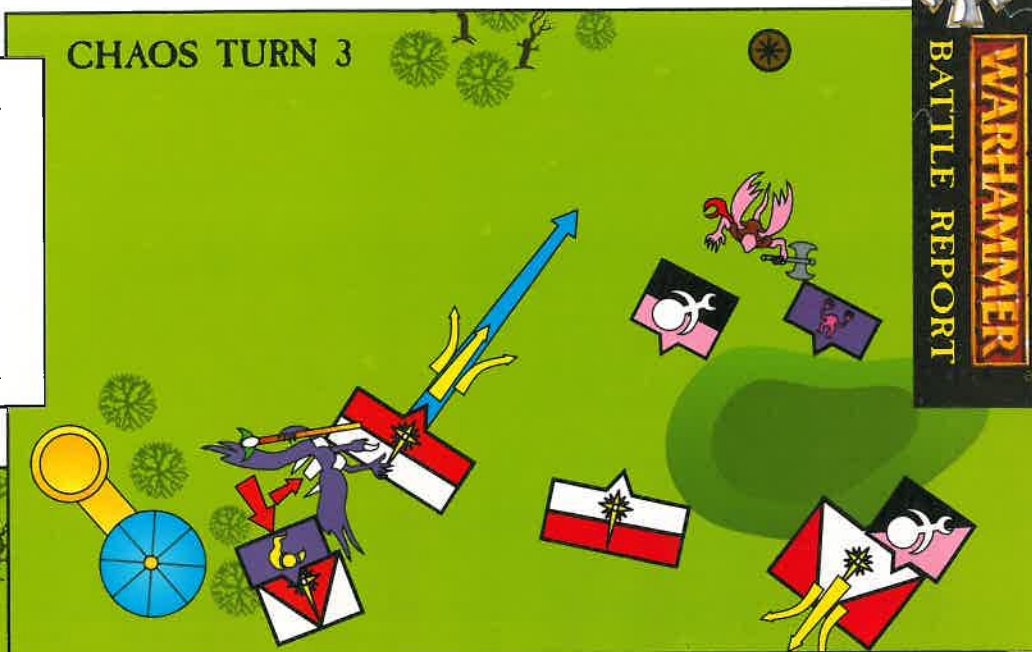
Bel-Hoth, Mage lord



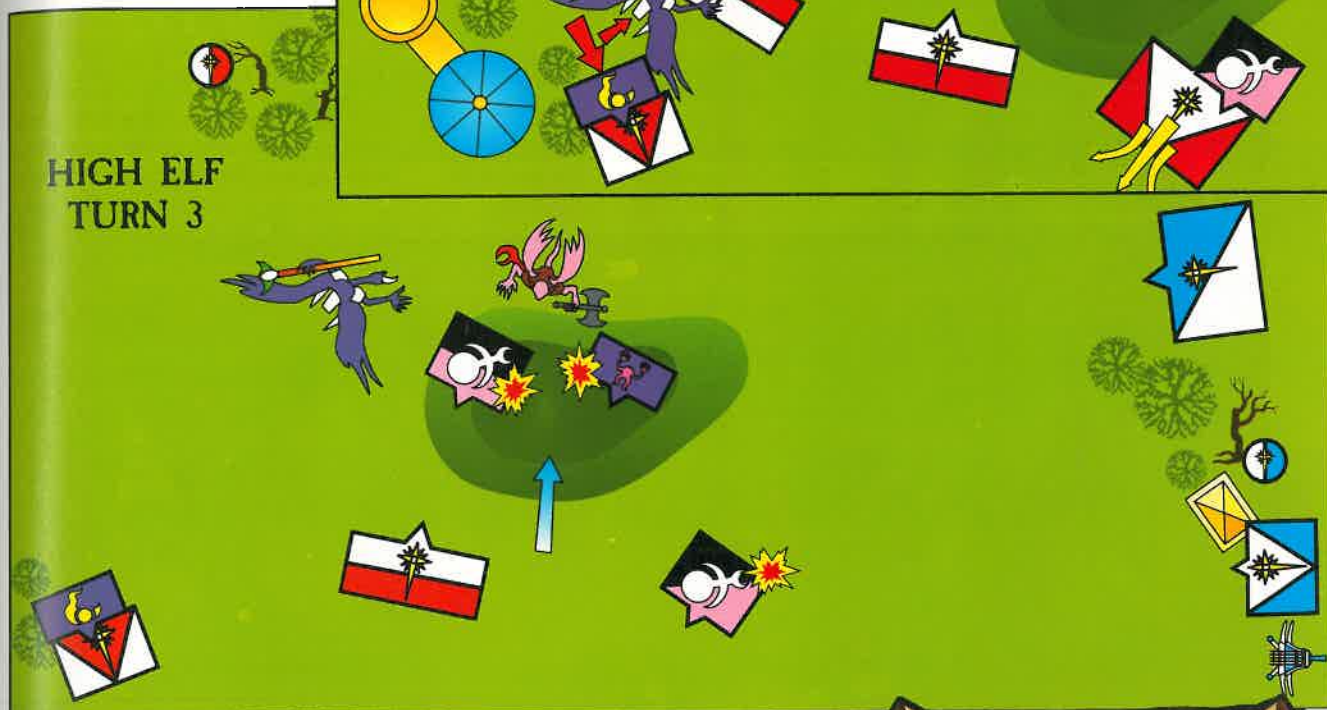
Bolt Thrower



Thanan, Mage Champion



HIGH ELF TURN 3



HIGH ELF TURN 3

With the rhythmic thudding of galloping cavalry and the sounding of horns, the High Elves of Saphery entered battle led by Mage Lord Bel-Hoth. Immediately despair hit the army of Saphery as they saw the remains of the Chrace army, but the despair quickly turned to resolve as they spurred their steeds on towards the Daemonic horde, swearing revenge for their fallen comrades.

The bolt thrower, Bringer of Sorrow, launched its bolts towards the Daemonette cavalry and killed one of the beasts. Taking heart from the arrival of the reinforcements, the spearmen renewed their attack on the Flamers and after some savage fighting the combat was won with the help of the Spearmen's musician.

Attempting to aid the forces of Chrace as quickly as possible, Mage Lord Bel-Hoth the Eternal summoned up great waves of magical power to cast *Assault of Stone* on the hill to crush the Daemonettes and Pink Horrors. The spell destroyed all the Daemonettes and killed 5 Horrors under the landslide. Next Bel-Hoth cast *Fiery Convocation* at the Daemon horde but Nick played *Drain Magic* to dispel the power and end the magic phase. The powers of Lord Bel-Hoth may have turned the battle in the favour of the High Elves but no celebration was heard from the Elven warriors. Their features were set in a grim stare. No cheer would leave their lips until Chaos was forced from their land forever.

Upon his arrival on the field of battle, Bel-hoth the Eternal surveyed the devastation. The forces of Chaos were driving back the remnants of Prince Elerion's army as it retreated in tatters. Seeing the balance of power tipping in favour of Chaos, he invoked all the awesome magical energies that his many years of training had granted him. Summoning the very elemental powers of the earth to join the fray, Bel-hoth buried the Daemonettes and Pink Horrors under a mountain of earth.

CHAOS TURN 4

Surprised by the sudden attack of the army from Saphery, the Daemonic horde turned to challenge the new arrivals. Hoping to finish off the remains of the High Elves of Chrace, Lerion the Denied charged the last of the archers, eager for slaughter.

Crashing into the Arrows of Urithair, the Daemon Prince slew two High Elves but with their rank and standard, the archers held their ground. Next to them the spearmen, still fighting against the Flamers, were cut down by a furious assault. Five spearmen were killed by the Flamers and the regiment was forced to flee from the table, rapidly followed by the pursuing Daemons. With the rout of the spearmen, all that now remained

from the army of Chrace was a regiment of archers. It was now up to the forces of Saphery to win the day for the Elves.

