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WARHAMMER
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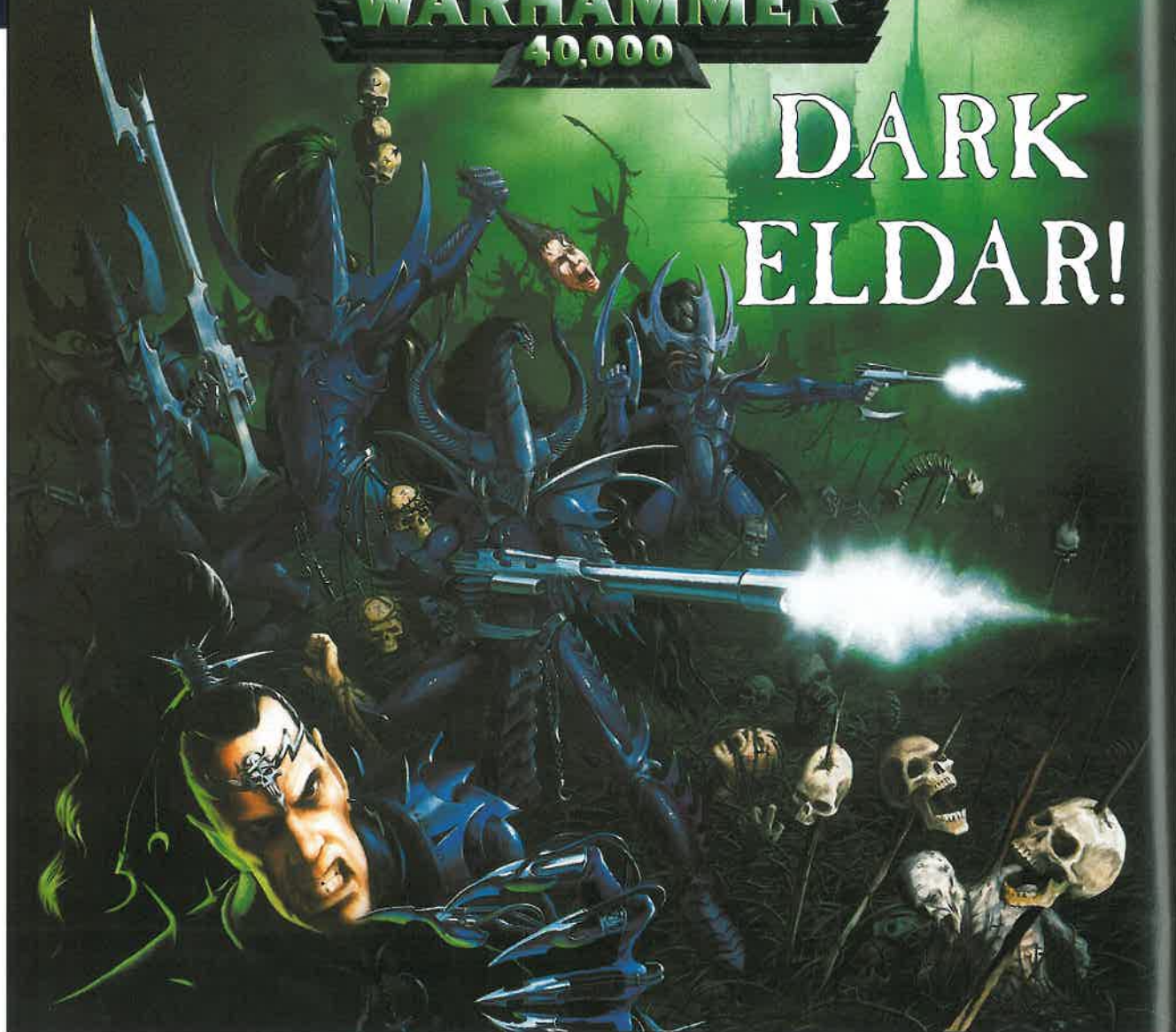
ISSN 0265-8712



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WARHAMMER[®] 40,000

DARK ELDAR!



DARK ELDAR

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Hot on the heels of Codex Space Marines, published last month, comes a new foe to strike terror into the hearts of all humanity. The Dark Eldar are here with new weapons, new troops and new ways for you to die!

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Gladiators extraordinaire, the drug-crazed Dark Eldar Wych cults are ready to take on all comers in vicious hand-to-hand combat.

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By David Gallagher.

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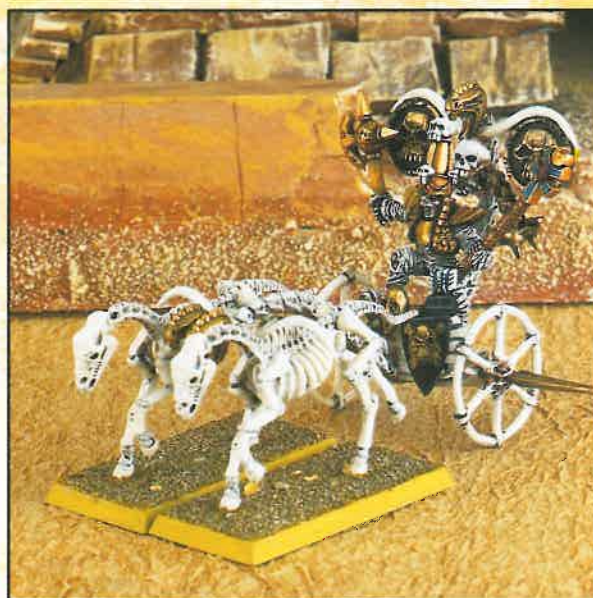
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WARHAMMER



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WHITE DWARF™

THE WHITE DWARF BLOKES



Paul Sawyer:
Fat Bloke
(Oh, and Editor)



Adrian Wood:
Orky Bloke



Graham Davey:
Wordy Bloke



Nick Davis:
Lizard Man



Andrew Sharman:
Words fail...



Dave Taylor:
International
man of mystery



Justin Keyes
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Mailbox

Keep the letters coming! We want to hear your opinions, ideas and questions on Games Workshop games...

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NEW RELEASES THIS MONTH

WARHAMMER®

This month's Warhammer releases:

EMPIRE

Empire Handgunners (Warhammer Regiment boxed set) \$34.95

DOGS OF WAR

Ricco's Republican Guard (Metal boxed set) \$54.95

Ricco's Republican Guard (Three models per blister) \$14.95

Al Muktar's Desert Dogs (Metal boxed set) \$49.95

Al Muktar's Desert Dogs (One model per blister) \$11.95

Borgio the Besieger (One model per blister) \$17.95

WARHAMMER 40,000®

This month's Warhammer 40,000 releases:

SPACE MARINES

Space Marine Combat Squad (Plastic boxed set) \$17.95

Space Marine Devastators (Plastic & Metal boxed set) \$44.95

Veteran Sergeant with power axe (One model per blister) \$11.95

Space Marine Scouts with bolters (Two models per blister) Call us now!

Scouts with shotguns (Two models per blister) Call us now!

Scouts with sniper rifles (Two models per blister) Call us now!

Space Marine Land Speeder (Plastic boxed set) \$39.95

DARK ELДАР

Dark Eldar Codex \$19.95

Dark Eldar Battle Force (Plastic boxed set) \$125.00

Dark Eldar Sybarite (One model per blister) \$11.95

Dark Eldar Haemonculus (One model per blister) \$11.95

Dark Eldar Wyches (Metal boxed set) \$29.95

Dark Eldar Warriors (Plastic boxed set) \$34.95

Dark Eldar with splinter cannon (Two models per blister) \$17.95

Black Library™

This month from the Black Library:

Inferno! 9 \$9.95

Warhammer Monthly 9 \$4.95

OTHER STUFF

Static Grass (Bag of modelling flock) \$7.95

WARHAMMER

THE LEGACY OF FURY



Warlord Fury, leader of a huge Chaos Warrior warband, has pressed south-west from out of the Chaos Wastes, attempting to push deep into the heart of the Empire. Winning a series of battles along the way, his warband reaches the foothills of the Middle Mountains to set up camp. They are immediately set upon by the Beastlord Gorthor. The surprise attack traps Fury between the Middle Mountains and Beastmen behind him, and the cities of Talabheim and Middenheim in front. With his fist in the air, Lord Fury screams to his god, *"A challenge... I accept!"*

Fight this month's instalment of the Legacy of Fury across Victoria.

GAMES WORKSHOP RINGWOOD

Sunday 8 November

GAMES WORKSHOP GREENSBOROUGH

Sunday 15 November

GAMES WORKSHOP MELBOURNE

Sunday 22 November

Will you accept the challenge?

READERS' WIVES

FROM KISLEV WITH LOVE

One of our Russian readers took this photo of his wife, Lena, on a recent trip to Red Square in Moscow. Remember – wherever you are, you should never be without your White Dwarf!



PAINTERS WANTED

The Games Workshop Design Studio is currently looking for fresh blood to join its talented team of figure painters, the 'Eavy Metal team.

We are looking for people who enjoy collecting and painting armies, have a good understanding of our game worlds and backgrounds, can handle the pressures of constant deadlines and, most importantly of all, can paint armies to the consistently high standards that appear in White Dwarf every month.

If you feel you are the sort of self-motivated individual who can handle all of that and more, then please get in touch.

Interested? Send your details (not models) to:

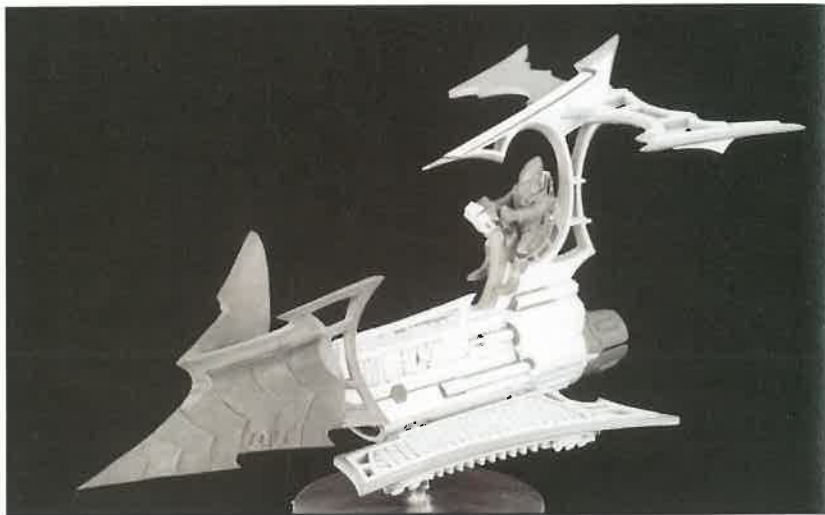
Human Resources Department, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS.



DARK ELДАР ATTACK!

The Dark Eldar inhabit a realm called Commorragh, a place as darkly twisted as its rulers, from which they launch piratical raids across the length and breadth of the Warhammer 40,000 galaxy.

The purpose of these raids is not to conquer planets or protect territory, but to cause mayhem, steal and pillage, and – most important of all – capture new victims to be taken back to Commorragh. What happens to them once they arrive is best not contemplated, for if anyone in the Warhammer 40,000 universe could be called properly evil, it is the Dark Eldar. They are devious, vain



A mock-up of the Dark Eldar Raider, designed by Tim Adcock and Gary Morley.



and totally self-serving, with no respect for any living creature, not even themselves. They revel in inflicting pain and suffering, and glory in causing death and destruction. The Dark Eldar are not nice, not nice at all, and to be captured by them is a fate worse than death!

As you will see in this issue, there are loads of stunning miniatures to be released for the Dark Eldar, all of them twisted and spiky. Look out in the future for Incubi (elite Dark Eldar with a 3+ save) and Grotesques (they are immune to shooting up to Strength 5!).

Dark Eldar Scourges (minus their wings!), at the 'green' stage, designed by Gary Morley.

ADEPTUS ASTARTES

FURTHER REINFORCEMENTS FOR SPACE MARINE ARMIES

This month the Emperor's Finest have a welcome influx of new recruits. Mike McVey's new Space Marine Sergeant, wielding a power axe, joins forces with Jes Goodwin's new Scouts armed with bolters and a shotgun.



Veteran Sergeant with power axe



Scout with bolter



Scout with shotgun



Scout with bolter

NEWCASTLE SIEGE ENGINEERING SCHOOL



the entire castle. This was to protect the foam from the black undercoat spray that would be used later on. While the glue was drying sand was sprinkled over the castle to add texture to the walls and ramparts. The castle was then based on some thick cardboard for greater stability.

The final stage was to paint the mammoth castle ready for the table. The whole castle was sprayed black and then drybrushed with Shadow Grey and Fortress Grey. When Warhammer Siege was released the boyz were able to play straight away.



During the July school holidays, the ladz at our Newcastle store just couldn't wait for the new Warhammer Fortress. So, with the help of their customers, they built a castle of their own to game with as soon as Siege was released. Here's what it took to build a New Castle (sorry, poor joke I know).

It all started with one huge piece of foam which, under the skillful craftsmanship of the staff and their hot wire foam cutter, was turned into two wall sections and a gatehouse section. With the basics done the time had come to actually add a gate of some sort. The guys decided on balsa wood, as it is easy to work with.

The defenders were out in the open at this stage, so battlements were added. These were created from small pieces of foam which were pinned in place for extra strength with a few paper clips.

Someone got carried away with the balsa wood and decided that towers should be added and supported with balsa wood frame work. The towers were made from pieces of foam off-cut, securely joined in the same way as the battlements.

Construction was almost complete, just a few more stages to go. Firstly a coat of watered-down PVA glue was painted over



#1: Newcastle Manager Marc showing his technical skills while applying supporting struts to the towers.

#2: The completed castle has everybody frothing at the mouth for a game of Warhammer Siege.

#3, #4 & #5: The castle in its various stages of construction and painting by Newcastle staff and customers.



WATCHING GRASS GROW

STATIC FLOCK NOW ON SALE!



Some of the best modelled bases you will see use static flock to represent patches of grass. From this month static flock will be available in Games Workshop stores, so you too can achieve the same effect.

The technique for using it is the same as with normal flock – apply watered down PVA glue to the base and then dip the base into the static flock. Note that it is often used in small clumps, over a base that has already been finished with sand, painted and drybrushed.

Greetings from the

Black



Library

So what is going on within the dread portals of the Black Library this month? Well of course there are the usual stalwarts – Warhammer Monthly and Inferno!, packed full of brilliant stories, comic strips and much more. These publications are a fantastic way of getting to know more about the grim and dark

worlds of Warhammer and Warhammer 40,000, and a great source of inspiration for gaming ideas, new scenarios and special

characters. Already we have had a load of requests for miniatures based on characters from the comic, and who knows, if we find a spare moment or two we may well bully a couple of miniatures sculptors into doing a few. All that remains is to decide which ones to have made: Kal Jerico? Inquisitor Hand? Captain Leonatos? Malus Darkblade? It's so difficult to choose.



PAUL SMITH ENDORSES BLACK LIBRARY T-SHIRT

Call Mail Order on (02) 9829 6111 for details of how you can get your hands one!

AUSTRALIAN GAMES DAY AND GOLDEN DEMON 1998

A big thankyou must go out to everyone who attended the very first Australian Games Day at Darling Harbour on the 27th of September. The day was a huge success, with lots of fun being had by all who attended. Salutations must go out to all who entered the Golden Demon Painting Competition. The standard of painting was incredible and has shown that Australian gamers are amongst the most creative painters in the world. Congratulations to all Golden Demon winners. Make sure to check future issues to see the photos that were taken of the Golden Demon winners, the gaming, and of anything else we decided to take photos of during the day. Who knows? It could be you!

DOGS OF WAR COME TO TOWN

Unless you have been hibernating in a cave for the winter you should all be aware of the new Warhammer Fantasy Battle supplement DOGS OF WAR. For those who have been hibernating, the Dogs of War are mercenary regiments who are available to be recruited into your already existing Warhammer armies. They can also be fielded as an entire army comprising of some of the most famous (or infamous) Regiments of Renown in the Old World. To celebrate the release of this Warhammer supplement, on the weekend of the 21st and 22nd of November all Games Workshop stores will be running games using these exciting new regiments. If you think your army is tough enough as it is, come along to see how tough the likes of Golgfag's Ogres or Long Drong Slayer's Pirates can be.

REMEMBER, IT'S ALL FOR ONE AND EVERY MAN FOR HIMSELF!

CODEX™

DARK ELДАР®



"Pray they don't take you alive"

WARHAMMER[®]

40,000

WHO ARE THE DARK ELДАР?



Gav Thorpe

By Gav Thorpe

A terrible, new incarnation of the Craftworld Eldar? An entirely different race with their own mysterious agenda? Sworn enemies of the Eldar Harlequins? Slaanesh-worshipping Eldar driven to the depths of depravity? Gav Thorpe delves deeper...

THE DARK ELДАР

So you want to know who the Dark Eldar are, eh? Don't we all! Certain words spring to mind when thinking about the Dark Eldar – mysterious, enigmatic, shadowy. Most of all though, there's one thing you should be sure of – the Dark Eldar are utterly and irrevocably evil. From their anarchic lair, the city of Commorragh, beyond space and time, the Dark Eldar constantly raid the shipping and worlds of the other races of the Warhammer 40,000 galaxy. They steal whatever they desire; kill, maim and mutilate any who cross their paths. Those who are not killed out of hand on the battlefield are enslaved and dragged back to the dark fortress-city to await whatever soul-destroying tortures their vile captors wish to inflict on them. They are pirates beyond compare, able to strike without warning and slip away into the darkness with their prizes.

Dark Eldar society is split into a number of Kabals and cults. The majority of Dark Eldar belong to one of the Kabals, which are powerful organisations that have grown out of ancient and arcane families or factions. The Kabals constantly vie with each other for power, fighting for slaves and warriors – and just for the joy of the fight itself. Politics are rife in Commorragh, assassination, bloody power struggles and armed coups are commonplace. The Dark Eldar have no single leader to rule over them all, their society is anarchic and individualistic with each Dark Eldar clawing his way to power and dominion over the bloodied bodies of his enemies.

As well as the Kabals, there are certain cults within the Dark Eldar. The most numerous of these are the Wyches. The Wyches fight in the death arenas of Commorragh,



Dark Eldar overrun an Imperial bunker.

duelling with each other, alien beasts and automated fighting machines, for the pleasure of their kin. Some fight on foot, others ride the deadly Reaver jetbikes, while the Hellions soar through the air on sleek skyboards. A Dark Eldar Lord can enlist the aid of these deadly warriors in battle – for the right price, of course! Less numerous but just as powerful are the secretive Incubi. This warrior sect is based in some death-laden den deep in the webway, away from the politics and machinations of Commorragh, hiring out its deadly warriors as bodyguards to the Dark Eldar Lords.

HOW GOOD ARE THEY IN THE GAME THEN?

We're really pleased with the way the Dark Eldar play in a Warhammer 40,000 game. We wanted an army that was essentially a piratical raiding force. They needed to be fast (very fast) and hard-hitting, but fragile and likely to break

easily if caught out. The finished army achieves this splendidly, in my opinion. The Dark Eldar are deadly to face if you're unprepared. They have highly skilled fighters and very sophisticated weapons and vehicles. They can run rings around slower, more cumbersome armies. However, they are not laden down with inches-thick armour, their vehicles are very lightweight and cannot stand up to a serious pounding. To use the Dark Eldar well you must be canny and cunning – you can't afford a head-on fight, you must use your speed to your advantage at all times. We've also given them a special rule which means that in any scenario that has an attacking army and a defending army, the Dark Eldar are always the attackers. They are raiders – they don't fight defensive battles, they are not interested in territorial gain or setting up command posts and colonies. They're here to steal and kill and capture, and nothing else. Pray they don't take you alive...



"Death? You want Death?
That would be far too
boring, I'm afraid."

Lord Sarnak, Archon of the Dark Heart
Raiders, Kabal of the Black Heart



The Dark Eldar are corrupt and twisted in every sense. Not only do they enjoy the infliction of pain and death, they take gratification from the manipulation of each other and weaker beings. In the dread realm of Commorragh, the Kabals perpetuate ancient feuds and animosities, vying with each other for power. Assassination, sabotage and betrayal are as much a part of life as the death matches and torture chambers. The Dark Eldar delight in toying with their enemies, playing upon their fears and hopes like distant puppet-masters. To the Dark Eldar, terror and foreboding are as pleasing as the cut of a razor-sharp blade or the burn of acidic toxins, feeding their desire for dread and despair.

DARK ELDAR

Dark Eldar Warriors attack rapidly, killing or crippling those who oppose them. Then they drag off any survivors back to Commorragh, to be tortured and killed at leisure.



Dark Eldar Warriors



Sybarite wielding an agoniser and splinter pistol



Sybarite with a power weapon and splinter pistol



Warrior armed with a splinter cannon

"The magnificent A'Khara is now ready to listen while you beg and grovel for your swift deaths."

Dracon Khirareq, advisor to the Supreme Lord of the Kabal of the Bloodied Claw



Warrior armed with a splinter cannon

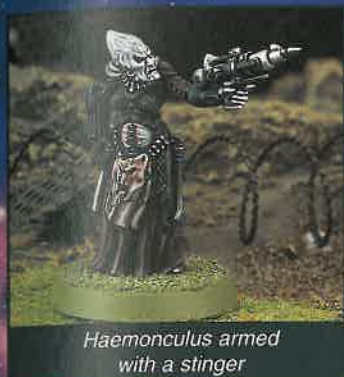
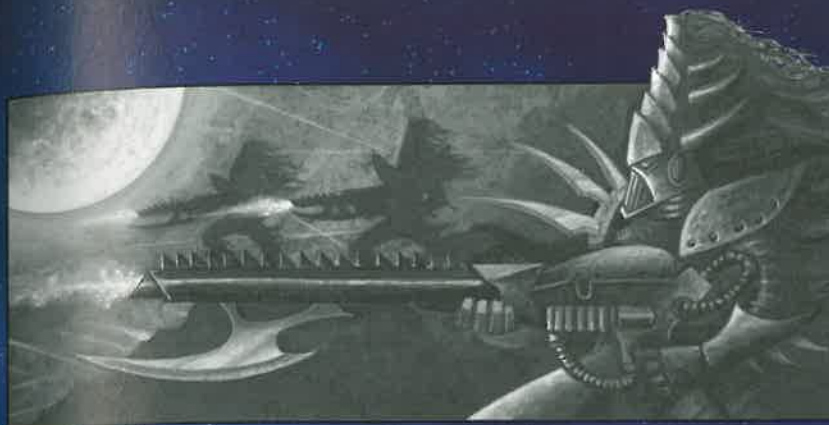


Wyches led by a Succubus (centre) supported by a Wych wielding a shredder (far right).



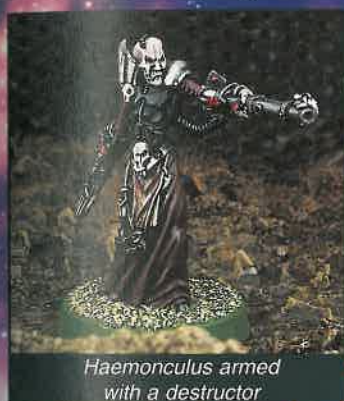
Dark Eldar Reaver jetbikes

Riding ultra-fast jetbikes, Reavers combine speed with excellent skill at close quarter fighting. They race ahead of the main Dark Eldar attack, slicing through enemy squads without pause.



Haemonculus armed with a stinger

There is no pain unknown to the Haemonculi, no agony they cannot administer upon their victims. They treat the infliction of misery and death as the highest of arts, gleefully producing choruses of screams and taking delight in every nuance of discomfort and woe.



Haemonculus armed with a destructor



Watch out for Gary Morley's stunning Dark Eldar Lord, released next month!

Coming up...



Tim Adcock finishing off the Dark Eldar Raider (see above).



Work in progress shots of a new Wych with Wych weapons (left) and a Scourge with heavy weapon (above).

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AUTHOR: Amadeus Kreutz
TITLE: A summary of the Myths, Legends and Beliefs of the Eldar race.
THOUGHT FOR THE DAY: "Damnation is Eternal."

The Eldar are a truly ancient race. Quite how long ago their reign held sway over the galaxy it is now impossible to say. That they were once great is without question. That some terrible calamity befell their civilisation is certain. But what did happen to the Eldar people, so many millennia ago? It has been my employment and duty to research into this question and it is here that I would present my preliminary answers.

The Eldar Fall, as they call it amongst themselves, came at the end of a decline in their civilisation that had continued for many centuries. Many references are made to the enigmatic 'Great Enemy', whom the Eldar hold was created by their own heightened emotions and psyche. The Eldar degenerated into sensualistic hedonism, in a race-wide craving for instant gratification and eternal pleasure. What despicable acts they performed we can never say, but through their perverted ways and deviant misdeeds, they created the one known as the Great Enemy.

The Great Enemy was born into his netherworld with a scream that pervaded the entire galaxy, almost wiping out the Eldar in their entirety. The centre of their ancient empire, believed to have been located somewhere close to where the Eye of Terror now swirls, was all but destroyed, leaving a few planets known amongst the Eldar as the Crone Worlds; their populations eradicated or reduced to mindless beasts. However, not all the Eldar perished, obviously. Some, the colonists known as Exodites, left before the Fall to establish their lives on young worlds where the hardship and toil was to soothe their troubled souls. Just before the calamity of the Fall, others also realised their peril and forswore their twisted ways. They built great spaceships to escape the murderous whims of their brethren. Many of these craft did not escape the cataclysmic birth of the Great Enemy, but those that did, the Craftworlds many of us have heard of, still survive to this day. But what of the others, the so-called Dark Eldar? From whence did they come? Are they Eldar from the Craftworlds who have renounced their new lives and returned to the ancient, bloodthirsty ways of before the Fall? Are they survivors of the Fall who somehow eluded their fate at the last moment, continuing their horrific and depraved rites as the Eldar did before the coming of the Great Enemy? None can say, for even those amongst the Eldar who might know such things will not speak of the Dark Kin.

As one who has spoken with the Eldar on no few occasions, and observed some of their less secret rituals, there is one factor which pervades every facet of their lives - their fear of the Great Enemy; the Thirsting God; the Devourer of Souls. The Exodites construct huge World Spirits to contain the souls of their dead, while the Craftworld Eldar each wear a waystone to capture their soul upon their death, which are in turn implanted into the Craftworld's complex Infinity Matrix. But what of the Dark Kin, the Dark Eldar? How do they stave off the depredations of the Nemesis of the Eldar, the Great Enemy?

As you can see, the Eldar are a highly advanced and complex people, and a thousand times a thousand lifetimes of study will never suffice to know them wholly. And even if we know their minds, can we ever truly understand them? Each answer begs tenfold more questions, and the further one delves, the harder it is to remember the original question.

[[[End report]]]

WARHAMMER® 40,000

WYCH CULT?

New this month are the bloodthirsty Wyches, used by the Dark Eldar as assault troops and often mounted on raiders. As we're your 'special' friends, White Dwarf proudly presents the rules for these combat drug-crazed gladiators...

THE WYCHES

There are many Wych cults ruled over by their Succubi in the dark city of Commorragh. Wyches spend their entire lives perfecting the skills of gladiatorial combat. Their already finely honed fighting skills are artificially boosted to new levels by combat drugs. They fight in the death arenas of the dark city, where different warrior sects of the Wyches duel with one another. They also fight groups of captured slaves and ferocious alien creatures, all for the audience's pleasure.

A Dark Eldar Lord with sufficient means can hire these highly-skilled warriors to accompany him into battle, promising great rewards for those whose fighting displays are most pleasing to watch.



WYCHES

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wyches	10	4	4	3	3	1	6	1	8	6+
Wych Succubus	+8	4	4	3	3	1	6	2	8	6+

Wyches are an Elite unit and take up one Elite allocation slot on your force organisation chart.

Squad: The squad consists of between five and twenty Wyches.

Weapons: Splinter pistol and close combat weapon.

Options: Up to two models may be armed with a shredder at +10 pts or a blaster at +5 pts. All models in the squad may be armed with plasma grenades at +2 pts per model and/or haywire grenades at +4 pts per model.

Character: One of the Wych models can be upgraded to a Wych Succubus at an additional cost of +8 pts. The Wych Succubus is armed with a splinter pistol & close combat weapon. The Wych Succubus may also choose extra equipment from the Armoury.

Raider: If the squad has ten or less models they can be mounted on a Raider at an extra cost of +55 pts.

Combat Drugs: Roll a D6 for each Wych squad at the start of the battle to see what effect the vile narcotics have on the unit. The effect lasts for the entire battle.

D6	Result
1	May make a 12" assault move and a 3D6" pursuit or fall back move.
2	+1 WS
3	+1 S
4	Always strike first.
5	Re-roll any misses in close combat.
6	+1 Attack

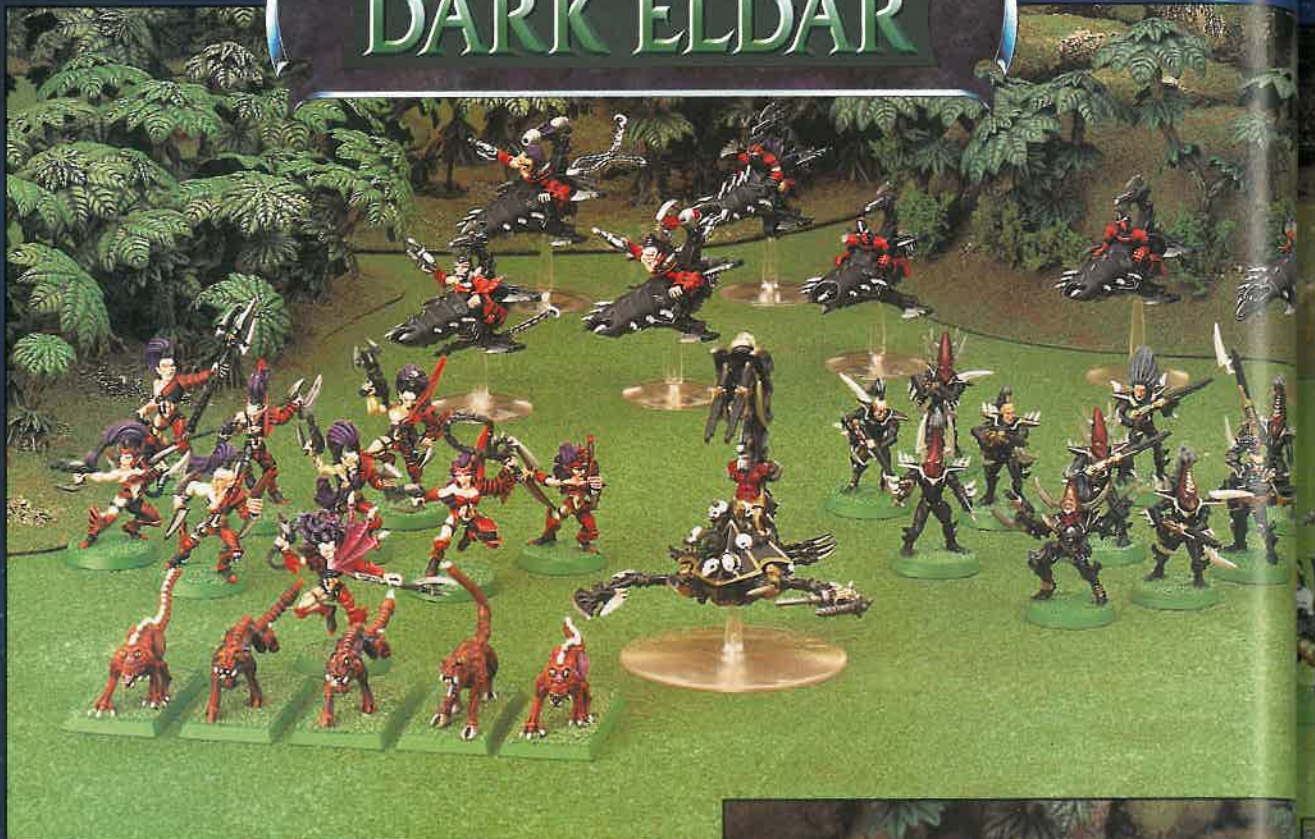
"Like all predators, they prey upon the weak, the infirm and the unprotected"

Inquisitor Absolvus



Wyches lead a Dark Eldar assault.

DARK ELДАР



Wych cult.



Reaver jetbike



A Dark Eldar Lord and his Incubi bodyguard dismount from their Raider.



Dark Eldar Scourges land amongst the ruins.



Reaver jetbike

Dark Eldar Warriors, led by a Haemonculus, advance, supported by a Talos.



amongst the ru

"Fear the shadows,
despise the night.
There are horrors
that no man can
face and live."
Heretic.



A Beastmaster with a pack of Warp Beasts.

WARHAMMER[®]

40,000

AIN'T DARK ELДАР BRILLIANT TOO!

By Gary Morley & Nick Davis



Gary Morley at work

Wicked cackling and the strangled screams of tortured souls can be heard deep in the domain of the Citadel Miniatures designers. What's it all about? We sent our most intrepid (and expendable) Dwarf to find out what's going on. Nick tracked down ace designer Gary Morley and, with the help of a Haemonculus torture device, persuaded Gary to fill us in on this evil, new race for Warhammer 40,000.

IN THE BEGINNING

Gary: We started to think about the Dark Eldar project towards the start of May last year, when I was asked to produce a few concept models. The Dark Eldar are the most evil, cold hearted race we've ever made for 40K. Yet they still have that elegant finesse of the Eldar – a sort of mix of sophistication, decadence and almost beautiful evil. The models had to reflect all of this.

So I built a few models, did a few drawings and about a week later I came back. I then talked with Dave Gallagher

and he came up with host of ideas as well and also to John Blanche. A lot of their ideas were integrated into the models, which is an unwritten law that goes on around here. Somebody comes up with an idea, somebody else adds another idea and it all goes around in a big circle and we end up with something that is completely different but much better than the core idea we first talked about. With all these ideas pooled I then started to work on the Dark Eldar plastics.

THE PLASTIC DARK ELДАР

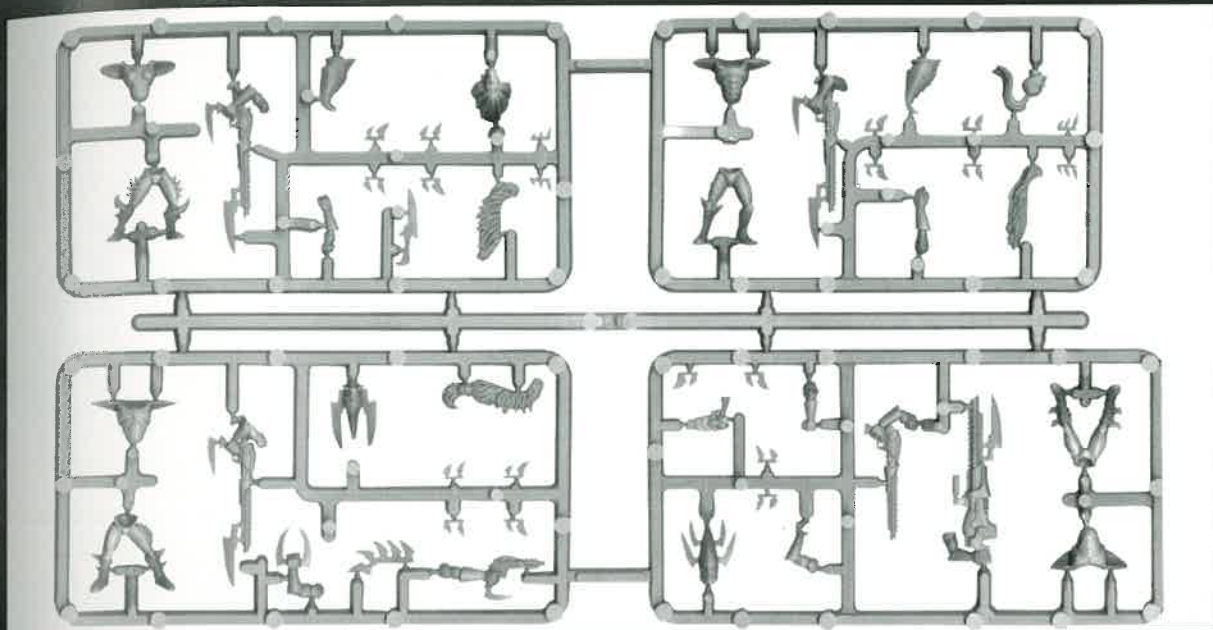
Although I did a lot of the work on the sprue, it was a result of combining the Citadel design team resources. Tim Adcock made the guns, Mark Bedford added the accessories, like the hair and gun holsters, Paul Muller and Brain Nelson assisted me with the legs.

The idea with the Dark Eldar sprue is the same as the Space Marine kits. Like the Space Marines, the Dark Eldar are multi-part kits that have the same abundance of modelling options. The sprues have a total of four pairs of legs, four chests, four sets of arms plus an extra arm for the splinter cannon, six heads and an array of cruel-looking blades.

The basic set of four will build you two Warriors with splinter rifles, a Warrior carrying a splinter cannon and a squad leader armed with a pistol and a close combat blade. The sprues also leave the option of building two more Warriors instead of the leader and heavy weapons. You can also swap bits of these figures around and get an incredible variety without actually chopping any bits off – so you'll never get two figures looking the same. Even if you were to make two figures with the same parts, you could still pose them slightly differently. It reminds me of the old days when Airfix used to do 54mm historical figures – they were great because you could buy a whole bunch of them and swap the weapons around. The Dark Eldar sprue also draws its inspiration from the old RTB01 Space Marine boxed set (*bless it!* – Paul Sawyer) with all the little extras you get on it like the holsters and knives.



Gary's concept Dark Eldar miniatures – sorry, you can't buy them!



The new, plastic Dark Eldar Warrior sprue.

THE BLADES

One of the things that I'm particularly proud of on the sprue is the blades. This is what make Dark Eldar very unique models with a character of their own. One of the differences between the Dark Eldar and the Eldar is that the Dark Eldar are covered in razor-like blades which are quite capable of ripping at close combat opponents (not to mention making them look suitably malevolent!).

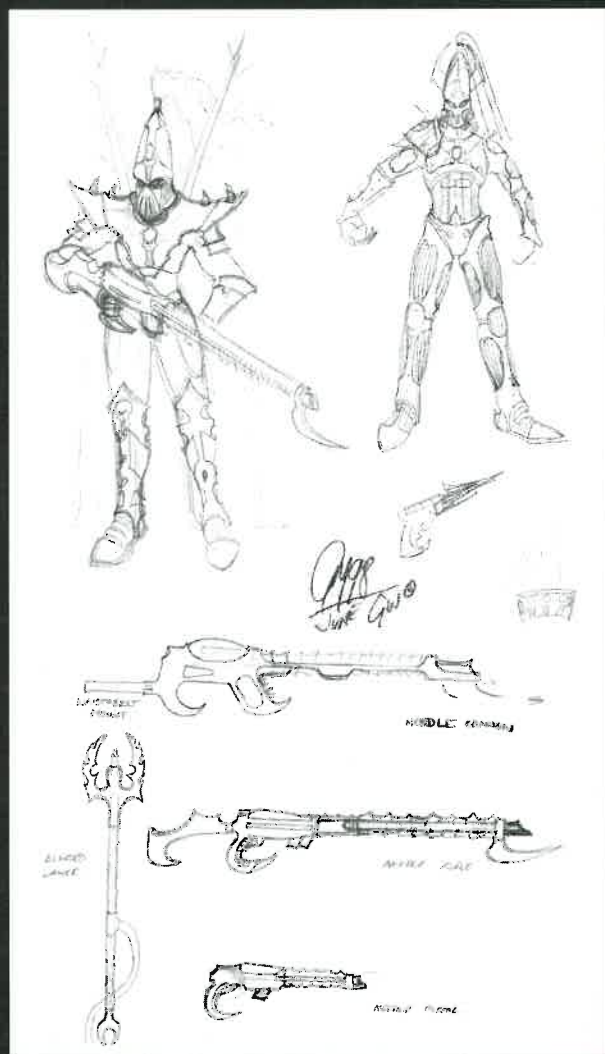
The selection of blades on the sprue can be stuck almost anywhere on the models. In fact we purposely left areas like the shoulders and forearms blank so that people could do this. You can also chop the blades off the ends of guns, stick them to helmets, swap them round with other blades – loads of stuff with the blades alone. As they are designed in plastic we could make them look thin, like razor blades, something you can't do in white metal because of the casting process. The blades give the Dark Eldar a spindly, insect-like appearance, so watch your fingers when you pick them up!

