GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE

# WHITE DWARF

230
FEBRUARY
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## DESPAIR, FOR THE TIME OF CHAOS IS UPON YOU

- Chaos vs White Scars WH40K battle report!
- More Skaven than you can shake a mousetrap at!
- WH40K Necron army list!
- Golden Demon OZ winners!

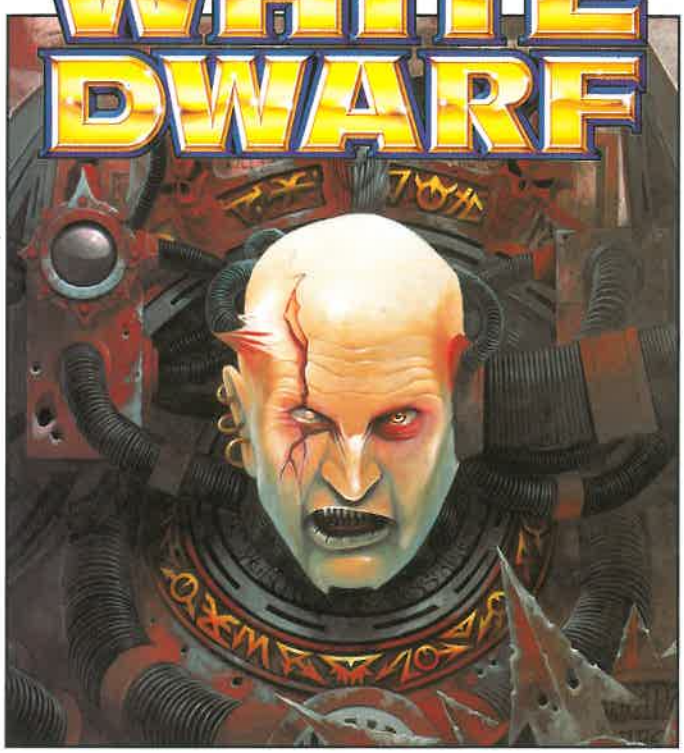
FREE INSIDE!

WARHAMMER 40,000
WEAPONS REFERENCE CARD SHEET

GAMES WORKSHOP

ISSN 0265-8712
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# WHITE DWARF




**CHAOS TERMINATOR** COVER

Art by Wayne England.

**GAMES WORKSHOP NEWS** 2

What's coming up in the future? Look into the eye of the warp and despair!

**GOLDEN DEMON WINNERS 1998** 51

This is what you've all been waiting for... the winning models of the '98 Oz Golden Demon painting competition.

**SLAYER SWORD WINNER 1998** 58

After he won five Demon statues and the Golden Demon Slayer Sword, we just had to show you Leigh Carpenter's work.

**GAMES WORKSHOP STORES** 62

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The Skaven have infested Mail Order this month, and to clear them out the Trollz have got some crazy deals for you. A whole new Skaven army is just a 'phone call away...


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Introducing a whole series of articles on the ratmen.

**COLLECTING A SKAVEN ARMY** 10

Skaven are one of the most popular armies in Warhammer and here's how to collect 'em.

**GARETH HAMILTON'S SKAVEN ARMY** 18

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*Lumpin Croop's Fighting Cocks*



*Skaven Clanrats Warhammer Regiment*


**HOW TO PAINT A CLANRAT: THE HAMILTON METHOD** 24

...as well as how he painted it!

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# WARHAMMER 40,000

## In the Grim Darkness of the Far Future there is only War!


**BITTER AND TWISTED** 39

Out of the warp come the enemies of all humanity, the dreaded Chaos Space Marines. There are new troop choices available to build your horde as well as a few old faces.

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Another deadly menace to the Imperium approaches in the form of those mechanical terrors, the Necrons. Andy Chambers presents an army list as well as the new Necron Immortal model.

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Want to know what happens to the victims of the Dark Eldar master torturers, the Haemonculi? Here is the answer!





**STORM THE TRENCHES** 91

Who are the hardest, the Emperor's finest or the foul Chaos Space Marines? There can be no definitive answer, but that hasn't stopped Paul (with his new White Scars Space Marines) and Graham (leading the Forbidden Company) from trying to find out in this month's battle report!







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# THE WHITE DWARF BLOKES

### Paul Sawyer



*Under-nourished*

**Alias:** Fat Bloke

**Job:** Editor

**Real job:** Bullying the other kids for their lunch money.

**Strangest job:** Painting wooden pallets blue(?!)

**What are you painting/ modelling at the moment?** White Scars, White Scars, White Scars.

### Nick Davis



*Under the influence*

**Job:** All the work

**Strangest job:** Fruit & veg market trader

**What are you painting/ modelling at the moment?** Starting a Space Marine army – the Emperor's Eagles. Black and Bone colour scheme.

### Simon Shuker



*Underneath*

**Job:** Looking like Andy

**Strangest job:** Artist's model

**What are you painting/ modelling at the moment?** Scary four-legged Tyranid Warriors and hordes of Hormagaunts.

### Andrew Sharman



*Undercooked*

**Job:** Looking like Simon

**Strangest job:** Holiday camp DJ

**What are you painting/ modelling at the moment?** A Howling Banshee squad ready for the 40K Staff Tournament (Nick, Simon, Graham and Andy will be forming the White Dwarf team. Results soon!).

### Graham Davey



*Unimpressed*

**Alias:** Wordy Bloke

**Job:** Writing these News pages

**Strangest job:** Selling fudge on Scarborough sea-front

**What are you painting/ modelling at the moment?** More Khornate troops for my Chaos army.

### Adrian Wood



*Under-evolved*

**Alias:** Ug

**Job:** Pre-historic man was a natural hunter.

**Strangest job:** Playing a gig while wearing womens' clothing

**What are you painting/ modelling at the moment?** A new Ork trukk.

**Fact:** Adrian is currently learning to walk upright.

### Dave Taylor



*Under the impression...*

**Alias:** Inquisitor Taylor

**Job:** To wield the big stick.

**Real job:** Using the big stick.

**Strangest job:** Sifting through grain in search of saleable-sized weevils.

**What are you painting/ modelling at the moment?** Guard, Guard and more Guard.

### Justin Keyes



*Under-achiever*

**Alias:** Booster

**Job:** To fight them on the beaches.

**Real job:** To do the things that need doing.

**Strangest job:** Dodo hunter

**What are you painting/ modelling at the moment?** Moon terrain, Dark Angels and Goblins.

# TOWERING ABOVE

## FORTIFICATIONS UNDER CONSTRUCTION

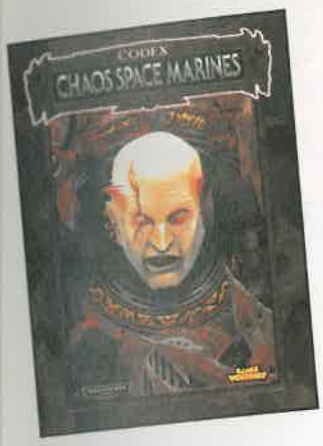
**All around Games Workshop HQ, castles and fortifications are under construction, ready for Warhammer games using the Siege rules. The imminent release of separate parts of the Mighty Fortress will give a greater variety to what you can build.**

The individual parts of the Mighty Fortress are designed primarily so you can add to your castle and make it even bigger, but the towers look great on their own!



# CHAOS LEGIONS

**The full might of the legions of Chaos has arrived. From deep within the Eye of Terror come the Chaos Space Marines, dark parodies of their former battle brothers, combining the ruthless efficiency of Space Marines and the insane hatred of followers of the Dark Gods. Summoning nightmarish Daemons of the warp to join the slaughter, they are an awesome foe to face in battle.**




Codex Chaos Space Marines contains complete rules for Traitor Legion armies, with new wargear, Chaos Gifts, Marks of Chaos, psychic powers, rules for the various types of Daemon, new troop types and a new Slaanesh special character. In short, masses of stuff to make Chaos armies really varied, characterful and hard!

This month's battle report pits the forces of Chaos (commanded by Wordy Bloke) against the White Scars Space Marines (led by Fat Bloke). Will the Imperial Space Marines win through? Or will Graham be suddenly, inexplicably fired?



▲ *Chaos Space Marine Raptor*

# DIRTY RATS

**Scurrying down dark tunnels and across battlefields, the Skaven are here with new reinforcements – Clanrats, Skavenslaves and a devious Skaven Warlord to lead the verminous, flea-ridden army.**

Latest of the Warhammer Regiments, the Skaven Clanrats are out this month. This is another complete regiment, made up of detailed, multi-part plastic models that can be stuck together with a huge variety of poses, and including metal parts to make a leader, standard bearer and musician. Also released are the lowly Skavenslaves, armed with hand weapons, slings or spears and led by their own command group. Finally there is the Skaven Warlord, cunning and vicious, ready to command his ratmen in whatever battle will best serve his power-hungry ends.



▲ *The boxed set includes regimental bases to make it easier to move the models around.*



▲ *The Skaven Clanrats Warhammer Regiment, made up with hand weapons. You can also assemble the models with spears.*



# NEWS

# ANCIENT MENACE

**Necrons are a sinister race from the dawn of time. They appear from nowhere, without warning – their robotic, metal bodies marching silently, implacably forward, firing terrible weapons that flay flesh from bone. Only when they have suffered overwhelming casualties will they cease their advance, and then they disappear as suddenly as they arrived, leaving only devastation to show that they were ever there at all.**

This month's Chapter Approved includes Rick Priestley's Necron army list for the new 40K, as well as a few more hints about the true background of this mysterious army. The force includes a new troop type, the Necron Immortal – larger than the Necron Warrior and armed with the heavy gauss blaster.

So what are you waiting for? Dig out your Necron army and get flaying!



◀ *Necron Warrior*

*Necron Immortal* ▶

# REGIMENTS OF RENOWN

**Exclusively in White Dwarf this month are the complete rules and background for a brand new Regiment of Renown – Lumpin Croop's Fighting Cocks. This is the first in a whole series of new mercenary regiments to be released through White Dwarf over the coming months.**

Originally intended to form a companion book for Dogs of War, Fat Bloke conducted some serious negotiations to secure the new regiments for this magazine! As well as the Halfling regiment, you can look forward to hiring the services of Oglah Khan's Hobgoblin Wolfmob (rules and models out next month) and many more.



▲ *Lumpin Croop, leader of the new Halfling Regiment of Renown, with Ned Hamfist, the regiment's standard bearer.*

# SCOURGE

**Dark Eldar players should look out for this new Scourge model. Armed with a splinter rifle it will swoop behind enemy lines and mow down your opponent's troops!**



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## THE BLACK CRUSADE OF TH'RUSS T'AR, LORD OF CHAOS

+++Data Collection+++

Mission Area: AUCKLAND SECTOR, AOTEAROA I

Commanding Officer: CAPTAIN HADES, BLOOD ANGELS

Mission Objective: ENGAGE AND DESTROY NIGHTLORDS TRAITOR MARINES LED BY HEARTRENDER.

+++Data Collection+++

Mission Area: BELCONNEN SECTOR, BALKYNAN II

Commanding Officer: CAPTAIN SENEXIS, IMPERIAL FISTS

Mission Objective: ENGAGE AND DESTROY MAIN CHAOS FORCE LED BY TH'RUSS T'AR HIMSELF.

+++Data Collection+++

Mission Area: BRISBANE SECTOR, ADELMALL IV

Commanding Officer: COLONEL FELDMAR, CADIAN XXXVII

Mission Objective: HOLD CHAOS FORCES UNTIL ARRIVAL OF IMPERIAL FISTS SPACE MARINES.

+++Data Collection+++

Mission Area: PERTH SECTOR, RAINE VII

Commanding Officer: CAPTAIN AGRIPPA, BLOOD ANGELS

Mission Objective: PREVENT CHAOS REINFORCEMENTS AND RESUPPLY FROM MAIN FORCE.




## CHAOS UPRISING

+++Emergency Transmission+++

Mission Area: ALL OTHER RETAIL LOCATIONS

Mission Objective: CRIMSON FISTS SPACE MARINE CAPTAINS MUST QUELL THE NUMEROUS REBEL AND CULTIST UPRISINGS IN THEIR IMMEDIATE SECTORS. STABILITY IS REQUIRED.

*Death is the Servant of the Righteous.*

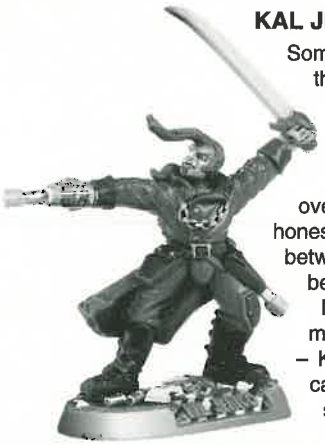
***As you are no doubt aware, during the month of February Codex Chaos Space Marines is being released. To celebrate (or curse) its arrival there will be special Black Crusade OR Chaos Uprising campaigns fought in all of our retail stores. To join in the 'Dark Armageddon' over the month of February, contact your store for more details!***

# NEWS

## Mutterings from the Black Library

**Great** news for all comic fans out there, as Robbie Morrison of Nikolai Dante fame is making his debut in Warhammer Monthly – Grudgematch tells the tale of two feuding Dwarfs, each one determined to right an ancient Grudge against the other. Doing the honours on the artwork for this one is none other than the extremely talented Kev 'Darkblade' Hopgood. And as if that wasn't enough to fill the beard of every Trollslayer in the land, there's another helping of the brilliant Dwarflords story.

Also starting in Warhammer Monthly 12 is the first of a double episode feature on the Ravenwing by those talented guys from the States – Jeff Rebner and Bill Kaplan. When a mighty Ork Gargant attacks the Imperial lines, only the superior speed and lightning strike tactics of the Ravenwing stand between it and certain defeat for the Imperium.



### KAL JERICO – HE'S BACK

Some of you may have noticed that in the last couple of issues of the comic we have been asking you which of the comic characters you'd like to see made into miniatures. Well we had an overwhelming response and to be honest there was very little to choose between them. So we decided to stop beating around the bush and set Mike McVey to making a miniature of our fave bounty hunter – Kal Jerico. We are only going to cast 500 of this splendid miniature, so if you want to get your hands on it, make sure you buy this month's issue of Warhammer Monthly.

### NEW LOOK CITADEL JOURNAL

Journal fans will be pleased to know that their favourite magazine of hardcore hobby is getting a make-over. We've all been working hard to give the Journal a fresh new look and more of a magazine feel. But don't worry, this won't affect the content in any way. It'll still be packed full of cool articles and hobby ideas for all your favourite games and this issue is no exception. We've got a Dok Butcha special on the making of the Doomblaster and Brass Scorpion vehicles for the Siege of the Emperor's Palace display; Witch Hunter warbands in Mordheim: Joshua Thaler's Dreadnought weapon house rules; not to mention a new regular column called Warwick's World, in which Warwick Kinrade talks about... well just about anything to do with the hobby really. All this and a lot more in the new look Citadel Journal.

## NEW RELEASES THIS MONTH

### WARHAMMER

This month's Warhammer releases:

**REGIMENTS OF RENOWN**

| | |
|---|---|
| Lumpin Croop's Halflings (metal boxed set) | $39.95 |
| Lumpin Croop's Halflings (four models per blister) | $14.95 |

**SKAVEN**

| | |
|---|---|
| Skaven Clanrats (plastic Warhammer Regiment) | $34.95 |
| Skavenslaves with hand weapons (four models per blister) | $14.95 |
| Skavenslaves with spears (four models per blister) | $14.95 |
| Skavenslaves with slings (four models per blister) | $14.95 |
| Skavenslaves Command (three models per blister) | $14.95 |
| Skaven Warlord (one model per blister) | $14.95 |

### WARHAMMER 40,000

This month's Warhammer 40,000 releases:

**CHAOS**

| | |
|---|---|
| Codex Chaos Space Marines | $19.95 |
| Chaos Raptor Squad (metal boxed set) | $54.95 |
| Chaos Obliterators (one model per blister) | $11.95 |
| Keeper of Secrets (metal boxed set) | $69.95 |
| Fabius Bile (metal boxed set) | $49.95 |
| Abbadon (one model per blister) re-release | $24.95 |
| Ahriman (one model per blister) re-release | $17.95 |
| Khârn the Betrayer (one model per blister) re-release | $17.95 |

**SPACE MARINES**

| | |
|---|---|
| Blood Angels Honour Guard (metal & plastic boxed set) | $54.95 |

**DARK ELDAR**

| | |
|---|---|
| Scourges with splinter rifles (two models per blister) | $13.95 |
| Scourge with dark lance or splinter cannon (one model per blister) | $11.95 |
| Dark Eldar Grotesques (three models per blister) | $14.95 |

**NECRONS**

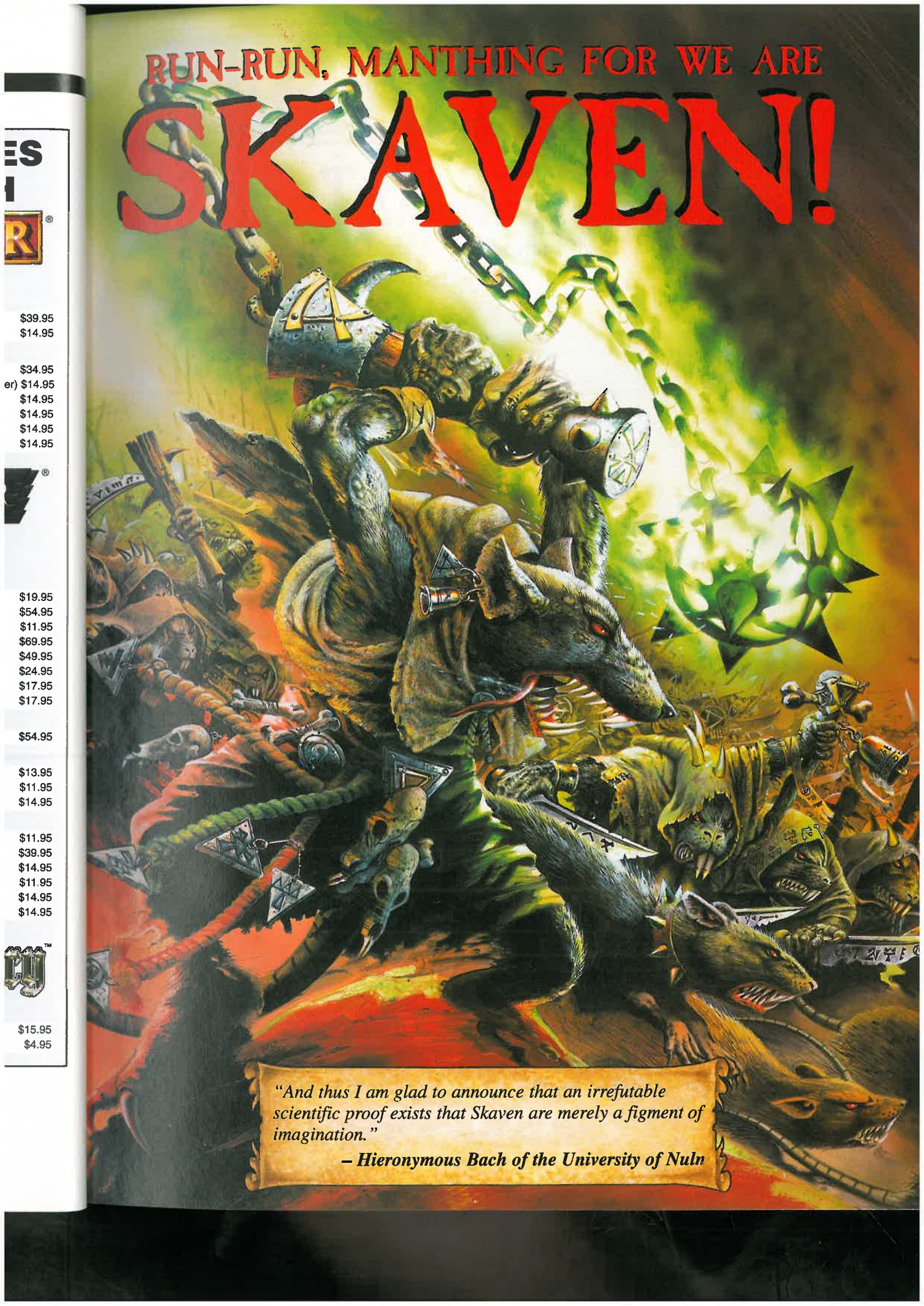
| | |
|---|---|
| Necron Immortal (one model per blister) | $11.95 |
| Necron Raiders (metal boxed set) re-release | $39.95 |
| Necron Warriors (two models per blister) re-release | $14.95 |
| Necron Lord (one model per blister) re-release | $11.95 |
| Necron Scarabs (four models per blister) re-release | $14.95 |
| Necron Destroyer (one model per blister) re-release | $14.95 |

### Black Library

This month from the Black Library:

| | |
|---|---|
| Journal 30 | $15.95 |
| Warhammer Monthly 12 | $4.95 |




RUN-RUN, MANTHING FOR WE ARE
SKAVEN!
"And thus I am glad to announce that an irrefutable scientific proof exists that Skaven are merely a figment of imagination."
– Hieronymous Bach of the University of Nuln

# WARHAMMER



# JOIN THE RAT RACE

## Introduction by Andy Chambers

***Once upon a time Orcs, Dwarfs, Men and Elves thought they were alone in the world. They thought they ruled the lands above and the lands below and that only the wild forces of Chaos from the north were a threat to them all. They were wrong of course, the world keeps lots of surprises tucked away to confound those who think they know it all. There were the Dead, unquiet in their gravedirt, the Ancient Ones of Lustria and, closest to home of all, the Skaven – scurrying rat-race of anarchy and decay. The Skaven lived beneath their very feet, under the streets of the cities of men and among the tunnels of the Dwarfs. The Skaven watch and wait for the day when they can tear down order and civilisation and revel in the ruins. They watch and they wait for the day when their god, the Horned Rat will rule...***

And that day has just come a lot closer! The Skaven long since caught my imagination back in the mists of time when I saw the original Skaven miniatures by Jes Goodwin. They're a real horde of an army with chittering swarms of evil man-rats, backed up by all the excitement of dangerous warpfire throwers, poison wind globes, mutant Rat Ogres, mad Plague Monks and more.

I built up my own Skaven army to a somewhat outrageous size prior to writing the Warhammer Skaven Armies book. One of the real problems of putting together a Skaven horde has always been fielding the big blocks of Clanrats and Skavenslaves to give it mass enough to overwhelm the foe. The creation of a new plastic Warhammer Regiment places nigh-on innumerable hordes within the grasp of even the most impoverished Warlord. In celebration of this grand event, the Dwarf-slaves have prepared a feast of rodent-orientated entertainment, with articles on modelling, tactics and (curse their eyes) counter-ploys for those who foolishly wish to resist the Skaven race. Onward! And may the Horned One extend his infernal blessings on all your broods.



# A REAL BIG SCREAMING BEL





Peter Gaul

This impressive Screaming Bell wa by Peter Gaul from Germany. For he has painted every bit of metal he get his claws on. This is his versio Skaven Screaming Bell. The rat-po landship can easily cross large dis to fulfill the will of the Horned Rat The main parts of this magni conversion consist of a plastic model, two Doomwheels, a Screaming Bell, s Skaven, Rats, a few Giant Rats and unbelievable an of wire, putty, balsa wood, superglue, etc. – not to m the time, sweat and dedication...

But it's not the size that makes this conversion speci the incredible amount of tiny detail that brings the m life – the rats around the ship, the track marks on th and the old, broken hull of the ship all turn this conv into a display piece.

Now maybe you're thinking that you could do the sa you already have an incredible diorama or a mar conversion at home. So what are you waiting for? Ju some photos and send them to us! Who knows, perha will see your masterpiece in the pages of White Dwa

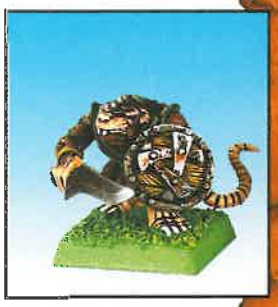
# SKAVEN CLANRATS




*Sculpted by*
*Aly Morrison and Colin Dixon*



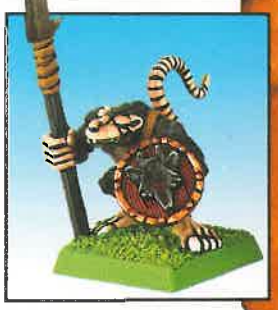
*Skaven Clanrat unit with hand weapons and shields*





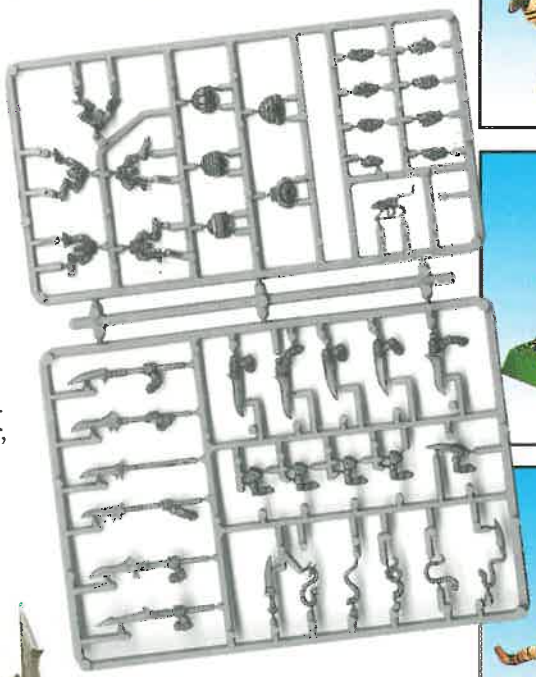






A new generation of Skaven have been let loose by the Council of the Thirteen in a renewed attempt to dominate the Old World.

Some of you may remember seeing a sneak preview of these Clanrats in White Dwarf 223, along with the Night Goblins that we released last month. Well now they're here in their full, finished glory. The previous Clanrat models have been in use ever since the Skaven army first appeared about eight years ago!



These new Clanrats gather together in groups of twenty and hide in cardboard boxes in GW stores (conveniently for us). They will fight under the command of any Skaven Warlord prepared to pay the price in Warpstone (or $34.95 to you or me) and will even bring a choice of weapons (spears or hand weapons) at no extra cost.

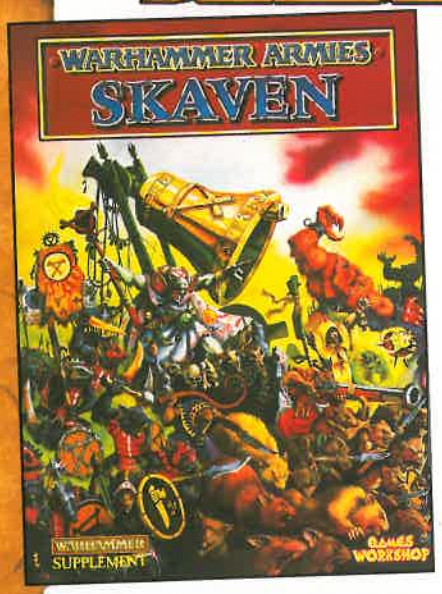
Each Clanrat is assembled with a choice of five pairs of legs, five torsos, five tails, five right arms, ten weapon arms (spear or sword), seven heads and three shield designs. This gives you an almost infinite variety of superb figures at a low cost. Each box also includes white metal parts for the leader, musician and standard bearer.

As a little, extra touch the sprue also has a rat, two spare weapons and a Skaven skull, for anyone with minor conversions in mind.



*Skaven Clanrat regiment with spears and shields*

# WARHAMMER




# COLLECTING A SKAVEN ARMY

*By Nick Davis*

***The Skaven are back! Putting together a horde of the Children of the Horned Rat is now even easier, with the release of the Skaven Clanrats Warhammer Regiment. However forming your horde into an army can be tricky. So Nick has put together this small guide to give you a hand.***

## THE SKAVEN HORDE

Over the next few pages I will be putting together a small Skaven army and giving you the reasons why I chose what I, well, erm, chose. Before I begin collecting any army I always read the background in the Armies book, as this gives me a feel of what the race is like, and then I look at the army list. Reading the background always gives me an initial idea of what troops I would most like to collect for that army.

So you can make sense of what I'm doing. I will quickly run through the basic steps of army building that I use. Skaven, like all armies, need to be planned out into manageable steps of about a 1,000 points at a time, as this does not take long to collect or paint. Plus when you have finished it will be a good sized force ready for battle. As with every army, 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. With the availability of the new Skaven Clanrat Warhammer Regiment boxed set, these core regiments can be built up easily and cost-effectively.

The next and most important thing your army needs is a general, or in the case of Skaven, a Warlord, 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 Warlord. When you expand your army to 2,000 or even 3,000 points you can keep him as your general or use him as a hero and replace him with another character model as Warlord if you wish.

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

## A THEME?

Last month in WD229 I talked about theming armies. Our Skaven army is also going to be a themed army of sorts, as all the regiments will come from the same clan. Once you have chosen your core units and Warlord, you are ready to begin looking at all the other troop types that make up a Skaven army. The standard Skaven Clanrat warrior comes equipped with light armour, shield and a hand weapon which he can replace with a spear. There are also loads of other troops available to Skaven as well: Stormvermin, the warrior elite of the Clanrat hordes, are good solid fighters, and the Clan Pestilens Plague Monks with all their frenzied attacks also make a good choice. If you like sneaking around and stabbing you enemy in the back (lets face it, what Skaven Warlord doesn't?), the Skaven have the Clan Eshin Gutter Runners and deadly Assasins. Or if you like sending in mass hordes of Skaven to overwhelm your foe, you can use the Skavenslaves. Skaven expect them to die, not to fight, so they don't have to take a Panic test if Slave units get wiped out!

The Skaven also have their own selection of unique (and unstable) war machines, invented by the crazed Warlock Engineers of Clan Skryre. My favourite is the Doomwheel, a huge Warpstone generator that fires warp lightning and is moved around the battlefield by two huge wheels full of rats! Artillery is available in the form of Jezzails, small cannons capable of punching through the heaviest armour. Clan Skryre has also invented the lethal (for whomever is hit by it and sometimes for the crew) warpfire throwers. They also supply the Poison Wind Globadiers who can rain globes of noxious gas upon the enemy.

## THE ARMY ROSTER

When you plan your army you should use the Warhammer Armies Skaven book as a guide. From the book you can start plotting which Skaven to collect. So grab a roster sheet and start



working out your 1,000 point army now! The roster sheet opposite shows Clan Klaw. We've worked this out as an example of the sort of army you could start with.

