

WHITE DWARF

221

May

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NZ \$11.95

- 48,000 POINT BATTLE REPORT!
- 40K ORK WARTRAK & WAR TRUKK!
- THE CHAMPIONS OF CHAOS ARE HERE!
- MORE BLOOD BOWL MAYHEM!
- ARENA OF DEATH!

**GAMES
WORKSHOP**

ISSN 0265-8712



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A CALL TO ARMS



Warhammer Battle Report page 71

Remember 'A Gathering of Might', the huge Warhammer game from WD181? Well this one's twice the size...



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By Wayne England.

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Fat Bloke builds a herdstone for his army and then takes a beating from the High Elves (*Oh yes, lets rub it in, shall we? - Paul Sawyer*).

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DOC'S SERJERY BACK COVER

Get your zoggin' bionik bitz 'ere!

WARHAMMER

CHAMPIONS OF CHAOS

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The long awaited supplement to Realm of Chaos, Champions of Chaos is here. Now you can include famous Chaos warlords and other dread servants of Chaos in your blood-lusting hordes.

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Warhammer special characters take on all-comers in a no-holds-barred fight to the death!

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Gav Thorpe explains his winning tactics for Undead Blood Bowl teams.



Blood Bowl Mummy

Product Code: 60249999221



Egrimm van Horstmann riding Baudros the Chaos Dragon

WHITE DWARF

THE WHITE DWARF BLOKES



Paul Sawyer:
Editor and Fat
Bloke



Adrian Wood:
Orky Bloke



Graham Davey:
Wordy Bloke



Andrew Sharman:
Beardy Bloke



Anthony Bath:
Photo Bloke



Ian Strickland:
Chaos Spawn



Dave Taylor:
Strange Bloke

The characters depicted here are fictitious and any similarity to real people is purely coincidental.

SOAPBOX!

"Should I play a big game?
Should I play a small game?"

Dave Taylor, our Australian Studio guy, talks about his recent experiences...



Dave's picture has been changed to torment the innocent.

If you're like me, the models you collect will be quite erratic, constantly inspired by something new, a new rule, a new miniature, or (my favourite!) a new background concept.

I've been an Imperial Guard Colonel for ages now and as soon as I saw the Praetorian 24th box set, I had to have a platoon. I rented a video of 'Zulu' and watched it while painting this 'Welsh' regiment. Imagine playing a battle with Tyranids as the Zulus! I put my brush down after I'd painted 1,500 points, and was immediately inspired by Dan Abnett's story 'Ghostmaker' from Inferno 4. A bold tale of the Tanith 1st (and only) Imperial Guard regiment led by their new commander. Their exploits are the stuff of legend. By the time I finished reading the story I had already pictured the Catachan Jungle Fighter miniatures I was going to utilise.

Instead of buying a 3,000+ point army to go around my concept, and probably losing my focus half way through painting it all, I limited myself to around 1,200 points, a great size for a decisive game of Warhammer 40,000.

Now, I know I've just painted two platoons of Imperial Guard, but they can operate effectively as two separate armies. If a friend drops over we can play a game of 40K without a problem (Remember: against other guardsmen, lasguns can actually be scary).

I guess what I'm saying is don't get carried away by a single idea or your love of a single miniature (doesn't that Falcon grav tank look awesome!). Instead, remember that variety is the spice of life. Collect and paint two or more smaller armies. These armies are easier to collect, paint and transport, and smaller games more often make for razor-edged strategies and nail-biting decisions. The perfect place for starting an army or two is one of our boxed games. For example, if you add the King of Bretonnia, Louen Leoncouer, and a unit of

Grail Knights to the miniatures in the Warhammer box, you can easily reach 1,500 points (an ideal size for a Warhammer game.) Once they're painted you'll be ready to start on the Lizardmen!

Stick to your guns, however, and finish what you are painting. When you're done you can always start on a new army or expand your existing force - I'm sort of doing both with my Imperial Guard. When you feel the urge to play a big game (you know, 6,000+ points) you can gather together your friends and their variety of armies like we did a little while ago in our cunningly titled 'Big Battle' (covered later in this issue) or the 'Call to Arms' battle report at the end of the magazine. While giving you the scope of a broad battlefield, each side is easier to manage under the command of a group of generals, and all those painted forces look great!

Well, I'll leave you to it, before I'm inspired by something else. My Beastlord and his retinue are begging (or is that bellowing?) to be painted so they can fight alongside my Chaos Warriors...

What did you say?

The Imperial Guard Sentinel is going to be released soon?

Excellent!

Write your own Soap Box

If you feel strongly about some aspect of Games Workshop's games, why not let everyone know! Send us up to 500 words, and include your photo and signature.

WARHAMMER®

This month's Warhammer releases:

CHAOS

Champions of Chaos (Warhammer Armies Book)	\$19.95
Arbaal the Undefeated (Boxed set)	\$39.95
Egrimm van Horstmann (Boxed set)	\$74.95

WARHAMMER 40,000®

This month's Warhammer 40,000 releases:

ORKS

Ork Wartrak (Boxed set)	\$34.95
Ork War Trukk (Boxed set)	\$34.95

GORKAMORKA™

This month's Gorkamorka releases

Bad Doc Dreggutz (One model per blister)	\$17.95
Ork Bionic Bitz (Two models per blister)	\$14.95
Grot Weapons (Four sprues per blister)	\$11.95

BLOOD BOWL®

This month's Blood Bowl releases

Death Zone (Boxed supplement)	\$49.95
Chaos All-Stars (Boxed set with complete team)	\$49.95
Champions of Death (Boxed set with complete team)	\$49.95
Athelorn Avengers (Boxed set with complete team)	\$49.95
Grudgebearers (Boxed set with complete team)	\$49.95
Mighty Zug (One model per blister)	\$9.95
Fungus the Loon (One model per blister)	\$9.95
Bommer Dribblesnot (One model per blister)	\$9.95
Ripper Bolgrot (One model per blister)	\$19.95
Varag Ghoul-Chewer (One model per blister)	\$9.95
Head Splitter (One model per blister)	\$19.95
Prince Moranon (One model per blister)	\$9.95
Grim Ironjaw (One model per blister)	\$9.95
Count Luthor von Drackenborg (One model per blister)	\$9.95
Lord Borak the Despoiler (One model per blister)	\$9.95
Horkon Hearripper (One model per blister)	\$9.95
Gnashnak Blackhoof (One model per blister)	\$19.95
Jordell Freshbreeze (One model per blister)	\$9.95
Hthark the Unstoppable (One model per blister)	\$14.95
Hakflem Skuttlespike (One model per blister)	\$9.95
Chaos Dwarfs (Three models per blister)	\$14.95
Hobgoblins (Three models per blister)	\$14.95
Goblins (Four models per blister)	\$14.95
Halflings (Four models per blister)	\$14.95
Skaven Mutants (Three models per blister)	\$14.95
Chaos Mutants (Three models per blister)	\$14.95
Dwarf Deathroller (One model per blister)	\$19.95
Cheerleaders (Three models per blister)	\$14.95



CARDBOARD-MAN: Our card scenery expert Simon Burton is making final checks to the new 40K building pack, the Imperial Guard Command Bunker. This is out next month, and there are details of how to advance order it in the Mail Order pages. Also in the pipeline is something big and Orky, which you can see below.



NEWS



MUTIES SIGHTED: Paul Muller is just putting the finishing touches on some of the new Mutie models for Gorkamorka, making sure they look sufficiently gruesome (rumour has it that one is based on Fat Bloke)! The Mutie riding beast has been designed by Trish Morrison, and Paul has been adding details to make some different variants.



WHAT IS IT?: If you're confused by this picture then read the 'Big Battle' to find out the full story!



ICE WARRIORS: Danish Hobby Manager Bo Tolstrup was desperate to finish painting his Chaos Warrior warband in time for the GW Staff Tournament, even though he was on holiday in the Alps. Here he is, at an altitude of 3,800 metres getting in a quick spot of highlighting.



BLOOD BOWL MANIA: Everywhere you look people are playing Blood Bowl: at lunchtime in the Production Studio, after work in Bugman's Bar, people have even been sighted coming in early for a few turns before work! And with the release of Death Zone this month, more and more people are hiring teams...



"HMMM, I would have preferred a sword!"



◀ **THE LADY** of the Lake handed unto Gilles le Breton the tool with which to shape a nation!

◀ **"NOOOOO!**
Where's my next issue?"

A SAGA IN THE MAKING: Not content with running our Brisbane store, shop manager Chris Feldman dragged Troy Forster (pictured above) and security guard Troy "That water is COLD!" Taylor off to the Lamington National Park, about two hours from Brisbane. After a gruelling six kilometre hike to the Stairway Falls, the guys were ready to recreate one of the most important events in the history of the Old World.



STORE ACTIVITIES

ALL STORES:

Once **DEATHZONE** is released, all of our stores will be starting up a Blood Bowl league. Make sure you ask your store manager how the league will work in your store. Strap on that armour and polish those spikes. Let's get ready to RRRUUMBLLE!

MELBOURNE:

Our new Roadshow 'Defence of Cerberus III' continues to work its way around the country, stopping this time in Melbourne CBD store. This historic battle pits the alien Eldar against a tired and battered Space Wolf force

returning from a campaign in the Eye of Terror and led by Kyril Grimblood. Come along and see the Black Library artefacts reputed to have fallen through the Warp after this conflict. Tour Date: May 24th.

MARION:

Later in the magazine you will spot some of the photos taken at our Marion Grand Opening event. If your face is circled, hurry in to the store to collect your massive prize!

AUCKLAND:

Our Auckland store is having its Grand Opening later this month (May 23rd and 24th). Check out the page later in this issue for a rundown of the great deals available at the weekend. As this is our first New Zealand Grand Opening there should be a few additional surprises in store!

GAMES CLUB UPDATE

Have you asked your local Games Workshop manager where your nearest games club is?

If you have been to our **Adelaide** or **Marion** stores you would have been given the following information.

Where?

Malvern Scout hall, on Malvern Street, just off Unley Road. Parking is available and bus stops are nearby in Malvern Street.

When?

Every Sunday between 11am and 5pm.

How much?

Tickets are \$4.50 and are available from both Adelaide and Marion stores and at the door.

If you regularly go to our **Belconnen** store you would have been given this information.

Where?

Belconnen Community Centre, entrance on Swanston Court.

When?

Every Sunday between 11am and 3pm.

How much?

Tickets are \$2 (\$3 with a raffle ticket) and are available from Belconnen store and at the door. This entitles you to play all day, using the tables and scenery provided.

So if you've got an army (painted or unpainted) that is itching to fight, but you need somewhere to do it, come along to the club. This is your chance to meet and beat other gamers!

Oops! In White Dwarf 219 we said that Castle Hill's games club was open from 6-10pm. It is actually open from 10am-6pm. Sorry!

WARHAMMER Champions of Chaos

by Tuomas Pirinen

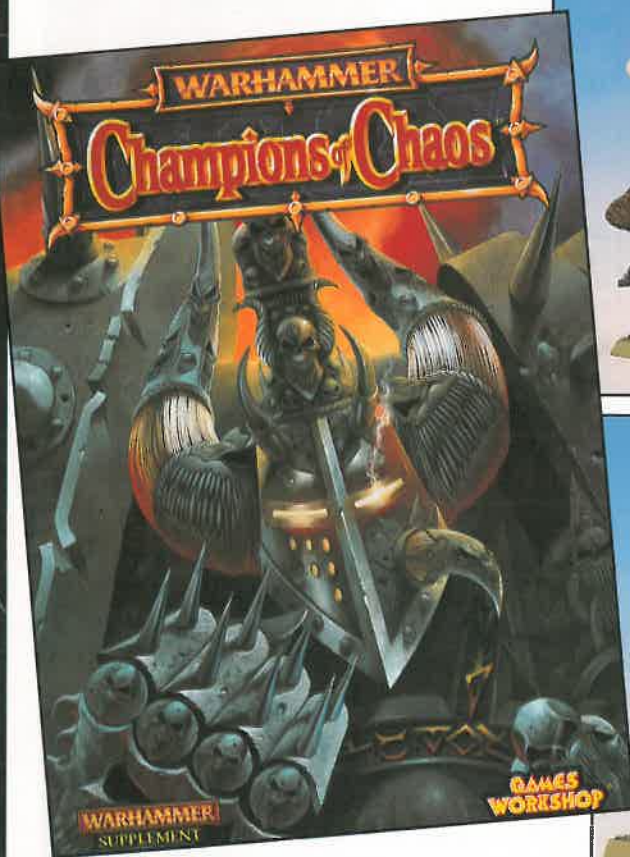
Mortals of the Old World beware – the Champions of Chaos have arrived! This new book is the companion volume to the Realm of Chaos boxed set and it chronicles twelve of the most feared Champions of Chaos ever to terrorise the Warhammer World, allowing you to field them in your battles. Over the next few pages we look at three of these Champions and even give you rules for including one of them in your Chaos Warband!

There are powerful Beastman chieftains and mighty Daemon warlords, as well as Champions and Sorcerers of Chaos. Servants for each and every major Chaos power are included, and there are also a couple of characters who serve Chaos Undivided. The characters in Champions of Chaos range from minor Chaos heroes like Aekold Helbrass and Khazrak the One-eye, the Beastman Houndmaster, to the truly powerful lords of Chaos like Archaon and Amon 'Chakai, Lord of Change. All the characters are gloriously illustrated by the

GW artists, and during the next few months I can promise that you will be spoilt for choice when you see the stunning models that represent these, the greatest of the servants of Chaos.

But enough of my deranged babble, here is a glimpse of the darkness that is Champions of Chaos...

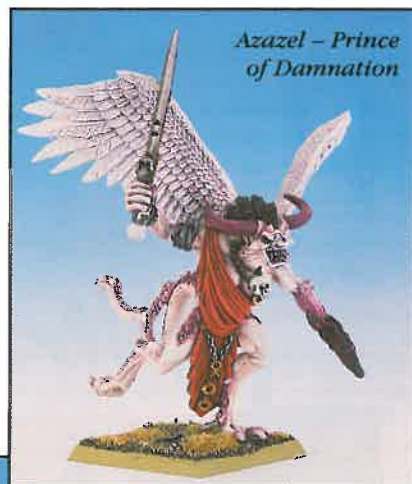
Tuomas



Archaon,
Lord of Chaos
Undivided



Azazel – Prince
of Damnation



Gorthor the Cruel,
Beastlord of Chaos



Here's a sneak preview of a few of the soon-to-be-released Champions of Chaos.

Check out 'Arena of death' in this issue to see these killers in action!

EGRIMM VAN HORSTMANN



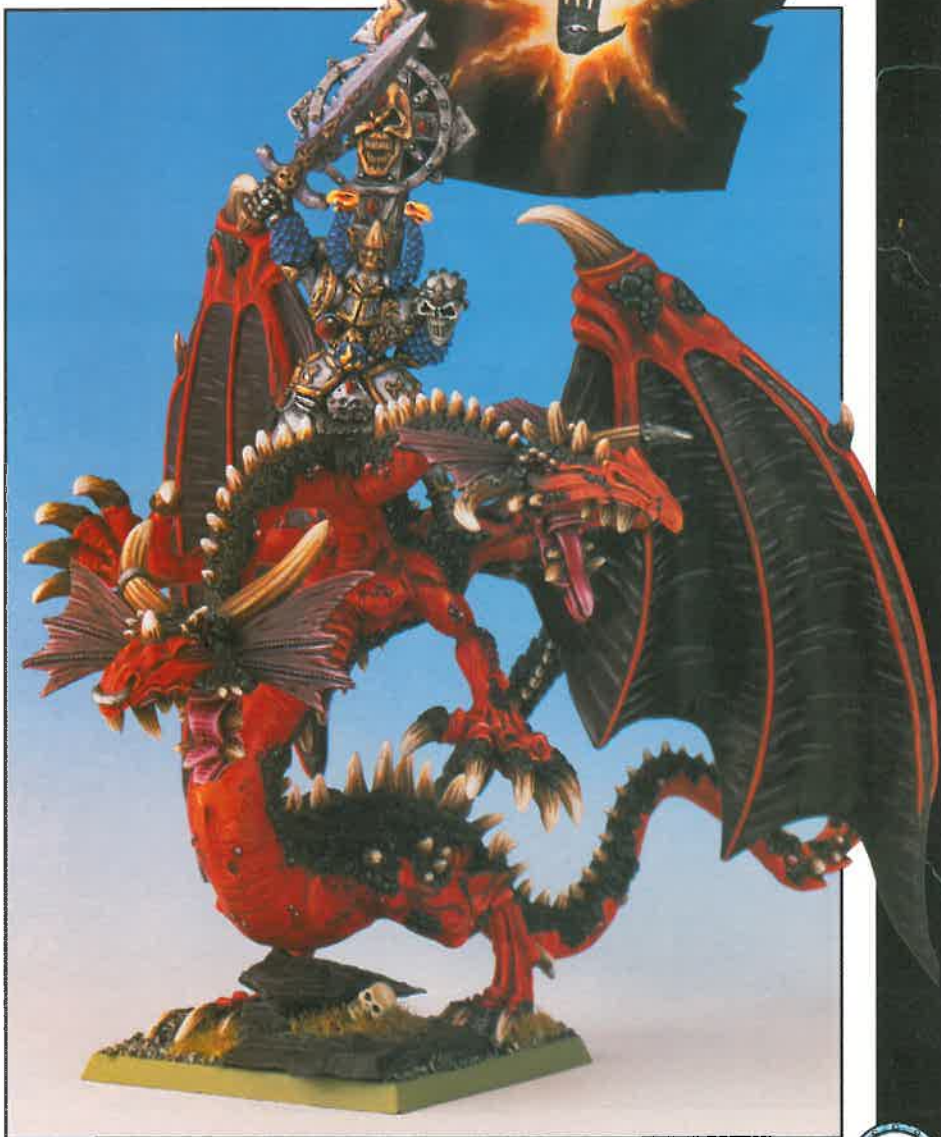
When Egrimm van Horstmann was ordained as Grand Magister of the Order of Light, he was acclaimed as the youngest and most gifted wizard to rule over a magical order. As he knelt down and swore allegiance to the Emperor, no-one guessed that his loyalty had already been given over to another, far more sinister master.

As an Apprentice Chanter of the ritual bound Order of Light Wizards, he served under Master Chanter Alric, the Saviour of Apesto, who taught him many of the order's ancient secrets. But all the time he served the Order of Light, Horstmann prayed to the gods of Chaos for the power to defeat his peers. His progress was rapid. By day he studied Light Magic, and by night he pored over ancient manuscripts devoted to the lore of the Chaos gods. Daemons of Tzeentch whispered their timeless secrets into his sleeping mind and Egrimm's evil powers waxed strong.

For three years the Grand Magister worked his evil in the darkness. Seeds of corruption were planted in the hearts of the Acolytes of the Order of Light. Rituals were subtly modified and their powers redirected. Beneath the College Egrimm laboured at the sealed vaults, one-by-one defeating their magical locks to uncover the forbidden things they contained. It is impossible to calculate the damage done or the horrors unleashed upon the world by the Grand Magister before his evil was uncovered by the Inquisitors of Sigmar and the Grand Theognist Volkmar.

The search for and discovery of the source of corruption would make a long and horrific tale in its own right. In the end the Grand Magister unlocked the Dragon Baudros from its timeless prison beneath the Pyramid of Light and upon the winged and two-headed form of this most infamous of all Chaos Dragons he ascended into the sky and departed towards the Chaos Wastes.

With his corrupted acolytes Egrimm formed the Cabal, perhaps the mightiest of all the warbands of Tzeentch. These sinister warrior-wizards of Tzeentch follow Egrimm van Horstmann as their master. Egrimm covets nothing less than dominion over the entire world. He is a great conspirator, second only to his master Tzeentch. His acolytes are everywhere, and many of the secret cults and covens in the Old World are ultimately controlled by Horstmann. Such plots and schemes please Tzeentch immeasurably, and he has rewarded van Horstmann greatly, making him the most favoured of his servants.





ARBAAL THE UNDEFEATED

Of all the warrior heroes of Khorne the Blood God, there are few so devoted to their thirsting master as Arbaal. Thousands have felt his axe blade at their necks and now their white skulls lie at the feet of Khorne. At the city of Praag in the northlands, Arbaal led a hundred Daemons in the assault on its boundaries. It was Arbaal who finally breached the gates of the city and ended the siege. Legends claim that Arbaal slew a thousand warriors that day.



Arbaal is the favourite of his master and his most devoted servant. Khorne has gifted him with the power of the Destroyer in recognition of his devotion, a reward that belongs to Khorne's most favoured Champion alone. Only one warrior may bear the gift of the Destroyer of Khorne. Should his Champion be defeated, Khorne's wrathful eye will turn Arbaal to foul Chaos Spawn, for only the victorious are worthy enough to serve Khorne.



AEKOLD HELBRASS 248 points



Aekold Helbrass, Champion of Tzeentch, bears a most unusual gift – the gift that is known as the Breath of Life. Where Aekold walks, the grass springs green and meadow flowers blossom. When he walks upon desert sands and stony rocks, the land bursts into life as he passes.

Any living thing he touches, springs into new and vigorous growth. The long-dead wood of doors and staves takes root upon his touch. His touch can restore to health creatures that are upon the threshold of death, for such is the power of the Breath of Life. His power is as indiscriminate as it is potent, behind him he leaves a trail of new life and everything he touches is affected.

While life-giving is the gift of Aekold, he slays his opponents without pity or care, for he knows all life is but an endless dance of change, dictated by Tzeentch, the Master of Fate.

PROFILE	M	WS	BS	S	T	W	I	A	LD
AEKOLD	4	8	8	5	5	2	8	4	10

Weapons/Armour.

Aekold wears Chaos armour and carries the double-handed broadsword *Windblade*.

Save. 4+ (Chaos armour).

Mark of Chaos.

Aekold is a Champion of Tzeentch and bears his Mark. This means that he can re-roll any single dice roll during the game and add or deduct 1 from the result.



AEKOLD'S MAGIC ITEMS

Aekold has two magic items, the great sword Windblade and the special Chaos Reward Breath of Life. Both of these are unique to Aekold and only he may have them. The cost of these items is already included in his points cost.

The Windblade

Chaos Reward 50 points

The Windblade is the great, double-banded broadsword of Aekold, granted to him by his master, Tzeentch. Like all the favours given by the Changer of Ways, it is erratic and unpredictable.

The Windblade is a double-handed weapon, so requires two hands to use. It adds +2 to the Strength of its user but it will always strike last. In addition, before the battle roll a D6 and consult the chart below to see what effect the Windblade will have on its bearer.

- 1-2 The Windblade allows its bearer to walk the winds of magic and move at an astounding speed. Aekold may fly as detailed in the Warhammer rulebook.
- 3-4 The Windblade becomes as light as a feather in the hands of its bearer, and yet still retains its deadly power. The Windblade will therefore always strike first in hand-to-hand combat, regardless of Initiative and charging, and it will still confer the +2 Strength bonus. If both sides are allowed to strike first because of magic items or spells, roll a dice to see which side goes first.
- 5-6 The Windblade swirls and leaps from the hands of its wielder, striking his enemies at a great distance before returning to his hand. Aekold may throw the Windblade once in the shooting phase at any target within 12" that is within his line of sight. Use Aekold's Ballistic Skill to determine whether the Windblade hits its target or not. If the unit is hit it suffers D6 S5 hits.

The Breath of Life

Chaos Reward 25 points

The Breath of Life is one of the mysterious and bizarre gifts Tzeentch has granted to his most favoured of followers.

At the start of each Chaos turn, Aekold will recover a single wound he has suffered on a D6 roll of 4+. He can only recover 1 wound per turn and can recover

his full number of wounds in time. In addition, any model in base contact (friend or foe) will recover a single wound on a D6 roll of 6. The Breath of Life can bring Aekold back to life, but it cannot restore any other dead model. Once slain he can still recover wounds and thereby reincarnate himself, but a D6 score of 5+ is required to return his first wound. Mark the place where he is slain so that he can be returned once recovered.



GRUDGEBEARERS



Blitzer



Runner



Longbeard



Troll Slayer



ATHELORN AVENGERS



Thrower



Catcher



Lineman



Wardancer



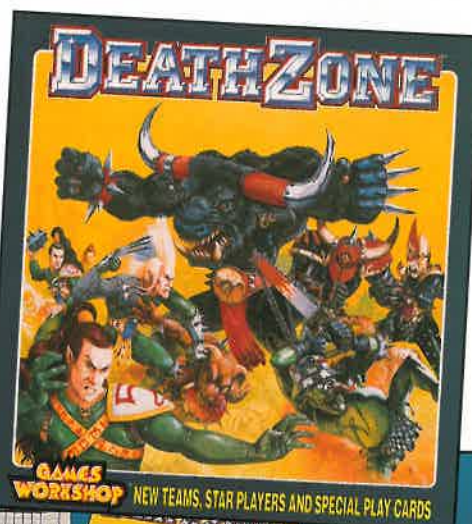
DEATH ZONE

By Jervis "Too Tall" Johnson

This month sees the re-release of Death Zone, a supplement for Blood Bowl packed full of all kinds of magic items, secret weapons and new star players. In addition there is a complete league system that allows you to block, pass and foul your way to the heady heights of the Chaos Cup, Dungeon Bowl or even the coveted Blood Bowl itself. Blood Bowl creator Jervis Johnson fills us in on all the gruesome details...

A CLASSIC RE-VISITED

As with Blood Bowl, we've avoided the temptation to fiddle with the rules in Death Zone, and so the only real change from the last edition is that Death Zone is now crammed (and I do mean crammed) into a slim-line box. In keeping with this spirit of phoenix-like resurrection we've decided to reprint a couple of 'classic' White Dwarf articles about Death Zone. The first of these makes up the rest of this article, and consists of my ramblings and explanations about what you'll find in the Death Zone box. The second article is even more interesting, and consists of a reprint of Gav Thorpe's article on using Undead teams in Blood Bowl. With that I'll hand you back to myself, writing just a few years ago about Death Zone (confusing, isn't it!?)





Witch Elf Roxana Nailvenom of the Naggaroth Nightmares breaks the Orcland Raiders' line!

WHAT YOU GET

The Death Zone box has rules for setting up a league and is absolutely packed with other stuff too. The 32 page Death Zone Playbook contains new rules, background information and – most importantly of all – a whole bunch of new 'Did You Knows'. There are rules to cover a host of new secret weapons including Chaos Dwarf Blunderbusses and Goblin Bombardiers, rules to allow players to add extra coaching staff to their team such as Apothecaries (to heal seriously injured players) or Wizards (to blast opposing players with magic spells), and much more.

To make setting up and running a league as easy as possible, Death Zone also contains a new pad of League Team Rosters. These are slightly bigger than the ones in Blood Bowl to enable you to record the extra information required for a

league team. There is also a special League Reference Sheet which has all the charts and tables you will need to refer to when playing league matches.

The main bulk of the package, however, consists of the new cards. These include 18 new Star Player cards and well over 100 Special Play cards. These are printed on thick card so that they will survive a lifetime of play. The package is rounded off with a selection of Magic Spell templates and a set of full-colour card Trophies which can be awarded to coaches for winning major Tournaments!

THE NEW TEAMS AND STAR PLAYER CARDS

The new teams and Star Player cards included in Death Zone add a whole new level of variety to Blood Bowl games and mean that just about every major Blood Bowl playing race has now been covered. With full background information, team lists and special rules for six more Blood Bowl playing races – Goblins, Chaos, Undead, Wood Elf, Halfling and Chaos Dwarf – there should be a team and style of play to suit every taste.

Each of these new teams also have their own strengths and weaknesses. Wood Elves, for example, are extremely agile but very lightly armoured and so concentrate almost exclusively on the 'aerial' passing game. Chaos teams, on the other hand, are the complete opposite and tend to simply drive up the field maiming and injuring as many opposing players as possible. They only head for the end zone and a touchdown once the opposition runs out of players to stop them!