MODELLING THE DARK ELDAR

The Dark Eldar are a very fast strike force, and have a strong look of space pirates (if you can imagine what they'd look like!). The new plastics mean you can make every Dark Eldar an individual in its own right, which is very fitting for a pirate army. The sprues give you an almost limitless supply of modelling options and because they are plastic you can convert them very easily too.

Before I started this project I didn't do a great deal of sticking our plastic models together, other than the ones that I really needed to do for work. However I found the Dark Eldar are a lot of fun to build because they are so slim. A slight cut in the back of a leg or an arm, and it is very easy to bend the limbs into new positions. In fact you can bend them using just your fingers if you're careful.

This opens up a whole host of conversion opportunities. Some of the models I have built have just used bits from the other Dark Eldar plastics – the Reaver jetbike and the Raider. I have also used bits off other plastic sprues as well, for example the cloak from the Chaos Warriors



Some of Gary's Dark Eldar concept sketches



A unit of Dark Eldar Warriors (you get all these in the new Dark Eldar Warriors boxed set!).

Warhammer Regiment plastic sprue is used on one of my leader models. There is nothing to stop you from mixing in plastic and metal bits from across our entire range of miniatures.

A quick tip is to use liquid polystyrene cement to build your models because it welds the plastic together. For instance, if you cut into the back of one of the legs of your models, you're left with this hole where his knee used to be. Get a small shaving of plastic, and stick it in the hole, just jam it

in, and then just brush over this with liquid poly. The poly cement melts the plastic and fills in the hole for you. Incidentally, I have only used clippers and a piece of emery paper (a form of sandpaper), so it is actually possible to put the Dark Eldar together without a modelling knife.

PAINTING THE DARK ELДАР!

A few months ago the 'Eavy Metal team started to paint the first Dark Eldar models. They went through lots of different colour schemes trying to find the right one. My personal

These models show just a few of the endless possibilities that the new plastic Dark Eldar provide.



Gary repositioned the torsos and bent the legs and arms to make these two action packed poses. Note the blades on the splinter pistols which were cut from the splinter rifle.



A selection of Gary Morley's own Dark Eldar, including his Dark Eldar Lord (check out that mohawk!). As you can see, just by adding the blades and twisting the torso, he has made some unique models.



Nick couldn't wait for the Scourges to come out so he made his own! The wings and claw are from Necromunda Spyrer models (wings from a Yeld and the claw from a Malcadon) with added blades from the plastic Dark Eldar sprue.

Andy Jones' action packed Dark Eldar have been inspired by comic book superhero poses (we think the sprinting Dark Eldar is great!).



favourite is black, because the Dark Eldar are inherently evil. The Dark Eldar also look really good in moody colours like deep blues, dark purples and bloody reds. The Dark Eldar schemes are in complete contrast to the bright primary colours of the Craftworld Eldar.

I painted my Dark Eldar all black. The suit stayed a matt colour and the armoured plates were painted with gloss varnish. I also did this with parts of my guns as well. Just doing this, I was able to knock out models at the rate of one every half hour. Metallics seem to work really well on the Dark Eldar as well, so I've used different types of metallic paints to distinguish between the different squads.

MORE DARK ELДАР ON THE HORIZON...

As I mentioned earlier, the Dark Eldar miniatures are a team effort and we've produced a large number of great miniatures ready for the release of Codex Dark Eldar. The Warrior squad leaders, the Sybarites, are available, as well as additional Dark Eldar with the devastating splinter cannons. Chris FitzPatrick's deadly Wyches are released at the same time. You will also be seeing the dreaded Haemonculi (the chief torturers of the Dark Eldar) designed by Paul Muller. Paul also designed the really nasty Haemonculus Master Urien Rakarth. And this isn't the end of it by any means. Oh no...

We have the Reaver jetbikes designed by Dave Andrews and the excellent Dark Eldar Raider transport designed by Tim Adcock. You can actually load up the Raider with troops along its sides. You can interchange parts of the Reaver jetbike and Raider crews for even more variation. It's also possible to swap bits between the vehicles themselves (check out Gary's Jetbike conversion below!).

On the subject of vehicles, Chris FitzPatrick has just finished some brilliant metal Wyche torsos for the jetbikes. The Reavers will be able to tote some serious firepower like the blaster (a sawn off dark lance!), as they speed around the battlefield.

On the heavy weapons front, we've just finished designing the Scourges – these jump pack-equipped troops can drop into any part of the battlefield, exploiting the enemy's weaknesses. We've also done a couple of Dark Eldar Warriors armed with the tank busting dark lance – very nasty. On top of all this, we've made the Dracon and the Archon and we have a few special character models well on the way. One of my particular favourites, which I'm looking forward to designing is Kruellagh the Vile, a Dark Eldar warrior woman who is armed with weapons that suck your very soul out of your body. And there is so much more on the way! So keep an eye on White Dwarf for future Dark Eldar releases. As for all you non-Dark Eldar commanders out there – be afraid, very afraid...



Gary used bits from the Dark Eldar Raider and blades from other jetbikes to build this one. He says it's going to be his Archon's jetbike.



One of the 'Eavy Metal team's Dark Eldar. The blades on the shoulders are from splinter rifles.



Des Hanley's Dark Eldar Lord. Note the use of a Chaos Warrior cloak.



Mark Bedford has gone for a sleeker look on his bike. The splinter rifle is in the nose and the wings have been swept back onto the engine.



This is one of Rick Priestley's Dark Eldar. Rick has cut down the barrels of his Splinter rifles, and not used any of the blades, giving a sleek, sinister profile.



Dave Gallagher's excellent running Dark Eldar shows what can be done with just a little limb bending.



Below are more of Mark Bedford's Dark Eldar. Just to prove that all the plastic miniatures are interchangeable he has used a Reaver jetbike pilot's head on one of his warriors. And check out those blades in the other Dark Eldar's hair!

DARK ELДАР

CODEX DARK ELДАР



The cruel, twisted Dark Eldar are piratical raiders who strike without warning, killing or enslaving all who stand in their way. Codex Dark Eldar holds many of the dreadful secrets of this vile race. It's literally crammed with special rules and background information for the most evil of races.

This invaluable 48 page book contains:

- The complete Dark Eldar army list, which allows you to choose your forces for a battle - includes information covering all of the weapons, vehicles and wargear used by Dark Eldar.
- Complete rules and background information for Dark Eldar characters like Asdrubael Vect, Kruellagh the Vile, Urien Rakarth and others...
- A remarkable section packed full of tips on collecting, painting and playing with these, the cruellest of all the races in the Warhammer 40,000 universe.



"Fetch me another
plaything. This one
seems to have broken."

Urien Rakarth,
Master Haemonculus



Urien Rakarth

They are not your worst nightmares;



Dark Eldar Incubi

This invaluable
tome will help
you reap yet
more souls for
your Kabal.

Available now for \$19.95



Reaver jetbikes



Led by a dread Haemonculus, Dark Eldar Wyches break through the entrenched position of the Sisters of Battle



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Rakarth

ghte; they are your every nightmare.

This is a supplement for the Warhammer 40,000 game. You must possess a copy of the Warhammer 40,000 game in order to be able to use the contents of this book.
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WARHAMMER 40,000

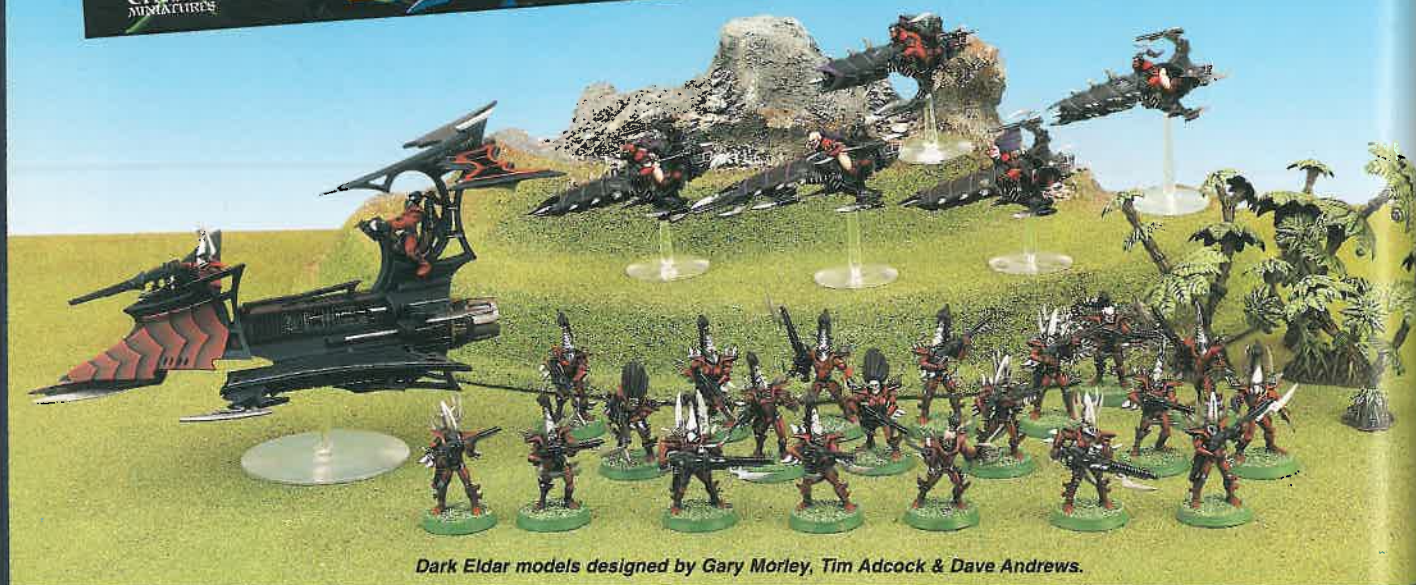


The Dark Eldar are piratical raiders who utilise speed and firepower on the battlefield. They scythe round the flanks and rear of the enemy, using their fast Raider transports and jetbikes to make slashing hit and run attacks, cutting down the enemy's strength to prepare for the final killing blow.

So, what's inside the box?

- Dark Eldar Warrior squad (20 models)
- 1 Dark Eldar Raider
- 5 Dark Eldar Reaper jetbikes
- 1 set of Jungle Trees

The galaxy does not hold enough souls to quench their thirst.



Dark Eldar models designed by Gary Morley, Tim Adcock & Dave Andrews.

Pray they don't take you alive.

Available now for \$125

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NEW RECRUITS

By Nick Davis

The Empire Handgunners boxed set is the second Warhammer Regiment for the Empire army to be released. Nick Davis takes a look at this new regiment and some of the conversions the plastic Empire miniatures have sparked off.



A WHOLE NEW REGIMENT

The plastic Warhammer Regiment boxed sets are the best way to quickly and cheaply build your army. Each box contains a complete regiment for Warhammer, with white metal pieces to add a command group.

Up to now Chaos has received the lion's share of the Regiment releases, with the excellent Chaos Knights, Chaos Warriors and Chaos Warrior Halberdiers Warhammer Regiments. With the release of the Skeleton Warrior boxed set last month, the scales seemed to have tipped against the forces of good.

But reinforcements are now here with the arrival of a whole new regiment to supplement the Soldiers of the Empire – the Empire Handgunners.

WHAT'S IN THE BOX THEN?

Within the Empire Handgunners box you will find the plastic multi-part Empire Soldier sprue, designed by the Perry Twins, and enough sets of metal handguns and arms to make sixteen Handgunners. More white metal pieces have been included so you can convert three of the plastic models into a command group (new musician, standard and leader pieces!). All these metal extras have been designed by Alan Perry.

As with the Soldiers of the Empire boxed set, these models can be assembled in a infinite number of ways (28,672 variations from the basic sprue according to Anthony Bath in WD223). This is good news for those of you who like converting and customising your models. It means not only can you give your regiment a unique character, but you can put together different



The new Warhammer regiment - the Empire Handgunners

looking regiments from the same set. As this set uses the same basic Empire Soldier sprue there is nothing to stop you from splitting it with another regiment – say you only wanted twelve handgunners, the remaining four could be used to bump up the numbers of your Empire Halberdier regiment from sixteen to twenty. Just keep the remaining handguns in your bits box.

With the Chaos Halberdiers we started making metal weapon arms to add to the plastic kits. The Handgunners are the first Empire regiment to benefit from this. In the future we can design more metal weapon arms, making new regiments for you to use. Still in the works for the Warhammer regiments are plastic Night Goblins which can be assembled as bowmen or spearmen, and a Skaven Clanrat regiment which is well on the way to being finished. Also, sometime in the next couple of months we'll be bringing you Empire Crossbowmen, again combining the plastic Empire Soldier sprue with new metal arms and new metal bits for the command group. So keep your eyes on White Dwarf for news of all these new sets.

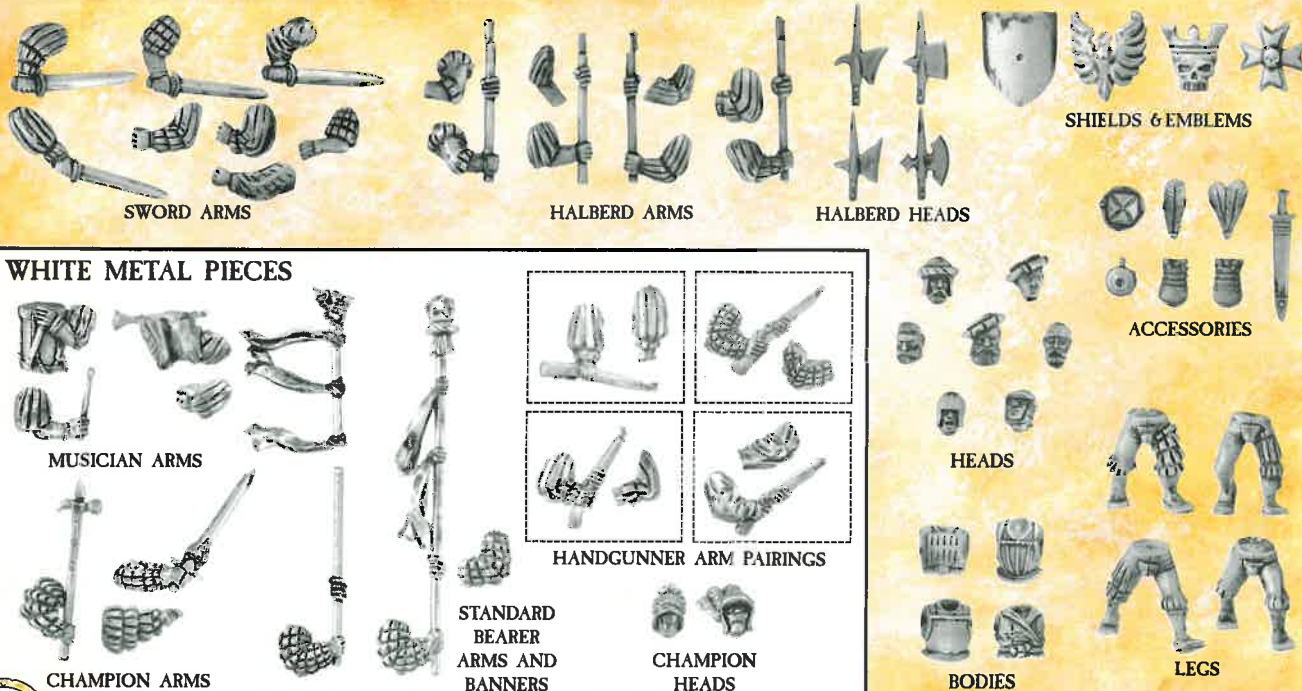


The uniforms of these Handgunners have been painted in the colours of four of the Empire's provinces and city states. (top left clockwise, Altdorf, Ostland, Talabecland & Nuln).



Empire Handgunners painted in the colours of Middenland.

Below is a breakdown of a single Empire Soldier and shield sprue. As you can see, the kit offers an almost infinite amount of variation. Plus with the release of the Empire Handgunners you now have loads more new metal bits. You could combine these with other plastic Empire regiments which means no two command groups have to be the same.

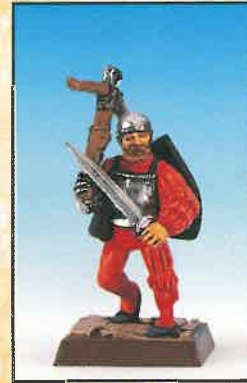


These models show just some of the endless possibilities the plastic Empire sprue provides.



◀ This Skeleton warrior was converted by Colin Dixon (We showed it in the last issue but who cares – it's a cool conversion!). It was built by mixing parts from the Soldiers of the Empire sprue with the Skeleton Warrior sprue.

▶ Alan Merrett's Empire soldiers have been converted for use in his Mordheim warband. The crossbow arm is from a Marksman of Miragliano figure. The archer uses an arrow off the Skeleton warrior sprue and a bow from a plastic Bretonnian archer.



▼ The Skeleton horseman from WD226 (again by Colin Dixon) was built using a torso, helmet and sword scabbard from the Plastic Soldiers of the Empire sprue. The pistol is from one of Long Drong Slayer's Dwarf pirates.



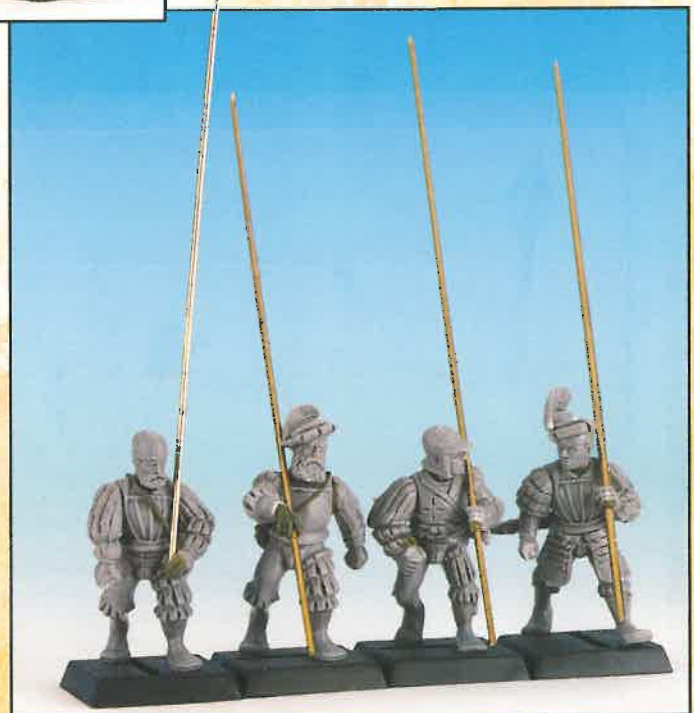
◀ These models are from Nick Davis' Mordheim mercenary warband. He has used Imperial Pistolier torsos, gluing them onto the legs from the Soldiers of the Empire sprue, and hiding the joints using the armour plates. The swords are also from the sprue and the original heads have been replaced with plastic soldier heads.



◀ ▼ No, these aren't concept models for Imperial Pikemen (or are they?). The Perry twins are nutty Empire players and they have been busy repositioning limbs for their Empire soldiers to carry pikes (there are no official rules for Empire pikemen so just apply the rules from Dogs of War – make sure your opponent agrees before hand!). The Pikemen use all the little extras included on the Soldier sprue, like the hats and water bottles. The pikes are made out of brass rod.



▲ Jim Butler's Imperial Pistolier is a simple but very effective head swap with a head from the Soldiers of the Empire sprue. Jim also used some of the little extras off the sprue.



WARHAMMER SIEGE

FALL BACK!

BY SHANNON BOH

You are now, no doubt, fighting glorious battles around mighty fortresses. I can see gibbering hordes of Chaos pouring through a breach in the walls, Empire Halberdiers rushing to the defence. This sudden burst of inspiration led me to write this quick guide on how to create ruined wall sections for games of Warhammer Siege.

STEP ONE

Begin by first cutting out a base that is 12" long from thick card or MDF (Craftwood). You will need to make it wider where the breach will be so that you can create piles of debris around the wall (as shown in the picture below). Cut a wall section from styrofoam, or other suitable material, to the same measurements as your own castle. I used the Warhammer Fortress walls as the basis for mine.

STEP TWO

Carefully cut out the middle of the wall to represent the ruined section. Depending on which material you have used for your wall you may have to use a knife or saw to do this – if so make sure you're very careful.

STEP THREE

Using scraps of the "cut out" section, create piles of rubble around the breach. Using the scraps you have cut out helps to give the rubble more realistic shapes; you can see where the pieces of wall have fallen. Adding small details to the wall will also improve the overall

effect – discarded weapons, helmets, even a skeleton – perhaps this was an unfortunate worker or even the body of a Grail Knight buried within the wall to protect the castle from enemy magic.

STEP FOUR

Cover the entire wall section and rubble (but not any detail bits) with textured paint or sand. If you're using sand it is a good idea to give it a coat of watered down P.V.A. glue to make it rock solid. Of course this is only necessary if it will match the texture of your fortress.

STEP FIVE

I started by giving my ruined wall an undercoat of Black, followed by drybrushing it Fortress Grey. I painted in the details and my ruined wall section was finished. Make sure you paint your ruined wall to match your castle.

I hope this guide gives you some good ideas for your Siege terrain. May your walls stand firm and your gates never buckle!





Left (top and bottom): With their great strength and short tempers, Giants make excellent wall-breakers. If you often face an Orc and Goblin army you should think about a ruined wall section.



Above right, below (left and right): What is the easiest way to deliver your valuable troops to the ramparts of your enemy's castle? That's right, a siege tower! Shannon spent two frenzied nights constructing this awesome "Tower of Putrescence" (as I like to call it). Why not drop into your local store for some ideas on how to build a siege tower for your army?



Nurgle is the Great Lord of Decay who presides over physical corruption and morbidity. Disease and putrefaction attract his daemons like flies to rotted corpse.



DOGS
OF
WAR
FOR
HIRE

WARHAMMER ARMIES

Dogs of War

DOGS
OF
WAR
FOR
HIRE

This issue we bring you even more Regiments of Renown for you to use in either your Dogs of War army or as allies for your existing army. In addition, we also present the full rules for arguably the most infamous Mercenary General in the history of the Old World, Borgio the Besieger...



BORGIO THE BESIEGER

• MERCENARY GENERAL •

173 points including magic items

Nicknamed 'The Besieger' because of his unsurpassed expertise in siege work, it was said that no city, not even the ingenious ramparts of Miragliano itself, could defy Borgio.



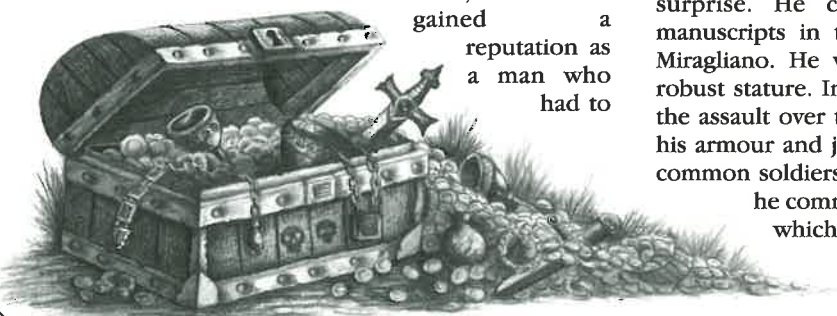
Model
sculpted
by Michael Perry

Your Dogs of War army may include Borgio the Besieger. If so, he replaces the Mercenary General in the main list.

Borgio, Prince of Miragliano, was nicknamed 'The Besieger' because of his unsurpassed expertise in siege work. It was said that no city, not even the ingenious ramparts of Miragliano itself, could defy him. Borgio was certainly an expert tactician and won most of his battles. In three great victories he established Miragliano as the most powerful principality in Tilea. After these, his enemies usually avoided open battle and shut themselves up behind the walls of their cities, only to succumb to Borgio's siege techniques. He was equally astute as a politician, but rather tyrannical. Opponents and rivals did not last long!

During his career, Borgio fought against every other principality and republic in Tilea for one reason or another, from wars over trading rights to pure vendettas against rival Princes who had tried to have him assassinated. Indeed, there were so many failed attempts to assassinate Borgio, some of which came very close to

success, that he gained a reputation as a man who had to



be killed more than once to be sure!

It is said that Borgio once defeated an Orc horde by splitting them into three parts. Opinion is divided as to whether this refers to the horde or the individual Orcs. It is also said that Borgio could ride a horse, go to sleep and read a book at the same time!

Another apocryphal tale says that he was once taken prisoner by the Pirate Princess of Sartosa and escaped by diving into the sea from the dungeon tower (which was conveniently leaning over a high cliff) and swam the Pirates' Current across to Tilea. Then he returned with a mercenary fleet, captured the princess and would not let her go until the pirates had paid him an enormous tribute gathered from their far-flung stashes of plunder! If this ever happened it must have been early in his career. It is also rumoured that Borgio wrote very good poetry, did all his own cooking (wise man) and wrestled with lions!

Borgio is noted for devising unusual battle tactics and new troop types, which usually took his opponents by surprise. He certainly had access to Leonardo's manuscripts in the library of the princely palazzo in Miragliano. He was a very big and imposing man of robust stature. In a siege he always dismounted to lead the assault over the walls in person and would strip off his armour and jump down into a moat to dig with the common soldiers. This endeared him to the troops and he commanded a loyalty among his mercenaries which has been the envy of every Prince since!

However, Borgio could not always count on similar loyalty from courtiers, intriguers and spies in the pay of rivals, who knew they could not defeat him in battle and so resorted to underhand means. It is said that he finally met his end, after a long and distinguished reign, when he was stabbed with a poisoned toasting fork in his bath! The circumstances are mysterious, but this was probably the only occasion that a man such as Borgio could be taken by surprise. Many say that his marriage to Dolchellata, the rather bad-tempered big sister of Lucrezzia Belladonna, was his undoing!

Borgio's demise resulted in street fighting in Miragliano as various factions vied for power. Borgio's excellent army fragmented and many illustrious regiments went their own ways under their own captains, to become notorious Regiments of Renown, available for hire to the highest bidder.

	M	WS	BS	S	T	W	I	A	Ld
Borgio	4	6	6	4	4	3	6	4	10
Warhorse	8	3	0	3	3	1	3	1	5

Weapons/ armour: Armed with a mace, lance, heavy armour and shield.

Rides: Rides a barded warhorse.

SPECIAL RULES

Difficult to Slay

Borgio the Besieger was notoriously difficult to slay. He was finally assassinated in his bath with a poisoned toasting fork. This was one of several deaths which he suffered, but it was the only one that he did not survive.



There were numerous assassination attempts and many occasions when he appeared to fall in battle. However, he strangely defied death time and time again, enhancing his awesome reputation.

To represent this, Borgio has a 4+ **special save** against losing his last wound.

MAGIC ITEMS

Borgio the Besieger carries three magic items. These are always the *Monstrous Mask Helm*, the *Mace of Might* and the *Armour of Brazen Bronze*.

Armour of Brazen Bronze

Magic Armour 25 points

This is the very armour which Borgio was wearing when struck by a cannonball at the siege of Remas. The armour was forged in Miragliano from melted down statues dredged out of the blighted marshes. Who knows what deities were represented or what magic was wrought into the metal? The armour certainly proved formidable.

Borgio's Brazen Bronze armour disregards opponents' Strength modifiers in hand-to-hand combat and disregards Strength modifiers from missile hits. This means his armour save will never be worse than 5+. This even works against war machines that completely ignore armour.

Mace of Might

Magic Weapon 25 points

Borgio wields a hefty mace made from a cannonball which failed to slay him at the siege of Remas

and ended up embedded in his breastplate. Borgio, regarding it as a lucky talisman, had the cannonball made into a mace.

If Borgio rolls a 6 to hit when fighting with the mace, the mace strikes with Strength 10.

Monstrous Mask Helm

Magic Armour 35 points

Borgio wears a grotesque helmet with a fearful visage sculpted on it. This, combined with Borgio's imposing stature, causes *fear* as described in the Warhammer Rulebook.





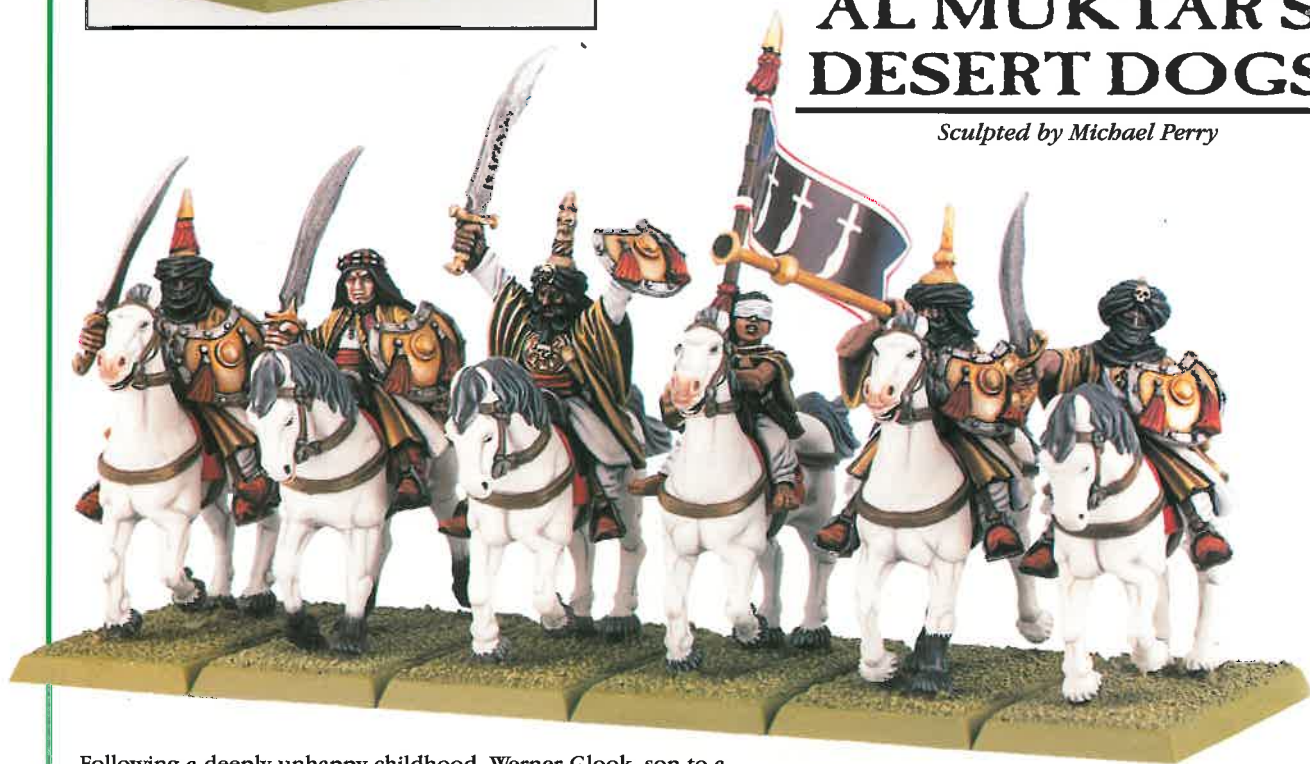
◀ *Sheikh Shufti, the original leader of the Desert Dogs is Al Muktar's right hand man and his closest friend. He carries the Scimitar of Dakisir which increases the wielders strength.*



▶ *The magical Black Banner of the Muktarim is proudly borne by Blind Ibn, the former beggar boy captured in the same raid as Al Muktar himself.*

AL MUKTAR'S DESERT DOGS

Sculpted by Michael Perry



Following a deeply unhappy childhood, Werner Glook, son to a rich Marienburger family, set sail to realise his lifelong dream of exotic travel. Landing at Lashiek in Araby he quickly became the focus of attention as the locals regarded him as the legendary Al Muktar – the Chosen One.

Glook was captured (after a fine display of fist fighting) and the bandit's leader, Sheikh Ahmed Shufti, was grudgingly impressed by the way the Old Worlder didn't give in to pain, despite being pegged out in the desert for days.

The bandits soon became nervous of the man, rumours that he was Al Muktar were now rife and they begged his forgiveness. He did better than that – he joined them, discarding his former name, and led them across the Old World gaining a fearsome reputation for himself and his newly named Desert Dogs as they served numerous masters.

WARHAMMER®

UNIT: AL MUKTAR'S DESERT DOGS

POINTS: 224

ARMOUR/WEAPONS: SCIMITAR & SHIELD @ 12 Pts.

CHAMPION: AL MUKTAR @ Pts.

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
AL MUKTAR	4	5	5	4	4	2	5	3	9	5+
SHEIKH SHUFTI	4	4	4	4	3	2	4	2	8	5+
BLIND IBN	4	3	3	3	3	1	3	2	7	5+
DESERT DOG	4	3	3	3	3	1	3	1	7	5+

NOTES:

6 MODELS IN UNIT (INCLUDING AL MUKTAR, SHEIKH SHUFTI, IBN THE STANDARD BEARER AND HORNBL)

RICCO'S REPUBLICAN GUARD

Sculpted by Alan Perry



WARHAMMER

UNIT: RICCO'S REPUBLICAN GUARD

POINTS: 273

ARMOUR/WEAPONS: Heavy Armour, Hand Weapons & Pikes @ 12 Pts.

CHAMPION: RAGGED RICCO

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
RICCO	4	5	5	4	4	2	5	3	9	5+
GUARDSMEN	4	4	3	3	3	1	3	1	8	5+

NOTES: 16 MODELS IN UNIT (INC. STANDARD BEARER AND HORNBLOWER)

The Republican Guard had a turbulent beginning as several Captains fell in quick succession during a particularly vicious battle against the forces of the tyrannical Merchant Prince of Remas, Omilo Mondo. However a common soldier named Ricco 'the ragged', due to his torn and bloodied clothing, assumed command of the Guard and played a leading part in the overthrow of Mondo. The regiment went on to parade the tyrant's head around the city on the pike of one of the guardsmen.

The newly established Republic could only offer praise and not hard cash to the brave soldiers, and so Ricco travelled to other Tilean cities in search of new recruits and cash to sustain the regiment. This led them across Tilea where they distinguished themselves with honour.

Back in Remas, Ricco fell out with the Republican Council. Following the Council's ordering of Ricco's execution (which his loyal soldiers could not allow!), the Republican Guard set off on the life of a mercenary regiment, winning fame and renown wherever they fight.



► 'Ragged' Ricco, Captain of the Republican Guard.



POINTS: 224

A	LD	SAVE
3	9	5+
2	8	5+
2	7	5+
1	7	5+

ARER AND HORNBLOWER

WARHAMMER
40,000

If you are a Space Marine commander who favours a fast-moving fighting style with lots of assault troops, then you'll love the new plastic Land Speeder model. Armed with either a heavy bolter for cutting down enemy troops or a multi-melta to smash vehicles, this new kit is an excellent addition to any Space Marine force.

SPACE MARINE LAND SPEEDER



While most vehicles travel across the ground upon wheels, tracks or legs, some advanced machines are fitted with anti-gravitic drives that enable them to swoop and hover a few meters above the battlefield. The Space Marine Land Speeder is one such vehicle – a highly manoeuvrable, light reconnaissance and fast strike craft.



▲ A Blood Angels Land Speeder, upgraded with a multi-melta. This devastating but short ranged heavy weapon can now easily get close enough to enemy tanks to wreak havoc in enemy lines.



▲ Both of Paul Sawyer's White Scars Land Speeders have had their gunners converted into very dynamic poses, mercilessly gunning down their enemies.

"Moving skimmers are very difficult to hit squarely because they are more agile than other vehicles... Any hits that would penetrate a skimmer that moved more than 6" in its movement phase count as glancing hits instead."

"Skimmers such as Land Speeders can ignore terrain as they move, but if they begin or end their movement in difficult or impassable terrain, they have to test to see if they are immobilised on a roll of a 1 on a D6. Immobilised skimmers are destroyed."



▲ Imperial Fists Land Speeder armed with a heavy bolter.

CODEX SPACE MARINES



This is the book no Space Marine Commander can afford to be without. It's absolutely crammed full of special rules and background information for the legions of the Adeptus Astartes.

This invaluable 48 page book contains:

The complete Space Marine army list, with the full low down on the troops, weapons, vehicles and awesome wargear available.

Full rules and background for some of the most famous Space Marine heroes in the Imperium (wait until you see the Emperor's Champion!).

An excellent section packed full of tips on collecting, painting and playing with the most feared fighting force in the Imperium.



Space Wolves Long Fangs



Black Templars Space Marine Captain

"And they shall know"

Space Marines are Humanity's ultimate warriors, dedicated to the defence of the Emperor and the Imperium of Mankind. Equipped with the best weapons the Imperium has to offer and arrayed in mighty power armour, Space Marine armies are the Emperor's finest.



Dark Angels Space Marine Scouts take on Night Lords Chaos Space Marines



Ultramarines Scouts



Ultramarines Whirlwind Tank



Let this sacred tome be your shield against the heretic.
Available soon for only \$19.95!

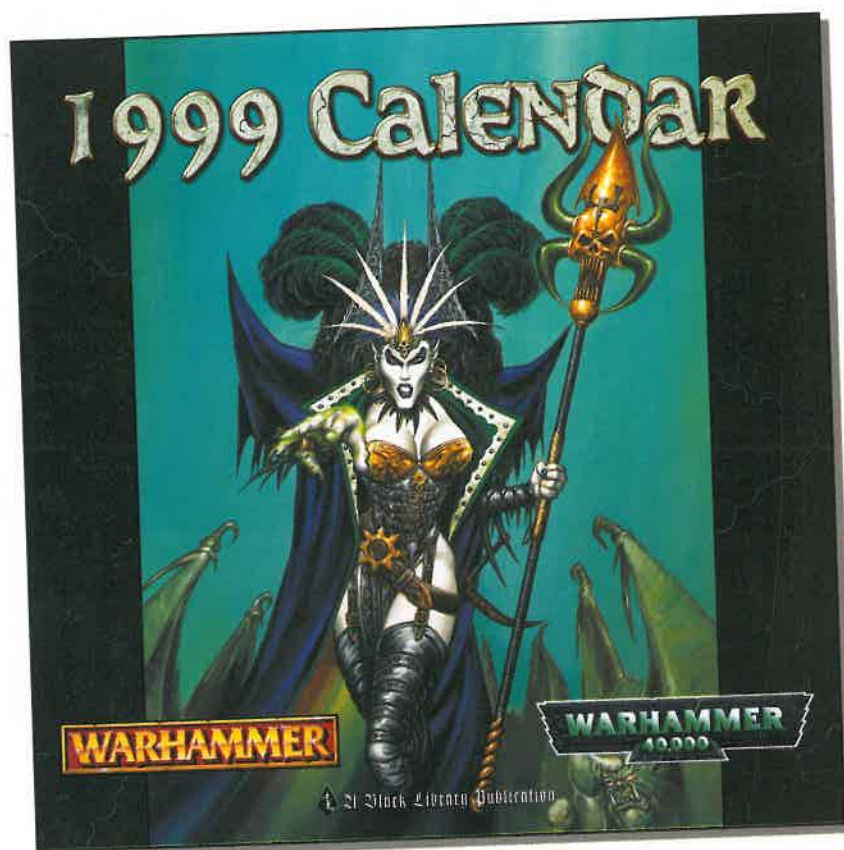
Now no fear... – too right!