Our Skaven army will be mainly made up of Clanrats. So our Warlord (army general) will be the Warlord of that clan and we will name him Klaw. Skaven Warlords are tough opponents and ours will be augmented with a couple of magic items. The *Warpstone Armour* will protect him from harm (and give his opponent a nasty shock) and the *Ogre Blade* will help him dispatch his foes with ease.

Our next selections will be the core regiments. The first unit, which we have named Klaw's Guard, is armed with spears (the extra fighting rank will come in handy). Our second regiment will be a unit of Skaven with hand weapons and we will name it Klaw's Rippers, as a lot of the Skaven models are carrying picks and hooked swords. The last unit will be a regiment of Skavenslaves which will be used to slow down the enemy advance. All these units are led by Skaven Champions who will help bolster each unit's fighting strength. To finish off our initial selection of troops we will also take a unit of Gutter Runners, who will infiltrate the enemy lines and silence their war machines. The last troop choice will be an Assassin, and as he is rather special, we will talk about him later on.

A Skaven army is not complete without the fiendish war machines of Clan Skryre. To this end we will have three Poison Wind Globadiers which will be assigned to the Clanrat regiments and two Jezzails for long range shooty-death (as the Skaven would say). Our final choice is my favourite war machine – the Doomwheel. No Skaven Warlord should go to war without one.

Now on to collecting the army itself...

## WARHAMMER ROSTER SHEET — CLAN KLAW - SKAVEN ARMY

| Models/Unit | M | WS | BS | S | T | W | I | A | Ld | Save | Notes | Points Value |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **WARLORD KLAW** | | | | | | | | | | | | |
| Skaven Warlord | 5 | 6 | 6 | 4 | 4 | 3 | 7 | 4 | 7 | 3+ | Magic Weapon: Ogre Blade (+2 Strength) | 183 |
| Army General | | | | | | | | | | | Magic Armour: Warpstone Armour (4+) | |
| Shield & sword | | | | | | | | | | | (Each save made Inflicts S3 hit on attacker) | |
| **CHAMPION SKASQUEEL** | | | | | | | | | | | | |
| Skaven Champion | 5 | 4 | 4 | 4 | 3 | 1 | 5 | 2 | 5 | 4+ | Magic Armour: Enchanted Shield (+1 to save) | 33 |
| Sword, spear & light armour | | | | | | | | | | | Leads Klaw's Guard | |
| **CHAMPION SKRATCH** | | | | | | | | | | | | |
| Skaven Champion | 5 | 4 | 4 | 4 | 3 | 1 | 5 | 2 | 5 | 6+ | Magic Weapon: Biting Blade (extra -1 save) | 43 |
| Hand weapon, shield | | | | | | | | | | | Leads Klaw's Rippers | |
| **CHAMPION PIKT** | | | | | | | | | | | | |
| Skaven Champion | 5 | 4 | 4 | 4 | 3 | 1 | 5 | 2 | 5 | - | Magic Item: Skavenbrew (see Warhammer Magic) | 52 |
| Hand weapon | | | | | | | | | | | Leads Klaw's Slaves | |
| **ASSASSIN SNIKETT** | | | | | | | | | | | | |
| Skaven Assassin | 5 | 5 | 4 | 4 | 3 | 1 | 5 | 2 | 7 | 6+ | Weeping Blades (extra -1 save, D3 wounds) | 30 |
| Weeping Blades & light armour | | | | | | | | | | | Concealed in Klaw's Guard | |
| **KLAW'S GUARD** | | | | | | | | | | | | |
| 19 Clanrat Warriors | 5 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | 5+ | Unit contains a musician and standard | 136.5 |
| Spears, light armour & shield | | | | | | | | | | | | |
| **GUARD GLOBADIERS** | | | | | | | | | | | | |
| 2 Skaven Globadiers | 5 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | - | Poison Wind Globes (1" template 4+ wound, no save) | 40 |
| Hand weapon & poison wind globes | | | | | | | | | | | Attached to Klaw's Guard | |
| **KLAW'S RIPPERS** | | | | | | | | | | | | |
| 19 Clanrat Warriors | 5 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | 5+ | Unit contains a musician and standard | 126 |
| Hand weapons, light armour & shield | | | | | | | | | | | | |
| **RIPPERS GLOBADIER** | | | | | | | | | | | | |
| 1 Skaven Globadier | 5 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | - | Poison Wind Globes (1" template 4+ wound, no save) | 20 |
| Hand weapon & poison wind globes | | | | | | | | | | | Attached to Klaw's Rippers | |
| **KLAW'S SLAVES** | | | | | | | | | | | | |
| 19 Skavenslaves | 5 | 2 | 2 | 3 | 3 | 1 | 4 | 1 | 4 | - | Unit contains a standard | 50 |
| Hand weapons | | | | | | | | | | | | |
| **CLAN ESHIN RUNNERS** | | | | | | | | | | | | |
| 5 Gutter Runners | 4 | 4 | 4 | 4 | 3 | 1 | 5 | 1 | 7 | 6+ | Unit can infiltrate and skirmish | 75 |
| Hand weapon, throwing stars | | | | | | | | | | | | |
| additional hand weapon & nets | | | | | | | | | | | | |
| **RATWHEEL** | | | | | | | | | | | | |
| Doomwheel | 3D6 | - | - | 7 | 7 | 3 | 1 | - | - | - | Special rules: see Skaven War Machines p29 | 150 |
| Warpstone Generator | - | - | - | - | 5 | Special | - | - | - | - | | |
| Warlock Engineer | 5 | 4 | 4 | 4 | 3 | 1 | 5 | 2 | 10 | - | | |
| Rats | - | 3 | 0 | 3 | 2 | 6 | 1 | 6 | 10 | - | | |
| **KLAW'S WARPLOCKS** | | | | | | | | | | | | |
| 2 Skaven Jezzail Teams | 5 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | - | Jezzail (36" range, Strength 5, -3 save, D3 wounds) | 60 |
| Hand weapons & jezzails | | | | | | | | | | | | |

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ENGLISH Roster Sheet 102654
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TOTAL 998.5 points



The first 1,000 points of our army will form a core around which a larger force can be built. This is themed 1,000 point army that represents a Skaven Warlord's clan – his own personal army which can use to further the cause of the Horned One and for his own private schemes.

# THE WARLORD



Our army is led by a Skaven Warlord, who we have named Klaw. He represents one of the many Warlords that are scattered throughout Skavendom, each leading their clan to further their own standing in the eyes of the Council of Thirteen. Skaven Warlords are good fighters, able to take on the best your opponent can throw at him. We will choose a couple of magic items that will protect him and boost his (already considerable) fighting abilities. To protect him on the battlefield (and from assassination attempts) he wears *Warpstone Armour*. This gives him a 4+ save and any successful saves inflict a Strength 3 hit on his opponent! Warlord Klaw also has a magical weapon, the *Ogre Blade*. This weapon adds +2 to his Strength making it easier for him to wound his opponent.

Like all characters Warlord Klaw is vulnerable to hostile missile fire. So in battle he will join his spear regiment, 'Klaw's Guard'. Adding his combat prowess to this unit will make it very difficult to beat.

# CLAN ESHIN ASSASSIN



*Clan Eshin Assassin Snikett*

The black-clad Assassins of Clan Eshin are feared by all those who know of them. They maint the Council of Thirteen's rule over Skavendom through murder and terror. Clan Eshin also h their Assassins out to Warlords and other clans in return for Warpstone and booty. Our Warlord K has realised their value and has an Assassin in his employ, who has concealed himself within Kla Guard ready to strike...

Skaven Assassins are brought out of your regiments points allocation. They are capable of killi the most powerful of your opponent's characters with only a single hit of their Weeping Blades (ea hit causes D3 wounds at a -2 save!). This makes them great value for your points. They also ha the ability to conceal themselves in regiments of Skaven. Once you have chosen to reveal them th can fight anywhere on the front rank (place them next to a powerful enemy character) and they stri first in the initial round of combat regardless of Initiative!

# GUTTER RUNNERS

Gutter Runners are the apprentice Assassins of Clan Eshin. Until the Assassin Adepts decide they are ready to fight alone, they work in these small packs, practicing their deadly skills. Gutter Runners scout ahead of the main force and harass the enemy with night raids and ambushes.

Gutter Runners have a special deployment rule that allows them to set up closer to the enemy (just outside their deployment zone). I will use this ability to get them closer to the enemy's v machines, so when the battle begins they can take them out. T unit has been armed with additional hand weapons (doubles th attacks) and throwing stars. With this extra equipment Gut Runners are also more than capable of taking on other skirmi units or small units of enemy archers.

*Clan Eshin Runners – Gutter Runners*



# POISONED WIND GLOBADIERS

Poison wind globes are one of Clan Skryre most infamous weapons. This weapon was first used during the bitter tunnel fighting between the Skaven and Dwarfs. Clan Skryre train specialist 'Globadiers' who are attached to Skaven regiments. When their regiment engages the enemy they hurl their deadly globes into the enemy ranks.

The poison wind globe is a very dangerous weapon. It is capable of wounding even the toughest characters on a 4+ and you don't get an armour save! It's perfect for stopping the enemy's elite units in their tracks. Warlord Klaw has three Globadiers at his disposal, he has attached two to his own regiment and one to the Rippers.



# CLANRAT WARRIORS




*The Skaven Clanrat Warhammer Regiment plastic boxed set is the quickest and most cost effective way to collect the huge regiments needed for your army.*



*Klaw's Guard, led by Skaven Champion Skasqueel*

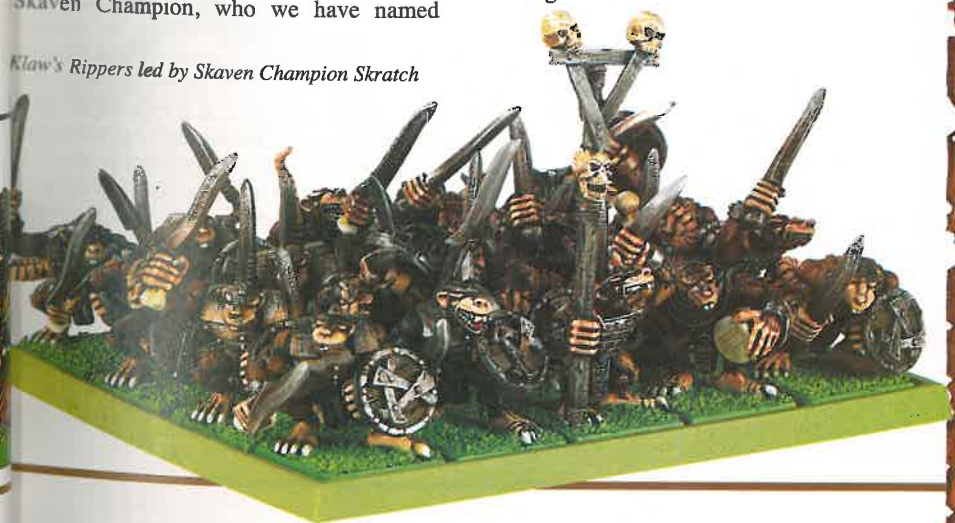
Skaven armies always have a large core of Clanrat regiments. Skaven Clanrats are fairly cheap and come equipped with light armour, shield and a hand weapon which you can exchange for a spear. Now Skaven are good fighters, but they have a very low Leadership. However they do have a special rule that for every rank after the first rank they receive +1 Leadership, because Skaven are only really confident in large numbers. The trick for fighting with Skaven is the same as Goblins. You need a regiment with at least four ranks in depth (+3 Leadership!) and always give the regiment a banner and if possible a musician as well.

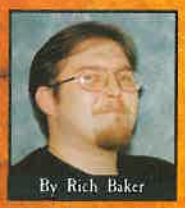
The next two regiments will form the centre of our army. Using the Skaven Clanrat Warhammer Regiment we built a regiment of twenty Skaven with spears, which we have called Klaw's Guard. Like all the Regiment boxed sets the Clanrats have a complete command group of a musician, standard and leader, so these are included in our unit as well. We can use the leader model as a Skaven Champion, who we have named Skasqueel and given an *Enchanted Shield* (extra +1 to his armour save).

Our second regiment will fight alongside Klaw's Guard. Using a second Skaven Clanrat Warhammer Regiment box set we built a unit of Skaven with hand weapons. This unit will be called Klaw's Rippers (after the picks and hooked swords in the unit). The unused spears went straight into our bits box for future use (the blades make great scythes). This unit's role is to advance towards the enemy battleline with Klaw's Guard and to guard the flank of the Warlord's regiment. We have given this unit the full command group of musician, standard and leader included in the box, and again we have made the leader model a Skaven Champion who we have named Skratch. He is armed with the ***Biting Blade*** (extra -1 save) which should give him an advantage in combat.

Using additional boxes of Clanrats we can add more Skaven to these units. There is no reason why we could not split a box between these two regiments.

*Klaw's Rippers led by Skaven Champion Skratch*





By Rich Baker

# HOW TO PAINT SKAVEN CLANRATS

***(without going mad and eating all the cheese in the fridge)***

Eavy Metal painter Rich Baker has painted a lot of Skaven. Not only does he have a huge army of his own, but he has painted the majority of the Skaven featured in this article, so we have asked him to share some of his painting secrets.

***Rich:*** *Skaven regiments are huge, so the only practical way of painting them up is in blocks of at least 10. I find the best way is to line them up in front of you and paint each stage on every model before moving on to the next bit. This allows the paint to dry properly on each model and is quicker as you don't have to mess about opening and closing pots or changing water.*



***Stage 1:*** *After assembling your models you should undercoat them and the shield sprue with Black paint (I never remove the shields from the sprue as it makes them easier to paint if you can hold onto the frame).*



***Stage 2:*** *The first part of the model you should paint is the fur and skin. I drybrush these areas first with Scorched Brown and then go over the fur again with Vermin Brown. Then I drybrush the shields with Bestial Brown.*



***Stage 3:*** *Next I paint the skin areas of the model with Dwarf Flesh. For the clothing on our Clanrats I chose to use Dark Angels Green and Bubonic Brown, as these colours give a dirty, ragged look to the models. Although any other browns, drab greens or dark reds look great. The straps and belts are then picked out with Bestial Brown. When this is done the shield bosses and shield rims are drybrushed with Boltgun Metal.*



***Stage 4:*** *To finish off the model I paint the armour and weapons with Boltgun Metal. The teeth and claws are then picked out with Bleached Bone. The base is painted with Goblin Green and flock is glued on with PVA. Finally, to finish off the model I glued the shield into place. Now this Skaven is ready for battle.*

# SKAVENSLAVES



*Klaw's Slaves led by Skaven Champion Pikt – Skavenslaves*

The Skavenslaves that are used for war are from Warlord clans that have been defeated in the internecine clan warfare that's rife throughout Skavendom. They are used to demoralise the enemy by increasing the size of the Skaven army and are driven towards the enemy to absorb missile fire and to tie up the enemy's troops.

This Skavenslave unit is to sha similar fate as the ones descri above, so they are only armed v hand weapons. However Warlord is not one to fritter awa resource. He has given the un Skaven Champion to lead it doubt a lieutenant who crossed him) who we have nam Pikt. The Champion has a been given Skavenbrew – this be fed to the unit at the start of battle. Skavenbrew boosts Ska fighting levels to an unnatu high, the side effect however is usually death.

In battle the Slaves will be marched directly at the enem battleline, forcing our opponent to commit his troops to destro With their fighting levels boosted by Skavenbrew he can afford to ignore this unit. And if we're really lucky they might able to tie up a couple of his units for the entire battle.

# CLAN SKRYRE JEZZAIL TEAMS

The warplock jezzail is another fiendish invention by the Warlock Engineers of Clan Skryre. It is a long ranged firearm, more like a small cannon than an ordinary gun. It fires a missile made of Warpstone which can easily punch through the breastplate of the most heavily armoured knight.

The jezzail is the most powerful missile weapon available to Skaven – its high Strength and multiple wounds means it can hurt or even kill large monsters in a single volley. Our Jezzail teams will be placed in a prominent firing position and be used to snipe at enemy characters or to thin the ranks of elite units like knights. If there are no hills, we will set them up in the battleline, in between the two main Clanrat regiments, from where they will perform a similar job.



*Klaw's Warplocks – Skaven Jezzail te*

# THE DOOMWHEEL



*The Ratwheel – Skaven Doomwheel*

The deadly Doomwheel was designed by the mad genius Claw, the Chief Warlock of Clan Skryre. The Doomwheel a single Warlock Engineer as crew, and its motive power supplied by swarms of Giant Rats in two great treadmill whee The turning treadmills operate a warpstone generator which turns creates bolts of deadly warp lightning.

The Doomwheel is a very destructive war machine. It fights a chariot, fires warp lightning and even has its own dispel protect it from hostile magic. However, due to its rand movement, it is very hard to use it in co-ordination with the of your army. The Doomwheel works best deployed on a fl (on a hill if possible so it doubles its move as it rolls down) s can smash into one end of the enemy's battleline then roll down the line. The Doomwheel is also hardest hitter in the army so try to hit the toughest thing its path – it does D6+2 Strength 7 impact hits! Then the w lightning, with a random Strength of 2–10 with D6 wounds, the potential to kill the toughest of monsters in a turn!

# EXPANDING YOUR ARMY

Clan Klaw is a very effective 1,000 point army, more than able to take on a force of similar size. Our initial 1,000 points also gives us a core force to build a larger army around. Now before I expand any army I always play a few games. This gives me an idea of what I need to strengthen the army. After a few games the next step is to expand the army by another 500 or even 1,000 points.

The first thing Clan Klaw needs is magical support. Skaven armies have very powerful magic users, the mightiest being the feared Grey Seers, the agents of the Council of the Thirteen. Grey Seers can choose to ride to battle upon the deadly Screaming Bell. Screaming Bells carry a huge bell which, when struck, can have adverse effects on your opponent's army. Plus when the Skaven unit that is pushing it charges, they cause an automatic D6 Strength 7 impact hits from the bell's carriage. Other magic users are also available in the form of the Warlock Engineers of Clan Skryre. They are not as powerful as a Grey Seer, but their spells can be equally destructive. Skaven can also field Chieftains, the Warlord's most trusted lieutenants, and the decaying Plague Priests of Clan Pestilens. These are best used to bolster a Skaven regiment's fighting strength and Leadership.

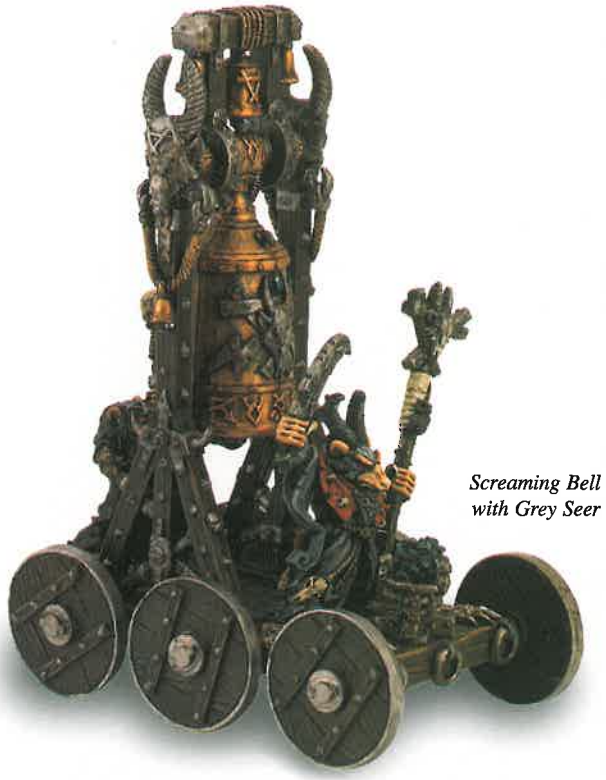
On occasions Skaven summon to battle the Daemons of the Horned Rat, known as Vermin Lords. Vermin Lords are the daemonic forms of ancient Lords of Decay, they have a high Strength and each hit of their Doom Glaive causes D3 wounds.

Skaven are a little like Goblins in that you need lots of them. A good option would be to enlarge Klaw's Guard with another boxed set. Or use that set to raise a third regiment of Clanrats. But Clanrats (as good as they are) are not the only troops available to a Skaven Warlord. There are the elite Stormvermin, hand-picked warriors of the Clanrat hordes. This regiment should be at least twenty strong, armed with halberds (so they are hitting at Strength 5!) and led by a Chieftain. Another handy troop type are the Gutter Runners – they are the best option you have for eliminating enemy war machines. Skaven Assassins are also worth investing in as their ability to leap out on enemy characters and attack first can prove invaluable.

Although Skavenslaves are considered the scum of Skaven society, if you invest in spears they become surprisingly resilient in combat. You can place your Slave units on the flank and they will bog down your opponent's flanking force.



*Vermin Lord – Daemon of the Horned Rat*



*Screaming Bell with Grey Seer*

Skaven society is divided up into clans. The majority of these are the Warlord clans, who supply the Clanrat regiments for Skaven armies. However there are other clans that supply more specialised troops. We have already covered Clan Eshin with their Gutter Runners and Assassins. There is also Clan Pestilens, whose crazed Plague Monks are dedicated to spreading pestilence across the Old World. The Plague Monks are the warriors of Clan Pestilens and are affected by frenzy, which doubles their attacks. If you put a Plague Priest in the front rank of this unit it will munch its way through virtually anything. Plague Monk units can also be protected by a screen of Plague Censer Bearers. They wield plague censers, which emit a disease-ridden fog that is very difficult to see through, making them a great screen against missile fire.

The wealthiest Skaven clan is Clan Moulder. They breed the monstrous Rat Ogres and capture and train other large monsters. Other clans pay a fortune in warp tokens to hire these creatures for their armies. Their most fearsome creations are the infamous Rat Ogres, which are excellent shock troops and can rip apart small regiments with ease. Clan Moulder also breeds packs of Giant Rats, which excel at slowing down flanking forces or fast moving units like cavalry.

The crazed Warlock Engineers of Clan Skryre invent and build all the wonderful toys of destruction that the Skaven field. One of my favourites is the warpfire thrower, because it terrifies your opponent. If you place one at the end of your battleline you should get clear shots into the ranks of your enemy. The warplock jezzail works best in units of two-five teams stationed upon a hill. Also, take advantage of the Poison Wind Globadiers' ability to lob their globes into the rear ranks of the enemy even when they are engaged in combat! The final war machine that really deserves a mention is the Doomwheel – this is perhaps the most destructive machine in a Skaven army. No Skaven Warlord should go to war without one!

Designing a Skaven army is really a case of getting it to fit your own fighting style. Over the page is the Skaven army of Clan Klaw, which has been expanded by an additional 500 points.





▲ *Skaven Warlord Klaw*



▲ *Clanrat warriors with spears (Klaw's Guard) with supporting Warpfire Thrower & Poison Wind Globadie*



*A Skaven Packmaster leads a pack of Rat Ogres to battle.* ▲



▲ *Skavenslaves with spears*

# WARHAMMER

# CLAN KLAW'S SKAVEN ARMY



▲ *Klaw's Warplocks – Skaven Jezzail teams*



▶ *Skaven Assassin Snikett leaps out to attack a Chaos Champion.*



▲ *Clan Eshin Runners – Skaven Gutter Runners*



▲ *The Ratwheel – Skaven Doomwheel*



▲ *Klaw's Slaves – Skavenslaves with hand weapons*



▲ *Clan Skryre Warlock*



▲ *Klaw's Rippers – Clanrats with supporting Warpfire Thrower & Poison Wind Globadier.*


Gareth Hamilton

# GARETH HAMILTON'S SKAVEN ARMY

***Gareth Hamilton's armies are becoming regular features in White Dwarf, a with good reason too. After seeing his most recent army at the la Warhammer tournament, we lured him to the Studio with false promises so u could photograph his Skaven and interrogate him for information on how h paints such superb armies. The next few pages contain the dialogue fro interrogation tapes 3-18 (screams edited out), in which he tells all about th Skaven army he used at the tournament.***

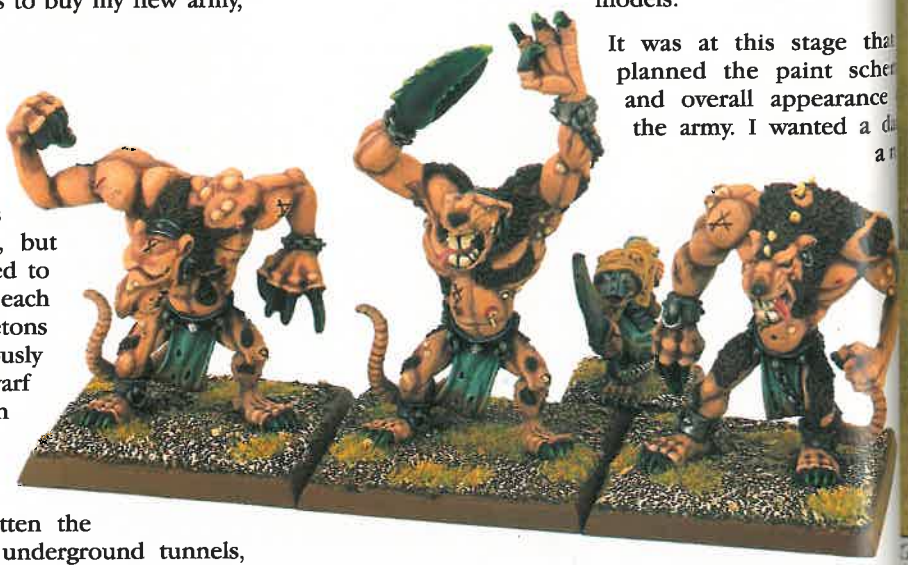
I was at the Mighty Empires campaign weekend in March when I learned that the Grand Tournament in August was to be Warhammer only. I had originally intended to enter the 40K competition having won best army with my Catachan Devils at the previous year's tournament. This meant I would need a Warhammer army rather than the 40K army I was currently working on, but which one? I currently have three Warhammer armies: Dwarves, Chaos Dwarves and Orc and Goblins, but I always like to enter a new army at each tournament. When the latest edition of Warhammer was published I started work on a Bretonnian army and had built up around 3,000 points of troops, but to be honest I am not much of a Bretonnian fan. I found out after a few games that I missed the variety of troops my other armies offered and every game became a case of get into lance formation and charge! Thus I took the bold step of selling those boring Bretonnians to buy my new army, but I still had to decide which one.

Looking at the other armies I quickly rejected High Elves, Wood Elves and Dark Elves (too poncy), Lizardmen and Chaos (too common) and Empire (no more cavalry models please!). This then appeared to leave Undead, but three times in the past I have tried to start an Undead army and failed on each occasion. I just find painting Skeletons so boring! By this time I was seriously considering collecting another Dwarf army, when someone at the Lincoln gaming club told me about the new army he was collecting for Warhammer – Skaven. SKAVEN! Of course, how could I have forgotten the Skaven scurrying about in their underground tunnels, plotting and scheming to bring about the downfall of the other races. Immediately memories of games I had play against the Skaven came to mind, with warpfire throwe jezzails, Doomwheels, Assassins, Rat Ogres, Scream Bells, Plague Monks. At last I had found my new army, Skaven.

## IN THE BEGINNING

That night, the moment I arrived home, I dug out Skaven Armies book and started to read it. The more I re of the political intrigue in Skaven society and the bullyi cowardly nature of the Skaven, the more I fell in love w them. Having read the Armies book, my next step was plan a 2,000 point army for the Grand Tournament. On I had a general idea how my army would look I set abo collecting and painting models.

It was at this stage tha planned the paint sche and overall appearance the army. I wanted a d a



*Rat Ogre unit (note the mutant with claw).*

dirty look to my army, more like Andy Chamber's Skaven (White Dwarf 137) than those painted by the Studio. Looking through my collection of paints I found a dull looking grey/green colour that would be ideal for the robes and loin cloths and looked like it would work well with the other colours I would be using, ie. browns and blacks.

The first unit I painted was the Rat Ogres. Many years ago when they were released I bought three of them. The reason why is lost in the mists of time but there they were, lying in my bits box just biding their time. After a great deal of digging I found all the parts for them (three heads, three bodies and three pairs of legs).

I just had one problem. One of the bodies had had its hand cut off to be used by a Beastman Blood Bowl player as a 'big hand'. So I went back to my bits box and rummaged through again to find a suitable replacement for the missing hand. What turned up was the claw from a Greater Daemon of Slaanesh. Out came the hacksaw, off came the claw and voila, a mutant Rat Ogre with a claw.

My attention turned next to the Warlord for the army. I was disappointed to find the only Warlord models other than special characters were old and rather uninspiring models. I like my generals to look special, a cut above your standard soldier. In the end I decided to use Warlord Queek without his trophy rack to be my Warlord – not the most adventurous of conversions but until I could come up with something better it would have to do.

Next came the large Clanrat unit. Unfortunately the old plastic Skaven would not be suitable as I had decided to arm the Clanrats with spears and anyway, call me fussy if you like, but I like my models to be facing the direction they move in and not sideways like a group of crabs. This meant my Clanrats would all be metal figures, an expensive option but I had received a good price for my Bretonnians so I could afford it. It was at this stage that I decided to paint the robes of the Skaven to appear muddy around the bases. It seemed appropriate for a race that spends much of its time scurrying around in underground tunnels and it made a big improvement to the overall appearance of the army.

When the Clanrats were finished I started on the troops that were to accompany them. These were a Warpfire



Gareth's first main Skaven unit, with lots of Clan Skryre troops.



*The Doomwheel – insane invention of Clan Skryre.*

Thrower team, two Assassins, two Poison Wind Globadiers and a Warlock Engineer. All of these are great looking models and really add to the character of a Skaven army. I decided to put the Warpfire Thrower team on a cavalry base as opposed to the bases supplied, as it makes moving the model about much easier, looks better, and as the weapon is lost if just one of the Skaven is killed, makes more sense.

Having completed my main body of troops my attention turned to the Plague Monks. I chose a much darker green for their robes. This had the affect of making the Plague Monks stand out from the other Skaven but did not detract from the overall appearance of the army. The same applies to the Gutter Runners with their black cloaks and the Stormvermin with their brass armour plates. Each colour scheme shows the unit to be different but does not spoil the overall affect. I believe this to be one of the secrets to painting a good looking army.

Finally, to finish off the army I painted a Doomwheel and a unit of four Jezzail teams. I have always liked a character on a large monster as the centre-piece of an army and for the Skaven the Doomwheel and Screaming bell accomplish this nicely. At this point I should mention that it is a good idea to put all large multi-part models that are moved about the table onto a base. This will go a long way to keeping the model in one piece and protecting the paint job. For my Doomwheel I used the Giant Rats that come in the Packmaster blister to give added effect to the base, after all, rats so small make for sorry looking 'giant' rats, as they are no bigger than the rats from the swarms!

Having painted up the models it was now time to put some character into the army with names and backgrounds for the most important characters. And then get some gaming in to learn how to fight with it!