Players should note that although we've done our best, not all of the teams are perfectly balanced. In particular coaches of Halfling and, to a lesser extent, Goblin teams may well find it hard to win any games. On the other hand Halfling and Goblin players are so ridiculously cheap that it is quite easy to include a large monster or two on the team, which tend go a long way towards tipping the odds in the little guys' favour...

The 18 new Star Player cards include a Troll, a Minotaur, a Dark Elf Assassin, a Dwarf Death Roller and many more wild and extremely deadly players. This wide selection of Star

★★★ Did you know...

A sizeable proportion of fans look upon a Blood Bowl match as an opportunity to cause as much mayhem and destruction in the stands as possible. Indeed, many fans feel that something should be done about the small minority of peaceful fans that turn up for games just to watch, and spoil the fun for everyone else.



★★★ Did you know...

According to their unholy religion, the Chaos All-Stars must cook and eat their coach if they lose a game. If they win, of course, they're allowed to eat him raw!

Players means that there are more than enough to allow any team to include one or two of these crazy, talented and extremely useful players in their ranks.

THE SPECIAL PLAY CARDS

The new Special Play cards allow all kinds of dirty tricks and underhand tactics to be used, such as bribing the referee or hiring an assassin to use against the opposition. The cards are split into three decks: *Dirty Tricks*, *Random Events* and *Magic Items*. At the start of a match each coach is allowed to draw one or more Special Play cards (the exact number is determined by a dice roll), each of which may be used once during the game and must then be discarded.

Although the Special Play cards may be drawn from any of the three decks, choosing which deck to draw from is an interesting problem in its own right. Each of the different decks has its own strengths and weaknesses and your choice will depend upon the nature of your opponent and the importance of the match. The *Magic Item* deck, for example, has some very powerful cards in it, but a coach is never allowed to take more than one of these cards as magic items tend to be rather rare. Unless you get the right ones these cards can be of limited usefulness. On the other hand, the *Dirty Trick* cards are great for damaging the opposing team and can be useful for winning one-off matches or vital league games. However, these are not much good if you want to improve your team and this is where the *Random Events* cards come in. These are good for improving your team but will rarely win you the match!

The Special Play cards add an important random element to the game, and mean that a coach can never be really certain that he has won until the final whistle is blown. For example, some of the cards allow a coach to take an extra turn, which means that he can score from a seemingly impossible position. The Special Play cards are also extremely useful for balancing matches between teams. This is not normally a problem in one-off games as the abilities of the two teams will be roughly even. In a league however, matches between teams of differing

ability and skill level are extremely common. The Special Play cards are used to balance these matches by allowing the coach of the lower rated team to take extra cards at the start of the match. Having more Special Play cards than your opponent is a potent advantage, and means that even the most lowly underdog has the chance of pulling off a surprise win!

THE LEAGUE RULES

For competitive play, the really important part of the Death Zone package are the rules for setting up and running a league. These allow players to coach their team to the top of the league, competing against other teams for the ultimate honour of winning the Blood Bowl trophy or the Chaos Cup! Rules are included for training players to become Star Players, hiring new players to replace casualties, keeping track of the money in the team treasury, organising and running tournaments, hiring mercenary Freebooter players, and a great deal more.

As any experienced Blood Bowl coach will tell you, while one-off games may be fun, running a team over the course of a series of games is far more exciting. Not only do you have to think about the tactics that your team will use in a single match, you also have to plan ahead. You can also watch your team develop and grow into a real powerhouse to rival even the mighty Reikland Reavers or Gouged Eye. Running a Blood Bowl team in a league does create some additional work and calls for a little extra commitment, but if you want to have the glory of leading your team through a long season to the Blood Bowl final itself, then the league rules are for you!

The single most important thing I needed to sort out when writing the league rules was the problem of the 'part-time' coach. Anybody who has played in a Blood Bowl league before (or any campaign, for that matter) will understand this problem. When the league starts up you get loads of enthusiastic players all clamouring to take part. However, after half a dozen games, quite a few of the coaches will have started missing matches or have dropped out of the league altogether, especially if their team isn't doing very well...!



Ramtut the Third and Morg 'n' Thorg lay into each other – all thoughts of the ball are forgotten!



STAR PLAYERS



Horkon Heartripper



Prince Moranion



Lord Borak the Despoiler



Grim Ironjaw



Death Roller



Jordell Freshbreeze



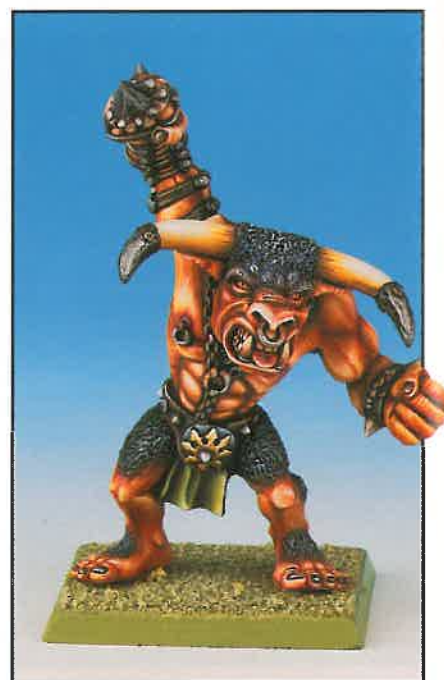
Count Luthor Von Drakenburg



Headsplitter



Fungus the Loon



Gnashrack Blackhoof



Ripper Bolgrot



Varag Ghoul-Chewer



Hthark the Unstoppable



Hakflem Skuttlespike



Bomber Dribblesnot



SKAVEN AND CHAOS MUTANTS



Claw



Extra Arms



Big Hand



Very Long Legs



Claw



Extra Arm



Tentacles





The way that I've tried to get round this problem is by creating the new open league format used in Death Zone. This places the emphasis on arranging matches and playing games firmly on the shoulders of the coaches themselves. Using this method, enthusiastic coaches can play as many games as they like, or rather, as many games as they can find opponents to play against. Meanwhile less enthusiastic coaches can play fewer games, as and when they feel like it.

These league rules are designed to recreate the way Blood Bowl teams travel the Old World, moving from venue to venue to play the games. In a way, the teams are much more like a travelling company of actors, or a mercenary regiment, than the football teams of present day times. Games are played in stadiums, owned either by the Colleges of Magic or by large towns or cities. They are not normally owned by Blood Bowl teams themselves, though some teams such as the Reikland Reavers do own their own stadium. Teams receive money to play in stadiums, the amount they receive depends on how many fans turn up for the game and whether the team wins or loses. Because of this anarchic set-up it is up to each team manager (ie YOU!) to organise matches, set dates for games and so on.

At first the League system didn't have any tournaments, the rewards being limited to improvements in the team as players earned Star Player Points and gained new skills. It became apparent very quickly, however, that a league without some form of structured tournament system, while being fun, lacked the intense excitement generated by that all important final match! The problem was how to create a system allowing for a tournament that would not fall apart if coaches didn't turn up for matches or dropped out if their team wasn't doing well. The answer that evolved was to have a special Play-Off period at the start of each tournament where coaches had to organise their own matches, combined with semi-finals and grand finals

★★★ Did you know...

Due to runaway use of secret weapons, the Chaos Dwarf Black Death team has yet to finish a season with any surviving fans. The Black Death players don't seem to care, though, as they proudly hold the all-time record for Most Spectator Casualties!

at the end. This system managed to combine the best of both worlds, because the vast majority of matches were left up to the coaches themselves to organise (with the benefits outlined above), while the semi-finals and grand final provided an intensely exciting climax to the whole event!

LEAGUE STRATEGY

For coaches that have been playing lots of one-off games using the Blood Bowl rules, a few hints and tips are in order about creating teams to play in a league. The most important thing to bear in mind is that league teams need to be designed for the long haul. It is very tempting to create a team with eleven or twelve very good players, but if any of the players are killed or injured in the first game (and they almost certainly will be!), it can be very difficult to field an effective team in the next match. This can create a vicious cycle where the team doesn't have enough players to field a full team, and so gets badly beaten up, leaving it in an even worse state for the next match.

In our original Studio league, Gary Morley's team – Morley's Marauders suffered from this syndrome and he was reduced to only six or seven uninjured players before he had to retire his squad and start again.

To avoid this try to make sure that your team has at least thirteen players and consider buying an Apothecary for the team right from the start. The other common mistake that players make is to buy too few Team Re-roll counters. Remember that getting hold of extra Team Re-roll counters once the league is up and running is expensive (unless you are lucky enough to draw an Extra Training card), and so it is well worthwhile making sure that you have enough when you start the team.

Finally, don't get disheartened if your team rating gets worse after your first couple of games. This happens quite frequently with starting teams, and more often than not the team manages to bounce back later on. This being said, sometimes a team will lose so many players, and have so little cash in the treasury to replace them, that there is nothing to do but start again. If this happens to you then it is generally best to start up again with the same race, so that at least you can use your experience with your first team to guide you with your second.



These league rules have been extensively tested by the dedicated group of Blood Bowl players at the Studio. It's been a lot of fun and we hope that you get the same enjoyment out of playing them.

"The teams are on the pitch and they're ready to play, sports fans – Go kill 'em!"

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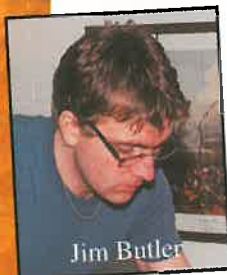
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weekend of the 9th and 10th of May.*

MAY OLD METAL MADNESS SALE MAY OLD METAL

WARHAMMER

ARENA OF DEATH

By Jim Butler



Jim Butler

Jim 'mad as a mad thing' Butler has really outdone himself this time. In a fit of very unwarhammer-like behaviour, Jim has caused something of a stir in the GW Studio. We'll let Jim gibber his own excuses...

Every once in a while, somebody has an idea which is just so insane that it can't be ignored. Before you read any further I should make absolutely clear the sheer depths of depravity and madness this article will plumb. You'll need to take a good few moments to reflect whether you really want to expose your fine gaming sensibilities to such folly (we'll understand if you don't, really we will). In Arena of Death we have decided to pit sixteen of the hardest special characters in Warhammer against each other to find the ultimate death dealer (and have a bit of a laugh at the same time).

To those of you who are still with us I suppose I should answer the obvious question, which is "Why?" Why have we embarked on this course of lunacy? Well whenever two or more gamers are gathered together, it's inevitable that eventually they'll start arguing about which special character is the most ludicrously unkillable. What makes these (often beer-induced) ramblings even more heated is the fact that most of these characters are too powerful to be used in ordinary games, so they seldom meet in combat on the battlefield. As a meeting at GW degenerated into just such an argument, we decided to find out the answer. So without sulling the integrity of a good honest battle, we decided to pit these murder machines against each other in the Arena of Death, the ultimate tournament to find the supreme killer of the Warhammer World!

THE CONTESTANTS

There are an awful lot of special characters, and each race could only have one representative. We used several criteria to choose the champion, the main one being which character had the highest points cost. We also had to think about which models we had, and which characters were really archetypal of their race. Where possible, we went for warriors rather than spellcasters. We also had a spare space for a 'Wild Card' contestant, so we decided to put in a Bloodthirster, mainly because it's such a cool model. Ultimately, the choice was arbitrary, but in an enterprise as foolish as this, any attempt at fairness and consistency is doomed to failure. If you feel

strongly enough about the omission of any character feel free to write to me at Nottingham HQ. Please mark your submissions on the outside of the envelope so that I can put them in the bin without wasting any time reading them.

THE RULES

Now you are joking aren't you? In fairness, there were a few alterations necessary to make this essentially gladiatorial combat work. First, we assumed that both combatants had charged, and rolled a dice to see who got the first turn for purposes of spellcasting. Also, we decided not to use Fear, Terror or Break tests, as these were all heroic characters and after all, where can you run to in an arena? Where there was a clash of magic items, we rolled a dice each turn to see which took precedent (eg "Always hits on a 2+" vs "can only be hit on a 6"). Oh yes, and no spitting.

That's enough talking, let's get on with the killing!

ARENA OF DEATH THE RULES.

Each participant will roll a dice to decide who gets the first turn, for purposes of the Magic phase.

Both participants will count as charging in the first round.

Attacks will be made in order of Initiative. In the case of a draw, the character whose turn it is will attack first.

All spells will be drawn separately for each combat.

There will be no Psychology or Break tests.

No spitting.

THE COMBATANTS: ROUND ONE



Archaon



Thorgrim



Skarsnik



Orion



Snikch



Astragoth



Gorthor



Tyrion

ROUND ONE

Archaon, Lord of Chaos
vs High King Thorgrim
Grudgebearer

Skarsnik, Warlord of
the Eight Peaks vs Orion,
King of the Woods

Deathmaster Snikch,
Chief Assassin of
Clan Eshin vs Astragoth,
High Priest of Hashut

Gorthor the Beastlord vs
Tyrion, High Elf Prince

Emperor Karl Franz vs Nagash,
Supreme Lord of the Undead

Louen Leoncoeur the Lionhearted
vs Venerable Lord Kroak

Bloodthirster of Khorne vs The
Beastlord Rakarth of Karond Kar

Azhag the Slaughterer vs
Azazel, Prince of Damnation

The first round yielded no real surprises. The closest contest was between Gorthor and Tyrion, when only the Escape card from the Winds of Magic deck saved the Beastman shaman. The Bloodthirster gave advance warning of his power when he slew Rakarth's Black Dragon in a single combat phase.

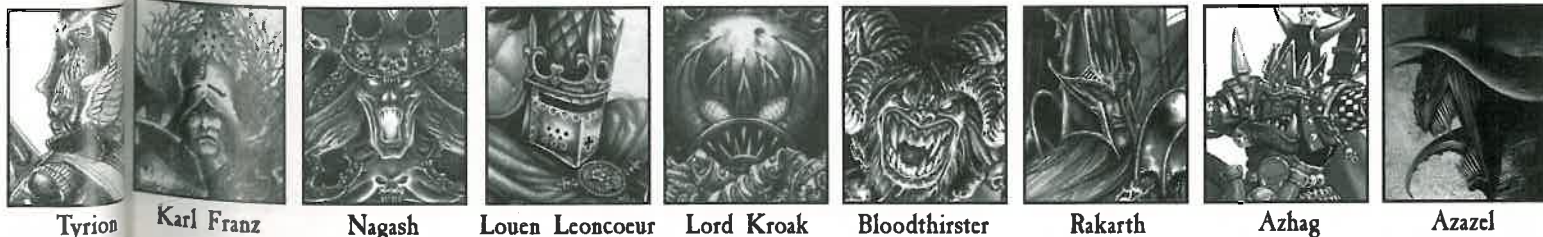


Above: Karl Franz vs Nagash.

Karl Franz put up a brave fight, but went down after causing only a couple of wounds, shortly followed by his Griffon, Deathclaw.

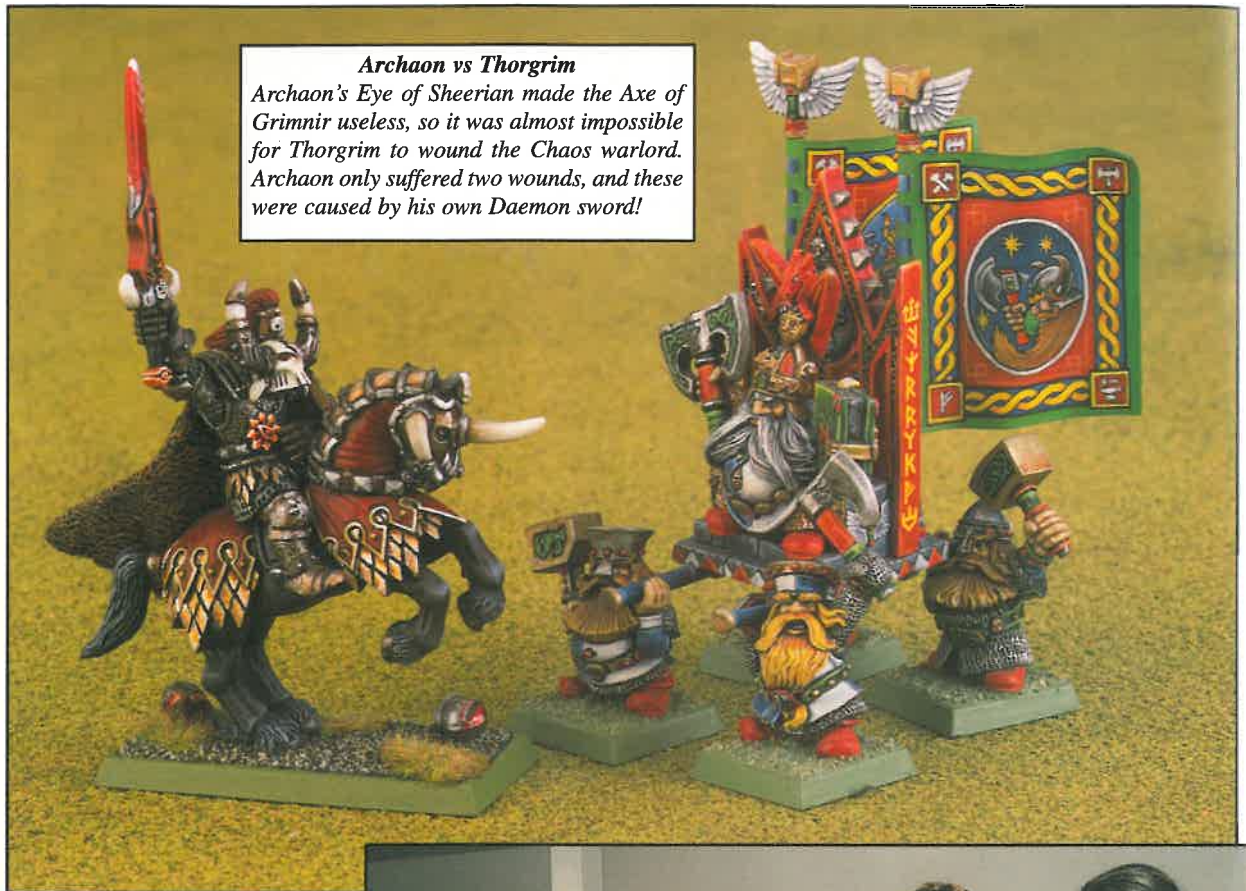
Gorthor vs Tyrion.

Tyrion survived the chariot's charge and took Gorthor's last wound, but the shaman had stored the Escape card, and returned to deal the deathblow to the Elven Prince.



Tyrion Karl Franz Nagash Louen Leoncoeur Lord Kroak Bloodthirster Rakarth Azhag Azazel

ROUND ONE



Archaon vs Thorgrim
Archaon's Eye of Sheerian made the Axe of Grinnir useless, so it was almost impossible for Thorgrim to wound the Chaos warlord. Archaon only suffered two wounds, and these were caused by his own Daemon sword!

Right: Azazel vs Azhag.
Short. Very short.



'The Great Furry Hope'



DEATH OR GLORY (ROUND ONE)



Archaon



Karl Franz



Skarsnik



Louen Leoncoeur



Snikch



Bloodthirster



Gorthor



Azhag



Thorgrim



Nagash



Orion



Lord Kroak



Astragoth



Rakarth



Tyrion



Azazel

ROUND TWO

Archaon, Lord of Chaos
vs Azazel,
Prince of Damnation

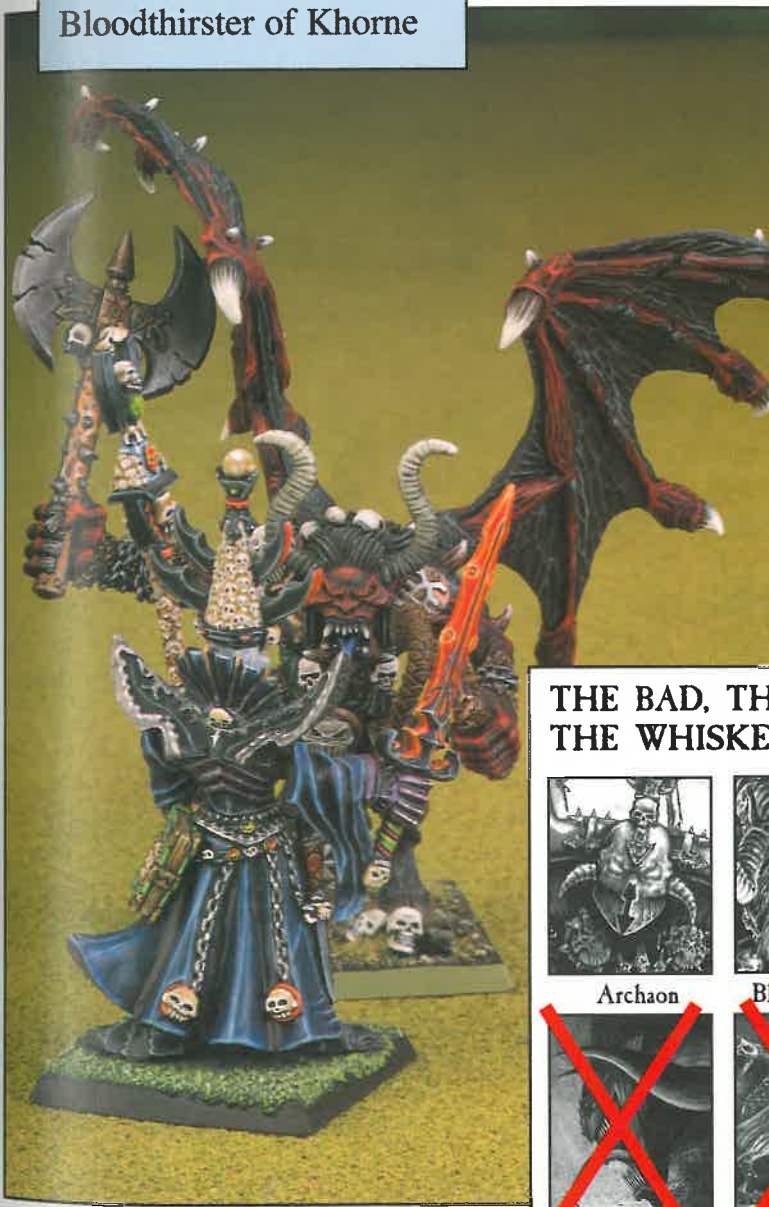
Orion, King of the
Woods vs
Venerable Lord Kroak

Deathmaster Snikch,
Chief Assassin of
Clan Eshin vs
Gorthor, the Beastlord

Nagash, Supreme Lord
of the Undead vs
Bloodthirster of Khorne



Above: Gorthor vs Snikch. Another close contest, but Gorthor couldn't land the killing blow, as Snikch's Dodge ability made him very hard to hit.



In the second round Gorthor was again involved in the closest combat, but this time Deathmaster Snikch's poisoned blades proved too much for him. Archaon's *Eye of Sheerian* showed an almost prophetic ability to negate his opponent's most powerful attribute. In the first round it had negated the *Axe of Grimnir*, and in the second it made Archaon immune to Azazel's spells. When the Bloodthirster was drawn against Nagash we braced ourselves for an epic clash, but it wasn't to be. The sheer fury of the Bloodthirster's attacks was too much for the Lord of the Undead, and he was banished back to the netherworld without striking a blow.

Left: The Bloodthirster vs Nagash. The Bloodthirster's awesome fighting ability proved decisive, and he cut down Nagash before the Lord of the Undead had a chance to fight back, let alone cast any spells.

THE BAD, THE FROG AND THE WHISKERY (ROUND TWO)



Archaon



Bloodthirster



Lord Kroak



Gorthor



Azazel



Nagash



Orion



Snikch



Azhag



Azazel



THE SEMI-FINALS

Archaon Lord of Chaos vs
Bloodthirster of Khorne

Venerable Lord Kroak vs
Deathmaster Snikch, Chief
assassin of Clan Eshin

THE ROAD TO VICTORY (ROUND THREE)



Archaon



Lord Kroak



Bloodthirster



Snikch

*Below: Archaon vs The Bloodthirster.
Archaon's Daemon weapon proved his undoing.*



The semi-finals saw Archaon, Lord of Chaos up against the awesome (and by now hot favourite) Bloodthirster of Khorne. Once more the *Eye of Sheerian* seemed to know its opponent's strengths, allowing the Lord of Chaos to take his saving throws on 2D6. In a titanic combat, Archaon wounded the Greater Daemon several times, but in the end was betrayed by his own weapon, the *Slayer of Kings*, which took his last wound. Ah, the fickle nature of Chaos!

THE GRAND FINAL

Bloodthirster vs Lord Kroak

In the final round, the Venerable Lord Kroak's arsenal of magic items gave him an outside chance, but in the end he could not match the savagery of the Bloodthirster's attacks.

As the last contender fell, the living embodiment of the god of war bellowed with triumphant rage. The skulls of the most powerful heroes of the Warhammer world had been lain before the Throne of Khorne.

Well, there you have it. Ironically, the most powerful special character isn't a special character at all. I'm sure lots of you will disagree with our choice of characters, and in truth many of the battles could have gone either way (what if Nagash had survived long enough to cast *Hand of Dust*?). There's no substitute for a proper game of Warhammer, but the next time you have half an hour to spare, you can always indulge in your own *Arena of Death*. Just don't let on I told you to do it.

THERE CAN BE ONLY ONE



Bloodthirster



Lord Kroak



"See him, he's hard he is."

Jim Butler

ALS

OS vs

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Lord of
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Slayer of
took his
Ah, the
f Chaos!



is."

WARHAMMER

ARENA OF DEATH



CHAMPION 1998

DICE FOR THE DICE THRONE OF KHORNE...



SPEED FREEKS

by Gav Thorpe and Tuomas Pirinen

Ork Trukks and Traks have been ruling the roost in Gorkamorka, and now you can get them in Warhammer 40,000. We take a look at their origins, and provide rules and datafaxes so you can use them in your Warhammer 40,000 battles.

ORK VEHICLES

Ork vehicles are solidly built, brutish, noisy, smelly and tough – just like the Orks who drive them! Ork vehicles come in many shapes and sizes, but are typified by age-old and much-loved designs, the most popular being different bikes, trukks, and traks. Orks like to go fast. Speed fulfils some deep need in Ork temperament, just like the thunder of guns, the grind of tracks, and the din of battle.

Vehicles that go insanely fast have a great prestige value amongst the Orks, and the most wealthy Nobs hoard a great number of very fast (and very red) bikes, buggies and trukks. Rivalries between the Ork Nobs and Warbosses for who has the fastest vehicle are intense. These disputes are often resolved with a reckless race between the Orks to see who has the fastest buggy, bike, or trak. In the case of races between War Trukks, the competing Nobs are allowed to bring a couple

of their strongest Boyz along, who are allowed to fire weapons or board the opposing truk.

Orks love to gamble on these races, and fights often break out amongst the spectators. The Ork legends remember 'Da Big Race' between Ork Warlords Groff Irontooth and Agrash the Brutal. The two Warlords of the planet Orkush IV had decided to resolve their dispute for the leadership of the planet by a race. Their supa-charged War Trukks arrived at the finish line together and it was impossible to determine the winner. As a vast number of teef and the leadership of the next Waaagh! had been wagered upon the outcome of the race, the audience started a huge row over the result. The fight led to a full-blown battle amongst the spectators and finally to outright war between the two Orkish factions. The war lasted for three years and virtually wiped out all life on Orkush IV. Da Big Race is fondly remembered by all the Orks, and they eagerly await new races in hope that they can also be part of something as spectacular as Da Big Race.



ORK WAR TRUKK



VEHICLE DATA

CREW:
ONE ORK DRIVER
ONE ORK GUNNER

RAM VALUE:
STRENGTH 6
-3 SAVE
D6 DAMAGE

MOVEMENT:
SLOW SPEED: 8"
COMBAT SPEED: 16"
FAST SPEED: 30"
TYPE: WHEELED

WEAPONS:
The War Trukk is armed with a **heavy bolter** with a 180° field of fire. The **heavy bolter** may be upgraded to a twin-linked **heavy bolter** at an additional cost of +10 points.