Sensing danger from the Elven reinforcements, the depleted Horror regiment cast a *Shield of Fire* upon itself for protection against the devastating High magic. G'garl Ul'rhan once again called for a *Boon of Tzeench* and then cast a *Blue Fire of Tzeench* at the Silver Helms, but it failed to cause any wounds.

HIGH ELF TURN 4

Spurring their steeds, the Silver Helms charged the Horrors, but at the sight of the Daemonic creatures and the waves of magical fire rippling over them, their mounts refused to attack. The Silver Helms had failed their Fear test and refused to go anywhere! The rest of the

Saphery army advanced towards the Daemonic horde eager to rid Chaos from their land.

The Saphery bolt thrower fired first, felling two of the Daemonette cavalry in revenge for the slaughter of the White Lions. As the Silver Helms had failed to charge, the only combat on the battlefield was between Lerion the Denied and the Arrows of Elthrai (the last of the army of Chrace). The Daemon Prince fought furiously but the hearts of the High Elves were filled with hope at the arrival of their cousins and the archers gave no quarter to the foul creature. No Elf fell in the combat but their swords again failed to hurt the thrice damned Lerion.

With the failure of the Silver Helms, the battle was still held in the balance so once again Mage Lord Bel-Hoth





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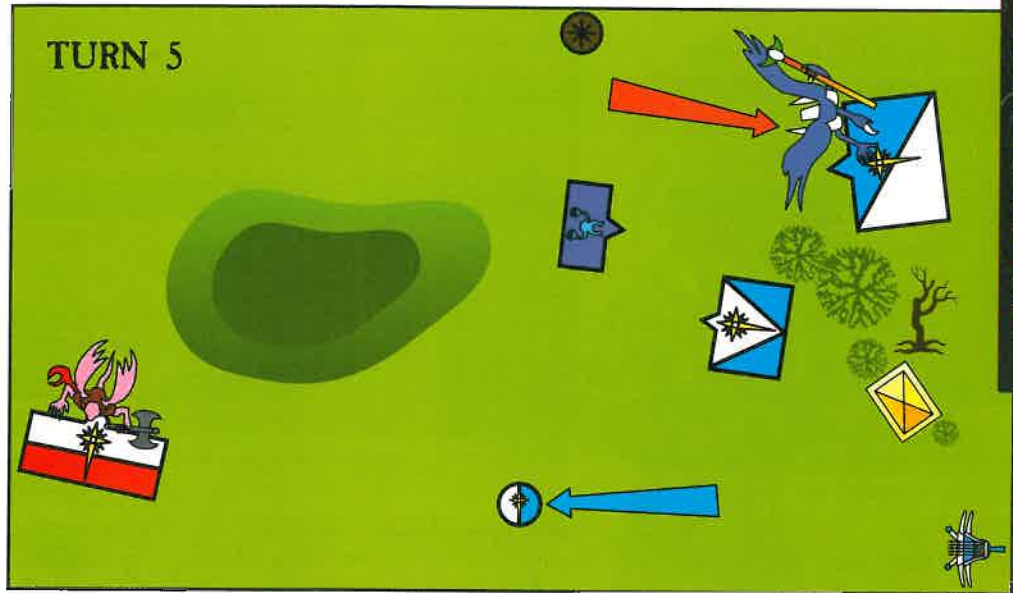
summoned all his magical power and cast an *Assault of Stone*. Nick looked on in disbelief at the cards as Andy cast the spell with *Total Power* again! This time only the Horrors were hit by the falling stone but they were crushed utterly and destroyed, their *Shield of Fire* failing them! Out from the rubble a gibbering mass of Blue Horrors emerged to take the place of their Pink brothers. The High Elf army looked on in dismay as the Daemon regiment doubled in size! Finally the last of the cursed Daemonette cavalry was destroyed by a *Fiery Convocation* cast by the Mage Lord. The White Lions were avenged!

CHAOS TURN 5

Mocking the Silver Helms for their fearful behaviour G'garl Ul'rhan charged them, but the Elven knights stood their ground and met the attack. Elsewhere Mage Lord Bel-Hoth spurred his steed on towards the beleaguered Chrace archers in the hope of aiding them and finally destroying the Daemon Prince.

Six times, the Greater Daemon swung his great staff at the Silver Helms and three knights fell, crushed by the sheer force of the blows. The remaining Elves steered their steeds away from the rampaging Daemon but held their ground and refused to give way. Fighting the archers, Lerion the Denied smashed one with his mighty axe but it was not enough to break the Elven line and they held, waiting for the help of the Mage Lord.

Realising the danger the Mage Lord posed to the Daemon Prince, G'garl Ul'rhan cast an *Incandescent Assassin* in his direction but the power was dispelled by the Mage Lord as he galloped to the archers.



HIGH ELF TURN 5

Believing the battle could still be won, the Elves renewed their efforts and charged towards the Chaos horde with renewed vigour. The Sword Masters of Hoeth burst from the corrupted trees towards the gibbering masses of the Horrors, but their charge was short and they failed to reach their target.

The Greater Daemon, surrounded by brave knights and panicked steeds swirled and smashed his staff, killing four more proud Elven knights. Against all odds the few remaining Silver Helms stood their ground once more, filled with a grim determination to banish the Lord of Change from their land.

Still galloping towards the archers, Mage Lord Bel-Hoth cast *Assault of*

Stone once more but Nick played *Drain Magic* to dispel the awesome power and ended the magic phase and the game!

It had been a hard fought battle for both sides but the weary High Elves were forced to leave the battlefield as the victory points were counted up to find Chaos the winners by 13 points to 11! How much closer can you get?

FINAL RESULT

DAEMONS: 13
HIGH ELVES: 11

*Such delight shall we take
in their pale Elven flesh...*



The Lord of Change smashes into the Silver Helms but the Elf knights remain resolute.



DIE, WEAK MORTALS!

Phew! That was a little bit too close. Andy gave me a really tough game and came very near to beating me. I was convinced that the High Elves had managed to claw it back in the last 2 turns – snatching victory from the jaws of defeat (especially with the ineptitude of the Daemon Prince trying to kill the remaining archers and the power of the dratted High Elf Mage). Although I have to say I really enjoyed turning the High Elf general into a Chaos Spawn (a move I think that won me the game) it was just a shame I couldn't use him against his own side.

For the first 3 turns my plan worked, though the delaying force managed to hang around a little longer than I expected, especially the White Lions.



Andy congratulates Nick with a firm handshake, a forced smile and a very distressing beard.

"I gave in to my frustration at not being able to kill the High Elf Mage and threw far too much magic at him."

I'd forgotten just how stubborn High Elves can be. The biggest mistake I made was concentrating that hail of magic on the High Elf Mage in my third

turn; I gave in to my frustration at not being able to kill him and threw far too much magic at him. This left me open to the more powerful mage that came on with the flanking force. He just started to pull my army apart, especially with Andy's luck getting *Total Power* twice and casting *Assault of Stone* with it (A word of warning, never stand to close hills with High Elves about). This killed my remaining Soul Dancers and if it was not for the Pink Horrors' ability to change into Blue horrors I would have lost them too.

I was able to react quickly to threat of the flanking force and my army was able to move with incredible speed, turning the whole battleline to face the foe. I have never seen an army react to a threat as quickly as that.

However I miscalculated and brought my Soul Hunters around to within 12" of the Pink Horrors and the Greater Daemon of Tzeentch. I almost fell prey to the dreaded Daemon Animosity as I had sent my Daemon Prince to finish off the remaining archers (and didn't he make a hash of it!).

'Luckily' for me the High Elves solved that problem by killing the remaining Soul Hunters – I was saved by my opponent from the Animosity rule!