*Ratarsed Rat, Warlord of Clan Rat-Fink, wielding a halberd and a vicious rat. Although this is a minor conversion it still looks fantastic!*



*Warlock Mulder is a Clan Skryre agent, working as part of a sales team with his partner Skully (who unfortunately couldn't be with us today – probably stuck in the lab while Mulder's out on assignment having all the fun).*



*The mysterious Plague Priest Bassilus Bubonicus – holder of the real power in Ratarsed's horde. He leads his personal unit of diseased Plague Monks into battle.*



*Gareth has even created a Chaos Spawn on the off chance that his Warlock or Grey Seer consume more Warpstone than they can handle. He has used the Scyla model as it has a ratty look about it, and has painted it green and brown to fit in with the colour scheme of the rest of the army.*

## RATARSED RAT, WARLORD OF CLAN RAT-FINK

Ratarsed Rat was the younger brother of Rasta Rat, the form warlord of Clan Rat-Fink who came to a sorry end at the han of an assassin. Wanting power for himself and fed up wi being bullied by Rasta, Ratarsed formed an alliance with Cl Pestilens. In return for their help in killing his broth Ratarsed would give Clan Pestilens the support of Clan R Fink in the form of troops and the best Skavenbrew in t Under-Empire. This alliance is not turning out as Ratarsed h hoped and it is only the fact that no rat can make Skavenbr like Ratarsed Rat can which is preventing Clan Rat-Fink fro becoming little more than the slaves of Clan Pestilens.

## CLAN SKRYRE AGENTS

Mulder and Skully are a sales team from Clan Skryre wh managed to sell Ratarsed clearly sub-standard goods from t Clan Skryre foundries (how many times can a warpfi thrower misfire, taking half your Clanrat unit with it?). After strong complaint from Ratarsed and perhaps a mo persuasive note from Clan Eshin, Mulder and Skully ha offered their services to Clan Rat-Fink, for the appropriate f of course, and have also offered to repair any defective goo at a generous discount.

Plague Priest Bassilus Bubonicus is the real power behind t current rise in the fortunes of Clan Rat-Fink and is a consta thorn in the side of Ratarsed, making sure he knows who h real masters are.

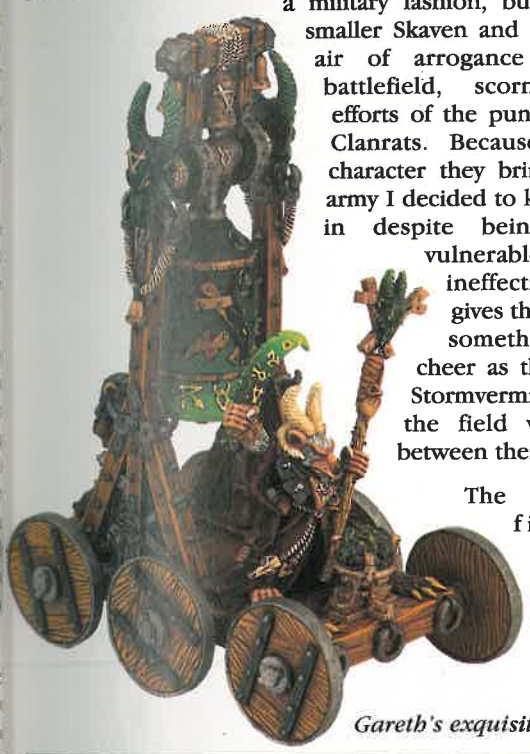
I find that just a small amount of effort put in to give the arm a bit of character can go a long way to making the games yo play more enjoyable – especially the ones you lose. Mr Skav Warlord challenges Mr Dwarf King doesn't have the same ri to it as Ratarsed Rat, Warlord of Clan Rat-Fink, squeaks h defiance to Grim Grimson, Dwarf King of Karak Varn, as th clash in single combat. I also find it goes a long way changing the mentality of gamers from using bear combinations of troops and magic, to ones more suited to t character of the army – even if they may not be quite effective.

Having now given my army its background, the mod representing Ratarsed Rat needed a lot more attention. I w just not happy with it, so I took advantage of my trip to t recent Blood Bowl tournament to pay a visit to the Lento store. Here you can take full advantage of the Mail Ord service without having to pay postage. Looking through t catalogues I bought another Warlord Queek and anoth Stormvermin champion. When I arrived home, havi finished 36th at the tournament (curse those Hobgoblins) proceeded to convert my new Warlord. The hands of Que were cut off (once again with a bit of brutal hack-sawing) were the hands of the Stormvermin champion. I then glu the Stormvermin's hands onto Queek and added a shield the arm without a weapon. From his pose my Warlord look like he should be holding something in his hand so I decid I would put something in it. Looking through my bits bo could find nothing that would fit the bill. Nearly ready to gi up I suddenly spied an unopened rat swarm blister and yes, I just cut the tail I could make my Warlord into a fearsome r wielding fiend.

With a painted and hopefully characterful army, it was no time to try it out on the battlefield. After a few games I ha made the following observations about the Skaven.

## TACTICS

Firstly, rank bonuses are all important. Without them your army just crumbles apart. Not only do they give your mediocre troops a chance in combat but they also give you that very precious Leadership bonus. Loosing a combat by one is not such a disaster when you have a Leadership of 10 but when it gets down to 7 it can spell trouble. This makes it essential to have large units of Skaven that can absorb losses without losing their rank bonus. For Clanrats, units need to have over thirty models. Plague Monks with frenzy can get away with units of twenty, as can other units that are not intended as a main assault force. My unit of sixteen Stormvermin is not big enough and in armies not restricted by a 50% minimum from the regiments section (as is the case in the Grand Tournament) I would drop it in favour of higher level wizards, swarms and slaves. I imagine Stormvermin to be a kind of military police in Skaven society, marching through the tunnels in a military fashion, bullying the smaller Skaven and having an air of arrogance on the battlefield, scorning the efforts of the puny, inferior Clanrats. Because of the character they bring to the army I decided to keep them in despite being rather vulnerable and ineffective (it gives the Clanrats something to cheer as the mighty Stormvermin run off the field with tails between their legs).



The main fighting units of a Skaven army are its big Clanrat units, Plague Monk units and the deadly Plague Censer Bearers. These elite Plague Monks can defeat the strongest of units provided you can get enough of them into hand-to-hand combat. They also make a great skirmish screen to protect your other units from missile fire, but beware – they often get in the way of the main Plague Monk unit.

One of the main problems I have found fighting with a Skaven army is co-ordinating your troops. So often it seems that your Clanrats block the line of sight of your warpfire thrower, or your Plague Censer Bearers prevent your Plague Monks from charging – it can get most frustrating!

The war machines and weapons of Clan Skryre are one of the best things about a Skaven army and can potentially win the game. If they work these weapons of destruction can cause untold damage to the enemy, but 'if' is the operative word. They can just as easily work against you as for you [Ratarsed Rat's first rule of generalship – always keep Warpfire Thrower teams 4" away from other Skaven].

I have found the three main rules for effectively fielding a Skaven army are:

***1) Big units***

***2) A sound battle plan***

***3) Good luck***

## WHAT'S NEXT

Having completed a 2,000 point tournament army, I have grown to like the Skaven so much that I plan to collect more. Rat Swarms are a must and I also plan to get a unit of Giant Rats. The Giant Rats from the Necromunda range are loads better then those supplied in the Skaven Packmaster blisters, so I will use those instead. A Screaming Bell is a must and with a large unit of the new, plastic Skaven to push it, it will look great. I also intend to increase the size of my Stormvermin unit and of course buy a large amount of Skavenslaves. Apart from the army, I also intend to build a Skaven fort, to be the base of Clan Rat-Fink and the setting for many a game of Warhammer Siege.

*Gareth's exquisitely painted Screaming Bell, accompanied, below, by the new, plastic Clanrats.*



# CLAN RAT-FINK

## GARETH HAMILTON'S SKAVEN HORDE





▲ *The Gutter Runners' Assassin is represented by Deathmaster Snikch.*

*Gareth has just added this unit of the new, plastic Skaven Clanrats to his existing army.* ▶



◀ *The Plague Monks of Bassilus Bubonicus.*



*Gutter Runners scurry through the woods.* ▼





bonicus.

woods.

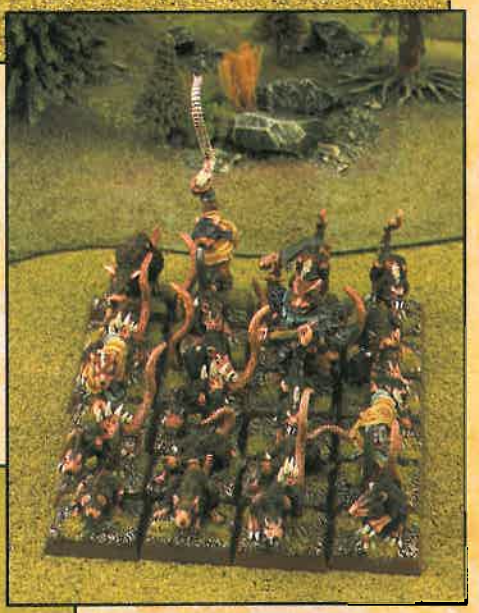








*The main Clanrat unit, made up of the original metal Skaven Clanrat figures and led by Ratarsed himself.*



*Notice how Gareth has used the Necromunda Giant Rats to good effect in his Packmaster's Giant Rat unit.*



*Clan Skryre agent Mulder, in the safe company of twenty Stormvermin.*


Gareth Hamilton
Agent of the Horned One

# HOW TO PAINT A SKAVEN CLANRAT
# THE HAMILTON METHOD

***By Gareth Hamilton***

***Gareth Hamilton is a fantastic army painter and complete tournament nutter. In fact his excellent Skaven army, which he used at this year's Warhammer tournament, is featured in this issue. When we asked Gareth how he painted up his Skaven he agreed to let us in on a few of his secrets. We'll let Gareth take it from here...***

***Gareth:*** When Paul Sawyer asked me to write a piece on how my figures were painted, I was only too happy to oblige. I am always being asked how I paint my figures and most people seem quite surprised when they find out how quickly I get the job done. I started work on my Skaven army in March and by July I had over 2,000 points fully painted to a tournament winning standard – four months in which I painted 110 figures.

My method is to paint each 'layer' of the model from start to finish before moving on to the next 'layer'. I say layer because I always start with what I think of as the lowest layer and that is the skin. The next layer is the hair or fur which grows on the skin, then the clothes worn over the fur, then the bags, pendants etc. placed over the clothes and so on until the model is finished. I often think of it as dressing the model ready for battle – only with paints.

Completely finishing one area of a figure before starting on the next keeps up my interest levels in that figure and so makes for a neater job. I find painting large numbers of figures in base coats soon becomes tedious and the work starts to be rushed. This also means I never work on more than four or five models at a time.

Another thing that gets some very interesting reactions from people is when I tell them I don't undercoat my figures before I start painting. This came about one wet and windy day when my latest parcel from Mail Order arrived. Impatient to get started on my new figures but not keen on traipsing down the garden to the shed in order to spray on an undercoat, I decided to try painting straight onto the metal. It worked! And now the only time I undercoat is if at least three-quarters of the model requires a black base coat or large areas are to be painted in bright colours which require a smooth, white undercoat. With the method I have developed, an undercoat often just adds an unnecessary stage in the painting and can obscure some of the fine detail. Each layer of the model is first given a base coat of the deepest shade the area requires. Then I build up highlights using varying mixes of the base colour and the lightest colour. Final highlights can be added by mixing a small amount of white to the light colour. To make things a bit clearer I will describe the stages used in painting a Skaven Clanrat.



## STAGE 1: THE SKIN

The face, hands, feet and tail are first painted in Swamp Brown (a very old colour found in the Citadel basic set produced years ago) although any dark reddish brown would do *(try Scorched Brown – Nick Davis)*. This is the base coat and will provide the colour for the deepest parts of the skin. Next a mix of Swamp Brown and Dwarf Flesh is painted over the base coat, leaving the areas you want to remain dark. Highlights are built up by adding more Dwarf Flesh to the mix and again painting the areas you want lighter. Keep adding more Dwarf Flesh to the mix until you are satisfied with the end result. A final highlight of Dwarf Flesh and Skull White mix can be used for the lightest areas such as knuckles, eyebrows and around the mouth.

One of the main reasons for painting the flesh first is the face. This is a focal point for the model and people looking at a figure are naturally drawn towards the face. This means it is important to paint the face the best you can. By painting it first your interest in the figure should still be strong and so it will be easier to spend some time getting it right. For me, painting the face is always the most time consuming part.

***Handy tip:*** *Make the highlight mixes thin by adding a small amount of water. When you paint this onto the model, the base colour will show through, making the colour on the model lighter than the base coat but darker than the mix. The more layers you paint, the less the base coat shows through and the lighter the highlight becomes. This allows you to blend in a light highlight without constantly mixing up an ever-so-slightly lighter mix of paints (it makes sense to me!).*

## STAGE 2: THE FUR

The fur is painted in Bestial Brown then given a Brown Wash to darken the colour and pick out the detail of the fur. Next drybrush the fur with Bestial Brown and for final highlights drybrush again but add just a smidgen of white. Easy!

***Handy tip:*** *When painting fur, hair or other areas with lots of deep sculpting, washes are great for covering up those little spots which you can't seem to get the paint into.*



## STAGE 3: THE CLOTHES, POUCHES, BAGS ETC.



As with the other stages, the first step is to paint the base colour. Use black for armour, otherwise use the darkest shade of whatever colour you want the clothes to be. For my Skaven I used mostly Snakebite Leather, Bubonic Brown and this wonderful green from another old paint set called Battle Green *(try Camo Green – Nick)*. This was highlighted by mixing with white and produced a dull, faded look that I am very pleased with. The armour was painted with a mix of Chaos Black, Boltgun Metal and Dwarf Bronze. This gave a very dark and slightly rusty look to the metal. I usually paint the pouches with a base of Snakebite Leather washed with Brown Wash and then highlighted with Snakebite Leather and finally a Snakebite Leather and Skull White mix.

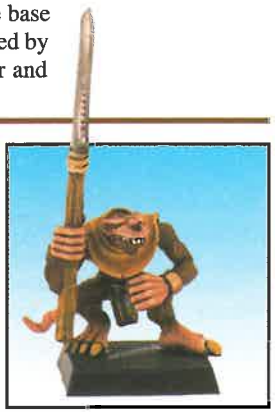
## STAGE 4: WEAPONS AND SHIELDS



I always paint the weapons last as they give you a part of the model to hold other than the base. Any metal parts are always given a black base coat, then painted with the same mix of colours I used for the armour. The edges are highlighted with Boltgun Metal. Wooden handles, spears, etc. are painted in Bubonic Brown and washed with Brown Wash. For the highlight, just drybrush with Bubonic Brown.

Shields are painted separately and fixed to the model when finished. The base coat is Bestial Brown washed with Brown Wash. The highlights are applied by drybrushing, first with Snakebite Leather, then with a Snakebite Leather and Skull White mix.

## STAGE 5: FINAL DETAILS



These include eyes, teeth, nails, whiskers and the muddy effect on the clothes. I paint the eyes black first, then paint over with white, leaving the black just at the edges. The white is then painted over with a bright green to give a glowing warpstone look.

Teeth and nails are first painted black, then picked out with Bleached Bone. The whiskers are just small dots of Brown Wash. The muddy effect was achieved by painting the base of the clothes with Flesh Wash, then again, lower down the clothes, with Brown Wash.



As I mentioned earlier in the article, a person's eyes are drawn to the face of a figure. It was at this stage on my first or second figure that I looked at the face of my Skaven and decided it was not quite right. I decided that the nose did not stand out enough so I decided to paint it black. Although this is more like a dog nose than a rat nose (which is pink), I found it did the trick.

## STAGE 6: THE BASE & VARNISH

The base of a figure can have a dramatic effect on the final look and so needs a little thought. In the past I made the mistake of painting my Orlock gang with green bases. (how they were painted by the 'Eavy Metal team). However amongst the industrial Necromunda terrain they don't fit in, so ever since then I have given more thought as to how I paint my bases. To keep in the theme of my Skaven I decided brown was the best colour. The small patches of static grass are just enough to help the army blend in when fielded on a green gaming table (which is most of the time).

In order to protect my models I always varnish them. I prefer a matt varnish to a gloss one but it does have the effect of 'dulling down' a figure. This is especially true of any metallic parts. However in the case of my Skaven this is exactly the effect I wanted so my models have been given a matt varnish with some exceptions, notably the Poison Wind Globadiers. To get the glass effect on their poison globes each globe was given up to four coats of gloss varnish. I now have a fully dressed Skaven Clanrat ready for battle. Anyone for a game of Warhammer?



*Gareth's Clanrats ready for war!*

WARHAMMER

# THUMP & GRIND

*by Mike Walker*

**Mike Walker is back this month, and in his own inimitable writing style gives us hints, tips and tactics on how to beat Skaven armies and all their weird and wonderful weapons.**

## Tell-tale signs

There are several tell-tale signs that will give away any Skaven players in your midst:

A mixture of grey, brown and pink paint stains on their hands.

Suspicious phrases muttered under the breath like: "Warpfire good... Grey Seer nice..."

A propensity to sit in a dark corner and gnaw on their food.

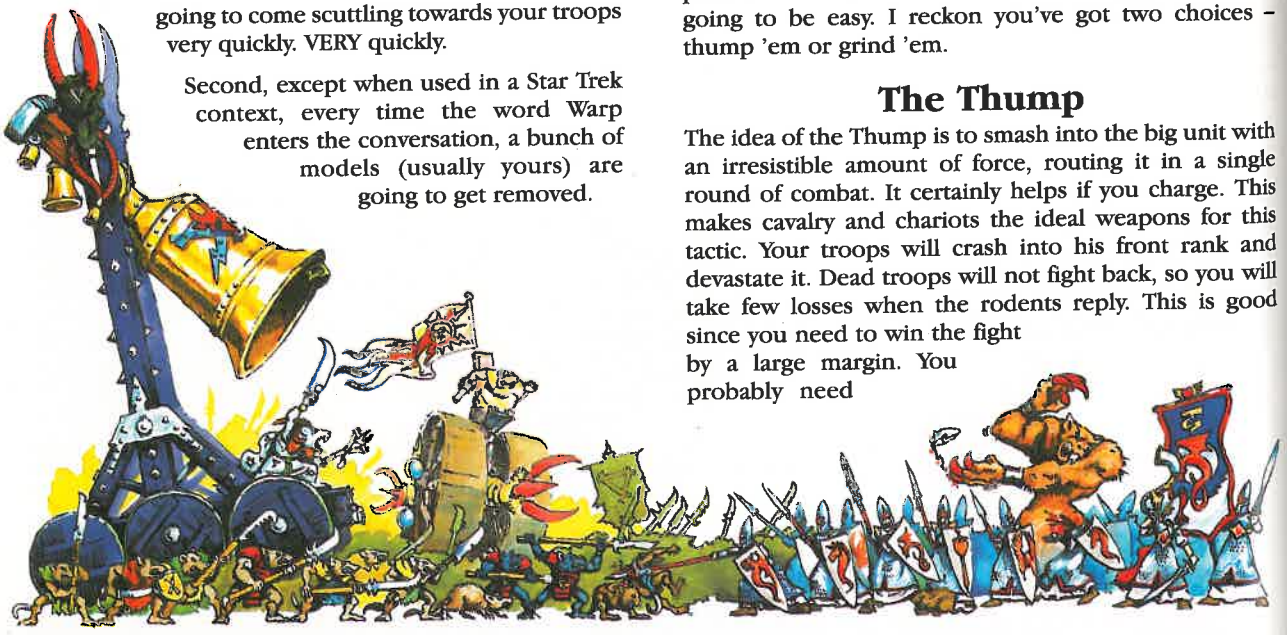
When they start going through your dustbin looking for scraps, your suspicions will be confirmed – you do have a Skaven player in your midst!

## How should you deal with this sort of rodent problem?

Having faced more than a few outbreaks of pointy nosed warriors, I would like to offer some advice. Here are the main lessons I have learned from my military confrontations with Skavendom.

First, you are not going have to make much effort to close with your enemy. They are going to come scuttling towards your troops very quickly. VERY quickly.

Second, except when used in a Star Trek context, every time the word Warp enters the conversation, a bunch of models (usually yours) are going to get removed.



Third, a hungry cat deployed in a corner of the gaming room may cause sufficient distraction to give you the edge in a close run battle.

Fourth, beating the Children of the Horned One is never going to be easy. Unless you prepare and pick your force carefully.

Fifth, my own cat, if deployed in a corner to distract, will, when hungry, jump up, nick your container of sour cream and chive flavoured crisps and devour them messily under the table.

In this article I will explain how to take on the big units, how to tackle the Clan Skryre, Eshin and Pestilens' Wonder Weapons and what magic tactics to employ.

## Thump & Grind

Most Skaven are going to come at you in big units. Most big units are going to come with very dangerous accessories. These accessories I'll look at in the section on Wonder Weapons. Right now I want to discuss how to duff up these big units.

With rank bonuses to boost both Leadership and combat results, Stormvermin, Clanrats, Skavenslaves and Plague Monks are always going to form up in deep columns. These units will achieve a Leadership of ten, and score plus three in combat resolution. Beating them ain't going to be easy. I reckon you've got two choices – thump 'em or grind 'em.

## The Thump

The idea of the Thump is to smash into the big unit with an irresistible amount of force, routing it in a single round of combat. It certainly helps if you charge. This makes cavalry and chariots the ideal weapons for this tactic. Your troops will crash into his front rank and devastate it. Dead troops will not fight back, so you will take few losses when the rodents reply. This is good since you need to win the fight by a large margin. You probably need



*High Elf White Lions are excellent for grinding down large Skaven units, with high Strength, good armour saves and their expert woodsmen's skills (Lion Rampant, Lion leaping and Lion claw) most Skaven will have a hard time even hitting this unit.*

to win by nine or ten casualties. This will overcome any rank bonus and give him a Break test of four or less. Only a pair of chariots or a seriously nasty combat unit need apply for this task.

## I prefer to Grind

The principle of the Grind is that your troops are tough enough to avoid taking much damage from the Children of the Horned Rat and strong enough to do a bit of damage in reply. It works because the only strong thing about rank-and-file Skaven is the smell. Whilst Craig's Dwarf army has more double handed axes than a lumberjack convention, only Stormvermin will be found brandishing these strength boosting weapons in a Skaven force. With that exception, most of the troops you are going to fight are Strength three. Using heavily armoured troops (preferably with a Toughness of at least four as well) the amount of damage that can be caused even by fanatical charging Skaven is minimal. Your lads, tooled up with a nice halberd or double handed hammer, will do more damage each round. It is surprising how a unit of a dozen or so dead hard troops can successfully grind away a much bigger unit of the citizens of Skavendom.

## Some can Thump and Grind

Mounted knights with lances can actually have a go at both. A unit of a dozen of them attacking in two ranks, with a hero or champion leading them has a reasonable chance of bringing off the Thump. If they fail to rout their opponent in the first round, then with their impressive saving throw to protect them they can start to grind the Skaven away in the second round.

I must just mention another thing that seriously inconveniences big columns of vermin. Flank attacks. The problem is that your cunning and sneaky opponent also knows this. Against an experienced Warlord the number of opportunities to make a successful flank attack will be small. If you get one don't hesitate.

## Wonder Weapons

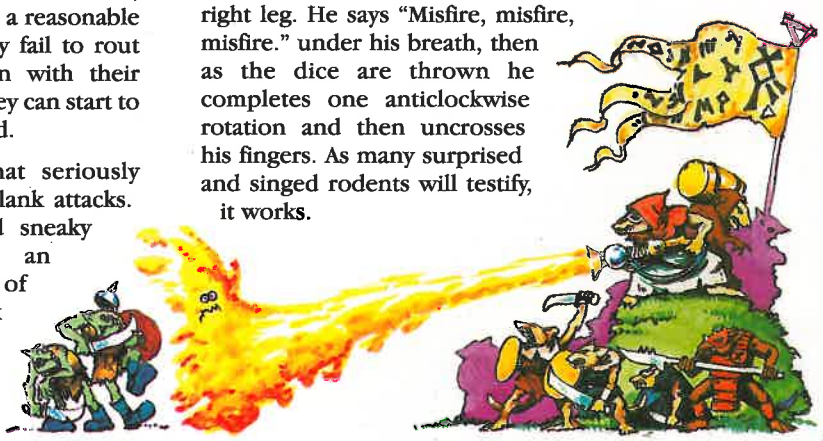
The thing about most Skaven Wonder Weapons is that they have the potential to cause enormous amounts of damage – to either side. With good luck a Skaven commander can gas, burn and blast your army. A few bad rolls and he can create large numbers of pink tailed corpses[1].

I haven't fought against all of the Skaven's Wonder Weapons. My comments will be reserved to the ones I have experienced.

When the Warpfire Thrower misfires it almost always destroys itself. Which is a good job because these things can be lethal.

Charging or shooting to bits a unit containing a team is difficult. Slightly more subtlety is required. How about dropping a massive rock on them? They do not get the benefit of the 'Lookout sir' rule so if you use a rock lobber, make a good range guess and have a bit of luck with the scatter dice, it will soon be time for the baseball bat and the blancmange[2].

If you are lucky enough to get a spell that targets specific models, use it here. Little Dave has a third method of dealing with Warpfire Throwers that has proved inexplicably effective. As the Skaven player gathers the dice together Little Dave crosses the fingers of his left hand behind his back and balances on his right leg. He says "Misfire, misfire, misfire." under his breath, then as the dice are thrown he completes one anticlockwise rotation and then uncrosses his fingers. As many surprised and singed rodents will testify, it works.



1) My absolute favourite misfire is the one where the warpfire thrower's barrels catch alight and the doomed carrier runs about until BOOM, warpfire everywhere. Brilliant.
2) The best way to simulate the effect of a rock landing on a rat is to whack a blancmange with a baseball bat. For extra effect get a rat (or mouse) mould, use red blancmange and when set, paint the outside of the blancmange brown.



*Bretonnian Knights of the Realm are one of the best units to Thump a Skaven army. A unit of ten to fifteen knights with the army general (Virtue of Noble Disdain & Virtue of Knightly Temper) and battle standard should be able to smash any unit it comes across. For overkill you can add the Banner of the Lady of the Lake (enemy unit loses combat bonus from rear rankers).*

Plague Censer Bearers are berserk, hateful furballs of bacteriological death. Finding your troops facing some of these mad monks is about as welcome as The Wurzels doing cover versions of Queen's greatest hits. The Censer Bearers are both difficult to fight and difficult to shoot. The combination of bubonic vapours, frenzy, hatred and boosted Strength make a first round against these things a miserable experience (an all too fleeting moment of joy is to be had if one of them manages to infect himself to death). With all the fog and the skirmishing, hitting them with a ranged weapon is also quite a challenge. What is required is a ranged weapon that does not require a roll to hit. The best one is probably the steam blast from a Gyrocopter. Cannons, Rock Lobbers and Doom Divers are all worth a go but will not cause many casualties because the Censer Bearers are usually well spread out. These guys are really hard to get rid of. Maybe I'd prefer The Wurzels after all.





It's big, it's round, it's a sort of Penny Farthing on steroids. The model of the Doomwheel is awesome. Fortunately in my experience its battlefield threat is more akin to an actual Penny Farthing. During my most recent confrontation with one of these things all it managed to do was fry six Stormvermin and squash their Warpfire crew.

Be warned however that it does have the potential to cause utter mayhem. Let it get in amongst your troops and you are in trouble.

Stopping it is reasonably straight forward. The motive power and the Doomwheel's driver are very vulnerable to a bit of firepower (it counts as a large target, just to make shooting it even easier). A few good bow or crossbow volleys will normally be enough. It will either be slowed to a crawl, or if the Warlock is killed the Skaven player will no longer be able to control the machine. I suggest you fire at it early and keep firing till you remove it as a threat.

Your armour matters not. Your Toughness matters not. You get under the Poison Wind Globe template and you have a half chance of taking a wound. This is pretty annoying for troops that have spent a considerable number of points achieving a saving throw of two or better. It is even more annoying when they start lobbing poison gas at your unengaged figures during a fight.

To bump off Globadiers see my comments regarding the Warpfire Throwers. These Clan Skryre members are perhaps not quite as dangerous, but if you intend to grind a unit they accompany, it is well worth getting rid of them first.

If Globadiers are deployed as a skirmishing unit, rejoice. Like Gutter Runners they can be quite unpleasant if they get close. But like the Clan Eshin skirmishers they suffer from Morale of Goblin-like awfulness. Most competent firing units should be able to kill enough to create a few panic tests, and a few panic tests should be all that is needed to see them scuttling for the table edge.



There is almost nothing you can do about the Clan Eshin Assassins. Since they don't have to be put on the tabletop until a unit fights it is impossible to target them with anything. There are however a few precautions you can take. Put your magic users and any other vulnerable characters with units that are not likely to get into combat. Make sure that characters who will be at risk can survive a strike by an Assassin. Magic items that make them difficult to attack (Ring of Darkness, Crimson Armour of Dargan) are good. Beware of an outbreak of teleporting Assassins. This will occur if a Seer with the Skitterleap spell gets near them. You can probably kiss goodbye to a couple of war machines or magic users if this ploy is used.

I have resolved that the best way to deal with the Assassin problem is to sigh, shrug and get on with killing the vile rat things you can hurt.

Before you take out Jezzail teams, make sure you need to. Usually positioned well back, these not terribly good shots are only really dangerous against large, multiple wound targets. If you have that sort of troops, send some Flyers, Skirmishers, Fast Cavalry or a competent shooting unit to get rid of them. If only a few Jezzails are present and your army does not have any choice targets, these guns are reduced to noise-makers. In this instance I try to ignore them unless I am desperate for points.

The Screaming Bell. Never fought one. Never want to.

The thought of taking on a Skaven army without a reasonable amount of firepower is so ghastly that I will lose sleep tonight thinking about it. If your only method of stopping a Doomwheel is to stick your head in front of it, you have got problems. Always make sure a good portion of your army is equipped to shoot. Most successful attempts to defeat the Skaven involve the use of well targeted missile fire.

To do a serious amount of firing damage it is necessary to slow down the Skaven rush. I have found that it is worth sacrificing a small unit for some extra shots at the rodents. Tie Kamikaze style headbands around their heads, then get the unit to throw itself in front of the advancing horde making sure they are within eight inches of as many enemy units as possible. The resultant loss of march moves should get you an additional round of shooting.

Well, that's about it for this article.

Just remember the next time a chittering mass of unwashed Skaven is sweeping towards you: Thump and Grind the columns, panic the skirmishers, counter the magic and neutralise the Wonder Weapons.