TRANSPORT:
The War Trukk may carry as many Ork models as may be sensibly fitted on the back. Obviously if models are falling off all the time, or you are using sticky tape, then you are trying to carry too many Boyz.

WEAPON DATA

WEAPONS	RANGE		TO HIT		SAVE		DAM.		STR.		ARMOUR		SPECIAL
	SHORT	LONG	SHORT	LONG	MOD.	PENE.	MOD.	PENE.	MOD.	PENE.	MOD.	PENE.	
Heavy Bolter	0-20	20-40	-	-	-	-	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D

POINTS COST: 40 points

ORK WARTRAK



VEHICLE DATA

CREW:
ONE ORK DRIVER
ONE ORK GUNNER

RAM VALUE:
STRENGTH 6
-2 SAVE
D6 DAMAGE

MOVEMENT:
SLOW SPEED: 10"
COMBAT SPEED: 20"
FAST SPEED: 28"
TYPE: TRACKED

WEAPONS
The Wartrak is armed with twin-linked **heavy bolters** with a 360° fire arc. The heavy bolters may be replaced with a single **heavy plasma gun** for +5 points, a single **lascannon** for +10 points or a single **multi-melta** for +20 points or twin linked **autocannons** for +15 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		SAVE		DAM.		STR.		ARMOUR		SPECIAL
	SHORT	LONG	SHORT	LONG	MOD.	PENE.	MOD.	PENE.	MOD.	PENE.	MOD.	PENE.	
Heavy Bolter	0-20	20-40	-	-	-	-	-	-	5	D4	-2	D6+D4+5	Sustained fire 4D
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	2D12+D6+8	2"	Blast Marker	-	-	
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-	-	-	-	
Autocannon	0-20	20-72	-	-	8	D6	-3	2D6+8	-	-	-	-	
Heavy Plasma Gun	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1 1/2"	Blast Marker	-	-	
Low Energy	0-20	20-72	-	-	10	D10	-6	D10+D6+10	1 1/2"	Blast Marker	-	-	

POINTS COST: 50 points

		ARMOUR	
D6	LOCATION	FRONT	SIDE/REAR
1-2	War Truck	12	12
3-6	Passengers*	see below	
* Hit the one nearest to the attacker			

War Truck Damage Table

- The War Truck's weapon is destroyed and may no longer be used.
- 3 A wheel is blown off. The Truck moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- The War Truck's controls are damaged making it difficult to steer. Roll a D6 at the start of each of the War Truck's movement phases. On a roll of 4, 5 or 6 the driver is able to control the vehicle and it moves normally. On a roll of 1, 2 or 3 the War Truck moves out of control for that turn.
- The War Truck's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- The War Truck's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving throw modifier on all models within 3".

Passenger Damage Table

The attack hits a passenger on board the War Truck. Randomly determine which model is hit from the models being transported, and the driver and gunner. If the weapon has a blast marker then any models under the template are hit on a D6 roll of 4, 5 or 6. Roll to see if the passenger is killed using the normal shooting rules by comparing the attacking weapon's Strength to the passenger's Toughness, and making any armour saving rolls as normal.



		ARMOUR	
D6	LOCATION	FRONT	SIDE/REAR
1-3	Crew*	See below	12
4-6	Wartrak	10	12
* Hit the one nearest to the attacker			

Wartrak Damage Table

- The Wartrak's weapon is destroyed and may no longer be used.
- The Wartrak's track is blown off. The wartrak moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- The Wartrak's controls are damaged making it difficult to steer. Roll a D6 at the start of each of the Wartrak's movement phases. On a roll of 4, 5 or 6 the driver is able to control the vehicle and it moves normally. On a roll of 1, 2 or 3 the Wartrak moves out of control for that turn.
- The Wartrak's front wheel is blown off and it flips over, killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the Wartrak when it lands takes D6 S7 hits with a -2 saving throw modifier.
- The Wartrak's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- The Wartrak's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving throw modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a Toughness of 4, wears flak armour that confers a 6+ saving throw, and has 1 wound. If the driver is killed then the Wartrak will move out of control for the remainder of the game or until the gunner takes over, the Wartrak hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table. If the gunner is killed then the Wartrak's weapon may no longer be used.



The following entries are to be added to the army list in Codex Orks

ORK WARTRAK 50 points

The army must include at least one Mekaniak in order to have any Wartraks. The Wartrak has a set of tracks combined with a bike front suspension. This means that it can cope with most types of terrain and makes it exceptionally mobile.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7

CREW: One Ork driver and one Ork gunner.

WEAPONS: Twin-linked heavy bolters. In addition, the driver and gunner each carry a bolt pistol.

ARMOUR: The driver and gunner wear flak armour.

OPTIONS: The twin heavy bolters may be replaced with one of the weapons shown below at the indicated additional cost:

Heavy plasma gun	+5 points
Lascannon	+10 points
Twin-linked autocannons	+15 points
Multi-melta	+20 points

ORK WAR TRUKK 40 points

The Ork army must include at least one Mekaniak in order to have any War Trukks. The War Trukk has a crew of two Orks: a driver and the Ork who shoots the gun.

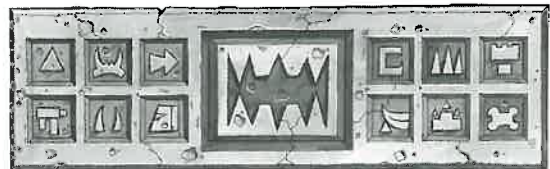
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7

CREW: One Ork driver and one Ork gunner.

WEAPONS: Heavy bolter. In addition, the driver and gunner each carry a bolt pistol.

ARMOUR: The driver and gunner wear flak armour.

OPTIONS: The heavy bolter may be replaced with a twin-linked heavy bolter at a cost of +10 points.



WARTRAK

The Wartrak is a variant of a Warbike, with a set of tracks combined with a bike front suspension. The Boyz love their Wartraks, because their guns are bigger and make a louder noise than the bolters carried by the other Orks! The Wartrak has an additional benefit of moving quickly over any muddy or rocky terrain where other vehicles might get stuck. This is doubly enjoyable when other vehicles like Warbikes get stuck into mud or swamp and the Wartrak crew can whizz past them hurling insults to their stranded Ork comrades!

WAR TRUKK

Orks like to go fast. In fact a lot of Ork teknologiee is geared towards making vehicles that go fast regardless of the safety of the passengers. The War Trukk is a fine example of this. While individual War Trukks vary greatly in the detail lavished upon them by their creators, the basic design is roughly the same.

A War Trukk's crew consists of a Ork driver and Ork gunner (or Shooter as they are known), and a War Trukk is typically armed with a heavy bolter, a weapon much liked by the Orks because of the loud noise it makes.

A War Trukk allows entire mobs of Boyz to climb on and zoom around the battlefield at terrifying speed. In battle it is vitally important that the War Trukk gets close to the enemy before it is targeted by heavy weapons. To ensure sufficient speed, most War Trukks are painted red, for as every Ork knows, red 'unz go faster. The War Trukk will cheerfully accept almost any Ork engine, the most favoured type being propelled by compressed squig or fungus gas.



Ork Wartrak



Ork War Trukk

Well, that's it – two fast and shooty, new vehicles for the Orks. By the time you read this they'll be skreeching their way around the shelves of your local store and skidding across the Mail Order floor!

Well, what are you waiting for? Get your hands on them and don't forget the red paint!

HOW TO PAINT BLOOD ANGELS

Richard used the following equipment:

1. PVA Glue and sand.
2. White undercoat, Blood Angels Red and varnish sprays.

3. Citadel Paints: Chaos Black, Skull White, Ruby Red, Snot Green, Boltgun Metal, Golden Yellow, Blazing Orange, Goblin Green, Black Ink and Red Ink.

Space Marines benefit from a smooth, even coat of paint on their large, flat armour plates. If the finish doesn't look even then I just paint on a second coat.

We've chosen to paint a Blood Angels Space Marine here, but obviously you can adapt this guide for painting any Chapter.

1 I paid special attention to cleaning off the mould lines on the model – if you don't, they really show on the rounded plates once you've undercoated.

Tip: You may prefer not to glue the arms into place until you have finished painting the chest eagle.



I gave the Space Marine a light spray of white undercoat. This didn't have to cover the model totally, its purpose was to help the next layer of paint to stick on.

2 When the undercoat was dry, I sprayed on a coat of Blood Angels Red. Once dry, I put a thinned down coat of Ruby Red all over the model. Next I painted all the piping, the shoulder pad rims, the eyes and the weapons black. I mixed black ink into the paint instead of water, to ensure the paint gave a strong covering. I wanted to paint the chest eagle yellow, so first I painted it white to ensure the final result would be good and bright.



3 I painted the chest eagle Golden Yellow. The metal areas were painted Boltgun Metal. To pick out the texture of the piping, I flicked the tip of the brush across of the detail, making sure I only had a little paint on the brush (I wiped the brush on a tissue until only a little was left). I painted the top of the base with PVA glue and dipped it in sand. Finally, I painted the base Goblin Green. At this point the model is ready for the battlefield!



Tip: For a smoother, more even finish on Space Marines (or any other models), I like to keep my paint thinned, and to build up the colour in two or three thin layers. Although this may sound a lot more time consuming than using one thick layer, it really isn't, as the thinned paint will cover much quicker. The end result is definitely worth it.

4 If you're feeling confident, you can take the painting a little further by adding more details and highlights.

I painted Blazing Orange onto the top halves of all the armour plates, being careful not to get paint into the recessed areas like the face detail. When that was dry, I thinned down some red ink with a little water, and painted it all over the armour, being careful not to let it run into the Boltgun Metal areas (it may take some practice to get the right amount on your brush, but if you do get the ink where it shouldn't be, just clean your brush and dab it onto the affected area – it should soak up the excess ink, and you can try again). I painted the gemstone on the chest eagle Ruby Red, and put a little Snot Green into the eyes. All that was left was to brush the base with a mix of Goblin Green, white and yellow.



You can apply any relevant transfers now, if you want. Then, lastly I gave the model a light coat of matt varnish to protect it from the rigours of battle.

how he
for the

Andy Ansell's Blood Angels Army

by Red,
Blazing

Marine
ide for



Andy, who works at Games Workshop Reading, has been collecting Warhammer 40,000 armies since 1989. We thought this was an excellent opportunity to show his great 3,000 point Blood Angels army.

Andy: Blood Angels are my favourite Space Marine Chapter. I prefer my army to close with the enemy and charge into combat, so the Blood Angels are ideal!

Right: This Veteran jump pack Assault Marine has additional hair and shoulder pads made from modelling putty. In order to make him stand out, I gave him Commander Dante's jump pack. It is more ornate than a regular trooper's jump pack. Finally I covered the base of the flying stand with texture.



Left: My Terminator Sergeant Vexator is made from a plastic Terminator with a Space Marine Scout head. The purity seals and targeters are added from modelling putty.



Left and below: I gave this bike twin-linked melta-guns for real hitting power, and made it rear up on its base in a wheelie.

Right: I wanted my Dreadnought to look tall and imposing. Metal spacers between the ankles and the waist make it stand tall. I finished it off by building up the base to make it even taller.



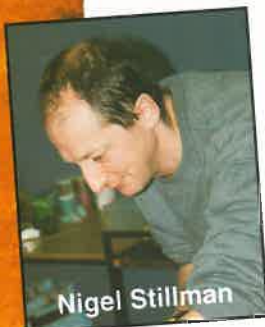
Pop into the Reading Store and check out Andy's army!

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STILLMANIA

Questing for the Grail part 3

Painting and playing with a Bretonnian Army by Sir Nigel Stillman



Nigel Stillman

Last issue Nigel explained his views on army selection and colour schemes. This month he talks about painting heraldry, step-by-step converting and background for his growing Warhammer Bretonnian army.

The Chanson de Valour

My Bretonnian army is meant to represent a real Bretonnian retinue and so I have been thinking about a background story for the force. Just as the Bretonnian kingdom in the Warhammer world has a background, described in the Armies book, so too does my own army. All that is necessary is a paragraph or two describing how the army came about, where in Bretonnia it comes from and the names and feats of arms of the various characters.

This gives the army an identity and such things are pleasing to me. It's another way I can indulge my imagination and delve into the lore of Bretonnia. When I have a good idea and names for my characters, I shall write these down on a scroll which will be a prologue to the army roster. Battle honours can be added to this document in due course! I have an idea to present the story of the army as something from a Bretonnian chanson of valour, recording the exploits of a famous retinue. My army will represent the retinue (and no doubt should include a model of the troubadour who sings the battle ballad!).



Nigel's Bretonnian army takes the field, ready for battle.

Enchanted Retinue

I have a vague idea for the background to my army. What I want is to represent the retinue of a Bretonnian Enchantress. She will be represented by a high level wizard. Of course she will not be the general. She is in fact a renowned Grail Damsel who is the Lady of the Grail Chapel, located perhaps on an island in the middle of a sacred lake shrouded in mists, or by the sea on the rocky coast of Bretonnia. As you may have guessed, I am inspired by tales of Arthur's Avalon.

The grail chapel is of course guarded by a castle in which reside a retinue of knights and men at arms who serve the Lady. Most of these will be Questing Knights led there by visions, and Knights Errant sent there to win their spurs in her service. The general is of course the only Grail Knight in the retinue. He is the resident Grail Knight of the chapel, who has renounced the world to serve and guard the holy shrine. The Lady has several younger novice Grail Damsels in her retinue and these will be represented by low level wizards.

The chapel and its castle are part of a small domain with its own peasants to tend the vines and bring in provisions to the castle. Some of these serve as men at arms, bowmen or squires. The retinue is therefore not an ordinary feudal retinue of a Duke or Baron, but a religious foundation. Perhaps there is more than a hint of sorcery and the lady has actually cast a spell of enchantment over the knights who serve her? If I opt for this story then I ought to build a grail chapel and castle as part of the project. There is even a place for the Green Knight himself in this story.

Errantry War

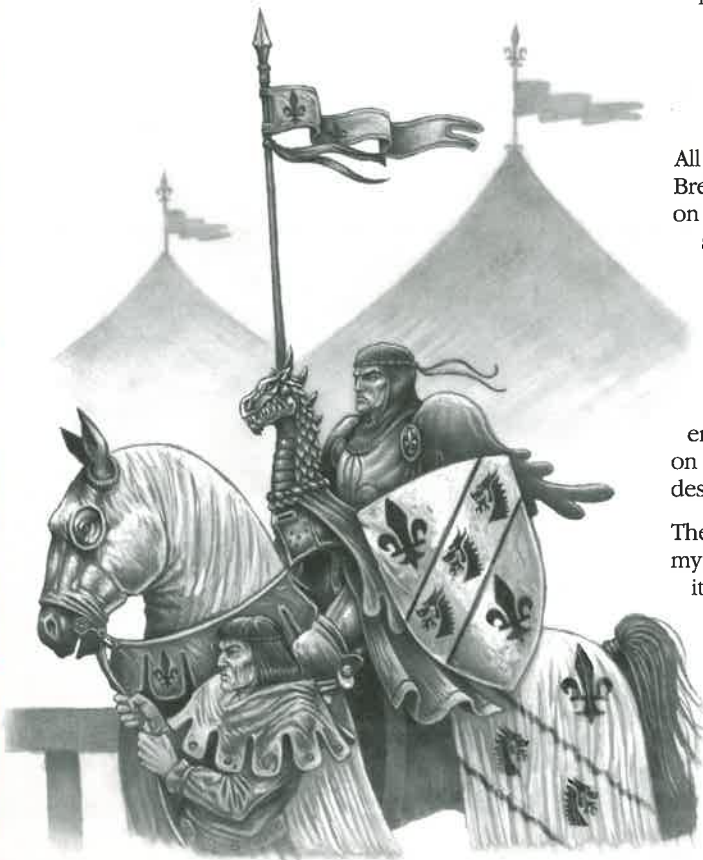
Alternatively, the army could represent a retinue setting out on an Errantry War. This is a sort of mixture between a pilgrimage and a campaign. The objective is perhaps a lost grail chapel and all the retinue are united in the enterprise by having all experienced visions of the Lady of the Lake leading them ever onwards. The Grail Damsels are again represented by wizards and they ride in wagons. Their escort is provided by knights who have forsaken their domains to follow the Errantry Banner. Of course there are large contingents of Questing Knights and Knights Errant, but also Knights of the Realm. Once again the general is the only Grail Knight present. The knights have brought with them their retinues of men-at-arms, bowmen and squires. If I opt for this story, then I can do without the chapel and castle, but I need a baggage train and tented encampment. I am tending in favour of this story, since it explains how the army could turn up anywhere and fight anyone, and also it allows for a contingent of Knights of the Realm, whereas the 'Enchanted Retinue' doesn't really have a place for them. When it comes to painting the army, the story explains why the retinue includes diverse coats of arms, with perhaps a consistent motif adopted by the knights as a kind of pilgrimage badge, maybe a gold fleur de lys? Also I can model a rather battle weary and muddy effect on the knights to show that they have been on the pilgrimage for a long time and have overcome many foes and perils. A force to be reckoned with! Such a pilgrimage would definitely include a troubadour to compose a chanson about the enterprise, perhaps Tristan himself? It might also attract other renowned knights to its banner allowing me to include special characters.



The Order of Battle

The army roster itself will take the form of a scroll, made to look like the sort of thing that a Bretonnian herald would compile for the lord commanding the army. At this stage I must decide exactly what the army composition will be. My decision will of course effect the way I paint up the models and how many standard bearers, musicians and characters I will need to lead units. The main consideration however is tactics on the battlefield. I must decide on an army composition that suits the kind of tactics I favour. I decide settle for the following order of battle:

- Grail Knight General
- Army Standard Bearer with magic banner
- 1 regiment of Questing Knights with magic banner
- 1 regiment of Knights Errant with *Errantry Banner*
- 1 regiment of Knights of the Realm
- 3 heroes with Knightly Virtues leading the Knights
- 1 regiment of Mounted Squires
- 1 regiment of foot Squires to act as skirmishers
- 1 big regiment of Men-at-Arms armed with spears.
- 1 regiment of bowmen
- 1 Master Wizard
- 2 Wizards



Reserve units include another regiment of bowmen, more knightly heroes to strengthen the knightly units, spare standard bearers to split the Mounted Squires, Men-at-Arms, Knights of the Realm and bowmen into smaller units if required. Spare models to increase the size of any units as required. In this way I can field 2,000 or 3,000 points, conform to tournament rules as required and use the army in campaigns where varied troop types and recruitment are required.

The Muster Rolls

All the knightly characters must have a suitably noble Bretonnian name and heraldry. This needs to be recorded on the herald's muster roll (or in other words on my roster scroll). Also, all the other characters and regiments need names. My background reading on Arthurian legends and medieval France will help me come up with some suitably inspiring names. I shall also look at some books on heraldry to find striking heraldic designs. When I paint my knights, I will use real heraldic motifs, but in different colours. Some emblems will of course be suggested by the crests sculpted on the models. I also need to devise suitably splendid designs for the banners, especially for magical banners.

The Army File Cards will be excellent for recording details of my characters. You simply write the character's name where it says 'unit'. So I shall be noting down my characters on these cards and probably adding their coat of arms, to provide me with a quick reference. This well help me recognise them in battle, remember which ones have got which Virtues, assign them to units and remember where they are in the confusion of dice rolling! On the reverse, I shall note their feats of arms and perhaps also include any jousting information I might need for using the same characters in a tourney game, like that described in the Perilous Quest campaign pack.

WARHAMMER ROSTER SHEET **BARON MONTEFALCON'S RETINUE**

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
Baron Roger de Montefalcon General of Bretonnia Heavy armour and barded Warhorse	4 8	6 3	6 0	4 3	4 3	3 1	6 3	4 1	9 5	2+ -	<i>Morning Star of Fracasse, Charmed Shield, Grail Virtue and Virtue of Knightly Temper</i>	185
Heloise de Bellay Army Standard Bearer Heavy armour, lance, shield and barded Warhorse	4 8	4 3	4 0	4 3	3 3	1 1	4 3	2 1	7 5	2+ -	<i>Standard of Shielding. Knight's Virtue and Virtue of Impetuous Knight</i>	148
Rainouart de Pontailleur Hero Heavy armour, lance, shield and barded Warhorse	5 8	5 3	5 0	4 3	4 3	2 1	5 3	3 1	8 5	2+ -	<i>Sword of Swift Slaying, Knight's Virtue and Virtue of Valour</i>	133
Tybalt d'Anjou Hero Heavy armour, lance, shield and barded Warhorse	5 8	5 3	5 0	4 3	4 3	2 1	5 3	3 1	8 5	2+ -	<i>Questing Virtue and Virtue of Knightly Ardour</i>	118
Joinville de Tournai Hero Heavy armour, lance, shield and barded Warhorse	5 8	5 3	5 0	4 3	4 3	2 1	5 3	3 1	8 5	2+ -	<i>Knight's Virtue and Virtue of the Joust</i>	98
Eleanor La Fayette Enchantress (Wizard) Warhorse	4 8	3 3	3 0	3 3	4 3	1 1	4 3	1 1	7 5	6+ -	<i>Potion Sacre</i>	64
Knights de la Fleur de Lys 5 Questing Knights Heavy armour, lance, shield and barded Warhorse	4 8	4 3	3 0	4 3	3 3	1 1	4 3	1 1	8 5	2+ -	<i>Standard with Banner of Courage and musician</i>	230
Knights de Donjon 5 Knights of the Realm Heavy armour, lance, shield and barded Warhorse	4 8	3 3	3 0	3 3	3 3	1 1	4 3	1 1	7 5	2+ -	<i>Standard with War Banner and musician</i>	220
Knights of the Banner 10 Knights Errants Heavy armour, lance, shield and barded Warhorse	4 8	3 3	3 0	3 3	3 3	1 1	4 3	1 1	7 5	2+ -	<i>Standard with Errantry Banner and musician</i>	330
Castellans 16 Men-at-arms Spears, shields and light armour	4	3	3	3	3	1	3	1	7	5+	<i>Standard and musician</i>	126
Lackarrows 5 Mounted Squires Spears, shields and light armour	4	3	3	3	3	1	3	1	7	4+		90
Lackspears and Lackshields 2 units of 5 Mounted Squires Spears and bows	4	3	3	3	3	1	3	1	7	6+		160
Greenmantles 10 Squires Longbows	4	3	3	3	3	1	3	1	7	-		80

TOTAL 1982

NIGELS BRETONNIAN HERALDRY

The prospect of painting heraldry is a daunting one. I want my knights to look striking and warlike, and I am hoping that simple heraldic schemes with bold colours will do the trick. It is very difficult to paint intricate designs over the folds of the horse cloth, so I want to avoid doing this. Complicated designs are great if you can carry them off, but it takes practice. I will leave my best characters to last, to build up my expertise on the others first. After tackling a few Knights of the Realm I began to learn a few things. Firstly, I settled for mainly dark horses, black or brown. Most of a knight's horse is covered with barding, so there is no need for striking colours on the coat. It is better for them not to clash with the heraldry. Maybe I'll paint one or two white or grey horses for the odd knight or character. Horses are easily painted brown with a shading of brown ink and a drybrush.



Questing Knights

QUESTING KNIGHT HERALDRY

Many Questing Knights replace their old heraldry with entirely new designs showing only the Lady of the Lake's special device, the blazon of the fleur de lys. This is a magical lily that grows only in places where the Lady the Lake appears.



Fleur de lys – Pledged to the Grail quest.



Knights of the Realm

The lining of the barding is visible and had to be painted another receding colour. Black or dark red seems to work best. When this was done, I painted the barding in a solid colour. Some I decided to quarter, or paint a different colour on each side. I decided to leave emblems for the shields and so the barding is fairly basic except for a few knights. I used transfers for some of the shields. I decided to put transfers on one knight's barding, and to get the emblems to fit on over the folds of cloth, I trimmed the transfers before soaking them, so that the part of the emblem obscured by the fold was cut off the transfer. When transfers are dry it is a good idea to overpaint the shiny clear film and the emblem a bit, to blend it into the colour scheme. This also helps to give the impression that the emblem is applied cloth or embroidery. It takes a lot of thought to come up with a good heraldic colour scheme for a knight and get all the elements of it, whether stripes, chevrons, quarters or whatever, arranged symmetrically. It is well worth looking at books on heraldry to get ideas.

If the horse barding is painted in bold, plain colours, it helps to paint a border around the edge and around the muzzle of the horse and the eye holes. This quickly transforms a fairly boring colour scheme into a believable, neat and striking one. Neatness in painting is one of the best skills you can have for painting knights heraldry. Of course, I am not a very neat painter, so why, oh why did I pick a Bretonnian army?

KNIGHT OF THE REALM HERALDRY

When a Knight Errant achieves his errand of Knighthood, he is allowed to adopt a blazon or emblem appropriate to the task he accomplished. So, if the Knight slew a Dragon, he may display the image of a Dragon as his blazon.



Chimera



Wyvern



Unicorn – Favoured by Athel Loren



Pegasus – Claims royal lineage



Dragon



Lions – Fought in errantry war



Defeated an Empire Knight



Renowned hunter

BRETONNIAN STANDARD BEARERS

For the standards, I wanted to give the impression of a rather heavy cloth banner, rather like a tapestry. To get this effect, I took a piece of cotton cloth and painted it with white paint on one side only. The paint soaked through the cloth and stiffened it. Then I cut out the shape of the banner, with tabs for attaching it to the banner pole. The resulting banner has a cloth texture to it and can be creased slightly to give the impression of folds. It looks thicker and heavier than a paper or tin-foil banner. I left the banner plain white ready to paint on the colours or emblems appropriate to the regiment at a later stage. These will be painted on thickly, to resemble a heavily embroidered tapestry banner.



The tapestry banner effect, shown here on Nigel's Knight of the Realm standard bearer, really brings the model to life.

BATTERED SHIELDS

Real shields were made of wood, covered with leather or canvas on which the heraldry was painted. In battle, these took a lot of damage and had to be repaired from time to time. I expect that each knight had several shields in his baggage! I want some of my knights and men at arms to be carrying battered shields, so that they look like they have been in a fight. Plastic shields are ideal for modelling battle damage. The easiest way is to nick the edges of the shield with a modelling knife, clippers or file. This represents the effect of sword cuts caught on the edge of the shield. The front of the shield can be scored with the modelling knife to look like it has parried a few sword slashes. Small holes can be drilled into the shield and short lengths of plastic rod or wire can be inserted, to look like arrows sticking out of the shield. Models bearing such battered shields, suitably painted up to look battle worn, can be mixed into a regiment to give the whole unit a realistic look.