This is a supplement for the Warhammer 40,000 game. You must possess a copy of the Warhammer 40,000 game in order to be able to use the content of this book.
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PRESENTS



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WARHAMMER

MORDHEIM CITY OF THE DAMNED



By *Tuomas Pirinen*

Welcome to the latest installment of Mordheim! This time we cover the use of equipment like lanterns, ropes and poisons, and as always, these are rules under development (ie, they are neither finished or complete) so we'd like to hear your comments and ideas.

After playing literally dozens of games in our Dark Moon campaign, the players came up with an idea that it would be far more characterful if warriors could carry some equipment other than their weapons and armour. I wanted to keep a strict limit on any magic items, so I came up with a list of items available to the warriors who do battle in the dark streets of Mordheim. Giving some of this equipment to your heroes will make your games even more varied and give you more tactical options.

Below I have detailed some of the strange and unusual equipment your warriors can find in the ruins or buy from the merchants and pedlars in the settlements and villages. The list is by no means complete, but hopefully it will serve as inspiration for you to invent new things for your warriors to buy and use.

To give any of this equipment to your warriors, simply pay the appropriate amount of gold from the total allowed to your warband, and give it to any warrior. Note that your gaming group may want to limit the availability of some items to certain races. This is fine, as long as all the players agree.

If you have ideas for more equipment for the warriors of Mordheim, why not write in and tell us about them? Who knows, they might make it to the finished game.

SPECIAL EQUIPMENT

MAD CAP MUSHROOM (25 GOLD CROWNS)

The much feared Fanatics, of the World's Edge Mountain Goblins, use these hallucinogenic mushrooms to drive them into a state of frenzied rage.

Any warrior who takes Mad Cap Mushroom before the battle will be subject to frenzy. At the end of each turn, roll a D6: on a roll of 1 the model becomes permanently stupid, and is no longer frenzied.

ROPE & HOOK (5 GOLD CROWNS)

A warrior with a rope and hook will find it much easier to move about amongst the ruins of Mordheim. The ruined roofs and walls are much easier terrain for a warrior who is armed with a rope and hook.

A warrior equipped with a rope and hook may re-roll failed Initiative tests for climbing up and down sheer surfaces.



Here a band of Dwarfs use a rope and hook to climb down into 'The Pit' in last issue's Mordheim comic strip.

LANTERN (5 GOLD CROWNS)

A model with a lantern may double the distance from which he spots hidden enemies. Note that a model with a lantern may not use a double-handed weapon, missile weapon, shield, or additional hand weapon.

LUCKY CHARM (15 GOLD CROWNS)

Lucky charms take many shapes and forms, but the most common ones are hammer symbols which some pious Sigmarite priest has touched, wolf paws for the followers of the god Ulric, the carved ancestor god's heads which Dwarfs prefer, and so on.

A model with a Lucky charm may ignore the first hit in any battle. The hit is discarded and no damage is suffered. Note that owning two or more lucky charms does not help: the model only discards the first hit.

POISONS

The use of poison is almost universally abhorred, but in the ruthless and brutal battles fought in Mordheim, desperate warbands often resort to the use of toxic blades.

Poison may not be used with blackpowder weapons. When you buy a vial of poison, there is always enough poison to last for the duration of one battle.

BLACK LOTUS (20 GOLD CROWNS)

In the deepest forests of the Southlands grows a plant which is extremely poisonous. It is known as Black Lotus, and it is much sought-after by alchemists, assassins and bored housewives.

Any wound caused by a weapon coated with Black Lotus is multiplied into D3 wounds. Roll D6 to determine damage: 1-2=1, 3-4=2, and 5-6=3.

DARK VENOM (30 GOLD CROWNS)

Dark Venom is poison extracted from Helldrakes, gigantic sea serpents that plague the Western Ocean. Even a slight wound infected by Dark Venom causes excruciating pain, incapacitating men who would otherwise ignore such scratches.

Any hit caused by a weapon coated with Dark Venom counts as having +1 strength. So for example if a warrior with Strength 3 uses a poisoned sword to hit his opponent, he will cause a Strength 4 hit instead of Strength 3 hit.



HOLY WATER (10 GOLD CROWNS)

The Priests of Ulric, Sigmar, Morr and Mannann hold great power over darkness. Pure water from a clear fountain, blessed by a priest, is said to burn things of darkness and evil.

A warrior may throw a vial of holy water at Undead, Daemons or Possessed. A thrown vial of holy water has a range of 2 inches for each point of Strength the thrower has. Roll to see if you hit using the model's own Ballistic Skill. No modifiers for range or moving apply.

Holy water causes 1 wound on an Undead, Daemon or Possessed model on a D6 roll of 4+. There is no armour save. Undead and Possessed may not use holy water.

ELVEN CLOAK (50 GOLD CROWNS)

Made of the hair of Elven maidens and the living leaves of trees, an Elven Cloak is a wonder to behold. Elven Cloaks are rarely offered for sale, but sometimes they are recovered from fallen Elven warriors or offered as prizes by Elves to men who have served them in some way.

A warrior wearing an Elven cloak is -1 to be hit with missile weapons. Dwarfs may not wear Elven Cloaks.

HUNTING ARROWS (25 GOLD CROWNS)

The best hunting arrows are made by the hunters of Drakwald Forest. They have wickedly barbed arrowheads which cause excruciating pain when they hit their target. A skilled archer can severely injure his target with a single arrow.

A model with short bow, bow, long bow or an elf bow may use hunting arrows. They give +1 to all injury rolls.

BUGMAN'S ALE (35 GOLD CROWNS)

Of all the brewmasters of the Old World, Josef Bugman is the most famous. His ale is known throughout the Old World, and is widely regarded as the best.

A warband which drinks a barrel of Bugman's before battle will become immune to fear for the duration of the game.

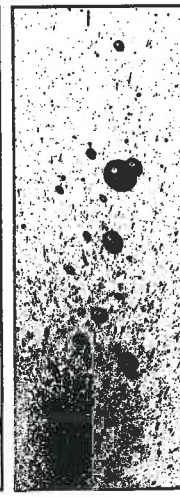
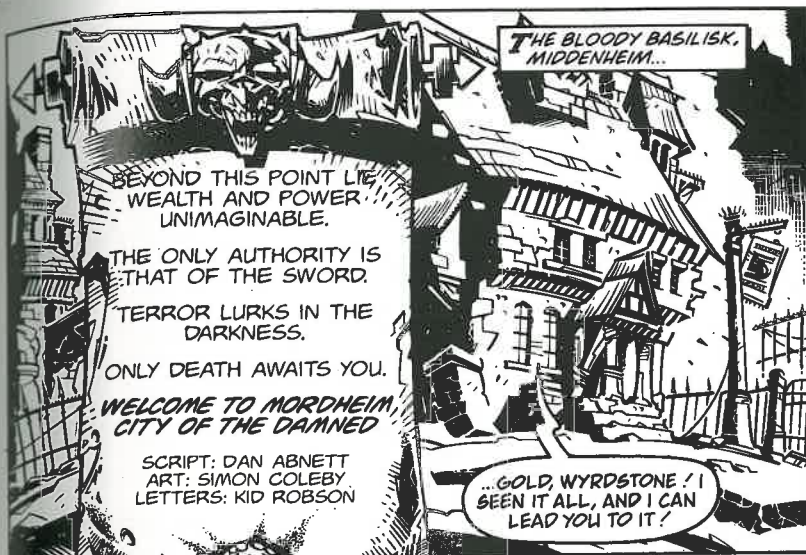
Elves may not drink Bugman's Ale.

HOLY RELIC (15 GOLD CROWNS)

In this age of superstition and religious fanaticism, holy objects are an important part of life. Relics abound in the Old World: hairs of Sigmar, pieces from Ulric's hammer, teeth of Daemon Princes, all are sold to men needing encouragement before battle and charms against sorcery.

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not already taken a Leadership test in the battle.

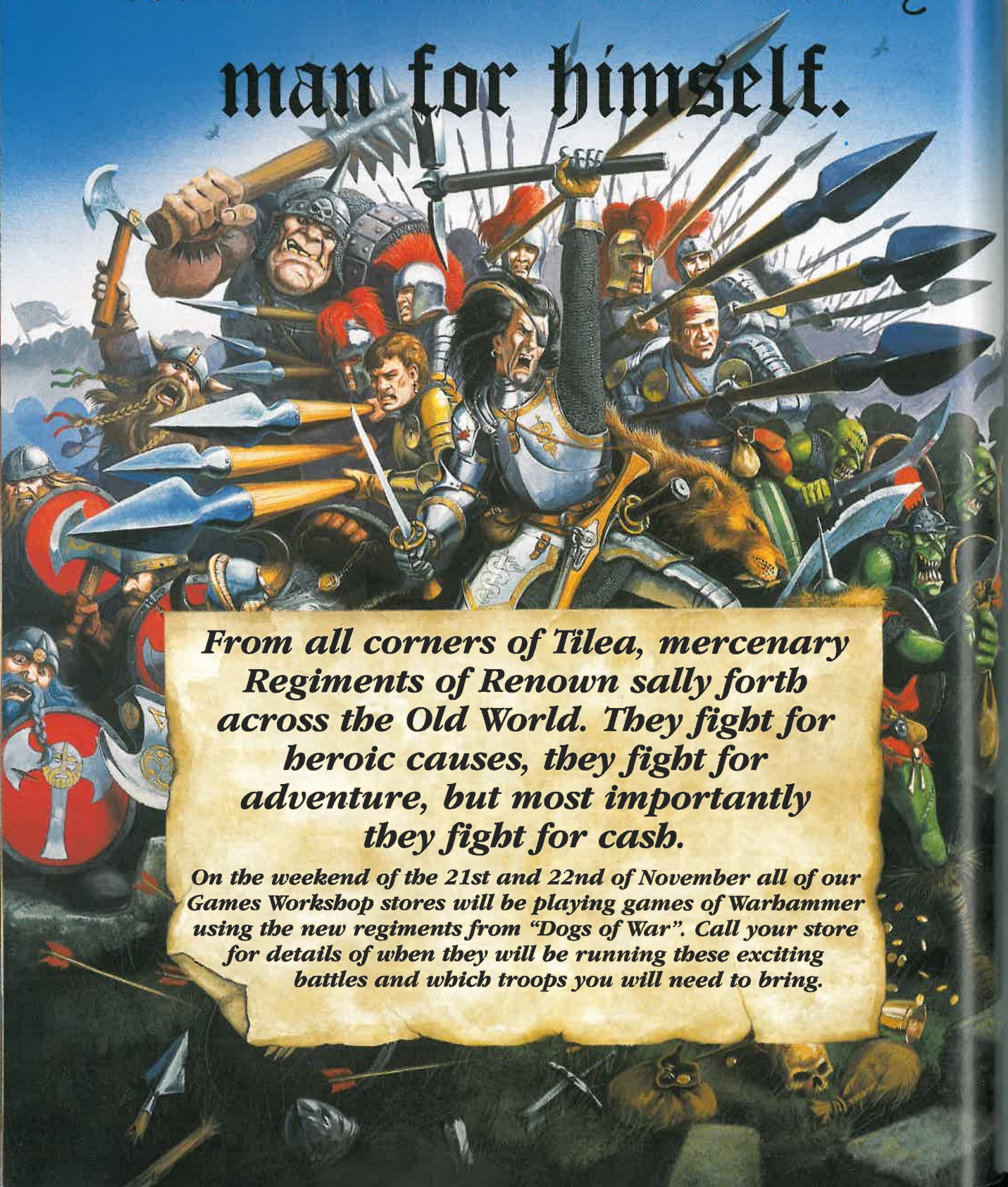
Thomas



The End.

WARHAMMER

All for one and every
man for himself.



*From all corners of Tilea, mercenary
Regiments of Renown sally forth
across the Old World. They fight for
heroic causes, they fight for
adventure, but most importantly
they fight for cash.*

*On the weekend of the 21st and 22nd of November all of our
Games Workshop stores will be playing games of Warhammer
using the new regiments from "Dogs of War". Call your store
for details of when they will be running these exciting
battles and which troops you will need to bring.*

DEVASTATORS!

By Jes Goodwin & Nick Davis

Last month the awesome new multi-part plastic Space Marines hit the shelves. Now they get some heavy support in the form of the new Space Marine Devastators boxed set. Based on the same plastic kit, with metal heavy weapons and backpacks, they are truly awesome miniatures! We sent Nick Davis to talk to Jes about his new creation...

The new Space Marine Devastators boxed set includes five of the excellent plastic Space Marine bodies and the Space Marine special accessory sprue. It also includes new metal components for the Devastator weapons: a lascannon, a heavy bolter and a plasma cannon, to go with the plastic missile launcher from the special accessory sprue.

Jes even designed a new metal arm for the Sergeant, so he looks like he is directing the squad's fire (it's based on the classic Blood Angel Devastator Sergeant model). So, Jes – what's changed?

THE DEVASTATORS

Jes: When we talked about the missile launcher in the last issue (WD226) we discussed how we'd re-defined it as a one-shot launcher, fired from the shoulder, and gave it a more high-tech look. This was what I wanted to do with the rest of the Devastator weapons. This time the Marines would not be restricted to firing the weapons from the shoulder. Space Marines wear power armour so they have no problems lifting these supremely big guns. This is one of the things that makes Space Marines distinct from the Imperial Guard. The Imperial Guard has to use two-man weapon teams to move these huge guns around (*big girls' blouses that they are* – Paul Sawyer).

To do what we wanted with the guns we had to overcome a couple of technical problems. First we had to get the guns to fit with the plastic Space Marine models that we already had. Plus we had had some problems with other plastic and metal hybrids falling over, because the models weren't very well balanced. We also had to make sure they had a chunky enough look on the battlefield, so that you didn't mistake them for other troops. One of the things that people liked about the previous Devastators was that even though they looked a bit gawky with their weapons on their shoulders, they were very easily identifiable. To counter the weapons' weight and solve the miniature identification problem, we went for expanded backpacks.

We took elements from the weapons themselves (ammunition hoppers, cooling systems, etc.) and placed them on the backpacks. The design of backpack varies according to the model's weapon. The backpack's weight stops the model from falling over. They don't even rock (with the lascannon this is particularly important, due to the length of the barrel). Now let's talk about those lovely big guns...

THE HEAVY BOLTER

Many of you will recognise the heavy bolter's firing from the hip pose from some of our older models. The first time that



An Ultramarines Devastator Squad.



Ultramarines Devastator Sergeant

Blood Angels Devastator with heavy bolter.



Black Templars Devastator with missile launcher



Dark Angels Devastator with plasma cannon



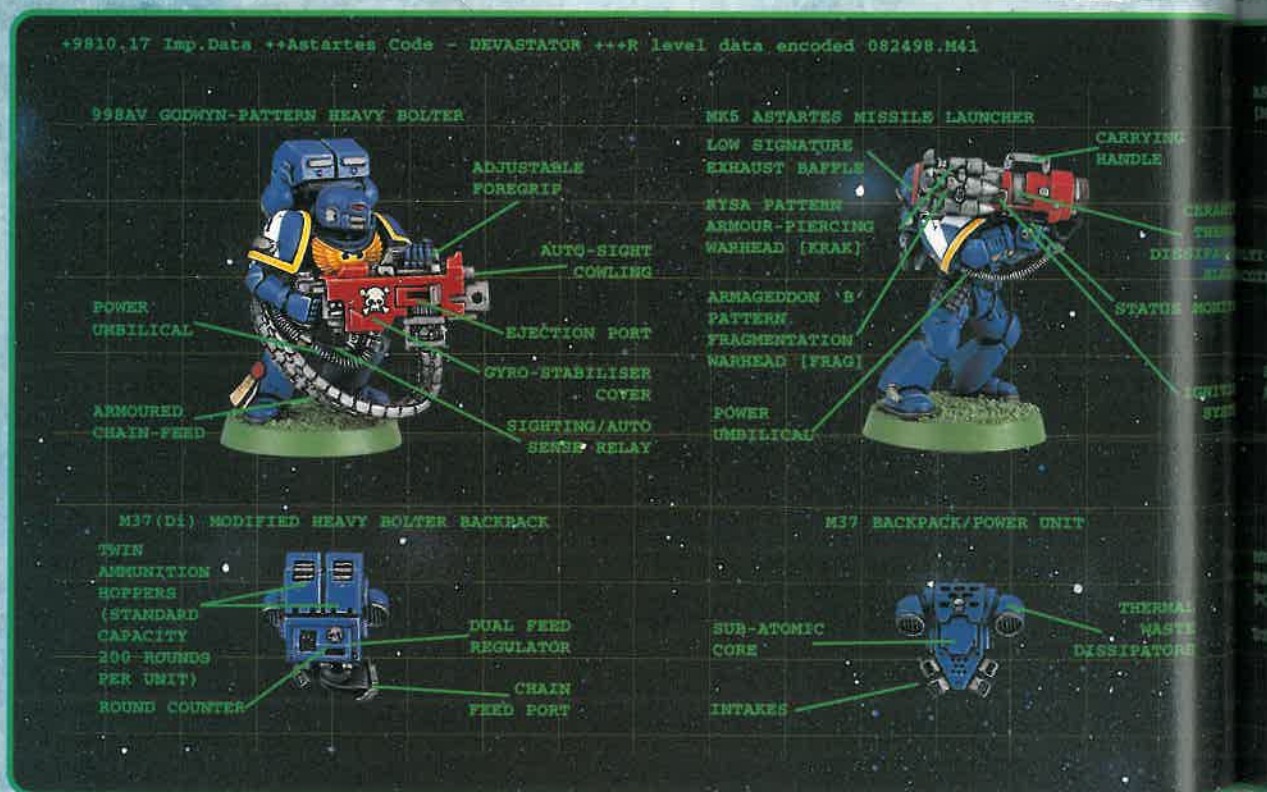
we ever did this was on the Orlock heavy bolter, and that proved so popular that we have actually ended up doing the pose quite a lot – the Sisters of Battle heavy weapons, and the Space Marine Scout and Chaos Space Marine heavy bolter models are good examples.

The first thing I wanted to do was change the ammo feed system for this gun. The Sisters of Battle heavy bolter had a belt system while the Space Marine Scout's uses a large ammo hopper. The idea is that the Devastator is carrying the equivalent of a cannon off an Apache gunship, so we boxed in the ammo to make it look like a proper motor-driven feed. This feeds all the way round into the backpack so you've got quite a large link between the two. The backpack also features a number counter. We've modelled two large ammunition canisters onto the top of the backpack and if you look at the canisters you can see the bolter shells.

THE LASCANNON

The lascannon is the classic WH40K anti-tank weapon. What I decided to do with this one was bring the lascannon slightly off the shoulder, so what you got was a huge anti-tank rifle. The lascannon is held into the shoulder, with a shoulder damper to protect from the recoil of the gun.

The backpack is attached by a bundle of heavy duty electrical cables. This Devastator walks around with an electrical generator on his back, the little circular shapes on the side of the backpack are little power cell rods. I wanted to give this gun a large sight, akin to the sniper rifle but a lot bigger, more of a target tracking device. If you tilt the head of the Marine you can get him to look down the sight in the same way as you can with the Missile launcher.



astator
annon

THE PLASMA CANNON

The third new gun is the plasma cannon. This weapon is a lot more unstable in new WH40K, so it was time for a complete overhaul. What I've tried to do is make it look like it isn't particularly safe to use. The other thing about the plasma cannon is that we've never had an external power source on these before. What we've done on the cannon and the plasma gun is to have two areas on it that look like they have a link to attach plasma flasks to (you can see the flasks on the gun). The flasks provide the fuel for the reaction chamber (the ribbed area of the gun).

The plasma is then shunted into the shaped area at the front of the gun. It's this area that pushes it into shape to be ejected out of the muzzle. We detailed emergency vents round the big cowl at the front of the cannon to dissipate the plasma in case of an overheat.

As the plasma cannon's power source is attached to the gun itself, we have turned the backpack into a refrigeration system. The backpack is joined to the gun by a large, jointed, armoured hose, that protects the little capillaries which go into a padded refrigeration sleeve around the front of the gun. The look of the gun is a lot less high tech than the others but that's deliberate because it is supposed to be unstable. The backpack has lights to tell you if the unit is working, a screw-off canister area to change the filters and a pump that turns the cooling system.

BUILDING A DEVASTATOR MARINE

When you come to linking the guns' hoses or ammo feed to the backpack you should test-fit them first. Use blue-tak to stick the gun into place and then position the backpack on the model so it fits the weapon link. I also suggest you paint the gun and the backpack separately from the Marine, as it

is easier to paint the details. When you come to glue the weapons into place, use a tiny bit of modelling putty (or plasticine) rolled into a ball and superglue it into place on the weapon link. Then, when the backpack and gun are attached just trim off the excess putty and you should have a very snug fit.

It's also worth considering the position of the Marine's head. I have found the Marine looks particularly effective looking the same way as his weapon or looking out across the weapon. Remember with the Space Marine kits you can pose these models with a minimum of effort. The conversion options with the metal guns are a little less than on the missile launcher, but you can still play around and get some interesting poses just by angling the body slightly. You've also got all those extras from the body sprue. Bolt pistols look good attached to the waists as back-up weapons.

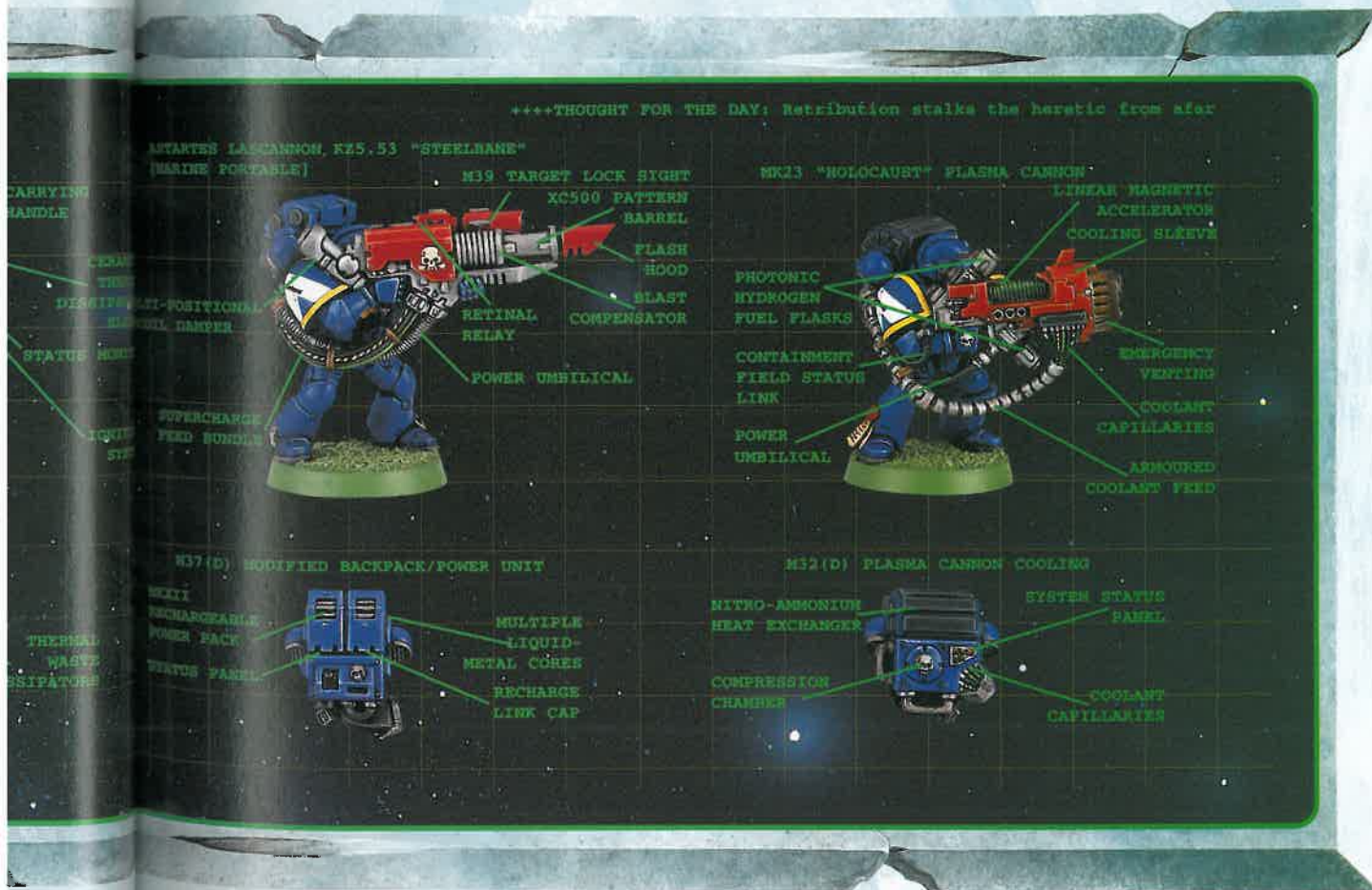
COMING UP...

The last of the Space Marine Devastator weapons to be designed is the multi-melta. It will be low slung like the heavy bolter. The reason for putting the guns in different positions is that you have to fire all of these things differently; the lascannon uses a single shot to pick off a target, so you don't want the Marine looking like he is firing indiscriminately. Firing from the hip for the heavy bolter and the multi-melta is appropriate because these are used to strafe a larger area.

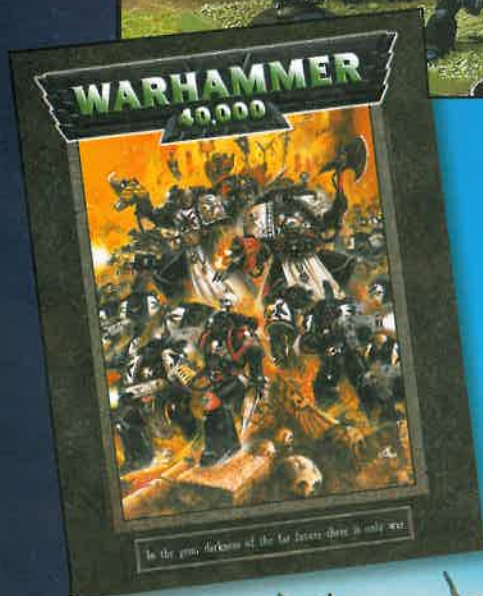
The multi-melta on the Land Speeder has two small canisters attached to the gun. These will be moved up into the backpack and again the gun will be attached by armoured hoses, etc. When we've finished the multi-melta, the Devastators will have all their weapon options available. Keep an eye on White Dwarf for future Space Marine releases, we still have lots of stuff to come...

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WARHAMMER 40,000



WARHAMMER 40,000

PRE-BATTLE SEQUENCE

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3. ASSAULTS

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300. ASSAULTS



Contents and components may vary from those illustrated. Models supplied unpainted and unassembled. Glue and paints not included.

There is no
time for peace.
No respite.
No forgiveness.
There is only
WAR!



cluded.

Warhammer 40,000 is a tabletop wargame for two or more players where you command the forces of the Imperium or one of its deadly enemies. The game provides you with all the rules, scenarios and army lists you need to fight a battle, and guides you through how to paint the detailed plastic Citadel miniatures in the box and then how to collect together your own army.

The Warhammer 40,000 Boxed Starter Game contains:

- 10 plastic Space Marines
- 1 plastic Land Speeder
- 20 plastic Dark Eldar Warriors
- 288 page Rulebook
- 2 Card Playsheets
- 1 set of Gothic Ruins
- 3 Plastic Weapon Templates
- 7 Assorted Game Dice
- 2 Range Rulers
- 4 complete Jungle Trees
- Assorted Barricades

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



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 - Assorted Barricades

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



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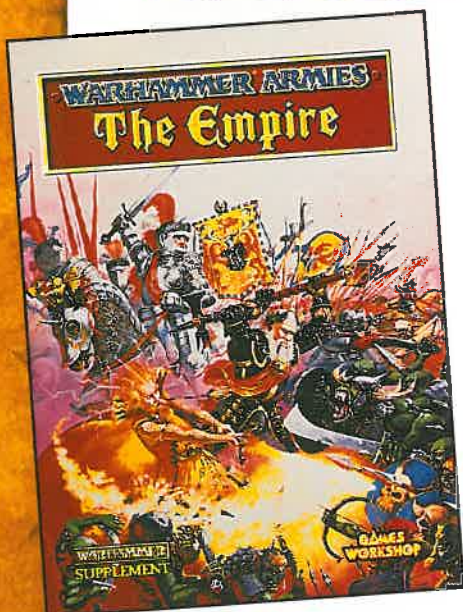
Warhammer 40,000 is a tabletop wargame for two or more players where you command the forces of the Imperium or one of its deadly enemies. The game provides you with all the rules, scenarios and army lists you need to fight a battle, and guides you through how to paint the detailed plastic Citadel miniatures in the box and then how to collect together your own army.

The Warhammer 40,000 Boxed Starter Game contains:

- 10 plastic Space Marines
- 1 plastic Land Speeder
- 20 plastic Dark Eldar Warriors
- 288 page Rulebook
- 2 Card Playsheets
- 1 set of Gothic Ruins
- 3 Plastic Weapon Templates
- 7 Assorted Game Dice
- 2 Range Rulers
- 4 complete Jungle Trees
- Assorted Barricades

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

WARHAMMER



COLLECTING AN EMPIRE ARMY

By Nick Davis

Now the second Empire Warhammer Regiment boxed set has appeared, your thoughts may have turned towards collecting a force of stalwart Empire troops. If you are unsure where to start, we have put together a guide over the next few pages to help you collect your own Empire army.

STARTING AN EMPIRE ARMY

Putting together an Empire army is very simple to do. The first thing you should do is plan out your force, so you can build up your army in small, manageable steps. A good starting size for any army is 1,000 points, as this will not take too long to collect or paint, and once finished it will provide a good size force, ready for battle.

The first 1,000 points should include a couple of core regiments which will form a solid centre for your army and a base to expand from. These core regiments can be built up easily and cheaply using the new Warhammer Regiment boxed sets.

The next and most important thing your army needs is a general to lead it. He's the only model that *must* be included in the army. You'll need to buy a suitable character model to represent your general. When you expand your army to 2,000 or even 3,000 points you can keep him as your general or even use him as a hero and replace him with another character model as general.

Remember when you are assembling your models, it is a good idea to make sure that all your miniatures are carrying the right weapons and equipment, as this helps to avoid confusion during games.

THE NEXT STEP

Once you have chosen your core units and general, you are ready to begin looking at other elements of the Empire army. The Empire has an enormous choice of troops, from stalwart Halberdiers to the diminutive but stubborn Halflings. An Empire general is also spoilt for choice for elite regiments of heavily armoured, mounted knights, with up to four different Knightly orders – and that's not even counting the Reiksguard foot knights. Plus, if all the choice of soldiers and knights is not enough, you can literally blow away your opponent with the huge selection of artillery – great cannons, mortars, steam tanks and the fearsome Helblaster volley gun. With all this choice, an Empire army becomes largely a matter of personal preference and fighting style.

THE ARMY ROSTER

When you plan your army you should use the Warhammer Armies Empire book as a guide. From the book you can start plotting which forces to collect, and plan your battlefield tactics for when your army is completed. So grab a roster sheet and start working out your 1,000 point army now! The roster sheet opposite shows a typical army of the Empire, that we've worked out as an example of the sort of force you could start with.

For our 1,000 points we have managed to get a balanced force to start playing with. Our only compulsory selection is the Empire general. Unlike other armies, such as the Undead, we



have only one choice – an Empire Lord. He is a good fighter, able to hold his own against most adversaries. All his statistics and equipment are noted down on the roster sheet. To give him an advantage in combat we have given him a magic weapon – the *Biting Blade* (the extra -1 armour save modifier from the weapon gives a total -2 to armour saves!).

Next came the core regiments. No army of the Empire would be complete without a regiment of Halberdiers. To support this regiment we also added a unit of Swordsmen. Each one of these regiments will have an champion to lead them. For missile support we added a regiment of Handgunners. Finally, each foot soldier regiment in our army has a standard and musician, and is named after the weapons it carries.

To support our Empire Lord, and to give our small force some real offensive punch, we have added a small regiment of Reiksguard Knights. These heavily armoured knights will shield the Empire Lord from missile fire and add their considerable might in combat.

No Empire army is complete without a cannon or two. Our final choice is the Helblaster volley gun. The fearsome reputation of this gun means your opponent will avoid it like the plague.

On to collecting the army itself...

WARHAMMER ROSTER SHEET

BARON VEIDT'S BORDER GUARD

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
BARON VEIDT Empire Lord Army General Heavy armour, shield, lance & sword, Barded Warhorse	4	6	6	4	4	3	6	4	9	2+	Magic Weapon: <i>Biting Blade</i> (extra -1 to armour saves)	123
REIKSGUARD KNIGHTS 5 Reiksguard Knights Heavy armour, shield, lance, hand weapon Barded Warhorse	8	3	0	3	3	1	3	1	5	-	Unit contains a standard	234
CAPTAIN DETLEF Empire Champion Light armour, shield sword & halberd	4	4	4	4	3	1	3	2	8	5+		35
MIDDEN HALBERDIERS 15 Halberdiers Shield, light armour & halberds	4	3	3	3	3	1	3	1	7	5+	Unit contains musician and standard	170
CAPTAIN LEROY Empire Champion Light armour, shield & sword	4	4	4	4	3	1	3	2	8	4+	Magic Armour: <i>Enchanted Shield</i> (extra +1 to armour saves)	37
MIDDEN SWORDS 15 Swordsmen Light armour, shield & hand weapon	4	4	3	3	3	1	3	1	7	5+	Unit contains musician and standard	153
MIDDEN ARQUEBUSIERS 16 Handgunners Handgun & hand weapons	4	3	3	3	3	1	3	1	7	5+	Unit contains musician and standard	144
HELBLASTER 3 Crew Hand weapon	4	3	3	3	3	1	3	1	7	5+		100

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 ENGLISH Roster Sheet 102054
 Permission is granted to photocopy this sheet for personal use only.

TOTAL 996 points



THE EMPIRE GENERAL

The initial 1,000 points of our army forms the foundations on which a larger force can be built. You can also theme 1,000 point armies to represent small garrisons or personal retinues commanded by an Empire Lord.

Our general is one such Empire Lord, who we have named Baron Veidt. He represents one of the many heroic nobles of the Empire. He wears heavy armour and a shield to protect him during battle. His Warhorse wears heavy barding, giving additional protection, and Baron Veidt also carries a lance for charging. Although Empire Lords are a match for most mortal (and immortal) adversaries, we have given our Baron a magical weapon, the *Biting Blade*, which will give him an extra edge in combat.

When the battlelines are formed, Baron Veidt will join and lead the Reiksguard Knights. This will make the regiment very dangerous on the battlefield and will give the Baron additional protection from hostile missile fire.

The army we have chosen to accompany him is a detachment of Empire troops that would normally patrol the province of Middenland and garrison the many watchtowers on the borders of the Empire.



Empire Lord
Baron Veidt

Some of you will have noticed that the model we have chosen for our Empire Lord is Count Rutgar out of the *Idol of Gork* campaign pack. Although the model represents Rutgar it also makes an rather excellent Empire general miniature.

REIKSGUARD KNIGHTS

The Reiksguard Knights are the personal bodyguards of the Emperor himself. The Reiksguard forms an elite core of highly trained and expensively equipped troops, who are utterly loyal to the Emperor.

The knights will form the shock troops and the bodyguard of Baron Rutgar for our small army. Their heavy armour shields them from enemy missile fire and when charging they should be able to sweep most enemy regiments before them. To increase their fighting potential, the regiment is given a standard which we could choose to be a magical standard if we wish.

Later on, you might want to expand this regiment or even include more than one knight regiment in your army (the Empire has four units of heavy cavalry to choose from!). We have painted a character figure (a heroic knight with a warhammer) for this unit so we can include him as the unit's leader. When we expand this army we could upgrade him to a champion or even a hero, making this unit even more potent in combat.

The Empire has lots of different cavalry to choose from, so you might want to experiment with different combinations to find which suits your style of play.



Reiksguard Knights



The Warhammer Regiment plastic boxed sets are the best way to collect complete regiments for your army at a great price.

SOLDIERS OF THE EMPIRE



Midden Halberdiers

The core of every Empire army is made up of its stalwart soldiers. And when the fighting gets close you will be glad that you've got them. Empire infantrymen are relatively cheap in points, which means you can have lots! The trick with Empire infantry is to keep the regiments big, with at least four ranks in depth, always give the regiment a banner and if possible a musician as well.

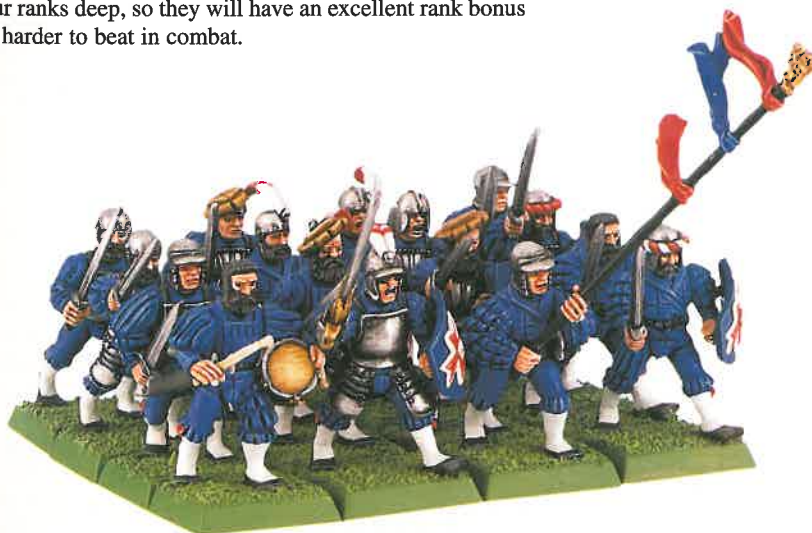
The next two regiments will form the backbone of our army. These are the units which we will base the entire army around. Using the Soldiers of the Empire Warhammer Regiment we built a regiment of sixteen Halberdiers, the most common soldiers in a Empire army. The box also contains a complete command group for the regiment – the musician, standard and champion – who will give the regiment an extra edge. The Halberdiers will be deployed in the centre of the army and will advance with the cavalry. The regiment will deploy four wide and four ranks deep, so they will have an excellent rank bonus and be harder to beat in combat.

Our second core regiment will be used to support the Halberdiers. Using a second Soldiers of the Empire Warhammer Regiment boxed set we built a unit of Swordsmen. The unused halberds went straight into our bits box for future use.

This unit's role is to guard the flank of the Midden Halberdiers as both units advance towards the enemy battleline. Again we have given this unit the full command group of musician, standard and champion, and to distinguish them from the spearmen we have used a different design on the shields.

We can add more troops to both these units if we wish, using additional boxes of Soldiers of the Empire. There is no reason why we could not split a box between the two regiments.

Note: Although the rules state that a champion has to be armed and armoured the same as the regiment he leads, it is a common convention that the leader is armed with a sword or other weapon, heroically commanding the regiment. This makes it easier to pick out the champion during the game, plus it makes the unit look good. During the game it is assumed that he is equipped the same as the regiment he leads.