I've got to go. I've just heard that Craig has shaved off his excess facial hair and been seen with an unnecessarily large amount of Wensleydale. Looks like I've got a new infestation to deal with.

"Oi, you! Stop feeding that cat..."



*Mike Walker*

## ARCANE NASTINESS

Which brings us to a consideration of the arcane power of Warlocks and Seers.

There are thirteen spells, which are listed below. Following careful research and using my own sophisticated evaluation system I have determined a summarised rating for each spell's battlefield effectiveness. This rating appears after the spell name on the list.

| | |
|---|---|
| **Scorch** | – *Nasty* |
| **Pestilent Breath** | – *Nasty* |
| **Putrefy** | – *Messy and Nasty* |
| **Wither** | – *Not very Nasty* |
| **Skitterleap** | – *Useful* |
| **Warp Lightning** | – *Nasty* |
| **Cracks Call** | – *Nasty* |
| **Vermintide** | – *Very Nasty* |
| **Plague** | – *Nasty* |
| **Poison Wind** | – *Very Nasty* |
| **Madness** | – *Very Nasty* |
| **Death Frenzy** | – *Very Nasty* |
| **Curse of the Horned one** | – *Psychologically Damaging*[3] |

Fortunately, three of the most unpleasant spells are only available if a Grey Seer (level four spell caster) is used. Unfortunately, eight out of ten of the remaining spells will cause a great deal of damage to a ill prepared army.

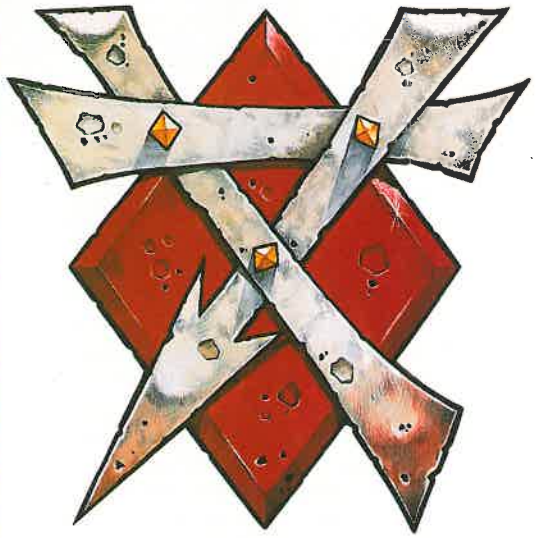
With no spells falling in the lowest *Not Really Nasty At All* category, and one spell in the potentially battle winning *Psychologically Damaging* category, I have to recommend a defensive magic strategy. If your opponent is using three or more levels of Warlocks and Seers, save power cards for dispelling rather than powering your spells. You may be tempted to take *Dispel* or *Destroy Magic scrolls* to boost your magical defence. I prefer to spend the points on boosting the level of my main magic user. This helps in all the attempts to counter opposing magic. As a bonus it also gives the magic user an extra wound.

Ignore this advice totally if you are confident you have a significant superiority in magical ability, or if you are curious about how many of your figures your opponent can get rid of in a single magic phase.

Watch out for Seers munching on Warpstone – this stuff can give them a real edge in a round when the Winds of Magic cards are scarce.

3) Watching your beloved troops getting turned into nasty, smelly rat-things is not an experience any General should have to go through.

WARHAMMER



# WARLORD

Fighting amongst each other is the normal way of life for Skaven. The Warlords are the most naturally cunning and powerful of the Skaven and have to fight off challengers to their position on a daily basis. This means that whoever the current Chieftains and Warlords are, they will be amongst the most powerful Skaven around – there are no weaklings with positions of power in Skaven society.

Veteran Skaven players will know that this figure has been a long time coming, but the Skaven Warlord is finally here, available this month to lead your Clanrats and Skavenslaves to victory.



*Skaven Warlord, sculpted by Colin Dix*

# SKAVENSLAVE



The Skaven use slaves for many tasks. Th slaves come from many races, most not Goblins, Humans and Skaven.

Skavenslaves come from the dregs of Ska society, the weakest and most unskil defeated in battle or simply born slavery. A slave's life in the Un Empire will revolve around min tunnelling and food production well as supporting the Skaven Cla warriors in battle.

Almost all slaves used by the Skaven for war will be of their own kind; other races are seldom used because they may escape or even turn on their Skaven masters part way through a battle. The role of the slaves in battle will be firstly to demoralise the enemy by increasing the overall size of the army. Secondly, the slaves will be used to absorb missile fire and tie up powerful opponents, so that by the time the slaves are defeated, the rest of the Skaven army will be upon the enemy.

Skavenslaves can be armed with hand weapons, slings or spears, and fulfil a variety of roles on the battlefield, though always in a limited fashion.

If armed with spears they are generally used to guard against flank attacks. Give them slings and you have a limited missile-fire unit, though their ability to fire twice if they stand still tends to make them a little better. Finally they can be armed with basic hand weapons as support for your fighting units.

All variants are available this month, as well as a command group that can be used with all three unit types.



*Skavenslave musician*



*Skavenslave standa*



*Skavenslave with sword*



*Skavenslave with sword*



*Skavenslave with sword*



*Skavenslave with cl*



ven Warlord,
by Colin Dix

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Skavenslave with spear



Skavenslaves armed with spears



Skavenslave with sling



Skavenslave with sling

Skavenslave regiment with slings





Skavenslave with sling



Skavenslave with sling

## A day in the life of a slave

### An hour before dawn

*The Slavemasters wake the slaves. Any who are too slow to respond or unfortunate enough to be picked on are burnt alive, ripped to pieces or fed to the Rat Ogres as an example to the others.*

### Dawn

*The slaves are set to work in the mines or tunnels of the Under Empire. Goblins, Humans and Skaven labour side by side for the rest of their lives – which rarely span longer than one year after initial capture. Slaves will be forced to work for sixteen hours before feeding begins.*

*Any slaves who have been punished during this work period will be found in the slaves' feed, as it is a useful way of saving food for the Skaven of the upper levels.*

*Approximately five percent of slaves will die during the feeding period as there is never enough food supplied and it has to be fought for. The Skaven Slavemasters enjoy to watch the ensuing brutality and often wager on particularly strong and healthy slaves. Consequently, those that die are devoured and this also weeds out the weak, leaving the strongest to continue working.*

*After about an hour for feeding and rest the slaves will resume work, with the exception of the slaves who proved themselves strongest during the feeding. These unfortunate individuals are used in Stormvermin training sessions and generally dismembered in short order. This also stops particularly strong slaves from causing problems later on.*

### About three hours before dawn

*Slaves will be manacled together in their hundreds and left to sleep on the floor of the mines or tunnels they labour in. This is when the slaves turn on one another, as racial hatreds resurface in the quiet. As the desperately hungry attempt to gorge on the weak, the desperately tired attempt to sleep with both eyes open.*



# DISCIPLE OF THE HORNED RAT

## By Gareth Hamilton

***Normally tournament player Gareth Hamilton likes to collect a new army for each Tournament he takes part in. This time however, he's breaking with tradition and sticking with his beloved Skaven ...***

**FIRST LAW OF THE HORNED RAT – 1. RANK BONUS, 2. RANK BONUS, 3. RANK BONUS!**

This is the most important of all the considerations a Skaven general must make when mustering and fielding his troops. The rank bonus of your core units must be protected at all costs. This means that you must field core units in large enough numbers to be able to withstand attrition from bowfire and close combat casualties, and still maintain the maximum +3 rank bonus. The fact that Skaven can add their rank bonus to their Leadership when making Leadership-based tests means that the loss of a rank bonus is a double blow for the Skaven. Loosing combat by only one is not so bad when you have a leadership of 10, but when it gets down to 7 it can spell disaster!

Since starting a Skaven army to field in the '98 Warhammer Grand Tournament I have played numerous games with the forces of the Horned Rat. The more battles I fight using this potent yet unpredictable force, the more I grow attached to the insane but potentially devastating way it works. In fact I have grown so fond of the Skaven that instead of starting a new army to use in the next tournament I have decided to stick with the rats and learn all there is to know about them. Maybe then I will start to win a few more games than I have with other armies in the past.

Just as you should collect and paint a Warhammer army with character and attention to the background and style of the army, it is my belief that you should also field the army in battle in much the same way. This means finding out the strengths and weaknesses of your troops and learning tactics and ploys that work (or don't work, as the case may be) so you can then field your army to its greatest efficiency. It does NOT mean using magic items or allies to negate a built in weakness of the army that is also an essential part of its character. Dwarves using wizard allies is the most obvious example. In the case of the Skaven it means giving the *Crown of Command* to the general to overcome the poor Leadership of the army *(For more about the Crown of Command see opposite)*.

One of the best ways to find out how good your troops really are is to fight a battle with no magic items at all. This means you can compare how well your troops fare against enemy troops without any outside bias from magic items – a sort of controlled experiment. After several games you will have a good idea how different troop types in the army should be used to the greatest effect. Not only that, but such games are also great fun to play.

What follows is what I have learned so far as a Skaven general and also the difficulties still to overcome.



*Skaven Warlord*

### THE WARLORD

As generals go Skaven warlords are not the best the Old World can offer, in fact the only ones worse are probably Goblin warlords! Whilst looking at the stat line of a Skaven warlord he seems on par with a human general. However the fact is he cannot be mounted and gain the benefits of a barded steed and lance, and so cannot quite match up to his human counterparts. The best place for a Skaven warlord is in the protection of a big Clanrat unit, near the centre of your army, where as many of your units as possible can benefit from his leadership qualities.

Don't be ashamed of declining a challenge. Remember your warlord is devious and cunning and would much rather see a lowly champion or chieftain with aspirations of command be butchered than put himself at risk.

### WARLOCKS AND GREY SEERS

One of the strongest and most feared aspects of the Skaven is their magic. The general potency of their spells and the relatively low power cost means you can out-magic most foes. Several low level Warlocks or one powerful Grey Seer – it does not seem to make much difference to the destruction your magic can inflict on your opponent. My preference in a 2,000 point game is a level 3 and a level 1, as they come in a bit cheaper than a single Grey Seer and are just as effective.



*Skaven Warlock*

***Pestilent Breath, Wither.*** If dealt these spells, make sure the warlock is placed in the front rank of a unit expected to get into hand-to-hand combat or you will never get a chance to use them.

***Skitterleap.*** This spell is best used to fling expendable Chieftains into combat with the crew of war machines (to stop them shooting) or to charge units (to stop them charging you). Watch out for Fear and Terror-causing enemies. Out on its own, a Chieftains with Leadership 6 will run from such units, thus wasting the spell. Don't use the spell to transport the caster out of the safety of his own ranks unless you are absolutely sure he is in no danger from being shot, charged or terrorised.

***Scorch, Putrefy.*** These spells have a very high nuisance factor for your opponent and are good for drawing out the dispels ready for the coup de grâs. Against Wood Elves *Scorch* is a potential game winner, and all with a power 1 spell!

***Vermintide.*** Best used against large units of low Toughness troops. Bretonnian archers in arrowhead formation are ideal.

***Cracks Call.*** Any army with low Initiative troops will suffer against this spell. Lizardmen hate it! Against a high Initiative army try to direct it against the general or another important character – they just might roll a six!

***Warp Lightning.*** One of my favourites. Best used against armies with expensive knights. With a Strength of 5 and no armour save, just watch them tumble.

***Poison Wind, Plague.*** Both devastating spells but *Plague* has to be the best Skaven spell of all. Rather than picking low Wound, low Toughness troops try targeting the general. Toughness 4 generals die on a 7 or more on 2D6, 8 for Toughness 5. Even if you don't kill him outright you are almost certain to wound him and if you don't then try again in your next turn! Rather than trying to wipe out a unit of troops, move the spell around as much as possible and pick on characters, with luck you can take out a general, level 4 wizard and a hero or two before the plague dies out.

***Death Frenzy, Madness, Curse of the Horned One.*** All the Grey Seer spells are very potent, with *Curse of the Horned One* best of all. *Madness* is a very useful power 2 spell, especially when targeted at those very powerful Chaos Lords and Greater Daemons. *Death Frenzy,* whilst still a good spell, has lost some of its effectiveness now you only cast spells in your own magic phase as your opponent gets a second, easier, chance to dispel the spell before you can benefit from the doubled movement the spell provides.

**Warpstone.** Never shy away from using Warpstone if it gives you the chance to cast a battle-winning spell. If your Grey Seer turns into spawn, then your Skaven general will just have to put up with it.

## CLANRAT WARRIORS



*Clanrat*

It's a sad fact but Clanrats are the core of a Skaven army. Your army will be built around one or two large units of Clanrats and these units will be expected to do much of the fighting. Although Clanrats are not on par with many enemy troops they are good value for money. At 4.5 points per model, in large enough numbers they have better stats than humans which cost 5 points each (a +3 rank bonus gives them a Leadership of 8) and they buy equipment at half price. However it is still important to include a liberal sprinkling of characters in a front rank six-wide (to leave room for a standard and musician). A Warlock may also find himself in there at the expense of the musician. It is also important to make these units big. Over thirty models when fighting enemies with little in the way of missile fire, but 50 or more are needed when facing enemies with a lot of missile fire.

One of the most annoying things for me regarding Clanrats is the inability to equip them with a magic standard. I can't think of another army where the core units are not allowed at least one magic standard. Even Goblins are allowed one unit with a magic standard!

## STORMVERMIN

I have yet to find a role for Stormvermin that could not be filled by another Clanrat unit at less cost. At twice the price of a Clanrat, fielding a unit big enough to survive in the thick of battle becomes too costly, yet small units are too easily weakened by missile fire. Until I can find a better use for these troops I am currently using then as a reserve unit, sixteen-twenty models strong, holding them back and then manoeuvring them into the crucial areas of the battlefield, hopefully to tip the balance of fighting in my favour. This as yet has not been very successful. However I am loath to drop the unit as they look great, and provide character to the army.

## THE CROWN OF COMMAND

**When I first started collecting a Skaven army everyone kept giving me the same advice; "take the *Crown of Command*", "Give your general the *Crown of Command.*" "The best magic item for Skaven is the *Crown of Command.*" OK it probably is one of the most useful magic items a Skaven general can take but to me it did not sit well with my pride. It smells too much like a cop out, a short cut, the easy way out! Not only that – in the Grand Tournament your opponent is allowed to veto up to two of your magic items and you can be sure the first item any general fighting a Skaven army is going to veto is the *Crown of Command.* No, I was going to learn how to field and win with a Skaven army on its own merits and not with any magical trickery.**

**Here are some of our comments about this much maligned Magic Item...**

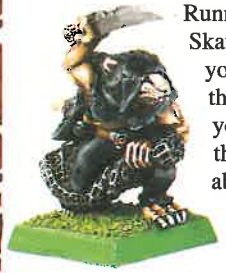
**Arrrghhh! The *Crown of Command.* Every army in Warhammer seems to use this item! I'm beginning to think there is a Tilean merchant turning a tidy profit churning out copies of this mythical *Crown.* Next time it's used, take a closer look and see if you can find the words "Made in Tilea" inscribed on it.**

***Nick Davis***

**Being a Skaven player I refuse to use the *Crown of Command.* Firstly, people expect to see one in a Skaven army. Secondly, Skaven have a low Leadership value because it is a part of who Skaven are, and it wouldn't be true to my army if they didn't run away (a lot). Besides you get a Leadership bonus for extra ranks (which no other race gets) and the fifty points cost of a *Crown of Command* can buy me even more Skaven. If you want an army that doesn't run away much, try collecting Dwarfs, Lizardmen or even Undead!**

***Simon Shuker***

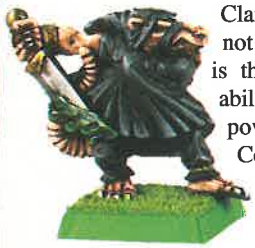
## GUTTER RUNNERS



*Gutter Runner*

Quick Gutter Runners, cowardly Gutter Runners! Unfortunately, as is the case with all Skaven units that operate without a rank bonus, your Gutter Runners will probably run off at the first opportunity, but again it is something you will just have to accept. Deployment is the key with Gutter Runners – with the ability to infiltrate and skirmish, and a move of 6" they are the perfect troops to run round behind the enemy lines. Once in position you will be free to take out war machines or attack enemy units in the rear, either by shooting or in hand-to-hand depending on how tough the enemy is. I have found a unit six-eight strong is best. Larger than this and you start using more of your points for no improvement in results. Always equip them with extra hand weapons and if you can afford it, light armour. For missile weapons I prefer throwing stars over slings, as mobility is the key to success with Gutter Runners and throwing stars suffer no penalty for moving and shooting and have Strength 4 in the hands of Gutter Runners. Watch out for flying monsters, skirmishers and Terror-causing creatures.

## ASSASSINS



*Assassin*

Always try to include two Assassins in your Clanrat units if possible. I have found it is not the ability to kill the enemy first which is the best thing about Assassins but the ability to reduce the amount of damage a powerful enemy can do to your unit. Consider the case of a Chaos general with the mark of Khorne, mounted on a Daemon Steed, with the *Blade of Darting Steel* (automatic hits), having just drunk his *Potion of Strength*, charging your Clanrat unit and warlord. Just as he is about to issue his challenge, out pop two Asassins. Suddenly he is faced with only two enemies to fight, he cannot attack the ordinary Clanrats as he is not in base contact with them so his combat score is a maximum of 2 whilst you have at least 4 (3 ranks and a standard). Even if he passes his Break test he has lost Frenzy and his Strength bonus and things are not looking as certain as when he charged into combat. OK so it's an extreme example but I hope it illustrates my point.

Against less powerful enemies Assassins are best used against ordinary troops because to be frank they are not that good at assassinating enemy characters (a case for the trades description standards officers I think).

## PLAGUE CENSER BEARERS

These are the shock troops of the Skaven army. Difficult to kill with missile fire (at least -2 to hit and Toughness 4), Strength 6 in the first turn of combat, two attacks each until they loose Frenzy, re-rolling any misses in the first turn of combat due to Hatred and taking a Break tests at an unmodified 10. All this for 15 points each. And there's more! Due to the deadly clouds of gas the produce as they swing their censers about, all enemies with 1" must roll equal or less than their Toughness on one D6 or take a wound with no armour save allowed. This is BEFORE any hand-to-hand combat takes place. OK so your Censer Bearers take a test too but they only fail on a 6. I love Plague Censer Bearers. They put the fear of the Horned One into your enemy and he will go to extreme lengths to avoid them or destroy them. Watch out for chariot impact hits, these take place before your censers' poisoned gases. If the enemy has a Toughness of 4 or more or is highly costly, such as Bretonnian knights, it is best to have as many Censer Bearers in combat as is possible even if it means each Censer Bearer has to take several tests against the fog of death. The enemy will also have to make multiple tests and at Toughness 4 he will lose twice as many troops as you will, and at 40 points a model it will cost him dear.

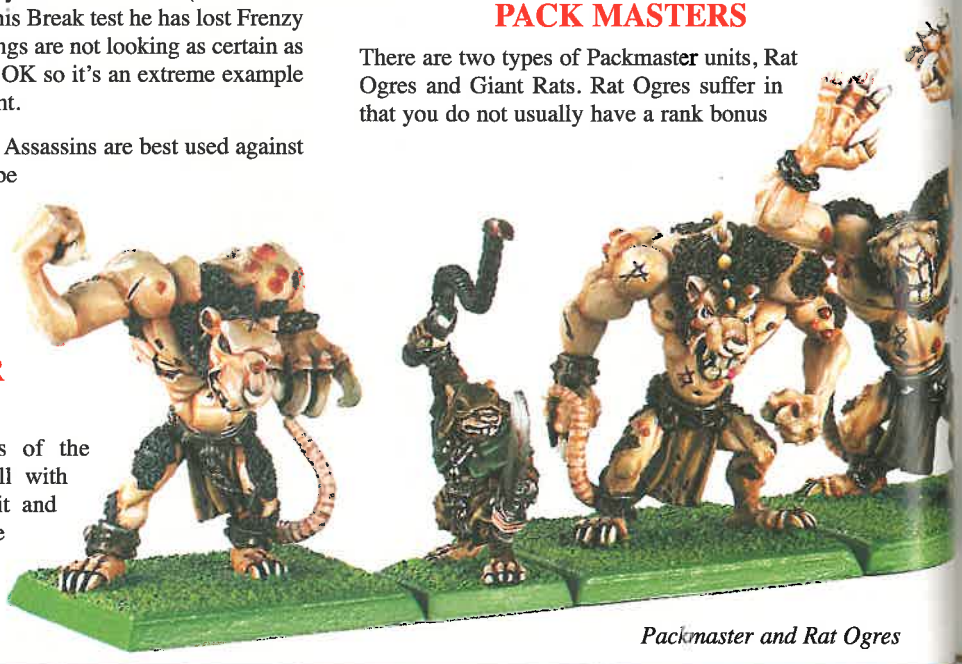
## PLAGUE MONKS

I consider these to be the second core fighting unit of a Skaven army after the Clanrats. With Frenzy and a Toughness of 4 they can get away with slightly smaller units than the Clanrats twenty or so models against the 'non-shooty' armies and around thirty against the 'shooty' ones. It is well worth giving them extra hand weapons because with a Strength of only 3 you often need lots of hits to cause a few wounds. Always include a Plague Priest to bolster the fighting ability of the unit. With the Plague Priest's Leadership of 6 combined with a +3 rank bonus and Frenzy, these units can happily operate away from the general.

Be careful when deploying these troops along with your Censer Bearers. You will often find that if you deploy them behind a skirmish screen of Censer Bearers that your Censer Bearers will get in your way, preventing you from charging. Against Chaos and other armies with few missile troops a side-by-side formation will work better. The Censer Bearers can hold up enemy troops whilst the Plague Monks charge into the flanks.

## PACK MASTERS

There are two types of Packmaster units, Rat Ogres and Giant Rats. Rat Ogres suffer in that you do not usually have a rank bonus



*Packmaster and Rat Ogres*

to bolster their fighting ability or Leadership. Combined with at best a mediocre fighting ability you will find they are easily beaten by enemies with maximum rank bonus and standard. However against long thin lines of missile troops or as support for other units they are excellent. They are also good against enemy skirmishers. With a Toughness of 5 and 3 Wounds they are difficult to kill.

Packs of Giant Rats are excellent flanking units. In large units of twenty or more they have a Leadership of 10. Combined with a +3 rank bonus they can often hold up a strong enemy unit trying to flank you or beat a weaker skirmishing unit. To make them even stronger in combat, why not give the unit a standard? Just so long as you make sure a Packmaster is carrying the standard and is in the front rank I find this perfectly acceptable – after all, Clan Moulder is going to have it inspirational symbols just as much as any other clan.

## POISON WIND GLOBADIERS

These troops are best used for their nuisance value rather than anything else. Always use them attached to a Clanrat unit rather than as a skirmishing unit. They may just tip the balance in a crucial combat and at only 40 points are not too expensive.

## WARPFIRE THROWERS



*Warpfire Thrower Team*

Fielding these powerful weapons of destruction is often very frustrating. When attached to a unit they seem to spend all their time running just to keep up, and when they do get to stand still so they can shoot there never seems to be a target available. If deployed as a skirmishing unit they just run off at the slightest scare! The ability to stand and shoot is perhaps most useful when they are deployed attached to a unit of Clanrats as these units often get charged.

You have to accept that one in six shots will result in the destruction of the Warpfire Thrower, but when they do work they are devastating and this potential for destroying enemy troops means I never leave home without one.

## JEZZAILS

If you are going to take Jezzails, take several and not just one or two. You are going to have to be very lucky to achieve anything with less than four Jezzails. Six is a good number to take as you can split them into two teams of three, making it more difficult for the enemy to chase them off in one go. My order of preference for targets is as follows: characters on monsters, chariots, units of large multiple-wound troops, mounted knights, the rest.

## DOOMWHEEL

The awesome potential of this wonder weapon never seems to be realised, probably because your opponent goes to extraordinary lengths to take it out. Recently I have been having greater success without fielding a Doomwheel, but as it is such a good model I am sure it won't be long before it is back on the battlefield. Any suggestions on how to get the best out of this powerful war machine will be gratefully received. (Claiming double movement for its entire move if deployed so it starts its move going downhill is cheating. I am sure the potential move of 36" in one turn was never intended by the designers.)

## SWARMS

Used to hold up the enemy, these units need to be at least three bases strong or they will not do their job.

## SLAVES, SCREAMING BELLS, VERMIN LORDS

These are troops I am still in the process of collecting and so as yet I have not had any battle experience with them. Slaves are my first priority. I think I will deploy these in large units (twenty-thirty models) and use them to protect the flanks of my Clanrats. They could also be used to lure out frenzied units or, if they get a flank charge in, to tip the balance of a crucial combat.

The Screaming Bell will arrive when I start my second unit of Clanrats. It will be reserved for games of 3,000 points or more. This will have to wait until the new plastic Skaven are available but I have plenty to work on, building up other units and painting my Slave units to keep myself busy until then. As yet I have no intention of collecting a Vermin Lord as it is probably best left for games of 4,000 points and above, which I rarely (if ever) play.

## TO BATTLE!

Fighting in the style of your army adds a great deal to the fun in a game of Warhammer. So when your whole army runs away, remember Skaven are cowards at heart and running away is what they are good at!

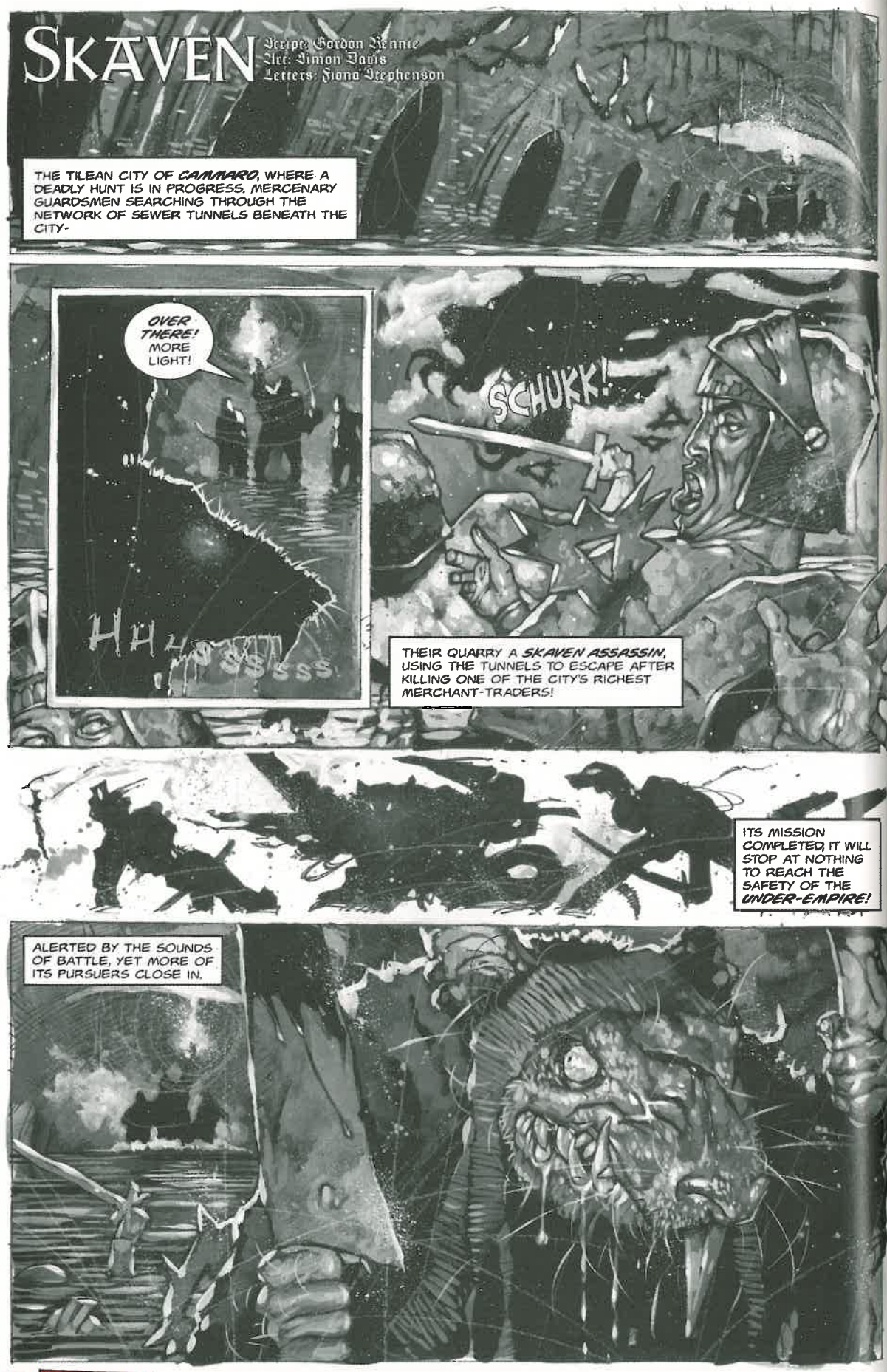
G Hamilton



*Screaming Bell*



*Rat Ogres*




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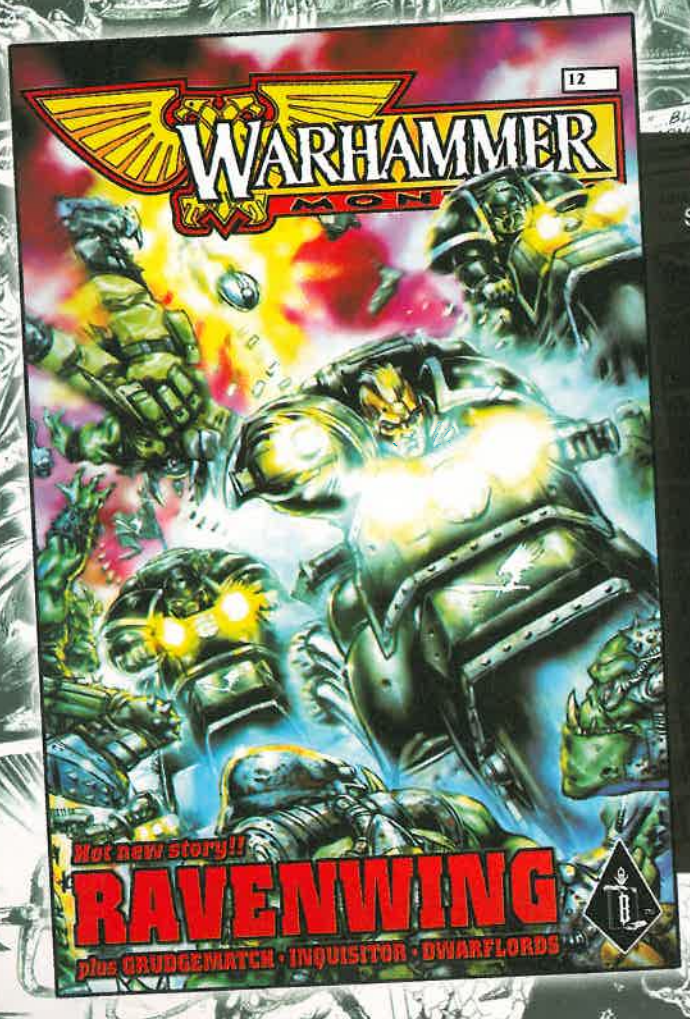
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CROSSBOWMEN, HOLD YOUR FIRE!
LEADING THE HUNT, THE MERCHANT-PRINCE OF CAMMARO HIMSELF-
THIS VERMIN KILLED ONE WHO WAS BOTH MY FRIEND AND TRADING ALLY. I WANT IT TAKEN ALIVE. I WANT TO HEAR IT SQUEALING IN FEAR AND AGONY BEFORE I FINALLY ALLOW IT TO DIE!
BUT IT IS NEITHER FEAR NOR PAIN WHICH GIVES BIRTH TO THE ASSASSIN'S SUDDEN CALL-
SQUEEE




# THIRSTY FOR MORE




If you liked reading our Skaven story and want to see more action and adventure from the worlds of Warhammer and Warhammer 40,000, then you just have to get Warhammer Monthly.