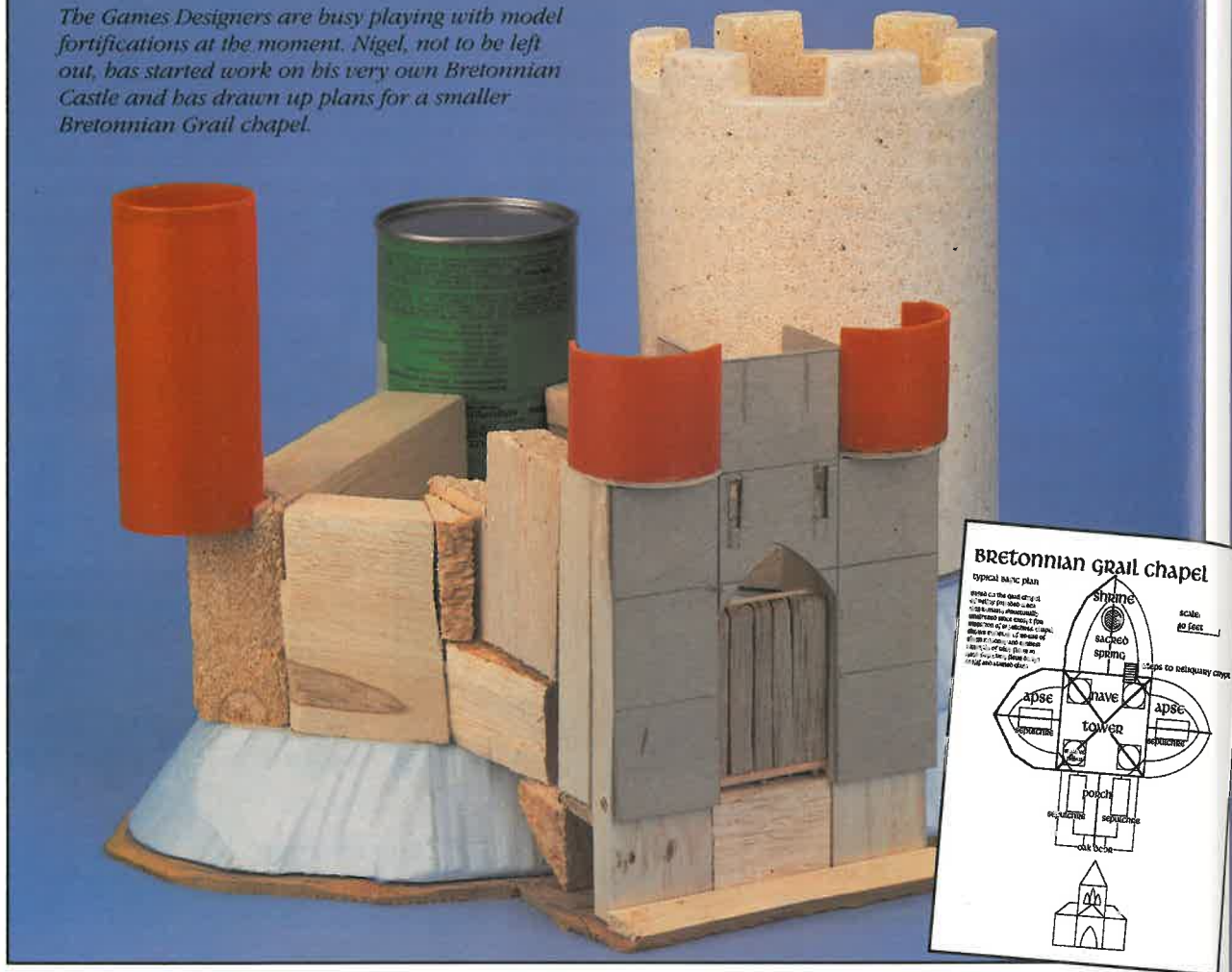


PENNANTS

It is my intention to give every knight a lance pennant. This looks good when the knights are massed into units and gives the impression of movement, with pennants fluttering as the knights canter and gallop. The pennants are also for recognition on the battlefield, and so will have the heraldic colours of the knight. I shall use the same cloth method to make these as for the big banners, using offcuts from the bigger standards for the pennants. I shall opt for small pennants rather than long tapering ones, which I think are too flamboyant for battle and make the knights look too fancy. My Bretonnians are hard, fighting campaigners. Maybe for tournaments they would use tapering pennants, but not on the battle field.

THE CASTLE AND THE GRAIL CHAPEL

The Games Designers are busy playing with model fortifications at the moment. Nigel, not to be left out, has started work on his very own Bretonnian Castle and has drawn up plans for a smaller Bretonnian Grail chapel.



Baggage and Carriage

An army is not really complete without its baggage train. For a small army representing a retinue of a single baron, perhaps setting out on a pilgrimage, the baggage train need not be more than one or two wagons or carts. These can carry important supplies such as casks of wine and a spit roasting kit for when the baron does some hunting along the way. The rest of the army's supplies can be carried by the commoners and squires! The baron's lady, or perhaps the Grail Damsels might like to ride in the wagon or it could carry holy relics. The baggage comes into play in scenarios such as an ambush, in which case the wagon must be escorted and protected from being looted. A baggage wagon poses an interesting chance to do some

scratch building and conversion. Plastic wheels, horses and matchsticks are useful. I plan the wagon to have a cloth canopy, highly arched in the gothic style and decorated with gold fleur de lys. A squire will serve as the driver.

The Reliquary

When the army is finished I want to make a box to carry it in, which will also be a way of displaying the army. I think an army on which you have lavished care and attention needs a decent box to live in and deserves to be displayed well. Obviously I am going to give the box a proper Bretonnian theme, what better than a reliquary decorated with fleur de lys? The box will be made from scratch using MDF board and will have a hinged side, gabled roof and shelves inside, all designed for the models to fit into. The box will be covered in red or blue velvet cloth and I shall use brass hinges and corner bits on top. Then I shall get some of those gaudy gold fleur de lys christmas decorations and stick them on it! The box must have a slot in it for the rulebook and army book and a very strong handle!



Nigel's baggage train in a early stage.

Well there you have it – Nigels unique approach to collecting a Bretonnian army from the original inspiration right through to its completion (although you never really 'finish' an army do you? – Paul Sawyer).

BLOOD BOWL

THINGS THAT GO BUMP...

By Gavin Thorpe

The Undead are one of the most fearsome teams in Blood Bowl. Merciless and implacable, they grind their foes to grave-dust. In this article, Gavin Thorpe – Head Coach of the formidable Washington Deadskins, takes us through the ins and outs of their tactics.



DEAD GOOD

The Undead are one of the most rewarding teams to coach in Blood Bowl and I hope that the following hints and tips will encourage you to try them out. They do require a good sense of tactics, but when used properly they can be almost unstoppable, burying their opponents under the weight of their attack.

RAISING THEIR SPIRITS

Undead teams consist of a strange variety of players, ranging from the fairly dire but plentiful and cheap Zombies and Skeletons, to the awesome Vampire Counts of Sylvania. To get

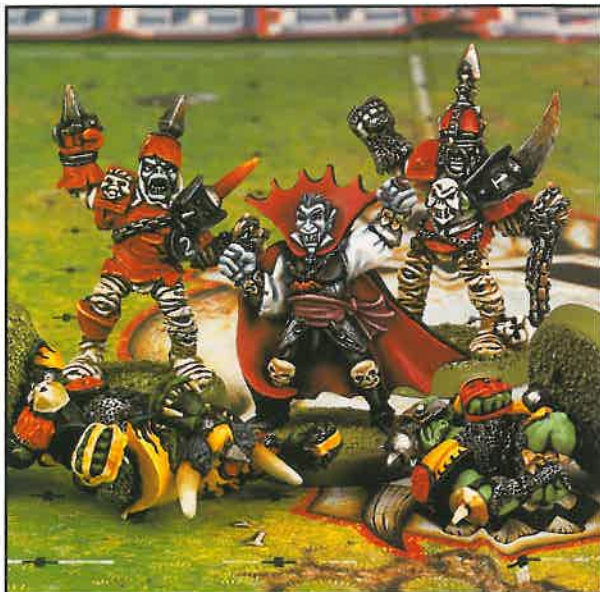
the best from this wide range of players, remember the saying "a place for everything, and everything in its place" and try to ensure that you use each player to do things they're good at. Forget passing the ball to a Mummy, for example, as they've only got an Agility of 1.

Zombies and Skeletons are the Linemen of the Undead Blood Bowl team. They should be used to get in the way of your opponent, exert tackle zones and assist your blocks. Their low Movement means they can be out-flanked and outpaced by almost every other team, but don't worry about this – the following tactics assume that the other side will run circles round these guys.

As mentioned above, Mummies have abysmal Agility, but they make up for this by being the strongest players you can buy without purchasing a Star Player. Their Strength of 5 makes them a cornerstone of any offensive or defensive line, where



The Undead make their way up the pitch as the Orcs try in vain to break through to the ball carrier.



Count Luthor and two Mummies flatten the Orcs' front line

they can smash their way through the enemy and provide holes for your speedier players to exploit. With a Movement of only three, Mummies find it hard to compensate if they are not set up carefully so you must be aware of this when you begin each play. However, any opposing player who is clumsy or stupid enough to get in range can be quite certain of getting a good whack round the head!

Ghouls and Wights are your equivalents of Catchers and Blitzers. Ghouls only have an Agility of 3, and don't have the Catch skill, but their Movement of 7 gives you the ability to respond quickly if something goes horribly wrong. Their Strength of 3 is better than most other Catcher-types, making them useful for throwing blocks, at a pinch. Wights come with the Block skill and a slightly higher Armour value, allowing them to stay in the thick of the fighting and still emerge reasonably intact.

DEATH WARMED UP

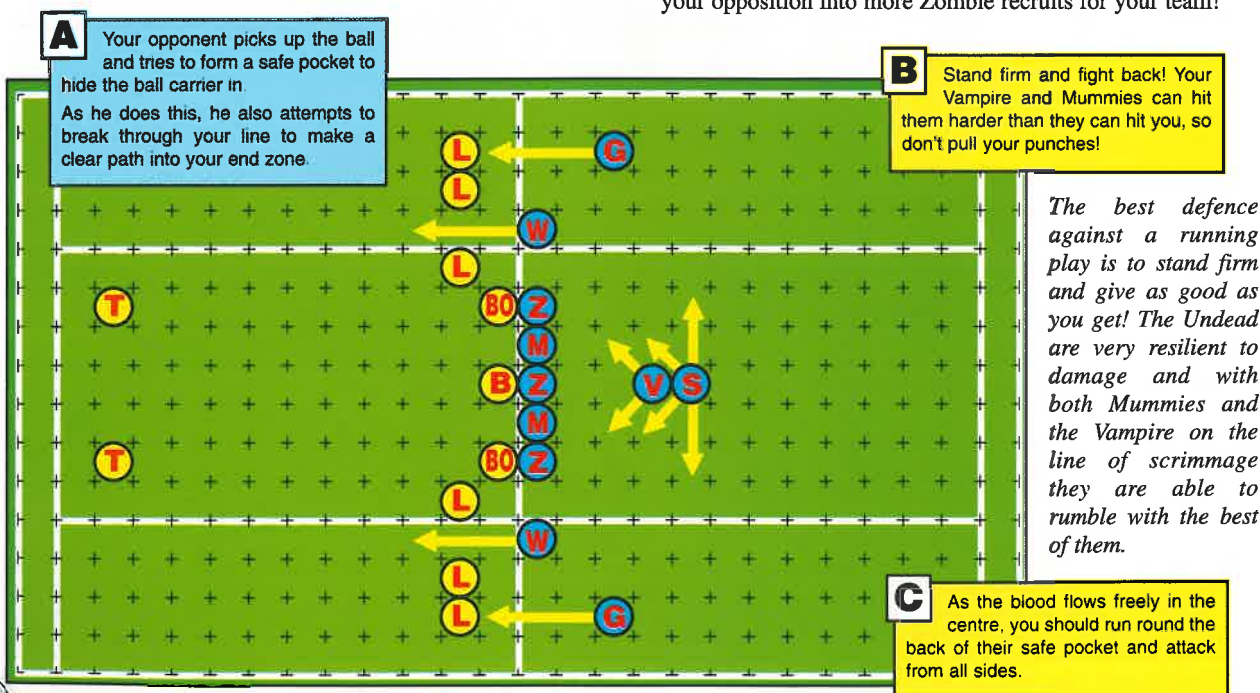
Vampires are great play makers. In my opinion, their high Strength and Agility, plus the Block and Dodge skills, makes them the most versatile Star Player you can get – for any team! Although when I started out with the Washington Deadskins I didn't have a Vampire, I soon found out that it was difficult to win without one. I lost five of my first seven games simply because I didn't have enough skilled players, but I learned! A Vampire Star Player gives a rookie Undead team a sort of safety net which keeps you in the game while the rest of the other players get some skills.

With your Vampire in reserve, ready to save the day if things go wrong, try to score with your Wights or Ghouls (allowing them to get the Star Player Points they need). Vampires have the Hypnotic Gaze skill, which means they are great for turning small holes in your opponent's defence into large gaps for you to exploit. They can even Hypnotize one player and block another in the same turn, creating a hole wide enough to run your Ghouls or Wights through without having to dodge.

Taking everything I've said into account, my preferred starting team would now be something like this:

1 Vampire Star Player	180,000
2 Mummies	200,000
2 Wights	180,000
2 Ghouls	140,000
3 Skeletons	90,000
3 Zombies	90,000
1 Re-roll	70,000
Fan Factor 5	50,000
TOTAL	1,000,000

As the Undead have two types of player who only cost 30,000 each I've found that it's quite easy to have two or even three reserves in your starting team. This makes a battle of attrition a very favourable game plan for most Undead Coaches. If you are playing in a League, you can cut down on the Zombies in your starting line up as your Necromancer will be able to use his *Raise the Dead* spell to turn the casualties you inflict on your opposition into more Zombie recruits for your team!

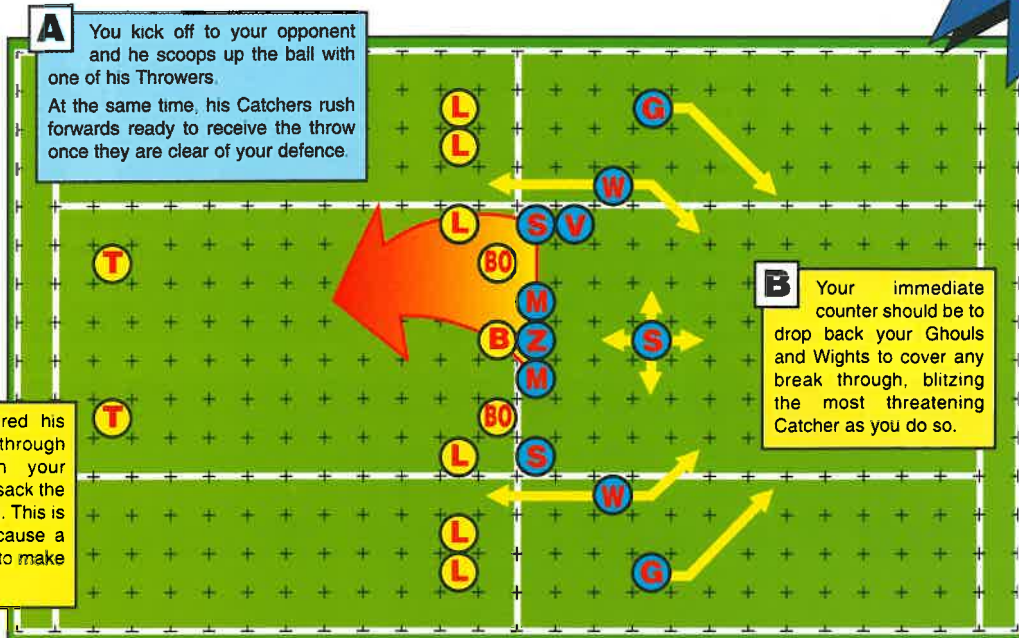


When you're facing a team which is good at passing, your line needs to be much more flexible. Keep your faster players out of contact so that they can move quickly to intercept any Catchers that make a break for your end zone.

C Once you've covered his Catchers, break through the enemy line with your Vampire if you can, and sack the Thrower carrying the ball. This is more likely to fail and cause a Turnover, so remember to make your safety moves first.

A You kick off to your opponent and he scoops up the ball with one of his Throwers. At the same time, his Catchers rush forwards ready to receive the throw once they are clear of your defence.

B Your immediate counter should be to drop back your Ghouls and Wights to cover any break through, blitzing the most threatening Catcher as you do so.



STOPPING THE ROT

Undead are not one of the best defensive teams. Being dead, they are rather clumsy and to avoid serious problems you must make sure that your team is set up correctly. If you fail to do this you will find that your team is too slow to respond to your opponent's underhand and sneaky plays.

Two classic defensive set ups are shown in the examples. Both are very similar, the main difference lies in the way the players react to your opponent's plays. Basically, you have a strong central block on the line of scrimmage with the Mummies ready to pound anyone who comes within reach – remember that your opponent has to put *someone* on the line of scrimmage. If you think that there'll be a big ruck in the centre than you can throw your Vampire's weight in their too, otherwise you might want to leave him free to plug any gaps. Behind this block are the faster Wights and Ghouls and to either side are Skeletons and Zombies. The Skeletons are fielded nearer the flanks where their extra point of Movement helps them to keep up with the Ghouls (sort of), and the Zombies are placed more centrally because their armour will keep them going longer in a fight.

The first diagram shows the defence against hard-hitting teams like Dwarfs that prefer to run with the ball. This is just the sort of game that the Undead are good at and you shouldn't have too much trouble in the ensuing scrap.

GRAVE TROUBLE

You'll probably have most problems facing fast, agile teams like High Elves. These teams can potentially run through and around your defence and pass the ball over the heads of the Mummies and Vampire, dodging your most dangerous players and leaving you with little to do but chase forlornly after them. To counter this you should try the set up shown in the diagram above.

With this formation you are more adapted to deal with passing plays, that usually send players up the flanks. You do not have to waste your valuable movement crossing from the centre of

the pitch to the sides. Instead your players can drop back with the opposing Catchers, using their whole movement.

Vampires are so flexible they can be useful almost anywhere. Setting them up towards the middle of your line of scrimmage brings their Strength of 5 into play, but if you set them up in a wide zone their Hypnotic Gaze allows you to storm your opponent's line. Either way, Vampires are your best all-round players and should cause your opponent some nasty moments however you use them.



THE FUNERAL MARCH

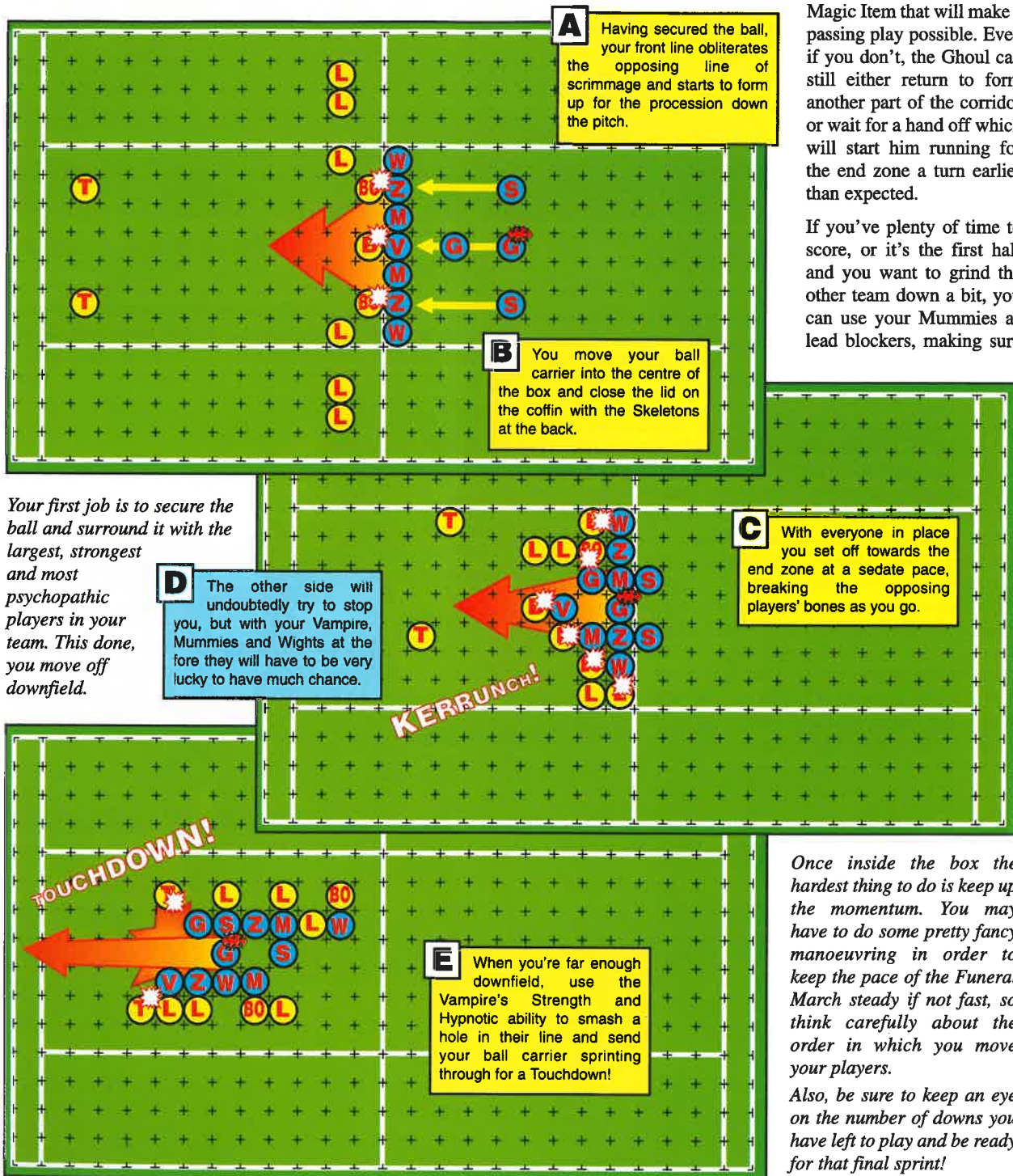
The best Undead offensive play is the straight run up the centre. There are variations on this theme which I will explain later but the basic idea is very simple. Using your Mummies and Vampire you break a hole in the defensive line of the other team. The ball can be carried through this gap by a Ghoul or Wight (preferably a Ghoul as their Dodge skill can get them out of unforeseen scrapes). Before you do this you must set up a corridor so that the ball carrier is protected. Using your other Ghouls and Wights you set up a short 'safe zone' three squares long. In your next turn you can run the ball carrier into this area without unnecessary Dodges. From then on, your team

steadily works its way up the field, hitting anybody foolish enough to stand between the ball carrier and the end zone. After two or three turns of this slow advance your ball carrier can sprint into the end zone. I call this play the Funeral March, as the two lines of players slowly make their way towards the end zone.

Variations on this play can be introduced to keep your opponent from knowing exactly what you are trying to do. For example, sending a Ghoul down one flank may convince your opponent that you are going to pass the ball, making him pull back from your line and making it easier to form the corridor. If you are using the Special Play cards from Death Zone, you

may be lucky and draw a Magic Item that will make a passing play possible. Even if you don't, the Ghoul can still either return to form another part of the corridor or wait for a hand off which will start him running for the end zone a turn earlier than expected.

If you've plenty of time to score, or it's the first half and you want to grind the other team down a bit, you can use your Mummies as lead blockers, making sure



Your first job is to secure the ball and surround it with the largest, strongest and most psychopathic players in your team. This done, you move off downfield.

Once inside the box the hardest thing to do is keep up the momentum. You may have to do some pretty fancy manoeuvring in order to keep the pace of the Funeral March steady if not fast, so think carefully about the order in which you move your players.

Also, be sure to keep an eye on the number of downs you have left to play and be ready for that final sprint!

CHAMPIONS OF DEATH



Mummy



Wight



Zombie



Ghoul



CHAOS ALL-STARS



Chaos Warrior



Beastman



Beastman



Chaos Warrior



HALFLINGS



GOBLINS



ZHARR-NAGGRUND ZIGGURATS



Chaos Dwarf



Hobgoblin



Hobgoblin



Chaos Dwarf

the path is completely clear of opposing players. This does limit the whole team to the Mummies' movement of 3 which is why you shouldn't attempt this play when you only have two turns left to score!

With a Vampire on your team you can try the odd passing play to keep the other coach on his toes. One of the best uses of this tactic is a fake Funeral March play. After a turn of advancing up the field the ball carrier hands the ball off to the Vampire, the Ghouls at the front of the procession make a break for it, and the pass is thrown over the heads of the defenders. The beauty of this play is its flexibility. If the opportunity to use this play presents itself you can perform the pass, if it doesn't then you can simply forget about trying fancy manoeuvres and carry on with the Funeral March.

SPECIAL PLAY CARDS

The Special Play cards in Death Zone add an entirely new element to the game, and if used properly can stop or score a Touchdown when all else has failed. The most useful cards for Undead are those that involve moving about, such as the *Sewer Map*, and the Magic Items *Speed of Light*, *Rakarth's Bounding Leap*, *Time Warp*, *The Secret Way* and *Magic Pills*. If you can get your hands one one of these cards you can spring an unexpected trick on your opponent. Imagine his surprise to find that one of your Ghouls or Wights can move an extra four squares this turn! Imagine his complete confusion when an extra Mummy turns up right next to his ball carrier!

The other cards have no more specific uses with an Undead team than they do with any other race, but here are a few pointers on some of the more profitable uses.



Knutt's Spell of Awesome Strength is a great card for Ghouls, allowing them to add the roll of a D6 to their already average strength of 3. Combined with their speed and Dodge skill they can make excellent pocket-breaking runs or Touchdown blitzes with this card.

Scutt's Deluge of Despair halves the Movement of the other team, bringing them down to your own sluggish pace. It's especially demoralising for your opponent if you play it when he thinks he's broken through your line, your end zone is in sight and he has that "nothing can stop me now" feeling.

Magic Hand of Jarik Longarm allows you to automatically complete a pass successfully. Since the low Agility of an Undead team makes passing plays unlikely, the use of this card



can throw your opponent's defence completely off balance, especially if used in conjunction with a card that allows you to move a player further down the field to receive the pass. If you get this card, you can often tempt the other side into a large brawl in the centre, setting them up for the sudden pass over their heads.

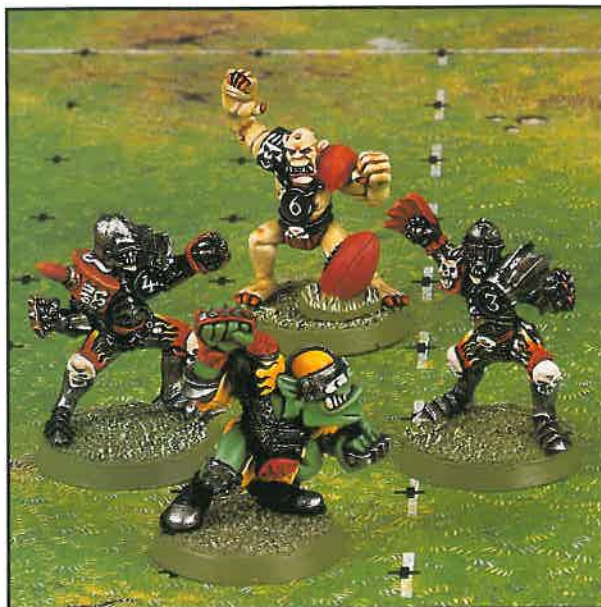
Magic Helmet permanently increases one of your players Armour value by one and is best used on Ghouls, whose Armour Value of 7 means they can spend quite a bit of time staring at the pitch. Alternatively, you can give the *Magic Helmet* to a Wight, giving them enough protection to participate in a full scale ruck with the opposition and you don't have to worry too much about the Wight being too badly hurt. Combined with the Regenerate skill, a *Magic Helmet* can make players almost impossible to injure...

THE LONG HAUL

Undead teams are definitely at their best in a League. Their ability to Regenerate allows them to continue to pick up Star Player points long after mortal players would have retired. Having said this, you can have all the time in the world, but you can't rely on Most Valuable Player awards only, you have to score Touchdowns and inflict casualties if you are going to get anywhere in this game.

★ ★ ★ Did you know...

Blood Bowl pitches often take several years to build as there are dozens of rules for each one to comply to. One of the most recent of these states that pitches must not be built over old graveyards, battlefields or tombs. This was introduced to avoid a repetition of the infamous game between the Athelorn Avengers and the Erengard Undertakers which ground to a halt after thousands of the Undertakers' fans rose from their graves in the end zone and invaded the pitch!



Two Wights beat up a lone Orc Blitz as their Ghoul teammate rushes for the end zone.