The entire game was dominated by magic, and in the last two turns the High Elves had the upper hand. If the Mage Lord had been on from the beginning I might not have been able to get away with as much as I did. I am never going to underestimate the effect that magic can have on a game. It was the single biggest factor and almost cost me victory.

As I said at the beginning this game gave me a chance to test run the new Daemon army and to convince myself they are a good fighting force. All I can say is that they were totally outstanding: they are fast, hard hitting and can react well to any threat (I was able to turn my entire battleline in a single turn). The Lord of Change excelled at the troubleshooting role I gave him, and if the Silver Helms had not been so lucky I would have romped home with a great victory all thanks to the Greater Daemon! In fact, if it was not for the huge Daemon's prowess in hand-to-hand combat I think I would of lost the game in a single Silver Helm charge. So will I be collecting a Daemon warband in the future? I can honestly say "Yes!"





BLOODIED AND BROKEN

This was one of the hardest fought battles I have ever played. There were times when all seemed lost, and times when it could easily have gone so differently.

With the game over, I thought the overall plan worked well. I still had one regiment of the holding force left (the Elven archers from Chrace) and the flanking force had clearly saved many an Elven warrior by smashing the centre of the Daemon horde (two attacks with

Flamers of Tzeentch, Steeds of Slaanesh and the Greater Daemon of Tzeentch. The investment of 35 points for the *Valorous Standard* worked perfectly, and saved the spearmen for a number of turns, as well as tying up the Lord of Change and Flamers for a turn or two.

Magic! Well, what can I say, the first three turns I was pounded by every possible spell known to the Chaos gods, even if I did have some amazing luck on my dispel rolls. However the damage

"I may just have a few well chosen words to say to Tuomas about how hard the new Daemon army is!"

the High magic spell *Assault of Stones* really did the trick). Still, the clincher was the loss of my General to magic which turned him into a Chaos Spawn, and my mage champion having his spells destroyed on the first turn by the Chaos Gift *Wrath of Khorne*. At these points, all hope seemed to fade away. But true to form, my Elven warriors did pass most of their Panic tests and fought for every inch of ground. I must admit I was caught out by how fast the Daemon horde was! By turn two, my holding force was already being mauled by the

could have been much worse had Nick not concentrated most of his magic onto my High Elf Champion Mage (he just would not die). Things improved when my Mage lord arrived, but the way Daemon regiments can store magic cards is just nasty (at one point Nick was storing 7

magic cards to use in the next magic phase). I was also very lucky at the start of the game went Nick played his Chaos Gifts, and the only effect was *Nurgle's Rot* slowing down my White Lions.

What would I do given another chance? Well, ignoring scenario restrictions for a moment, I would set up both repeater bolt throwers together and possibly get another. This amount of fire would have knocked out the Steeds of Slaanesh and freed up the White Lions to do some real damage to the Daemon army. Starting with my Mage Lord in the holding force might have tipped the balance of power in the magic phase to my side as well. Also, it might have been worth risking the threat of the Lord of Change and bringing on my flanking force from the other side. They could have marched straight on and been in combat the next turn (unlike my Sword Masters of Hoeth, who spent most of their time having a picnic in a small wood for the last two turns of the battle).

In the end it was an enjoyable game, but I may just have a few well chosen words to say to Tuomas about how hard the new Daemon army really is!



Andy would cry into his beer, if only he could hold it!



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020104903



CHAOS SPAWN TAIL JOINT
020104904



CHAOS SPAWN HEAD 1
020104905



CHAOS SPAWN HEAD 2
020104906



CHAOS SPAWN HEAD 3
020104907



CHAOS SPAWN HEAD 4
020104908



CHAOS SPAWN HEAD 5
020104909



CHAOS SPAWN HEAD 6
020104910



CHAOS SPAWN HEAD 7
020104911



CHAOS SPAWN HEAD 8
020104924



CHAOS SPAWN TAIL 1
020104912



CHAOS SPAWN TAIL 2
020104913



CHAOS SPAWN TAIL 3
020104914



CHAOS SPAWN TAIL 4
020104915



CHAOS SPAWN TAIL 5
020104916



CHAOS SPAWN
RIGHT LEG 1
020104917



CHAOS SPAWN
RIGHT LEG 2
020104918



CHAOS SPAWN
RIGHT LEG 3
020104919



CHAOS SPAWN
RIGHT LEG 4
020104920



CHAOS SPAWN
LEFT LEG 1
020104921



CHAOS SPAWN
LEFT LEG 2
020104922

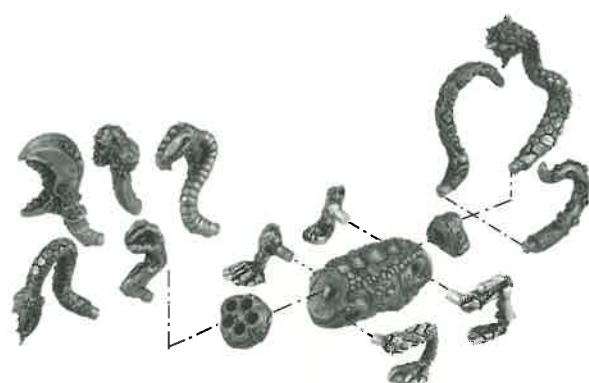


CHAOS SPAWN
LEFT LEG 3
020104923

A COMPLETE CHAOS SPAWN CONSISTS OF:

- 1 x CHAOS SPAWN BODY
- 3 x PAIRS OF CHAOS SPAWN LEGS IF YOU CHOOSE BODY 1 OR
- 2 x PAIRS OF CHAOS SPAWN LEGS IF YOU CHOOSE BODY 2
- 5 x CHAOS SPAWN HEADS
- 3 x CHAOS SPAWN TAILS
- 1 x CHAOS SPAWN NECK JOINT
- 1 x CHAOS SPAWN TAIL JOINT

THE CHAOS SPAWN IS A CREATURE OF MANY RANDOM HORRIBLE FORMS AND DEFORMATIONS SO PLEASE FEEL FREE TO USE A TAIL AS A HEAD, A HEAD AS A LEG OR ANY OTHER COMBINATION YOU CAN THINK OF!