Midden Swords



EMPIRE HANDGUNNERS



Midden Arquebusiers

Handgunners are highly effective missile troops, armed with primitive gunpowder weapons. Just like the crossbow, the handgun cannot move and fire, and unfortunately it has a shorter range than a crossbow. However it hits with the same Strength as the crossbow and an extra -1 modifier to saving throws, which cuts through armoured troops with ease.

We used the entire contents of the Handgunners boxed set forming our regiment up into two ranks of eight. Again we used the complete command group from the box; the standard and musician will help the unit if it gets into combat.

The Handgunners regiment is an excellent defensive unit and

will be placed on a hill, allowing the unit to be deployed in 2 ranks on the slopes to bring the maximum number of weapons to bear. This will increase the effectiveness of the troops and they can also help to guard the Helblaster volley gun from enemy fliers. If there are no hills to deploy on, they will be positioned on one flank (again next to the volley gun) so they can shoot at enemy units advancing towards the army.

This unit probably shouldn't get directly involved in the fighting unless a charge from them would swing the balance of a battle. When we expand the army we could upgrade the unit leader to a champion and give the men light armour to help protect them from missile fire.

HELBLASTER VOLLEY GUN

The Helblaster volley gun is one of the most fearsome weapons in the Warhammer world. This gun has the potential to fire ninety Strength 5 shots in a single turn, and virtually nothing can stand before it. It is best deployed on a hill, although it can be just as effective in the actual battleline. Most opponents will not advance towards one of these guns.

With its fear causing reputation you could place it on a flank and it will probably hold back the enemy without firing a shot! This means your opponent will divert a lot of effort and missile fire to destroying the volley gun. To keep the gun alive long enough to be used you can assign an artillery guard to it. Our regiment of Handgunners are perfect for this duty.



Helblaster volley gun and crew

EXPANDING YOUR ARMY

The Empire army we have formed with our first 1,000 points will be quite effective against an army of the same size, and also gives us a nice base to build a larger army around. It is a good idea to play a few games with your army, then you will have a firmer idea of what you want next, and you can then start to expand it. The next step is to build another 500 or even 1,000 points of Empire troops. This will bring your force to a sizeable 1,500 or 2,000 points.

One place to start is to add more characters to your army. An Empire Battle Wizard is a good choice. If you make him a Wizard Master or Lord, he will give you some serious magical support. An Army Battle Standard Bearer is useful, as he can accompany the general, allowing the army maximum benefit from his leadership. He is also a good fighter in his own right and when he is added to the Reiksguard Knights that protect Baron Veidt, you have a very potent combat unit. The Empire army also has the option of mounting its heroes on monsters. A hero mounted on a Griffon with a magical weapon will put the fear of Sigmar into your enemy. You could also upgrade the unit leader of the Reiksguard Knights to a hero and give the Hand Gunners a champion. This would expand your points without having to paint any extra models.

Cavalry are one of the greatest strengths of an Empire army and you are spoilt for choice. You can choose between four regiments of heavily armoured Knights. The Knights Panther, the Knights of the Blazing Sun and the Reiksguard Knights are all heavily armoured and armed with lances. They are all equally capable of filling the role of a heavy shock force. The Knights of the White Wolf are a little different. They wield large double handed hammers, for a huge +2 Strength bonus even if they didn't charge (although they always go last). Luckily their heavy armour and barding offers good protection from most attacks, leaving them free to smash their way through the enemy unit.

The strangest mounted troops available to the Empire are the Imperial Engineer Outriders. They are highly mobile and carry the repeater handgun (a sort of medieval mini-gun) and with a little luck they can decimate large units in one round of shooting! The lighter cavalry units such as Kislev Lancers and Empire Pistoliers are very useful for attacking the lightly protected flanks of the enemy army. Pistoliers deserve a special mention; they fight with pistols which means they hit with Strength 4 and a -2 save modifier. This makes the Pistoliers an extremely good combat unit.

The fastest cavalry available to an Empire general is the Kislev Horse Archers. These are highly mobile skirmishers. They are extremely good at drawing the enemy out of their battleline. March them towards the enemy and then choose to flee as your reaction when the enemy charges you. This will pull your opponent out of position.

The Empire army is a true army of soldiers, crammed full of different infantry types. When you expand your army you might want to enlarge your Halberdier unit or mix a boxed set between them and the Swordsmen. Of course halberds and swords are not the only options available. If you are a defensive player then Spearmen are available; getting an extra rank of spears in the face of a charge is really handy. Greatswords fight with huge, double handed swords, and they can even wound monsters with a Toughness of 8! The downside is that they go last and can suffer lots of casualties.

Greatswords are far better at defending obstacles or castle walls, where hitting last is less of a disadvantage.

The Empire can also field some unusual infantry. Halflings have lived in the Empire since its founding and they make excellent missile troops. Regiments of ex-pat Dwarfs can also be fielded, giving you access to some very doughty fighters. Finally, the Empire recruits bands of Ogres into its armies where their great strength is highly valued for taking on tough opponents. One of the best infantry units in the army are the crazed Flagellants – armed with flails and totally immune to psychology and Break tests. They can slow down the enemy advance and tie up your opponent's best unit for an entire battle. The final infantry choice are some of your army's elites – the Reiksguard foot knights. Deploy them in your army's centre and they will take on the best your enemy can muster.

Of course, as an Empire General you also have a lot of missile troops to draw on. We chose the Handgunners to supply our missile fire for their high Strength and save modifiers. You could also chose units of Archers, armed with the traditional longbow, or even Crossbowmen who have a longer range and the same Strength as the handgun.

The Empire army has access to great cannons, mortars and the aforementioned Helblaster. An Empire army is not complete without at least one of these. The Empire can also field specialised war machines such as the Steam Tank and the War Wagon. The Steam Tank is a mobile great cannon and can rumble through the enemy battleline crushing everything in its path. Even a Bloodthirster has problems hurting a Steam Tank! The War Wagon excels in combat; it does the same damage as a chariot when it charges and the Engineers inside carry an array of deadly experimental weapons.

The Empire traditionally hires mercenaries to supplement its own provincial armies. A Dogs of War regiment of Pikemen would be ideal to strengthen the centre of your army or maybe a crack crossbow regiment like the Marksmen of Miragliano to assist your own missile troops.

Out of all the Warhammer armies, the Empire have the most troop types to choose from. This means you can design your army to fit your own personal fighting style. Over the page is an example of the Baron Veidt's Border Guard, expanded by an additional 500 points.



Empire Steam Tank



▲ Empire Halberdiers



▲ Empire General Baron Viedt & Battle Wizard

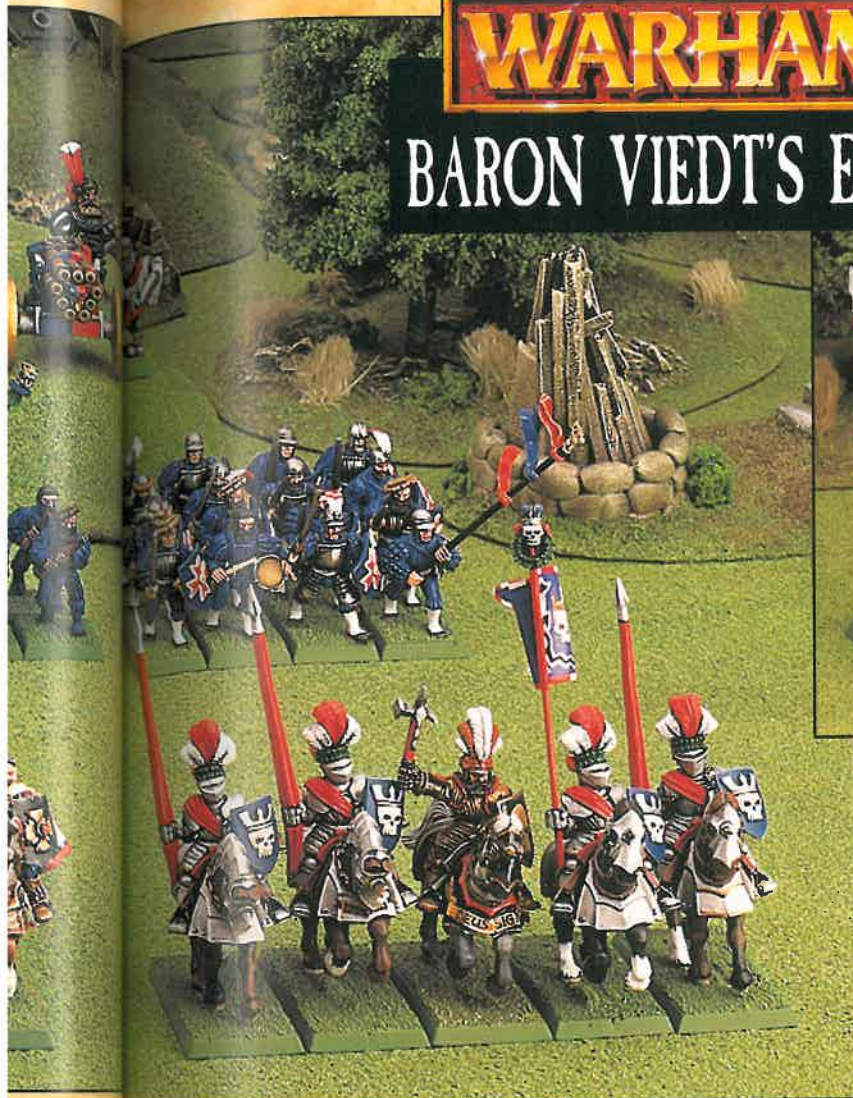


▲ Empire Handgunners



WARHAMMER

BARON VIEDT'S EMPIRE ARMY



▲ Reiksguard Knights



▲ Marksmen of Miragliano



▲ Helblaster volley gun



▲ Empire Swordsmen



▲ Empire Pistoliers



GAMES STORES

The Games Workshop hobby gives endless hours of enjoyment and good plain fun to all those who take part. It's all about playing tabletop battles using armies represented by painted, scale models. These miniatures are bought, assembled, carefully painted and arrayed into regiments or squads. Each player may pick their army from a huge variety of troop types, in order to suit their own battle tactics. Perhaps you've heard players chattering away enthusiastically about an incredible shot made by one of their troops, that turned the tide of a battle, or a heroic action that bought them victory. Maybe you have even seen a game being played, with players moving models around and throwing lots of dice.

A Games Workshop store is the perfect place to get started playing some battles. The staff are always happy to answer your questions and will take you through an introductory game. It is also a place where players of all abilities can get together to learn new tactics for their favourite armies or pick up painting and modelling tips.

Your local store is also a great place to meet other gamers from your area. At any of the large number of events that we run each month you are bound to link up with someone. You can also ask the store staff about their Gaming Clubs!

So if you have questions about any aspect of the hobby or would like to introduce a friend who's interested, call in at your local Games Workshop store now!

WORKSHOP

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Newcastle NSW 2300
Phone: (049) 262 311

SYDNEY: Shop G05
City Centre Mall
(Pitt Street entrance)
Market Street
Sydney NSW 2000
Phone: (02) 9267 6020

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Greensborough VIC 3088
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MELBOURNE: Shop G5/6
Centrepont Mall
283-297 Bourke Street
Melbourne VIC 3000
Phone: (03) 9654 7700

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Westfield Shoppingtown Marion
Oaklands Park SA 5046
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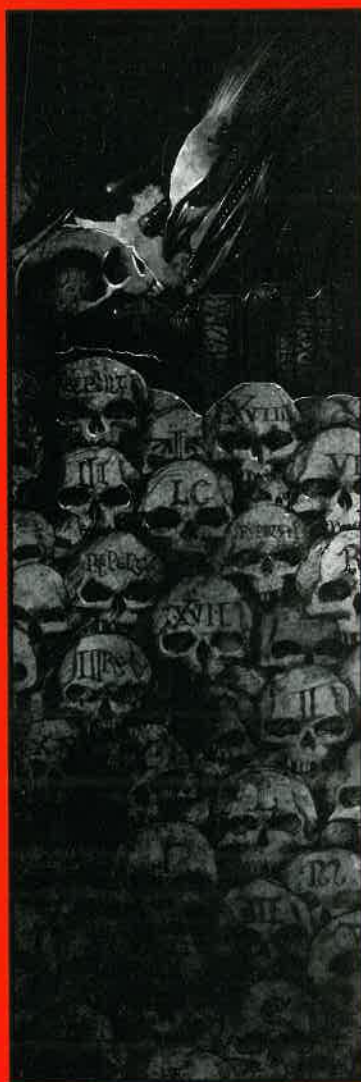
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BELCONNEN: Shop 128A
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Belconnen ACT 2617
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STORES STORES STORES STORES

CASTLE HILL GAMES CLUB

by Leigh Carpenter

CLUBS, GAMING, PAINTING AND ALL THAT STUFF

We've all been there. Stuck wishing you were able to play a game of Warhammer or Blood Bowl, the only person you know who knows how to play can't be found and your local GW store has closed for the night. So what can you do? Teach the dog the finer points of Space Marine tactical doctrine? Maybe not, (unless you've got one hell of a dog). The one sure fire way to alleviate the problem is to either a: buy a really smart dog, or b: find your nearest gaming club and get the names and addresses of all your fellow gamers so that you will never be without a gaming partner. Most stores that stock Games Workshop games will undoubtedly have a noticeboard or know where your nearest games club is. If there isn't a club near where you live, then simple – set one up!



The Castle Hill Games Club organisers (from left to right) Michael, Mark, Leigh, Jatie and Brett.

SETTING UP A GAMES CLUB

Establishing a games club is not as difficult as it would appear. If you live near a GW store it is even easier. Our club at Castle Hill has been running for a little over 8 months now and we have over 30 people turning up to every fortnightly session. It has been a hard road to get the club fully established with our own venue, 12 painted gaming tables and terrain to match but the rewards are more than worth it. Our club started with only a few regulars but once the word got around we haven't looked back.

The first thing that you and your friends have to decide is where and when you would like to get together for regular gaming sessions. It could be once a month or once a week. Finding a venue to provide the room for all your needs is something that may be difficult, however most schools, councils and community centres have rooms that are as big or as small as you need them. Cost is something that you will also want to consider as there is no point paying rent on a room that would rival the largest hall of a Dwarf King when there are only a couple of you paying for the privilege. Our hall is enough to fit 12 tables with room to move and costs us \$80 from 10am to 6pm. We charge \$5 for entry to the club and that includes a drink and entry into a raffle. You will need someone responsible to look after financial affairs and to do the banking. Whether or not you decide to have a committee is entirely up to you. Our club has one but it is not entirely necessary. The Castle Hill club almost runs itself. Most of the great ideas for campaigns and scenarios have been generated the gamers because everyone is extremely enthusiastic about the club.

KEEPING YOUR CLUB ALIVE

Now that your games club is up and running, the real trick is to keep it running and expand to include future members. The best way to do this is to advertise. Let your local Games Workshop store or stockist know that a gaming club has been established and you should find them only too happy to pass the word around and put up some posters (after all it's good for their business as well). With any luck you should have a couple of potential members coming along every time the club is held. By far the cheapest and most possibly best form of advertising is word of mouth (this includes making as much ruckus as possible at the club). Before long people will be sticking their heads in the door just to see what all the noise is about! As long as you and your fellow club members are enthusiastic enough about the hobby, your club will start to flourish.

FINANCES

It is a wise idea to have someone responsible for the money side of things. We all may wish for a world without banks and taxmen and the like but they are, unfortunately, a fact of life. For the first few months you may find the club funds to be as barren as the Chaos Wastes while you are trying to buy terrain and proper gaming tables, but persistence pays off. Once you get over that hurdle you will find that you can start putting money away for tournaments that you may wish to hold, or extra large prizes for winners of campaigns, painting competitions etc. If you encounter any difficulties try talking to your GW store manager and they may be able to help you by providing scenery or tables.

GAMING

Everyone's favourite subject! Nobody is going to go to all the trouble of setting up a gaming club just to sit around and talk about the weather. Most of the people who turn up at your club will probably have an army and know how to play at least one of the games that are played. A good point to remember is that not every one is a veteran and new gamers may wander in, don't be rough on them and maybe even let them win a few games. If they have a good time they are likely to come back. One of the greatest things about a games club is that no-one there will have the same outlook on gaming as you do. Everyone will have different ideas for campaigns and scenarios and you will find that if you combine all of these ideas into one, then you will have a gaming framework that is totally unique to your club.

Leigh's white "Lab Rat" army prepares to take on Michael's Empire army.





The enthusiastic Castle Hill Games Club members on a quiet day

PAINTED ARMIES

Nothing looks better than two great painted armies slogging it out over a battlefield full of realistic looking scenery. For most gamers painting and gaming are invariably tied together, but there are also people who are quite content just playing the game with undercoated miniatures. Whether your armies are painted or not is up to you (they are your miniatures) but in a club environment there will possibly be the gamer who will refuse to play against an unpainted army or if they do play they won't be very happy about it. These people have obviously been painting and gaming for long enough that they are the best people to provide tips on painting or even possibly holding "How to paint" classes. Eventually the club members will be busy painting their armies and the day will come when everyone in the club will have miniatures that they can

field and be proud of. For some, the best part of the game is placing the last brushstroke on the last miniature in an army and then sitting back knowing it is a job well done.

The last thing to be said about games clubs is – above all HAVE FUN!!! If you are not, there is something wrong. Gaming clubs are a great chance to meet new people, to throw down the gauntlet and yell "I'll take you on!", gloat over your victories or cry over your defeats. If you are having a good time, chances are everyone else around you is as well.

May your army never desert you, may your gang always get the upper hand, may your shooting be straight and may the ref always be blind.



"See them... they're dead, they are!"

THE INAUGURAL CASTLE HILL GAMES CLUB GRAND WARHAMMER TOURNAMENT

*The Hills United Gaming Society presents its first tournament.
This event is to be held at the Burnside Gardens Community Centre,
Blackwood Place, North Parramatta on the 28th and 29th of November 1998.*

CONDITIONS OF ENTRY

POINTS: 1,500

RULES: No special characters
No allies
No unriden monsters
No magic items over 50 pts (including daemonic rewards)
ALL MINIATURES MUST BE PAINTED.

SCENARIOS: Standard pitched battle deployment on 6' x 4' tables, with maximum of 2 hours per game.
There will be 4 games on Saturday and 3 games on Sunday.

JUDGING: Points will be awarded for the following:

- A: Your army lists will be scrutinised by two independent judges for army composition and balance. Emphasis will be placed on spirit of the game. Points will be awarded out of 20.
- B: Your army will be judged on the quality of painting. Points will be awarded out of 20.
- C: The standard victory conditions in the Warhammer Fantasy Battle Book will be used. The difference in V.P.s between the two players is the points that will be awarded to the victor. For example, Player A wins a game 13 to 8. Player A receives 5 V.P.s.

ENTRY: \$20 payable to your local Games Workshop retail store.

PRIZES: 1st, 2nd and 3rd overall. These categories take into account painting and army list scores. 1st for the player with the highest amount of victory points accumulated during the tournament games.

ARMY LISTS: Send your army list to Games Workshop Castle Hill,
Shop 495 Castle Towers Castle Hill, N.S.W. 2154.

AUSTRALIAN STOCKISTS

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GORKAMORKA



GAV THORPE

PERILS OF DA DESERT

Gav Thorpe makes life even more dangerous for all those Gorkamorka mobs fool enough to brave the desert wastes, with the lethal 'Desert Perils' table.

The deserts surrounding Gorkamorka are dangerous wastes which swallow up the unready and kill the incautious. Terrifying storms can spring up from nowhere; the sands shift and change in unpredictable ways; clouds of corrosive toxins descend from the upper atmosphere in lethal fogs; countless predatory denizens lurk above and below the surface to devour the unwary. And that's before you consider all the marauding bands of rival Orks, Diggas, Grots and Muties!

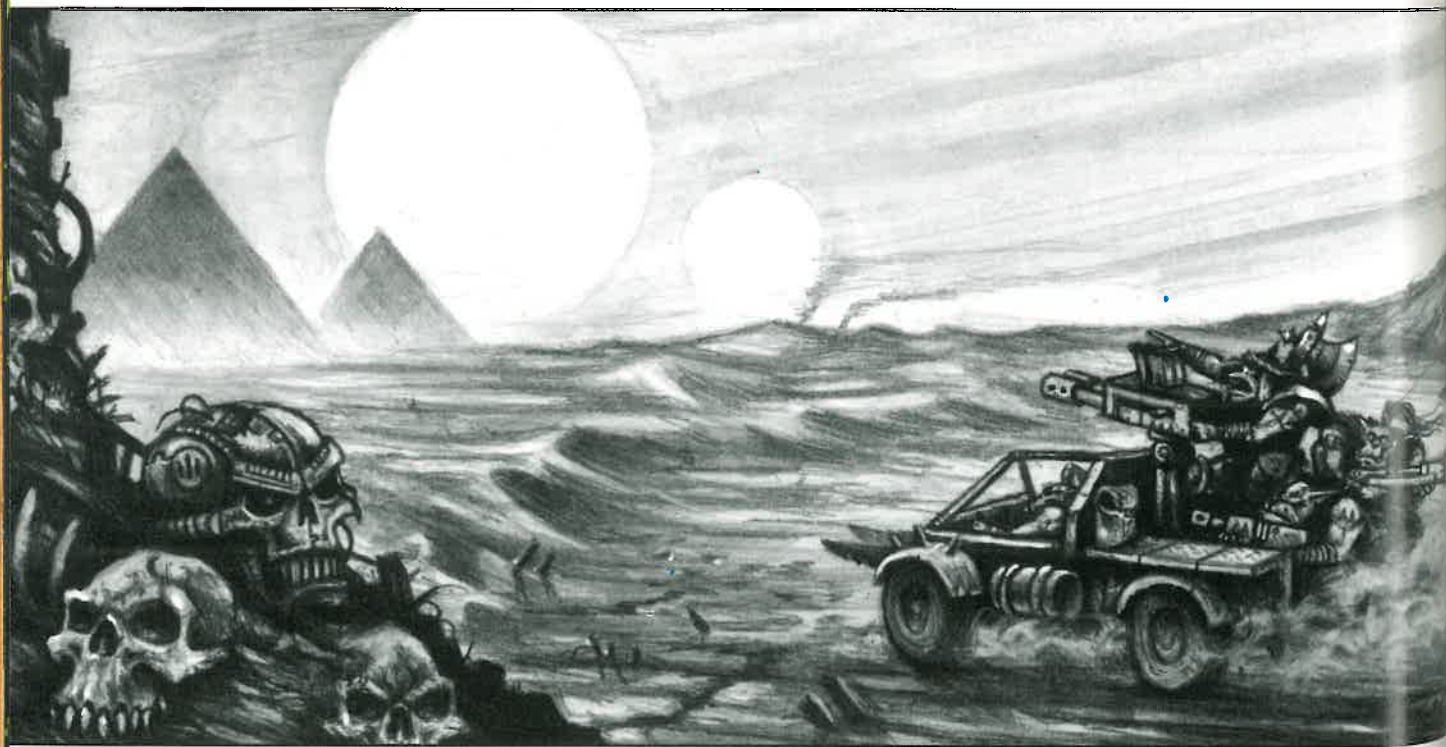
The following 'Desert Perils' table can be used to represent these different conditions. Decide at the start of the battle if you are using Desert Perils (if you don't, you're wimps!). To see what horrible conditions prevail on the battlefield, roll a D66 (use two different colour dice if you can: one D6 represents the tens, the other represents the units) on the chart below, before you set up your mobs.

MUTIES

Muties are raised in the depths of the desert and quickly learn to spot the tell-tale signs of a hidden nest of Whip Scorpions, or the slight tremors which presage a Sand Gulper attack. Muties may re-roll the dice when testing to see if they are affected by results from the Shifting Sands, Desert Nasties and Ferocious Fungi sections. They ignore the Low Suns and High Noon results of the Wild Stuff section. For example, if you roll a 36 – **Cloudspore**, you may re-roll the dice to see if your Muties set off a cloudspore when they move. Muties are affected by all other results as normal.



Keeper armed with arqueba



DESERT PERILS TABLE

D66 Desert peril

STORMS

From the Howling Hills and the Mother of Storms, hurricanes and whirlwinds spill across the desert, leaving devastation in their wake.

11 Sandstorm. The sands are whipped into a frenzy by gale-force winds, making even the simplest tasks impossible. All shooting is limited to 12" maximum range. All Thruster tests suffer a -1 penalty. All Leadership tests to turn a vehicle suffer a -1 Leadership penalty. Rebel Grot players do not roll on the Wind Strength Table – it automatically counts as Gale Force (with a total -2 modifier on turning).

12 Dust Devils. Small whirlwinds of sand race erratically across the desert. At the start of the battle, place D6 markers (alternate between players) at least 6" from each other to represent the dust devils (cut out 6 templates an inch-and-a-half wide and glue on cotton wool painted Bleached Bone for the effect, if you like!). At the start of every turn, each marker scatters D6" in a random direction. Any warriors on foot touched by a marker are knocked over as if hit by a kannon. Any vehicle that is touched by or travels through a marker moves out of control immediately. Any shooting with a line of fire that passes within 1" of a marker suffers a -1 to hit penalty.

13-14 Nothing Special.

15 What a Gale. The winds are strong and sporadic, with sudden rushes of air capable of knocking even a fully grown Nob from his feet. At the start of each player's turn, each warrior on foot must roll equal to or under their Strength on a D6 or be knocked over as if hit by a kannon. Rebel Grot players must roll on the Wind Strength Table at the start of every turn rather than just once at the start of the battle.

16 Skin-tearer! Strong winds sweep across the desert, carrying sharp particles of stone and sand that can tear skin and lacerate flesh. At the start of each player's turn, roll a dice for each warrior on foot. On a roll of a 1 they must roll equal to or under their Toughness on a D6 or suffer a wound. Armour saves can be taken as normal.

SHIFTING SANDS

There's nothing so unpredictable as the sand beneath your feet. Treacherous footing is bad enough, but when your buggy is swallowed up by crumble rock, it's enough to make a grown Ork howl with frustration...

21 Drum Sand. Drum sand reverberates with any impact, intensifying until the whole ground is shaking and warriors are thrown off their feet. Each time a warrior or vehicle moves, roll a D6. On a roll of a 1 it has started the drum sand shaking. If a warrior sets off the drum sand, then that warrior and any other model within D6" is affected. If a vehicle started off the drum sands, then it affects an area within 2D6" of the vehicle. Vehicles immediately move out of control, while warriors on foot are hurled D6" in a random direction and suffer a Strength 3 hit on a D6 roll of 4+.

22 Crumble Rock. Crumble rock is particularly porous and is likely to disintegrate when any amount of pressure is applied. Each time a warrior or vehicle moves, roll a D6. On a roll of a 1 it has collapsed an area of crumble rock. A vehicle is immobilised on a D6 roll of 4+. Warriors on foot cannot move and must spend the next D6 turns doing nothing while they

clamber out of the hole. Warriors climbing out of a hole in this way count as in hard cover and cannot be attacked in hand-to-hand combat.

23-24 Nothing Special.

25 Geysers. Beneath the seemingly calm sands, pockets of gas and vapours are building up pressure, and occasionally explode violently, to wreak destruction on the surface above. At the start of each player's turn, roll a D6. On a 1, a geyser erupts. Your opponent may place the stikkbomb blast marker anywhere on the table. It then scatters 2D6" in a random direction. This is where the geyser erupts. Any warrior wholly under the template takes a Strength 4 hit. Any warrior partially under the template suffers a Strength 4 hit on a D6 roll of 4+. Vehicles suffer full on or partial hits as detailed in the Stikkbombs section of Da Roolz. Models touched by the template may not do anything that turn.

26 Glass Plain. Beneath the surface, the sand has been fused into scattered sheets of glass by some massive explosion. As the wind blows the sand away, the sun reflects off the glass to dazzle the fighting warriors. All models suffer -1 BS and -1 WS for the battle. Any hand-to-hand dice rolls of a 1 or 2 count as fumbles. Before a vehicle moves, roll a D6. On a score of 1 the driver is momentarily blinded and the vehicle moves out of control that turn.

FEROCIOUS FUNGI

Mutated from Ork spores blown across the desert, there are many dangerous forms of fungus found dotted about the Skid and beyond. These mutated spores generally grow in shaded spots near rocks and wreckage, and are a threat to warriors who seek the cover of such terrain.

31 Brainsuckas. The spores from this strain of fungus affect the brain, inducing hallucinations and temporary loss of mental faculties. Roll a D6 at the start of every turn for each of your warriors in cover. On a roll of a 1 they have stumbled onto a Brainsucka and must roll equal to or under their Toughness on a D6. If they fail they are affected by Stupidity for the rest of the game. At the end of the game, roll a dice for each warrior affected by a Brainsucka. On a roll of a 1 they have suffered permanent damage and must roll equal to or under their Toughness at the start of every subsequent battle or suffer Stupidity for that game.

32 Tanglespores. Tanglespores have long tendrils that writhe with a life of their own, gripping onto anything nearby with incredible strength. Roll a D6 at the start of every turn for each of your warriors in cover. On a roll of a 1 they have been grabbed by a Tanglespore. They may do nothing that turn. In subsequent turns, they must roll equal to or under their Strength to break free. Until the warrior breaks free they may do nothing at all, but cannot be shot at or attacked in hand-to-hand combat.

33-34 Nothing Special.



35 Spiker. Spikers can shoot their long spines a considerable distance. These spines are coated with a paralyzing sap that renders the victim defenceless to other predators, and eventually their decaying bodies seep into the ground to sustain the Spiker. Before the game begins, the players take it in turns to place D3+3 Spiker markers on the battlefield, at least 12" from each other. Any model that moves within 4" of a Spiker will be attacked. Spikers hit on a D6 roll of 4+ with Strength 3. Warriors reduced to zero wounds by a Spiker immediately go out of action, but they do not have to roll on the serious injury table – treat it as a Full Recovery.



SPINEFIST ARM
010600708

RIPPER SWARM HEAD SPRUE
010601201



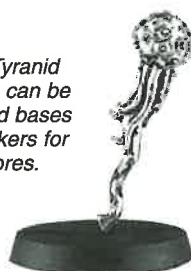
RIPPER SWARM HEAD 1



RIPPER SWARM HEAD 2



SPORE MINE 2
010600506



SPORE MINE 1
010600505

All these small Tyranid models and parts can be mounted on round bases and used as markers for the Spiker spores.

36 Cloudspore. The Cloudspore grows just beneath the surface of the desert. When a creature or vehicle moves over it, the pressure causes the sac-like fungus to explode, scattering its spores over the surrounding area. Roll a D6 each time a vehicle moves, on a roll of a 1, it has set off a Cloudspore. For warriors on foot, roll 2D6, a cloudspore will explode on a double 1. When a cloudspore explodes, place the stikkbomb blast marker over the model (or centre of vehicle). Every warrior wholly under the template is affected. Warriors partially under the template are affected on a D6 roll of 4+. Vehicles cannot be damaged by a Cloudspore. Affected models must roll equal to or under their Toughness or immediately move D6" in a random direction. If a driver is affected, the vehicle will immediately move out of control. Warriors affected by Cloudspores are momentarily blinded, so cannot shoot and count as having WS 1 in hand-to-hand combat that turn.

SMALL DESERT NASTIES

The desert literally crawls with myriad small creatures that have evolved or mutated from Squigs. Many of them are annoying, some of them are downright dangerous!

41 Whip Scorpions. Roll a D6 for each warrior in cover at the start of the turn. On a roll of a 1 the warrior has stumbled into a nest of baby Whip Scorpions and is instantly set upon by the vicious creatures, with stings and lacerating claws. The warrior takes D6 Strength 2 hits and spends the rest of the turn fending them off (doing nothing else).

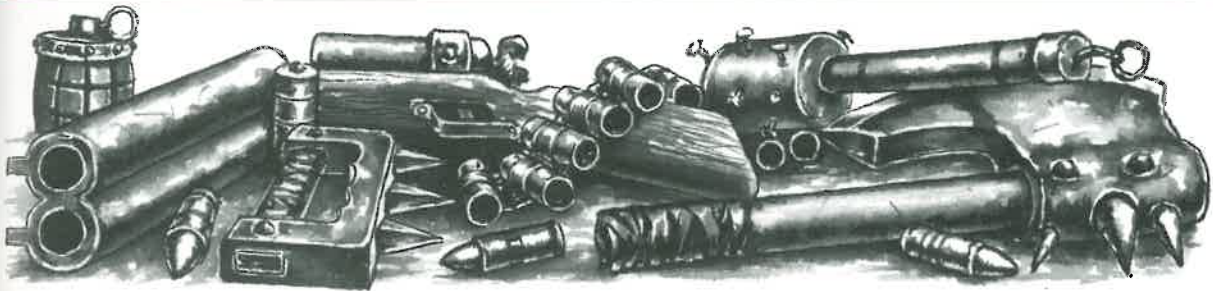
42 Mites. The area is swarming with numerous small bugs, which bite and sting the unfortunate warriors. At the start of each player's turn, roll a dice. On a roll of a 1 one randomly determined warrior in the mob is set upon by the swirling swarm. The warrior immediately moves 2D6" directly towards the nearest table edge (jumping off a vehicle if necessary). At the start of the warrior's subsequent turns, roll a D6. If the score is less than the Ork's Toughness, the swarm has had its fill and dissipates. If the score is equal to or more than the warrior's Toughness, he must move another 2D6" towards the table edge. Whilst running from the swarm, the warrior may not charge into hand-to-hand combat and will run around enemy models. He may not board a vehicle or shoot.

43-44 Nothing Special.

45 Skratchers. Swarms of minuscule creatures scurry across the battlefield. They crawl over the warriors' skin, biting into flesh. Their bite carries an irritating compound which makes the skin itch terribly, and the warriors must summon all their will power not to stop and scratch vigorously. At the start of every turn, each warrior must pass a Leadership test or suffer -1 to their M, WS, BS and I that turn. If you roll a double 6 the warrior may do nothing at all that turn (vehicles whose drivers are affected in this way will move out of control).

46 Jabberz. Just below the sand lies a colony of Jabberz. These creatures detect movement on the surface and when they locate something above them, they jab upwards with their needle-like tails. Although this is unlikely to cause serious damage to vehicles, it can prove very discomforting to warriors who suddenly feel their feet lacerated by a flurry of pinpricks. Roll a D6 each time a warrior moves on foot. On a roll of a 1, the warrior is attacked by Jabbers and halves his Movement that turn.





BIG DESERT NASTIES

If you thought the Muties were the biggest threat in the desert, you'd be wrong. All kinds of hideous monstrosities stalk across (or below) the sands, attacking all that comes within their territory.

51 Steel Gulpa. One of the strangest desert creatures to have evolved from mutated Squigs, the Steel-Gulpa has adapted to life on Gorkamorka by existing on a diet of metal. At the start of each player's turn, roll a D6. On a 1 a randomly determined warrior on foot from that mob has encountered one of these beasts, which immediately sets upon armour and weapons with its corrosive, whip-like tongue. For each weapon, item of equipment or armour, roll a D6 and compare it to the warrior's Initiative value. If the score is equal or less than the warrior's Initiative, he manages to rescue the item, if it is greater then the item is devoured by the Steel-Gulpa. After it has attacked, the Steel-Gulpa wanders off into the shadows to aid its digestion. Destroyed items should be removed from your mob roster and you will have to replace them by buying new ones!

52 Big Bugz. Big Bugz are large insectoid creatures that suddenly appear from their underground nests to drag off unfortunate prey. Roll a D6 at the start of each player's turn. On a roll of a 1, randomly determine a piece of cover on the battlefield. Any warrior on foot within 4" of this piece of cover must fight off the Big Bugz. Fight a round of combat immediately against an opponent with Weapon Skill 2. If the warrior wins then he fends off the Big Bugz. If the warrior loses he is dragged D6" towards the piece of cover. If the warrior is dragged into contact with the cover, then he is pulled down into the nest and lost forever – if not, he struggles free!

53-54 Nothing Special.

55 Sand Gulpers. Sand Gulpers are massive snake-like creatures that live deep beneath the sands. They are attracted to their prey by movement on the surface, and can attack almost anywhere without warning. At the start of each player's turn, roll a D6. On a 1, a Sand Gulpers attacks. Your opponent may place the stikkbomb blast marker anywhere on the table. It then scatters 2D6" in a random direction. Warriors on foot who are touched by the template may jump out of the way by rolling equal to or under their Initiative on a D6. If they succeed, move them to the nearest outside edge of the template. If they fail they are affected as detailed below. Vehicles suffer partial and full on hits as described in the Stikkbombs section of Da Roolz. Sand Gulpers have a Strength of 6, roll to wound/penetrate armour and resolve injuries or damage as normal. Any warrior taken out of action by a Sand Gulpers attack has been swallowed and is automatically Dead!

56 Buzzin' Bugz. Buzzin' Bugz are comparable to wasps and flies, except that they can grow up to the length of an Ork's outstretched arms. They attack individually, but if allowed to escape after locating a source of food, they will bring back more

from their immense hive in the deep deserts. Roll a dice at the start of each turn. On a roll of a 1, a randomly determined warrior is attacked by a Buzzin' Bug. Buzzin' Bugz have WS 2, S2 and T2. Resolve the combat as normal, with rolls to wound, etc. If a Buzzin' Bug is wounded, it is automatically killed. If the Buzzin' Bug survives, it will fly off to its hive – in subsequent turns a warrior will be attacked on a D6 roll of a 1 or 2.

WILD STUFF!

Some of the perils of the desert just defy classification...

61 Rad Zone. This area is suffused with a pall of radiation left over from the Space Hulk's crash. Although this won't affect the battle directly, even sturdy Orks may suffer debilitating after-effects from their exposure. After the battle, roll 2D6 for each warrior and add the warrior's Toughness. If the score is 7 or less, the warrior suffers from radiation poisoning. Roll on the advance table, but deduct 1 from the indicated characteristic rather than adding 1 (re-roll skills results). No characteristic can be reduced to less than 1 (re-roll if this would happen).

62 Chemical Smog. A heavy fog lies over the battlefield, tainted with a noxious combination of toxins and caustic droplets. All shooting is reduced to 12" maximum range. At the end of the battle, roll a D6 for every vehicle involved. On a roll of a 1 it suffers permanent damage from the acid cloud.

63 Electrical Storm. A storm has swept in from the Mother of Storms to the south-east, heralded by bolts of lightning that fork down towards any vehicles. Roll a D6 at the start of every turn. On a roll of a 1, one randomly determined vehicle suffers D3 Strength 5 hits.

64 Low Suns. The battle takes place just before dusk or just after dawn. On one horizon, the planet's twin suns blaze, blinding anybody who looks towards them. Randomly determine one table edge. Any shooting towards that table edge suffers a -2 to hit penalty.

65 High Noon. It is the middle of the day and the twin suns blaze down remorselessly. It is the worst time of the day to fight, as sunstroke and exhaustion quickly set in. Roll a D6 at the start of the battle for each warrior in your mob. If the score is over their Toughness, they have succumbed to the heat and start the battle with a Flesh Wound (-1 WS and BS).

66 Environmental Disaster Area! This area of the desert is extremely dangerous. Roll again D6 times on this table!

BRAVE THE DESERT WASTES

So there you have it, all the mayhem and madness you could ask for. We're always on the look out for extra Gorkamorka rules, mob types, scenarios, etc for White Dwarf and the Citadel Journal, so if you've got an article you think deserves the attention of the world, why not send it in? Watch this space for more Gorkamorka articles, and happy gaming!