The following are my suggestions on what types of skills are best to acquire for different players. Of course, Strength increases are welcome on any player, but be a bit wary about increasing the Movement of Zombies and Skeletons, as this seems to me to be throwing away a good opportunity to get Block, Tackle or a more useful skill. Of course you will only have the choice if you roll a double, but it's always worth bearing in mind.

A Mummy with a Movement of 4, on the other hand, can be a horrible surprise for your opponent, as this allows them to make a Blitz action on the same turn they stand up (their usual movement of 3 is taken up by the process of standing up). In fact, the mere thought of a Mummy with a high Movement is enough to give some Head Coaches nightmares.

MUMMIES

The majority of Star Player Points for a Mummy will come from casualties, so hit the opposition whenever you can. The most essential skill to get for a Mummy is Block and when they have this skill the Mummy is almost without equal on the front line, with the exception of a few very expensive Star Players. Tackle is also useful for making sure the opposition go down when you hit them, and at the same time the Tackle skill stops fast teams like Wood Elves slipping past these lumbering players.

If you are fortunate enough to roll a double, then I would recommend the Jump Up skill, as there is no sight more horrifying for your opponent than to see a Strength 5 player leap nimbly to his feet and be allowed to block the guy who just downed him!

GHOULS

Ghouls benefit greatly from skills such as Catch, while Sure Hands and Sure Feet increase their ability as ball carriers. To make full use of skills like Leap (which require an Agility roll) a roll of eleven and a bonus Agility point is preferable. Block is a handy skill too, allowing the Ghoul to ignore certain Block

dice results when the other team inevitably gets close enough to land a few blows. Pass Block is another annoying skill for your opponent, which can be used very effectively not only to intercept a pass, but also to move you Ghoul nearer the ball and the the opposing end zone. One Ghoul can be given Dirty Player and be turned into a kind of hit man. He can then use his speed to run in and make sure you remove downed players for as long as possible.

WIGHTS

Wights with skills can be divided into two categories: those who are great at blocking, and those who are great at Blitzing. Blocking Wights ought to get Mighty Blow, Tackle, Dauntless and Strip Ball, while Blitzing Wights will find Shadowing, Frenzy, Strip Ball and Tackle more useful. Depending on your choices, your Wights will then start gaining more Star Player Points from Touchdowns or casualties, so capitalise on this during the game.

THEM DRY BONES

Finally, you have the cheapest of all your players – Skeletons and Zombies. These players should be given all the usual Lineman-type skills, such as Tackle, Block and Dauntless. If you can get one or two players with the Guard skill by rolling doubles, you can keep them next to your Mummies and make them even more potent Blockers. For a bit of surprise value and variety, why not try a Zombie or Skeleton with Kick, as these players can be set up off the line of scrimmage without damaging your game plan.



LAST RITES

Well there you have it – the distilled wisdom of an old Necromancer. Everything I know about leading an Undead team to the top of the League. At least, everything I'm going to tell you – I still need some secrets, you never know when our teams might meet...

★★★ Did you know...

The Deadbeats were the first major league team to lose a thousand games in a row. This all-Zombie team was so hilariously bad that it attracted a huge following who would travel miles to watch their favourite team fall apart – literally! Their Head Coach and Necromancer Galbash the Black said that their game would improve as soon as he'd worked out how to get the *Raise the Dead* spell to last a whole match...

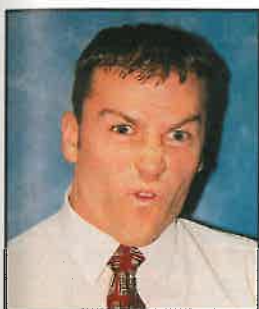
WARHAMMER

A TALE OF FOUR GAMERS

Part 4 by Robin Dews.



PAUL SAWYER
BEASTMEN



ROY BARBER
SKAVEN



RICHARD HOBSON
WOOD ELVES



RICHARD GUNSON
BRETONNIANS

Well here we are again and 'A Tale of Four Gamers' is nearing its conclusion. It is four months since our heroes started the project and they are now all the proud owners of sizeable Warhammer armies. Over the last few months each of them has been building up a new army for Warhammer, by spending only £6.25 per week (approximately US\$10). Their armies have now reached a total value of £125 (approximately US\$200) and in this month's episode, they once again report on their plans and purchases and their triumphs and trials in battle. Next month sees the chaps buying their final installment and talking about the whole project. The following month however, we plan to get all four of them together and pit the two Richards' Bretonnians and Wood Elves against Paul and Roy's Chaos and Skaven armies in a massive battle report – I can't wait!



Andy's career takes a nose dive as he crushes Paul's army.

THE ROCK

A Chaos Beastman army by Paul Sawyer

The thing I have spent the most time on this month, has been the herdstone terrain I am building to go with my army and form the start of a Beastman stockade which I'll be able to play games around.

It took a bit of searching before I found the materials to make the herdstone, but apart from a packet of modelling gravel and a sheet of expanded polystyrene, it cost next to nothing.

The first step was to sort out the base. As I was using real stones I needed a sturdy base and started with a piece of thick card which I cut to shape. I wanted the herdstone to sit on top of a mound, surrounded by a ring of smaller stones, so I built the mound up by using a couple of layers of expanded polystyrene which I then shaped by using a hot wire cutter. I was careful not to touch the wire because as the name suggests it gets very hot (this is of course an elaborate lie - I burnt my fingers and it was all I could do to avoid crying like an Elf).

The mound complete, I used a sharp knife to carefully cut away holes for the ring of stones to sit in. When I say 'carefully', I obviously mean 'recklessly slicing through my fingers' - another plaster please, nurse. I borrowed a pot of filler from model maker Owen Branham and filled in the holes. Then I set about the task of pushing the stones in. The filler would help to make sure the stones stayed in place and wouldn't rip away the polystyrene. When this was dry I started the mammoth task of texturing the base with sand and gravel.

I wanted to use two different grades of texture on the base as it was going to be quite an expansive area and I didn't want it to look too uniform or neat. So with PVA glue and an old brush at the ready, I got stuck in.

I wanted to add a few skeletons, shields, weapons and other paraphernalia to the piece, representing the trophies taken from past opponents (and some of the

past opponents themselves). So I scoured my bits box and came up with a handful of bits and pieces which I glued on at the same time as the sand. Once this first layer was dry I built up the sand around the weapons and

1 Minotaur	£8
3 Harpies	£9
2 Gor champion	£6
2 Goblin chariot scythes	£1
1 Gor	£1.75
2 Orc Boar Boy arms	£1.50

TOTAL COST £27.25

(£2.25 saved from the previous month.)

bodies, to give the impression that they had been partly buried over the years. When I was happy with this stage I started to think about painting...

The obvious place to start was a black undercoat and so, with spray can at the ready, I left for the great outdoors (every step watched by my wife, who for some reason prefers our carpet without those pretty little black patches).

Once the black undercoat was dry I gave the whole piece a coat of varnish. This would not only help to hold the sand in place but as I was using porous rock, it would also act as a seal, creating a better painting surface.

I thought long and hard about colours and when I'd recuperated I decided on a light grey drybrushing for the sand, to match what I've been doing to the bases of the Beastmen. I wanted the rocks and the herdstone itself to stand out but still retain a dark, menacing aspect. I painted them all black and gave them a very light drybrushing of Terracotta (which I had left over from our previous paint range). You can mix this colour using red with a little black. All that was left was to paint all the trophies and glue



on the static grass, which would once again match the bases of my army.

I'm rather pleased with the end result and hope to be adding yet more trophies as I win more games! I plan to add something else to the herdstone, but I'll leave that as a surprise for next issue!

My army itself is looking much more balanced now and I'm really happy with it, both the way it looks and its playability. I have two good solid regiments in the Gors and Ungors, and excellent shock troops in the hulking forms of the Minotaurs. In addition to this I have a Beastman shaman, a Beastlord and a small flock of Harpies. This month's purchases will be paving the way for way for next month and the models I intend to get then. Sounds sinister? You bet...

My purchases this month were one Minotaur to add to my existing regiment and three Harpies to complete my flock. I also bought one Beastman Gor, two Beastman champions, two Goblin chariot scythes and two Orc Boar Boy arms. Why do I want all these little bits and pieces? I'm not going to tell you, so there! If you want to know you'll just have to read next month's installment won't you?

With my herdstone largely finished, I wanted to play a battle around it. So I arranged a game against Andy Sharman's High Elves. To make the herdstone a centrepiece of the battle we decided to play the 'Last Stand' scenario from the Battle Book. This was more than a little daunting as I would be taking 1,500 points to Andy's 3,000.

High Elves are good all round troops and have no obvious weaknesses. I'd really need to roll low for the number of turns to stand a good chance. However, Slaanesh deserted me at the crucial moment and we had to play six turns. Ah.

The battle started remarkably well for me - my shaman turned Andy's Mage Lord into Chaos Spawn and this monstrosity spent two turns destroying a sizeable Swordmasters unit and getting stuck into some White Lions. Apart from this, things went downhill fast. My lack of mobility was my downfall as a much more mobile force outmanoeuvred and overwhelmed me.

You just wait until next month Sharman - I'll have your nancy Elves...

UNIT: 17 GORS										POINTS: 786	
ARMOUR/WEAPONS: Hand weapon, shield and light armour										⊙ 13 Pts. x 17 = 247	
CHAMPION: BEASTLORD AND SHAMAN LORD										⊙ 336 ⊙ 203 Pts. x 2 = 539	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Gor	4	4	3	3	4	2	3	1	7	5+	
Beastlord	4	7	6	4	5	4	6	4	9	5+	
Shaman lord	4	4	3	4	5	5	6	3	8	-	
NOTES:											
Unit includes musician and standard											
Gors are affected by the rules for infighting											

UNIT: 4 MINOTAURS										POINTS: 263	
ARMOUR/WEAPONS Additional hand weapon and light armour										@ 45 Pts x 3 = 135	
CHAMPION: Minotaur Champion										@ 118 Pts x 1 = 118	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Minotaur	6	4	3	4	4	3	3	2	9	6+	
Minotaur Champion	6	5	4	5	4	3	4	3	9	6+	
NOTES:											
Minotaurs cause fear and are subject to bloodgreed											

UNIT: 5 HARPIES										POINTS: 75	
ARMOUR/WEAPONS: None										@ 15 Pts. x 5 = 75	
CHAMPION:										@ Pts.	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Harpies	4	4	0	4	4	2	2	1	6	-	
NOTES:											
Harpies can fly											

UNIT: 19 UNGORS										POINTS: 1775	
ARMOUR/WEAPONS: Spear and shield										@ 55 ^{pts} x 19 = 1155	
CHAMPION: Beastman Champion										@ 62 ^{pts} x 1 = 62	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Ungor	4	3	2	3	4	1	3	1	6	6+	
Beastman Champion	4	5	4	4	4	2	4	2	7	6+	
NOTES:											
Unit includes musician and standard											
Ungor are affected by the rules for infighting											

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A BIRD'S EYE VIEW

A Wood Elf army by Richard Hobson



UNIT: MAGE CHAMPION										POINTS: 144	
ARMOUR/WEAPONS: Hand weapon and longbow										Ⓢ 124 Pts x 1 = 124	
CHAMPION: None										Ⓢ Pts	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Mage Champion	4	4	4	4	4	2	7	1	8	6+	
Warhawk	2	4	-	3	3	1	5	1	7	-	
NOTES:											
Rides Warhawk											

UNIT: 18 WOOD ELF ARCHERS										POINTS: 538	
ARMOUR/WEAPONS: Hand weapon and longbow										⊙ 11 Pts x 18 = 220	
CHAMPION: Wood Elf General, Champion and Naileth the Prophetess										⊙ Pts	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Wood Elf Archer	5	4	4	3	3	1	6	1	8	-	
Wood Elf General	5	7	7	4	4	3	9	4	10	-	
Naileth the Prophetess	5	4	4	3	4	1	7	1	8	-	
NOTES:											
Unit includes musician and standard											

UNIT: 6 WARWINDERS							POINTS: 126			
ARMOUR/WEAPONS: Additional hand weapon							21 Pts x 6 = 126			
CHAMPION: None							Pts			
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Warwinders	5	5	5	3	3	2	6	1	8	5+
NOTES:										
Immune to psychology. Talismanic Warpaint: 4+ dispel.										
6+ unmodified save.										

Here we are again. Another \$25.00 to spend on models and a month to paint them. Well sticking more or less to my original army list, I decided to buy my unit of five Warhawk Riders. These would give me some much needed speed and my opponents something else to worry about.

Once again I chose a simple colour scheme of greens and browns. The models I chose were armed with spears (because I wanted the +1 Strength bonus when charging) plus one model with a sword who I decided would be the unit's champion or hero. Having painted these, it was off to war once again with the Beastmen of John-Paul Brisigotti. I asked John-Paul to fight me

because I had never fought a Beastman army before and I knew that I would possibly end up battling with Fat Bloke at some point in the future.

With 2,000 points to spend I chose roughly the same army that I took to the Staff Tournament, but included the Treeman and left out the special character. I decided not to include

my new Warhawks (I didn't think they would be able to inflict much damage against Beastmen with Toughness 4 and 2 wounds each).

I set up by deploying deep and letting John-Paul advance towards me. With no

UNIT: 9 SCOUTS										POINTS: 227	
ARMOUR/WEAPONS: Hand weapon and longbow										16 Pts x 9 = 144	
CHAMPION: Wood Elf Champion										Pts	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Wood Elf Scouts	5	5	5	3	3	1	6	1	8	-	
Wood Elf Champion	5	5	5	4	3	1	7	2	8	-	
NOTES:											
Unit includes musician and standard											



5 Wood Elf Warhawk Riders £25
TOTAL COST £25



The look on John-Paul's face says it all.

missile troops in his army, John-Paul had to close the distance as quickly as possible. My aim was to make this as difficult as possible.

My whole strategy relied once again on mass missile fire directed at my opponent's strongest units. So the full weight of my longbows were bought to bear on his chariots (I thought these posed the greatest threat, with their high speed and impact hits). I just about brought them to a halt, and my Treeman stomped in and finished one of them off in hand-

there was little he could do to rescue the situation. He bravely fought on, but to no avail.

So what conclusion can I draw from this? Well that's easy - John-Paul rolled badly and I should not have won so convincingly. What have I learnt? Well Paul Sawyer will find out soon when I fight him and Roy Barber. Am I worried? NO! But does anyone know how to kill a Vermin Lord...?

to-hand combat. Never before have I witnessed such an incredible set of bad dice rolling in a Warhammer game. In the ensuing Panic test rolls, John-Paul's entire army bar his Ungors ran off. His battle plan in tatters,

UNIT: 6 DRYADS										POINTS: 210	
ARMOUR/WEAPONS: None										@ 35 Pts x 6 = 210	
CHAMPION: None										@ Pts	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Dryads	5	4	3	4	4	2	4	2	8	5+	
NOTES: All Dryads may shapeshift and gain one Aspect at the start of combat.											
Birch Aspect		Gains 1 extra attack									
Oak Aspect		Gains +1 Strength and +1 Toughness									
Willow Aspect		Enemy loses 1 attack									

UNIT: 6 WAYWATCHERS										POINTS: 108	
ARMOUR/WEAPONS: Hand weapon and longbow										@ 18 Pts x 6 = 108	
CHAMPION: None										@ Pts.	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Waywatchers	5	5	5	3	3	1	6	1	8	-	
NOTES:											
Waywatchers may skirmish and infiltrate.											

UNIT: TREEMAN		POINTS: 280								
ARMOUR/WEAPONS: None		@ 280 Pts x 1 = 280								
CHAMPION: None		@ Pts								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Treeman	6	8	3	6	7	6	2	4	9	5+
NOTES:										
Treemen cause fear and have a unmodified 5+ save. Treemen hate Orcs and Goblins.										

UNIT: 8 WOOD ELF ARCHERS										POINTS: 88	
ARMOUR/WEAPONS: Hand weapon and longbow										@ 11 Pts x 8 = 88	
CHAMPION: None										@ Pts.	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Wood Elf Archer	5	4	4	3	3	1	6	1	8	-	
NOTES:											

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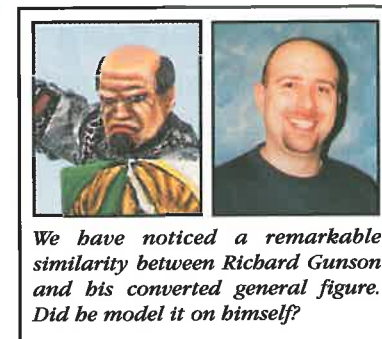
A Bretonnian army by Richard Gunson

This month I managed to finish off my Questing Knight unit with the addition of two more Knights plus the army standard bearer,

making a total (including the general) of ten.

Also I added a second unit of Mounted Squires which were painted in a livery to match the foot Squires. So another month concentrating on cavalry!

The idea behind having the second unit of mounted Squires was two-fold. Firstly I now have a unit for each flank who could engage the enemy or chase away skirmishers and infiltrating troops. Secondly they contribute to my mass of archery – I now have forty-nine bow-armed troops in my army, which should be a big enough concern to lure the enemy into charge range of the Knights (who are obviously still my principal weapon). Having once commanded an Empire army I know from bitter experience that having a Leadership of 7 is not enough when Break tests and Panic tests



We have noticed a remarkable similarity between Richard Gunson and his converted general figure. Did he model it on himself?

are concerned. So, even in relatively small games I always try to include an army standard bearer for human troops. The figure itself is a Grail Knight standard bearer whose horse I bent around a little to give the impression that it is rearing up, ready to flail with its hooves. (As every Bretonnian general knows, even though a heavily armoured WS 4 Knight with a lance is supposed to be the best of your troops, it's always the Warhorses that cause the most casualties!)

Having taken my army around to a couple of stores (it can currently be seen in the Manchester Megastore) I generally get asked about two things – the bases and the banners. So here's how I do them.

I add a little modelling putty to one or two bases in a unit. I then cut off a tiny section from the head of a broom to simulate bushes

UNIT: 6 KNIGHTS ERRANT										POINTS: 208
ARMOUR/WEAPONS: Lance, shield, heavy armour and barbed warhorse										32 Pts x 5 = 160
CHAMPION: Knightly Champion										Pts.
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Knights Errant	4	3	3	3	3	1	3	1	7	2+
Knightly Champion	4	4	4	4	3	1	4	2	7	2+
Warhorse	8	3	0	3	3	1	3	1	5	-
NOTES:										
Unit includes a standard										

UNIT: 6 MOUNTED SQUIRES										POINTS: 112
ARMOUR/WEAPONS: Hand weapon, spear, bows and horse										16 Pts x 6 = 112
CHAMPION: None										Pts.
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Mounted squires	4	3	3	3	3	1	3	1	7	6+
NOTES:										
Unit includes a standard										

UNIT: 6 MOUNTED SQUIRES										POINTS: 112
ARMOUR/WEAPONS: Hand weapon, spear, bows and horse										16 Pts x 6 = 112
CHAMPION: None										Pts.
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Mounted squires	4	3	3	3	3	1	3	1	7	6+
NOTES:										
Unit includes a standard										

5 Mounted Squires	£15
2 Questing Knights	£8
1 Grail Knight Standard Bearer	£5
TOTAL COST	£28
(£3 saved from the previous month.)	



or tall grass. I stick this into the putty to hold it firm. I put a coat of PVA glue over it, then dip the base in sand or flock. When this is dry I wash with brown ink, then drybrush with Snakebite Leather mixed with white. After that I add small patches of watered down PVA and dip the base in 'static grass' – a nylon flock available from railway model shops. The whole process is quite time consuming but I think that the results make the effort worthwhile.

The banners are sketched out on thin paper and painted before cutting out. I use watered down PVA to glue the banners or pennants together, and to get the 'movement' in them I bend the flags around while the PVA is still wet. Finally I shade the banners slightly in the folds and paint the edges where they don't quite match. Banners are extremely important, so I spend time doing them right. Often a unit can be made to look spectacular with the addition of an impressive flag, drawing attention away from mediocre painting on the miniatures.

The army now totals over 1,500 points, so bearing in mind that Roy has Skaven I thought I'd get in a bit of practice against the manager of our Manchester store – Steve. I'd like to say it was close, but it wasn't. My army was destroyed in short order – I lost 41 commoners and Squires to 5 Gutter Runners, who made their way from unit to unit,

breaking each one and forcing Panic tests from others. My general was a victim of the terrifying *Plague* spell before he even got into combat, and the remnants of the Questing Knights ended up *Plagued* to death as well. My only high point was watching his Plague Censer Bearers wipe themselves out in a cloud of their own poison gas. Well, at least Roy hasn't got any Gutter Runners – yet.

Next month I'm going to bring the army up to 2,000 points, which seems like a nice round number. I'm going to convert that pegasus-riding duke I was wittering on about last month – I've got some good ideas forming on that one, and I think I'll add another sorceress to bolster my magical firepower.

Richard's amazing Grail Knight Army Standard Bearer conversion.



UNIT: 10 QUESTING KNIGHTS							POINTS: 564			
ARMOUR/WEAPONS: Lance, shield, heavy armour and barded warhorse							@ 41	Pts x 8 = 246		
CHAMPION: General (Baron Chabert), Army Standard Bearer							@	Pts		
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Questing Knights	4	4	3	4	3	1	4	1	8	2+
General	4	6	6	4	4	3	6	4	9	2+
Army Standard Bearer	4	4	4	4	3	1	4	2	7	-
NOTES:										
Unit includes a standard										

UNIT: 15 BOWMEN		POINTS: 160								
ARMOUR/WEAPONS: Hand weapon, light armour and longbow		@ 10	Pts x 15 - 160							
CHAMPION: None		@	Pts							
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Bowmen	4	3	3	3	3	1	3	1	7	6+
NOTES:										
Unit includes a standard										

UNIT: 8 SQUIRES		POINTS: 128								
ARMOUR/WEAPONS: Hand weapon and longbow		@ 8	Pts x 8 = 72							
CHAMPION: Bretonnian Sorceress		@	Pts							
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Squires	4	3	3	3	3	1	3	1	7	-
Bretonnian Sorceress	4	3	3	3	4	1	4	1	7	-
NOTES:										
Unit includes a standard										

UNIT: 15 BOWMEN		POINTS: 160								
ARMOUR/WEAPONS: Hand weapon, light armour and longbow		@ 10	Pts. x 15 = 160							
CHAMPION: None		@	Pts.							
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Bowmen	4	3	3	3	3	1	3	1	7	6+
NOTES:										
Unit includes a standard										



PLAGUE LORDS OF CLAN PESTILENS

A Skaven army by Roy Barber

It is now four months since the gathering of the children of the Horned Rat, and with the help of my fellow workers-at-arms here at GW, my army is at long last taking

shape. My first few forays onto the surface world have resulted in crushing defeats at the hands of experienced generals, and the ratmen have retreated hastily back to their under-empire to lick their wounds and feast on the fallen. Thus, the Council of Thirteen have met and a new course of action has been taken...

First, as general, I have taken a good look at my existing army. The bulk of my chattering troops are Clanrats, with support from a small unit of Plague Monks and specialised units such as the potentially devastating Warpfire Throwers and Poison Wind Globadiers. My character models include the usual command troops along with more powerful creatures such as the truly awesome Vermin Lord and Deathmaster Snikch. Of course at 600 points the Vermin Lord is difficult to field in a balanced game unless the battle is above 2,500 points or I cheat...

Looking back at my handful of battles, the reason for my losses

falls down to the unreliability of the massed troops once the leaders are taken out. This fact was brought home to me on the edge of a Chaos Dwarf's battleaxe in my last battle. Once I lost one unit of troops it wasn't long before the whole army turned tail and fled! So, how can I prevent this? The troops that did the Horned One proud were the Plague Monks of Clan Pestilens. Although only few in number, their frenzy ability gives them a good edge in combat and they more than hold their own in battle. If I had a couple more specialised troops such as the Warpfire Thrower and the Poison Wind Globadiers with them, then they should be able to break the opposition with ease, thus turning the tables. My main Clanrat unit was only effective to a point; that point being the death of the general and the resultant scattering of my furry warriors... Support units like the Globadiers and Rat swarms all held their own until the rank and file scampered away. Cowards!

The Council has thus appointed a new Warlord and sought further help from the Plague Lords at Clan Pestilens. For my next encounter the force has been swelled with

UNIT: 18 PLAGUE MONKS		POINTS: 247								
ARMOUR/WEAPONS: Additional hand weapon and light armour		@ 9 Pts x 17 = 171								
CHAMPION: Plague Priest		@ 76 Pts x 1 = 76								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Plague Monk	5	3	3	3	4	1	4	1	5	6+
Plague Priests	5	5	5	4	5	2	6	3	6	6+

NOTES:

Unit includes musician and standard. Plague Monks are affected by the rules for frenzy.

UNIT: DEATHMASTER SNIKCH										POINTS: 345	
ARMOUR/WEAPONS: 3 x Weeping Blades										@ 345 Pts x 1 = 230	
CHAMPION: None										@ Pts	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Deathmaster Snikch	6	8	6	4	4	3	10	5	9	-	

NOTES:

Deathmaster Snikch may infiltrate on to the battlefield. He has a 4+ unmodified save

UNIT: 34 CLANRAT											POINTS: 615	
ARMOUR/WEAPONS: Hand weapon, shield and light armour											@ 6	Pts x 34 = 216
CHAMPION: General, Battle Standard and Warlock											@	Pts
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE		
Clanrat	5	3	3	3	3	1	4	1	5	5+		
Warlord General	5	6	6	4	4	3	7	4	7	5+		
Battle Standard	5	4	4	4	3	1	5	2	5	5+		
Warlock	5	3	3	3	4	1	5	1	5	-		
NOTES:												

NOTES:

Unit includes musician, standard, 2 Assassins, 2 Poison Wind Globadiers and Warpfire Thrower

6 Plague Monks

£10

6 Plague Censer Bearers

£15

TOTAL COST

£25



THE MOVERS AND THE SHAKERS....

Here how I view my troops:

WARPFIRE THROWER

My Warpfire Thrower has been devastatingly successful in most of the battles, failing me only once against the Chaos Dwarfs when with typical Skaven attention to detail, a bolt came loose and the whole crew went up in flames!

ASSASSINS

Quick and deadly, the hidden assassins strike just when the enemy isn't expecting them. Their weeping blades usually slay all but the most powerful warriors.

VERMIN LORD

Totally unstoppable and awesome in battle, the terrifying Vermin

Lord is a walking nightmare for those who would challenge him, but 600 points is a lot to pay for his help!

DEATHMASTER SNIKCH

He is indeed the master of death, slipping in and out of combat with ease, dispatching all in his wake. Once again though, a high points cost can be restricting.

RAT SWARM

At only 50 points and with 5 attacks and 5 wounds, rat swarms are ideal for tying up the enemy for a few rounds. I intend to buy more as some of my next reinforcements and really cause havoc...

the addition of six Plague Censer Bearers and another six Plague Monks, providing an extra rank of my most effective troops and adding some truly devastating power to my arsenal. The Plague Censer Bearers are the most fanatical troops the Skaven can field, being utterly dedicated to the cause and twisted into crazed killing machines by the noxious vapours of their warpstone censers. In the game this fanatical devotion is represented by the frenzy and hatred rules - Couple these with the skin-blistering Death Fog their censers emit and you have some pretty lethal troops!

The army now looks that little bit more deadly, and as the Clan Lords plot and scheme, they are watching their troops carefully, through slitted, red eyes, ready to weed out any weaklings and feast upon their bones. As you read this, runners are already under way to Clan Eshin, Clan Pestilens and Clan Skryre to secure more troops whilst my army prepares for battle. The furred ones are learning fast and their numbers swell ever greater in the shadowy Under-Empire. The Skaven have been taken under the guidance of a new, more experienced Warlord. They will taste the blood of victory yet...