Every issue is crammed to bursting with 44 pages of explosive mayhem, featuring awesome stories on all your favourite armies and races, written and drawn by some of the finest artists and writers in the business.

Don't miss this month's issue, which features a Dwarf spectacular with those grimly determined *Dwarflords* battling back to their home, and *Grudgematch*, a one-off tale of two Dwarfs with a bitter grudge. Plus we have the second episode of the superb *Inquisitor* comic strip and part one of a two-part story about the Space Marines of the *Ravenwing*.

**WARHAMMER MONTHLY #12** **$4.95**

# ISSUE 12 OUT NOW

WARHAMMER 40,000

# BITTER AND TWISTED

"Their hatred is fuelled by a bitterness that has festered for ten thousand years! They are the Chaos Space Marines."

**Hitting the shelves this month is Codex Chaos Space Marines. This book is essential reading for all Chaos players, with full rules for fielding Traitor Legion armies in Warhammer 40,000 battles. It includes two brand new troop types – the devastating Obliterators and the fearsome Raptors. Stunning models for these new terrors are also released, along with Fabius Bile and his retinue of genetically enhanced warriors, plus Abbadon, Ahriman and Khârn the Betrayer.**

## OBLITERATORS

The Obliterators are amongst the most enigmatic of all the Chaos Space Marine cults. It appears that they have an innate ability to manipulate machinery and manufactured materials to create their own immensely strong armour and weapons. The materials that make up their extraordinary armour seem to obey the Obliterators' every whim, assuming new forms and carrying out new functions as they wish. How or why they are able to do this no-one knows, for no Obliterator has ever communicated with another living creature and none have ever been captured alive.



Obliterators



"They are a blasphemy against all creation. I cannot bear the sight of them."

Space Marine Captain V'domier of the Red Scorpions

# FABIUS BILE

Fabius Bile, the 'Primogenitor', is known by many names. Whether it be Manflayer, Clonelord or Chem-master, the name is still considered a curse within the halls of the Adeptus of Earth, as his pollution of mankind's gene pool grows.

Fabius Bile's alchemical knowledge and skills at genetic manipulation can be attested to by every planet he has had contact with, for he has left a trail of foul deviants and twisted abominations wherever his ships have landed.

After escaping the retribution of the Space Marines of the Salamanders Chapter on Arden IX, he fled into warp space where his vessel was eventually drawn into the Eye of Terror.

He soon discovered that the shattered Traitor Legions in the Eye of Terror had desperate need of his services; they needed the precious progenoid gene-seed organs to create more Space Marine warriors to increase their numbers. They each needed his services but he refused to aid any one Legion more than any other. In this way his safety has, thus far been assured.



Fabius Bile and his retinue of genetically enhanced Chaos Space Marines.

A Chaos Space Marine army may be led by Fabius Bile. If you decide to take him then he counts one of the HQ choices for the army. He must be used exactly as described below and may not be given extra equipment from the Chaos Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters. Fabius is an independent character and follows all Independent Character special rules as given in the Warhammer 40,000 rulebook.

| FABIUS BILE | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | Points | WS | BS | S | T | W | I | A | Ld | Sv |
| Fabius | 114 | D6+1 | D6+1 | D3+2 | D3+2 | D6 | D6+2 | D3+1 | 10 | 3+ |

**Wargear:** *Rod of Torment, Xyclos Needler*, bolt pistol, frag & krak grenades, *Chirurgeon* and the Mark of Chaos Undivided.

## SPECIAL RULES

**Characteristics:** Fabius Bile has probably subjected himself to more experimentation than any other creature. To represent the fact that his physical capabilities vary tremendously according to his most recent undertaking, Fabius Bile's characteristic profile is generated randomly before each game (preferably in the presence of your opponent). Roll the appropriate dice and modify them as noted on Bile's profile. This profile will not remain constant and is re-rolled before each game.

**The Chirurgeon:** This is a complex, part magical, part technological device which is attached to Bile's spine and extends its spidery limbs over his shoulders. It could be said that the Chirurgeon is Bile's life's work, or that the Chirurgeon works to keep Bile alive. It pumps life-giving black ichor around his body, daemonic ichor charged with the immortal energy of the warp. The direct effects of this in the game are to give Fabius a 4+ invulnerable save against any wounds he suffers. This save may be taken *instead* of his usual 3+ save, not as well as it.

**Enhanced Warriors:** If Fabius Bile is the commander of a force he can enhance some of the warriors under his control through genetic manipulation and drugs. Up to one squad of Enhanced Warriors may be taken as Fabius Bile's Retinue (see below). Note that Fabius and his Retinue count as a single HQ choice.

**Rod of Torment:** Fabius Bile has an abiding interest in pain and the daemon-forged Rod of Torment amplifies the slightest pin prick into a raging weal of agony. The Rod of Torment counts as a close combat weapon. However, any opponent suffering one or more wounds from the Rod of Torment is immediately disabled by the pain and removed as a casualty even if they have remaining wounds.

**Xyclos Needler:** This gun fires a dart of virulent poison into the victim's blood stream, causing them to explode! It has the following profile:

| Range: 12" | Str: n/a | AP: 6 | Assault 1 |
|---|---|---|---|

The weapon does not have a Strength value as such, and always wounds on a D6 roll of 2+. If the target is killed, place a Blast marker centred on the exploding model and roll to hit other models using the rules for blast weapons. The attacks have a Strength equal to the exploding model's Toughness, and an AP value equal to the victim's saving throw (ie, models hit by an exploding Space Marine would take a S4 hit with AP 3). The Needler counts as having a Strength of 1 if fired at a vehicle.

## ENHANCED WARRIORS

| | Pts/model | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Warrior | 25 | 4 | 4 | 5 | 5 | 1 | 4 | 2 | 9 | 3+ |

**Squad:** The squad consists of between five and nine Enhanced Chaos Space Marines.

**Weapons:** Bolter or bolt pistol & close combat weapon.

**Options:** Up to two warriors may be armed with the following weapons: flamer at +3 pts; plasma gun at +6 pts; meltagun at +10 pts. The entire squad may be equipped with frag grenades at +1 pt per model and krak grenades at +2 pts per model.

**Rhino:** The entire squad may be mounted in a Rhino armoured carrier at a cost of +50 pts.

### SPECIAL RULES

**Genetic Corruption:** Fabius' attempts to enhance his warriors don't always work out as well as he hoped. To represent this, roll a D6 for each Enhanced Warrior at the start of the battle, after both sides have set up, but before the first turn takes place. On a D6 roll of a 1, roll again on the table below:

1 ***Berserk Rage!*** The warrior goes insane and attacks his comrades. Remove the model and D3 randomly selected models from the squad.

2-5 ***Meltdown.*** The warrior's immune system totally breaks down and he dies horribly within a few moments. Remove the model as a casualty.

6 ***Created A Monster.*** The warrior's abilities are boosted to superhuman levels. Add +1 to all his characteristics, apart from his save, for the battle. Sadly the human body can not survive for long boosted to such extremes and after the battle ends the warrior will die (assuming he didn't die during it) and he counts as having been killed for Victory point purposes etc.

# ABADDON

Long ago Abaddon was a great hero, who fought bravely in the name of the Emperor. As captain of the Luna Wolves' 1st Company he followed Horus from ancient Terra to conquer the distant stars. He worshipped the Warmaster like a god and Horus treated him as his most favoured son. None were prouder than he when the Emperor renamed the Legion the Sons of Horus.

When the Heresy came it was clear that Abaddon's loyalty was to his Primarch and not the distant Emperor. He led Terminator armoured Sons of Horus in campaigns on Istvaan Yarrant and in the siege of the Imperial palace on Earth. When the Warmaster was defeated by the Emperor, Abaddon led a furious counter attack that reclaimed the body of his beloved Warmaster and drove the Imperial forces from the battle barge. Howling his hatred for the Emperor, Abaddon ordered Horus's great battle barge into warp space and set course for the Eye of Terror.

When Abaddon returned an apocalypse of fire and steel began, only halted at a bitter cost to the Imperium. During his first Black Crusade Abaddon made many bloody pacts with the infernal powers. In the crypts below the Tower of Silence on Uralan he battled his way through the haunted labyrinth to the great inner chamber where 'Drach'nyen' the daemon sword had languished in stasis for millennia. With the howling daemon blade in his fist Abaddon became nigh on unstoppable.

Abaddon has led twelve Black Crusades. Some have been great invasions, others have been vicious raids with only a few companies of the the most deadly Chaos Space Marines at his command. Each attack has sent the Imperium reeling and ravaged worlds close to the Eye of Terror. The High Lords of Terra live in fear of the day that Abaddon unites all of the Traitor Legions into an unstoppable horde and returns to play out the last acts of treachery begun by Horus ten thousand years ago.



Abaddon the Despoiler

# AHRIMAN



As Chief Librarian of the Thousand Sons, Ahriman now ranks as one of Tzeentch's most powerful Sorcerers. He was banished from the Planet of Sorcerers by Magnus, after the catastrophic 'Rubric of Ahriman' spell which resulted in the destruction of the Thousands Sons' physical bodies, leaving them as spirits within their battle armour for all eternity.



Ahriman

Untouched by the warping influence of Chaos these ten thousand years, Ahriman still believes that Chaos can be mastered with knowledge and cabalistic strength. Deep in his heart Ahriman believes that he can find the final pieces of the puzzle within the hidden dimensions of the Black Libr of the Eldar. Most recently Ahriman has been seeking the psychic sp of Inquisitor Czevak, one of the few humans to have entered the Bl Library and lived. Should Ahriman succeed in capturing Czevak arcane powers would mean there was little the Inquisitor could d conceal the path to the Black Library from him. Ahriman would hold keys to the vast accumulated wisdom of the Eldar race about Cha Such knowledge would make Ahriman a new and deadly god.

# KHÂRN THE BETRAYER



In the siege of the Imperial palace he was at the forefront of every assault. When Horus was defeated, Khârn already lay dead and horribly mangled upon a mound of corpses at the walls of the inner palace. His fellow World eaters carried his corpse away with them as they fought their way back to their ships. Once on board they discovered that by some dark miracle Khârn still lived. Whether Khorne himself breathed life back into the Berzerker's body or whether the relentless clamour of war revived his indomitable spirit, remains a mystery, but since the Heresy Khârn has survived the bloodiest battles of his age and never come so close to death again. Only the most insane or dedicated will follow him in. Victory is always his but his followers rarely see it as Khârn is not known as the Betrayer for nothing. When the blood of his enemies starts to run dry he is known to turn on his own followers, such is his need to take skulls for Khorne.



Khârn the Betrayer

# RAPTORS

At the time of the Horus Heresy jump packs were a rarity and tended to be confined to small, specialised units. The Raptors are debased descendants of these formations. Over millennia Raptors have evolved their own unique style of fighting; their armour has been modified to unleash a horrifying banshee howl when they charge the enemy and if this initial attack fails then the Raptors fall back before their opponents can gather their scattered wits and prepare to launch a new attack.



Raptor with chainsword and bolt pistol.



Raptor Aspiring Champion with bolt pistol and power sword.



Raptor with chain axe and plasma pistol.



Raptor with flamer.



Raptor with chainsword and bolt pistol.



Fabius Bile leads a well armed raiding force.

CODEX™

# CHAOS SPACE MARINES



▲ A Raptor squad surveys the battlefield from the roof of an oil refinery.



▲ Fabius Bile and his personal retinue of genetically enhanced Chaos Space Marines.

"From the shifting seas of the warp, the hordes of Chaos emerge, led by those who were once heroes of the Imperium, once revered and respected for their acts.

Now ten millenia have passed and they live only to destroy that which they were born to. The Chaos Space Marines have nothing to lose, for they have already lost their souls. The Dark Children of the Imperium are amongst the biggest threats we will ever know.

Even if we can utterly destroy the Chaos Space Marines, the Daemons will continue to grow in size and numbers, fashioned from mankind's impure thoughts and unclean deeds.

The greatest armour humanity has against such corruption is purity of mind, and faith in the Emperor's guiding light. We must not fear the Daemons that prey on us, for to do so will only make them stronger. We must all prove to the Emperor that we have the strength of mind to remain pure against all adversity.

Only if we can do that will we stand any chance against the enemy, when the Daemons appear to devour mankind.

If not, then surely we will all be doomed."

Grey Knight Captain Stern



"Remember that for every Traitor Marine there are millions of humans in the Galaxy, so even if it results in all our deaths, it will be worth it if you can dwindle their numbers by just one."

Commissar Bassilo addressing the 8th Cadian regiment before the Massacre at Verdon V



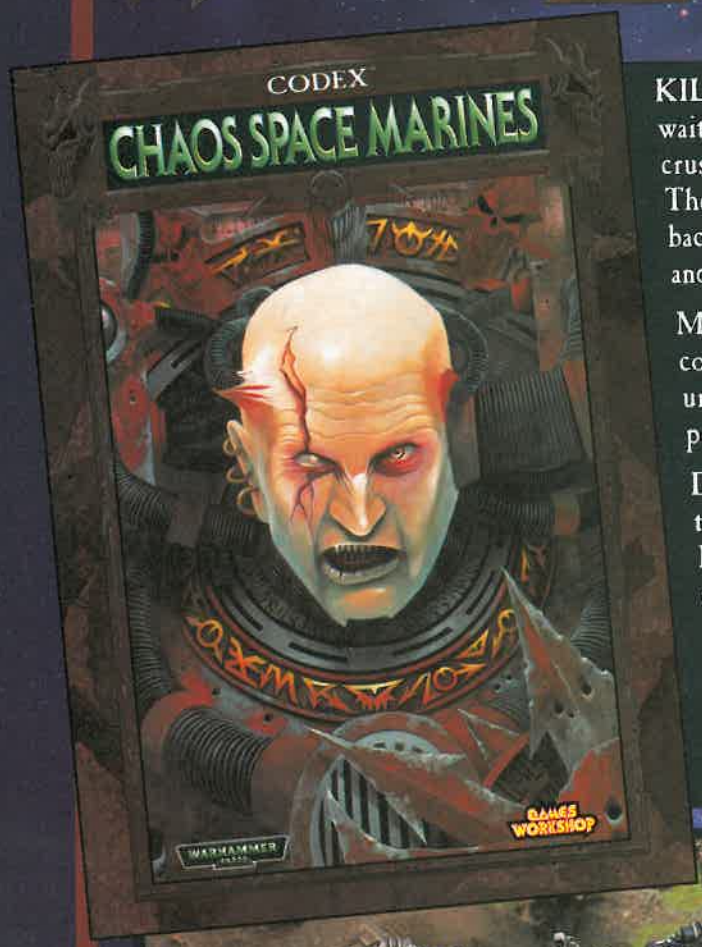
▲ Obliterators scour a supply dump for new targets.



▲ A Keeper of Secrets rampages forward.

# CODEX™

# CHAOS SPACE MARINES




KILL! This is the book Chaos Lords have been waiting for. Now you can sweep the galaxy in a black crusade and bring the weakling Imperium to its knees. The book is crammed full of special rules and background information for all the Traitor Legions and their Daemonic allies.

MAIM! This essential 48 page book contains the complete Chaos Space Marine army list, with full, uncensored information on the troops, Daemons, possessed vehicles and destructive wargear available.

DESTROY! Full rules and background for some of the most infamous Chaos Lords known to the Imperium (yes, Abaddon is included and he's a real monster!).

ANNIHILATE! The book is also packed full of tips on collecting, painting and playing with the most feared and hated fighting force ever to face the Imperium.



Night Lords Chaos Space Marines led by a Mighty Champion.



Abaddon the Despoiler, Warmaster of Chaos

# "Death to the false

CITADEL® MINIATURES
GAMES WORKSHOP

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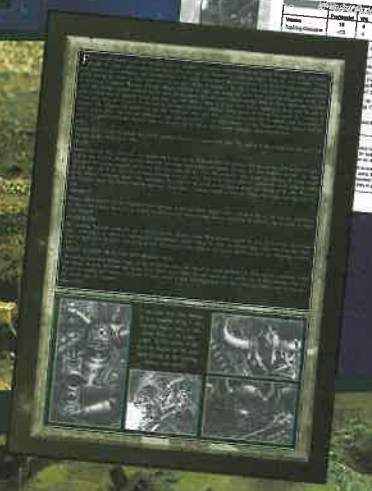
Chaos Bikers and Dreadnought attack a Mordian position.




"Our vengeance is a raging inferno not even the coldness of the void can extinguish."



Chaos Obliterators





The Forces of Chaos



espoiler, Chaos

lse Emperor"

Use this dark tome's secrets to burn the Galaxy! Available now for $19.95.

ne contents of this book
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# THE KEEPER OF SECRETS

## Greater Daemon of Slaanesh



***This month sees the release of the remarkable, new Keeper of Secrets model. This Greater Daemon of Slaanesh has been exquisitely sculpted by Trish Morrison.***

These huge and powerful Daemons are only used by Slaanesh when all else has failed. Violence is but a small part of Slaanesh's nature, but when force is the only solution, these Daemons are perfectly equipped for it. They take a gloating, sadistic pleasure in killing and torture, and exist only for the delights of carnage. They find particular enjoyment in destroying the creatures and follower of Khorne.

It is also said that they can hear anything that is said anywhere, in any dimension, and thus they are called 'The Keepers of Secrets'. They sometimes even trade this knowledge for gifts or services.

*The Daemon has many forms. Yo must know them all. You must tell t Daemon from his disguise and root hi out from the hidden places. Trust n one. Trust not even yourself. It is bett to die in vain than to live a abomination. The zealous martyr praised for his valour: the craven a the unready are justly abhorred.*

*The First Book of Indoctrinatio*



BLOODTHIRSTER

GREATER DAEMON OF KHORNE

Bloodthirsters exist purely for combat. They are huge, monsters, the greatest and most deadly of all Khorne's Daemons. Their master is the Chaos god of battle, and the Bloodthirsters are the greatest fighters of all. They are savage, bellowing creatures of immense size, filled with the barely contained energy of Chaos.







KEEPER OF SECR

GREATER DAEMON OF SLAANESH

A Keeper of Secrets titanic, lithe monster two pairs of arms, on pair ending in long chitinous claws. Its and sinewed bo are bedeck with gorg jewels and delicate sil and its razor sharp cl are decorated with coloured lacquers.

# WARHAMMER 40,000

## WEAPONS TABLE

| NAME | RANGE | Str. | AP | TYPE |
|---|---|---|---|---|
| Bolt Pistol | 12" | 4 | 5 | Pistol |
| Boltgun | 24" | 4 | 5 | Rapid fire |
| Storm Bolter | 24" | 4 | 5 | Assault 2 |
| Heavy Bolter | 36" | 5 | 4 | Heavy 3 |
| Autopistol | 12" | 3 | – | Pistol |
| Autogun | 24" | 3 | – | Rapid fire |
| Shotgun | 12" | 3 | – | Assault 2 |
| Assault Cannon | 24" | 6 | 4 | Heavy 3 |
| Autocannon | 48" | 7 | 4 | Heavy 2 |
| Laspistol | 12" | 3 | – | Pistol |
| Lasgun | 24" | 3 | – | Rapid fire |
| Multilaser | 36" | 6 | 6 | Heavy 3 |
| Lascannon | 48" | 9 | 2 | Heavy 1 |
| Flamer | Template | 4 | 5 | Assault 1 |
| Heavy Flamer | Template | 5 | 4 | Assault 1 |
| Meltagun | 12" | 8 | 1 | Assault 1[2] |
| Multi-melta | 24" | 8 | 1 | Heavy1[2] |
| Sniper Rifle | 36" | X | 6 | Heavy 1[3] |
| Rippa Gun | 12" | 4 | 6 | Assault 2 |
| Missile Launcher (Krak) | 48" | 8 | 3 | Heavy 1[4] |
| Missile Launcher (Frag) | 48" | 4 | 6 | Heavy 1 Blast[5] |
| Grnd. Launcher (Krak) | 24" | 6 | 4 | Assault 1[4] |
| Grnd. Launcher (Frag) | 24" | 3 | 6 | Assault 1 Blast[5] |
| Mortar | Guess 48" | 4 | 6 | Heavy 1 Blast |
| Plasma Pistol | 12" | 7 | 2 | Pistol[6] |
| Plasma Gun | 24" | 7 | 2 | Rapid fire[6] |
| Plasma Cannon | 36" | 7 | 2 | Heavy 1 Blast[6] |
| Battle Cannon | 72" | 8 | 3 | Ord. 1 Blast |
| Demolisher | 24" | 10 | 2 | Ord. 1 Blast[5] |
| Earthshaker | 120" | 9 | 3 | Ord. 1 Blast |
| Griffon Cannon | Guess 12-48" | 6 | 4 | Ord. 1 Blast |
| Inferno Cannon | Template | 6 | 4 | Heavy 1 |
| Whirlwind | Guess 48" | 5 | 4 | Ord. 1 Blast |

| NAME | RANGE | Str. | AP | TYPE |
|---|---|---|---|---|
| *Chaos Weapons* | | | | |
| Blastmaster | 48" | D6+4 | 5 | Heavy 1 blast[8] |
| Doom Siren | Template | D6+4 | 6 | Assault 1[9] |
| Sonic Blaster | 24" | 4 | 5 | Assault 2 or Heavy 3[10] |
| *Dark Eldar Weapons* | | | | |
| Blaster | 12" | 8 | 2 | Assault 1[11] |
| Dark Lance | 36" | 8 | 2 | Heavy 1[12] |
| Destructor | Template | 4 | D6 | Assault 1[13] |
| Disintegrator (Max) | 36" | 7 | 2 | Heavy 1 Blast[14] |
| Disintegrator (sust) | 24" | 4 | 3 | Heavy 3 |
| Shredder | 12" | 6 | – | Assault 1 Blast |
| Splinter Pistol | 12" | 3 | 5 | Pistol |
| Splinter Rifle | 24" | 3 | 5 | Rapid fire |
| Splinter Cannon | 24" | 4 | 5 | Assault 4 |
| Stinger | 12" | n/a | 6 | Assault 1[15] |
| Terrorfex | 12" | n/a | n/a | Assault 1 Blast[16] |
| *Eldar Weapons* | | | | |
| Shuriken Pistol | 12" | 4 | 5 | Pistol |
| Shuriken Catapult | 12" | 4 | 5 | Assault 2 |
| Shuriken Cannon | 24" | 6 | 5 | Heavy 3 |
| Death Spinner | 12" | 6 | – | Rapid fire |
| Fusion Gun | 12" | 6 | 2 | Assault 1[6] |
| Reaper Launcher | 48" | 5 | 3 | Heavy 2 |
| Scatter Laser | 36" | 6 | 6 | Heavy D6[7] |
| D-cannon | Guess 24" | 10 | 2 | Heavy 1 Blast |
| Fire Prism | 60" | 9 | 2 | Heavy 1 Blast |
| *Necron Weapons* | | | | |
| Gauss Gun! | 24" | 4 | 5 | Rapid Fire |
| Gauss Blaster | 24" | 4 | 4 | Assault 2 |
| Gauss Cannon | 36" | 6 | 4 | Heavy 3 |
| Staff of Light | 12" | 5 | 3 | Assault 3 |
| *Ork Weapons* | | | | |
| Gretchin Blasta | 12" | 3 | – | Assault 1 |
| Slugga | 12" | 4 | 6 | Pistol |
| Shoota | 24" | 4 | 6 | Rapid fire |
| Big Shoota | 36" | 5 | 5 | Assault 3 |
| Rokkit Launcha | 24" | 8 | 3 | Assault 1 |
| Lobbaz | Guess 48" | 5 | 5 | Heavy 1 Blast |
| Zzap Gun | 24" | 2D6 | 2 | Heavy 1[17] |
| *Tyranid Weapons* | | | | |
| Venom Cannon | 36" | 8 | 4 | Assault 2 |
| Barbed Strangler | 24" | 4 | 5 | Assault 5" Blast |
| Biovore | 48" | 5 | 4 | Ord. 1 Blast |
| Bio-plasma | Template | 5 | 4 | Assault 1 |
| Warp Blast | 24" | 6 | 2 | Blast |
| Death Spitter | 18" | 6 | 5 | Assault 1 Blast |
| Devourer | 12" | 4 | 5 | Assault 4 |
| Fleshborer | 12" | 4 | – | Assault 1 |

## RANGED WEAPONS NOTES

[1] **Jam Rule.** If a triple 1 is rolled on the To Hit dice for the assault cannon, it jams and is destroyed.

[2] **Meltaguns and Multi-meltas.** Melta weapons roll an extra D6 to penetrate vehicles at half range or under (12" for multi-meltas or 6" for meltaguns).

[3] **Sniper Rifle.** Always hits on 2+ and its Strength always equals the Toughness of the target (so it wounds on a 4+ regardless of Toughness). Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage. A sniper rifle only has an armour penetration of D6 against a vehicle.

[4] **Missile Launcher or Grenade Launcher.** These can fire either frag or krak rounds. Choose which to shoot before rolling to hit.

[6] **Plasma Weapons Get Hot!** If you roll a 1 to hit, the weapon has overheated and injured the model firing it. Make an armour save for the model or it will suffer a wound. If the model is killed, the plasma weapon is lost as well. Plasma weapons on vehicles are not affected by overheating.

[6] **Fusion Guns.** These weapons work like meltaguns against vehicles, gaining an extra D6 penetration at half range or under.

[7] **Scatter Laser.** An improved Eldar version of the multi-laser, that shoots D6 times rather than 3. Roll each time it fires.

[8] **Blastmaster.** Strength is D6+4, rolled everytime it fires.

[9] **Doom Siren.** The doom siren may be used in the shooting phase instead of another weapon. Roll for Strength each time that the doom siren is used.

[10] **Sonic Blaster.** Has two profiles depending on whether it is used to unleash short riffs or a long solo.

[11] **Blaster.** Counts Armour Values higher than 12 as 12.

[12] **Dark Lance.** Counts Armour Values higher than 12 as 12.

[13] **Destructor.** Roll a D6 for each target hit to see what the AP value of the hit is (eg, a D6 roll of 3 would give an AP value of 3). In addition, targets hit by a destructor may not take saves for being in cover.

[14] **Disintegrator.** Before firing the disintegrator declare if you're firing it on maximal (one big shot) or sustained (several smaller shots).

[15] **Stinger.** Always wounds a victim on a D6 roll of 2+. If the target is killed, place a Blast marker centred on the exploding model and roll to hit other models using the rules for blast weapons. The attacks have a Strength equal to the exploding model's Toughness, and an AP value equal to the victim's saving throw (ie, models hit by an exploding Space Marine would take a S4 hit with AP3). Stingers count as having a Strength of 1 if fired at a vehicle.

[16] **Terrorfex.** If one or more models are hit then the unit they belong to must pass a Leadership test or become pinned. Apply a -1 modifier if the unit is under half its starting strength, and -1 per model hit if the grenade hits **more** than one model.

[17] **Zzap Gun.** Automatically hits target in range of the weapon. Roll 2D6 to determine the Strength of each hit (up to a maximum of S10).

### FREQUENTLY USED VEHICLE ARMOUR VALUES

| | FRONT | SIDE | REAR |
|---|---|---|---|
| Land Raider | 14 | 14 | 14 |
| Leman Russ | 14 | 12 | 10 |
| Chimera | 12 | 10 | 10 |
| Rhino | 11 | 11 | 10 |
| Predator | 13 | 11 | 10 |
| Land Speeder | 10 | 10 | 10 |
| Dreadnought | 12 | 12 | 10 |
| War Buggy/Trak | 10 | 10 | 10 |
| Falcon Grav Tank | 12 | 12 | 10 |
| Vyper | 10 | 10 | 10 |

WHITE DWARF™



# NOTES ON CLOSE COMBAT WEAPONS

**Axe of Khorne:** A hit from the Axe of Khorne ignores armour saves. In addition, any To Hit rolls of 6 allow the model to make an additional attack in close combat. As long as you keep on rolling 6s you can keep on making additional attacks. These additional attacks may be allocated against new opponents if desired.

**Banshee Mask:** Wearer strikes first in the first round of hand-to-hand combat.

**Blight Grenades:** An enemy unit that has one or more models charged by a model armed with blight grenades suffers a -1 to hit modifier. These effects also count against Chaos models in base contact with models from the enemy unit unless they are followers of Nurgle (ie, Plague Marines, Nurgle Daemons or characters with the Mark of Nurgle). Note that the whole unit is affected, not just the troops fighting the model armed with the blight grenades. There is no additional effect if a unit is attacked by two or more models armed with these grenades.

**Chainfist:** Treat as a power fist, but roll 2D6 for armour penetration.

**Close Combat Weapon:** A model armed with two close combat weapons, or a close combat weapon and another weapon that can be used in close combat, such as a pistol or power weapon, may roll an additional Attack dice.

**Crozius Arcanum:** Counts as a power weapon.

**Force Weapon:** Make a Psychic test for the psyker against one opponent wounded by the weapon. The normal rules for using psychic powers apply, and you cannot use another psychic ability in the same turn. If the test is passed then the opponent is slain outright, no matter how many wounds it has (but count the original amount inflicted for determining which side won the assault).

Note that a force weapon has no special effect against targets that don't have wounds, eg Dreadnoughts, vehicles, etc. Also note that you only take one Psychic test no matter how many wounds were inflicted.