+++INCOMING MESSAGE+++
 +++DECRYPT CYPHERS
 ORDER ACCEPTED+++
 +++PRIORITY ALPHA-1+++

TRANSMITTED: Terra

RECEIVED: Redemption of Fire,
 Duras III Orbit
 DATE: 2422998.M41

TELEPATHIC DUCT:

Astropach-Terminala Jemuh

SUBJECT: Information pertaining
 to duties of Imperial Fists
 Supremacy Force Duras, Duras III,
 Captain Duras commanding

THOUGHT FOR THE DAY:
 Punish the Unholy

- Punitive duties commence
 2430998.M41.
- Force Duras to transport to Duras
 City (Grid 45C/65B/98Q).
- Redemption of Fire to take up geo-
 orbit over Grid 52D/16A/02E and
 commence standard orbital
 bombardment 2433998.M41 of Ork
 positions on Sierra Jopita plains.
- Force Duras to capture Ork position
 in Cathedral of the Emperor's
 Magnificence (Objective Primer: Grid
 45C/65B/98Q-1534).
- Force Duras to hold Objective Prime
 and conduct search and destroy
 sweep of surrounding Ecclesiarchy
 complex (Objective Secunda: Grid
 45C/65B/98Q-1530-1602).
- Force Duras to combine with
 remaining elements of Force Capense
 2441998.M41 at 45C/65B/98Q-1600.
- Combined Imperial Fists force to
 execute eradication of surviving Ork
 units; standard cleanse mission.

+++MESSAGE ENDS+++



A Space Marine Supremacy Force such as the Imperial Fists establishes the Space Marines' presence and strikes at the heart of an enemy army. Supremacy Forces are usually deployed in Thunderhawk gunships or drop pods, forcing their foes to redeploy their

army to defend their commanders and lines of supply, thereby halting their attacks elsewhere. After plunging down from their orbiting battle barge, the Space Marines establish a defensive position and then conduct a series of methodical cleansing missions to expand their hold. Often several Supremacy Forces are deployed across a battle zone, fighting their way towards each other to establish a larger battleline. Only the Space Marines have the versatility and resilience to operate in such an independent manner.



WARHAMMER[®]

40,000

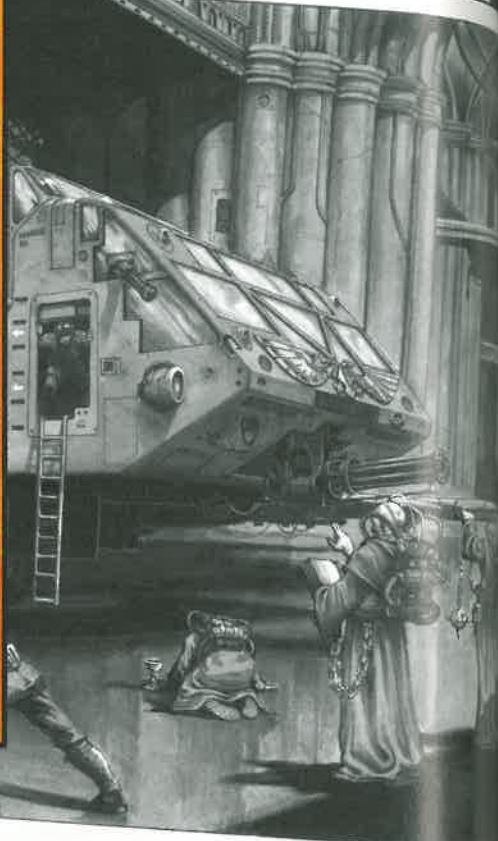
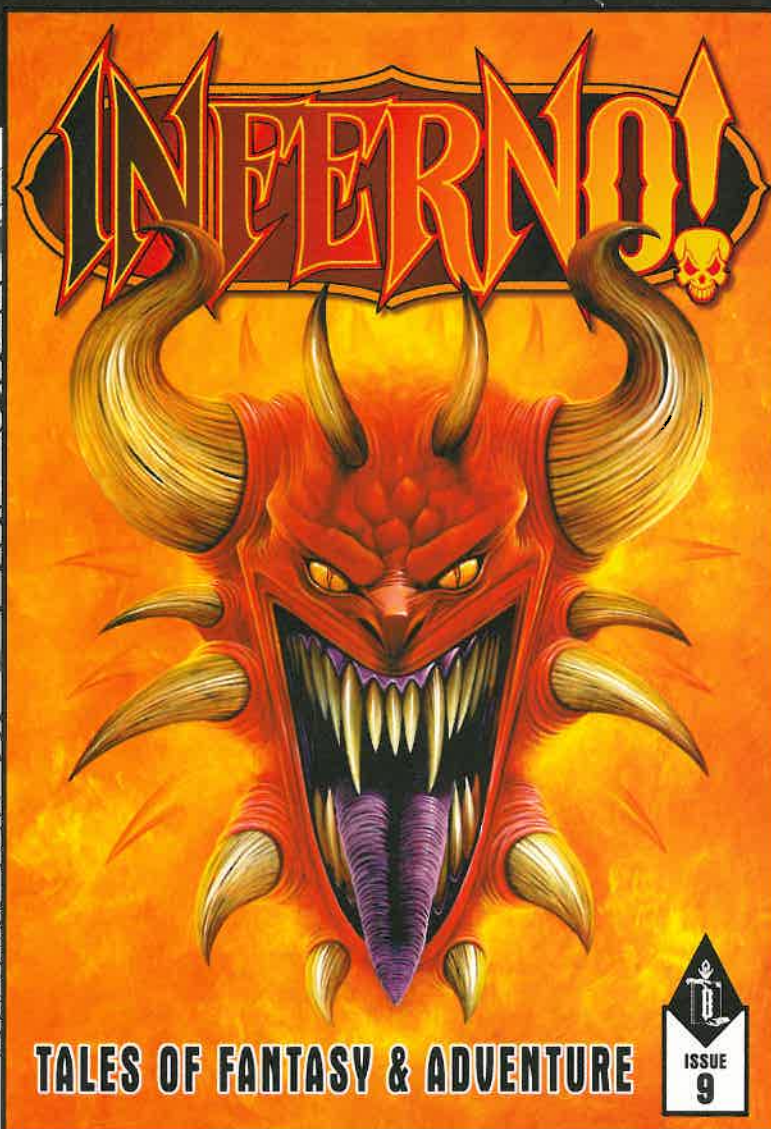
IMPERIAL FISTS SUPREMACY FORCE

This is the latest Warhammer 40,000 army box set to be released and inside you'll find a 1,500 points Space Marine army, a booklet that includes an army list and tactics as well as waterslide transfers and banners to add to your models.



The Imperial Fists Space Marine Supremacy Force includes a number of new metal parts featuring the Chapter's Fist icon. There are shoulder pads (plus individual pads for the Chaplain and Librarian), icon plates, ammo boxes and chainswords for the bikers, weapon arms and a back banner for the Terminators and a specially converted Captain. Of course you could paint this force as an entirely new Chapter of your own invention, using the fist icon. After all, there are over a thousand Space Marine Chapters. How about the Iron Fists or the Fists of Fire Space Marines...?

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TOMB KINGS OF KHEMRI

By Nigel Stillman

The Undead of the Warhammer world can be considered as two discreet types. Firstly, the dark, gothic Undead, characterised by the Vampire Counts of Sylvania. Secondly, the Undead of the desert Southlands, ruled over by ancient, mummified Tomb Kings. We thought it would be fun to create an army representing the Skeleton hordes of the Khemrian Undead. So Nigel Stillman has designed this army list which is still work in progress, but we thought it was so good that you just had to see it!

TOMB KINGS OF KHEMRI

The kings of Khemri rule the land of Nehekbara – the Land of the Dead. The ancient civilisation of Khemri perished long ago. For thousands of years, the kings were mummified and entombed beneath pyramids according to the rituals of the Liche Priests. The Liche Priests knew the secrets of undeath and promised the kings that they would one day awaken to rule forever as immortals. Each ‘tomb king’ was accompanied by his best regiments of soldiers, who chose to die and be entombed with their lord, to share in his immortality. Thus were many great necropolis cities built throughout the land and the greatest necropolis of all was that of Khemri.

One of the Liche Priests learnt too much of the secrets of undeath and tried to make himself the immortal ruler of Khemri and all of Nehekhara. This was Nagash. The kings of Nehekhara rejected his rule and he was eventually defeated. In a terrible revenge he unleashed a plague into Nehekhara which caused every living thing to die and so Nehekhara became the Land of the Dead. Then he performed a great ritual which awakened the Tomb Kings and their buried armies.

Once again Nagash tried to make himself king of Nehekhara, seeking to rule over the Undead kings which he had awakened. But the kings were angry that they had been raised before their time by evil magic. Instead of the flesh of immortal gods, they were tatty mummies, daubed in pitch; their magnificent armies were no more than skeletons, and their spirits had been called back from the underworld and trapped within these mortal remains. They defied Nagash and drove him out of Nehekhara. Foremost among the Tomb Kings, and sworn foe of Nagash was Settra, greatest of all the kings of Khemri. Since that time the Tomb Kings have fought among themselves for domination of the necropolis cities and against anyone who dares to rob their tombs.



"And the mighty King, Settra the Imperishable, commanded his scribes and Liche Priests to cause the great roster of his invincible army to be inscribed upon the walls of his tomb vault."

TOMB KINGS OF KHEMRI BESTIARY

The army of a Tomb King of Khemri is made up entirely of Undead creatures. These are either Mummies, Skeletons or Liche Priests. Note that anything which affects living creatures will therefore have no effect on anything in the Tomb Kings army list apart from the scorpions. All the Khemrian Undead are subject to the following Undead special rules:

IMMUNE TO PSYCHOLOGY: Undead are not affected by psychology. They are animated by their trapped spirits and do not have living hearts and minds which can feel emotions. They are therefore immune to fear, terror, panic, and all other psychology tests.

CAUSE FEAR: Undead are unnatural creatures and so cause fear. See the Warhammer Rulebook for details.

CANNOT MARCH: Undead cannot make a march move. They move forward in a slow, shambling manner, animated by their spirits. They do not have the energy of living flesh and blood.

CHARGE RESPONSES: Undead are slow to react. They may not stand and shoot, nor can they flee if they are charged.

CANNOT BE BROKEN: Undead cannot be broken in hand-to-hand combat, and never need to take Break tests if beaten in combat. When Undead are beaten in hand-to-hand combat the magical link between the awakened spirits and their mortal remains is weakened. To represent this, for every point by which they have lost the combat, one extra wound is caused. This means that Undead units will waste away if they are beaten, although they can never be broken as such. Note that independent characters suffer -1 wound per point if beaten in combat, but if the character accompanies a unit, the wound is suffered by the unit.

MUMMIES: Tomb Kings and Tomb Lords are mummified as befits their status as the highest nobility in the land of Nehekhara. Their corpses are therefore preserved with exotic unguents and wrapped in hundreds of yards of bandages, drenched in pitch and resins to preserve them for eternity. This means that the mummy is extremely flammable and vulnerable to being burnt. Mummies therefore suffer double wounds from flaming weapons or spells.

TOMB KINGS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tomb King	8	5	4	5	6	5	5	4+D3	9

Tomb Kings are the ancient and long dead rulers of the land of Nehekhara. There were many kings during the long history of that once-proud land. Each city was ruled by a separate dynasty and one dynasty would be ousted from power and replaced by another from time to time. The kings regularly waged war upon each other and the greatest of them conquered their neighbours to become kings over the entire land of Nehekhara. Greatest of all the kings were those of Khemri, which was the largest city. It became established early on that whoever ruled in Khemri was the mightiest king in Nehekhara, to whom the other kings would be wise to pledge allegiance and offer tribute. All the kings shared the same lust for worldly wealth and power, and the same ambition to defy death. To this end they founded the Mortuary Cult to re-awaken them after death, directed the building of great pyramids, each surrounded by an extensive necropolis as a stronghold for all eternity, and ordered that they be mummified and entombed within to preserve their physical bodies after death.

UNDEAD SPECIAL RULES: All special rules governing Undead and Mummies apply.

ASP ARROWS: Tomb Kings armed with bows shoot asp arrows which are long, thin, mummified snakes that are able to seek their target. These give a +1 to hit bonus when the Tomb King is shooting with his bow.

TOMB KING'S CHARIOT: The Tomb King rides in a Skeleton chariot which is more splendid and awesome than those of ordinary charioteers, as reflected in his profile. Otherwise, refer to the special rules for the Skeleton chariots below. The Tomb King's chariot steeds are armoured with sacred crocodile hides giving an armour save of 4+.

TOMB KING'S CURSE: All Tomb Kings have dire curses inscribed on the entrance to their tomb and repeated on their mummy wrapping, artefacts or sarcophagi. These vary a lot in their effect depending on the gods and demons invoked by the sacred hieroglyphs. The curse is called down on anyone reckless enough to despoil the tomb or destroy the Tomb King's mummy. Any model who slays the Tomb King in combat, immediately becomes victim of the curse. The slayer of the Tomb King immediately suffers D3 Wounds with no save possible at all. If he is killed by any means other than hand-to-hand combat, then the closest enemy character loses the D3 wounds.



TOMB LORDS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tomb Lord in chariot	8	4	3	5	5	3	3	3+D3	8
Tomb Lord on foot	4	4	3	5	5	3	3	3	8

Tomb Lords are the sons of Tomb Kings and great captains of his armies. They are mummified according to the same rites and are bedecked in the panoply of military commanders. They also wear amulets and are entombed with their chariots, favourite steeds and weapons of war. The Tomb Lords rest in their tomb vaults beside the great tomb chamber of their sovereign as if in an eternal council of war, waiting for the moment of awakening when they shall resume command of their contingents.

UNDEAD SPECIAL RULES: All special rules governing Undead and Mummies apply.

ASP ARROWS: Asp arrows are long, thin, mummified snakes that are able to seek their target. These give a +1 to hit bonus when the Tomb Lord is shooting with his bow.

TOMB LORD'S CHARIOT: The Tomb Lords may ride in a Skeleton chariot which is more splendid and awesome than that of an ordinary charioteer. Refer to the special rules for Skeleton chariots below. A Tomb Lord's chariot steeds are armoured with sacred crocodile hides giving an armour save of 4+.

SKELETON CHAMPIONS AND MUMMY CHAMPIONS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Mummy Champion	4	3	3	4	5	2	3	2	7
Skeleton Champion	4	3	3	4	3	1	3	2	5
Charioteer Champion	8	3	3	4	4	3	3	3	5

Skeleton or Mummy Champions are the captains, leaders and foremost warriors of the regiments of Skeleton soldiers which were buried around the pyramid of their king. Although not always accorded the full rites of mummification, loyal officers who displayed exceptional valour and prowess in battle were honoured with the privilege of burial with their king, at the head of the regiments they commanded in life. Exceptionally valourous warriors might be rewarded with mummification, so that their superior fighting prowess might be preserved for all eternity.

UNDEAD SPECIAL RULES: All special rules governing Undead apply. In the case of Mummy Champions the special rules for Mummies apply as well.

ASP ARROWS: If armed with a bow the Champion fires asp arrows, which are made from long, thin, mummified snakes that can seek their target. These give a +1 to hit bonus.

LICHE PRIESTS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Liche Priest	4	3	3	3	4	1	2	1	7
Liche Priest Champion	4	3	3	4	4	2	3	1	7
Master Liche Priest	4	3	3	4	4	3	3	2	7
Liche High Priest	4	3	3	4	4	4	4	3	8

Liche Priests serve the Mortuary Cult of the Tomb Kings. In their desire to defy death and their ambition to live forever, the kings of Nehekhara founded the Mortuary Cult and appointed the priesthood. The priests were commanded to study the arts of mummification and perform the rituals of awakening. Steadily,

over many centuries, the priests learned how to preserve a corpse from decay until the art of mummification had become very elaborate. They also devised a vast lore of magic and ritual intended to enable the dead king and his entire court and army to be awakened from death. The first generations of priests, whose skills and knowledge were rudimentary, died after preserving their own lives far beyond a natural span. They passed on their knowledge to the next generation of priests who exceeded them in wisdom and expertise. In this way the knowledge accumulated until the fifth generation of priests, who did not die. Thus the entire priesthood became the Liche Priests, able to officiate the Mortuary Cult of their king in perpetuity. Since the priests discovered the secret of everlasting life, they held great power in the land. Indeed, they were the only subjects of the king who could not be executed, since he depended on their knowledge and loyalty in order to live beyond his own death. In this way the priesthood became a power behind the throne.

UNDEAD SPECIAL RULES: All special rules governing Undead apply.

SERPENT STAFF: All Liche Priests carry a serpent staff which is their insignia of office. This is an outstretched mummified cobra which looks just like it has been carved from wood. However the priest can turn it instantly into a writhing, living snake which inflicts a venomous bite. To represent this, the Liche Priest (or rather his snake) always strikes first and all his attacks hit automatically, at Strength 4. Saving throws apply as normal.

RECASTING SPELLS: A Liche Priest can recast the same spell more than once during his Magic phase. The first time a spell is cast during the Magic phase it works in the normal way. The Liche Priest may then roll a dice to attempt to cast the same spell again, regardless of whether it worked or was dispelled. The score needed is shown on the chart below. The Liche Priest must expend further power cards to cast the spell for a second time and his opponent may counter it as normal.

D6 score required to recast

	D6 score required to recast
Liche High Priest	May automatically recast, no need to roll
Master Liche Priest	2+
Champion Liche Priest	3+
Liche Priest	4+

The Liche Priest can continue to recast the same spell over and over again, so long as he has power to do so, but he cannot use the spell on or against the same unit more than once in the Magic phase. If dispelled when first cast, the spell can be recast on or at the same target, but only because it did not work the first time. A Liche Priest must finish recasting a spell before he casts any others. This enables the player to keep track of which spells have been cast, which can be recast and which cannot be recast.

TOMB GUARDS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tomb Guard	4	3	2	4	3	1	3	1	5

The bodyguards who served the Tomb King in his lifetime – his bravest and best soldiers, the guards of his palace – were not only honoured with the privilege of sharing his immortality. They were also rewarded with burial close to the king himself, within the king's pyramid, as if they were nobles. Just as they guarded the palace, now they guard the inner parts of the necropolis. These soldiers died in battle long before their master and their bodies were recovered from the battlefield, and entombed in the pyramid as it was under construction. The prospect of sharing in the immortality of their king and serving him forever inspired the soldiers to heroic acts of bravery. They would die where they stood rather than retreat, or charge

against hopeless odds. Time and again this would bring victory for the king and earn a place in his pyramid for the fallen.

UNDEAD SPECIAL RULES: All Special Rules governing the Undead apply.

SKELETON CHARIOTS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Charioteer	8	2	2	4	4	3	2	3+D3	5

When a King died, his chariots would be interred with him and his charioteers too, if he desired it! Of course these poor warriors were not mummified as was the King and so they and their steeds are now nothing more than skeletons. Despite this, these ancient warriors are as important to the armies of the dead as they once were to the armies of the living.

SPECIAL RULES: Because Skeleton chariots have only a single warrior and fight in squadrons, they are quite different from other larger chariots that can be found in some other armies. They are represented by their own special rules as described here – the rules for chariots described in the Warhammer Rulebook do not apply. These rules apply to the chariots ridden by Tomb Kings and Tomb Lords as well, even though their chariots have improved characteristics.

UNDEAD SPECIAL RULES: All special rules governing Undead apply.

SQUADRONS: Skeleton chariots fight in units or squadrons. The size of a squadron can vary. If the army includes 5 or fewer chariots these form a single squadron. If the army includes 6-10 chariots these can form either one or two squadrons of as near equal size as possible. If the army includes 11-15 chariots they can be formed into 1, 2 or 3 squadrons of as near equal size as possible – and so on; every 5 extra chariots increasing the number of permitted squadrons by one. All the Skeleton chariots in a squadron form up in formation just like a regular unit of cavalry or infantry. Note that this is quite different to other chariots which don't fight in formation – but Skeleton chariots are quite small and are used to fight in a similar way to cavalry. For these reasons they maintain a regular base-to-base formation.

COMBAT: The Skeleton chariot, including its warrior, has a single profile and fights in all respects like a single creature with 3 Attacks and 3 Wounds. This is unlike other, larger, chariots and reflects the fact that Skeleton chariots are intended to fight in squadrons where it is impractical to account for wounds on the horses, crews and chariots separately.

SAVE: Skeleton chariots are covered with crocodile hides which give them a 4+ save exactly as if they were wearing armour. This can be increased by wearing more armour and carrying a shield.

IMPACT HITS: When a Skeleton chariot charges it automatically causes D3 'impact hits', +2 if the chariot is fitted with scythed wheels. Impact hits represent the damage caused by the chariot and horses careering into the enemy formation, knocking down and crushing its opponents by the sheer force of impact. Impact hits are inflicted before blows are struck by either side in the combat. No separate 'to hit' roll is required and all hits scored are worked out using a Strength value of 4. It is usual to work out all impact hits against ordinary enemy warriors rather than characters, but if the chariot charges against one or more characters, the resultant hits may be randomly allocated between enemies in base contact if the attacker prefers.

SKELETON SOLDIERS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Skeleton Soldier	4	2	2	3	3	1	2	1	5

The mighty army of the Tomb King, made up of regiment after regiment of valiant soldiers, all swore an oath of loyalty before

the gods to serve the king beyond death, whether this be their own or his. Thus the bones of those soldiers who perished in battle were collected from the battlefield and interred in the great tomb pits of their king's necropolis. Those who yet lived after their lord had died, marched as if on a victory parade to the necropolis upon the day of the king's entombment. Here they stood, each regiment deployed ready for death in the tomb vault prepared for it. These are laid out around the pyramid of the king in regular lines, just as the tents of his mighty army surrounded his when on campaign. The soldiers were arrayed in their ranks and the leaders, standard bearers and musicians stood at the head of their troops. Then they were entombed alive. There they remain until the trumpet call of the Liche Priests awakens them on the appointed day of going forth to battle.

UNDEAD SPECIAL RULES: All special rules governing Undead apply.

ASP ARROWS: Some Skeleton soldiers shoot asp arrows from their bows. Asp arrows are long, thin, mummified snakes, that are able to seek their target. These count as +1 to hit when shooting.

SKELETON CAVALRY

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Skeleton Cavalry	4	3	3	3	3	1	2	1	5
Skeleton Steed	8	2	0	3	3	1	2	1	5

The Tomb Kings' excellent cavalry were entombed with their fiery desert steeds. It is said that the Tomb Kings were the first rulers to have regiments of horsemen in their armies. The oldest Tomb Kings have few if any horsemen or chariots; those that came after had more chariots than horsemen while the youngest (relatively) Tomb Kings had more horsemen than chariots in their armies. The later kings recruited many fierce riders from among the desert dwellers, ancestors of the Arabians.

UNDEAD SPECIAL RULES: All special rules governing Undead apply.

CARRION

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Carrion	4	3	0	3	3	2	4	3+	7

According to his inscriptions, King Nekhef I claimed to be the first ruler to have Carrion Vultures in his army of eternity. These creatures lived in the mountains to the east of Nehekhara and also the deserts to the west. Their broad wings were said to darken the sky, spreading the shadow of doom upon those dying in the desert. After a great battle, with the slain strewn over the blooded sands, the Carrion descended and blotted out the light of the sun. Thus it was in ancient Nehekhara that the Carrion Vulture was seen as a sacred beast which bore the spirits of slain warriors to the sky to fight in endless battles against the demons of darkness. This belief led to the priests burying many corpses of Carrion Vultures in the necropolis of each Tomb King from the time of Nekhef I onwards. Each one was accompanied by a soldier who had trained to ride the beast while both still lived. These troops acted as messengers and also as a vanguard for the king's army as it marched across the parched plains. Nothing on the ground below could be concealed from the piercing gaze of these fearful birds. Thus when the carrion were entombed, they were given eyes of polished obsidian with which to see again when they served the king once more, at the time of awakening.

FLY: Carrion have leathery wings which allow them to fly as detailed in the Warhammer rulebook.

PERSISTENT: Carrion are not driven off if beaten in hand-to-hand combat, as are living flyers.

UNDEAD SPECIAL RULES: All special rules governing Undead apply.

GHOST RIDER: The Carrion are ridden by spirits which feed upon death. A rider may attack once for every wound scored by the Carrion. Work out the Carrion's attacks first, and for each unsaved wound that a Carrion causes, the Ghost rider is allowed to make one attack with the same statistics as the Carrion.

SCREAMING SKULL CATAPULT

Catapult	-	-	-	-	5	3	-	-	-
Skeleton Crew	4	2	2	3	3	1	2	1	5
	RANGE				STRENGTH		SAVE		WOUNDS
	PER HIT								
Screaming Skull									
Catapult	48"		7		none		D3		

When King Behedesh was approaching death, he gave instructions that his catapults should be entombed as an essential part of his necropolis army. They had brought him more than one victory in life and he expected them to do so again, beyond death. Since termites would inevitably eat the timbers of ordinary catapults buried in pits in the desert, the king ordered catapults to be made from the bones of gigantic beasts, dragons and sea monsters. The limb bones of these creatures, being the size of tree trunks, would be resistant to the effects of time and burial in sand. The successors of Behedesh followed his example. Many centuries later, other kings who extended their rule over Zandri, ransacked the necropolis and found some of the burial pits containing the catapults. These were looted and taken away for re-burial in

their own necropolises, together with scrolls on which were written the incantations of awakening and the hieroglyphs of enchantment to be inscribed on the skull ammunition.

The Screaming Skull catapult operates in the same way as a stone thrower except that it hurls screaming skulls instead of rocks. The screaming skull catapult is therefore subject to the rules for stone throwers given in the Warhammer Rulebook.

UNDEAD SPECIAL RULES: All special rules governing Undead apply.

CAUSE PANIC: When screaming, flaming skulls land among the enemy it is a very unnerving experience for them! To represent this, any unit that suffers one or more wounds from a shooting attack by a Screaming Skull catapult must take a Panic test. If the unit fails the test it will flee immediately, exactly as if it had been broken in hand-to-hand combat.

MAGICAL, FLAMING AMMUNITION: Because of the weird nature of the screaming skull ammunition, the catapult inflicts both flaming and magical attacks.

SCORPION SWARMS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Carrion	4	3	0	4	2	5	1	5	10

The Liche Priests have long since gained mastery over such creatures of the necropolises and can summon them forth at will, using incantations. They do this to guard their necropolis against intruders, especially tomb robbers. Those who penetrate the labyrinthine passages of the tombs will suddenly find their way out barred by a seething, black mass of venomous arachnids, claws and tails raised ready to attack. The victims are rapidly eaten, for flesh and blood is a rare delicacy for the creatures of the necropolis!



TOMB KINGS OF KHEMRI ARMY LIST

The Tomb Kings of Khemri army list explains how to choose an army to an agreed points value. There is no upper limit to the size of an army, but 1,000 points is about the smallest size for a battleworthy force. Games of 2,000 points a side will usually last an entire evening, whilst 3,000 points will allow a battle to rage for most of the day.

CHARACTERS

You may spend up to 50% of the points value of the army on characters chosen from the Characters section of the list. This includes the points value of their armour and weapons, any magic items they have, and whatever steed or chariot they ride. The army must have a general to lead it and in a Tomb King's army, the Tomb King is the general! The army must also include at least one Liche Priest, since the Tomb King cannot arise from his tomb unless he has a Liche Priest to perform the Ritual of Awakening. Where indicated in the list, a character may ride in a chariot representing his own personal light chariot which was entombed with him. See the Bestiary for the rules governing Undead chariots.

Skeleton or Mummy Champions: A Skeleton regiment may be led by either a Skeleton or a Mummy Champion. He must be equipped in the same way as the rest of the regiment, except that a champion may carry a magic weapon or wear magic armour instead of the ordinary weapons or armour of his regiment. The points cost of the champion comes out of the character allowance.

Magic Items: A character may carry appropriate magic items chosen from the magic item cards in Warhammer Magic at the points value given on the cards themselves. The number of magic items a character may have is as follows:

Tomb King	3 Magic Items
Battle Standard Bearer	1 Magic Item
Tomb Prince	2 Magic Items
Skeleton or Mummy Champion	1 Magic Item
Liche High Priest	4 Magic Items
Master Liche Priest	3 Magic Items
Liche Priest Champion	2 Magic Items
Liche Priest	1 Magic Item

ARMY SELECTION

Characters	0-50%	Up to half the points value of the army may be spent on characters. The army must include a general to lead it and also a Liche Priest. The points cost of Skeleton champions and Mummy Champions for regiments comes from the character allowance. So does the cost of chariots ridden by characters.
Regiments	25%+	At least a quarter of the points value of the army must be spent on regiments.
War Machines	0-25%	Up to a quarter of the points value of the army may be spent on war machines.
Monsters	0-25%	Up to a quarter of the points value of the army may be spent on monsters.

CHARACTERS

1 TOMB KING 225 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tomb King	8	5	4	5	6	5	5	4+D3	9

EQUIPMENT: Sword.

WEAPONS/ARMOUR: Rides in a Skeleton chariot drawn by Skeleton Steeds. May have a bow (+2 points), a spear (+1 point), javelins (+1 point), light armour (+2 points), a shield (+1 point), asp arrows (+10 points). The chariot may have scythes (+20 points).

SAVE: The Tomb King's chariot steeds are armoured with sacred crocodile hides giving an armour save of 4+.

MAGIC ITEMS: The Tomb King may have up to three magic items.

SPECIAL RULES: All special rules governing Undead and Mummies apply.

ASP ARROWS: Asp arrows are made from long, thin, mummified snakes, and can seek their target. These give a +1 bonus to hit rolls.

TOMB KING'S CURSE: A curse is called down on anyone reckless enough to despoil the tomb or destroy the Tomb King's mummified body. If the Tomb King is slain in battle, the curse will effect his slayer (see Bestiary for details).

0-1 BATTLE STANDARD BEARER 132 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Battle Standard bearer in chariot	8	4	3	5	5	3	3	3+D3	8
Battle Standard bearer on foot	4	4	3	5	5	3	3	3	8
Skeleton Steed	8	2	0	3	3	1	2	1	5

EQUIPMENT: Sword.

WEAPONS/ARMOUR: Hand-weapon. May have light armour (+2 points), a shield (+1 points). May ride a Skeleton steed (+2 points) or in a Skeleton chariot (+30 points). Chariot may have scythes (+20 points).

SAVE: If the Battle Standard Bearer rides in a chariot,

the chariot steeds are armoured with sacred crocodile hides, giving an armour save of 4+.

MAGIC ITEMS: A battle standard bearer may have up to one magic item, which can be a magical standard.

SPECIAL RULES: All special rules governing Undead and Mummies apply.

TOMB LORDS 72 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tomb Lord in chariot	8	4	3	5	5	3	3	3+D3	8
Tomb Lord on foot	4	4	3	5	5	3	3	3	8
Skeleton Steed	8	2	0	3	3	1	2	1	5

EQUIPMENT: Sword.

WEAPONS/ARMOUR: Hand-weapon. May have light armour (+2 points), a shield (+1 point). May have a bow (+2 points), a spear (+1 point) or a double-handed weapon (+2 points). May ride a Skeleton Steed (+2 points) or in a Skeleton chariot (+30 points). Chariot may have scythes (+20 points). If armed with a bow, may have asp arrows (+10 points).

SAVE: If the Tomb Lord rides in a chariot, the chariot steeds are armoured with sacred crocodile hides giving a special unmodified save of 4+.

MAGIC ITEMS: A Tomb Lord may have up to two magic items.

SPECIAL RULES: All special rules governing Undead and Mummies apply.

ASP ARROWS: Asp arrows are made from long, thin, mummified snakes, which can seek their target. These give a +1 bonus to hit rolls.



"Keeper of the Pyramid of Eternity.
Interpreter of Mysteries, Prophet of the Lord
of the Tomb, Master of Awakening, Bearer of
the Serpent Staff, Khatep the Enduring."

Names and titles of Khatep,
Liche High Priest of Khemri.

- 1+ **LICHE PRIEST** 50 points
- LICHE PRIEST CHAMPION** 110 points
- MASTER LICHE PRIEST** 180 points
- LICHE HIGH PRIEST** 279 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Liche Priest	4	3	3	3	4	1	2	1	7
Liche Priest Champion	4	3	3	4	4	2	3	1	7
Master Liche Priest	4	3	3	4	4	3	3	2	7
Liche High Priest	4	3	3	4	4	4	4	3	8

EQUIPMENT: None.

WEAPONS/ARMOUR: Serpent staff.

SAVE: None.

MAGIC ITEMS: A Liche Priest may have up to one magic item. A Liche Priest Champion may have up to 2 magic items. A Master Liche Priest may have up to 3 magic items. A Liche High Priest may have up to 4 magic items.

SPECIAL RULES: All special rules governing Undead apply.

- MUMMY CHAMPION** 35 points
- SKELETON CHAMPION** 25 points
- CHARIOTEER CHAMPION** 55 points
- MUMMY CHARIOTEER CHAMPION** 65 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Skeleton Champion	4	3	3	4	3	1	3	2	5
Charioteer Champion	8	3	3	4	4	3	3	3	5
Mummy Charioteer Champion	8	3	3	4	5	3	3	3	6
Skeleton Steed	8	2	0	3	3	1	2	1	5

EQUIPMENT: Regiments of Tomb Guards, Skeleton soldiers, Charioteers and Skeleton cavalry may be led by either a Mummy Champion or a Skeleton Champion. They will always be armed and equipped exactly as the regiment they are with, and must ride a steed or a chariot where appropriate.

MAGIC ITEMS: An Undead Champion is allowed to carry a single magic item.

SPECIAL RULES: All special rules governing Undead apply. In the case of Mummy Champions the special rules for Mummies apply as well.

REGIMENTS

0-1 TOMB GUARD

13 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

Tomb Guard	4	3	2	4	3	1	3	1	5
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WEAPONS/ARMOUR: Hand weapon, halberd & light armour. May have shields (+1 point).

SAVE: 6+

LEADER, STANDARD BEARER & MUSICIAN: The unit may be led by a Skeleton Champion, or a Mummy Champion. He must be armed and equipped exactly the same as the rest of the unit. He may carry up to one magic item. The unit may include a standard bearer and/or musician costing double the points value of a normal trooper. The standard bearer may carry a magic standard chosen from Warhammer Magic.

SPECIAL RULES: All special rules governing Undead apply.

SKELETON CHARIOTEER 40 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
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Charioteer	8	2	2	4	4	3	2	3+D3	5
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WEAPONS/ARMOUR: Each chariot is crewed by a single charioteer, armed with a hand weapon and bow, and is drawn by two Skeleton Steeds.

Any charioteer may have javelins (+1 point), a spear (+1 point), light armour (+2 points), a shield (+1 point), asp arrows (+1 point). Chariots may have scythes (+20 points).

SAVE: Save: 4+ (with light armour and shield this is increased to 2+).

LEADER, STANDARD BEARER & MUSICIAN: A unit of Skeleton chariots may be led by a Skeleton Champion, or a Mummy Champion armed and equipped exactly the same as the rest of the charioteers in the unit.

He may carry up to one magic item. The unit may include a standard bearer and/or musician at the same cost as ordinary charioteers. The standard bearer may carry a magic standard chosen from Warhammer Magic.

SPECIAL RULES: All special rules governing Undead apply.

UNITS: The army may include up to 1 unit of Skeleton charioteers for every unit of Skeleton soldiers in the army.

If the army includes up to 5 Skeleton charioteers these form a single unit. So for example if the army includes just one chariot, this forms a single unit on its own. If the army includes 6 to 10 chariots these may be organised either into one unit or two of as near equal size as possible. If the army includes 11 or more chariots then the possible number of units goes up by 1 for every 5 extra models.



SKELETON CAVALRY

18 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

Skeleton Cavalry	4	3	3	3	3	1	2	1	5
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Skeleton Steed	8	2	0	3	3	1	2	1	5
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WEAPONS/ARMOUR: Hand weapon. May have a spear (+2 points), a shield (+2 points), light armour (+4 points), a bow (+4 points), asp arrows (+2 points).

SAVE: 6+

LEADER, STANDARD BEARER & MUSICIAN: The unit may be led by a Skeleton Champion, or a Mummy Champion. He must be armed and equipped exactly the same as the rest of the unit. He may carry up to one magic item. The unit may include a standard bearer and/or musician costing double the points value of a normal trooper. The standard bearer may carry a magic standard chosen from Warhammer Magic.

SPECIAL RULES: All special rules governing Undead apply.

SKELETON SOLDIERS

8 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
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Skeleton Soldier	4	2	2	3	3	1	2	1	5
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WEAPONS/ARMOUR: Hand weapon. May have either a spear (+1 point) or a bow (+1 point – this reflects their low Ballistic Skill). May have light armour (+2 points). Skeleton soldiers armed with only a hand weapon or a spear may have a shield (+1 point). Note that archers may not have spears or shields. All models in a unit must be armed in the same way. One archer unit may be equipped with asp arrows (+1 point per model).

SAVE: None

LEADER, STANDARD BEARER & MUSICIAN: The unit may be led by a Skeleton Champion or a Mummy Champion. He must be armed and equipped exactly the same as the rest of the unit. He may carry up to one magic item. The unit may include a standard bearer and/or musician costing double the points value of a normal trooper. The standard bearer may carry a magic standard chosen from Warhammer Magic.

SPECIAL RULES: All special rules governing Undead apply.

ASP ARROWS: One unit of Skeleton soldiers may shoot asp arrows, which are made from long, thin, mummified snakes, which can seek their target. These give them a +1 bonus on all 'to hit' rolls when shooting.

CARRION 45 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
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Carrion	4	3	0	3	3	2	4	3+	7
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WEAPONS/ARMOUR: None

SAVE: None

SPECIAL RULES: All special rules governing Undead apply.

FLY: Carrion have leathery wings which allow them to fly as detailed in the Warhammer rulebook.

EXTRA ATTACKS: Carrion receive 1 extra attack for each wound they cause (see Bestiary for details).

PERSISTENT: Carrion are not driven off if beaten in hand-to-hand combat, as are living flyers.

UNITS: The army may include up to 1 unit of Carrion for every unit of Skeleton soldiers or Skeleton cavalry in the army.

If the army includes up to 5 Carrion these form a single unit. So for example if the army includes just one Carrion, this forms a single unit on its own. If the army includes 6 to 10 Carrion these may be organised either into one unit or two of as near equal size as possible. If the army includes 11 or more Carrion then the possible number of units goes up by 1 for every 5 extra models. Carrion units do not have champions, standard bearers or musicians.

WAR MACHINES

SCREAMING SKULL CATAPULT 74 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Catapult	-	-	-	-	5	3	-	-	-
Skeleton Crew	4	2	2	3	3	1	2	1	5

WOUNDS			
RANGE	STRENGTH	SAVE	PER HIT
Screaming Skull Catapult	48"	7	none D3

WEAPONS/ARMOUR: Hand weapon. Crew may have

light armour (+2 points per model).

SAVE: None

SPECIAL RULES: All special rules governing Undead apply.

MAGICAL, FLAMING AMMUNITION: Note that the Screaming Skull catapult inflicts both flaming and magical attacks.

UNITS: The army may include up to one catapult for each unit of Skeleton soldiers in the army. Screaming Skull catapults may be used as independent models or organised in units of two or more models. Units do not have champions, standard bearers or musicians.

MONSTERS

SCORPION SWARMS 50 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

Scorpions	4	3	0	4	2	5	1	5	10
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SPECIAL RULES: Scorpion swarms are summoned forth by the Liche Priests from the tombs which they infest, in order to attack intruders in the necropolis. To represent this you may deploy your swarm after all enemy deployment is completed. The swarm may be deployed anywhere on the table but not within 8" of enemy troops.

A Tomb King's army may have Scorpion swarms at half cost (50 points instead of 100). You can have a maximum of as many half-cost Scorpion swarms as there are Liche Priests in the army. You can have more Scorpion swarms than this at the full cost of 100 points. All the Scorpion swarms in your army must be massed into a single unit.