UNIT: RAT SWARM										POINTS: 50	
ARMOUR/WEAPONS: NONE										@ 50 Pts. x 1 - 50	
CHAMPION: None										@ Pts.	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Rat swarm	6	3	0	3	4	5	1	5	10	-	
NOTES:											
Rat swarm are immune to psychology effects and never take Break tests.											

UNIT: VERMIN LORD										POINTS: 600
ARMOUR/WEAPONS: Doom Glaive										@ 600 Pts. x 1 = 600
CHAMPION: None										@ Pts.
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Vermin Lord	8	8	8	8	7	7	10	8	10	-
NOTES:										
Vermin Lord causes terror and has a magic level of 4. May draw from the Skaven spell deck (including the Grey Seer spells).										

UNIT: JEZZAIL TEAM										POINTS: 30	
ARMOUR/WEAPONS: Hand weapon and jezzail										@ 30 Pts. x 1 - 30	
CHAMPION: None										@ Pts.	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Jezzail team	5	3	3	3	3	1	4	1	5	-	
NOTES:											
Range 36" strength 5 damage D3 save -3											

UNIT: 6 PLAQUE CENSER BEARERS		POINTS: 90								
ARMOUR/WEAPONS: Plague censers		@ 15 Pts. x 6 = 90								
CHAMPION: NONE		@ Pts.								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Plague Monk	5	4	0	4	4	1	4	1	5	0
NOTES:										
Plague Censer Bearers are affected by the rules for frenzy and hatred, and can skirmish.										
Plague Censers emit the Fog of Death in combat.										



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AUSTRALASIAN STORES AUSTRALASIAN STORES

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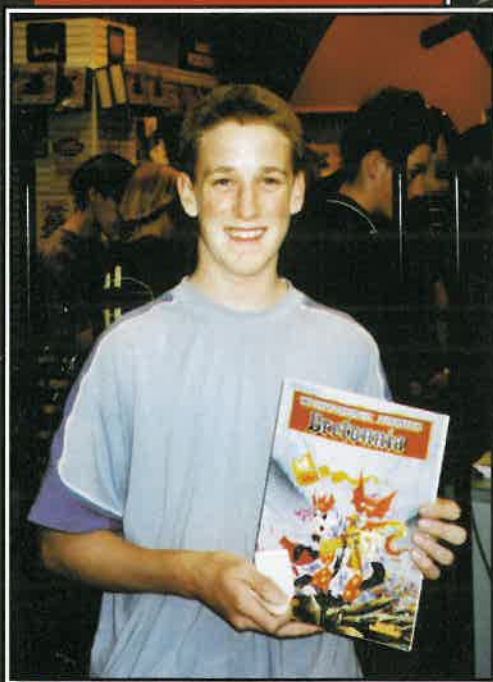
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THE MAILED FIST VS.



The Imperial Guard were commanded by the Mail Order Trollz (left to right): Tero Kanko, Matt Weaver (Manager), Gio Atayde, Ben Lannan and Justin Keyes. The ring-in at the front is our Australian Studio guy, Dave Taylor.

At our Head Office we recently fought the mother of all 40K battles (well it may not have been the largest game ever played, but certainly bigger than the games we're used to).

The Baneblade pictured below was lovingly hand crafted over a six month period by Matt Weaver and, once completed, was the inspiration for the biggest game of Warhammer 40,000 we had seen. The Mail Order Trollz threw down the challenge to the Trade Sales team and as chests swelled with pride the size of the battle grew.

Soon each army was to be **24,000** points huge.

Once the terrain was constructed (mostly by Matt Weaver) the game was ready to commence.

The Space Marine crusading army fielded 279 infantry models and 28 Space Marine vehicles, almost three entire companies!

The Imperial Guard army consisted of 644 infantry models and 53 Imperial Guard tanks, a treadhead's dream come true!

Deployment took a couple of hours, each commander stepped up confidently to the table and hunkered down for more than ten hours of fierce gaming.



Matt & Justin Whitney (Warehouse) inspect the terrain the night before the battle.



Matt's Baneblade patrols the battlefield at a leisurely pace, destroying Space Marines at will.



Gio's Vindicare Assassin keeps an eye on proceedings.



Tero (above) and Dave's (below) Praetorians hold the line against a Ravenwing onslaught!



Gio and Ben managed to hold their flank together quite well, under the combined weight of Deathwing Terminators, Blood Angels Death Company and White Scars!

An aerial view of the entire table!

S.

THE SPACE MARINES

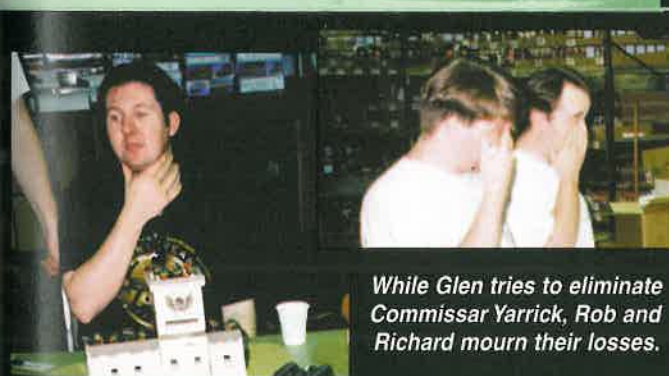
The usual suspects that formed the Trade Sales team commanded the massive Space Marine force. From left to right: Kyran Henry (Night Reavers), Richard Morgan (White Scars), Ben Isbester (Space Wolves and Crimson Fists), Rob Sutherland (Angels of Redemption), Glen Robinson (Manager - Dark Angels and Imperial Fists) and Nick Broun (Blood Angels and Dark Angels).



Another shot of Matt Weaver's awesome scratch-built Baneblade, ably supported by some of Dave Taylor's 'Gaunt's Ghosts' troopers.



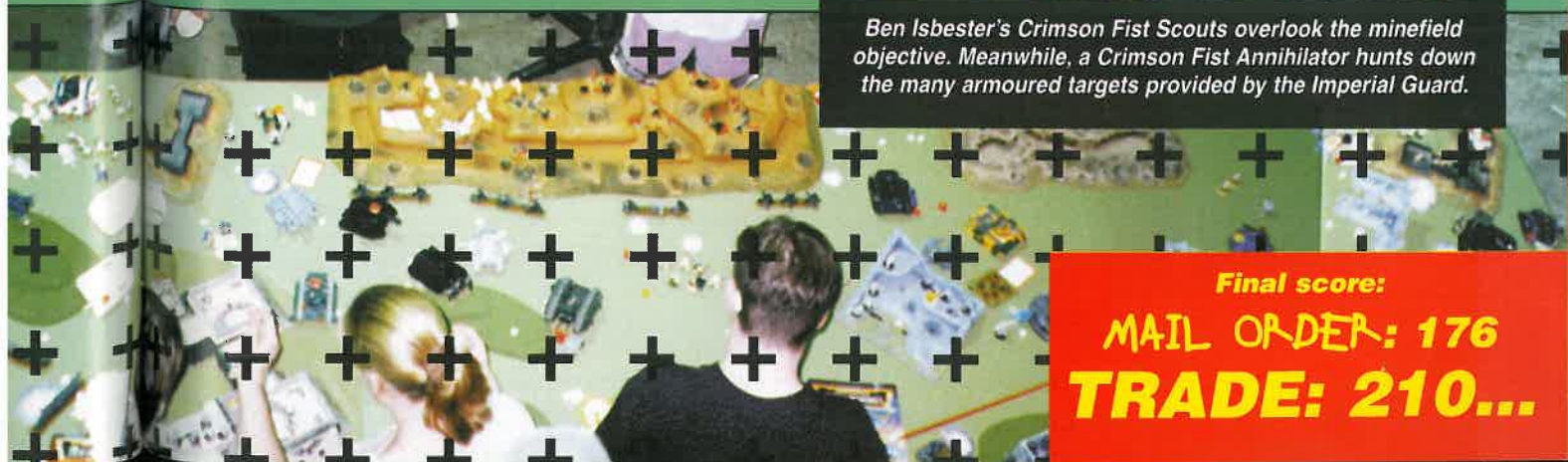
A common sight on the tank-ridden battlefield, Space Marine assault troops tear apart yet another Imperial Guard tank.



While Glen tries to eliminate Commissar Yarrick, Rob and Richard mourn their losses.



Ben Isbester's Crimson Fist Scouts overlook the minefield objective. Meanwhile, a Crimson Fist Annihilator hunts down the many armoured targets provided by the Imperial Guard.



Final score:

MAIL ORDER: 176

TRADE: 210...



Enter the Black Library

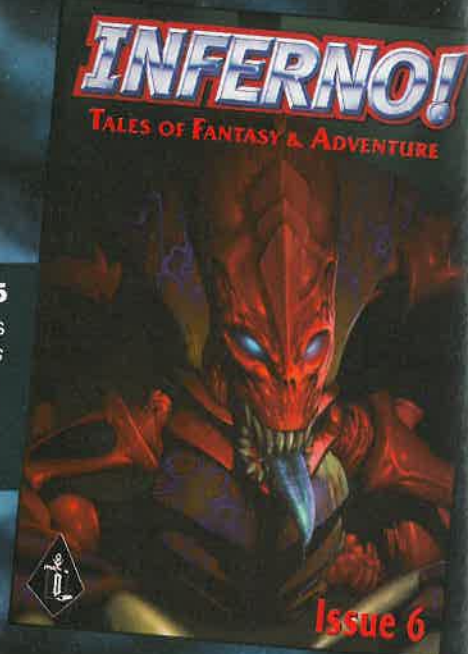
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Out now – Check with your local GW store or Mail Order!

To commemorate the re-release of Blood Bowl, the Black Library has compiled a special Blood Bowl Compendium, packed full of all the best Blood Bowl articles we've ever printed in the Citadel Journal. Add to this a couple of completely new articles from Jervis 'Mr Blood Bowl' Johnson himself, and you have the most indispensable Blood Bowl handbook there is.

Issue 25 – out now for \$16.95!

The new issue of the Citadel Journal, the magazine written by gamers, for gamers. In this ridiculously packed issue: The Invasion of Athel Loren campaign; Imperial Guard tactics in depth; Dwarf encounters in Warhammer Quest; Blood



If you're interested in regularly getting your hands on any of these exciting publications, check out the Mail Order pages at the back of this issue for our special subscription deals!



Dave Cain

You may remember Dave from the battle report in last month's White Dwarf when he led the Chaos Warriors to victory, and those of you with good memories will recall his Wood Elves' success against Gordon Davidson's Orcs and Goblins. On top of all this, he was 1995 Warhammer Grand Champion (and he's one of my best friends, although it has nothing to do with the fact that he works for a well known brewery, no, no, no... – Paul Sawyer).

It really all comes down to what kind of game you like. Do you want to embrace the spirit of Warhammer and have a great time (even if it means you might lose) or are you just out to win, regardless of anything else? Hopefully I can persuade you to opt for the first option.



Those of us who have been playing Warhammer for more time than they care to remember have seen a lot of changes over the years and one of these has been the use of a new term – that of 'beardy'. As I see it, the meaning of this term is:

"Someone who pushes the rules to the limit or does not adhere to the background image of their army."

Rick Priestley, who designed the game, has his own definition, which can't be printed in a family magazine, but his second definition is:

"Someone who is more interested in playing the rules than playing the game."

The origin of the word 'beardy' is lost in the mists of time, but

WARHAMMER

SPIRIT OF THE GAME

by Dave Cain

Once you have played Warhammer for a while, you will know that some people play to win and do everything the rules allow to ensure victory. Others like to play for fun, and don't mind if they lose. Dave Cain makes it very clear which he prefers (and a few other people stick in their oar, too).

I think the single most crucial factor in playing games of Warhammer is to make it fun for both players. However this will not happen if one of the players continually picks holes in the rules or attempts to bend the rules in his favour. Another way to ruin a game is to turn up with an army that has been created by twisting the army lists to produce a force completely at odds with the background of that specific race.

according to historians, it has something to do with an unpleasant Dwarf who loved to beat people at dice games.

This is not to say that before the word 'beardy' arrived there were no such players. On the contrary, competitive games between two players have always brought out the worse in some people.

The primary purpose of Warhammer is to ensure both players have a really enjoyable time and the vast majority of players do take part in this manner. However there is always a minority who do not.

One of the problems when listening to complaints of 'beardy' play is that it is a very subjective criteria. What is a fair and balanced army to one player can seem totally different to his opponent. A player checking the rulebook to clarify a point

If someone cheats or 'bends the rules', they only ever play me once!

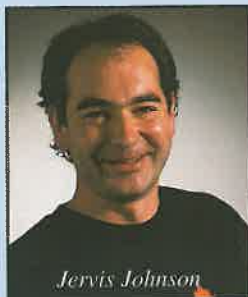
– Robin Dews



The first rule of Warhammer: BOTH players should have fun.

can be unfairly tagged with a bad reputation if his opponent sees this as unsporting. Also, the complaint of a 'beardy' opponent is commonly given by a player to hide the fact that he played badly and lost.

Beardy behaviour can be split into two main areas. Firstly there is army selection, with players admitting their opponent was a nice enough guy but boy did the army he play with stink! Then there are opponents whose armies were okay but continually spoilt the game with picky rules questions and rule bending. And of course some display both of these unwelcome traits.



Jervis Johnson

JERVIS SAYS:

When a Warhammer general recounts what happened in a battle, he doesn't just talk about dice rolls and movement distances, he will use 'real life' language: regiments charge into combat, heroes chop down their enemies, bolt throwers cut through

ranks of men, and so on. Such excitement is bought at a price however, and Warhammer's flexibility and colourful detail means that the rules can't hope to cover every situation that occurs in a game – and nor should they! If you want a game that can tell a story as vividly as any found in a book or film, then be ready to play Warhammer in the right spirit or not at all.

ARMY SELECTION

What constitutes a 'beardy' army is highly subjective. However there are a number of guidelines I think you should follow.

The Warhammer Armies books are written to allow players as wide a choice as possible in selecting forces. This was done to free up players and allow for the construction of themed armies, for use in scenarios and the like. However this does allow certain individuals to produce armies that are created simply to win games, with no credence towards the character of the race it is supposed to represent.

Wood Elf forces are renowned for their archery and so fielding an army with no archers just does not sit right with the



"Ha! With the Book of Nagash, the Forbidden Rod, a Healing Potion and the Total Power card hidden up my sleeve I can't possibly lose."

background to this race. The potent imagery of the Undead features shambling hordes of Skeletons and Zombies slowly but inexorably crossing the battlefield. So using nothing but mounted Skeleton horsemen and chariots again undermines the rich heritage of the Warhammer world. Skaven armies with no Clanrats, Empire armies with no Halberdiers – the list goes on.

Now under the right circumstances, there is nothing wrong with these aforementioned forces. In scenario games, such armies may well be appropriate as the scenario often dictates the forces to be used. This is fine since the ground rules of the scenario should balance out the two forces in some way. Such armies could also be used in 'standard' friendly games as long



GORDON DAVIDSON'S PEARLS OF WISDOM:

1. Never play gits. People who upset you are likely to put you off forever.
2. Agree limitations beforehand. Personally I always play with no more than one special character allowed and a 10% magic item limit with none over 50 points.
3. Keep your games fresh by agreeing not to bring your best units every time eg. "I won't bring my Savage Orc Boarboyz with Shaman if you don't bring your Dragon Knights with the Standard of Shielding."
4. Get out of the habit of bringing the same magic items every time.
5. Play with Orcs and Goblins.

as your opponent is forewarned that your force will be based around a theme.

Therefore a Wood Elf force based around the Kindred of Equos would have a much greater than normal proportion of Glade Riders and Chariots. A similar force of High Elves would be based around the High Elven state of Chrace.

Of course, there is no point in divulging the exact details of your force, but your opponent should at least know the theme on which you are basing your army. After all you are unlikely to get a fun, well balanced game if your opponent is expecting to meet a well balanced army with a good mixture of archers, foot troops, some cavalry, etc, and is instead faced with nothing but fast cavalry and chariots.



Andy Sharman – the worst beard of all!

ANDY SHARMAN'S VIEW:

I have played against people who actually haven't read the background section of their Armies book. They look at the army list and special rules and that's it! Not only does this mean you can't fully understand the character of your army, it is a complete waste of all those brilliant stories (not to mention your money).

A good player is one who knows how to get the best out of very ordinary troops.

– Nigel Stillman



JIM BUTLER'S ADVICE:

1. Using the different scenarios in the Warhammer Battles book often leads to a better game.
2. There's no point trying to design an 'unkillable' character if your opponent can win the game without killing him.

3. A Warhammer battle isn't a game of chess, it's a story. As long as the story is exciting, it doesn't really matter who wins. If you only enjoy playing when you win, you are never going to get the most out of the hobby.

Some players will argue that 'warning' their opponent like this reduces their chances of victory. However to me this smacks of trying to win at all costs. In any event, the outcome of a well balanced game will, barring catastrophic vagaries of the dice, ultimately come down on the side of the best general.

By working the army lists to produce an outlandish army that is chosen simply to maximise the chances of victory, you are depriving yourself of that claim. You are not showing yourself to be the best general, only sneaky at selecting armies.

The most frequently encountered method of 'working' army lists is to include large numbers of elite regiments, or exclude regiments that may not be useful against certain opponents. Although in small measures this is acceptable, but when taken to extremes the resultant game suffers.

Thus are born Dwarf armies featuring predominantly the elite Iron Breakers, Long Beards and Hammerers or Empire forces composed of mainly Knights and supporting cavalry.

Armies including large proportions of war machines or monsters should also be restricted to scenarios and the like. Speaking from experience, lining up against six Repeater Bolt Throwers or three Griffons does not make for a fun game!

The other major area that encourages arguments between players is that of characters. It is a common misconception that to win Warhammer battles, a player needs to field powerful character models. The creation of all-conquering heroes has become the ultimate goal, regardless of



Is Dave reading Nigel's army list over his shoulder? Surely not.

whether the selection of magic items are appropriate to that race. Certain magic items have taken on an almost compulsory status, so that is the exception to find a game not featuring items such as *Book of Ashur*, *Crown of Command*, *Black Amulet* and *Potion of Strength*.

Although only a minority of items included in the Warhammer Magic supplement are limited to one race, there are items which are clearly more appropriate to certain races than others. Magical bows and instruments would be favoured by Wood Elves for example, while Orcs and Goblins would opt for cruder weapons for use in close combat.

At last year's Grand Tournament, Jervis Johnson introduced the Veto rule which was almost universally accepted as a big step forward. This rule is covered in White Dwarf 212 but in



Do not bore games designers with dire combinations of magic items, lest they be tempted to abolish them altogether.

– Nigel Stillman



GAV THORPE'S SPIRIT OF DWARF ARMIES:

1. Never, ever take allied wizards!
2. Never, ever take monsters, especially if you have Slayers in your army!
3. Always take Rune items, and if you really want

something else, only ever take the magic items from the colour pages in the Dwarf army book.

4. 'Stealth Gyrocopters' are silly. Let's not be having any more, eh?

5. Come up with names for your regiments and characters (my General is Throbbi 'Dragonaxe' Drakkaz, what's yours called?)

6. Remember gnollengrom, or everyone will treat you like a wazzock with a kruti problem (Gav says only truly dedicated Dwarf players will understand this one – Paul Sawyer).

What this achieved was to inhibit players from using some of the more obvious items in their armies and in effect levelled the playing field. So tactics like Slann Mage Priests with the *Crown Of Command*, Level 1 Chaos Sorcerers on Flying Discs with the *Black Gem Of Gnar*, and wizards with the *Rod of Power* or *Book Of Ashur* could be prevented and resulted in a less gimmicky and more tactical game being fought out.

If you and your normal opponent never see eye to eye over what is or what is not 'beardy' then you could do a lot worse than to use this rule to give each of you a chance to balance out the other's force.



If you are arguing whether a unit is an eighth of an inch out of range, then you are taking the game much too seriously.



Andy normally



Andy when he plays with a Chaos army

When Andy Chambers plays, he REALLY gets into the spirit of the game.

summary it means that both players reveal all their magic items at the start of the game (although not who is carrying them) and can prevent their opponent from using one or more item, 'paying' their opponent a victory point for each one vetoed in this way.

If both players move away from powerful characters and instead concentrate on regiment play, there is less chance of a single crucial combat deciding the battle, and a more enjoyable, close-run game will ensue. And selecting magic items more suited to your army's background, rather than simply chosen for their effect, may well give you an edge if your opponent is expecting to face the normal batch of magic items.

The Forbidden Rod should be.

— Paul Sawyer



Healthy discussion is all very well, but don't let it turn into an argument.



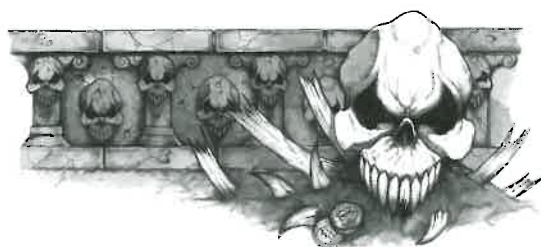
Tuomas is arrested for possession of an offensive army list.

TUOMAS PIRINEN'S ADVICE:

1. Read the background section of your army book and stick to it when designing your armies.
2. Never do anything that you would find unfair if playing against it yourself.
3. Remember the first rule of Warhammer – Having fun is the most important thing!

And if the worst comes to the worst and you lose to the general with the *Frost Blade* and *Potion of Strength* riding his Emperor Dragon, you have at least won the moral high ground by sticking with the character of your army!

Then there are Allies. How many times have you seen Dwarfs aided by High Elf Mages, or the forces of Chaos supported by the massed ranks of Dark Elf repeating crossbows. Then of course there are the Hobgoblins attached to Orc & Goblin armies, and the Empire's finest great cannons providing some backbone for Wood Elf forces.



Most Tournaments ban allies outright and even in friendly games their use should be kept to a minimum. The use of allies is once again best kept for specially created scenarios where their inclusion can be planned and their effect balanced out.

Further thoughts on allies can be found in White Dwarf 207.



Graham is a member of Beards Anonymous. He hasn't bearded now for two weeks and four days.

GRAHAM DAVEY ARGUES:

While I agree with a lot of the points in this article, I have to comment on the subject of choosing army lists. I learnt to play with a group of gamers who always picked their armies specifically to win their next game. It was part of the challenge to try to get the drop on your opponent by coming up with an army he wasn't expecting and that would work well against the troops you thought he would have. This wasn't sneaky – it was fun! And yes, we liked to win, but nobody got upset if they lost.

Of course this only works because everyone in the group knew what to expect. To be considered a fair player the important thing is to find out what your opponent expects from the game, and make an effort not to disappoint him.

SPORTSMANSHIP

The other problem you may encounter is bad sportsmanship. Given that the majority of Warhammer players are into the hobby to have an enjoyable time, rude and unpleasant behaviour is fortunately a scarce occurrence.

In Warhammer, there is an almost infinite number of situations that can occur, not all of which can be covered in the Rule Book and White Dwarf Question & Answer pages. However this complexity is one of the beauties of the game and is not a problem if both players use common sense, patience and are prepared to deal with rules queries in a friendly manner.

To avoid arguments both players should discuss what outcome best fits with the spirit of the game. If all else fails you should dice for it!

Players who have regular opponents or belong to a Games Club should consider putting together a set of House Rules that they all agree to abide by. This means that common queries are discussed after games have finished and the agreed solution is recorded and used as a reference should a similar situation arise again.

By its very nature, such a list can grow quite large, depending on the numbers of players in the group. But as it increases in



Playing against an opponent who constantly quibbles over the exact letter of the rules can be very frustrating.

If you are arguing about it then it's not worth doing it!

— Andy Chambers

size, it allows you to deal with these events consistently and prevent more arguments.

Some common House Rules and conventions include the following, but each individual set can cover any situation that your group wishes:

- Pick your army to just under 2,000 points.
- No allies to be used.



Anthony is yet to grow a beard (or even start shaving – Paul Sawyer).

ANTHONY BATH SUGGESTS:

Making themed terrain for your army is a great way to get into the background and spirit of your army. My Bretonnian knights regularly defend a Grail chapel, summon their men at arms from the local tavern, and sally forth amongst wooded copses of the realm. With this themed look to the army and the battlefield, it is easy to think of the battle as a story and invent scenarios.



Adrian and Nick Davis disagree over a rules point in a recent game. As you can see, they discuss the problem in a calm and friendly manner, until Nick realises that Adrian was right all along.

- Poison weapons do not count their bonus (usually Strength) against war machines or Undead.
- Models within 8" of an enemy which is hidden out of sight can still march move.
- Units that completely wipe out their close combat opponents but still lose the combat do not need to take a Break test.
- Weapons described as 'kill outright if they cause one wound' only count one wound towards combat resolution.

and so on.

However it is inevitable that players from different gaming clubs will have different ideas and conventions that they play to. This is exaggerated when players from different parts of the country, or even the world get together to play Warhammer – which usually occurs in the form of tournaments.

Here it is even more crucial to play in the spirit of the rules rather than insisting on the actual written words of the rulebook itself. So let's see less of the following:

- Shooting with some units before declaring targets for all missile regiments.
- Targeting all war machine fire at characters within units.
- Deploying war machines in impassable terrain.
- Checking up on your opponent's troop characteristics.
- Insisting your opinion of a rules query is always correct.

No doubt we can all recall playing against an unscrupulous opponent who tried to bend rules to his advantage in an attempt to win at all costs.



Adrian doesn't get annoyed with beardy opponents. He gets even.

ADRIAN WOOD'S WARLORD WISDOM:

1. If you collect Orks, you should think like an Ork, behave like an Ork, fight like an Ork!
2. Make sure you find out what your opponent wants from the game, before you start. If he wants a close fought, balanced game and you pound him into the ground with a beardy army, he won't want to play you again. Have you really won?

But remember it is far better to be considered a friendly opponent than it is to be a winner of games. Picture the type of opponent you would like to play against and model your own approach on that.

So the moral is to pick a balanced army and play in a cheerful manner. I'm sure if you do, the gods will smile on you and your dice will always come up 6s. And if they don't, I have a few loaded ones that will!



STILLMANIA

Nigel Stillman is well known for playing in the spirit of the game. This is his personal opinion of the ultimate spirit of wargaming.



- Pick your army to just under 2,000 points.
- Write down the roster and never amend it again.
- Make sure it fits the background.
- Collect and paint the army, give it three coats of gloss varnish then never touch it with a paint brush again.
- Give every character and regiment a name.
- Do not even possess extra or alternative units, just stick with what you've got.
- Make a carrying case that fits the army exactly.
- Fight every battle with the same army and never change anything in it.
- Fight in big games with just your 2,000 points, and to hell with the odds.
- Never vary or change your army in any way, resist all temptation.
- Model every magic item on the character who carries it, no matter what it is.
- What you see in the army is what you get – take this literally.
- Always give your opponent the benefit of the doubt.
- Who cares if all your opponents know your army composition by heart?
- Let the only surprises be your deployment and your tactical moves.
- Shrug off defeat, learn the lessons and keep on practising, play for the fun of playing.
- When you win, the excellence of your generalship will be beyond doubt.

Enter the Black Library



FROM OUT OF THE DEPTHS OF LEGEND, THE MYTHICAL BLACK LIBRARY HAS FINALLY OPENED ITS ANCIENT DOORS, IN THE NEW FORM OF GAMES WORKSHOP PUBLISHING. HERE'S JUST A GLIMPSE OF SOME OF THE TREASURES TO BE FOUND INSIDE...

SOME SAY that the Black Library is no more than a legend, an illusion created by the mysterious, mercurial Eldar. Others, though they talk in hushed tones, swear that they know the location of the place. Some even claim that they could travel the Webway and take you there, for a price.

The truth of it is that only a handful of humans have ever known its co-ordinates, and of those, precious few understood the full nature of the dark secrets which lurk within the ancient tomes lining its endless rows of over-burdened shelves. Or at least, that is, until now ...