CHAOS SPAWN

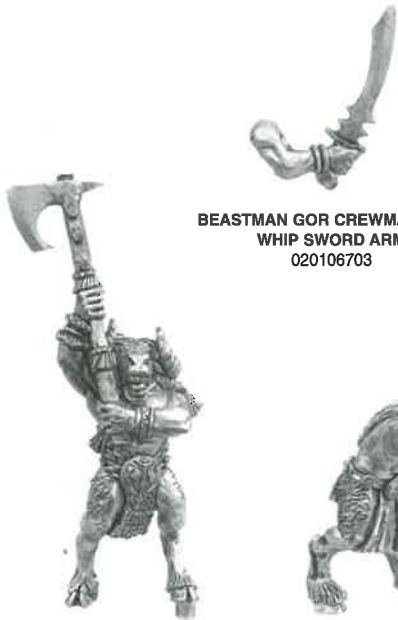


Designed by Trish Morrison

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CHAOS

BEASTMAN CHARIOT



BEASTMAN GOR CREWMAN WITH
WHIP SWORD ARM
020106703



BEASTMAN CHARIOT
HAFT
020106706

BEASTMAN GOR
CREWMAN WITH TWO
HANDED AXE
020106701



BEASTMAN GOR
CREWMAN WITH WHIP
020106702



BEASTMAN
CHARIOT BASE
020106704



PLASTIC SPOKED
WHEEL
9939999059



BEASTMAN CHARIOT YOKE
020106705



BEASTMAN CHARIOT
SIDE 2
020106708



BEASTMAN CHARIOT
SIDE 3
020106709



BEASTMAN CHARIOT
SIDE 1
020106707



BEASTMAN CHARIOT
TUSKGOR 1 HEAD
020106710



BEASTMAN CHARIOT
TUSKGOR 1 JAW
020106711



BEASTMAN CHARIOT
TUSKGOR 2 HORNS
020106712



BEASTMAN CHARIOT
TUSKGOR 2 HEAD
020106713

CHAOS

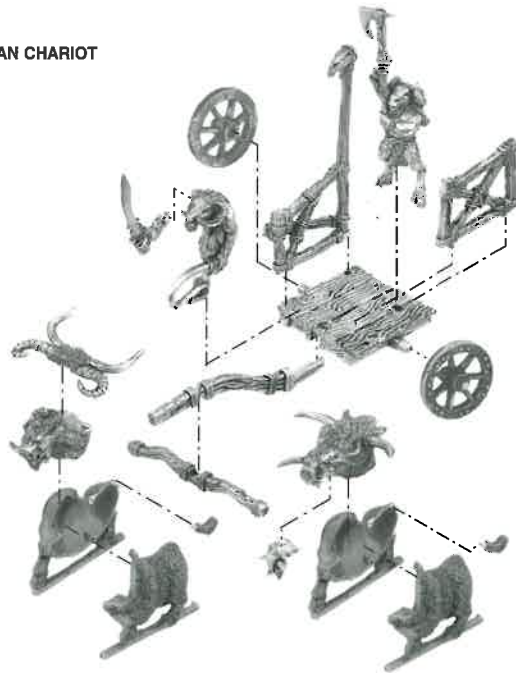
BEASTMAN CHARIOT



BEASTMAN CHARIOT

A COMPLETE BEASTMAN CHARIOT CONSISTS OF:

- 1 x BEASTMAN CHARIOT CREW WITH TWO HANDED AXE
- 1 x BEASTMAN CREWMAN WITH WHIP
- 1 x BEASTMAN CREWMAN WITH WHIP SWORD ARM
- 1 x BEASTMAN CHARIOT HAFT
- 1 x BEASTMAN CHARIOT BASE
- 1 x BEASTMAN CHARIOT YOKE
- 2 x BEASTMAN CHARIOT SIDES
- 1 x BEASTMAN CHARIOT TUSKGOR 1 HEAD
- 1 x BEASTMAN CHARIOT TUSKGOR 1 JAWS
- 1 x BEASTMAN CHARIOT TUSKGOR 2 HORNS
- 1 x BEASTMAN CHARIOT TUSKGOR 2 HEAD
- 2 x PLASTIC BOARDS
- 2 x PLASTIC SPOKED WHEELS
- 1 x ADHESIVE COLOUR BANNER



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CHAOS

BESTIGOR



BESTIGOR 1
020105301



BESTIGOR 2
020105302



BESTIGOR 3
020105303

BESTIGOR COMMAND GROUP



**BESTIGOR HORN BLOWER
BODY**
020105401



**BESTIGOR STANDARD
BEARER BODY**
020105403



BESTIGOR STANDARD BEARER TOP
020105404



BESTIGOR HORN BLOWER ARM
020105402



BESTIGOR HORN BLOWER

A COMPLETE BESTIGOR STANDARD BEARER CONSISTS OF:

- 1 x BESTIGOR
STANDARD BEARER
BODY
- 1 x BESTIGOR
STANDARD BEARER
TOP

A COMPLETE BESTIGOR HORN BLOWER CONSISTS OF:

- 1 x BESTIGOR HORN
BLOWER BODY
- 1 x BESTIGOR HORN
BLOWER ARM



BESTIGOR STANDARD BEARER

CHAOS

MINOTAURS WITH TWO HANDED WEAPONS



MINOTAUR WITH TWO HANDED
WEAPON BODY 1
020104201



MINOTAUR WITH TWO HANDED
WEAPON BODY 2
020104202



MINOTAUR WITH TWO HANDED
WEAPON BODY 3
020104203

COMPLETE MINOTAUR WITH TWO HANDED WEAPON HEAD 1



MINOTAUR WITH TWO HANDED
WEAPON HEAD 1
020104205



MINOTAUR WITH TWO HANDED
WEAPON HEAD 2
020104207



MINOTAUR WITH TWO HANDED
WEAPON HEAD 3
020104208



MINOTAUR WITH TWO HANDED
WEAPON JAW
020104206



MINOTAUR WITH TWO HANDED
WEAPON LEG
020104204



MINOTAUR WITH TWO HANDED
WEAPON WEAPON ARMS 1
020104209



MINOTAUR WITH TWO HANDED
WEAPON WEAPON ARMS 2
020104210



MINOTAUR WITH TWO HANDED
WEAPON WEAPON ARMS 3
020104211



MINOTAUR WITH TWO HANDED WEAPON

A COMPLETE MINOTAUR WITH TWO HANDED WEAPON 1 CONSISTS OF:

- 1 x MINOTAUR WITH TWO HANDED WEAPON BODY
1 OR 2
- 1 x MINOTAUR WITH TWO HANDED WEAPON
COMPLETE HEAD 1 OR MINOTAUR WITH TWO
HANDED WEAPON HEAD 2
- 1 x MINOTAUR WITH TWO HANDED WEAPON
WEAPON ARMS
- 1 x MINOTAUR WITH TWO HANDED WEAPON LEG

A COMPLETE MINOTAUR WITH TWO HANDED WEAPON 2 CONSISTS OF:

- 1 x MINOTAUR WITH TWO HANDED
WEAPON BODY 3
- 1 x MINOTAUR WITH TWO HANDED
WEAPON HEAD 3
- 1 x MINOTAUR WITH TWO HANDED
WEAPON WEAPON ARMS

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CHAOS

MINOTAURS WITH ADDITIONAL HAND WEAPON



MINOTAUR WITH ADDITIONAL
HAND WEAPON BODY 1
020104301



MINOTAUR WITH ADDITIONAL
HAND WEAPON BODY 2
020104302



MINOTAUR WITH ADDITIONAL
HAND WEAPON BODY 3
020104303



MINOTAUR WITH ADDITIONAL
HAND WEAPON HEAD 1
020104404



MINOTAUR WITH ADDITIONAL
HAND WEAPON HEAD 2
020104405



MINOTAUR WITH ADDITIONAL
HAND WEAPON LEFT ARM 1
020104410



MINOTAUR WITH ADDITIONAL
HAND WEAPON RIGHT ARM 1
020104407

A COMPLETE MINOTAUR WITH ADDITIONAL HAND WEAPON 1 CONSISTS OF:

- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON BODY 1 OR 2
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON HEAD 1 OR 2
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON RIGHT ARM
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON LEFT ARM



MINOTAUR WITH ADDITIONAL
HAND WEAPON HEAD 3
020104406

A COMPLETE MINOTAUR WITH ADDITIONAL HAND WEAPON 2 CONSISTS OF:

- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON BODY 3
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON HEAD 3
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON RIGHT ARM
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON LEFT ARM