GIANT SCORPION 50 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

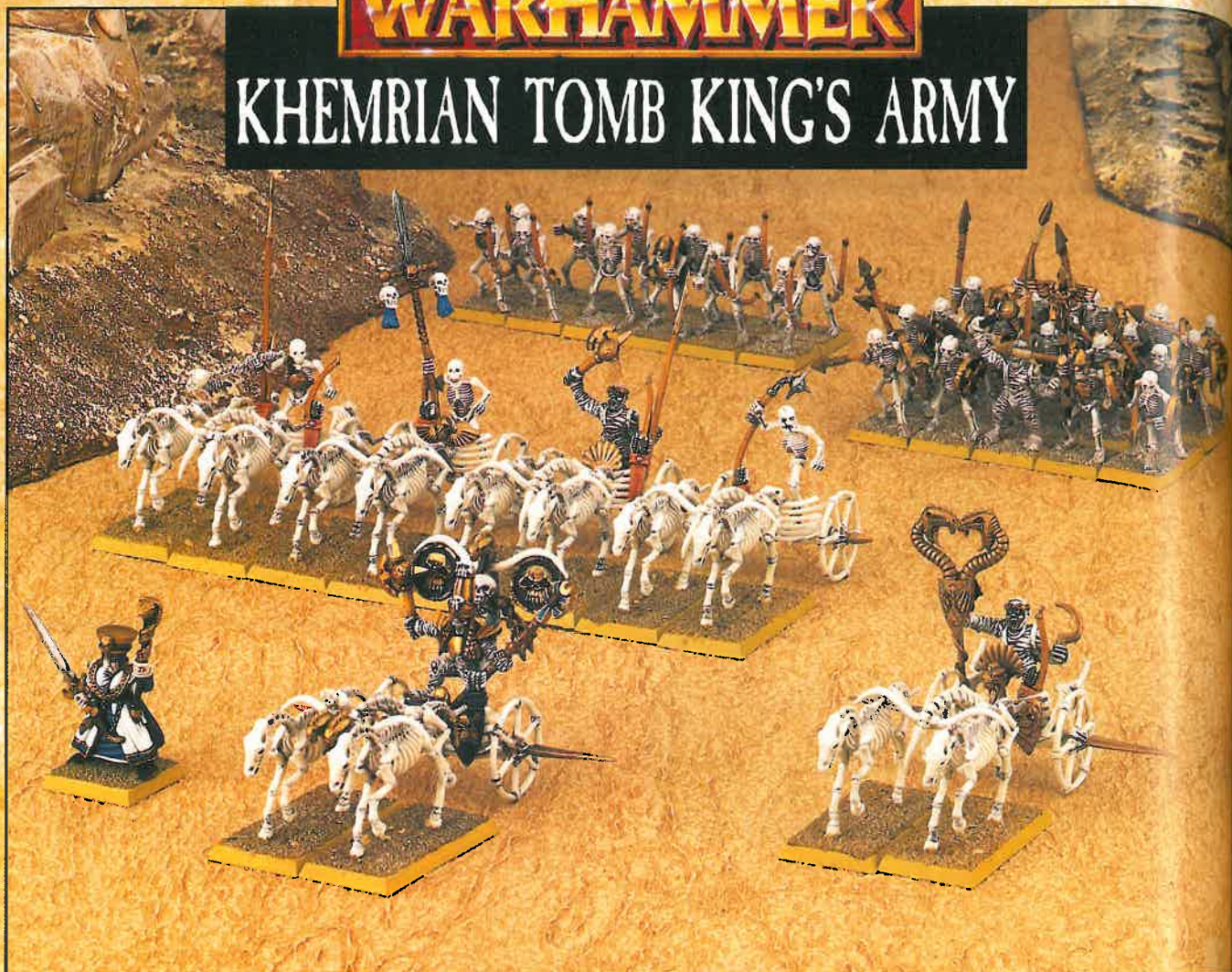
Giant Scorpion	5	3	0	5	4	4	1	2	7
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"Behold! The stinging ones shall come forth from their abodes beneath the sands. Their numbers shall be beyond counting..."

Part of an incantation for summoning scorpions in the necropolis.

The tombs of the necropolis are infested with myriads of various insects and other small creatures of the desert. These gnaw at the mummy bandages and artefacts hidden in the tombs. The most venomous and ferocious of these creatures are the scorpions, which can grow quite large in the darkness of the tomb. Anyone who dares to enter a tomb to rob it of its treasures, risks being stung to death by the scorpions. Lift the lid of a sarcophagus and hundreds of angry, scurrying scorpions will swarm out all over you!

KHEMRIAN TOMB KING'S ARMY



"The mighty army of the necropolis, awaiting the command of their lord. Valiant soldiers who will rise up on the day of battle."

Hieroglyphic inscription over the tomb pits of the Skeleton hordes of Settra.

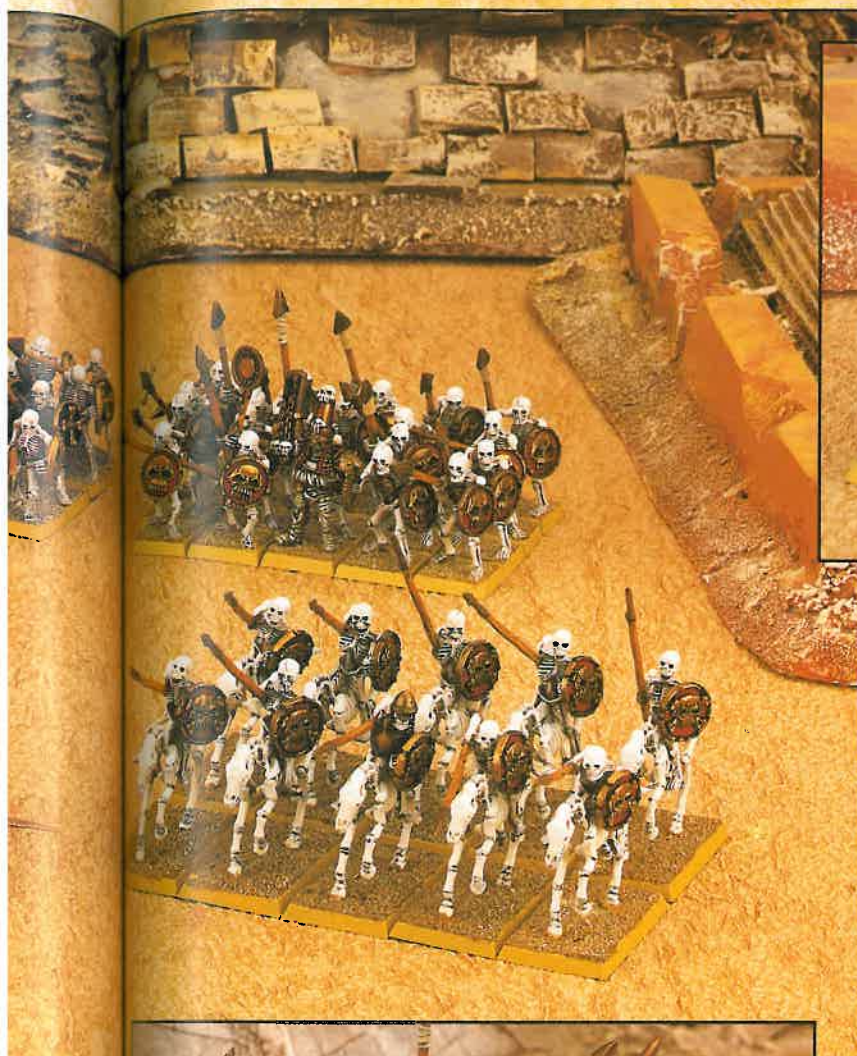


▲ Skeleton soldiers armed with bones

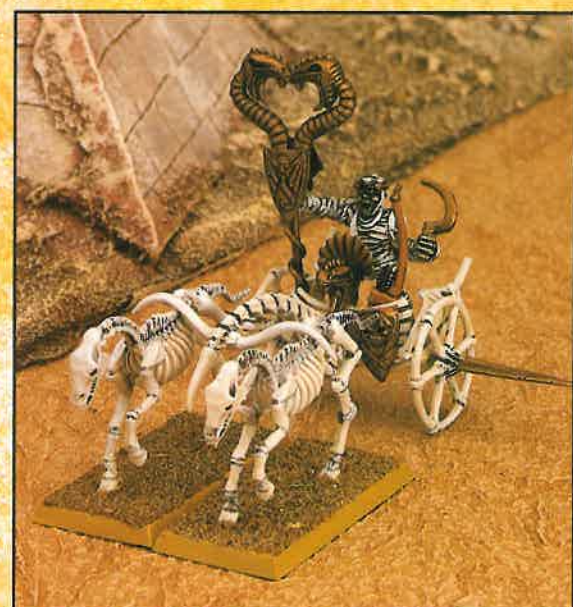


▲ Skeleton charioteers led by a Mummy charioteer

"Lord of the Earth, Lord of the Sky, Ruler of the Four Horizons, Mighty Lion of the Infinite Desert, Great Hawk of the Heavens, Radiant Sun, King of the Shifting Sands, Reigning for Millions of Years, Eternal Sovereign, Vanquisher of Enemies, He who Holds the Sceptre, Nehekharu, Khemrikhara, Settra the Imperishable!"



▲ Tomb King



▲ Battle Standard Bearer



▲ Skeleton soldiers led by a Mummy champion



▲ Liche Priest

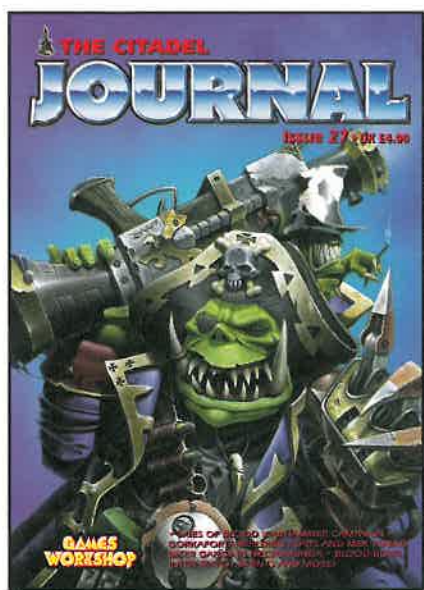


▲ Skeleton cavalry

96 PAGES OF HARDCORE HOBBY

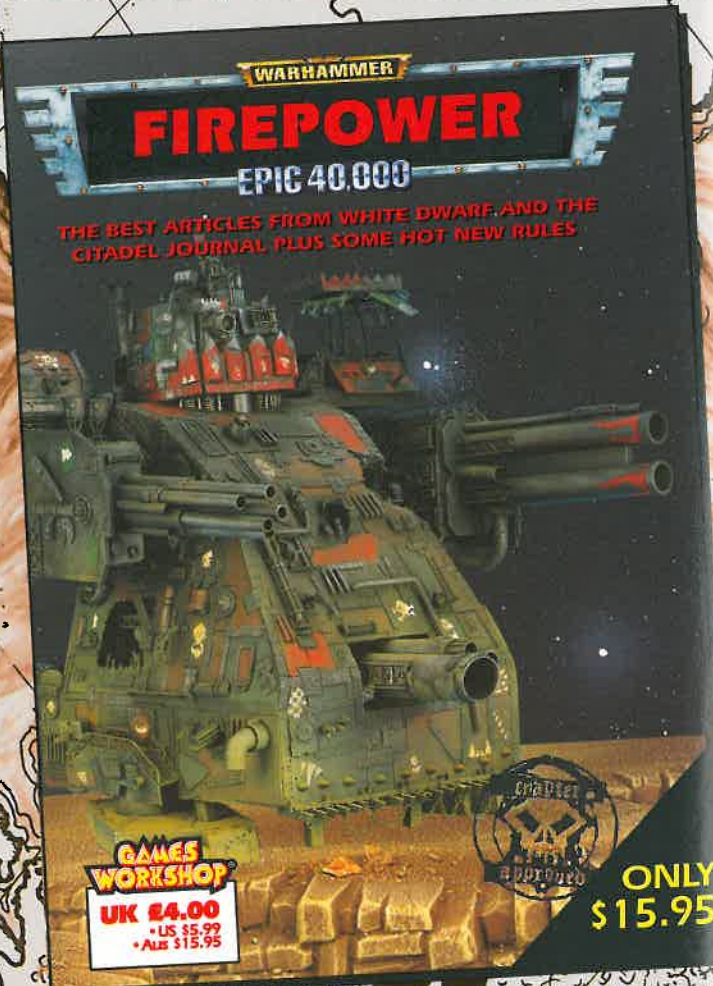
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• FIREPOWER

Firepower is a compilation of all the best White Dwarf and Citadel Journal articles for Epic 40,000, with some hot, new rules thrown in as well. These include *Princes of Chaos*, and a whole host of new Chaos army lists from Gav Thorpe, plus some all-important errata and revisions from Andy and Jervis.



• OFFICIAL RULES

Everything contained in Epic Firepower is 100% official and approved by the Epic Games Developers. This means that you can use any or all of the extra rules, scenarios and troops types in your games of Epic without having to get your opponent's permission first.

Chapter Approved

By Andy Chambers



This new, regular feature in White Dwarf will include extra rules, challenging scenarios, previews from future Codex books and loads more stuff – all for Warhammer 40,000. Andy explains in detail...



Greetings citizens, and a hearty welcome in the name of the Beneficent Emperor to His most holy Chapter Approved column. It is to be hoped that this new monthly feature will help to cleanse and purify the previously deviant-influenced pages of the periodical known as White Dwarf (Inq. file crossref. 42/51/45/28st F.bloke), and usher in a new period of toil, bloodshed, self-mortification, officially sanctioned information and cold, grey nutrigel for every meal (Inq. file crossref. 1234/Ans.12. Terran trad. cuisine. "Porridge").

Each month in Chapter Approved we're going to examine the finer points of the Warhammer 40,000 game and its rules of engagement, experiment with different scenarios, weapons, rules and army list entries of all types. Over future issues I hope to introduce an increasing amount of stuff sent in by you players out there, but this month is a bit unusual because you've only just got access to the new 40K rules. So, to get the ball rolling we've got some stuff which we wrote for 40K but couldn't fit into the new book, and some cunning ideas we've had since which are destined to go into new Codex books in the future.

First up, from Gav Thorpe, we have the 'Fleet of Foot' rule for the Eldar. This is an extra rule we've introduced in the Dark Eldar Codex but it was originally envisaged for the Craftworld Eldar and we'll be including it in their Codex when that gets done. As with all new material in the Chapter Approved column, this is officially sanctioned and should be fair and balanced. If you think not then write in with rants, whines, bribes and other inducements for us to change our mind.

FLEET OF FOOT

FLEET OF FOOT

Eldar are noted for their grace and agility, and are able to move more swiftly than other races when necessary. In the shooting phase you may declare that an Eldar unit is going to run instead of shooting. Roll a D6. The score is the distance in inches the models in the unit may move in that shooting phase. This move is not affected by difficult terrain.

The following models may not run:

Eldar vehicles and jetbikes

Any model with a saving throw better than 4+, except Dire Avenger, Howling Banshee and Fire Dragon Exarchs.

The Avatar

Anti-grav platforms or support weapons

Dark Reapers



An Eldar Guardian Storm squad moves swiftly through some ruins.

DAWN ASSAULT

Scenario of the month is the next bit – an interesting variant on the Cleanse scenario by Jervis Johnson, which he's called Dawn Assault. I thought this was a really good example of how to combine a couple of other scenarios to produce a new and rather splendid hybrid with its own piquant flavouring.

Jervis: This is, for all intents and purposes, an 'advanced' version of the Cleanse mission included in the Warhammer 40,000 rulebook. Cleanse has ended up being the mission we usually play to 'test' the rules we're developing for Codexes for the new Warhammer 40,000 rules, and this version is one we've developed over the last few weeks. Note that it will also probably form the basis of the 'Tournament Scenario' we use in the first Grand Tournament for the new rules. So give it a try, and let me know what you think of it.

OVERVIEW

Opposing forces encounter each other just before dawn, with the battlefield still shrouded in darkness.

SCENARIO SPECIAL RULES

Dawn Assault uses the *Deep Strike*, *Infiltrators*, and *Random Game Length* scenario special rules. The Night Fight scenario special rule is used for the first game turn only (i.e. the sun comes up at the end of the first turn).

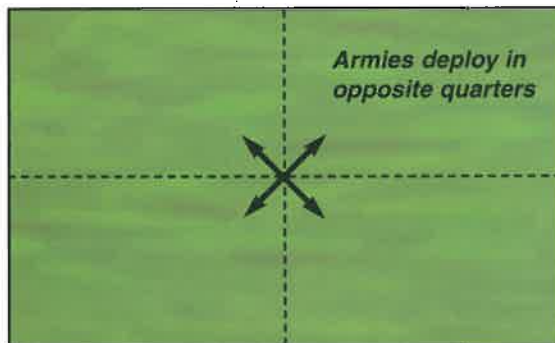
SET-UP

1 Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 The player that scored lowest deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until the whole of both their forces is on the table.

No unit can be deployed within 18" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support first, then Troops, Elites, HQ and finally Fast Attack units. Units that can infiltrate may deploy after all other units, anywhere on the table, at least 18" from the enemy. If both players have infiltrators, roll a dice to see who sets up first.

3 Roll for who gets first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters of the board at the end of the game wins.

To occupy a table quarter there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area, whilst you must have at least one unit of troops, bikes or cavalry over half strength or a mobile vehicle in the area.

GAME LENGTH

The game lasts for a random number of turns

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.



SPECIAL CHARACTERS



Next one's a biggy. Players of old 40K will remember that there were a host of special, named characters in the various Codexes – infamous individuals like Marneus Calgar, Abaddon, Commissar Yarrick and many others. We've been rewriting these characters for the new system, to go in the new Codexes. So Marneus Calgar and Tigurius are in the Space Marine Codex, for example, and the Blood Angels Codex will include Dante, Mephiston and Brother-Captain Tycho. Nonetheless it's going to be a long wait for some races to get their Codexes (we're working as fast as we can, honest!) so in the interim, the ever-industrious Gav has also put together a list of special characters for new 40K. We've limited ourselves to special characters that are currently available as models, so if you've got a hankering to see Kyril Grimblood, Luftt Huron and all the rest, then come up with your own stats and send them in.

SPECIAL CHARACTERS

You may include special characters in your army if both players have agreed beforehand, in which case they replace the character or troop type indicated. For example, Dark Angels players may take Commander Azrael instead of a Force Commander, Chief Librarian Ezekiel instead of a Librarian and so on. Special characters follow all of the normal rules for their troop/character type unless mentioned otherwise in their description. Unless otherwise stated, special characters may not have any additional wargear, but they may be accompanied by a Command Squad, Retinue or whatever, and these have all the usual options.

SPACE MARINES

See Codex Space Marines for rules and details for Space Marine wargear. Space Marine characters who have Terminator Honours already have the bonus attack that this provides included in their profiles. Note: we've not done any of the Blood Angels special characters because they're all in the new Blood Angels Codex coming out next month!

DARK ANGELS

COMMANDER AZRAEL, SUPREME GRAND MASTER OF THE DARK ANGELS, KEEPER OF THE TRUTH: Force Commander

AZRAEL										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Azrael	140	5	5	4	4	3	6	4	10	2+

Wargear: Power weapon, bolter/plasma gun combi-weapon, frag & krak grenades, Terminator Honours, Iron Halo, Artificier Armour, Lion Helm – all models within 3" count as being in 5+ cover vs. shooting.

Special Rules: Azrael, and any squad he is with, automatically pass all morale checks they are required to make.

EZEKIEL, GRAND MASTER OF LIBRARIANS, KEEPER OF THE BOOK OF SALVATION, HOLDER OF THE KEYS: Librarian

EZEKIEL										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ezekiel	130	5	5	4	4	2	5	4	10	2+

Wargear: Force sword, bolt pistol, frag & krak grenades, Terminator Honours, Artificier Armour.

Special Rules: Psychic powers – Smite & Storm of Destruction. Ezekiel, and any squad he is with, automatically pass all morale checks they are required to make.

All Dark Angels Command Squads may take Terminator armour with a powerfist and storm bolter at +27 points per model. Note that all of the Dark Angels special characters pass morale checks automatically.



Grand Master Ezekiel



Asmodai, Interrogator Chaplain

BROTHER BETHOR, BEARER OF THE SACRED STANDARD: Standard Bearer

BROTHER BETHOR										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brother Bethor	70	5	5	4	4	2	5	3	10	3+

Wargear: Bolt pistol, frag & krak grenades, Terminator Honours.

Special Rules: Standard Bearer – Dark Angels within 6" add +D3 to combat scores. Bethor and any squad he is with automatically pass all morale checks they are required to make.

ASMODAI, INTERROGATOR-CHAPLAIN: Chaplain

ASMODAI										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Asmodai	75	5	5	4	4	2	5	4	10	3+

Wargear: Crozius arcanum, Rosarius, bolt pistol, frag & krak grenades, Terminator Honours.

Special Rules: Asmodai and any squad he is with automatically pass all morale checks they are required to make.

SPACE WOLVES

WOLF LORD RAGNAR BLACKMANE: Force Commander

RAGNAR BLACKMANE										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ragnar Blackmane	110	6	5	4	4	3	6	4	10	3+

Wargear: Chainsword, master-crafted bolt pistol, frag & krak grenades, Terminator Honours.

Special Rules: 4+ Invulnerable save, all Space Wolves units within 6" gain +1 Attack when moving into assault and get to advance 3D6" if they break the enemy in same round.

WOLF PRIEST ULRİK THE SLAYER: Chaplain

ULRIK THE SLAYER										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ulrik the Slayer	118	6	5	4	4	2	5	3	9	2+

Wargear: Plasma pistol, crozius arcanum, bolt pistol, Rosarius, frag & krak grenades, Narthecium, Artificier armour.

BJORN THE FELL-HANDED: Dreadnought

BJORN THE FELL-HANDED										
	Points	WS	BS	S	Armour:			I	A	
					Front	Side	Rear			
Bjorn	148	5	4	6(10)	12	12	10	4	3	

Wargear: Assault cannon, Dreadnought close combat weapon, heavy flamer, smoke launchers.

Special Rules: Deduct 1 from all rolls on damage tables for hits on Bjorn. Treat 0 as no effect.



Ulrik the Slayer

NJAL STORMCALLER: Librarian

NJAL STORMCALLER										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Njal Stormcaller	140	5	5	4	4	3	5	3	10	3+

Wargear: Force weapon, Psychic Hood, bolt pistol, frag & krak grenades.

Special Rules: Psychic powers – Smite & Storm of Destruction. Psyber-Raven (+2 Attacks at Strength 3, normal armour saves).

ORKS

NAZDREG UG URDGRUB: Warboss

NAZDREG										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Nazdreg	82	5	2	5	4	3	4	4	9	2+

Wargear: Mega-armour, power fist, Kustom Shoota ('eavy shoota with Assault 2), frag & krak stikkbombz.

GHAZGHKULL MAG URUK THRACA, MIGHTY GOFF WARLORD AND LEADER OF THE WAAAGH!: Warboss

GHAZGHKULL										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ghazghkull	91	5	2	5	4	4	4	4	10	2+

Wargear: Mega-armour, power weapon, Kustom Blasta (Missile Launcher with Assault 2), frag & krak stikkbombz.

Special Rules: All Orks and Grots within 6" of Ghazghkull add +1 WS. Must be accompanied by Makari, at the points cost given below.

MAKARI, GHAZGHKULL'S BATTLE STANDARD BEARER: Waaagh Banner Bearer

MAKARI										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Makari	40	3	2	3	3	1	3	1	6	2+

Wargear: Close combat weapon, slugga, Waaagh banner.

Special Rules: Must stay within 2" of Ghazghkull. Invulnerable save.

ZODGROD SNAKEBITE RUNTMASTER: Slaver

ZOGROD										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Zogrod	16	4	2	3	4	2	3	2	7	4+

Wargear: 'eavy armour, slugga, close combat weapon.

Special Rules: Grots in same unit have +1 WS, +1T and cost +2 points each.



Nazdreg Ug Urdgrub



Zogrod

CHAOS



Khârn the Betrayer

ABADDON THE DESPOILER, WARMASTER OF CHAOS: Chaos Lord

ABADDON										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Abaddon	112	6	5	4	4	4	5	4	10	2+

Wargear: Terminator armour, storm bolter, power fist, Daemon sword (used instead of power fist, no armour saves, inflicts D6 wounds on wounded model).

Special Rules: Abaddon and any squad he is with automatically pass all morale checks they are required to make.

KHÂRN THE BETRAYER: Chaos Lord

KHÂRN THE BETRAYER										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Khârn	75	6	5	5	4	3	5	5	10	3+

Wargear: Plasma pistol, close combat weapon, bolt pistol, frag & krak grenades.

Special Rules: 4+ Invulnerable save. Khârn and any squad he is with automatically pass all morale checks they are required to make.

AHRIMAN: Chaos Sorcerer

AHRIMAN										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ahriman	93	5	5	4	4	3	5	3	10	3+

Wargear: Bolt pistol, Force Staff (see Codex Space Marines), Inferno Bolts (bolt pistol has Blast), frag & krak grenades.

Special Rules: Psychic power – Flame of Tzeentch (may use this as well as normal shooting).

FABIUS BILE: Chaos Lord

FABIUS BILE										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Fabius Bile	98	5	5	4	4	3	5	3	10	3+

Wargear: Xyclos Needler (needle rifle with 24" range and Rapid Fire), bolt pistol, Rod of Torment (x2 Strength except vs. vehicles), frag & krak grenades.

Special Rules: Invulnerable. Fabius and any squad he is with automatically pass all morale checks they are required to make. Retinue has +1 Toughness and cost +5 points each.

ELDAR

PHOENIX LORDS

Jain Zar, Maugan Ra, Asurmen, Karandras, Baharroth and Fuegan are all Phoenix Lords and so already included in the Eldar army list!

ELDRAD ULTHRAN										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Eldrad	108	5	5	3	4	4	5	2	10	3+

ELDRAD ULTHRAN: Farseer

Wargear: Shuriken pistol, Staff of Ulthamar (counts as witch blade, ignores armour)

Special Rules: Psychic power – Runesight. No Ld test required to use Runesight. Invulnerable save. Add +1 to all Reserve rolls.

IMPERIAL GUARD

COMMISSAR YARRICK: Replaces Colonel, counts as Commissar

COMMISSAR YARRICK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Commissar Yarrick	88	5	4	3	3	3	4	3	10	4+

Wargear: Storm bolter, laspistol, power fist, Bale Eye (inflicts one Strength 4 hit in first round of assault).

Special Rules: 4+ Invulnerable save, all Imperial Guard units with a model within 6" automatically pass morale checks (including Yarrick's squad).

AL 'RAHEM OF TALLARN: Captain

AL 'RAHEM

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Al 'Rahem	65	4	4	3	3	2	4	3	9	5+

Wargear: Plasma pistol, power sword.

Special Rules: Enemy suffer an additional -1 Ld if they lose an assault against Al 'Rahem.

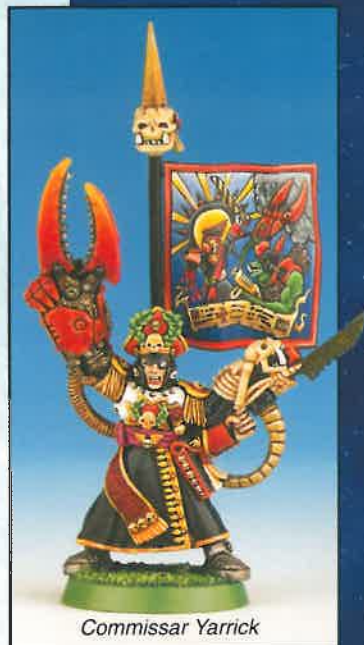
CHENKOV OF VALHALLA: Captain

CHENKOV

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Chenkov	60	5	4	3	3	3	4	3	10	4+

Wargear: Bolt pistol, power sword, frag & krak grenades.

Special Rules: All Imperial Guard units with a model within 12" may re-roll failed morale checks (including Chenkov's squad).



Commissar Yarrick

HEROES OF THE IMPERIUM

URIAH JACOBUS, PROTECTOR OF THE FAITH: Missionary

URIAH JACOBUS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	64	4	4	3	3	3	4	3	9	4+

Wargear: Shotgun, chainsword, Rosarius (4+ invulnerable save), frag & krak grenades.

Special Rules: Uriah and any squad he is with automatically pass all morale checks they are required to make.

REDEMPTOR KYRINOV, ARCH-CONFESSOR: Confessor

REDEMPTOR KYRINOV

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kyrinov	61	4	4	3(4)	3	2	4	3	10	4+

Wargear: Master-crafted bolt pistol, Mace of Valaan (+1 Strength, power weapon), Rosarius (4+ invulnerable save).

Special Rules: Enemy within 6" suffer -1 Leadership.



Redemptor Kyrinov

PLANETARY BOMBARDMENT



Last of all is this piece which Jervis found on the internet, that made me laugh so much I just had to share it with you. Thanks to Patrick Marstall for this fascinating treatise in reply to someone who thought that planetary bombardment in the 41st Millennium would be a simple matter of knocking a few asteroids out of orbit so that they hit the target planet – rocks, after all, are free...

Rocks are NOT 'free', citizen.

Firstly, you must manoeuvre the Emperor's naval vessel within the asteroid belt, almost assuredly sustaining damage to the Emperor's ship's paint from micrometeoroids, while expending the Emperor's fuel.

Then the Tech Priests must inspect the rock in question to ascertain its worthiness to do the Emperor's bidding. Should it pass muster, the Emperor's Servitors must use the Emperor's auto-scrapers and melta-cutters to prepare the potential ordinance for movement. Finally, the Tech Priests finished, the Emperor's officers may begin manoeuvring the Emperor's warship to abut the asteroid at the prepared face (expending yet more of the Emperor's fuel), and then begin boosting the stone towards the offensive planet.

After a few days of expending a prodigious amount of the Emperor's fuel to accelerate the asteroid into an orbit more fitting to the Emperor's desires, the Emperor's ship may then return to the planet via superluminous warp travel and await the arrival of the stone, still many weeks (or months) away.

After twiddling away the Emperor's time and eating the Emperor's food in the wasteful pursuit of making sure that the Emperor's enemies do not launch a deflection mission, they may finally watch the ordinance impact the planet (assuming that the Emperor's ship does not need to attempt any last-minute course correction upon the rock, using yet more of the Emperor's fuel).

Given a typical (class Bravo-CVII) system, we have the following:

Two months, O&M, Titan class warship:	4.2 Million Imperials
Two months, rations, crew of same:	0.2 MI
Two months, Tech Priest pastor:	1.7 MI
Two months, Servitor parish:	0.3 MI
Paint, Titan class warship:	2.5 MI
Dihydrogen peroxide fuel:	0.9 MI
Total:	9.8 MI

Contrasted with the following:

5 warheads, magna-melta:	2.5 MI
One day, O&M, Titan class warship:	0.3 MI
One day, rations, crew of same:	0.0 MI
Dihydrogen peroxide fuel:	0.1 MI
Total:	2.9 MI

Given the same result with under one third of the cost, the Emperor will have saved a massive amount of His most sacred money and almost a full month of time, during which His warship may be bombarding an entirely different planet.

The Emperor, through this - His Office of Imperial Outlays - hereby orders you to attend one (1) week of therapeutic accountancy training/penance. Please report to Areicon IV, Imperial City, Administratum Building CXXI, Room 1456, where you are to sit in the BLUE chair.

For the Emperor,
Bursarius Tenathis,
Purser Level XI,
Imperial Office of Outlays.



Mailbox

This feature is yours – all yours! It's your chance to have your say on the topics that you are passionate about – be they gaming, painting, other gamers, White Dwarf or Games Workshop's games. All you have to do is drop us a line at the address at the bottom of the page...

Don't forget your battlefield!

The general consensus of most gamers is that making terrain is a chore to be avoided. This is of course wrong. When it comes down to it, a lavish battlefield enhanced by lots of scenery makes for a much better battle. It not only looks good but it provides valuable cover for your troops and thus offers a greater tactical challenge.

The main cause of 'lack of terrain syndrome' is the strange myth that it is expensive. Well, all I have to say is 'Gubbinzi!'. Most terrain can be made from materials lying around the house and it's not as hard to achieve great results as you'd think.

A good place to start is the 'How To Make Wargames Terrain' book which shows easy step-by-step ideas that are simple to make and cost next to nothing. This invaluable guide was my starting point and I've not looked back since. Another great place to find advice is White Dwarf, which regularly has good, sound modelling articles (check out Adrian Wood's desert terrain article in WD219 and Nick Davis' ideas for fortresses and Lizardman terrain in WD223 and WD225). I am completely booked on building terrain to play my games over and at next to no cost! It is as much a part of the hobby, for me, as painting and gaming. So, go on – have a go yourself and you'll wish you'd started years ago!

Yours faithfully,

Paul Shaw

Our sentiments exactly, Paul! A good looking battlefield is indeed as important as a good looking army. Why not let us in on the details of what you've made, I'm sure we'd all like to know your secrets. A box full of goodies is on its way to you!



Warhammer Addiction

Why is it that:

...my girlfriend always starts complaining when I retreat to my games room?

...with sweating and trembling hands I run to my local Games Workshop store to see if the new releases are there yet?

...I drop by my local GW store every day towards the end of the month to see if the latest White Dwarf is in?

...I start my working day by reading all those e-mails from the Warhammer mailing list?

...I don't get enough sleep because I always have to stay up and finish that important paint job?

...I dream about Witch Elves?

...the first thing I do when I wake up is check on my most recently painted model?

...I have a habit of collecting so many miniatures that many stay unpainted for years?

...my house looks more and more like a GW store?

...there are over a hundred more things that I could add to this list?

Well, all of the above are due to my deep-seated Warhammer addiction. I've tried therapy, going to Warhammer Addicts Anonymous, but it didn't cure me (in fact, talking to other Warhammer addicts made things even worse). So, I am having to learn to live with Warhammer addiction, wholeheartedly embracing it by playing as much Warhammer as I can. I must stop writing now because I have to play a game immediately or go completely mad...

See ya,

Robin

Don't worry Robin, you're amongst friends. We've all seen (and in most cases experienced) the symptoms and can assure you that this affliction isn't life threatening – it's life-enhancing!

Well, did any of this month's letters stir you to reply, or have you got a new point to raise?

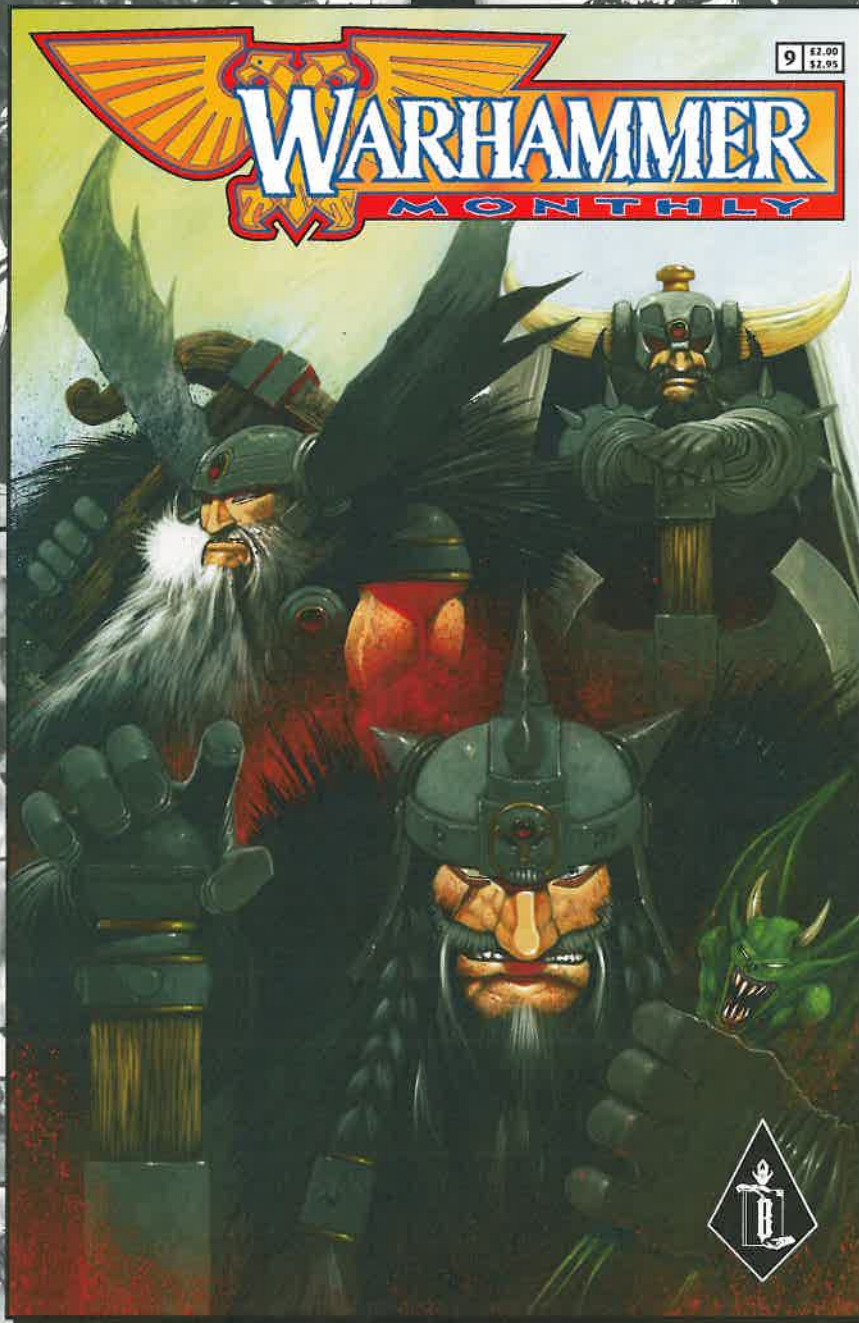
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MISS IT AT YOUR PERIL!!

DAEMONIFUGE

Shadowfast

La Chanson de Janduià



The Army of Savoie



The Grand-Duchy of Savoie is situated in the Vaults mountain range, along the Pou river, one of the tributaries of the Brienne. It's a small Duchy, a minor fief of the Marquis of Carcassonne, with a culture that shows a strong Tilean influence. Savoie is famous for the unbending devotion of its people and rulers to the Lady of the Lake. Its capital town, Turin, is visited all through the year by pilgrims who seek visions of the Lady in the famous chapel containing the shroud of Gilles le Breton. This holy relic still bears the image of the Bretonnian hero's body, imprinted by his blood when he was mortally wounded and before its mysterious disappearance.

In times of war, the Grand-Duchy can deploy a force that is quite small, but made up of inspired and determined warriors, strong in their unquenchable faith for the Lady.

LORDS AND KNIGHTS

The actual Grand-Duc, Janduià de Turin, is a pious Grail Knight who leads his companion knights on the battlefield under the protection of his banner, bearing the symbol of the bull. He adopted this blazon after slaying, as part of his quest, the Minotaur Lord who was leading a rampaging Beastman warband through Carcassonne.

The banner is carried into battle by none other than Jacomettà, his wife. She is the only child of the former Duc and was a Grail Damsel until directed on the quest as a true knight, by a vision of the Lady.

The Duc's first son has left to roam the lands of the Old World in his quest for the Grail. His twin sisters, Giulia and Margherita, after some years of studies in Altdorf, have come back as gifted magicians and use their powers to protect the army of Savoie from evil magic.

The other leading figures of the army are two heroes. The first is Pierre de la Miccà, keeper of the Grail Chapel and first defender of the Holy Shroud, who rides into battle on his noble white Pegasus. The second is Camil Bensò, Count of the village of Cavour, who leads a regiment of his peer Knights, minor lords of the fief of Savoie.

The last unit of Knights is formed by the sons of these lords, living as Errants and wearing the traditional white livery that represents their humble status.