Here at the Black Library, we all know that the Warhammer universe is real. From the vastness of space to the blood-sodden battlefields of Bretonnia, there are actual, living heroes and armies fighting for their lives. For years Games Workshop fans have been recreating these epic struggles on the tabletop, through games of Warhammer and Warhammer 40,000. For some of us, that isn't quite enough, oh no! We want to know more. We want the gory details. We want every last scrap of knowledge about the heroes, the villains, their allies and enemies, their victories and defeats. And more besides...

So now, finally, the Black Library has opened its mile-high, metal-bound doors to bring you amazing stories and comic

strips telling more tales of these heroic characters. Enter the Black Library if you dare...

WHAT'S ALL THIS THEN?

The Black Library is the imprint of Games Workshop Publishing, a brand-new part of Games Workshop, set up specially to produce story collections, cutaways, campaign maps, comic strips and all sorts of other publications which really bring our worlds to life.

WHO IS DOING ALL THIS?

The GW Design Studio employs a veritable army of writers and artists, who beaver away on new games, supplements and, of course, your very own *White Dwarf* magazine. They are much too busy to fit anything else into their lives, so the Black Library has to operate in a completely different way. There is not a single artist or writer working full time for the Black Library, deliberately so. Every story, comic strip and picture presented in *Inferno!* or *Warhammer Monthly* is created by a freelancer somewhere out there in the 'real' world – from as far afield as Australia, Canada and Whitley Bay.

The reason for this is simple. The Games Workshop style, as depicted in the rulebooks, on box covers and so on, has grown and developed over the years into a recognisable look. But that is just one way of portraying the *real* Warhammer universe. The writers and artists who contribute to the Black Library, however, are chosen for their ability to bring a new slant on things, to depict Space Marines or Chaos Warriors in new styles. How often have you looked at *Judge Dredd* or *Spawn*, say, and thought how awesome it would be to see the heroes of Warhammer or Warhammer 40,000 portrayed in such a

fashion? That's just what the Black Library is here to do.

This is the Black Library's mission: *bringing our worlds to life*. Here's Black Library head honcho, Andy Jones, to explain further.

"If you think of the Warhammer worlds as real places, then the army books provide the history: cast in stone, unchangeable. Our freelancers have to follow those guides and then use their own styles and ideas to set stories and pictures within these worlds. It is a bit like how the *Sharpe* novels are fictional but set within a real history. You know that Sharpe is never going to drive a BMW, invent a time machine, kill Napoleon or be crowned king of Peru. So long as he doesn't change history though, he can have all sorts of adventures. Grundhelm, Gilead, Gaunt, Grimrag and the other heroes from the Black Library are just like that – exciting heroes having amazing adventures in the Warhammer and Warhammer 40,000 universes. They are never going to kill the Emperor, banish Chaos forever, stop Dwarfs obsessing about gold or in any other way change the history, but they do get up to some nail-biting and harrowing scrapes."

So what exactly can you find in the Black Library? Try these for starters...

INFERNO!

Everyone will probably be familiar with *Inferno!* by now. The funny-sized, half-book/half-magazine has been thumping onto the shelves at the start of every other month for almost a year now. Initially, it must be admitted, it was something of an experiment – a toe in the water. The Black Library wanted to see what the response of GW fans would be to the very idea of short

stories, comic strips, cutaway diagrams and so on. The results have been more than encouraging, and there is now a steady following for the magazine. So much so, in fact, that popular characters such as Gaunt's Ghosts and Gilead are now set to return for further adventures. And of course, you may rest assured that Black Library minions are using every devious tactic under the sun to persuade Bill King to write more about the exploits of the legendary Gotrek and Felix!

Inferno! was also a way of letting creative people outside of Games Workshop, whether writers or artists, know that we wanted their talents! Publishing staff hit the comic strips, word went out at Games Day and other conventions, and pretty soon we knew that we had a success on our hands. With stories already pencilled in for issue 11 and beyond, Inferno! is now an established part of the Games Workshop landscape. And yes, the comic strips will continue to appear in Inferno!, even with the advent of Warhammer Monthly. Talking of which...

WARHAMMER MONTHLY

Inferno! taught us something, lots of things actually. But mostly it showed that comic strips set in the world of Warhammer are exciting – *really* exciting! Since Inferno! was full, and everyone had a zillion ideas for comic strips, we came to the natural conclusion that there had to be a proper comic.

Warhammer Monthly is Games Workshop's monthly comic, full of gripping action and adventure strips from our background worlds. It is guns and chainsaws from cover to cover, no angst-ridden nonsense for us! The only thing better than big guns as far as Warhammer Monthly is concerned is even bigger ones. Firing. Loudly. A lot. DAKKA DAKKA DAKKA! You get the idea.

And the artists and writers, both famous names and newcomers, have flocked to the Black Library. We haven't enough space to say much more here. Suffice to say that all of them have come up with top stories and gritty artwork. Characters such as Malus Darkblade, the Daemon-possessed Dark Elf; Leonatos and his band of exiled Blood Angels; Kal Jerico the Necromundan Bounty Hunter who is so cool he can chill beer at 30 paces; and Ephrael Stern, enigmatic Sister of Battle – these are just a few of the characters from Warhammer Monthly that are sure to become major stars in their own right!

THE CITADEL JOURNAL

As the Black Library grew ever more monstrous, its immense gravitational pull lured in defenceless publications. One such has been the infamous Citadel Journal, which is now handled by GW Publishing. Under the watchful eye and bearded brain of ace, new compiler, Steve 'Scoop' Hambrook, the Journal's mission continues as it has since time

immemorial: to present the best aspects of *your* hobby, your new rules, scenarios, conversions, art and discussions. There may be a famous game designer type writing an opinion piece at the front of the magazine, and the odd piece of weirdness that would never make it into an army book, but the Journal is really written by gamers like you. To that end, it doesn't pretend to be a slick, glossy, professional work of art like your White Dwarf. Instead, it's a thick, word-crammed, absolutely jam-packed collection of nothing but hard-edged *stuff*, despatched from the workface of battle, sent in for you to use in your games. And even if you don't have a full article to contribute, you can always join in the heated debates on the most opinionated letters pages around.

BLOODBOWL COMPENDIUM

Although the Journal is NEW! FRESH! NOW!, there's an absolute treasure trove of wonderful rules, scenarios and other gubbins lurking in those back issues. So what better way to get them back out there onto the gaming tables of the world than to gather them up and stick them out in a themed collection? And thus we have the Blood Bowl Compendium, deftly timed to coincide with the reappearance of some game or other. Steve Hambrook has even managed to persuade Jervis to supply a couple of brand new pieces for the collection.

Be warned, however: there are a limited number of copies around, and it's going out at a very special price, so you'll have to be quick off the mark if you want one. (Here's a hint: call GW Mail Order.)

IN THE WORKS

The immense archives of the Black Library are still bursting with great stuff. The Warhammer and Warhammer 40,000 universes are big places, and there are loads of avenues as yet unexplored. Cruet sets? Novels? Calendars? Colanders? Art books? Action transfers? Videos? Wallpaper? Now that would be telling!

Be sure that whatever comes out of the Black Library in the future will be first class, top notch, all guns blazing, rip-roaring stuff!



Warhammer Quest



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



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**GAMES
WORKSHOP**

WARHAMMER

A CALL TO ARMS

An absolutely enormous Warhammer battle report by Jervis Johnson and Tuomas Pirinen!

Every so often there's a battle report that sticks in the mind for years. This month's is bound to fall into that category, with 7 players, a 14' x 6' table and over 48,000 points of models...

Jervis: It was quite a few years ago that we decided to fight a really big battle for a battle report. The report was named 'Gathering Of Might' and appeared in White Dwarf 181. It pitted all of the models in the Games Workshop Empire and Wood Elf armies against all of the models in the Games Workshop Orc and Chaos Dwarf armies, in a huge multi-player battle. And what an epic conflict it was, with the Orcs and their Chaos Dwarf allies triumphant. Ah, happy days... but I digress. As I've said, Gathering of Might was fought years ago now, and we felt it was about time that we had another 'big bash' battle report in White Dwarf. This time, however, we felt that rather than using Games Workshop armies it would be rather fun to get together a group of players with their own armies. As fate would have it, John Stallard, our sales director and commander of a huge Empire army, had been thinking along similar lines, and had already started to gather a group of players to fight out a large Empire versus Orc & Goblin clash. When fate speaks in this way, you listen up, so John's game was quickly hijacked and used as the basis of this battle report.

Huge games are great fun to play, but they call for more preparation and playing time than a normal game. The first thing you need to do is get two teams of players, and then get

them all to come together at the same place and time. As already noted, John has a big Empire army, and he'd already got the Perry twins to agree not only to play in the game, but also host it in Alan Perry's purpose-built games room. The Perrys have a large Empire army of their own, and what's more, the garage in Alan's house has been specially converted into a fantastic games room complete with a 14 foot by 6 foot games table! This would be the perfect location, now all we needed was some opponents to take on John and the Perrys' combined force. John had already started on this and had roped in Paul Robins – our factory manager and commander of a large Orc Boar Boy army, beautifully painted as you'd expect from a two times Golden Demon winner – but we needed more Orc players. Fortunately we've got two highly experienced green-skin generals working in the Studio, in the forms of Gordon Davidson, twice staff Warhammer champion, and Paul Sawyer, editor extraordinaire of this very magazine! This would probably have been quite enough players (and miniatures!) for our game, but then Jim Butler, who 'manages' the figure painters and artists, heard about the game and went all sulky until we said he could bring his Empire army along and join in too – though we did wait until he held his breath and turned blue before we gave in!



So there we had it: seven players, two huge coalition armies, a location to play the game – all that remained was for all of us to get together and play... which is where things started to go wrong! One of the things you'll find if you try to organise a big game is that the more players that are involved, the greater the chance that someone will get ill or not be able to come along for other reasons. For our game the person who become ill was me(!), and the player who couldn't turn up was Paul Sawyer, citing 'pressure of work' of all things (hah!). Fortunately replacements for each of us were quickly found. I was replaced by Warhammer guru Tuomas Pirinen, and Paul's ample bulk was partially replaced by the sylph-like Ronnie Renton, our head of UK sales and a man famous for winning a GW fancy dress competition by entering as a twelve-sided dice (he won too, which is even more extraordinary!). It just goes to show that if you want to get ahead at GW you should turn up wearing silly clothes.

THE SPECIAL RULES

So the game was on, but with a clash of this size some special rules would be required. Fortunately, although I was poorly, I was able to get along for the start of the game in order to explain to the players exactly what these special rules would be! We'd already decided to limit magic items and magic spells as much as possible, so that the game would be decided



A freak roll on the Random Terrain Table results in two polyfoam boards and a bin being placed on the table.

by the 'big battalions' on the table rather than super-power characters and level 3 spells. John Stallard is famous for his disdain about the number of magic items and high level wizards used by most players, and if it had been up to him the game would have had no magic in it at all. However, the other players rebelled at the idea of going quite that far.

For a titanic battle like this, the usual way of choosing magic items would have been impractical. The huge number of characters involved would have required us to empty the whole Warhammer Magic set just to fill up a fraction of the magic item slots available to both of the armies.

Dealing with all the magic items during the battle would also have been unbearably tedious, not to mention that there was little chance the players could have remembered who had what! No, this battle would be decided by the might of arms and bravery of men (and Orcs!) instead of an over-abundance of magic!

So we decided to go for themed selection of magic items. Tuomas went through all the magic items in Warhammer Magic and picked the ones that according to background belonged to the Orcs & Goblins or the Empire. So the Empire army got the *Sword of Justice*, *Hammer of Sigmar*, *Silver Seal* and *Ring of Volans* for example, while the Orcs were equipped with the typical Orc items. These included the *Sword of Bork*, *Axe of Grom*, *Morgor the Mangler* and the *War Banner of Gork*. Both armies also had a few *Dispel*, *Destroy Magic* and *Power scrolls*, as these magic items are far more common and would spice up the magic phases. Each team had to distribute the items amongst their characters as they saw fit. Apart from these items, only those used by special characters were allowed. We also had high hopes that the Generals would start squabbling over the best artifacts.

Rather than picking a force to a set size, the players had simply been asked to bring along every single Citadel miniature in their army, including any special characters that they had. Although they didn't have to work out the points of their army, they did have to write up an army list so that they'd have something to refer to during the game, and so we'd have something to refer to when writing up this report. I told the players not to worry about magic items, wizard levels and so



on, as we'd decide all that at the start of the game. I also told the players that they would each command their own army during the game, and that each army would be treated as a separate entity even though they were fighting on the same side. For example, Gordon's Warlord could have no effect on the Orcs in Paul Robins' army, and so on.

Thus prepared, the players turned up at the appointed time and started unpacking their armies. There was a certain amount of duplication of special characters, so at the start of the battle I made the players pick which of them would get to use duplicate special characters that had been brought along. Any 'spares' simply counted as ordinary characters. Next I told the players that each team would be allowed one level 4 wizard, one level 3 wizard, one level 2 wizard, and any number of level 1 wizards, the players deciding amongst themselves who got which of the higher levels at the start of the game. As some of the special characters were high level wizards too this gave us just enough spell-casters to ensure that magic had some effect on the game, but not so many as to dominate it! As for the other character models in the players' armies, we simply allowed each player to have an army general and battle standard bearer for his contingent, and then ruled that all other mounted characters were heroes, and any other characters on foot were champions.

With the troops involved in the battle all sorted out, all I needed to do was explain how magic would work, and tell the players about the special reserves rule we'd be using. For magic I'd decided to roll for the Winds Of Magic normally on 2D6 each turn, and then distribute the cards evenly amongst the players in each team, adding one extra card for each player to the number rolled on the dice. This meant that each player would get a little 'mini-hand' of 2-3 Wind Of Magic cards to use for casting spells with the wizards in their own army, or attempt dispels against spells cast by their opposite number in



What a bunch of posers!

the opposing team. I must admit that I was by no means sure this would work out OK, but fortunately it did! The only other change to the magic rules was to ignore the 'Ead-Banger' tests for the Orcs; the sheer number of Orky models in play meant that if we'd used the rule, there wouldn't have been any Ork shamen left after a turn or two! The reserve rule was only actually used by the Empire army, and simply allowed them to keep reserve units off table and bring them into play at the end of any of their own turns. Reserve units entered play on their own table edge, but couldn't be brought on straight into combat. I used the rule because I was not certain that we would be able to set up all of the troops in the two armies, even on the 14 foot long table available at the Perrys' games room. The reserve rule allowed the players to keep some units off the table if they ran out of room, until there was space in which they could deploy.

And that was that. The players got down to setting up their armies (we placed a screen across the table so they could do so in secret from each other), and I made my way back home to my sickbed, leaving Tuomas in charge of proceedings from that point on. His account of the battle appears on the following pages. However I did hang around long enough to see both armies deployed, and boy was it an awesome sight. I just wish I had been well enough to see how the game turned out...



John Stallard, Games Workshop Sales Director, Empire Commander-in-Chief, and fielder of four Steam Tanks!
(You know that beard isn't a fashion accessory now don't you? – Paul Sawyer)



Figure designers **Michael and Alan Perry**, with their stunning Empire army, as seen in countless White Dwarf battle reports.



Tanks!



Jim Butler: Why do I love the Empire? Well partly it's because I love their rich history and background. I love the fact that the Empire is arrogant and overbearing, at once powerful and fragile. I love the diversity of troop types, from proud knights and disciplined ranks of halberdiers to apocalyptic flagellants. I love the eclectic nature of the army list, which allows you to include different races, like Ogres and Halflings. But mostly I love Volley Guns.

Above: When we photographed Jim's army after the battle, two of his Ogres had gone. He hadn't noticed that they were missing when he was packing up all his troops at the end of the game. They were later found by the Perrys, slumped in a turnip field, having stuffed themselves stupid after the battle!



This portrait of the four Empire Generals also features the first of many monumental dice rolls during the game. All the Generals rolled a D6 each at the start of the game to see who got the first turn. Rather unnervingly, the Empire Generals promptly rolled three 6s!



Gordon Davidson, twice Warhammer Staff Champion and a fanatical Orc & Goblin player.



Paul Robins and his mounted greenskin army. A regular opponent of Gordon, he has allied with his arch-enemy for this battle.



Ronnie Renton, Games Workshop UK Director. Notice the Cockatrice which the Empire Generals dubbed the 'Death Chicken'! (*This isn't Ronnie's army, it's mine. Ronnie plays Dwarfs usually, and if I'd known this beforehand, I'd have found another replacement – Paul Sawyer*)



Not being a proper Orc, Ronnie frowns on the illegal trade in Total Power cards.

DEPLOYMENT

Tuomas: When the screen between the two armies was removed, the gaming room was filled with groans and shouts of complaint. Both armies contained so many troops and numerous war machines, elite troops, monsters and chariots, that the mere sight was enough to strike fear to the heart of the boldest of generals.

Gordon immediately started counting the number of the Steam Tanks, but was immediately reminded that such an exercise was futile, since Orcs can only count to three (1, 2, 3, lots, more...)!

I did some quick calculations and came up with some impressive numbers: the Empire had brought 7 Steam Tanks, 6 heavy cavalry units, 3 War Wagons and 21 cannons, mortars and Volley Guns. The Orcs and Goblins on the other hand had 6 Boar Boy mobs, 14 chariots and Pump Wagons and 9 Rock Lobbers, Doom Divers and Bolt Throwers!

Once the shock of seeing the troops massed against them had passed, the generals started a discussion about what to do next and how to defeat the seemingly invincible hosts that opposed them. The first turn was determined by a dice roll which the Empire generals won with a triple 6! The Orc warlords looked apprehensively at each other and proclaimed a unanimous "Uh, oh!"

EMPIRE TURN 1

The drums of the Empire army began to beat on the left and right. The huge army of the greatest realm of the Old World began advancing. The seven Steam Tanks thundered forwards, steam hissing and machinery clanking. They formed the spearhead of the Empire assault. Unfortunately, one of John's Steam Tanks blew up, holding up all the massed cavalry behind it.

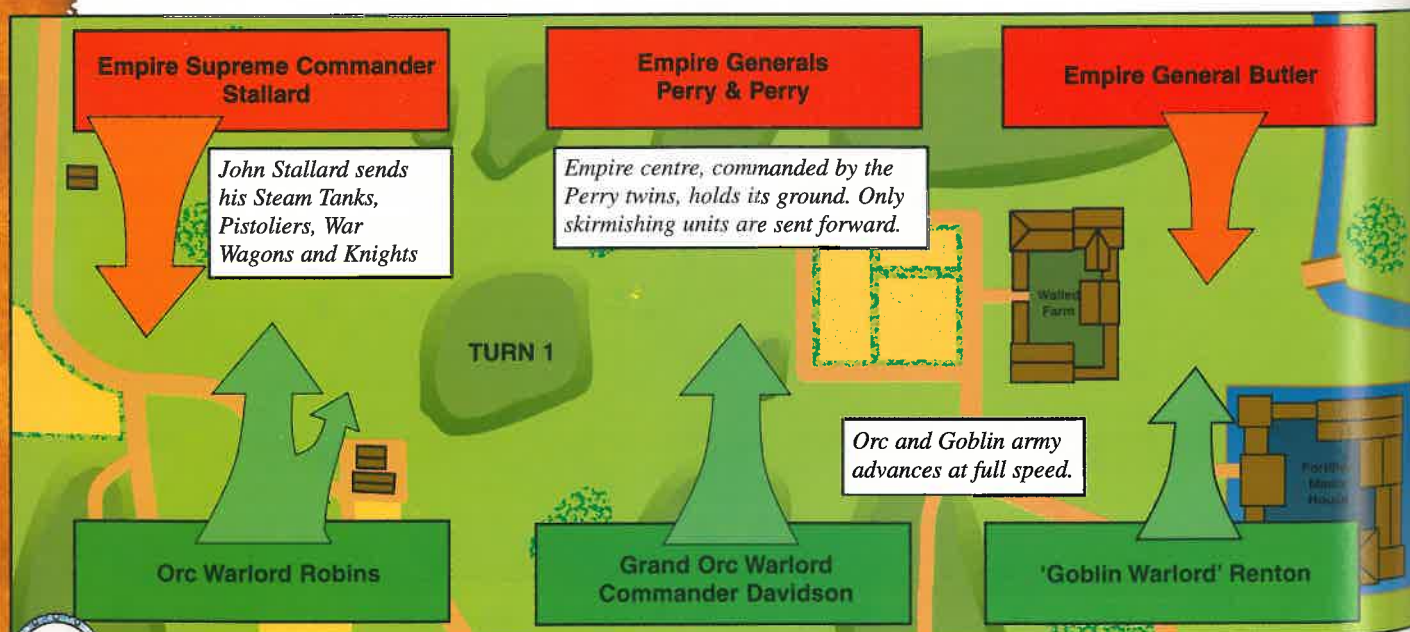


The screens are removed to reveal...

The rest of the Empire army began their advance with cavalry and numerous War Wagons, but most of the infantry of the Emperor stood their ground and prepared their crossbows, longbows and hand guns. Above them John's pegasus flew high, preparing to descend upon the green-skinned hordes next turn. On the extreme left, the Black Dragon of Count Butler soared high as well, scanning the Orcs from above, looking for suitable targets.

The Empire had numerous infantry regiments equipped for close combat, and these marched forwards, interposing themselves between the missile troops and the enemy. The Empire battle line was ready. The centre held in position, and even the two huge cavalry units of the proud Empire Templars didn't advance. Empire Marshals Perry & Perry had obviously decided to thin the enemy ranks with their cannons and mortars before engaging the horde.

The Empire army formed huge pincers; the Empire shock troops advanced on the left and right flank, while the centre



prepared to receive the charge of the enemy. If the humans could break the enemies on their flanks, the Orc horde would be engulfed.

The Great Cannon batteries thundered. On the right flank John's cannons mowed down eight Boar Boyz, and three more fell on the extreme left. One of the Perry's cannons wounded a Giant in the center of the greenskin line. But all in all the Orc and Goblin casualties were light, considering the huge number of guns that were brought to bear.

"Throwing down the Total Power card, John Stallard cast the Hold Fast spell on Paul Robins' Boar Boy unit, freezing the general, Battle Standard and unit in one go!"

Not much happened in the magic phase, as most of the incoming spells were dispelled. Only Jim managed to cast any spells on the left, placing *Protection* over his Dragon. The only other exception was on the Empire right flank. Throwing down the *Total Power* card, John Stallard cast the *Hold Fast* spell on Paul Robins' Boar Boy unit, freezing the general, battle standard and unit in one go!

ORC & GOBLIN TURN 1

A huge cry of WAAAGH!!! rose from the massed, green-skinned regiments as the vast Orc host prepared to advance. With a remarkable show of efficiency, the huge greenskin host rumbled forwards, and only a few of the dozens of regiments failed their Animosity tests!

Goblin Chariots, with their huge 18" charge range, smashed against the advancing Empire units that had foolishly moved too close. Several skirmishing Kislevite Horse Archers were caught by the relentless charge of the chariots pulled by slaving wolves, but most Empire troops turned tail and fled to avoid certain destruction. This way they could at least rally to fight again later.



Both armies arrayed for battle. What a line up!

Otherwise the huge throng advanced in one huge line. The Orcs and Goblins were hopelessly out-gunned, but if they could survive the next round of missile fire, they would stand an excellent chance.



Gordon and Paul upon hearing the Empire generals' boasts of imminent victory.

Meanwhile, in the centre, Gordon's warlord flew high, ready to swoop down the next turn. In a short game like this, causing maximum damage as soon as possible was very important. Every Victory Point counted!

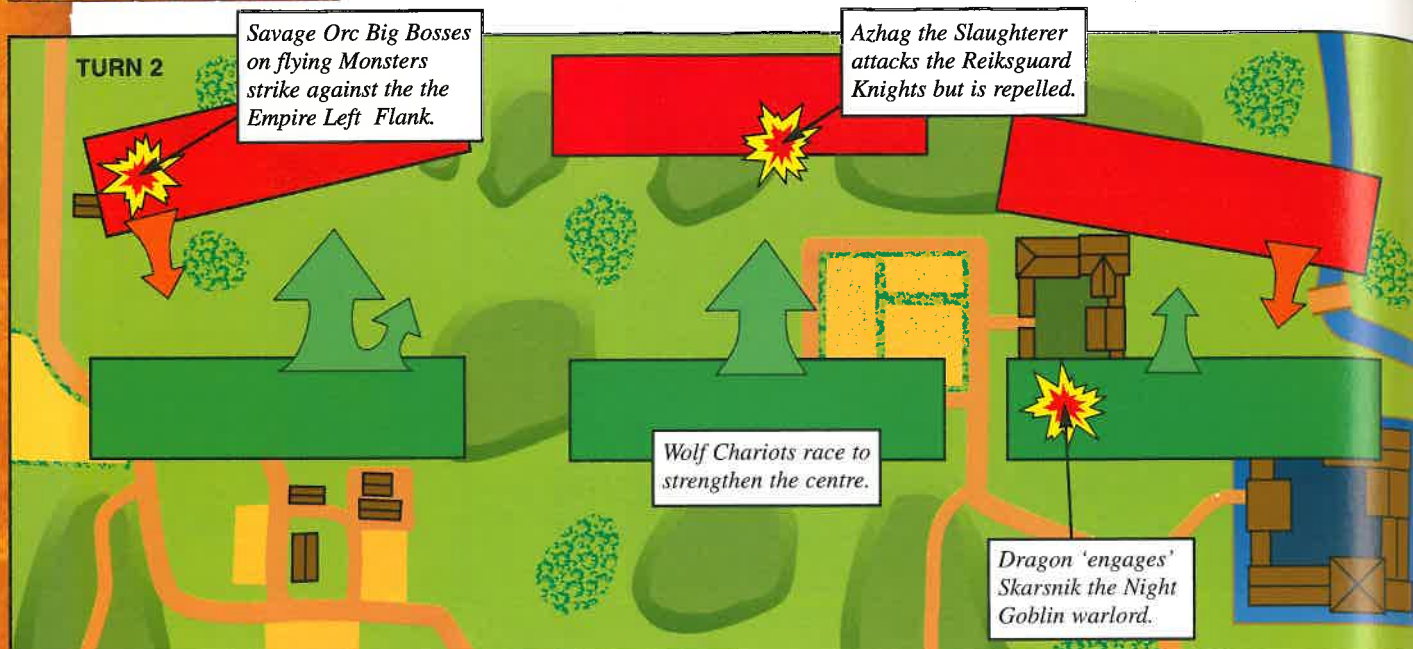
A huge ruckus began when Jim Butler pointed out that Gordon was moving Ronnie's troops! Gordon has twice been GW Staff Warhammer Champion, so obviously the Empire commanders didn't want to face an army led by him alone. Amid strong (and loud) protests from all the Empire generals John Stallard summoned the dreaded power of the *Executive Order* (unique to Sales Directors) and stopped Gordon's efforts to control the Orc army.

The Doomdivers joyously catapulted themselves high in the air. Flapping their wings they soared above the battlefield and sped towards the Grand Theogonist who was preaching to the troops in the Empire centre to hold firm and give not an inch to the foul enemy. The winged Goblins splattered all around him, but the High Priest emerged unharmed! "You see, men, Sigmar is definitely with me!"

The rest of the Orc war machines opened fire as well, but their shooting proved just as inaccurate. Ronnie's shooting in particular caused more damage to his own troops than on their human adversaries. In a series of catastrophic misfires he lost most of his war machines!

The two Savage Orc Big Bosses flew up high and savagely attacked the Empire Heroes on their Pegasi. Rather predictably, they chopped each Pegasus to pieces, sending their riders plummeting down to ground and were splattered on impact. Just to annoy John, Paul even imitated the noises of the hapless Empire heroes falling to their doom!

In the Magic Phase, spell after spell was unleashed, but they were all dispelled by the Empire generals (mostly with rolls of 6!). This caused most of the Orc warbosses to grunt in disgust, but after a cheery exchange of insults, the second game turn was ready to begin.