**Frag Grenades:** These grenades negate the effect of cover in close combat, so that models strike simultaneously.

**Haywire Grenades:** Each model using a grenade makes only one attack and doesn't count bonus attacks for charging, extra hand weapons, etc. If you hit, roll on the following table to see the effect of the haywire grenade on the target:

**1** = No effect
**2-5** = Glancing Hit
**6** = Penetrating Hit

Haywire grenades can only be used against Dreadnoughts if the Dreadnought is already immobilised.

**Hellglaive:** The hellglaive can be used as a splinter rifle or a close combat weapon, but may not be used as both in the same turn. If the user charges into close combat then the hellglaive also adds +1 to their Strength for the first round of combat. The hellglaive requires two hands to use, so can't be combined with any other weapon. Characters taking a hellglaive must also take a Hellion skyboard.

**Krak Grenades:** These grenades allow troops to make a single S6 hit (without bonuses for charging, etc) on a vehicle.

**Lightning Claws:** Lightning claws count as a power weapon and the model wearing them may re-roll any failed To Wound rolls. Models who are armed with lightning claws only receive the +1 Attack modifier for an additional close combat weapon if the second weapon is also a lightning claw.

**Melta Bombs:** These grenades allow troops to make a single S8 + 2D6 hit (without bonuses for charging, etc) on a vehicle.

**Monstrous Creatures:** A monstrous model gets 2D6 armour penetration and always ignores armour saves.

**Plague Knife:** A wound from a plague knife will kill mortal creatures outright on a D6 roll of 6, regardless of how many wounds they have. On a roll of 1–5 it merely causes 1 wound. Note that this only applies to mortal foes, not to Daemons, vehicles, Talos, Avatars or Wraithguard.

**Plague Sword:** No armour saves are allowed against wounds inflicted by a plague sword. In addition, a wound from this weapon will kill mortal creatures outright on a D6 roll of 4 or more, regardless of how many wounds they have. On a roll of 1-3 the plague sword only causes 1 wound. Note that this only applies to mortal foes, not to Daemons, vehicles, Talos, Avatars or Wraithguard, etc.

**Plasma Grenades:** These grenades negate the effect of cover in close combat, so that models strike in Initiative order.

**Poisoned Blades:** Hits inflicted in close combat with poisoned blades always wound on a 2+, regardless of the victim's Toughness. However, this ability may not be combined with the ability of any other weapon in close combat (eg, it can't be combined with a power weapon's ability to negate saves, a plasma grenade's ability to negate cover, or an additional close combat weapon's +1 Attack, etc.)

**Power Weapons:** A power weapon allows its wielder to ignore an opponent's armour save.

**Power Fists/Claws:** A power fist doubles the user's Strength to a maximum of 10 and ignores armour saves. A model with a power fist always strikes last in close combat regardless of the Initiative of the user. Two models with power fists fight simultaneously.

**Punisher:** Counts as a power weapon but adds +1 to the user's Strength.

**Scissorhand:** Has the same effect as two sets of poisoned blades – so the Haemonculus gains +1 Attack in close combat, and all hits wound on a 2+. See the poisoned blades entry for more details.

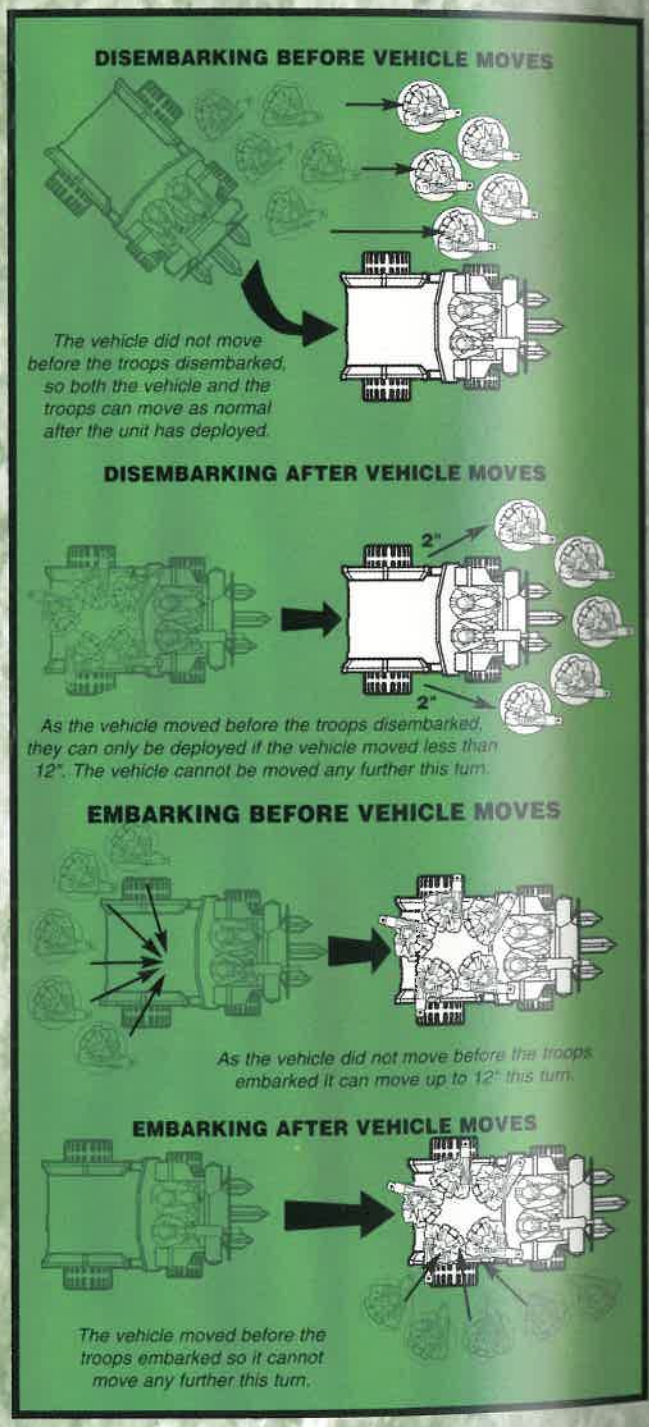
**Servo-Arm:** A servo-arm counts as a power fist in close combat. It always hits on a 4+ and is rolled separately from the Techmarine's own Attacks. In addition it may be used at the start of any Space Marine turn to repair an immobilised vehicle that is in base contact with the Techmarine. On a D6 roll of a 6 the vehicle is repaired and may move normally.

**Storm Shield:** A model that has a storm shield may take a 4+ invulnerable save in close combat, instead of its normal armour save. The save may only be used against one opponent per turn (the defender chooses who to use it against), and it may not be combined with a rosarius or iron halo save.

**Thunder Hammer:** A thunder hammer counts as a power fist, but any model wounded by it and not killed may not attack again until the end of the next assault phase. Vehicles hit by a thunder hammer are 'crew shaken' in addition to any other results they suffer.

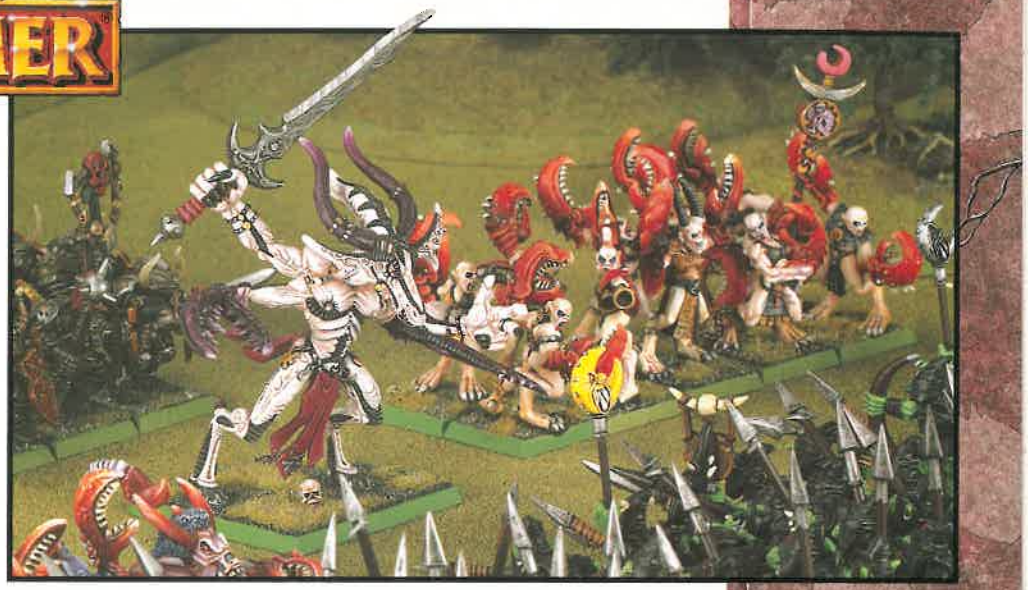
**Tormentor Helm:** +1 Attack for an additional close combat weapon, even if carrying a two handed weapon.

**Witchblade:** Wounds on a 2+ in hand-to-hand combat. Triples Strength of user when working out Armour Penetration against vehicles.



# WARHAMMER

Slaanesh is the Lord of pleasure, whose mere image evokes ecstacy in an unguarded mind. It is impossible to describe the true horror that is a Greater Daemon. They are the physical manifestations of the evil and despicable Chaos powers. Of all the followers of the Chaos gods, they are truly the closest in nature and spirit to their overlords.



▶ The Keeper of Secrets, supported by Lesser Daemons, smashes into massed ranks of Goblins.

# WARHAMMER 40,000

The Keeper of Secrets holds particular horror for the Inquisition, because of the sensual temptations its presence arouses. Few who have encountered this Daemon can describe the shame of their desire, nor the lust for blood that overcomes their rational senses. The Keeper of Secrets is bedecked with gorgeous jewels, and coloured silks overlay its hideous form. Its chitinous claws are at the same time delicate and deadly, graceful but hideously destructive. The Daemon's head is gross and bestial, horned and fanged in perverse contrast with the seductive aura it produces.



▶ Imperial Guard stand firm in the face of horror as a Keeper of Secrets rampages towards their lines.



GREAT UNCLEAN ONE
GREATER DAEMON OF NURGLE

A Great Unclean One resembles Nurgle himself: huge, green-skinned and bloated with disease. From sores and boils, pus oozes over the Daemon's body, glistening on leprous skin. Its body swarms with tiny Daemon Nurglings, which pick at its skin, squabbling for their master's attention.





LORD OF CHANGE
GREATER DAEMON OF TZEENTCH

The Lord of Change is the wisest and most subtle of all the Greater Daemons, a monster whose gaze penetrates into the very depths of the soul, exposing its victim's innermost hopes and fears. The Daemon is huge and awesome in appearance, with a plumed body and vast multicoloured wings.

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# GAMES DAY & GOLDEN DEMON 98

## AND THE WINNERS ARE...

### Warhammer 40,000 Single Miniature
1st Chris Leong
2nd Leigh Carpenter
3rd Dylan Martin

### Warhammer 40,000 Squad
1st Dylan Martin
2nd Greg King
3rd Richard Chambers

### Warhammer 40,000 Large Miniature
1st Paul Cairncross
2nd Chris Leong
3rd Angus Petrie

### Warhammer Single Miniature
1st Leigh Carpenter
2nd Dylan Martin
3rd James Guidotti

### Warhammer Command Group
1st Joshua van Zaane
2nd Chris Mackonis
3rd Leigh Carpenter

### Warhammer Large Miniature
1st Gavin Leys
2nd John Travers
3rd Leigh Carpenter

### Epic 40,000 Force
1st Scot Cranfield
2nd Robert Lamborn

### Best Gang, Team or Mob
1st Dylan Martin
2nd Leigh Carpenter
3rd Damien Webber

### Battle Scene
1st Ralph Cook
2nd Rebecca Weir
3rd John Steed

### Young Bloods
1st Angus Leslie
2nd Alex Marriot
3rd Ben Bracken

### Open Category
1st Andrew Long
2nd Neil Wood
3rd Matt Weaver

***AUSTRALIAN GOLDEN DEMON 1998***
***GOLDEN DEMON SLAYER SWORD WINNER***

## LEIGH CARPENTER

In September 1998 Games Workshop Australia held its first Games Day and Golden Demon. The quality of the entries in the Golden Demon painting competition was so high that the only way to do the event justice would be to publish pictures of all entries, but alas, due to space constraints, we can only publish the winners.



# ·GOLDEN DEMON·




***Chris Leong***
**1st Place Warhammer 40,000 Single Miniature**
*Dark Angels Space Marine Chaplain Sapphon. A magnificent conversion!*



***Dylan Martin***
**3rd Place Warhammer 40,000 Single Miniature**
*White Scars Space Marine Chaplain*



***Leigh Carpenter***
**2nd Place Warhammer 40,000 Single Miniature**
*Abriman, Tzeentch Sorcerer Lord*



***Dylan Martin*** – **1st Place Warhammer 40,000 Squad** *White Scars Space Marine Veterans*

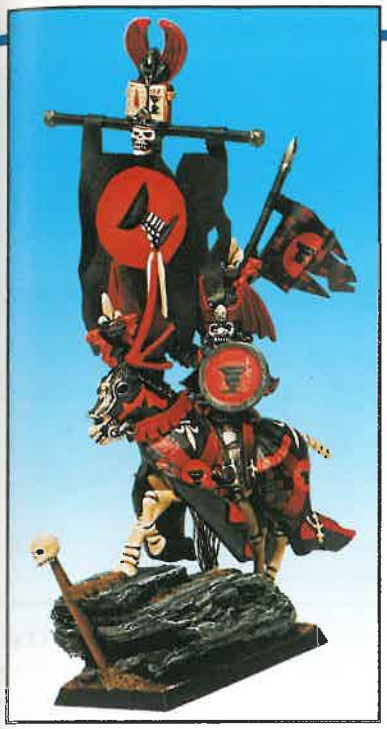


***Richard Chambers***
**3rd Place Warhammer 40,000 Squad**
*Imperial Guard Command Squad*



***Greg King*** – **2nd Place Warhammer 40,000 Squad**
*Ravenwing Attack Bikes*

# ·GOLDEN DEMON·



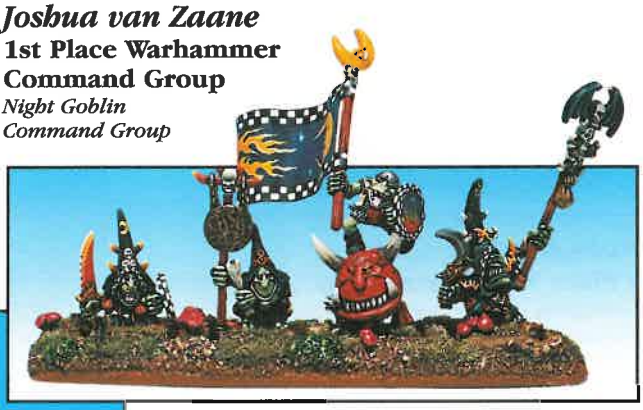


***Dylan Martin***
**2nd Place**
**Warhammer**
**Single Miniature**
*Dark Elf Sorceress*



***James Guidotti***
**3rd Place**
**Warhammer**
**Single Miniature**
*Champion of Slaanesh*

***Joshua van Zaane***
**1st Place Warhammer**
**Command Group**
*Night Goblin*
*Command Group*



***Leigh Carpenter***
**1st Place Warhammer Single Miniature**
*Standard Bearer of the Black Grail Knights.*
*This is the miniature that won Leigh the coveted Golden Demon Slayer Sword.*

***Leigh Carpenter***
**3rd Place Warhammer**
**Command Group**
*Forest Goblin Shaman and Command Group*





***Chris Mackonis*** – **2nd Place**
**Warhammer Command Group**
*Chaos Knight Command Group*



# ·GOLDEN DEMON·



***Gavin Leys***
**1st Place Warhammer Large Miniature**
*Bloodthirster, Greater Daemon of Khorne. Daemons are very popular amongst Golden Demon entries because of their impressive stature and the amount of fine detail work that can be done.*



***John Travers***
**2nd Place Warhammer Large Miniature**
*Azazel, Prince of Damnation*



***Leigh Carpenter***
**3rd Place Warhammer Large Miniature**
*Dwarf Gyrocopter*

***Paul Cairncross***
**1st Place Warhammer 40,000 Large Miniature**
*Dark Angels Space Marine Land Raider. This is an awesome model, built from scratch, as well as having an excellent paint job.*





***Chris Leong***
**2nd Place Warhammer 40,000 Large Miniature**
*Tyranid Hive Tyrant*

# ·GOLDEN DEMON·



***Dylan Martin***
**1st Place Best Gang, Team or Mob**
*Escher gangers*

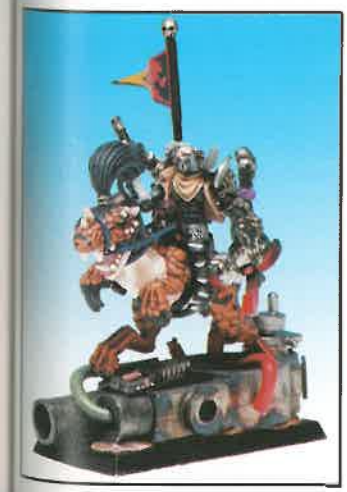


***Leigh Carpenter***
**2nd Place Best Gang, Team or Mob**
*Cultists of the Underworld*



***Damien Webber***
**3rd Place Best Gang, Team or Mob**
*Chaos Dwarf Blood Bowl Team*

***Angus Petrie***
**3rd Place Warhammer 40,000 Large Miniature**
*Eldar Exodite Dragon Lord*





***Scot Cranfield***
**1st Place Epic 40,000 Force**
*Driksbanks Kult of Speed and Flyboyz*

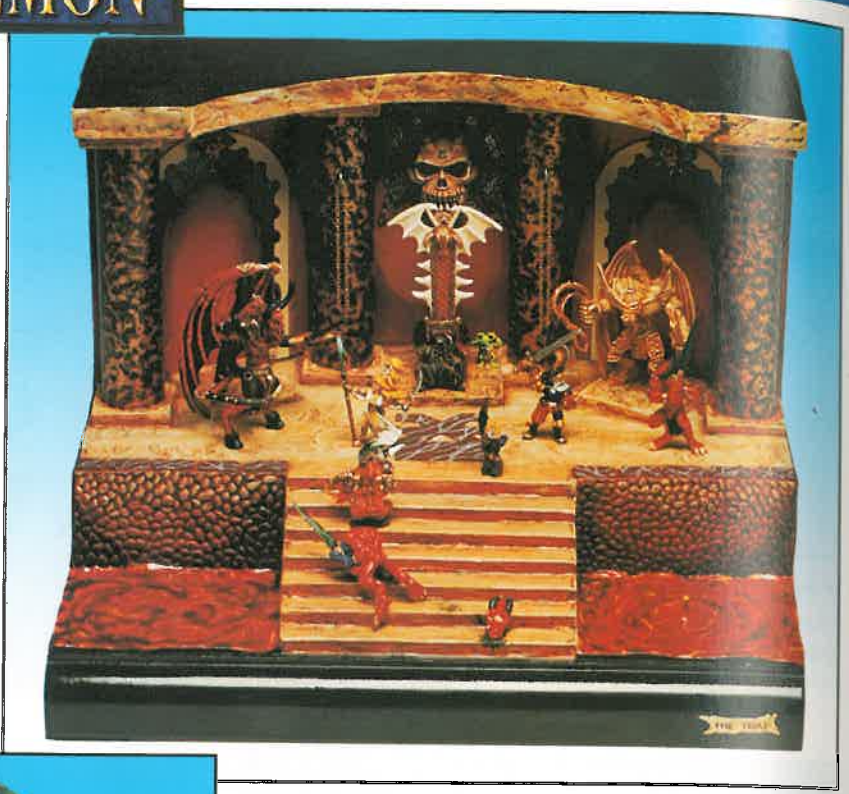


***Robert Lamborn***
**2nd Place Epic 40,000 Force**
*Iyanden Tyranid Killers*

# ·GOLDEN DEMON·

***Ralph Cook***
**1st Place Battlescene**
*'Entering the Chaos Temple'*

*The best entries in this category often tell a simple story and just as much attention must be paid to the setting as the miniatures themselves.*



***Rebecca Weir***
**2nd Place Battlescene**
*Imperial Guard vs. Lictor*



***John Steed*** – **3rd Place Battlescene**
*'Raising the Standard'*





***Angus Leslie***
**1st Place Young Bloods**
*Savage Orc Big Boss*



***Alex Marriot***
**2nd Place Young Bloods**
*Commander Dante of the Blood Angels Space Marines*



***Ben Bracken***
**3rd Place Young Bloods**
*Dark Elf Sorceress*

# ·GOLDEN DEMON·

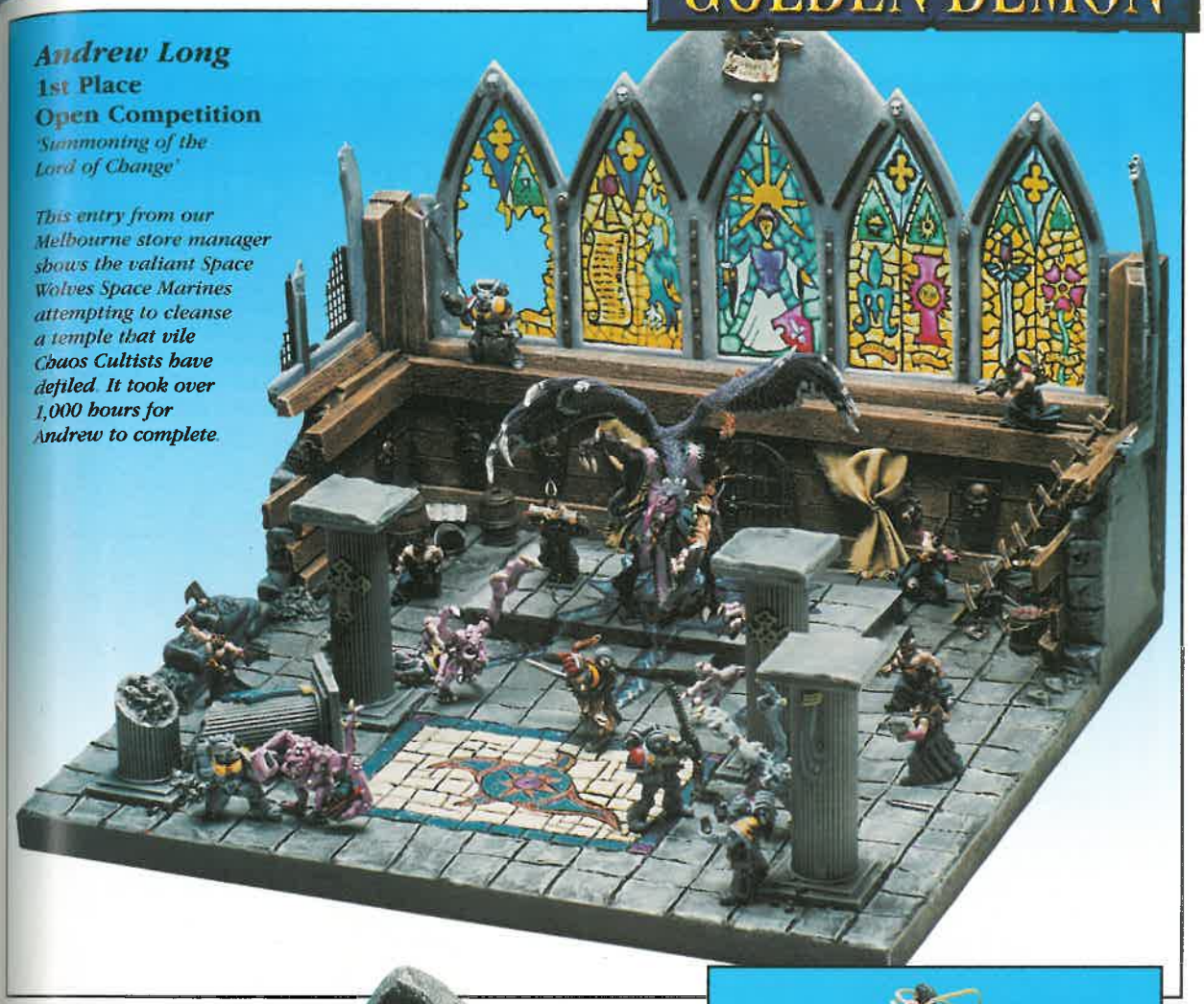


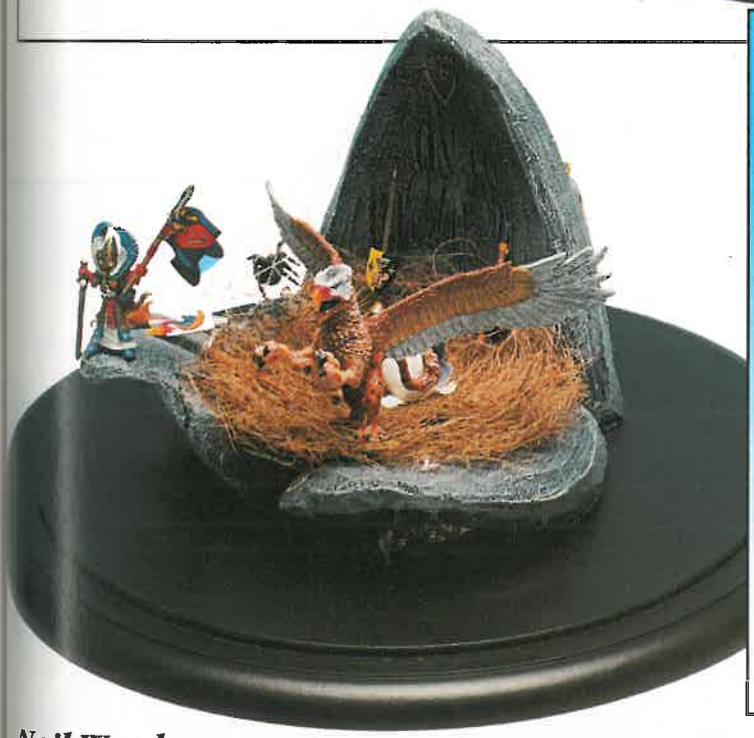




***Andrew Long***
**1st Place**
**Open Competition**
*'Summoning of the Lord of Change'*

*This entry from our Melbourne store manager shows the valiant Space Wolves Space Marines attempting to cleanse a temple that vile Chaos Cultists have defiled. It took over 1,000 hours for Andrew to complete.*





***Neil Wood***
**2nd Place Open Competition**
*'Birth of a Griffon'*



***Matt Weaver***
**3rd Place Open Competition**
*Chaos Dreadnought*

# THE LEGEND OF THE BLACK GRAIL

*The Fey Enchantress stopped, suddenly transfixed by the grave portent her dreams had presented. Disturbing waking visions of a mighty Bretonnian city, engulfed in turmoil, plagued her. Over and over she saw the same scene – carrion crows circling above the once proud and tall minarets of a walled city that had long struggled against the elements. In her mind's eye, her point of view extended to far above the city, enough for her to take in the seemingly endless, dead landscape that surrounded the ramparts. Walls that once stood to provide protection from outside invaders were now crumbling and rotting, serving only to entomb a far greater evil than had ever attempted to lay siege to the city. She sensed a malign presence pervaded here. A lone voice spoke to her, a voice that carried the weight of a thousand doomed souls...*

*"See what shall become..."*

*A gust of fetid wind blasted the city. She saw the banners of the city flying on the tallest spire of the duke's castle. The standards, once the pride of both noble and common men alike, were now tattered and blackened by fire. Only one name was still visible through the filth and the soot – a name that would forever strike fear and loathing into the hearts of men...*

## *"MOUSILLON"*

Gaston knelt on the cold, stone floor of the castle chapel, praying to the Lady of the Lake for guidance. Light filtered through the stained glass window, illuminating the noble faces of the small retinue of Grail Knights, but it was a pale, cold light that offered little comfort.

Hours ago, in the early dawn, he and his men had reached the outskirts of Mousillon. All appeared well, but as they approached the city walls they knew different. Nothing stirred on the ramparts as they neared the gate. Their trusted warhorses, that they had ridden many a time into the heart of battle, shied as they approached the gate. Upon entering the city, a sense of evil stirred within their souls and each man knew fear. The dead lay scattered like rag dolls across the city streets, marked by plague and disease. No sound was to be heard save for the slow beating of the wings of carrion beasts that floated almost effortlessly, high above. Everywhere they turned they were met with the same grim landscape. Slowly making their way to the castle of the duke, their hearts grew heavy. Inside the ducal mansion no trace of any of the nobility was to be found, save the remnants of discarded arms and armour. The Red Pox had destroyed Mousillon.

As Gaston prayed he realised he still held clenched in his mailed fist the message from the King, warning the Duke of Mousillon of the impending doom that he and his city faced. He stared at it and began to comprehend the magnitude of what the message contained. The awareness of it threatened to rend his soul in two. He, Gaston, Duke of Mortaine, Battle Standard Bearer of the Knights of the White Grail, had failed. He had failed his King, his Code, and the thousands of people that lived in this city. Mousillon would now forever be known as a city of the damned.

Gaston peered at his surroundings in the pale light and wondered if death could ever reach into this most holy of places. For the knights, this chapel was the only refuge that they could possibly have sought after the scenes that they had witnessed. But for Gaston, all of the icons emblazoned here served only to remind him of his failure. He began to repeat the Knight's Code:

"A Knight is sworn to valour,
His heart knows only virtue,
His mind knows only truth,
His blade defends the helpless,
His might upholds the weak."

A sudden chill enveloped all within the room. Each man heard a terrifying voice mocking them:

"A Knight is sworn to death,
His heart knows only terror,
His mind knows only falsehood,
His blade has slaughtered the helpless,
His might has damned the weak!"

Gaston rose to challenge the evil he could not see. Darkness began to envelop the small chapel. He felt a chilling touch from the grave take his heart in an unbearable death grip and he knew that as he had failed in life, so he would fail his King and his men in death. His last conscious thought was that of a white Grail, a Grail slowly changing to black.

# THE BLACK GRAIL KNIGHT

***by Leigh Carpenter (winner of the Australian Golden Demon Slayer Sword for 1998)***

For those of you who own a copy of the computer game Dark Omen, the source of my inspiration for this miniature is quite apparent. I had toyed with the idea of starting a new army, but for a change instead of looking at an army list for what would make a good army to paint and play, I began to look at other areas. I wanted a 'themed' army. With the release of Dark Omen I had a perfect starting point. One of the objectives of the game was to find the fabled Black Grail. As it turned out the Black Grail was actually a unit of former Grail Knights, long since dead but raised into the unlife to once again take the field. With a little bit of research into both the Undead and Bretonnian army books the idea for my first Undead miniature came to life.