MINOTAUR WITH ADDITIONAL
HAND WEAPON LEFT ARM 2
020104411



MINOTAUR WITH ADDITIONAL
HAND WEAPON RIGHT ARM 2
020104408



MINOTAUR WITH ADDITIONAL HAND WEAPON



MINOTAUR WITH ADDITIONAL
HAND WEAPON LEFT ARM 3
020104412



MINOTAUR WITH ADDITIONAL
HAND WEAPON RIGHT ARM 3
020104409

CHAOS

MINOTAUR LORD



MINOTAUR LORD LEGS
020104505



MINOTAUR LORD BODY
020104503



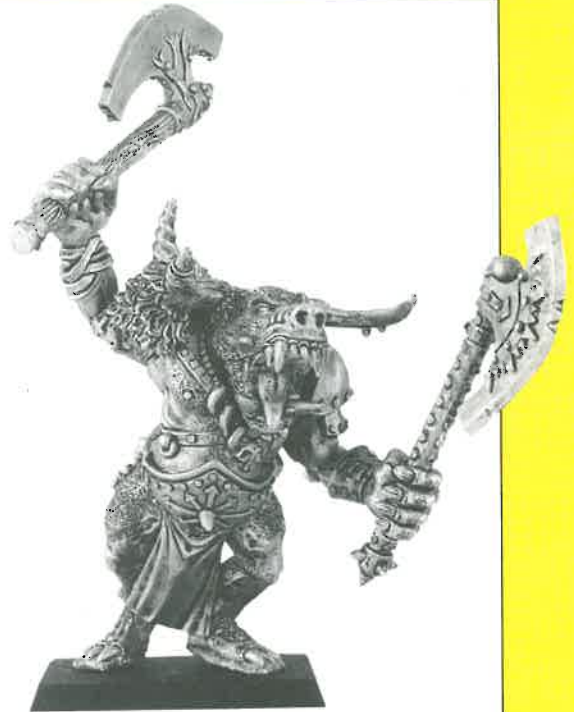
MINOTAUR LORD HEAD
020104501



MINOTAUR LORD JAW
020104502



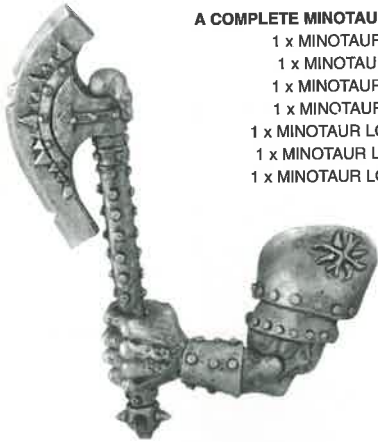
MINOTAUR LORD SHOULDER
020104504



MINOTAUR LORD

A COMPLETE MINOTAUR LORD CONSISTS OF:

- 1 x MINOTAUR LORD HEAD
- 1 x MINOTAUR LORD JAW
- 1 x MINOTAUR LORD BODY
- 1 x MINOTAUR LORD LEGS
- 1 x MINOTAUR LORD RIGHT ARM
- 1 x MINOTAUR LORD LEFT ARM
- 1 x MINOTAUR LORD SHOULDER



MINOTAUR LORD LEFT ARM
020104506



MINOTAUR LORD RIGHT ARM
020104507



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CHAOS

CHAOS MARAUDERS WITH FLAILS



**CHAOS MARAUDER
WITH FLAIL 1**
020105701



**CHAOS MARAUDER
WITH FLAIL 2**
020105702



**CHAOS MARAUDER
WITH FLAIL 3**
020105703



**CHAOS MARAUDER
WITH FLAIL 4**
020105707



**CHAOS MARAUDER
FLAIL TOP 1**
020105704



**CHAOS MARAUDER
FLAIL TOP 2**
020105705



**CHAOS MARAUDER
FLAIL TOP 3**
020105706

**A COMPLETE CHAOS
MARAUDER CONSISTS
OF:**

1 x CHAOS MARAUDER
BODY

1 x CHAOS MARAUDER
FLAIL TOP

CHAOS MARAUDER COMMAND



**CHAOS MARAUDER
DRUMMER**
020105801



**CHAOS MARAUDER
STANDARD BEARER BODY**
020105802



**CHAOS MARAUDER
STANDARD BEARER
TOP**



**CHAOS MARAUDER
STANDARD BEARER TOP**
020105803

**A COMPLETE MARAUDER
STANDARD BEARER CONSISTS OF:**

1 x CHAOS MARAUDER STANDARD
BEARER BODY

1 x CHAOS MARAUDER STANDARD
BEARER TOP

CHAOS

CHAOS CHAMPION



**CHAOS CHAMPION
BODY**
020106101



**CHAOS CHAMPION
BANNER POLE**
020106103



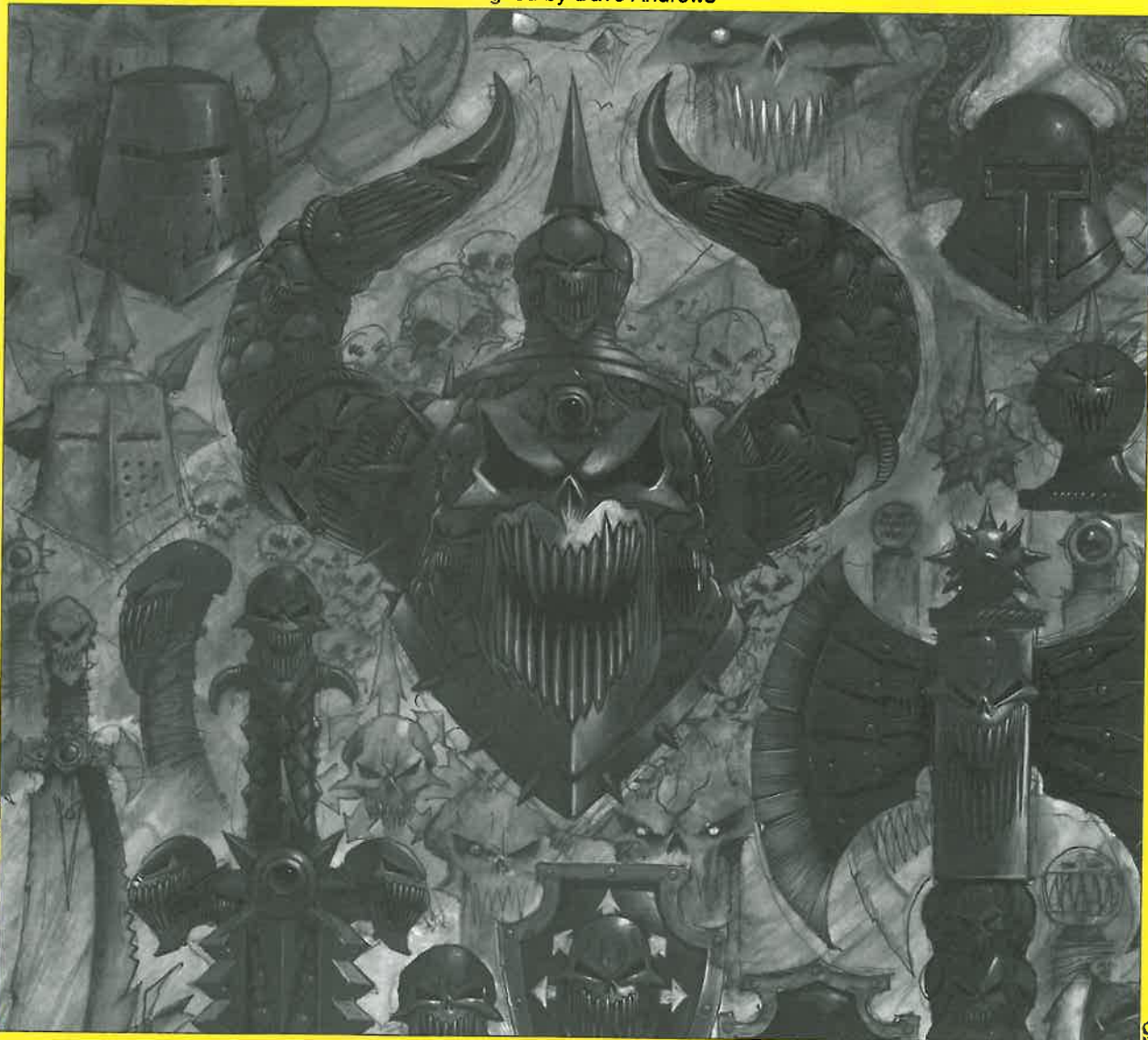
**CHAOS CHAMPION
MACE ARM**
020106102

**THE COMPLETE
CHAOS CHAMPION
CONSISTS OF:**
1 x CHAOS CHAMPION
BODY
1 x CHAOS CHAMPION
MACE ARM
1 x CHAOS CHAMPION
BANNER POLE