EMPIRE TURN 2

At the start of the second turn the Empire declared relatively few charges, though the Black Dragon of Count Butler came roaring down and engaged Skarsnik, warlord of the Orc right flank. The Steam Tanks and War Wagons scythed through the ranks of Goblin wolf riders and chariots, starting a huge melee which was to last until the end of the game.

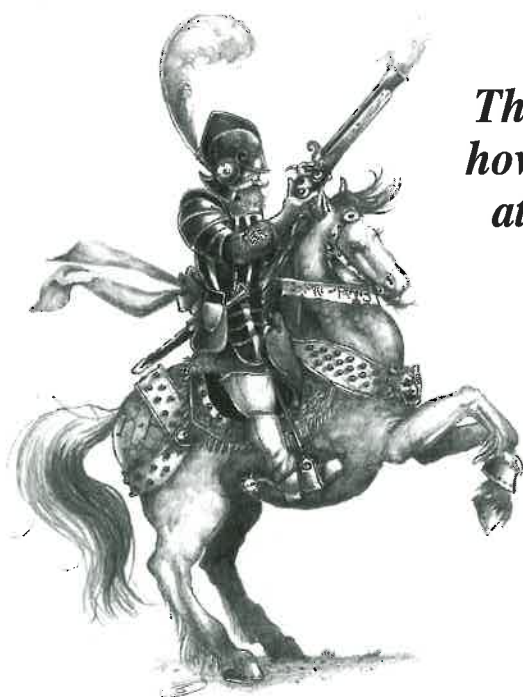
With its four Steam Tanks, War Wagons and several Knightly Orders, the Empire right flank looked extremely strong, but Paul's flyers were a serious threat. He still had most of his Boar Boyz and chariots intact as well, so a bitter battle would certainly ensue.

The rest of the Empire troops remained mostly stationary, with just some of the cavalry advancing towards the enemy. The Empire Marshals Perry & Perry were playing a waiting game, and putting their trust in their cannons and crossbows.

The numerous archers and crossbowmen in the centre of the Empire line levelled their weapons at the centre of the Orc horde which was charging towards them. All along the Empire line cannons, mortars, hand guns, Hochland long rifles and crossbows filled the air with whizzing missiles. Dozens of Orcs fell, and many mobs panicked and fled despite the threats and curses of their bosses. Fourteen Boar Boyz died by the Perry's cannons alone, and most of the other missile weapons were targeted towards these elite Orcs as well. The Orc warlords groaned, distressed by the sight of their finest troops falling under the merciless rain of death.

Some two-dozen Orcs and Goblins fell to the Empire crossbows, longbows and hand guns and Gordon's Giant suffered 2 wounds. The aim of the soldiers of the Emperor was certainly improving. The Steam Tanks opened fire as well, while their commanders emerged from the hatches and soon the rattling of repeater pistols was heard everywhere. The War Wagons opened fire as well, and the death total mounted. The Orcs and Goblins had suffered massive casualties. But would it be enough to stop the greenskin onslaught?

The Orc warlords started grumbling about how the 'oomanz were being gitz "shootin' at da Boar Ladz and not fightin' hand ter hand like proper warriorz..."



Both on the right and left flank, the Empire and Orc & Goblin vanguards met. Pistoliers, Kislev Horse Archers and War Wagons fought against assorted Goblin wolf riders, spider riders, chariots and even a Cockatrice used by Ronnie! Several small units on both sides broke, but in general the Empire forces seemed to be gaining the upper hand.

The Empire continued their barrage in the magic phase. On the right flank the *Destruction* Spell completely wiped out Ronnie's Boar Boyz mob and in the centre a *Blast* reduced another Boar Boy mob down to one model. At this point the Orc generals started grumbling about how the 'oomanz were being gitz "shootin' at da Boar Ladz and not fightin' hand ter hand like proper warriorz..."

ORC & GOBLIN TURN 2

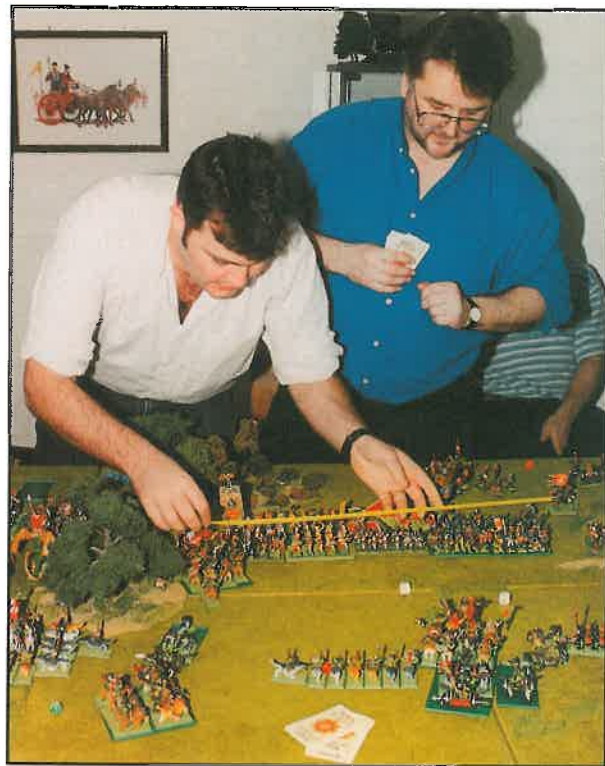
It was the start of another Orc and Goblin turn. The greenskins had suffered horrendous missile casualties, but now the first wave of their core units could reach the humans. Animosity played very little part again, with the Orc and Goblin army showing remarkable efficiency.

All the greenskin units within range charged the Imperial line, with numerous Wolf Boyz and chariots leading the attack. Paul's Chimera and Wyvern, with their Savage Orc riders, plummeted down and charged the cream of the Empire Knights on the right flank. Things looked grim, as John's Knights were facing 22 attacks! In the centre, the Giants had finally reached the Empire lines and started their favourite game, jumping up and down on the beleaguered Empire regiments.

The rest of the greenskins moved towards their hated human enemies as fast as they could. Paul's chariots wheeled to the right, to give support to the Orc centre and help in the attack on the numerous missile regiments which were wreaking havoc on the Boar Boyz.

The Orc and Goblin archery proved ineffective once again, and numerous misfires hampered the heavier war machines. Only twelve or so humans fell, crushed by boulders from rock lobbers. A ray of light was Gordon's Doomdiver, who struck a Steam Tank head on, causing massive damage. In the centre the Giants laid waste to the Empire troops and forced the human lines back.

On the right flank the Orcs poured more units into the War Wagons and Pistoliers, and one of Paul's reckless wolf chariots smashed against a Steam Tank, though it didn't even manage to scratch the surface of the steel machine. Meanwhile on the Empire left flank, Ronnie's Warlord Skarsnik and his pet Cave Squig Gobbla fought bitterly against the Empire



Paul: "Has Gaze of Mork hit 25 or 26 of your men, John?"
John: "Get your coat, Paul!"

wizard and his monstrous Black Dragon. The Black Dragon's jaws snapped shut, and the giant Squig was squished like an overripe fruit. Skarsnik struck back and wounded the wizard, but now the warlord of the Orc right flank had to face the awesome might of the Dragon on his own. One of the Savage Orc Boar Boy units charged the Halberdiers, supported by the Wolf Boyz. A lone Goblin chariot charged the Flagellants, killing 12 of them.

Paul's Chimera and Wyvern struck from above against the huge Reiksguard regiment on the Empire right flank. The Emperor's finest fought bravely, but to no avail. The Emperor's bodyguard broke and fled, quickly cut down by the pursuing monsters, who then plowed into the White Wolves. Upon seeing such mighty warriors dying, the Empire foot units might easily have lost their nerve and panicked, but most of John's troops held their ground.

Azhag the Slaughterer, Gordon's Warlord, did not fare as well. In a show of complete incompetence, Azhag failed to even hit his enemies, and his Wyvern fared little better. Azhag was wounded in return, failed his break test, and fled headlong back towards the Orc lines with the Reiksguard hot in pursuit.

The Magic Phase started with Paul dispelling the *Hold Fast* spell. Next, using the Total Power card, Paul cast *Hand of Gork* closely followed by *Gaze of Mork*. The spell scythed through the entire Empire battle line, killing 20 men from the various regiments! A huge roar echoed through the battlefield as the casualties were counted by the Empire quartermaster to wipe them from the pay-roster. Despite these losses, the Empire line held firm. Normally this sort of slaughter would have forced John to take several panic tests, but the fanatical words of the Grand Theogonist calmed their nerves. The High Priest reminded them that a reward would await in the afterworld if they fought bravely for the Empire, but the Daemons of Chaos would claim them if they failed their duty!



The battle lines converge.

EMPIRE TURN 3

In the centre of the Empire line the Reiksguard and Kislev Horse archers charged Azhag the Slaughterer, who continued his flight and just managed to avoid the pursuit.

On the right flank John unleashed his counter-attack. The Swordsmen and the Outriders charged the two flying monsters who had routed the Reiksguard in the previous turn.

The rest of the Empire shock troops charged the most dangerous parts of the enemy army. War Wagons, knights and heroes struck against Snotling Pump Wagons, Giants and chariots. If these were not put to death quickly, they would devastate the Empire lines next turn.



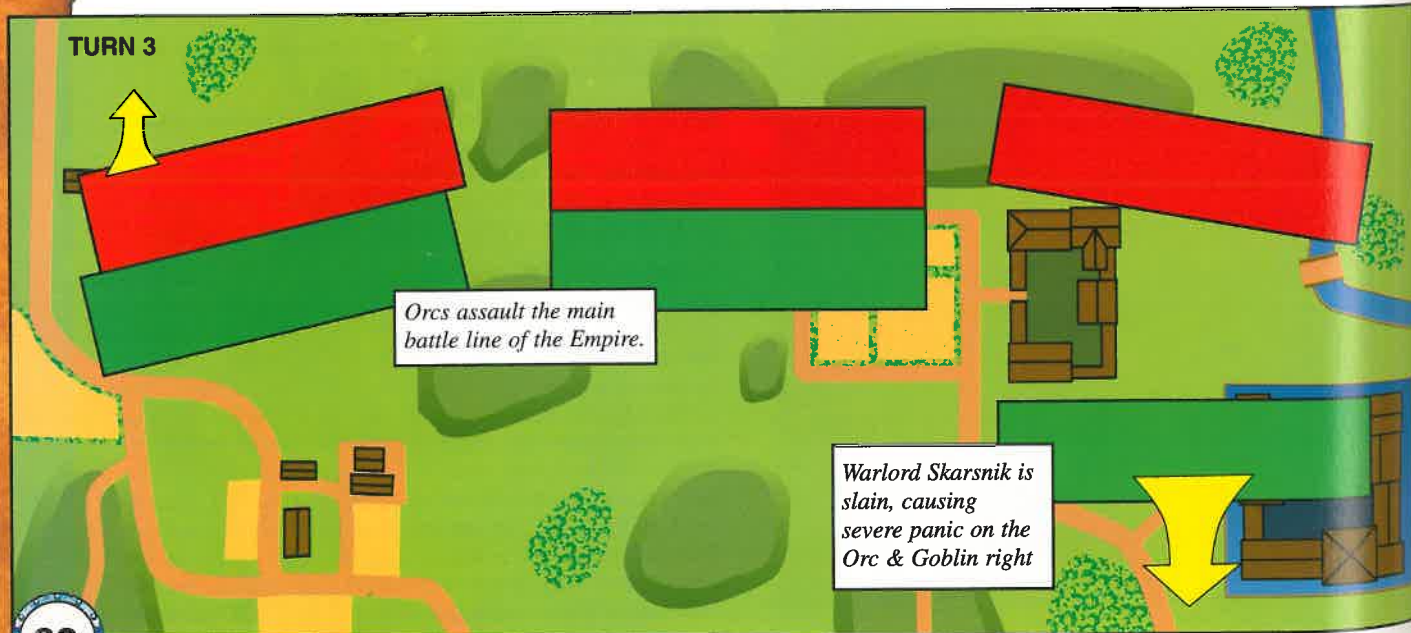
Paul Robins uses the 'Giant disguised as a tree' gambit.

“When two cannonballs failed to wound Azhag, we decided that the gunners had obviously hit the Orc in the head!”

The shooting phase began with another huge cannonade. Gordon's general on his Wyvern was targeted by all the available weapons, but practically all of them missed or failed to wound. Only two cannonballs were bang on target, and both of them hit Azhag the Slaughterer himself! All the players were sure that Azhag was a goner, but the Perry twins, to their disbelief and horror, managed to roll 1s on both dice, and completely failed to wound the green-skinned Warlord! After a long discussion we decided that the gunners had obviously hit the Orc in the head!

The rest of the Empire shooting was concentrated against the last few chariots and Pump Wagons. Three of these were destroyed or damaged, but in general this was not such a successful round for the Empire as the previous one.

To Ronnie's disgust Skarsnik was swallowed in one mouthful by Jim's Black Dragon, and ripples of panic flowed throughout the army. *(If you will send a Dwarf to do an Orc's job... – Paul Sawyer)* Most of the advancing greenskins on the Orc right flank lost their nerve and scuttled back towards their



own table edge, leaving the jeering Empire troops far behind. The Orc right flank collapsed; the few regiments that did not flee from the table were outnumbered three to one, and the Black Dragon was now free to rampage around. Goblin Warlord Renton held his head in despair, but vowed to fight until the bitter end.

On the right flank, John's charging War Wagons broke the Wolf Boyz and sent them fleeing across the battlefield. But now the first of Paul's Boar Boy mobs were in charge range, poised to scythe through the Empire ranks.

"One of the Fanatics managed to slay one of Gordon's own Giants!"

The Chimera and Wyvern, with their Savage Orc riders, fought against John's main block of White Wolf Knights and the Empire general. The general, drawing his magical *Sword of Justice*, struck the head off one of the Orc Big Bosses, but the huge number of attacks the flying monsters could muster turned the battle and broke the human regiment. The knights and the general fled, closely pursued by the Chimera and its Savage Orc rider (John Stallard was not happy at this point and was mumbling something about P45s and Job Centres in Paul's direction). The hissing Wyvern remained where its master had fallen, guarding the body against any who would disturb it.

The Magic phase proved to be uneventful, with all the spells being dispelled. The Human wizards and Orc Shamans stored cards for the next Magic phase, and prepared for the next turn.

ORC TURN 3

All across the battlefield, the Orcs and Goblins sent the rest of their units forward in a desperate bid to break the Empire lines, before they were shot to pieces by the Imperial guns.



Jim fights for control of the walled farmhouse.



The hand-to-hand combat was bloody. John's general was charged by the Chimera-mounted Savage Orc Big Boss, and mercilessly ridden down. The Halberdiers were massacred by the Savage Orc Boar Boyz, but the Grand Theogonist made them hold. In the centre a single Goblin Chariot managed to break and destroy a twenty-strong Reiksguard unit. Gordon laughed for some five minutes, though it seemed that the Perrys were not quite as amused as Orc Warlord Davidson. This was adding insult to injury, as Azhag had just rallied...

The Goblin foot mobs were now so close to the Empire lines that the inevitable Fanatics were drawn out. Fed on *Mad Cap Mushrooms*, the Fanatics devastated an entire unit of John's crossbowmen, slaying 18 and wiping it out altogether! On the other hand, one of the randomly-moving Fanatics managed to slay one of Gordon's own Giants! (*obviously too drunk to get out of the way – the Giant not Gordon. Then again... – Paul Sawyer*)

In the battle between the Knights Panther and Paul's Boar Boy mob, Marius Leitdorf, the Elector Count of Averland hacked and slashed, slaying two Orcs. But the Orc warlord, armed with the *Axe of Grom* chopped down the mad Elector Count and won the combat for the Orcs. Despite this the Knights held, and prepared for another round of hand-to-hand combat.

Magic played little part once again with the exception of *Hand of Gork* which transported an entire unit of Paul's Savage Orc Boar Boyz into combat with the Grand Theogonist! If the Orcs could kill this vital model which had held the Empire centre together, they might well win the game!

EMPIRE TURN 4

This was the last turn for the Empire, so to make it count, the knights and heavy War Wagons who had been holding for the counter-attack, charged the cream of the Orc & Goblin army. The Boar Boyz were once again the prime target of the Empire charges. It really seemed that the human generals had a personal grudge against these elite Orc warriors.

With far fewer targets left, the Empire shooting was not as effective as earlier. A special mention has to go to one of John's Steam Tanks. With rattling fire, the repeater pistol of the tank's commander killed six Savage Orc Boar Boyz, wiping out the unit!

In hand-to-hand the War Wagons and knights did sterling service, breaking several enemy mobs, but it seemed that the Orcs were killing more humans than the humans were killing Orcs.

Jim's Dragon rider made a fatal mistake, and charged an Orc unit with the *War Banner of Mork*. The Wizard riding the Dragon died in a catastrophic 'eadbang, as his brains were flooded with Waaagh! energy, causing the Orc warlords to collapse in fits of laughter!

Gordon's chariot, having broken the Reiksguard earlier, hit the Knights Panther and mangled five men. It seemed like it would once again destroy another knight unit, but the General of the Empire centre was armed with the *Hammer of Sigmar*... With four powerful strokes he destroyed both the crew and the wolves, leaving only the chassis of the chariot!

Now the Savage Orc Boar Boyz, transported into combat with the Grand Theogonist by the imaginatively titled *Move Unit* spell, attacked the High Priest, and killed the leader of the Cult



"The Boar Boyz were once again the prime target of the Empire charges. It really seemed that the human generals had a personal grudge against these elite Orc warriors."



Tug of War between John and Paul for the tape measure!

of Sigmar. Without his presence, the Empire centre panicked and five units fled, with no chance of rallying them! The Halberdiers finally broke with the loss of their leader, and were mown down. Azhag the Slaughterer, who had charged a Reiksguard foot unit, grabbed a few more Victory Points by destroying them. He then ended up in combat with the Ice Queen.

It was the Empire's magic phase, and their last chance to do some real damage. A *Destruction* spell was unleashed against Gordon's remaining Pump Wagon. Attempting to dispel the sorcery he powered up his dispel, but managed to roll a 1 when needing only 2 or more! Rather predictably, the *Destruction* wiped out the Snotling crew. Finally John cast *Hold Fast* on Paul's Boar Boyz again, freezing them.

TURN 4

The death of the Empire general in the centre routs several units.

The Grand Theogonist is killed by Savage Orc Boar Boyz.



ORC & GOBLIN TURN 4

With most of their units already in hand-to-hand combat, the Orcs did very little manoeuvring. The Chimera returned to the table, landing in the centre of the Empire army, adding more Empire troops to the rout.

The Rock Lobbers and Doomdivers opened fire next. Gordon had made some appalling guesses for range all game, but now things changed dramatically. With a perfect 48" guess, the Doomdiver hit the Perrys' general right on the head! "What do we do now, Tuomas?" asked the twins. "Don't roll a six came the reply." (The "Look out Sir, Aargh!" rule means that the twins had to roll a 1-5 in order to save their general). With that of course, Alan rolled a 6 and the Empire general died, speared by a Goblin with a spiky hat! With their General dead, the central Empire army was rocked on its heels. A row of failed Panic tests saw the foot regiments throw down their weapons and start running. Four regiments in all lost their nerve and fled, and because this was the last turn they would not have a chance to rally, either! Despite their heroic efforts, the Empire army was finally giving in under the terrible pressure! With a single shot Gordon had scored 10 Victory Points!

Hand-to-hand combats were mainly indecisive, and the battlelines were mainly unmoving. The Savage Orc Boar Boy unit, fresh from the slaughter, charged into a unit of Empire Spearmen, cutting them to pieces. Azhag belted the Ice Queen down to just one wound, who in a moment of real horror, prepared to hit him with the *Fear Frost* sword, which would kill him instantly if she were able to wound him. Unfortunately she only rolled a 1 and failed the ensuing Break test, whereupon Azhag gleefully ran her down causing the human troops around her to break and flee.

The final WAAAGH! spells fizzled around the devastated battlefield, but with little effect. *Hand of Mork* transported the Savage Orc boar riders into combat with the Imperial cannon battery.

With the final roll of the dice, the cataclysmic struggle was at an end, with what looked very much like victory for the greenskins!



Gordon is ecstatic as the Perrys' general is slain.



Tuomas Pirinen

AFTERMATH

Tuomas: Both sides had suffered horrendous casualties. The battle had been everything we could hope for: tense, exciting, desperate and heroic! The struggle had been very close indeed: the horrendous missile casualties suffered by the Orcs & Goblins were matched by the slaughter

the greenskins caused once the combat became 'up close and personal'.

But in the end psychology was the decisive factor. During the final turn the Empire generals failed their Panic tests and so a large portion of the Empire infantry was fleeing at the end of the battle. So when the final calculations were made, the Orcs and Goblins came out on top, but only just!

I could talk for hours about the fortunes of war, tactical lessons learnt from this titanic battle, or special rules which were used. But what this battle really demonstrated was that victory and defeat are immaterial: what really counts is that all players have fun! So the exhausted Generals went home, each one with memories of an epic conflict which would be recalled many times on cold winter nights, and the heroes of that day would be fondly remembered.



Gordon Davidson

SUCCINCT AND TO THE POINT

Gordon: What a great game! A superb victory for the combined tribes of Orcdom with only the weedy and effeminate Renton tribe letting down our side.

Our plan was simple. I would hold the centre, with Warboss Robins' faster army charging over to help me destroy it (leaving behind John's slower Empire force), then we would help Ronnie roll up Jim's army on the Empire left. Unfortunately this was complete nonsense (sorry Ron), I spent 4 turns marching into the valley of death whilst Paul got bogged down almost immediately against the Empire Panzer division (4 Steam Tanks – outrageous!). It was all looking a bit tight and grim until several things fell into place on the last turn. With the death of John's Grand Theogonist and my very lucky hit on the Perrys' general (with subsequent failed Panic tests) we turned a probable draw into a complete rout. Gork and Mork like to tease you before coming down on your side. Overall a great time was had by all. These pages give only some of the many highs and lows experienced over the course of the day. I leave you now with our Orc drinking song of victory, "We are da Orcs, we are da Orcs, we are, we are, we are da Orcs" (repeat until drunken unconsciousness ensues).





Jim Butler

WHEN IN DOUBT TAKE A DRAGON!

Jim: The wide variety of troops available to an Empire general allows for many different styles of play. The most common tactic is to soften up the enemy with missile fire and hold your cavalry in reserve to deliver the killing blow. This is more or less the plan we adopted. It seemed to work well, and

although our war machines were a little unpredictable, they did cut an impressive swath through the greenskins' chariots and cavalry regiments. So why did the centre and right flank of the army collapse so badly in the last turn?

John Stallard's squadron of Steam Tanks proved to be rather temperamental, and by breaking down at awkward moments they penned his army in. For the first two turns he got the better of Paul's Boar Boyz and Wolf Boyz, and even managed to break through their line with a unit of Pistoliers. But once Paul had made contact with the main part of John's army, his Boar Boyz smashed apart the units of infantry, and John was unable to bring his knights to bear quickly enough.

Alan and Michael Perry held the centre of the army and started extremely well when they managed to rout Azhag the Slaughterer, Gordon's warlord. Not surprisingly, he rallied (though if the Kislev Horse Archers had caught him, the battle might have been a different story). The depleted greenskins got to grips with the centre of the Empire line, and things looked even until a Doomdiver impaled the Perrys' general. That's what happens when you roll a 6 for your "Look Out Sir, Aargh!" test. Not surprisingly, a large part of their army routed when he died, and turned an even battle into a collapse.

On the Empire's left flank it was a different story. I had been quite cunning and employed a Dragon in my army, and very quickly it was in the middle of Ronnie Renton's Orcs & Goblins. When the Dragon ate Gobbla and then Skarsnik in quick succession, Ronnie's army crumbled. Only the sheer size of the table gave him the chance to rally most of his army. Charging a flyer or unit of light cavalry into the enemy army



can be a good way of holding the regiments up, and give you more chances to pound them with your missile fire. It stops them marching, and forces your enemy to divert units from his frontal assault on your line. Be prepared to lose the unit, as they will certainly be destroyed, but their sacrifice should help tip the balance in your favour.

Another factor which affected the battle was that John, Alan and Michael were effectively fielding historical armies, with only a few monsters and wizards. The main exception to this was John's Grand Theogonist, who virtually held the entire flank until his demise. Not surprisingly, once he was gone, the whole right flank looked decidedly shaky. My army, by contrast, was stuffed full of monsters, wizards and all the other things that make Warhammer different from a historical battle.

I think this definitely helped, especially when facing what is essentially a whole army of monsters!

The tactic of softening up the enemy with missile fire was basically sound, but if you are going to try it yourself don't forget that ultimately, battles are almost always won or lost in hand-to-hand combat. You can bank on your missile troops whittling down or slowing up the enemy, but ultimately you are going to have to get into combat. Since the unit which charges always gets the advantage, you should be prepared to seize the initiative, no matter how tough the enemy. Savage Orc Boar Boyz are hard enough, without letting them get their attacks in first!



With the vast amount of dice being rolled, Gordon was glad of his 'Big Hands' mutation...

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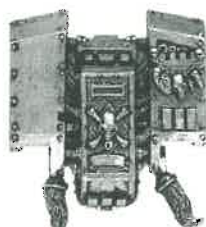
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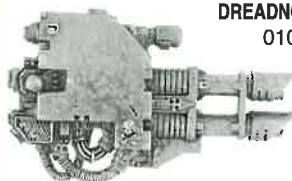
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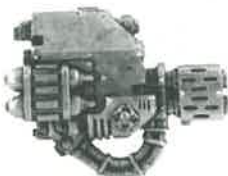
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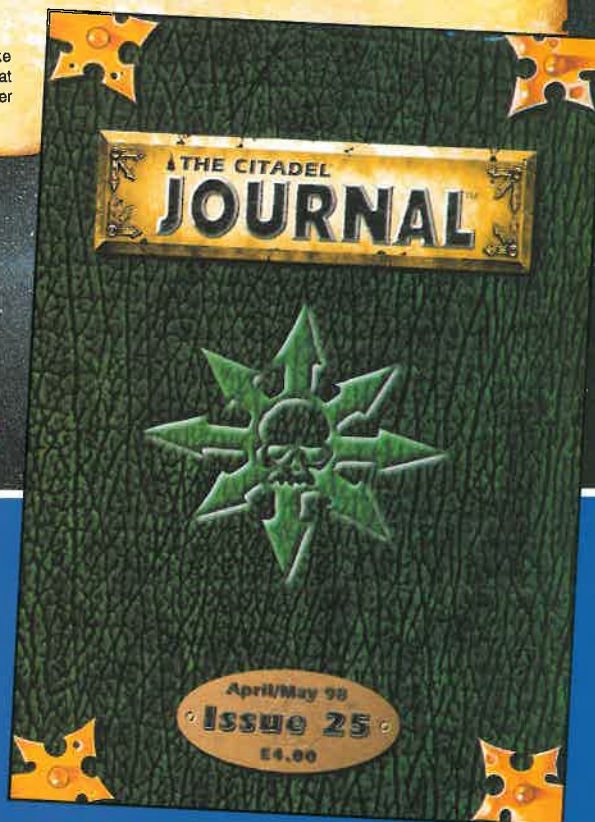
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DEFENCE OF CERBERUS III



Key Sequence:
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Security Level: Alpha Red One

Thought for the Day:
The vigilance of Man is his
only shield against the horror.

The forces of Space Wolf Lord Kyril Grimblood
are preparing to return to Fenris after a
successful campaign in the Eye of Terror.

NOTE: Eldar prepare for a raid upon the
Imperial world of Cerberus III.

+++ ALL ARE TO PREPARE FOR BATTLE +++

The Battle shall be joined at
GAMES WORKSHOP MELBOURNE
Sunday 24th May.

Be present to drive the Eldar menace
from this Imperial world and view
artefacts from the Black Library.