***Leigh's Golden Demon***



***Leigh's Black Grail Knight Standard Bearer***

As it happened, the advertisement for Games Day & Golden Demon 1998 appeared in White Dwarf that month. What better excuse to really pull out all the stops and create a really good model to enter in the competition?

I thought about how I wanted the miniature to look for almost a month before I even bought the pieces required to make the conversion. It can be frustrating at times to have all the parts in front of you and have a picture in your mind of the way you want things to turn out, but the key is to take it slowly and persevere until you find the right combination. In all, the conversion of the Skeleton horse took about three weeks of spare time and the rider about two. I wanted to stick closely to the image of the splendour of a Grail Knight but with a dark and brooding feel. To an extent the painting of the miniature brings this to the fore, but the individual components for the conversion consist almost entirely of Undead and Bretonnian parts (the one exception to this was the wings on the steed's crest which were taken from a High Elf Dragon Prince's helm to tie in with the rider's helmet). This really helped to maintain a common theme to the miniature. So, that was it, or so I thought!

I had this really great miniature sitting in front of me, begging for a coat of paint but I could not bring myself to pick up the brush just yet. I scoured the Undead and Bretonnian 'Eavy Metal pages for some inspiration on how to paint such a miniature but nothing really grabbed my attention. I wanted to combine the complex design of Grail Knights' heraldry with an Undead feel. After all, it

would be no use painting the model in bright greens, blues or yellows, as it just would not look right. I wanted the miniature to appear as if it were once resplendent in its glory but then blackened by fire and age. This left me with a very limited colour palette to work with. In the end I chose black for the background, several shades of red for the designs, and bone for other symbols on the horse's caparison. As far as painting of the miniature itself went, the horse took by far longer than the rider did. I started by drawing the design I wanted for the caparison onto paper and fiddling with it until it looked about right. Of course attempting to transfer the design onto the actual model was a pain (much cursing from me and strange looks from my wife and dog were the order of the day for a while!). Again I think that my choice of colours helped in regard to the pattern on the horse – black is the easiest colour for gaining clarity in design work and most of the reds were highlighted from black anyway. A tip at this point – if you intend to use any of the primary colours, always make sure that the area to be painted is a flat, even white.

## THE BASE

*The horse done, I concentrated on the base. The 'rocks' on the base are actually made from tree bark – free to anyone who looks for it. The great thing about this stuff is you can cut it easily and it is great for drybrushing on. The grass was made from offcuts of a door mat, painted appropriately to appear dead and withered. The icon at the front was made from two toothpicks with some poor soul's head impaled on the top and was in fact a last minute addition to give a bit more 'life' to the base.*





When the horse was complete, along with the base, the rider was more a formality than anything else. I wanted the rider to be simple in design so as not to flood the overall model with too much detail. Black, red and very rusty metal tied the colours in with the horse, and the rider's 'face' was about the lightest colour on the model. I found that although the miniature did not have a face as such, it was still very important to pay attention to it. The face is always the focal point of a model, as it is usually the first place you look.

The banners and the shield were again repetitions of the same basic motif, the black grail on a red background. All said and done, the miniature was finally finished at 4.05am on Games Day. Another tip at this point – if you plan on doing any detailed painting, don't do it at 10pm on two cups of coffee (caffeine may be great for keeping you awake but it sure doesn't help when you are trying to paint fine lines and your hand gets possessed by some Daemon from the warp and won't keep still).

In the end I was happy with the result (and ecstatic about the Sword!) but I think the most enjoyable part of Games Day for me was looking at everyone's miniatures. The standard of painting and modelling was unbelievable, but the ideas that people had come up with were the best bit! It was a superb opportunity for me to get out and look at everybody's different perspectives on GW miniatures.



*Details of the banner, shield and caparison.*



# LEIGH CARPENTER'S ADVICE FOR WINNING GOLDEN DEMON 1999

• Your choice of miniature is important, more so than anything else. Don't paint a miniature because it is a new release, or because everyone else thinks it's cool. If you are painting something that you WANT to paint you will do a better job.

• The more background information you can get on a model the better. Army books and Codexes are great for this but also look for articles or artwork in White Dwarf (how many times have you seen a drawing become the basis for GW figures?). If the miniature(s) doesn't have a background, make one up (and for the Emperor's sake, if you are entering one of the single miniature categories, then give your entry a name – it gets more personal that way).

• Conversions can give your model a more personal touch, but only attempt them if you are confident that you can achieve the desired effect. The Black Grail Knight was really my first dedicated attempt in two years of painting and I think I was lucky that I pulled it off. Take your time and do not be afraid to change things until the model has a natural pose and you feel that it looks right. And know when to stop – you don't want to go overboard and ruin the model.

•Be meticulous with cleaning the miniature of mould lines and any rough areas, as they will always show up underneath.

• Plan your painting ahead and try to stick within the theme of the model. One colour out of place can ruin an otherwise great miniature.

• When painting the model, concentrate on neatness more than anything else, and make sure that all your colours are well defined. Take particular care with faces and prominent areas on the model, as these will be the first things that people will see and will come back to.

• Hand-painted banners are great and can be easy with a bit of practice. Again it is worth spending time on these as they are another focal point for miniatures, especially when in groups.

• Never neglect the base of your miniature. Try to find little bits and pieces to add to your base to make the scene more realistic (not everyone stands around on flat, green grass all the time!).

Well, that's my advice for next year. Looking forward to seeing you all (and your entries!) at Games Day 1999.




*Leigh Carpenter took home so many Golden Demon statues that he had to get the guys from the Castle Hill store and Castle Hill Gaming Club to help him carry them all. He didn't let anyone else carry the sword though. The guy holding the statue on the right is James Guidotti, also from the Castle Hill Gaming Club, who won 3rd place in the Warhammer Single Miniature category.*

# GAMES WORKSHOP

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!



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*Newcastle NSW 2300*
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WARHAMMER 40,000

# BLOOD ANGELS HONOUR GUARD

Designed by Mike McVey & Jes Goodwin

**It is customary for mighty Blood Angels leaders to be accompanied by an Honour Guard of dedicated warriors. Often, these Honour Guards include distinguished individuals such as a Standard Bearer and a Sanguinary Priest.**



Honour Guard Standard Bearer



Sanguinary Priest





Honour Guard Veteran Sergeant



Honour Guard with plasma gun



Techmarine

"For the Emperor and Sanguinius! Death! DEATH!"

Veteran Sergeant Adeon, cleansing of Stryja V



Lord Commander Dante charges into battle, escorted by his Honour Guard.

# CHAPTER APPROVED

## *Introduced by Andy Chambers*



**Greetings citizens, and welcome to The Emperor's Most Beneficent Chapter Approved column. The foul canker of The Alien is always an affront to the Imperium but it is my unpleasant duty to release details of another alien threat this month – that of the race known as Necrons. The well-known deviant and heretic Rick Priestley (Inq. file crossref. 21/20/21/7.5st. "Crimes against Sanity" Vol XXIV) has prepared a treatise on these highly dangerous raiders (ably assisted by Scribe Primus Gav Thorpe). All loyal commanders are advised to examine this information and be on the lookout for Necron depredations in all Segmentum. After this we have a summary of information on the corrupted Terminators of the thrice cursed Traitor Legions, from Agent Jervis Johnson. At no little cost to his own sanity, he has uncovered details of Chaos Terminators who have pledged themselves utterly to the dark gods, gaining foul blessings in exchange for their immortal souls. I have also released additional information in response to queries from commanders about certain of the common rules of engagement, in the form of questions and answers.**

# NECRONS

## *By Rick Priestley*

### First Contact

#### Comments on the Necron army list

This info on Necrons is an early draught (with an eye towards a Codex later), and we could use some feedback on it and how it plays. What we want to do is put together a database to track the success (or lack of it) enjoyed by Necron forces. You can help out by reporting on the results of games involving Necrons. Just send a postcard in to Chapter Approved with the following information on it.

What armies fought (ie. Necrons vs ?????).

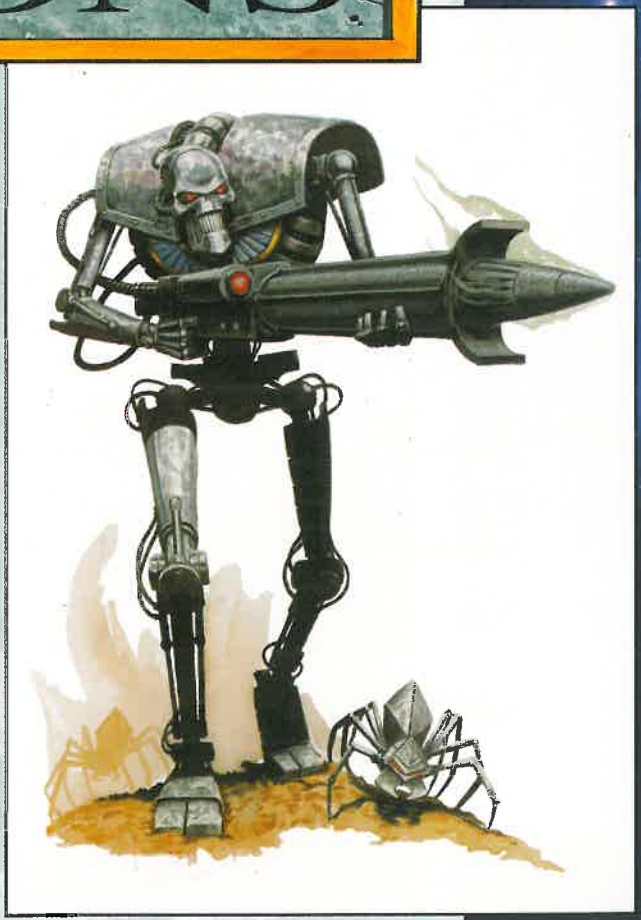
What points value the game was.

What scenario you played.

The names of you and your opponent.

What the result was.

Of course other comments on rules, points values, etc. are welcome, but please don't send in ideas for new troop types and weapons – we've already got plenty!



As you might know, the new Warhammer 40,000 book includes lists for all the major Warhammer 40,000 armies but not a list for the Necrons. This is because at the time the book was written we didn't want to include a Necron list as the Necron race was (and still is) under development. Anything we might have written would have been subject to rapid change so we decided to leave things to White Dwarf. None-the-less miniature designer Dave Andrews has found time in his action-packed schedule to fit in some cool new Necrons amongst all the Battlefleet Gothic spaceships, Chaos Space Marines and exciting new projects which we'll be telling you about soon.

The lists and new rules in this article enable you to field a force of Necrons using the new Warhammer 40,000 game. It wasn't too hard to put this article together because the ideas for the new Warhammer 40,000 game were already well established when the original Necron rules were written (in fact the Necron rules were originally designed to work with the new Warhammer 40,000 and I had a devil of a job retro-designing them for the old version). In a sense they are the first new race to be developed for the latest version of the rules. That's if you don't count the Kroots (counting Kroots is a recognised medical condition round these parts).

## THE STORY SO FAR

The story of the discovery of the Necrons and some insight into their long and disturbing history can be found in WD issues 217 and 218. To summarize briefly... 'the Necrons are a biologically dead race that was wiped out in a galaxy wide catastrophe approximately 60 million years ago. Faced with extinction the Necrons constructed metal bodies as repositories for their hyper-advanced minds. To weather the impending galactic bio-meltdown the Necrons constructed huge stasis chambers to shelter inside. They have been there ever since, resting until a such time that the galaxy was safe for them to emerge.'

The discovery of some of these stasis chambers has triggered the emergence of isolated groups of Necrons all over the galaxy. Quite what their purpose is remains something of a mystery. Necrons confine their activities to raiding and taking captives. They are known to perform grizzly biological experiments upon human prisoners. Some believe that the Necrons, possessed as they are of a vastly superior scientific knowledge, are attempting to rebuild their race in biological form. Others hypothesise that the Necrons are no longer possessed of rational minds. Some say that millions of years of stasis has degenerated the Necrons' electronically encoded personalities so that only crude instincts and half-remembered purposes remain to drive their metallic bodies.

## THIS LIST IS...

The Necron army isn't finished yet! The models currently available are just the start of what will eventually be a complete army to which we plan to add plastic models, vehicles and a range of troop types. We fully intend to make special pieces and everything you'd expect from an army. Right now we're still trying out new ideas and dreaming up new troops and machines. Some of these are a bit too raw and bleeding to be wheeled into public view just yet. So, please take this list for what it is... a working copy of a list for a new Warhammer 40,000 race which is still in development.

## SPECIAL RULES

White Dwarfs 217 and 218 included a variety of special rules for Necrons. Many of these were designed to make Necrons work in the old WH40K and are not needed in the new game. In other cases we've changed the way the Necrons work because we wanted to or because there seemed an overwhelming response from players to have them work a certain way.

### 1. NECRON WEAPONS

Necrons have four different kinds of gauss weapons: the gauss gun carried by Necron Warriors, larger gauss blasters carried by Necron



Necron raiders overwhelm an Imperial outpost.

Immortals and the heavy gauss cannon, mounted on Necron Destroyers. These were described pretty thoroughly in previous White Dwarfs, except for the blaster which is new. The fourth type of gauss weapon is the gauss grenade. Unlike most other weapons, gauss weapons have the ability to 'flay' chunks of metal from even the most heavily armoured vehicles, and this gives them a certain amount of penetrating power beyond what might be expected. To represent this a hit on a vehicle from a gauss weapon will always score a Glancing Hit on the score of a 6, even if the target's armour value is greater than could normally be penetrated.

Necron Lords carry a staff of light – a mysterious, short ranged weapon with the profile shown below.

Gauss grenades are used in assaults against vehicles. Any hit inflicted on the target by a unit equipped with gauss grenades will score a Glancing Hit on a D6 roll of a 6 regardless of the vehicle's armour value. However, as with krak grenades and melta-bombs, only 1 attack can be made per model. No bonus attacks are added from additional weapons, charging, or anything else.

## NECRON WEAPONS SUMMARY

### RANGED WEAPONS

| Weapon | Range | Str. | Armour Piercing | Notes |
|---|---|---|---|---|
| Gauss Gun | 24" | 4 | 5 | Rapid Fire |
| Gauss Blaster | 24" | 5 | 4 | Assault 2 |
| Gauss Cannon | 36" | 6 | 4 | Heavy 3 |
| Staff of Light | 12" | 5 | 3 | Assault 3 |

### 2. MORALE

In the new 40K the loss of unit morale represents the way a unit falls back under fire, rather than turning on its heels and running off in a complete tizz as in the old game. Although Necrons are unlikely to panic or flee, they will retreat where circumstances make it sensible, logical, or advantageous to do so. For this reason Necrons take morale checks as described in the game rules.

A broken Necron squad that is assaulted regroups automatically – the Necrons reconsider their withdrawal in the light of the immediate danger. This also applies if an enemy advances after a Necron unit after breaking them in an assault – the broken Necrons regroup at the end of their fall back move, just like Space Marines. Note that Necrons can be destroyed in a crossfire, in which case the models are removed immediately. The Necrons are not actually destroyed or surrendering, they use their internal teleporters to remove themselves from the battlefield before they can be seriously damaged.

When it comes to regrouping, ignore the requirement for a unit to be at 50% of its starting strength. Necrons can always attempt to regroup although they must still pass a Leadership test to do so.

### 3. 25% PHASE OUT

Although Necrons are not affected by panic or disaffection, being for the most part mechanical, they can still recognise a hopeless situation. Once the number of functioning Necron models is down to 25% or less of the original size of the force, the remainder will automatically phase out using their internal teleporters. Any models which are out of action do not count towards the remaining force, and will automatically phase out together with the rest. This is the only way to drive away a Necron force – destroy at least 75% of them!

### 4. SCARABS

Scarabs now work in quite a different way compared to the earlier set of rules. They now come in units and they can fight in close combat. They also explode! As this makes them more conventional in most respects, they are covered by the army list entry.

### 5. WE'LL BE BACK!

If a Necron Warrior, Immortal or character model should be 'killed' do not remove it from the tabletop but lay the model down instead. The model is 'out of action' but, being a Necron, gets a chance to make a comeback in its following turn.

At the start of the Necron player's turn roll a dice on behalf of each 'out of action' Necron Warrior or Necron Immortal model that is within 6" of at least one other 'living' Necron model of the same type. Any Warrior or Immortal models which are 'out of action' but not within 6" of a functional Necron of the same type will automatically 'phase out' and are removed from the game. The Necron player can also roll a dice on behalf of any Necron Lords that are out of action, regardless of whether there are other Necrons nearby. Necron models hit by a weapon which inflicts instant death (ie: weapons with twice the Strength of the Necrons' Toughness) are totally obliterated and are removed straightaway – there is no chance of them self-repairing.

| SCORE | RESULT |
|---|---|
| 1-3 | Necron is beyond repair. Model phases out from the battlefield and disappears. Remove the model as a casualty. |
| 4-6 | Necron rises to its feet ready to continue fighting. It will immediately move to join the closest unit of the same type if it is a Warrior or Immortal. Move the model into coherency distance if it is not already within 2". Once joined with a unit, the Necron moves and fights with it – any movement it may have already made is disregarded. |

### 6. VICTORY POINTS

See this month's Chapter Approved 'Questions and Answers' section for rules on how to work out victory points for combined units.

# HQ



Necron Lord

## NECRON LORD

| | Points | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Necron Lord | 85 | 4 | 4 | 5 | 5 | 3 | 4 | 3 | 10 | 3+ |

**It is unknown whether these powerful Necron Lords are the leaders of the Necron attacks or whether they exist for another more sinister purpose.**

**Weapons:** The Necron Lord carries a staff of light.

**Special rules:** A Necron Lord is an independent character as covered by the rules in the Warhammer 40,000 rulebook.

# ELITES



Necron Immortal

## NECRON IMMORTAL

| | Points | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Necron Immortal | 28 | 4 | 4 | 4 | 5 | 1 | 2 | 1 | 10 | 3+ |

**Necron Immortals are heavily armoured, extremely tough Necrons, who carry the terrifying gauss blaster weapon.**

**Squad:** The squad consists of between 5 and 10 Necron Immortals.

**Weapons:** Necron Immortals are armed with gauss blasters.

**Options:** The entire squad can have gauss grenades at a cost of +2 points per model.

# TROOPS



Necron Warrior

## NECRON WARRIOR

| | Points | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Necron Warrior | 18 | 4 | 4 | 4 | 4 | 1 | 2 | 1 | 10 | 3+ |

**Necron Warriors are super tough robotic killing machines of unknown origin, armed with the deadly and equally mysterious gauss gun.**

**Squad:** A squad consists of between 5 and 10 Necron Warriors.

**Weapons:** Necron Warriors are armed with gauss guns.

**Options:** The entire squad can have gauss grenades at a cost of +2 points per model.

# FAST ATTACK

## NECRON DESTROYER

| | Points | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Necron Destroyer | 50 | 4 | 4 | 4 | (4)5 | 1 | 2 | 1 | 10 | 3+ |



Necron Destroyer with gauss cannon

**Necron raiding forces are accompanied by swarms of aerial attack vehicles or Destroyers.**

**Squad:** The squad consists of between 3 and 5 Necron Destroyers.

**Weapons:** A Necron Destroyer is armed with a gauss cannon.

**Options:** See 'Heavy Gauss Cannon' below.

**Special Rules**

**Destroyers:** Destroyers are equivalent to jetbikes and are covered by the Bike/Jetbike rules in the main rulebook. This means that they can mount heavy weapons and shoot as if stationary and, of course, they get the +1 Toughness bonus as shown on the profile. Check page 94 of the rulebook for rules covering bikes.

**I'll Be Back:** If a Destroyer goes out of action it cannot make a self-repair and come back as a Destroyer. However, its rider can make a return as a Necron Warrior assuming it is within 6" of a Necron Warrior unit. When a Destroyer falls casualty place a prone Necron model over the spot and make the I'll Be Back roll as normal.

### WEAPON OPTIONS

Some of our playtesters felt that the Necrons' lack of a heavier weapon put them at a disadvantage over well armoured forces such as Imperial Guard. In part this is because the Necrons are light raiders by nature, and in part because we'd like to do a heavier weapon variant later! Meanwhile, we've added this option to upgrade Necron Destroyers with heavy gauss cannons.

Up to one Necron Destroyer per squad may upgrade its gauss cannon to a heavy gauss cannon at a cost of +10 pts.

| Weapon | Range | Strength | AP | Type |
|---|---|---|---|---|
| Heavy Gauss Cannon | 36" | 9 | 3 | Heavy 1* |

*As with other gauss weapons, a hit will always penetrate armoured vehicles on the roll of 6 even if the armour value is 16+(!).

## SCARAB

| | Points | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Scarab | 6 | 4 | 0 | 3 | 3 | 1 | 2 | 1 | 10 | 4+ |





**Necron raids include large numbers of small beetle-like robots, dubbed Scarabs by the Imperial Guard. These Scarabs latch themselves onto enemy machines before self destructing in spectacular explosions.**

**Squad:** The squad consists of 3 to 5 Scarabs.

**Scarabs:** Scarabs move and fight in the same way as jetbikes, as covered by the rules for bikes and jetbikes in the main rulebook. They do not get a +1 Toughness bonus. Check page 94 of the rulebook for rules covering jetbikes.

**Destruct:** Instead of attacking in close combat a Scarab can self-destruct instead. This causes one automatic hit on each target in base contact at a Strength of 3 and armour piercing value of 2. Against vehicles this causes 3 + 2D6 penetration. The Scarab is destroyed as a result (and can't save!). Work out damage on the target as normal.

# NECRON ATTACK

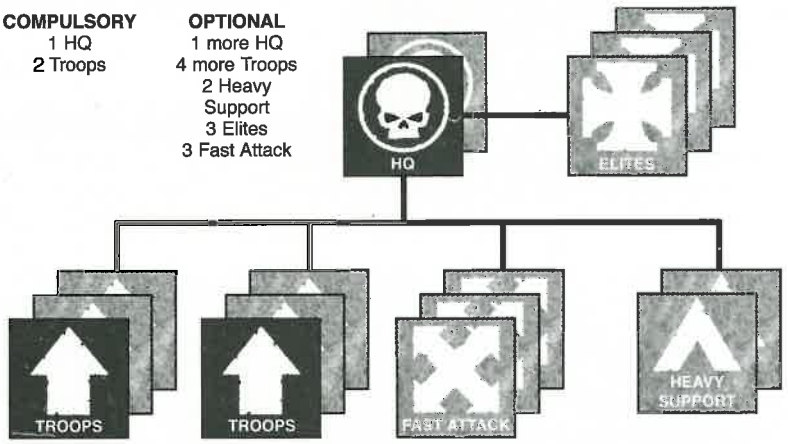
## NECRON SCENARIOS

When fighting against Necrons, use the following Force Organisation charts and Mission Generator. These represent surprise attacks by Necrons, enemy forces stumbling on a Necron stasis chamber or the Necrons' enemies making a concerted effort to destroy or capture a Necron base.

## NECRON FORCE

**COMPULSORY**
1 HQ
2 Troops

**OPTIONAL**
1 more HQ
4 more Troops
2 Heavy Support
3 Elites
3 Fast Attack




### NECRON FORCE

Note that the Necrons do not have any Heavy Support units at the moment, but we've included them on the Force Organisation chart in case we introduce some later or you wish to invent some suitably bizzare creations of your own.

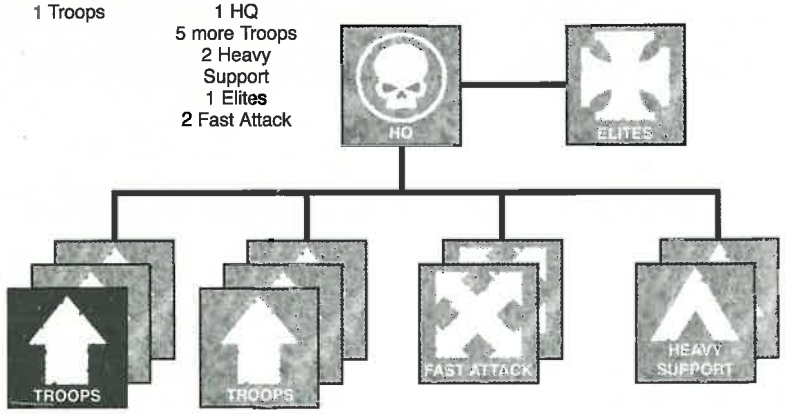
### ENEMY FORCE

As you can see, the Necrons' foes do not have access to many specialised units – the Necrons are often found on very isolated worlds by small scouting forces, and there have been no reports of them engaging in large scale battles with a numerous foe.

## ENEMY FORCE

**COMPULSORY**
1 Troops

**OPTIONAL**
1 HQ
5 more Troops
2 Heavy Support
1 Elites
2 Fast Attack




### FORCES

Both players pick their forces from the Force Organisation charts given here, to an agreed points value.

### TERRAIN

Set up the terrain in any mutually agreeably manner, taking into account any special features due to the mission being fought.

"We had been readying ourselves to raid an isolated human settlement on the desert world of Naogeddon, when the soulless ones attacked. The strike came as swiftly as it did silently. Before any of us knew it, one hundred or more perfectly synchronised, silver nightmares had risen from the sand surrounding us. All we could do was defend ourselves as they advanced methodically upon us, tightening the circle and bringing their ancient guns to bear.

I personal defeated enough to make them withdraw – they had however achieved their apparent goal. I was the only survivor of the ambush, the bodies of my fallen warriors were dragged away beneath the sand, a twisted parody of what I had intended for the human survivors of my own ill-fated attack."

Account of Lord Skarsila, Archon of the Kabal of the Black Claws.

## SELECTING A MISSION

After choosing your armies roll a dice.

| | |
|---|---|
| 1 | **BREAKOUT*** |
| 2 | **NIGHT FIGHT** |
| 3 | **RESCUE** |
| 4 | **AMBUSH**** |
| 5 | **STRONGPOINT ASSAULT***** |
| 6 | **MEATGRINDER**** |

* The Necrons are the defenders.

** The Necrons are always the attacker (even against Dark Eldar).

*** Use Strategy Rating to determine attacker. As Necrons can be encountered at varying levels of dormancy, they have a Strategy Rating of D3, rolled for every battle.

If you wish to play against a Necron army, but you haven't pre-arranged to do this (you've gone to a club or whatever) you may find that your army is not allowed within the Force Organisation given above. If this is the case, any excess units in your army represent additional forces that are close by to lend a hand. For example, if you had three Heavy Support choices in your army, only one would be in your main force, the other two would be reinforcements. You may choose which of your excess units are the reinforcements, and these must be placed in reserve, even in missions which do not normally allow reserves. If the scenario normally uses reserves, these reinforcing units suffer a -1 modifier to their dice rolls when testing to see if they turn up, otherwise the reserve rules are used as written.

In scenarios which do not normally use reserves, when your reinforcements arrive they may move on from any table edge within your deployment zone. In a Breakout (where you have no table edge in your deployment zone) your reinforcements will arrive from the centre of one of the long table edges – roll a dice for each unit when it arrives to see which edge it moves on from.



The Necrons gather under the leadership of a sinister Necron Lord.

# Q Questions & Answers

**Q** Some units can grow or shrink because models leave them or join them during the game – for example Orks 'mobbing up', Blood Angels joining the Death Company, Necrons repairing themselves (wow, what an insightful question this is) and so on. How are victory points worked out for these units at the end of the game?

**A** *In all cases like this it is the units that were originally chosen by the player which are important, and VPs are awarded for them. Models which go off and join other units are considered casualties for the purposes of working out half strength and victory points for the unit they left. The original size of a unit is used for calculating a unit's half strength for victory points, even if it has had models added in later. However a unit's current size is used for working out if it has suffered 25% casualties in one turn and needs a Morale check.*

*For example: take two Ork mobs, both 16 strong when they are chosen by the Ork player. One mob is badly battered in the game and reduced to 8 strong, but manages to 'mob up' with the other Orks, making them 24 strong. At the end of the game the mob which was battered and joined the other Ork mob is considered destroyed for the purposes of VPs – the surviving Orks which mobbed up are considered casualties. The other mob which got boosted to 24 models strong only counts as half strength for victory points if it gets reduced to 8 models (50% of its original size).*

## RAPID FIRE

**Q** Can Eldar Wraithlords take cover saves?

**A** *Yes, providing the cover at least reaches their knees.*

**Q** Can Terminators use grenades?

**A** *No.*

**Q** Do frag grenades or cover override the penalty of striking last for using a power fist?

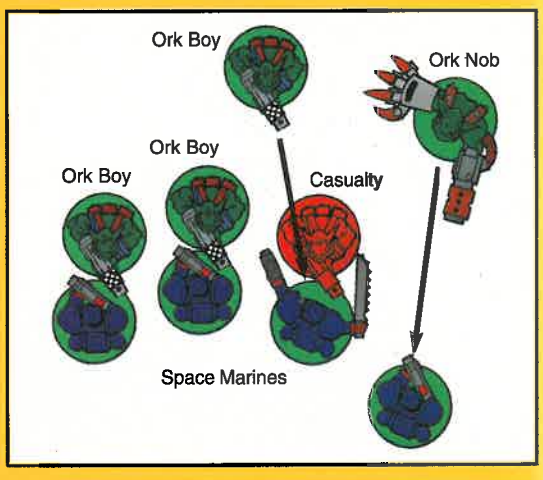
**A** *No.*

**Q** The Space Marine Codex lists vehicle upgrades in several different places which sometimes contradict each other. What are the proper rules?

**A** *Vehicles may only take upgrades specifically listed in their army list entry.*

**Q** In the rules for units being partially engaged in close combat it seems to imply that unengaged models may fire in the shooting phase but doesn't state specifically whether they can or can't. Is it allowed to shoot with unengaged models? And may they shoot at enemy models from the unit attacking their buddies?