CHAOS CHAMPION

Designed by Dave Andrews



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WARHAMMER REGIMENT

CHAOS KNIGHTS



CHAOS KNIGHT
LEGS 1
020107703



CHAOS KNIGHT
LEGS 2
020107704



CHAOS KNIGHT STEED
HEAD 1
020107701



CHAOS KNIGHT STEED
HEAD 2
020107702



CHAOS KNIGHT LANCE ARM
020106601



CHAOS KNIGHT
STANDARD TOP
020106603



CHAOS KNIGHT
CHAMPIONS HEAD
020106605



CHAOS KNIGHT STANDARD ARM
020106602



CHAOS KNIGHT
CHAMPIONS SWORD ARM
020106604



CHAOS KNIGHT HORN
BLOWER ARM
020106606



CHAOS KNIGHT CHAMPION



CHAOS KNIGHT



CHAOS KNIGHT STANDARD BEARER

THE BOXED SET CONSISTS OF:

2 x CHAOS WARRIOR BODY SPRUES, 1 x CHAOS WARRIOR LEFT ARM SPRUE, 1 x CHAOS WARRIOR ACCESSORY SPRUE, 1 x CHAOS WARRIOR HEAD SPRUE,
5 x ARMoured PLASTIC HORSES, 1 x CHAOS WARRIOR SHIELD SPRUE, 3 x CHAOS KNIGHT LEGS 1, 2 x CHAOS KNIGHT LEGS 2,
5 x CHAOS KNIGHT LANCE ARMS, 1 x CHAOS KNIGHT STANDARD ARM, 2 x CHAOS KNIGHT STEED HEAD 1, 3 x CHAOS KNIGHT STEED HEAD 2,
1 x CHAOS KNIGHT STANDARD TOP, 1 x CHAOS KNIGHT CHAMPION HEAD, 1 x CHAOS KNIGHT HORNBLLOWER ARM,
1 x CHAOS KNIGHT CHAMPION SWORD ARM, 1 x ADHESIVE COLOUR BANNER.



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NECRONS™

NECRON WARRIORS



NECRON WARRIOR 1
011000101



NECRON WARRIOR 3
011000103



NECRON WARRIOR 2
011000102



NECRON WARRIOR 5
011000205



NECRON WARRIOR 4
011000204



NECRON WARRIOR 6
011000206

SCARABS

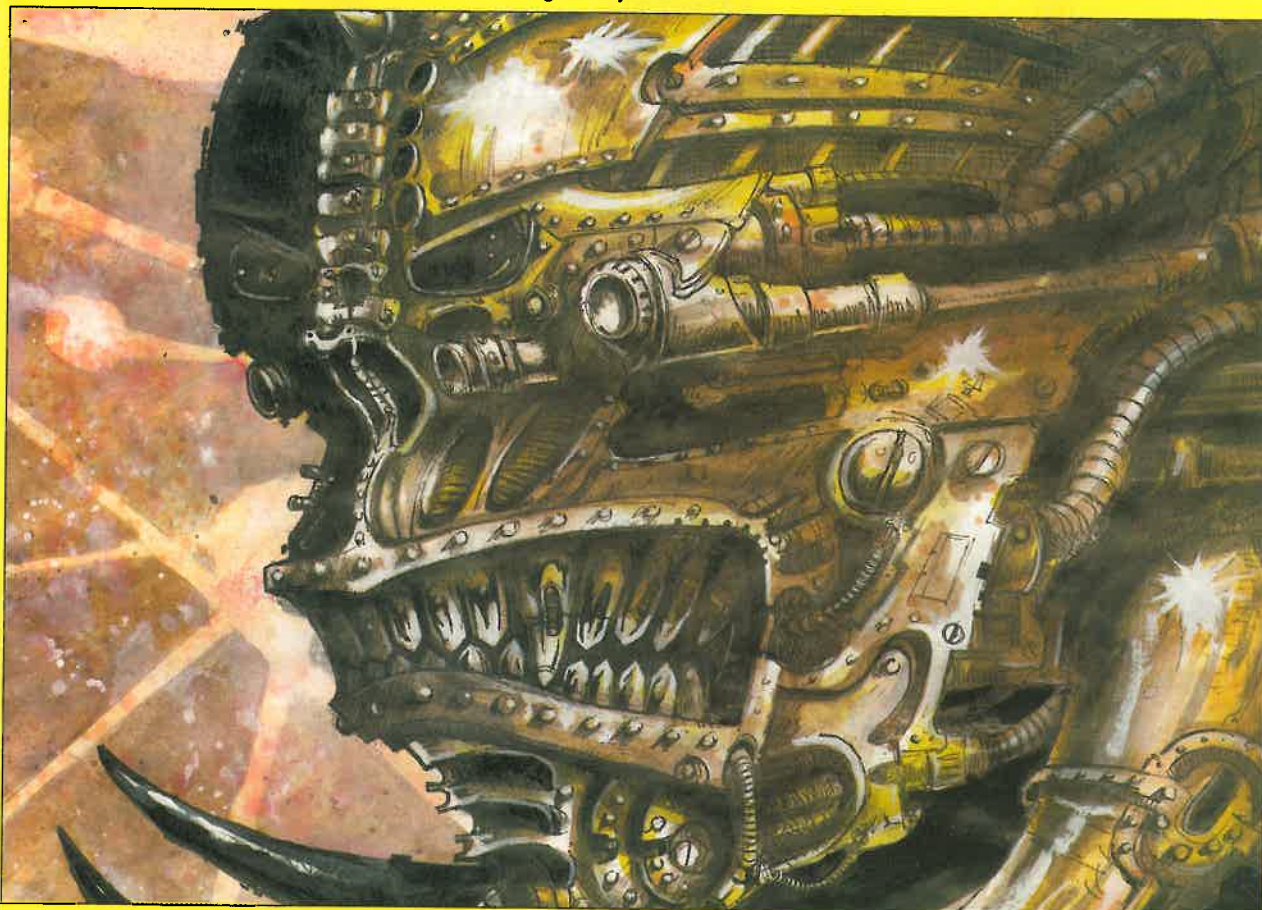


SCARAB 1
011000104



SCARAB 2
011000105

Designed by Dave Andrews



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NECRONS™

NECRON LORD



NECRON LORD BODY
011000401



NECRON LORD STAFF
011000403



NECRON LORD HEAD
011000402

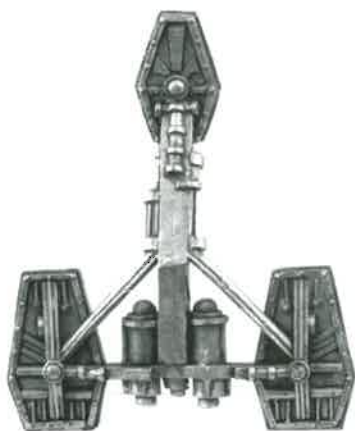


NECRON LORD

**THE COMPLETE NECRON LORD
CONSISTS OF:**

- 1 x NECRON LORD BODY
- 1 x NECRON LORD HEAD
- 1 x NECRON LORD STAFF

NECRON DESTROYER



NECRON DESTROYER PLATFORM
011000501



NECRON DESTROYER SEAT
011000502



NECRON DESTROYER



**NECRON DESTROYER
NECRON TORSO**
011000504



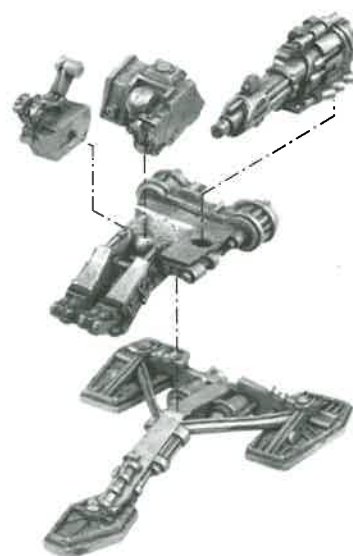
**NECRON DESTROYER
CONTROL ARM**
011000505