COMMONERS

The squires of the knights and lords fight in skirmishing units on foot or on horseback, led by the faithful Pautàs, squire to Janduià himself.

The commoners, used to fighting in difficult mountain terrain, are excellent bowmen. They wear liveries of the same colours of their Lord, except that it is prohibited for commoners to wear gold heraldry (represented by yellow) so this is substituted with silver (represented by white). They are led by the chief ranger of the Duc: the famous Juanin 'l'Avucà', whose skills in archery are said to be matched only by Bertrand le Brigand. He guides them in battle wearing his green and brown outfit, and at his side he has his two best men, the powerful Juanin 'Pet-Pet Sigala' and the fat and merry Garibuia 'al Balun'.



by Alessio
Cavatore

Alessio, from our Italian Studio, won this year's Games Workshop staff Warhammer Tournament. In this article he describes his Bretonnian army, its colourful background and tells us about his experience at the big event.



Alessio carefully studies the battlefield at the staff tournament.

LES SAVOIRDES

The Army of Janduià, Grand-Duc de Savoie



JANDUIÀ, GRAND-DUC DE SAVOIE: Bretonnian General

	M	WS	BS	S	T	W	I	A	Ld
Janduià	4	6	6	4	4	3	6	4	9
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Janduià is armed with a lance, double-handed sword, heavy armour and shield. He rides to battle on a barded Bretonnian warhorse.

Magic Items: Janduià carries the Sword of Swift Slaying, the Tress of Isoulde and the Jade Amulet.

Save: 2+

Knightly Virtues: Janduià is a Grail Knight and so has the Grail Virtue. He also has the Virtue of Knightly Temper.

Total Points: 220

JACOMETTÀ, The Grand-Duc's wife: Battle Standard Bearer



	M	WS	BS	S	T	W	I	A	Ld
Jacomettà	4	4	4	4	3	1	4	2	7
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Jacomettà is armed with a lance, double-handed sword, heavy armour and shield. She rides to battle on a barded Bretonnian warhorse.

Magic Items: Jacomettà carries the Banner of Shielding.

Save: 1+

Knightly Virtues: Jacomettà is a Grail Knight and so has the Grail Virtue. She also has the Virtue of the Impetuous Knight.

Total Points: 160

MARGHERITA and GIULIA, Grand-Duc's twin daughters: 1st level Wizards



	M	WS	BS	S	T	W	I	A	Ld
Wizards	4	3	3	3	4	1	4	1	7
Bret. Warhorses	8	3	0	3	3	1	3	1	5

Weapons/Armour: they are armed with hand weapons and ride Bretonnian warhorses.

Magic Items: Margherita (blue dress) carries a Dispel Magic scroll, Giulia (violet dress) carries a Destroy Magic scroll.

Save: 6+

Total Points: 84+109

CONVERSION



Baron Janduià de Savoie, mighty Grail Knight.

PIERRE DE LA MICCÀ, CHAMPION OF THE SHROUD Grail Knight Hero



	M	WS	BS	S	T	W	I	A	Ld
Pierre	4	5	5	4	4	2	5	3	8
Bonarius the Pegasus	8	3	0	4	4	3	4	2	5

Weapons/Armour: Pierre is armed with a lance, double-handed sword, light armour and shield. He rides to battle on Bonarius.

Magic Items: Pierre carries the Sword of Rending and the Potion of Strength.

Save: 5+

Knightly Virtues: Pierre is a Grail Knight and so has the Grail Virtue. He also has the Virtue of Valour.

Total Points: 197

CAMIL BENSÒ, COUNT DE CAVOUR: Realm Knight Hero



	M	WS	BS	S	T	W	I	A	Ld
Camil	4	5	5	4	4	2	5	3	8
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Camil is armed with a lance, double-handed sword and heavy armour. He rides to battle on a barded Bretonnian warhorse.

Magic Items: Camil carries the Charmed Shield.

Save: 2+

Knightly Virtues: Camil is a Knight of the Realm and so has the Knight's Virtue. He also has the Virtue of the Joust.

Total Points: 104



PAUTAS Mounted Squire Champion

	M	WS	BS	S	T	W	I	A	Ld
Pautas	4	4	4	4	3	1	4	2	7

Weapons/Armour: Pautas is armed with hand weapon and spear. He rides to battle on a horse.

Magic Items: Pautas carries the Shield of Ptolos.

Save: 5+

Total Points: 41



JUANIN 'T'Avuca'
JUANIN 'Pet-Pet Sigala'
GARIBUIA 'al Balun'



These three are exactly the same as Bertrand le Brigand, Hugo le Petit and Gui le Gros. See the Bretonnian Army Book, page 71.

Total Points: 83



'WARDENS OF THE SHROUD'

The unit consists of 5 Grail Knights, including a standard bearer and a musician.

	M	WS	BS	S	T	W	I	A	Ld
Grail Knights	4	5	3	4	3	1	4	1	9
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: the Grail Knights are armed with hand weapons, lances, heavy armour and shields and ride barded Bretonnian warhorses.

Magic Items: the unit's standard is a Banner of Might.

Save: 2+

Knightly Virtues: Grail Knights have the Grail Virtue.

Total Points: 275

'KNIGHTS OF SAVOIE'

The unit consists of 6 Knights of the Realm, including a standard bearer and a musician.

	M	WS	BS	S	T	W	I	A	Ld
Kn. of the Realm	4	4	3	4	3	1	3	1	7
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: the Knights of the Realm are armed with hand weapons, lances, heavy armour and shields and ride barded Bretonnian warhorses.

Magic Items: the unit's standard is a Banner of Sorcery.

Save: 2+

Knightly Virtues: Knights of the Realm possess the Knight's Virtue.

Total Points: 259

'THE WHITE LANCE'

The unit of Knights consists of 5 Knights Errant, including a standard bearer and a musician.

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

Weapons/Armour: the Knights Errant are armed with hand weapons, lances, heavy armour and shields and ride barded Bretonnian warhorses.

Magic Items: the unit's standard is an Errantry Banner.

Save: 2+

Knightly Virtues: Knights Errant have the Knight's Virtue.

Total Points: 170

'PAUTAS E I SO' FIOI'

The unit consists of 4 Mounted Squires and Pautas, the Champion (see above).

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

Weapons/Armour: hand weapon, spear and shield, they ride horses.

Save: 5+

Total Points: 56+Pautas

'I MAT AD'CULEGN'

The unit consists of 5 Squires on foot.

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

Weapons/Armour: hand weapon and longbow.

Save: None

Total Points: 40

'CUI D'LA BOITA AD 'JUANIN'

The unit consists of 20 Bowmen, including a standard bearer and musician. They are exactly the same as the Bowmen of Bergerac, as explained in the Bretonnian Army Book, page 71.

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

Weapons/Armour: hand weapon and longbow.

Save: None

Total Points: 198

Total army points value: 1,996 points

ORDER OF MARCH: Bowmen, Squires, Mounted Squires, Knights Errant, Realm Knights, Grail Knights, characters.

The Army

The army livery carries the colours of the Italian city where I come from, Torino (Turin) and I created a very special background for the force. I mixed in elements of history and popular tradition from Turin's region, whose name is 'Piemonte' (which in the past was the important Kingdom of Savoie), so it is full of nostalgic reminders of home.

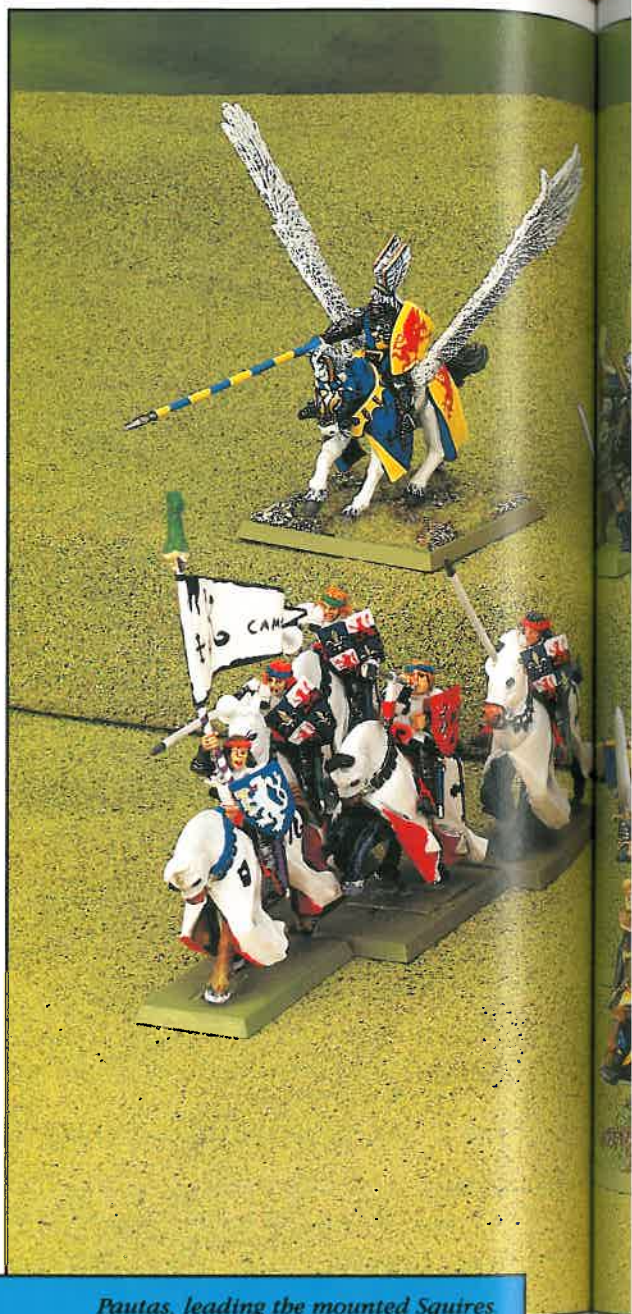
*Camil Bensò,
Realm Knight
bero*



*Jacomettà, wife
of the Baron
and bearer of
the Banner de
la Savoie.*



Pautas, leading the mounted Squires.





Alessio's full army, as used in the tournament to fight the vile forces of Chaos.



Alessio has renamed his Bertrand the Brigand, Hugo le Petit and Gui le Gros models. They are now Juanin 'T'Avucà', Juanin 'Pet-Pet Sigala' and Garibuia 'al Balun'. This is a great example of how you can make special characters fit in with your army's background by simply changing their names.



The Tournament



One of Baron Janduià de Savole's twin daughters.

I had to choose which army to use in the Staff Tournament... not an easy decision. To be cautious, I should have used my old and reliable Skaven army, that has been so successful in the past, but on the other hand there was my brand new Bretonnian army, begging to be tested on the battlefield. These models have been finished with the help of a former 'Eavy Metal painter (many thanks to Mark Leake) (who says money can't buy success? – Paul Sawyer) and I couldn't resist the temptation to give them a go!

I found out, a bit too late, that the rules didn't allow me to spend 75% of my points on the characters, just the normal 50%. Sacre bleu! I was forced to give up my third wizard and

a hero and to borrow the Knights Errant of Gianni the Mail Order Troll.

A FAVOUR GRANTED

As a pious knight, I spent the night before the tournament in the Grail Chapel, praying to the Lady of the Lake to grant me a favour. I asked her to allow me to meet armies based on infantry, that are easier to defeat with a Bretonnian army. In my opinion, the strength of the army, the mighty lance formation, is at the same time its greatest weakness. Even though a lance of Knights, led by a character with the right combination of virtues, is almost unstoppable, it is also very difficult to manoeuvre properly, not to speak of its extremely limited charge arc. Therefore, fast and agile enemies can simply move out of sight of the model at the front of the formation and become impossible to charge (I really hate Wood Elves!).

Next morning, I enjoyed that moment of tension that reigns before the start of every tournament, when every player repeats endlessly to his neighbours which army he wants to meet and which he doesn't (I just didn't want to see any Elf dressed in green...).

And then it began! My first opponent was Alan Wells, from one of our stores, who, thanks to the Lady, had a Beastman army. Infantry! Exactly as I had wished (very tough infantry, mind – best not to underestimate it...).

Jervis Johnson told us that we'd be playing the first game with a new scenario where the two

armies are deployed in a very narrow and long column, simulating an unexpected engagement during a march. Interesting: we would have to spend at least one turn manoeuvring, opening our ranks to be able to use the units that started at the bottom of the column.

THE PLAN

My plan was simple: the archers and the light cavalry would remove enemy skirmishers, while Pierre de la Miccà would fly to the back of the enemy units, to hassle them and slow them down.

In this way, the core infantry units of my opponent should be exposed and unable to outmanoeuvre my knights, so that the ensuing charge would shatter them, leaving nobody to tell the tale.

And it worked! The Beastmen proved to be too slow to move out of the way and my Knights crushed them utterly (2778-424!).

The only moment I remember is the challenge between Pierre de la Miccà and a Shaman Lord, that ended with the death of my Grail Knight Hero (actually, he was just badly wounded, since he was ready to fight in next battle!). Still, the Gor unit he was fighting was broken by the charge of my knights anyway and the heroic Pegasus, even riderless, continued fighting. It pursued and destroyed the fleeing Beastmen, killing the hated Shaman, and impacted in a Minotaur unit, where it killed one of the monsters (the beast was already wounded by bowfire... but still!) and, more importantly, held the unit there long enough for the Knights to charge them and slay them all. Great job, Bonarius!



The second game, on table 2, was against Dave Cross and his Khorne Chaos Warriors. The only unit that really frightened me when we finished deploying was the towering conversion that stood in the centre of his army: a huge chariot in which his general was riding. He was nothing less than a Chaos Lord of Khorne and the scythed chariot was pulled by two Juggernauts!

The game began well, with my Grail Knights showing their superiority over the dreaded Chaos Knights (thanks to my General, who slew seven of them in a single round of

combat!). The Chaos Warrior infantry was charged by Grail Knights in the front and Mounted Squires in the rear... a slaughter.

On my left flank things didn't look so good. I learnt a hard lesson: never shoot at such a chariot with Strength 3 arrows! With three turns of shooting I only managed to kill the Warrior at the General's side and cause one wound on a Juggernaut (how frustrating!).

And it got worse! My Realm Knights broke and pursued a unit of Ogres, destroying it, but pursued a bit too far, impacting into the chariot. The Lord of Khorne, shouting "Blood for the Blood God!" chopped Camil Bensò into thin slices of canned Human, because the Realm Hero dared to challenge him and even wound his person! Seeing this, the brave Knights decided to follow the old Skaven adage: "he who runs away lives to fight another day... squeak!". They began to flee, but ended their days flattened on the ground by the rampaging steel mass... and the Blood God was pleased.

Nevertheless, as the chariot was the only Chaos model left on the field at the end of the game, victory was mine again: 2064-861!

Next the tournament came to a pause, while the referees judged the army composition and painting... and I had reached the final! On table 1 waited the last and most pure incarnation of the Dark Powers: Davide Costa's Daemons.

DAEMON ATTACK!

It was a nightmare! The slowest model in the army had a Movement of 9 and I was facing three Daemon Princes! That kind of army could avoid my Knights for the whole game and then charge them in the last turn! Therefore I prayed to the Lady to protect me from the fire of the Flamers, so that I was sure to have the last turn and I could flee from the diving charges of high flying Daemon Princes and still have a chance to rally. Davide changed his plan and tried a huge pincer manoeuvre with his amazingly fast Flesh Hounds and Mounted Daemonettes. I held the centre, with my knights trying to cover each other, facing all directions. After a few turns spent manoeuvring, his general (an unaligned Daemon Prince) made its first and last mistake. It landed on a hill, so it could scan all the battlefield, but in this way it was visible and Davide had obviously misjudged



The heroic Grail Knights, led by the Grand-Duc.

the distance between our two generals. Seizing the opportunity, Janduià lowered his lance and charged, with the Grail Knights at his heels. The Daemon fought ferociously, but was wounded, broken and destroyed by my brave knights! The rest of the army now had to resist the rest of the Daemons, without my most powerful unit that was now too far away, and without the Leadership of the General! They did well, with the archers and wizards blasting away at the Daemonettes. But the decisive moment was surely the challenge between Pierre de la Miccà and the Daemon Prince of Khorne, that underestimated the threat of the charging Grail Hero and was cut down by his magic sword! (this character has been designed to deal with such flying monstrosities). The game ended with a sound 2085-210 and so I was the Champion! I had won! I couldn't believe it...

Beastmen, Chaos Warriors and Daemons. The huge Chaos horde that had invaded the holy land of Bretonnia had been repelled, thanks to the Lady of the Lake and to her champions, the gallant Grail Knights!

Pierre de la Miccà bad, at the beginning of his career, the habit of charging very powerful enemies, trying to take them out with the explosion of his Heart of Woe. Tired of having all the shooting of the enemy concentrated on him (I hate Wood Elves!), he decided to go for a more knightly set of items. And that happened to be a great choice, which allowed him to slay such a powerful foe as a Daemon Prince of Khorne!



GAMES WORKSHOP

ARMY COLLECTING CARDS

Army Collecting Cards are a great way to help you plan your next army, and keep track of what you're buying. Each of our stores has cards for High Elves, Dark Elves, Wood Elves, Bretonnians, Lizardmen and Orcs & Goblins. Ask the staff about our new range of Warhammer 40,000 Army Collecting Cards.

CHRISTMAS WISH LIST

November/December sees the return of the Christmas Wish List. Designed to make sure you don't get socks and hankies for Christmas, the Wish List is ideal to leave lying around so that your loved ones can find out what you really want (I pinned mine to the fridge!).

GW GIFT VOUCHERS

If you still don't know what to get your brother for Christmas you can always buy him a Games Workshop Gift Voucher. Available for any amount between \$10 and \$200 these are a great idea if you don't know an Orc from an Eldar!

WARHAMMER 40,000

SHADOWS AT DAWN

A WARHAMMER 40,000 BATTLE REPORT BETWEEN THE DARK ELДАР AND THE 95th CADIAN RIFLES IMPERIAL GUARD REGIMENT

BY GAV THORPE, NICK DAVIS AND TUOMAS PIRINEN

This month's sees Tuomas unleash the ancient evil of the Dark Eldar upon Nick's Imperial Guard force, in the new Dawn Assault mission. Much wailing and gnashing of teeth was to ensue...

Gav: The army lists provided in the Warhammer 40,000 book allow players to fight battles with their armies, while we are producing an updated range of Codex books. Space and time considerations meant that these army lists are necessarily brief and abbreviated, with many 'counts as' weapons, limited wargear lists and so on. As we write the Codexes (or Codices, if you prefer) we'll be rectifying these short-cuts, so that each army will have its own unique weapons and wargear, special rules and special characters. Also the Codexes will contain background information for each army, as well as a colour guide to collecting, painting and gaming with that particular race. With the release of Codex Dark Eldar, what better opportunity to kill two birds with one splinter rifle? As well as showing you what the Dark Eldar are capable of, you'll be able to see the sort of improvements and changes that will be made to an army when it gets 'Codexed'. Anyway, enough with the waffle, on with the slaughter!

For this battle Nick and Tuomas wanted to have a go at the new Dawn Assault mission, written by Jervis Johnson and presented in this month's Chapter Approved. Both Nick and Tuomas have played numerous Cleanse missions and were looking forward to this twist on a familiar theme. While the players picked their armies, I set

up the terrain using Jervis' 'basic terrain set' from last month's battle report. Jervis hopes to talk more about terrain in both Warhammer and especially Warhammer 40,000 in future White Dwarf articles and battle reports (he'd better be nice to me then, hadn't he? – Paul Sawyer), so I'll say no more at the moment and get back to the game. Over the next few pages you'll see what the players had to say for themselves before the battle.





Nick Davis

THE IMPERIAL GUARD

Nick: The Dark Eldar are an extremely fast raiding force, with brilliant anti-personnel and anti-tank weapons and highly effective close combat troops. Plus they have their own Codex! In comparison, my Imperial Guard have a very low offensive capability and will probably be beaten in every assault they take part in. However I do have a couple of advantages over the Dark Eldar and they are tanks and numbers. I should out-number the Dark Eldar army about four to one and as the mission we will be playing has a variable game length, the longer it goes on, the more my numbers will give me the advantage. Plus the availability of heavy armour in the form of the awesome Leman Russ battle tank will give me serious firepower to play with.

Everything in new Warhammer 40,000 is roughly half as cheap points-wise as it used to be. I can now implement a lot of the tactics I mentioned in *Tactica Imperialis II* (WD222) without playing really high point games. Although the points have changed, the Imperial Guard still has its familiar organisation, so I have been able to translate my army into new Warhammer 40,000 with no problems at all. The only real change in the lists is that Sergeants now carry lasguns (which they can exchange for a laspistol & sword) and to give them bolt pistols or power weapons you have to upgrade them to Veterans. The majority of my sergeants now just carry a lasgun, which is a lot more in character for the Imperial Guard.

I have already played quite a few games of new Warhammer 40,000 with my Imperial Guard and I

have a core of troops which I use from game to game. My first choice is a platoon of thirty men, all Infantry squads, led by Lieutenant Pike's command section. This gives me a nice, solid base of troops. The second, almost automatic choice is my fire support platoon, Lieutenant Green's command section. This is made up of an Infantry squad, Fire Support squad and an Anti-tank squad from my heavy support allocations. These are the core of troops which I use from battle to battle. I rounded off this core with my first HQ choice, which was Captain Tarrant, and Commissar Byron as my second HQ. I can now consider some of the more fancy bits of kit the Imperial Guard have.

Leman Russ battle tanks are a must for the Imperial Guard. You can now choose them with the option of not having any sponsons (this makes them considerably cheaper!). I chose two of these awesome tanks, without sponsons, as I had an inkling of a plan in mind. They would spend the first turn bombarding the battleline and then start an advance towards it, supported by the infantry, stopping every second turn to unleash their battlecannons. I have also chosen Ratling Snipers, – these diminutive fellows would have one objective, to snipe at Wyches. To finish off my army I decided to field an Armoured Fist platoon – two infantry squads and a command section with a Commissar, mounted in Chimeras. This was the first time I had done this with new Warhammer 40,000, so I expected the results to be pretty interesting. My army selection was complete until I remembered reading a story from a really old Imperial Guard article (WD111). An Imperial Guard Command



squad are dug in, discussing how to remove Eldar raiders from a spaceport. They have tried everything and over half a company of troops are dead. Then the Colonel comes up with an idea of launching a fast column through the enemy lines. His second in command asks what they have got that can do it, without getting shot to warp and back! The Colonel just grins and says, "Ogryns! Lets see how those degenerate sophisticates handle a dose of pure unreasoning violence." How could I argue with such inspired tactical advice? I decided to drop an Armoured Fist squad and replace it with the Ogryns, and assigned Commissar Byron to lead them.

THE PLAN

I did not have a plan as such but a set of objectives with elements of my force in mind. The Leman Russ battle tanks would be used in a supporting role, eliminating any armoured threats and supporting the advance. The Armoured Fist platoon would move into an unoccupied board section, chewing at a Dark Eldar flank. If they ran into trouble they would fight a holding action until I could support them with the Leman Russ tanks or extra troops. The Ratlings would snipe at the Wyches. The Ogryns, led by the Commissar, would close with the Dark Eldar, try to tempt them into charging and give them a dose of 'unreasoning violence'. The Infantry platoon would remain as flexible as possible, lending its weight of numbers to the advance, and Lieutenant Green's platoon would act as fire support. If I kept these objectives in mind and managed to achieve some of them, I might stand a fighting chance.

95TH CADIAN RIFLES



Captain Tarrant



Ratling Sniper squad



Ogryn squad 1

LIEUTENANT PIKE'S PLATOON



Command squad
(Pike command)



Infantry squad 1
(Pike 1)



Leman Russ battle tanks. Each armed with battle cannon and heavy bolter.



Infantry squad 2
(Pike 2)



Infantry squad 3
(Pike 3)

LIEUTENANT GREEN'S PLATOON



Command squad
(Green Command)



Infantry squad
(Green 1)



Anti-tank squad
(Green 2)



Fire Support squad
(Green 3)



Command squad
(Redburn Command)



Infantry squad
(Redburn 1)



Chimera



Chimera

MOREHK'S RAIDERS



Archon,
5 Incubi and
2 Haemonculus



Dark Eldar
Warrior squad 1



Dark Eldar
Warrior squad 2



5 Scourges



5 Warp Beasts
and Beast
Master



9 Wyches



Reaver
jetbikes 1



Reaver
jetbikes 2



Talos



Raider

The war party from the rival Kabal was defeated, its few survivors circled in a ring of splinter weapons and jagged blades. Lord Morehk held aloft the severed head of the rival Archon, its dead eyes gazing vacantly at the leaden sky.

"Druakeherha is dead, killed by my own blade! Swear allegiance to me and you will be spared, oppose me and you will suffer death also! There is no need for us to squabble over this paltry prize, the hairy savages would laugh to see us spilling our own blood while they sit there unprepared, their bodies awaiting the deathblow, their souls awaiting the harvest." Morehk exclaimed, gesturing to the plains below, where the fires of the Imperial Guard encampment flickered across the darkness.

With a manic grin, Morehk flung the head into the pack of Warp Beasts by his side, the unnatural creatures clawed and bit each other to get at the flesh.

"Together we shall bring them death and misery!"



Tuomas Pirinen

HAVE AT YOU!

Tuomas: It was in very unusual circumstances that I found myself in command of the Dark Eldar in this battle report. First of all I did not choose my own army – my stalwart brother-in-arms, Gav Thorpe had that honour (I prayed I would not get infected by his bad luck because of this – Gav still holds the record for the longest string of 1s rolled in a wargame). This was a new experience for me, as I had never played with an army that I had not picked myself.

This meant that rather than making a plan and choosing an army to suit it, I would have to take command of my troops without really knowing how the army was designed. In addition, Gav had a few problems of his own. Despite labouring incredibly hard, the GW miniature painters had not yet finished off our Dark Eldar army (because White Dwarf is produced three months in advance of publication), so Gav had to make do with what was at hand. The lack of Raiders was especially worrying, as this would force the Dark Eldar to dash forward on foot, under fire from the Imperial Guard.

Arrayed against me was the might of Nick Davis' Imperial Guard, chosen from his own huge miniature collection. I knew I had my work cut out for me. Originally we intended to play the new 'Slave Raid' scenario from the Dark Eldar Codex, but after a quick go at it we found



that with the forces we had chosen the scenario was a bit too easy for the Dark Eldar to win, and the game was also very short. However there was an alternative...

Gav, our intrepid scribe, disappeared into the Games Development area and came back with Jervis' new 'Dawn Attack' scenario for us to play. After studying the scenario, which is based on the Cleanse scenario featured in the WD226 battle report, we prepared for a new battle.

The victory conditions meant that we would have to grab table quarters with intact units and vehicles. So I would have to wipe out or cripple at least thirteen enemy units while losing a maximum of six of my own to secure a victory. Excellent! I always enjoy a challenge. With the lack of Raiders to move my warriors around, I didn't have the main Dark Eldar advantage on my side – namely that of speed. I would have to come up with something other than the usual Dark Eldar tactic of engaging the enemy on Turn 1.

I had another option as well. I could try to play a waiting game and hold back, out of range of the Imperial guns, and then surge forward in the later stages of the game. But somehow this seemed so unlike the Dark Eldar to me that I simply couldn't do it.

Throwing caution to the wind, I decided to bite the bullet and charge into close combat as soon as possible, trying to slaughter the Imperial Guard before suffering too many casualties. It would be an entertaining spectacle, and even if I lost, I would go down in a blaze of glory!



Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Captain J. Tarrant	4	4	3	3	2	4	3	8	5+	Boltgun, laspistol, power weapon, frag & Krak grenades	72pts
4 Guardsmen	3	3	3	3	1	3	1	7	5+	Lasguns, 1 flamer, frag grenades	
Commissar Byron	4	4	3	3	2	4	3	10	5+	Laspistol, power weapon	50pts
Ratling Snipers	2	4	2	2	1	4	1	6	5+	Needle rifles	55pts
Ogryn Power Squad	4	3	5	4	3	3	2	8	5+	Ripper gun	150pt
PLATOON 1											
Lieutenant Pike	3	3	3	3	1	3	2	8	5+	Shotgun, laspistol, sword	38pts
4 Guardsmen	3	3	3	3	1	3	1	7	5+	Lasguns, 1 meltagun	
Infantry Squad 1	3	3	3	3	1	3	1	7	5+	Lasguns, 1 meltagun, 1 missile launcher	68pts
Infantry Squad 2	3	3	3	3	1	3	1	7	5+	Lasguns, 1 flamer, 1 autocannon	63pts
Infantry Squad 3	3	3	3	3	1	3	1	7	5+	Lasguns, 1 plasma gun, 1 autocannon	65pts
PLATOON 2											
Lieutenant Green	3	3	3	3	1	3	2	8	5+	Lasgun, laspistol, sword	42pts
4 Guardsmen	3	3	3	3	1	3	1	7	5+	Lasguns, 1 flamer, 1 autocannon	
Infantry Squad	3	3	3	3	1	3	1	7	5+	Lasguns, 1 plasma gun, 1 heavy bolter	60pts
Fire Support Squad	3	3	3	3	1	3	1	7	5+	Lasguns, 3 heavy bolters	90pts
Anti-Tank Squad	3	3	3	3	1	3	1	7	5+	Lasguns, 1 lascannon, 2 missile launchers	100pts
ARMoured FIST PLATOON										Entire platoon mounted in Chimeras	
Lieutenant Redburn	3	3	3	3	1	3	2	8	5+	Laspistol, power weapon	187pts
4 Guardsmen	3	3	3	3	1	3	1	7	5+	Lasguns, 1 flamer, 1 meltagun	
Commissar Heiss	4	4	3	3	2	4	3	10	5+	Boltgun, laspistol, sword	
Vet.Sergeant Thorn	3	3	3	3	1	3	2	8	5+	Boltpistol, sword	170pts
Armoured Fist Squad	3	3	3	3	1	3	1	7	5+	Lasguns, 1 flamer, frag grenades	

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
2 Chimeras	12	10	10	3	Multi-laser, heavy bolter	
2 Lemn Russ	14	12	10	3	Battle cannon, heavy bolter	290pts

Weapon	Range	Str	AP	Type	Notes
Laspistol	12"	3	-	Pistol	
Boltpistol	12"	4	5	Pistol	
Lasgun	24"	3	-	Rapid fire	
Boltgun	24"	4	5	Rapid fire	
Plasma gun	24"	7	2	Rapid fire	
Shotgun	12"	3	-	Assault 2	
Flamer	Template	4	5	Assault 1	
Meltagun	12"	8	1	Assault 1	+D6 armour penetration under half range.
Ripper gun	12"	4	6	Assault 2	
Sniper rifle	36"	X	6	Heavy 1	Hits on 2+, Wounds on 4+. Target takes pinning test.
Heavy bolter	36"	5	4	Heavy 3	
Autocannon	48"	7	4	Heavy 2	
Lascannon	48"	9	2	Heavy 1	
Missile launcher (krak)	48"	8	3	Heavy 1	
Missile launcher (frag)	48"	4	6	Heavy 1 Blast	
Multi-laser	36"	6	6	Heavy 3	
Battle Cannon	72"	8	3	Ordnance 1/Blast	

TOTAL: 1,500pts

ARMY NAME: MOREHK'S RAIDERS

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Lord Morehk, Archon	6	5	3	3	3	7	3	9	5+	Splinter pistol, agoniser, trophy rack, hell mask, combat drugs, shadow field	141pts
5 Incubi	5	4	3	3	1	5	1	8	3+	2 shredders	145pts
Haemonculus	4	4	3	4	2	4	2	8	5+	Stinger, destructor	45pts
Haemonculus	4	4	3	4	2	4	2	8	5+	scissorhands	30pts
WARRIOR SQUAD 1											
Sybarite	4	4	3	3	1	5	2	8	5+	Agoniser and haywire grenades	38pts
11 Warriors	4	4	3	3	1	5	1	8	5+	2 splinter cannons and shredder	118pts
WARRIOR SQUAD 2											
Sybarite	4	4	3	3	1	5	2	8	5+	Haywire grenades	18pts
9 Warriors	4	4	3	3	1	5	1	8	5+	2 splinter cannons	108pts
5 Scourges	4	4	3	3	1	5	2	8	5+	2 dark lances, 2 splinter cannons	170pts
Talos	5	3	7	7	3	4	D6	-	3+		100pts
WYCHES SQUAD											
Wych Succubus	4	4	3	3	1	6	2	8	6+	Agoniser	38pts
8 Wyches	4	4	3	3	1	6	1	8	6+	2 shredders	90pts
WARP BEASTS PACK											
Beastmaster	4	4	3	3	1	6	1	8	6+		15pts
5 Warp Beasts	4	4	3	3	1	5	3	3	5+		60pts
5 Reaver Jetbikes	4	4	4	5	1	6	1	8	4+	Blaster and shredder	170pts
5 Reaver Jetbikes	4	4	4	5	1	6	1	8	4+		150pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Raider	10	10	10	4	Fast, skimmer, open-topped	55pts

Weapon	Range	Str	AP	Type	Notes
Blaster	12"	8	2	Assault 1	Treats all vehicles with an armour value greater than 12 as 12.
Dark lance	24"	8	2	Heavy 1	Treats all vehicles with an armour value greater than 12 as 12.
Destructor	Template	4	D6	Assault 1	Roll a random AP for each target hit. No Saves for being in cover.
Disintegrator	36"	7	2	Heavy 1 Blast	Before firing declare if you are firing on maximal (one big shot) or sustained (several smaller shots)
	24"	4	3	Heavy 3	
Shredder	12"	6	-	Assault 1 Blast	
Splinter cannon	24"	4	5	Assault 4	
Splinter pistol	12"	3	5	Pistol	
Splinter rifle	24"	3	5	Rapid Fire	
Stinger	12"	-	6	Assault 1	Always wounds on a 2+. Victim explodes. Counts as Str 1 when firing at vehicles.
Talos sting	24"	4	5	Assault 6	
Terrorfex	12"	-	-	Assault 1 Blast	Pass Leadership test to avoid pinning. -1 if unit under half strength and -1 for each model hit by blast.

TOTAL: 1,491pts

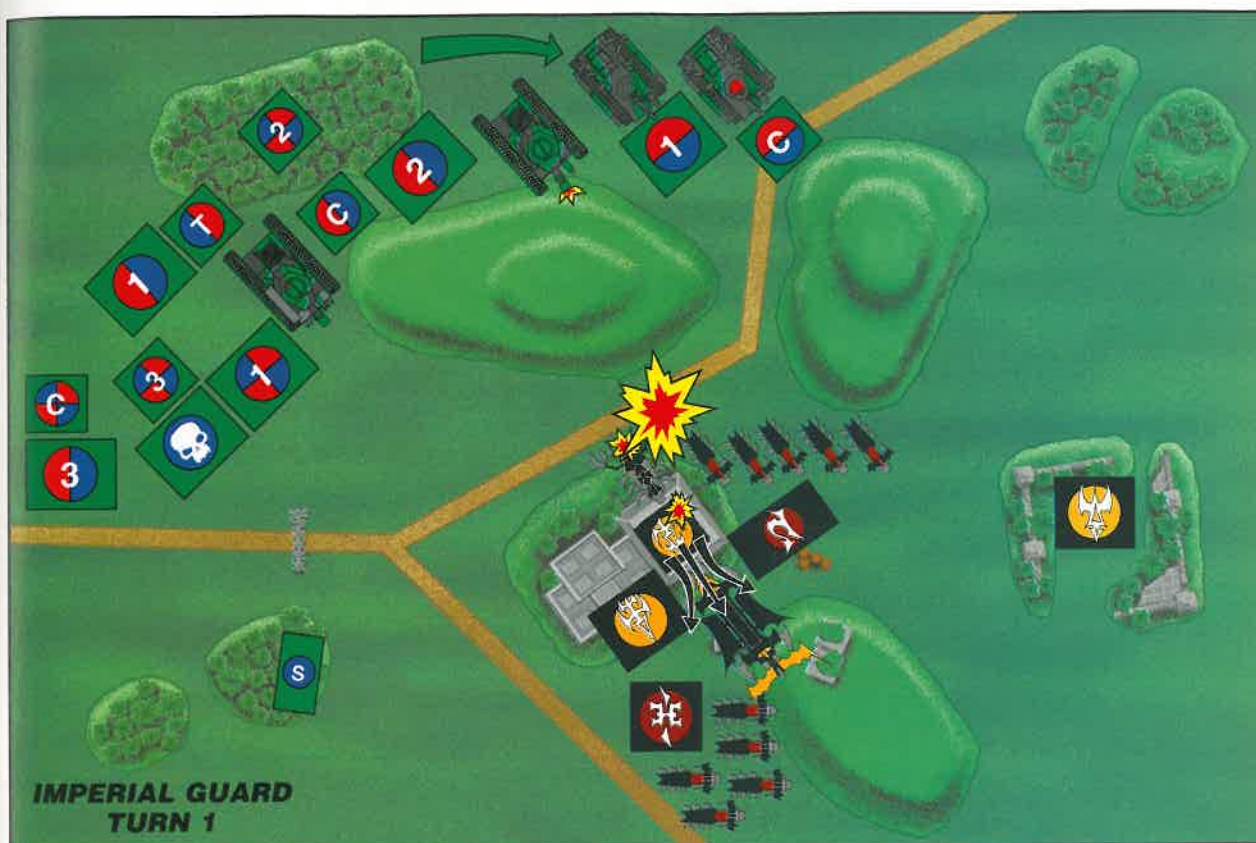
LET HOSTILITIES COMMENCE!

Nick won the roll for choice of deployment zone and opted to take the most open area where his superior number of guns would come into full effect. Tuomas had to deploy first, in the opposite quarter, boldly placing his Talos as far forward as possible and giving Nick a rather disconcerting grin. The rest of the deployment can be seen on the map. Before the first turn, Tuomas also had to roll for the combat drugs of some of his squads.

COMBAT DRUGS

As you may have noticed in the Wych army list entry presented earlier in this issue, Wyches now take combat drugs before a battle, to improve their fighting abilities in some way. The other fighters of the Wych cults, the Reavers and Hellions, also get combat drugs. Rolling the requisite D6, Tuomas generated +1 Strength for both of his Reaver squads (making them Strength 5!) and a very useful +1 Attacks for his Wyches. A pretty good combination, I'm sure you'll agree! On the subject of Wyches, you'll also see that they now have access to various gladiator-style weapons such as hydraknives, shardnets and impalers, each of which has unique benefits to the squad.





IMPERIAL GUARD TURN 1

Gav: Nick won the roll-off for choice of first turn and elected to go first. The Guardsmen of Pike 3 and Lieutenant Green's Command Section moved forward to claim a table quarter, while Redburn platoon advanced forward in their Chimeras before disembarking to establish their presence in another quarter of the table.

As dawn had not yet broken, Nick's shooting was drastically hampered by the night-fighting. Almost every unit opened fired on the Dark Eldar, but with a flurry of unlucky rolls from Nick, virtually none of them could see a target in the pre-dawn gloom! The battlecannon of one Leman Russ roared, hurling a shell towards the nearest Reaver jetbike squad, but the shot scattered and just clipped the Talos instead, inflicting a wound on the horrific torture engine. The heavy weapons of Green 2 fired at the Scourges lurking in the tower, killing two of them with their frag missiles and a lascannon shot. The Scourges, obviously feeling exposed in the elevated position, failed their break test and fell back. With this (very) small victory, Nick's turn was over.

"As dawn had not yet broken, Nick's shooting was drastically hampered by the night-fighting."