**NECRON DESTROYER
GAUSS CANNON**
011000503

**THE COMPLETE NECRON ATTACK
SKIMMER CONSISTS OF:**

- 1 x NECRON ATTACK SKIMMER
PLATFORM
- 1 x NECRON DESTROYER SEAT
- 1 x NECRON DESTROYER GAUSS
CANNON
- 1 x NECRON DESTROYER
CONTROL ARM
- 1 x NECRON DESTROYER
NECRON TORSO



GORKAMORKA™

DIGGA TRUKK



DIGGA TRUKK ROOF
040900101



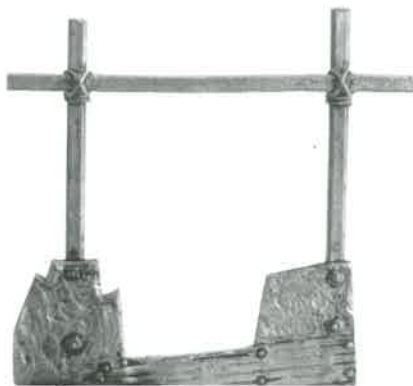
DIGGA TRUKK FRONT PLATE 1
040900102



DIGGA TRUKK FRONT PLATE 2
040900103



DIGGA TRUKK RAM
040900104



DIGGA TRUKK FRONT ROOF SUPPORT
040900105



DIGGA TRUKK BACK ROOF SUPPORT
040900106



DIGGA TRUKK CREW LEGS
040900107



DIGGA TRUKK GUNNER TORSO
040900108



DIGGA TRUKK GUNNER ARMS
040900109



DIGGA TRUKK DRIVER TORSO
040900110



DIGGA TRUKK DRIVER ARMS
040900111

THE COMPLETE DIGGA TRUKK CONSISTS OF:

- 1 x DIGGA TRUKK ROOF
- 1 x DIGGA TRUKK FRONT PLATE 1 OR 2
- 1 x DIGGA TRUKK FRONT ROOF SUPPORT
- 1 x DIGGA TRUKK BACK ROOF SUPPORT
- 1 x DIGGA TRUKK RAM
- 2 x DIGGA TRUKK CREW LEGS
- 1 x DIGGA TRUKK GUNNER TORSO
- 1 x DIGGA TRUKK GUNNER ARMS
- 1 x DIGGA TRUKK DRIVER TORSO
- 1 x DIGGA TRUKK DRIVER ARMS
- 1 x PLASTIC WAR TRUKK SPRUE
- 2 x SMALL PLASTIC WHEELS
- 2 x LARGE PLASTIC WHEELS