DARK ELДАР TURN 1

The Dark Eldar started their attack, moving towards the enemy on both flanks. As the Scourges regrouped, Lord Morehk sped forward with his retinue, leaping from the back of the Raider to attack the ranks of Guardsmen arrayed before them. On Tuomas' right the Reavers moved forward to engage the squads of Redburn platoon, while behind them the Talos and Warp Beast pack headed towards the gathered might of the Imperial Guard. The Warriors in the Imperial bunker moved forward to make best use of the available cover, their deadly splinter cannons aimed at the horde of ungainly humans in front of them.

The Talos' sting opened fire with a wild spray of deadly shards scything through the men of Pike 1, cutting down two of their number. This sporadic fire was followed by a cloud of razor-sharp webs from the shredders of Lord Morehk's Incubi, felling four more Guardsmen. Another two warriors of the Imperium fell to the splinter fire from the Lord himself and his retinue's tormentor helms. To the Lord's right, the Reaver jetbikes opened fire on Redburn Command with their splinter rifles, killing four Guardsmen with the deadly volley. As the air was filled with flying shards, a beam of energy erupted from the dark lance on Morehk's Raider, smashing into the nearest Leman Russ. Rolling four sixes in a row, Tuomas first hit the Leman Russ, penetrated its armour and then caused it to blow up with the largest possible explosion! The detonation wreaked havoc in the densely packed Imperial Guard squads as red-hot debris showered through their ranks.

On Tuomas' left flank, the other Reaver squad unleashed their weapons against the Ratlings in the jungle, killing three of the little fellows. The newly regrouped Scourges opened fire at Green 1, while the Warrior squad in the building wiped out the remnants of Green 1 with their splinter cannons.

Finally, with either no weapons to fire or no targets in range, the Wyches and Warp Beasts used the new 'Fleet of Foot' rule to run towards their enemies.

In the assault phase Redburn Command faced the charge of the Reaver jetbikes squad. The skilful Dark Eldar weaved their machines through the Imperial Guard Command Section, slicing and slashing with the vicious blades on their jetbikes, killing two of the Command Section and leaving Lieutenant Redburn standing alone. Redburn then stubbornly refused to fall back and the Reavers swept around him. This was unfortunate for Nick, as it meant in his next turn he wouldn't be able to shoot at the Reavers because they were in close combat.

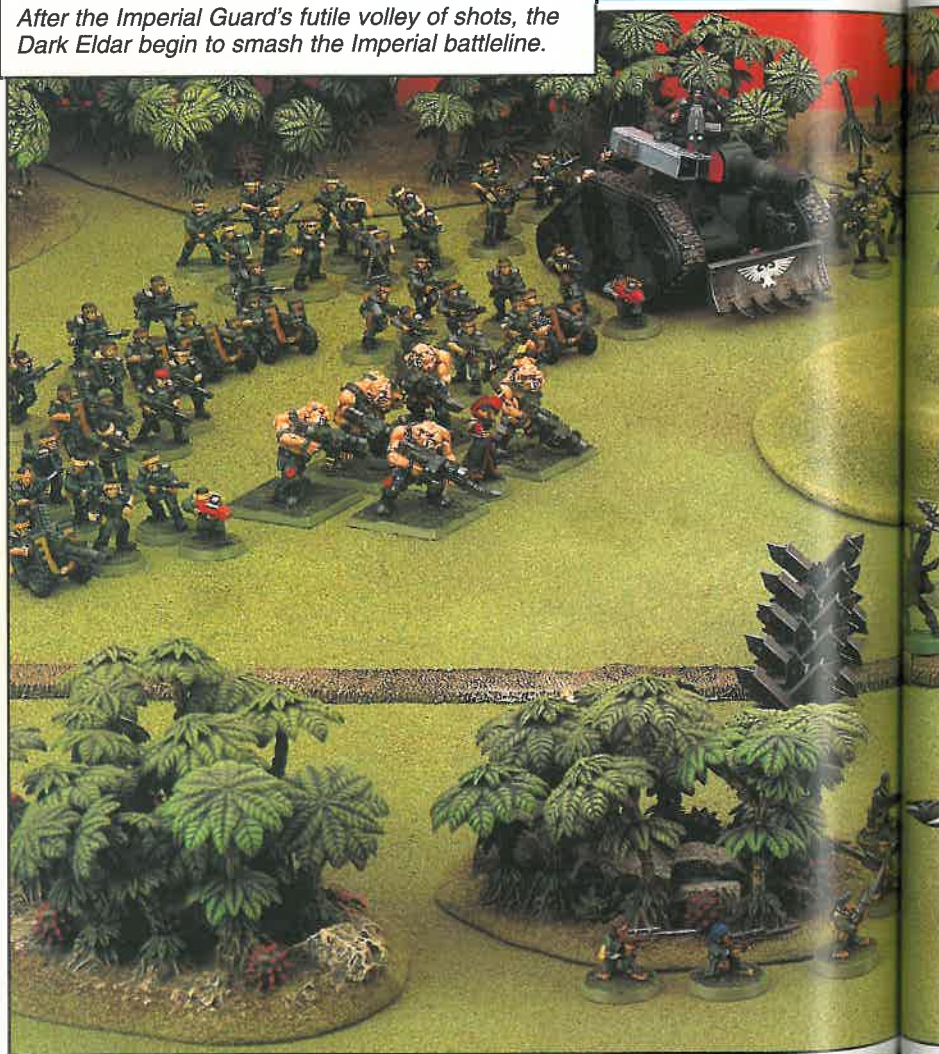
FLEET OF FOOT

The Dark Eldar are possibly the swiftest race in the Warhammer 40,000 galaxy. With the exception of a few squad types, Dark Eldar can run D6" in the shooting phase instead of firing their weapons. With close combat units such as the Wyches and Warp Beasts, this makes them even more deadly as they can close with the enemy more quickly than the foot troops of other races.

REAYER TURBO-BOOSTERS

Another additional rule in Codex Dark Eldar is the Reavers jetbikes' turbo-boosters. These enable the squad to move across the battlefield up to 24" (double their normal move) and their ultra-high speed makes their saving throw invulnerable. However, the squad can't shoot or assault in the same turn, so this is best employed for making long moves that get the squad into a position to attack next turn or to extricate the Reavers from a dangerous position.

After the Imperial Guard's futile volley of shots, the Dark Eldar begin to smash the Imperial battleline.





IMPERIAL GUARD TURN 2

Bloodied but unbowed, the Imperial Guard fought back against the Dark Eldar attack. Without night to limit their firing now, the Guardsmen could take full advantage of their numbers and massed firepower. Nick's right flank, led by a squad of burly Ogryns, advanced to stem the attack coming around the tower towards the Ratlings, while on the left, the squads moved to counter the attack made by the Talos and Warp Beasts.

The massive blast of the surviving Leman Russ tank's battlecannon smashed the dark lance from Lord Morehk's Raider and engulfed a Warrior from the nearby squad. The melita-gun in Pike Command inflicted another wound on the Talos, while fire from one of the Chimeras tore apart a Warp Beast. The Ogryns levelled their ripper guns at the armoured Incubi of the Dark Eldar Lord's retinue, smashing one of the Dark Eldar to a pulp. The combined fire aimed at the Dark Eldar leader's bodyguard continued, with heavy bolter fire, frag missiles and autocannon shells converging on the deadly warriors, killing two more of their number.

Three Reaper jetbikes of the first squadron were brought down in flames by the fire of Pike 3 and Green Command, causing the Dark Eldar to abort their attack and fall back from the massed Imperial guns. The lascannon of Green 2 tore into the Talos, smashing its armour plates and sending it tumbling to the ground, wreathed in noxious vapours.

The Imperial Guard had dealt a severe hammering to their attackers, and it remained to be seen if the Dark Eldar still had sufficient forces to deal with the upstart humans.

WARGEAR

The wargear lists in the Warhammer 40,000 rulebook detail a few weapons which can be taken by characters from that army. In the Codexes these lists are expanded to include other types of weapons, many of them new and particular to that race, and also give details of other items of armour and equipment that may be taken. For example, Dark Eldar characters can be armed with an agoniser which uses a neural shock to kill its targets with an overload of pain. The Haemonculi use a variety of special weapons such as the stinger, that makes its victims explode, and the destructor, which fires a jet of corrosive vapours, or perhaps you'd prefer the multi-bladed death of the scissorhands? Possibly the most interesting items of wargear are those which aren't weapons, such as combat drugs and the protective shadow field. The Dark Eldar also use webway portals, crucibles of malediction (arcane boxes filled with the souls of psykers that, when they are unleashed, attack enemies who have psychic powers), trophy racks, gruesome talismans and all sorts of other unpleasantness. All of the wargear items are intended to be model-driven – that is they are features of the model which can be seen and identified by the opponent.

It's not just characters who benefit from a revamp of their weapons and wargear. Dark lances now have their own rules which make them great for shooting heavily armoured targets, rather than being lascannons by another name. Wyches can have plasma grenades which work in a similar way to frag grenades, but are even more effective, and so on.

It's impossible to list all the changes here, but rest assured that each army will be given the same treatment. It is our hope that every army will be highly characterful and individual, with its own weapons and equipment which will make it fight differently on the battlefield to any other army.





The lightning fast Warp Beasts and Reaver jetbikes crush the Imperial Guard squads near the burning Leman Russ.

DARK ELDAR TURN 2

The Archon, Wyches and Warp Beasts continued their relentless advance towards the Imperial Guard lines. Tuomas knew full well that he couldn't match the number of guns of Nick's army, but if he could get into close combat, the butchery would truly begin! The Scourges retook their dominating firing position within the bunker's tower, while on the right the Warriors moved forward to place themselves firmly in that table quarter. With its armament destroyed, the Raider couldn't inflict any damage on the Imperial Guard but it could still claim a table quarter, so Tuomas pulled the skimmer back from the Imperial lines into a safer position.

The Dark Eldar Warriors and Scourges fired a hail of splinters into the approaching Ogryns, killing one and wounding another. Green 3 was wiped out by the Retinue's fire, while the Reaver jetbikes on the other side of the table killed two members of Pike Command, including Pike himself! Seeing their leader cut down, the survivors started heading for the horizon!

The Warp Beasts launched themselves at Captain Tarrant and his squad, wiping them out in a frenzied snapping of jaws and flailing claws. Their foes ripped to shreds, the immaterial predators made a sweeping advance into the hapless fighters of Pike 1.

The Ogryns were set upon by Lord Morehk and the Incubi. The Archon himself failed to wound the thick-skinned abhumans, despite his agoniser, while the Incubi and Haemonculi managed to bring down one of the brutes with their combined efforts. The defeated Ogryns failed their morale check but managed to outdistance the pursuing Dark Eldar.

"The Warp Beasts launched themselves at Captain Tarrant and his squad, wiping them out in a frenzied snapping of jaws and flailing claws."



IMPERIAL GUARD TURN 3

Having safely outrun the Retinue, the remaining Ogryns nearly fled from the table, only to regroup at its edge at the start of Nick's turn. They were now ready to launch themselves into the fray once more. Redburn 1 roared forward in their Chimera before rapidly disembarking in front of Tuomas' Warrior squad. The Guardsman's flamer gouted a jet of white-hot death over the enemy unit, incinerating seven of them! Another two fell to the squad's lasguns, but the armour of one warrior saved him from a multilaser hit from the Chimera.

With a flash of fire the Leman Russ tank's battlecannon hurled a shell at the Warriors densely packed around the bunker. With a mighty detonation, the shell exploded, hurling the bodies of eleven of the Warriors high into the air! Total carnage! Above the blast, one of the Scourges fell to a lascannon shot from Green 3, while Pike 1 and the Ogryns finished off the Warp Beasts with their salvo of fire.

As the Dark Eldar's sweeping advance took them further into the Imperial Guard army, Green 2 managed to down the last of the Incubi with their fire, before the eighteen lasgun shots and two plasma gun blasts from Pike 3 slammed home into the Archon. Even behind the swirling protective aura of his shadow field, the Archon couldn't stand up to such a volley and his bloodied body fell to the ground, a hate-filled death rattle on its lips.

"The Guardsman's flamer gouted a jet of white-hot death over the enemy unit, incinerating seven of them!"

In the assault, the Dark Eldar and Guardsmen fought ineffectually with each other and the combat resulted in a draw. Nick and Tuomas rolled off to see who won the tie-breaker (also called, for no good reason that we can now remember, the 'moral high ground'). Nick scored highest and Tuomas promptly failed his morale check so the remnants of the retinue fell back. Buoyed up by bloodthirsty exuberance, the Guardsmen of Pike 3 piled forward into the Wyches. The second squad of Pike's platoon didn't fare so well, losing to the Reavers and running off, while the Reavers consolidated their position. The eager fighters of Redburn 1 rushed through the smoke and flames left by their attack on the Warriors squad, quickly following up as the surviving Dark Eldar broke and fell back. All across the battlefield the Dark Eldar were being smashed and hurled back, and the bleak look on Tuomas' face said it all.

RAPID FIRE OR ASSAULT?

Over on his right flank, Nick had to deal with the Archon and the Wyches intent on rending his army limb from limb in close combat. The problem he faced was whether to stand still and rapid fire at them and hope to see them off with gunfire, or to move extra troops into the assault, hoping his superior numbers and the extra attacks would pay dividends. In most situations like this it is usually better to assault than be assaulted – after all it is more favourable if you get the +1 Attacks bonus for charging. However, Imperial Guardsmen are, to be quite frank, absolutely dire in close combat (although not as bad as Gretchin!). The Dark Eldar would be striking first, and in all likelihood even if Nick assaulted there might not be anybody left alive in base contact to make use of the +1 Attacks benefit. Rather wisely, then, Nick opted to hunker down and fire everything he could at the enemy, trusting to his lasguns and heavy weapons to succeed where his fists and bayonets would probably fail.



DARK ELDAR TURN 3

Tuomas was determined not to go down to the Imperial Guard without giving them the best fight he could. A dark lance shot spat down from the Scourge squad, smashing through the armour of the Leman Russ and destroying the armoured vehicle, though not with such spectacular results as the first tank kill. Having just seen the old 'stand and rapid fire at the advancing enemy' trick used to good effect against their Archon, the Wych squad stood ready with their splinter pistols and fired a shower of deadly needles into Pike 3, killing six of them!

As he fell back, the surviving Haemonculi levelled his stinger at Pike 3. The poisoned dart hit home, injecting deadly hyper-reactive toxins into a Guardsman's bloodstream. With a strangled cry, the man's body went into a biological meltdown as his system was overloaded with elixirs and chemicals. A look of horror passed quickly across his face before his body exploded, showering those nearby with shards of bone and soaking them in blood. However, none of his comrades were wounded by his grisly demise. All but one of the rest of the squad were destroyed by the barbs and monofilament webs of the shredders. The survivor, deciding that discretion was the better part of valour, quickly turned on his heel and ran away! Sweeping advances, ain't they a killer!

ASSAULTING INTO A SWEEPING ADVANCE

When a unit makes a sweeping advance in its own turn, it can be fired at and assaulted in the enemy's next turn. If the unit moves into contact with an enemy unit, then it will count as assaulting in the next assault phase (assuming it's still there!). Other enemy units can assault into the squad making a sweeping advance, in which case both sides count as assaulting. A unit which has an enemy make a sweeping advance into it can also counter-assault in its own assault phase by moving any unengaged models in the unit up to 6" to get into contact, just like a normal assault. Any models which do this also count as assaulting (getting +1 Attacks each). However, remember that you can't fire heavy weapons on the same turn you assault, and you will count as moving for rapid fire weapons – after all you can't be standing still and running towards the enemy at the same time, can you?

The Reavers swept in to attack the Ogryns, finishing off one of the lumbering boneheads before two of the jetbikes were brought down and they broke and fell back. The Dark Eldar had inflicted some more damage on Nick's army, but it was increasingly looking like blowing into a hurricane...



Even as the Dark Eldar strike deep into the Imperial lines, the massed firepower of the Guardsmen begins to prevail.

IMPERIAL GUARD TURN 4

The last trooper from Pike 3 continued falling back in the face of enemy fire, right off the table edge. Redburn 1 pressed home their attack on the Warriors, eradicating them totally with another gout of flaming death. The Chimera of Redburn Command directed its weapons at the Scourges fluttering around the tower, bringing one of them down with a screeching, inhuman cry. The other Chimera targeted the Dark Eldar Raider, stunning the crew, while the surviving Reavers were gunned down by combined fire from all the Imperial Guard on their side of the table! A frag missile from Pike 1 blew apart two of the Wyches, while Green Command and the Ogryns finished them off.

As the smoke from the burning Leman Russ tanks drifted across the battlefield and the cries of the wounded echoed from the hills and bunker walls, the Imperial Guard realised they were safe. The pirates had been utterly destroyed, though at great cost. Cheers of victory resounded across the battlefield, drowning out the hushed sighs of relief.

THE RESULT

DARK ELДАР:
0 Board Sections
IMPERIAL GUARD:
3 Board Sections

Gav: Well, what a splendid battle that was. Death, destruction, debris (and any other war-like words that begin with 'd'). But, casting my clinical tactics eye over the proceedings, what do I think?

Starting with Tuomas' Dark Eldar, I think he made one ultimately fatal error. Looking at the terrain, he had two areas to advance on the Imperial Guard – through the hills and woods on the right and over the relatively open ground on his left. I would have concentrated the foot troops – Warp Beasts, Wyches, Warriors etc, on the right, where they could move forward shielded from much of Nick's army by the terrain. Then he could have attacked the Redburn platoon in strength and rolled along the Imperial line. On the left, the much faster Reavers and Raider, moving at full speed with turbo-boosters and everything, could have covered the ground to the wood where the Ratlings were in a single turn, again using the terrain to cover themselves against the Imperial Guard. They could then have attacked Nick's right flank, so that the two forces were working through Nick's army towards each other. This is a classic envelopment tactic which the Dark Eldar can employ to good effect. In Tuomas' defence, only having access to the single Raider was a real hindrance for him – the Dark Eldar excel at swift attacks from the Reavers and Raiders, backed up by larger squads of Warriors on foot. If the Wyches had been on a Raider, then there might have been a totally different outcome.

As for Nick, well it shows that he's had a lot of practice with his army. He knew that settling down and shooting for all he was worth was his best plan, and that's pretty much what he did. I was surprised when he used his sweeping advance to engage the Wyches, since he had just demonstrated how vulnerable a unit can be during a sweeping advance, in the previous turn. I can only put it down to the heat of the moment and the exuberant joy of having dealt with the Archon and his retinue! A special mention has to be made about Nick's rolls during the first turn, when the night-fighting rules were in effect. With the exception of just a couple of units, Nick failed to roll more than 5 on 2D6, limiting the range of his weapons to 15" or less. His bad luck aside, with a fairly defensive army like the Imperial Guard, I think Nick should have opted to take the second turn, as the Dark Eldar have to attack and would have been much closer during that first, all-important shooting phase.

Anyway, enough of this 20-20 hindsight and nit-picking. The game was really exciting to watch – both sides pulled off some surprises and suffered miserable setbacks over the course of the battle. Great stuff!





REAP THIS... DAKKA DAKKA!!

*attributed to Lieutenant Green –
95th Cadian Rifles 1st Company, Platoon 2*

Nick: Phew... that was a little too close – the Dark Eldar had me on the ropes. If I had not gambled it all on my third turn of shooting I would have been swept off the battlefield. Yet again I stuck to my guns (literally) and kept faith in my Guardsmen and again they did not let me down. When I look back over the battles I play, I like to break them down into their turns and have a think on how I reacted to the enemy's onslaught. This allows me to analyse any weaknesses and gauge what I could do to strengthen my army against that particular force.

After my first turn of disastrous shooting (the rising sun must have been in the Guardsmen's eyes) I really thought I was in trouble, especially when the Dark Eldar returned fire, destroying one of my Leman Russ tanks (Tuomas rolled a stunning run of four 6s in a row!) with the resulting explosion taking out over 20 guardsmen! This left one enormous hole in my battleline and put paid to any thoughts I had of advancing towards the Dark Eldar. One thing I regretted doing in this turn was jumping my Armoured Fist squads out of their Chiméras – this cost me Lieutenant Redburn's Command section to those damned Dark Eldar Jetbikes and if the heroic Lieutenant Redburn had not held I would probably have lost my second squad as well. This was due to my inner paranoia about transports from the old Warhammer 40,000 system, I forgot that transported troops can now take an armour save against being killed if their Chimera blows up!

The second turn came along, leaving me a huge gap in the Imperial battleline, so all I could do was regroup, continue my battleplan (it is important to keep your objectives in mind) and hope my round of shooting worked. I did manage to chip away at the Dark Eldar force (I was overjoyed to see the Talos destroyed) but I knew I would have to face an assault, with casualties I had not expected to suffer until the third turn! I sent the Ogrins out to the front of my battleline hoping to tempt the Dark Eldar into charging them and ignoring the weaker Guardsman squads behind. When Tuomas's turn came I sat and watched as the Dark Eldar started to steamroller my force. His jetbikes tore through poor Pike's Command Section and again it was only luck that prevented the jetbikes from breaking Pike's Platoon Squad 2 as well. The assault on my right flank gathered momentum too – even my stalwart Ogrins fell back (probably dragging their Commissar with them!) and my centre all but disappeared when the Warp Beasts hit, killing Captain Tarrant. My army was in pieces and I knew I would have to gamble everything on a really good round of shooting. One good point though – Redburn's Squad 1 had managed to move into a position to attack the Dark Eldar far right flank.

My third turn came along and I positioned my forces and prayed for a good shooting phase. Fortunately, everything clicked into place: the Ordinance cleared out the bunker complex, the rapid firing depleted the ranks of the Dark Eldar and I finally gunned down that shadow-fielded Archon! Even my Ogrins

rallied and managed to beat a squadron of jetbikes in combat. I was so flushed with my sudden surge of success that when I beat the Archon's bodyguard in combat I swept into the Wyches, foolishly thinking I could take them on with Guardsmen! This mistake cost me an entire squad when the Dark Eldar repeated my rapid fire tactic on me! Finally Redburn's surviving squad managed to assault the Dark Eldar on the far left, winning the combat and that table quarter for me.

Up until the third turn I really thought I had lost the battle, a bit of bad luck and a couple of bad decisions nearly cost me the entire game. I was very lucky that the Dark Eldar force only had one Raider available to them. If they had had another one or two, I would not have stood a chance!

DARK SLAUGHTER

Tuomas: Phew! What a slaughter! At the end of the game there were very few survivors indeed. Despite their defeat, I have to say my Dark Eldar left a lasting impression on the Imperial Guard. They had taken down more than two Guardsmen for each one of them who had died.

So what could I have done better? I could have stayed in my own table quarter, using the Fleet of Foot rule to keep out of the fire of the Guardsmen, and then surged forward in the last turn. As I had the speed, I could have sent a unit into each table quarter and cleared my own table-quarter with withering firepower. But that would have been far too cowardly. I think this battle was far more entertaining and tense. The Dark Eldar saying, "There is never enough bloodshed," held very true in this battle!

Perhaps I could have brought my Warriors forward earlier, as this would have given me additional troops to attack with. But my left flank was full of troops already, and Nick's right flank had far too many tanks for my liking. Without weapons to tackle the tanks there was no point in advancing – it would only have taken my warriors to an early grave.

My congratulations to Nick. He played the Imperial Guard very well indeed, and he did what I would have done in his place: put his faith in superior firepower!

*Crunch! Tuomas takes out his
revenge on Nick's knuckles!*



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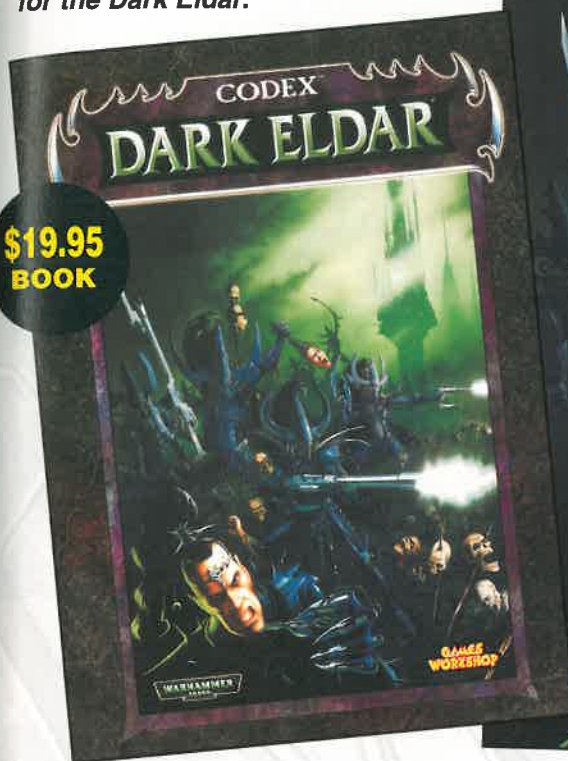
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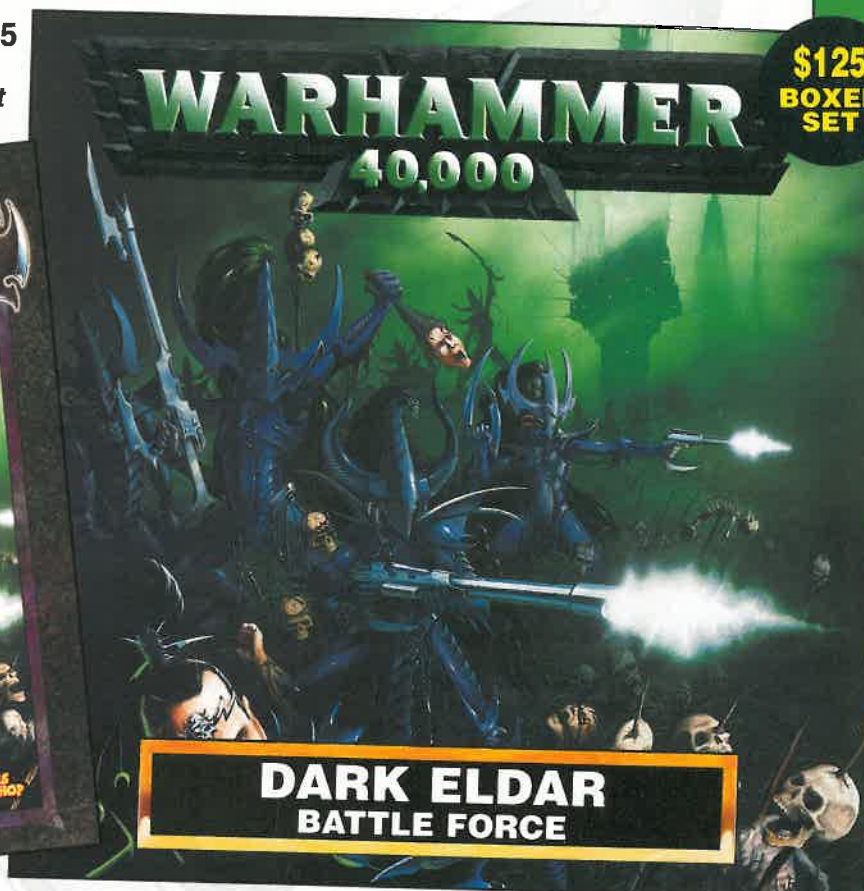
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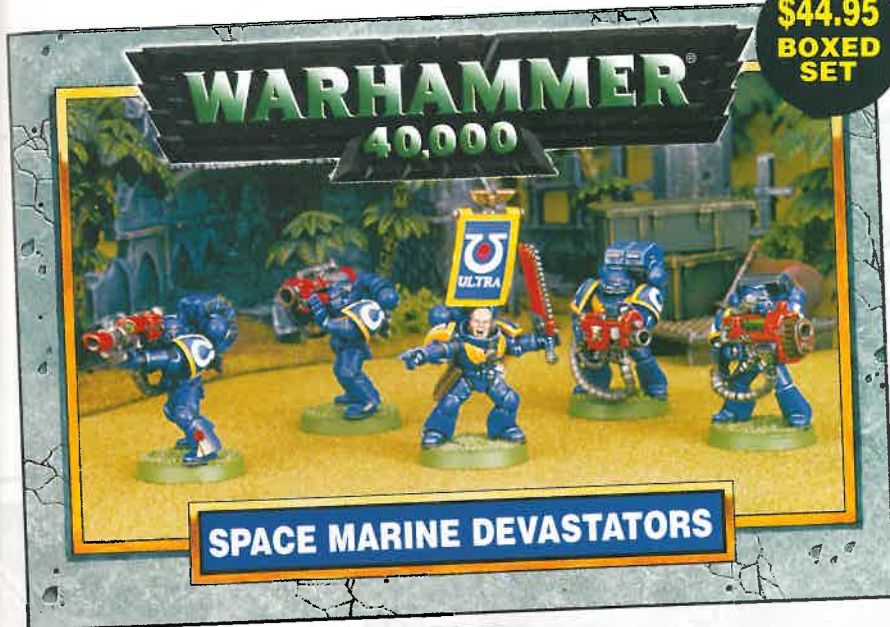
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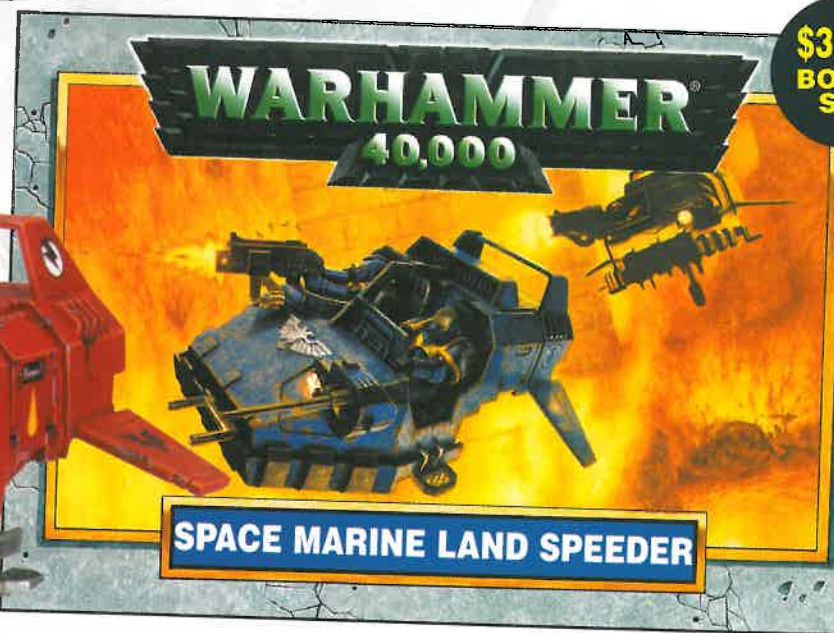


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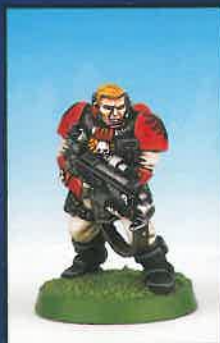
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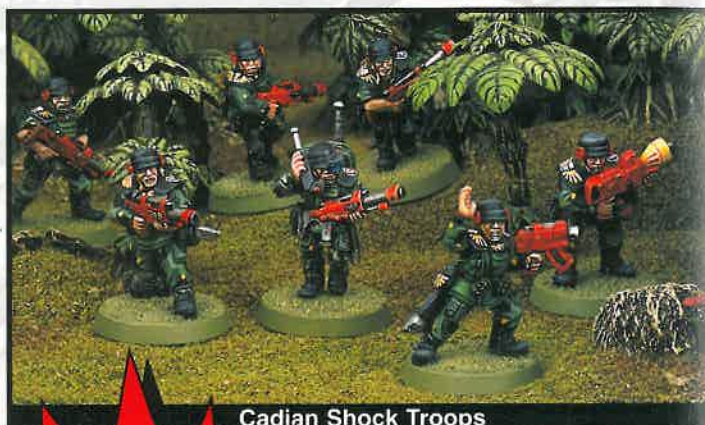
8 Cadian Shock Troops +
1 Cadian Shock Troop
Missile Launcher team

1 Cadian Shock Troop
Lieutenant + 4 Cadian
Shock Troops

8 Cadian Shock Troops +
1 Cadian Shock Troop
Autocannon team

HEAVY SUPPORT

2 Leman Russ Imperial
battle tanks



Cadian Shock Troops

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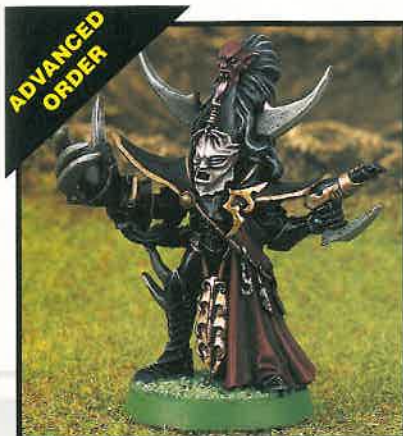
Leman Russ battle tank



Two Leman Russ battle tanks supporting Cadian infantry squads

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Morehk Dark Eldar Archon

MOREHK'S RAIDERS ARMY DEAL

In this month's White Dwarf battle report the Dark Eldar (Morehk's Raiders) clash against the Imperial Guard 95th Cadian Rifles. We could not possibly fit the whole army deal in this month's White Dwarf, so here's a smaller army deal including some special advanced orders that are only available with this deal. If you want to order the whole army give Mail Order a call on (02) 98296111

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Dark Eldar Beast Master & Warp Beast pack

HQ

1 Dark Eldar Lord Archon
10 Dark Eldar warriors
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ELITES

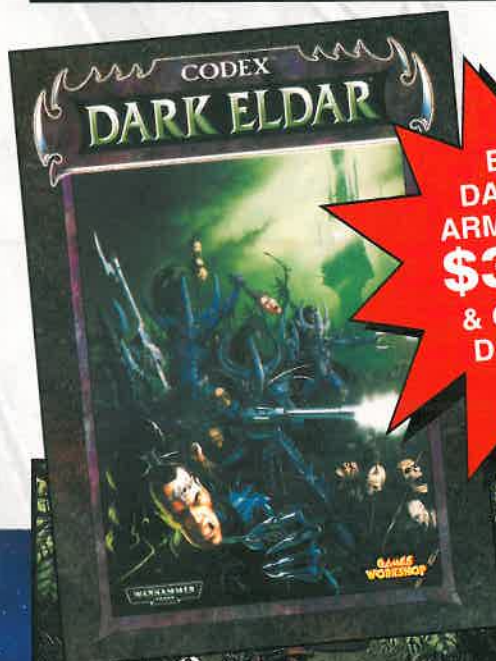
10 Dark Eldar Wychs
6 Warp Beasts and
1 Beast Master

TROOPS

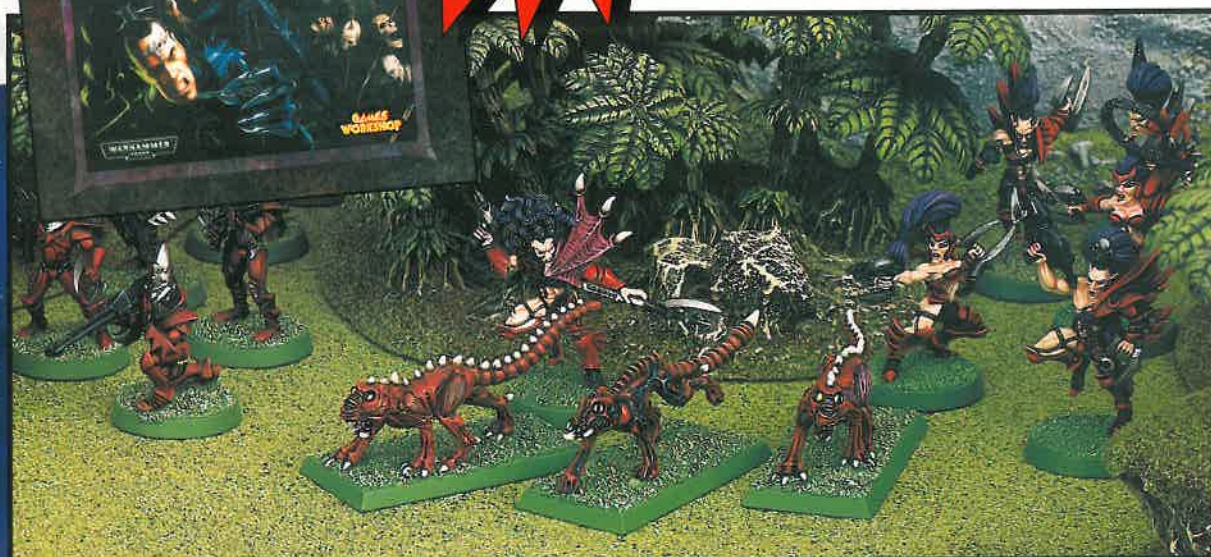
19 Dark Eldar Warriors
and 1 Sybarite
10 Dark Eldar Warriors,
1 Sybarite and 1 Raider

FAST ATTACK

5 Dark Eldar Reaver jetbikes



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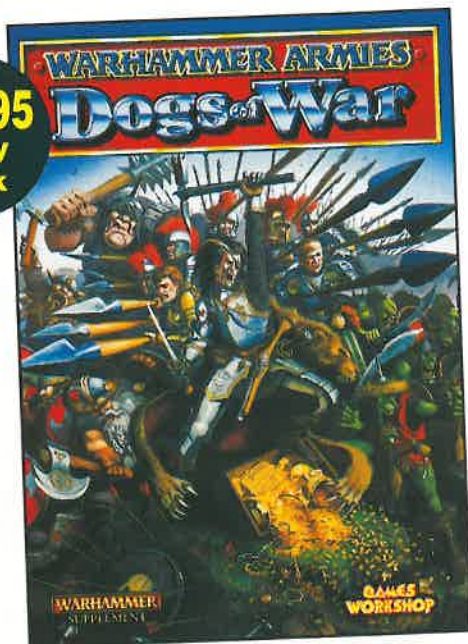
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One unit of five Reiksguard knights

Free Empire Helblaster volley gun

**EMPIRE ARMY
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VOLLEY GUN**



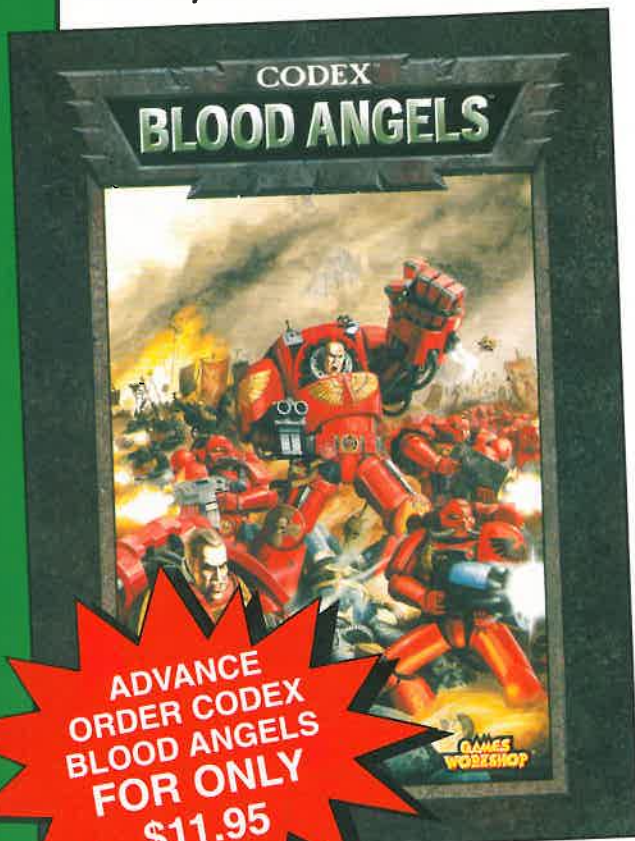
For more helpful hints, check out the article 'Collecting an Empire Army' in this month's White Dwarf.

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