DIGGA TRUKK

Designed by Norman Swales and Paul Muller

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GORKAMORKA™

DIGGA BOYZ



DIGGA BOY WITH
SIX-SHOOTA
040900301



DIGGA BOY WITH
BLUNDERBUSS
040900302



DIGGA BOY WITH
SLUGGA
040900303



DIGGA BOY WITH
KANNON
040900304

DIGGA YOOFs



DIGGA YOOF WITH
SLUGGA 1
040900401



DIGGA YOOF WITH
BLUNDERBUSS
040900402

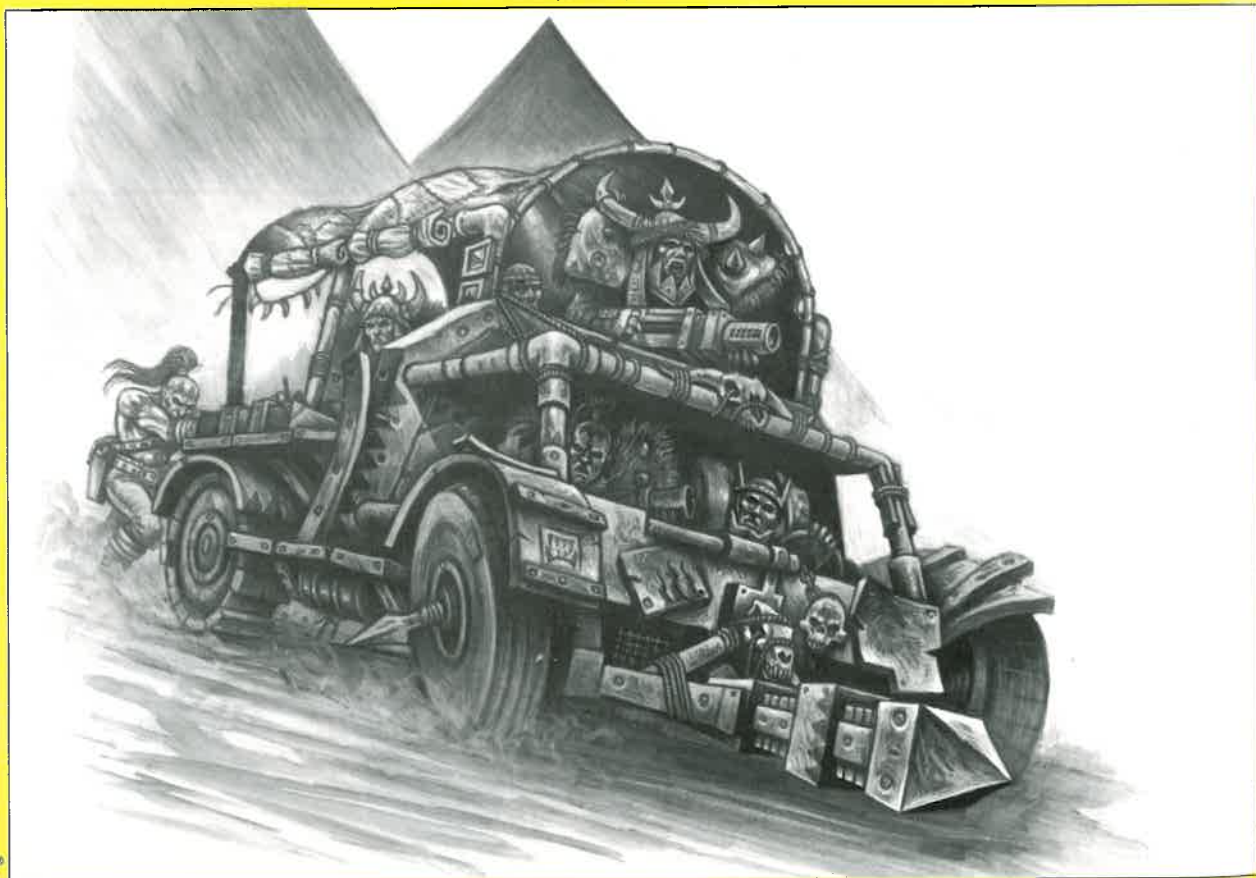


DIGGA YOOF WITH
SIX-SHOOTA
040900403



DIGGA YOOF WITH
SLUGGA 2
040900404

Designed by Paul Muller



GORKAMORKA™

DIGGANOB



DIGGANOB BODY
040900201

THE COMPLETE DIGGANOB
CONSISTS OF:
1 x DIGGANOB BODY
1 x DIGGANOB KANNON ARM
1 x DIGGANOB BANNERPOLE



DIGGANOB



DIGGANOB KANNON ARM
040900202

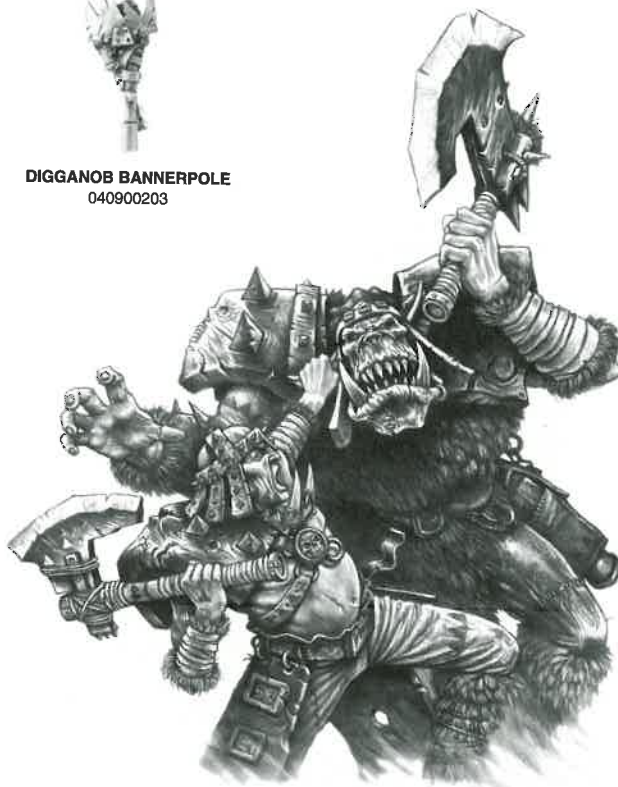


DIGGANOB BANNERPOLE
040900203

DIGGA SHAMAN



DIGGA SHAMAN
040900501



NAZGRUB WURRZAG - SCRAP PROSPECTOR



NAZGRUB WURRZAG'S
BODY
040302201



NAZGRUB WURRZAG'S
BACKPACK
040302204



NAZGRUB WURRZAG'S
HEAD
040302202



NAZGRUB WURRZAG'S
KANNON ARM
040302203

A COMPLETE NAZGRUB
WURRZAG CONSISTS OF:
1 x NAZGRUB WURRZAG'S
BODY
1 x NAZGRUB WURRZAG'S
BACKPACK
1 x NAZGRUB WURRZAG'S
HEAD
1 x NAZGRUB WURRZAG'S
KANNON ARM



NAZGRUB WURRZAG



Digga's designed by Paul Muller. Nazgrub designed by Brian Nelson

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THE CITADEL JOURNAL

CITADEL JOURNAL 24

The new look Journal continues with issue 24 which is positively bursting with the good, the mad and the fuzzy!

This issue features:

Night Fighting rules for Warhammer...

Imperial Guard tactical advice...

Blood Bowl Stadiums II...

New strategy cards...

Dok Butcha's Bitz n' Tipz...

And many more new articles and features!

So you're a veteran Warhammer player, and you have an axe to grind? You have an Imperial Guard army that really kicks now that you've introduced your own special rules? You're part of a brilliant games club that deserves wider recognition? You've got all sorts of great ideas for converting miniatures, modelling terrain, running campaigns and tournaments? You want to see what other gamers are up to out there across the world?

Then pick up a copy of the Citadel Journal. It's written by Games Workshop gamers (that's you!) and is packed full of interesting, exciting articles and ideas from dedicated gamers.

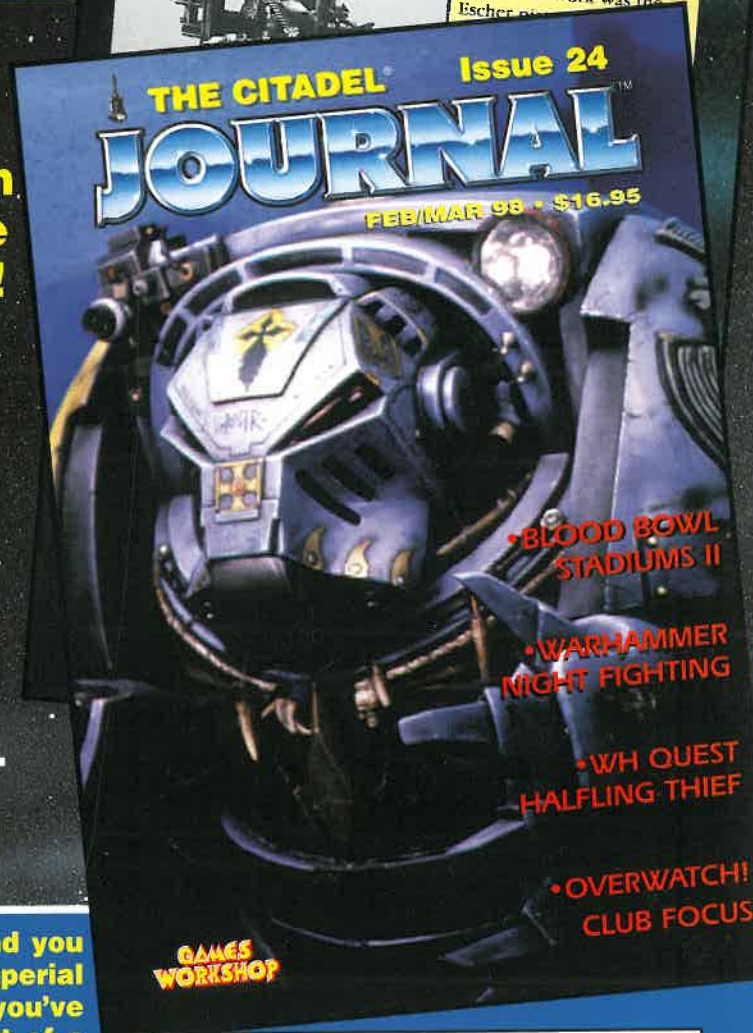
Issue 24 of the Citadel Journal is available from Mail Order priced only \$16.95. Please use the order form at the end of the magazine or give us a call.

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It came from the Sump
by D.J. Golby



This remarkable diorama was sent to us by D.J. Golby of Oxford. He told us that the inspiration behind his work was the Escher print.



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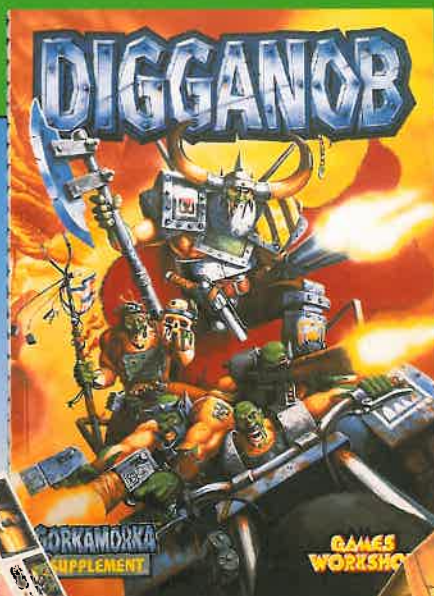
SUN, SAND & SLAUGHTER - IT'S

DIGGANOB

Digganob is the mayhem-packed supplement for the Gorkamorka game. Adorn your battlefield with fantastic card models of a crashed spaceship and four mutie tents. Check out the 96-page book crammed full of new rules and background for three new types of mob. There's the savage Diggas, hideous Muties and the rebellious mobs of the Gretchin Revolutionary Committee.

Lay cunnin' ambushes or attack your foes in their camp with the three new scenarios, Da Trap, Convoy and Gotcha! Enlist special characters for your mob including such Gorkamorka legends as Nazgrub Wurrzag, the half-insane Scrap Prospector.

So, if you've enjoyed Gorkamorka you'll love to get your hands on Digganob!



Contents and components may vary from those illustrated.