**A** *Yes, unengaged models may shoot with the normal restrictions. They may not shoot at enemy models attacking their buddies unless the enemy unit is making a sweeping advance (see p69). However I suspect that this question is arising because the rules for drawn combats are not very well stated in the book. If a unit loses a close combat but passes its Morale check the result counts as a Drawn Combat (also p69). This means that all unengaged models move in to join the fight, moving up to 6" to fight an enemy model (going for unengaged opponents first). If this rule is applied, unengaged models at the peripheries of a close combat become something of a rarity – after the first round of fighting one of the units fighting will either fall back or both sides will move in any unengaged models to carry on the fight next turn.*




*For example: the Space Marine unit charges into the Ork unit. In the subsequent close combat the Space Marine unit succeeds in killing one Ork model, whereas the Ork unit inflicts no casualties in return. The Ork unit has to make a morale check for losing the combat and passes it, meaning that the combat counts as a draw. As both units have unengaged models to move in to the fight they roll off to see who moves first. The Ork player wins and moves his Ork Nob and Ork Boy into close combat with the two unengaged Space Marine models.*



# THE ROAD OF SKULLS

**by Jervis Johnson**

When we were working on the old 2nd edition version of Codex Chaos, I got to know a certain Graham Sheckles from the 40K mailing list on the Internet. Graham has to be one of the most dedicated and persistent followers of our Lord Khorne, and his e-mails always have some dedication or another to his patron deity (back in those days it was 'every day I pray for the Chaos Codex' – and it worked too!). Anyway, Graham got in touch the other day, worried that his carefully converted Khorne Berzerker Chaos Terminators would not be allowed under the new rules. "Don't worry Graham," I replied, "although there aren't special rules for Berzerker Terminators, you can still use them – they just count as Terminators now, that's all." This wasn't enough for Graham however – he wanted his beloved chain-axe wielding, 2+ armour save protected, combi-weapon armed Berzerker Terminators to be even better than the common herd of Terminators. Well, because I hate to see a grown man cry (and because, if anyone really does have a chain-axe, it's Graham), in the end I've given in to his requests and come up with rules for 'Cult' Terminators. However, as I explained to Graham, I've charged a lot of points for the privilege of upgrading Terminators in this way, and you'll have to paint or convert your own models to represent them too, just like Graham did.



## Cult Terminators

Chaos Space Marine Terminators may be upgraded to Khorne Berzerkers, Plague Marines, Noise Marines or Thousand Sons at an additional cost of +20 points per model in the squad. All of the models must belong to the same cult, and must be represented by a suitably converted model bearing the Mark of their patron power. The upgrade has the following effect:

**Khorne Berzerker Terminators:** Models in Khorne Berzerker Terminator squads add +1 to their Strength.

**Plague Marine Terminators:** Models in Plague Marine Terminator squads add +1 to their Toughness.

**Noise Marine Terminators:** Models in Noise Marine Terminator squads add +1 attack. Also Noise Marine Terminators may replace their combi-bolter with a sonic blaster at an additional cost of +10 pts. Up to three models may replace their combi-bolters with one of the following weapons: a blastmaster at +30 pts, or a doom siren at +15 pts.

**Thousand Sons Terminators:** Shooting attacks that have a Strength of 4 or less will not effect a Thousand Sons Terminator.

**Fearless:** In addition to the above, all Cult Terminators are Fearless and therefore will never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

### WHAT'S CHAPTER APPROVED ALL ABOUT?

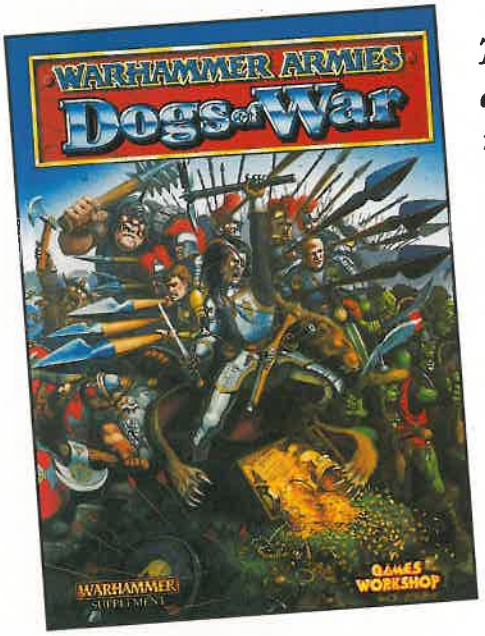
Each month Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing different scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated 40K players who have produced inspired, well thought-out and just plain brilliant additions to the game (as-arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write in to:

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Lane, Lenton,
Nottingham, NG7 2WS

Note: Please don't include rules queries etc. with your letters as the volume of mail (and the fact that I'm lazy) means in most cases I won't be able to send individual replies.

# WARHAMMER

# REGIMENTS OF RENOWN




***The Dogs of War book contains the details of fifteen of the most famous mercenary Regiments of Renown the Warhammer World has for hire, alongside a few notorious individuals. Well, we have reopened the Paymaster's chest to recruit more regiments that are eager to fight for heroic causes, adventure and most importantly cash! White Dwarf exclusively presents a series of brand new Regiments of Renown for hire, starting with Lumpin Croop's Halfling Fighting Cocks.***

## DOGS OF WAR

The Dogs of War do not come from any particular country, nor are they a whole new race. They are bands of warriors and adventurers who live by fighting for money and glory. Amongst the Dogs of War, skilled pikemen and marksmen rub shoulders with drunken Dwarf Pirates and huge Ogres from the badlands. Together they ply their trade to every point of the compass in the Old and New Worlds, fighting for anybody, any time, any place, anywhere...

Although the Dogs of War have no common heritage, many find employment in that most notorious of mercenary breeding grounds, the land of Tilea. Tilea is an anarchic country in an almost constant state of upheaval, as the wealthy Merchant Princes of the independent city states plot and scheme against each other. All this anarchy means mercenaries who travel there can by assured of ready and profitable employment.

## REGIMENTS OF RENOWN

Dogs of War Regiments of Renown can be incorporated into your existing Warhammer armies very easily. Just add the regiment's points cost to the allies allocation of your army list.

Each of the Regiments of Renown has a unique character, so you can only use one of each regiment in your army. Also, each regiment is only available to hire for a limited selection of armies as, for example, some of the Tilean regiments will understandably not fight alongside Skaven.

## HIRING A MERCENARY ARMY

Instead of hiring individual regiments, you can raise an entire Dogs of War army. All you need is a Mercenary General to lead it and a Paymaster to pay it. Paymasters are perhaps the most important figures in Dogs of War armies, acting as the army standard bearer. Whenever the army looks like it's wavering in the face of the enemy, they lift the lid of the pay chest and promise large bonuses, making the army fight with a steely determination.



## IN THE HIRING HALL

Of course the regiments detailed in the Dogs of War army book are only the tip of the iceberg. There are many more famous mercenary regiments scattered around the Old World.

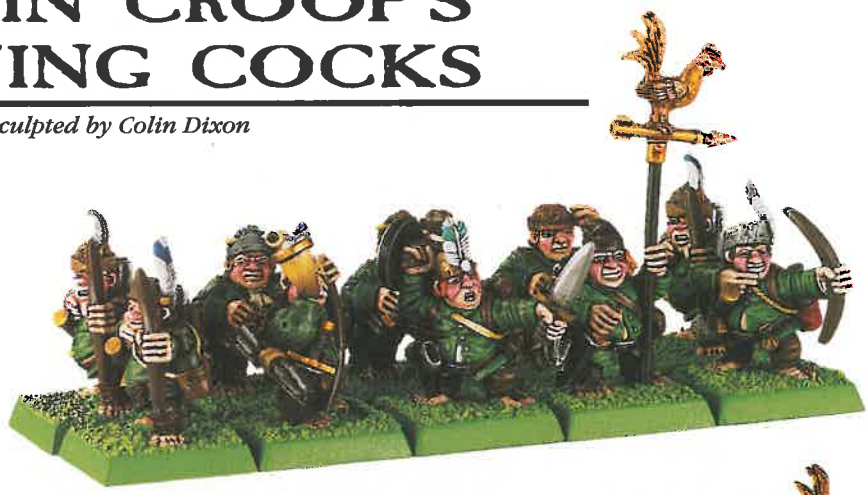
Over the next few months we will be bringing you more Regiments of Renown and mercenary characters (exclusive to White Dwarf), such as Oglah Khan and his Hobgoblin Wolfmob, Skink Cold One riders and a couple of really big chaps from the misty shores of Albion.

But we start this month with those infamous Halflings, Lumpin Croop's Fighting Cocks.

# LUMPIN CROOP'S FIGHTING COCKS

*Sculpted by Colin Dixon*





▲ *Lumpin Croop, reluctant leader of the Fighting Cocks*







▲ *Fighting Cocks musician*



▲ *Ned Hamfist, standard bearer of the Fighting Cocks*











▲ *Like all sensible Halflings, the Fighting Cocks carry all their provisions and cooking equipment on their backs.*



▲ *The Fighting Cocks fight alongside Pirazzo's Lost Legion.*

# LUMPIN CROOP'S FIGHTING COCKS

## By Rick Priestley

*Who'd have thought it! There we were, happily plundering the baggage trains while the two armies fought – dead simple – when we run into a group of Halflings marching away from the battle. Easy pickings I thought. That was my first mistake...*

*Bandit Chief Red Ricco, after his capture at the battle for the Village of Dunroamin.*

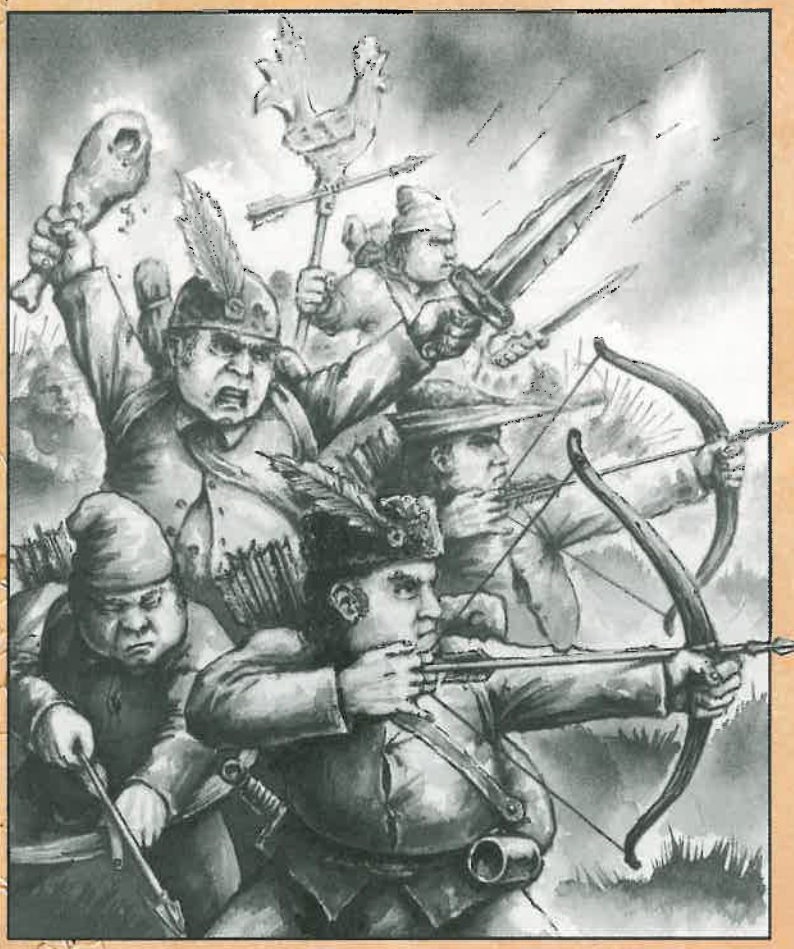


The race of Halflings is mostly thought of as peaceable, well-meaning, honest and sociable. This, at least, is the common view, and it is a view readily encouraged by the sight of rosy cheeked, well-fed Halfling faces and broad Halfling smiles. Such are Nature's gifts to that race. However, even amongst this tolerant and easy-going people there is the odd proverbial rotten apple that spoils an otherwise toothsome batch. In this case the rotten apple goes by the name of Lumpin Croop and the batch in question is known as Croop's Fighting Cocks.

Lumpin Croop was born in the northern Moot, in a backward village, on the wrong side of the river. His mother was the blacksmith's daughter and his father an itinerant carrot salesman. Unfortunately, Lumpin's father choked to death on a horseshoe sometime before he was born. The Halfling's childhood was not a happy one. His grandparents resented and disliked him, and could never forgive their daughter for her unwise liaison. Lumpin's bright orange hair was a painful reminder of his parentage.

Young Lumpin was forced to work long hours in the family forge. His grandfather set him to arduous and demeaning tasks such as poking the fire and straightening horseshoes. His mother suffered greatly from the unremitting disapproval of her parents. She became distraught and took to the bottle. Not surprisingly Lumpin ran away from home as soon as he could. By this time he had already fallen into a life of pick-pocketing and bunko-artistry. These were talents doubtlessly inherited from his father along with his passion for root vegetables.

Lumpin Croop became a poacher. His extraordinarily acute night vision proved a great advantage on dark, moonless evenings. Lumpin soon learned to support himself from the surrounding farms and estates. This was an annoyance to the many gamekeepers who found their game stocks and reputations plummeting fast.



One day Lumpin happened to visit the Old Pig and Bucket, a shady hostelry in the otherwise attractive village of Beggar's End. The inn's landlord, Raggo Barrelgut, had been an eager buyer of poached rabbit in the past. On this occasion, however, rabbit pie was noticeably absent from the menu. Instead, the snug was brimming with angry gamekeepers led by the notoriously crazed Ned Hamfist. The gamekeepers were all armed with cudgels. Raggo was hiding in a corner looking embarrassed and a bit frightened.

Anticipating a sound beating, Lumpin immediately launched into a long and complicated story. Once he had begun he soon found himself spinning a yarn of excitement, treasure and vast banquets waiting to be had in the lands over the mountains. The gamekeepers were taken aback by the young poacher's tirade and soon put all thoughts of vengeance aside. Eagerly they found themselves signing up to join Lumpin in his bright and exciting quest to the land of Tilea. Ned Hamfist bought drinks to toast their bold venture and some bright spark came up with a name for their band – Lumpin Croop's Fighting Cocks.

From that day to this, Lumpin has tried very hard to give the Fighting Cocks the slip. However, the gamekeepers are even better trackers than Lumpin and always manage to find him and insist that he takes them along on his adventure. Lumpin's regular attempts to escape are thought to be 'training exercises' by his admirers. Similarly, his efforts to misdirect the Fighting Cocks away from Tilea and any chance of fighting are considered to be 'initiative tests'. Unfortunately for Lumpin, the Fighting Cocks are extraordinarily good at direction finding, being experts at navigating their way around quietly in the dark. Their faith in Lumpin and their belief in his adventure is unshaken.



The truth is that the Fighting Cocks are really rather good. All the 'training exercises' and 'initiative tests' have honed their natural skills to a point where they are expert trackers and woodsmen. Their marksmanship is, as you would expect, second to none. Their woodsman's clothing and pelt-caps adorned with feathers are memorable to say the least.

Thanks to several remarkable battles, the Fighting Cocks have acquired a well-deserved reputation, and their services are now in great demand. On one occasion Lumpin was credited with saving an entire army. An enemy force had worked its way behind the army's lines and was preparing to launch a devastating attack. At the same moment Lumpin happened to be leading the Fighting Cocks directly away from the sound of fighting. Unknown to him, his route was taking the Halflings straight towards the encircling enemy. In the ensuing clash the Fighting Cocks fought with great enthusiasm and the enemy was soon scattered. Everyone was very impressed by Lumpin's foresight, not least Lumpin himself, and the Fighting Cocks were showered with offers of employment.

Indeed, money has started to flow into the band's coffers, and Lumpin's impromptu tale of fame and riches is starting to come true. His troops believe in him utterly and take great pride in their leader's growing reputation. Lumpin himself is learning to live with his sudden change of fortune. He is becoming unexpectedly fond of the Fighting Cocks. Such is his dedication that even on the eve of battle he can be found in his tent working hard at devising new training exercises.

**FOR HIRE**

**HALFLING FIGHTING COCKS**

Expert Marksmen, Trackers & Woodsmen.
Baggage Train guarding a speciality.

Ask for Lumpin at the sign of the Fat Pig.
No job to small!

## THE REGIMENT

**Captain:** Lumpin Croop.

**Motto:** Short, Fat and Dangerous to Know.

**Battle-cry:** "Hurray! Hurray! The Moot! The Moot!" This stems from an occasion in a particularly nasty battle when Lumpin Croop attempted to give his troops new orders. What he actually shouted was, "Run away! Run away... to the Moot... to the Moot!" but his words were lost upon the wind and his lads charged ferociously upon the enemy, screaming their now instantly recognisable battle-cry.

**Appearance:** Lumpin Croop and his band wear the time-honoured costume of Halfling poachers and gamekeepers. This consists of leather coat and trousers, decorated with plumes and furs. They also have distinctive fur caps made of fox-skin, beaver, or the pelt of some other wild creature, with the tail dangling down the back. The Halflings carry packs, flasks and satchels full of provisions. They wear various tokens of their trade as decoration, such as bird-skulls suspended on leather thongs and beads made of bears' teeth. They also wear light, armoured jackets either beneath or over their leather coats and carry a shield, often strapped to their back to leave both hands free for shooting. Lumpin's own shield has all the appearance of having once been the dartboard in the Old Pig and Bucket.

**For Hire:** All Warhammer armies can hire Lumpin Croop's Fighting Cocks.

**Points:** Lumpin Croop and nine Halflings including Ned (properly Neddly) Hamfist the standard bearer and a horn blower cost a total of 150 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +9 points per additional Halfling.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Lumpin Croop | 4 | 3 | 5 | 3 | 3 | 2 | 6 | 3 | 9 |
| Ned Hamfist | 4 | 3 | 5 | 3 | 2 | 1 | 6 | 2 | 8 |
| Halfling | 4 | 3 | 5 | 2 | 2 | 1 | 6 | 1 | 8 |

**Weapons/Armour:** Lumpin Croop's Fighting Cocks each carry a sword and bow. They have light armoured jackets and carry shields.

**Armour Save:** 5+

## SPECIAL RULES

**Skirmish:** Lumpin Croop's Fighting Cocks are well used to sneaking about in woods and amongst the gorse. They use bird whistles and animal calls to coordinate their movements in the dark and amongst dense woodland. Thanks to these highly developed skills they are allowed to skirmish as described in the Warhammer rulebook.

**Avoid Traps:** Lumpin Croop's lads are sufficiently expert woodsmen that they can pick their way around Wood Elf Waywatcher traps with ease. The Wood Elf Waywatcher trap rules described in the Wood Elves Warhammer Armies book do not affect Lumpin Croop's Fighting Cocks.

WARHAMMER 40,000

# HACK, SLASH AND DRILL

*By Graham Davey*


Finally finished!

**In a small, darkened room, White Dwarf's own Wordy Bloke has been working away for months to create a converted version of the awesome Bloodthirster model for his Chaos army. Now, at long last it is finished (and named 'Bharr'ryh' or 'Barry' by the Dwarfers). Graham explains how and why he went about it...**

## THE LURE OF CHAOS

Ever since the Chaos Codex was released, just after I joined Games Workshop, I have been a follower of the Dark Gods, especially the dark, psychopathic Chaos Space Marines and the deadly Daemonic hordes that they summon to battle. It was my first 40K army and each gorgeously sculpted miniature was bought and added to my collection the moment it came on sale (I ended up with so much stuff that much of it still isn't painted). A lot of converting and painting later, I had a good sized army, that has wreaked havoc amongst many an opposing force.

Then the redesigned Greater Daemons started to be released – first came the Great Unclean One (based on Wayne England's wonderfully diseased picture), next the Lord of Change. However, the one I was really waiting for, drooling in anticipation, was the Bloodthirster. Trish Morrison had done such a brilliant job sculpting the first two, what would the Greater Daemon of Khorne be like?

I wasn't disappointed. It was an awesome model, based on Mark Gibbon's artwork (see the Realm of Chaos book, page 51). And it was while I compared the model with the picture that I decided I wanted my Bloodthirster model to look even more like the picture. There were a number of subtle differences, but the main thing was the basic pose – the model was quite upright while the Daemon in the picture was charging forward in a flat out run. It also had the opposite arm held forward, brandishing the huge axe. I would have to change the position of all four limbs! It would be the biggest conversion I had ever attempted. After a lot of time examining the pieces and deciding how to go about it, I picked up my razor saw, took a deep breath, and started cutting...





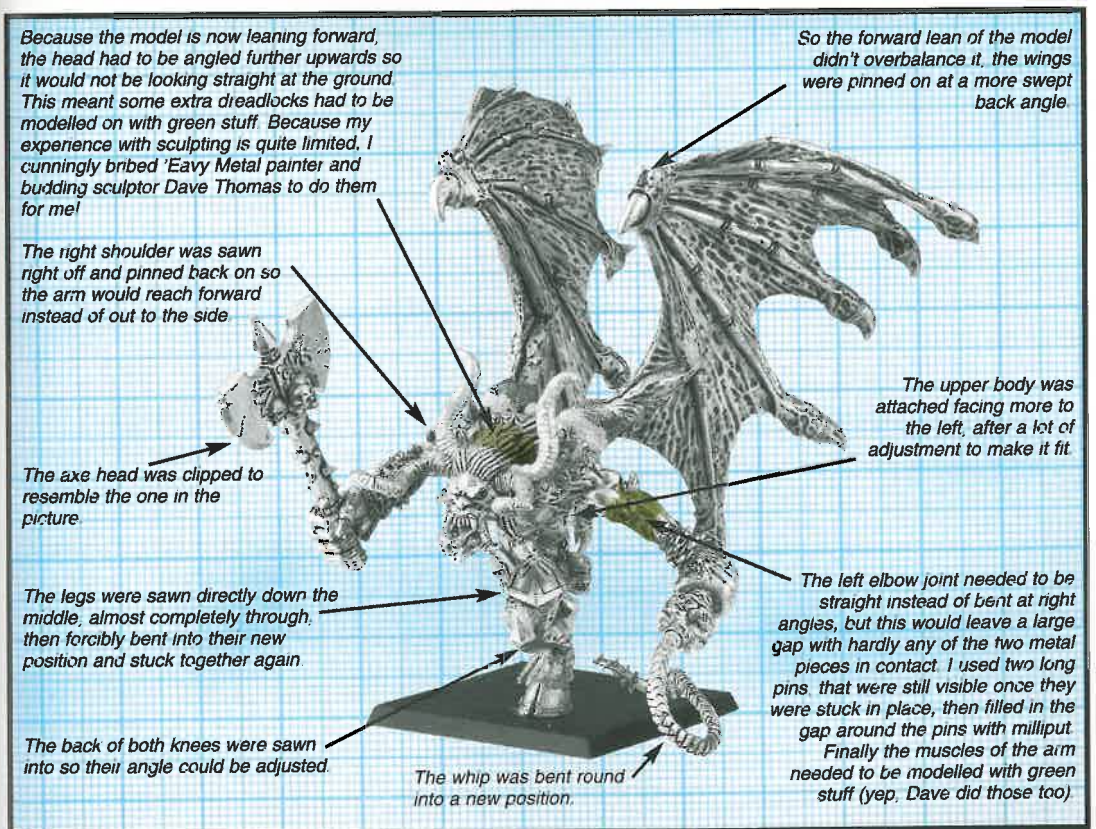


***Left:*** *the re-shaped whip and re-positioned arm.*

***Right:*** *the cut-down* ***axe head.***



The Bloodthirster leads the charge.




The major changes that were made to the model. There are fifteen pins holding it together!

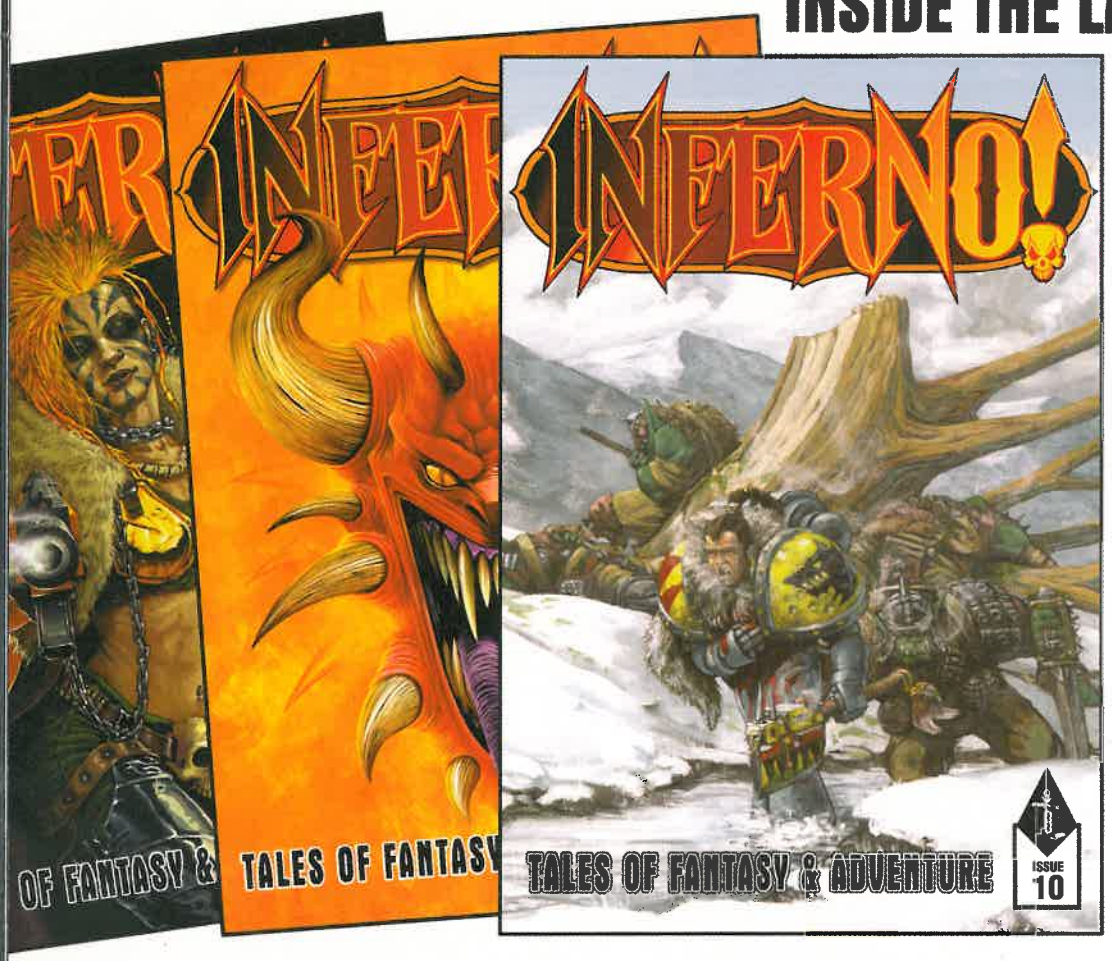
**Warning:** Razor saws, knives and scalpels, hammers and even spiky, metal model parts can all cause you nasty injuries, so be careful. They will also completely ignore the layer of newspaper that a lot of people usually use to protect the surface they work on, so if you don't want dents and gouges in your tabletop (and a slap from your wife or mother), use something a lot thicker!

**Tip:** Metal model parts can be quite shiny and reflective, so if you are planning a complicated conversion, put a quick wash of Black ink over the different pieces. This makes the detail stand out, so you can see exactly where to make that all important cut.

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# WARHAMMER 40,000

# GROTESQUE

**by Nick Davis**

**Once proud Dark Eldar, now a twisted mockery of their former selves, Grotesques are the product of Haemonculi experiments. In battle these terrifying creations are herded together and led by their creators, ready to be unleashed upon the enemy.**

Grotesques are a product of the bizarre experiments and continuous tortures that the Dark Eldar revel in. In fact some Dark Eldar are so obsessed by the need to torture that they have turned upon their own bodies. Others' limbs and flesh are less voluntarily twisted – they have been experimented on by the dread Haemonculi.

Grotesques receive almost constant attention from their Haemonculi masters so that they are completely inured to pain. Grotesques can shrug off wounds that would leave a lesser creature writhing in agony. They are completely immune to any shooting of Strength that is not double their Toughness (Strength 6+ weapons only!), although you can still chop them into pieces in close combat. Being immune to Strength 5 or less weapons means Grotesques are perfect for shielding lightly armoured units (like Wyches), giving you an effective mobile wall until your crack assault troops are in range to attack.

Or you could load them up into a Raider (they will need to be led by a Character – a Haemonculus makes a good, characterful choice.) to get them quickly into assault range. Grotesques are good assault troops, with 2 Attacks (3 when charging), a Strength of 4 and 2 Wounds a piece! They are also terrifying opponents; if a squad is beaten by them, it has to fall back automatically! Support their attacks with Wyches and you have a good combination. Use a unit of Scourges and land them behind the enemy unit; with the Crossfire rule the Grotesques become lethal. Plus you can exploit their Toughness rule and use them to shield your lightly armoured assault troops as you sweep advance into the next enemy unit.

Low Toughness is the bane of a Dark Eldar army, and Grotesques address this disadvantage considerably. Use them to cover this weakness and with a little luck they will bring you victory.









*Designed by Mark Bedford*

▼ Led by a Haemonculus, the Grotesques lurch towards the enemy, screening the Warrior squad behind from small-arms fire.



"Mark the Beast."
Inquisitor Absolvus



*Urien Rakarth is the master of all Haemonculi and amongst his finest creations are the Uber Grotesques. If you field him in your army you will have access to them. The Uber Grotesques are superior to the more normal Grotesques; they are much faster, and even more ferocious in combat!*



# MAILBOX

***Do you have a topic you're passionate about or problem nobody else can help you with? Be it gaming, painting, other gamers, White Dwarf or Games Workshop games, drop us a line at this address:***

**'Mailbox', White Dwarf, Games Workshop Ltd,
Willow Road, Lenton Lane, Nottingham, NG7 2WS**

***This month, shocking anti-Tyranid tactics, plastic fantastic, which rule's which? and a born again scenery maker...***

## PLASTIC RANKS

I am writing this to compliment you on the new plastic kits and the dramatic effect they have had on my gaming community.

I attend a gaming club at my school and having observed the reactions of my fellow gamers over the past few months I can finally say that GW have begun to solve one of the biggest problems in gaming history. This problem is the attention that is given to both characters and troops. For years the leaders of the armies have been lavished with attention and advice about painting, modelling and tactics on the field of battle; whilst troops seemed to just fill up the necessary 50% slot.

However since the release of the Warhammer Regiments (particularly the new Skeletons) and the new Space Marines, people have begun to evolve tactics around hordes of troops, not magic item combos. Everywhere gamers talk about the amazing, new paint jobs and conversions they've done... on their troops!

The reason? Well it seems obvious – more exciting and detailed troops inspire people to use them well in battle and to paint them to the best of their ability. I think this is a great turn-around, after all it's the troops that win the battles. Keep up the good work.

Lawrence

*Hurrah! We agree totally. After all the most powerful of characters will not stand a chance against a regiment with a cleverly used champion and a large rank bonus! Keep your eye on White Dwarf – we haven't finished with the Warhammer Regiments by a long way...*

## WHINGING 'NIDS

I must say that I'm shocked, surprised and a little disappointed. "Why?" you may ask yourselves – after all you've just released some excellent new rules for WH40K.

My dismay is for the poor, forgotten Tyranid invasion. "Forgotten!?" you say! Well, to stop you rushing to the rules, muttering something about being sure you put them in there, I shall continue...

It's not that the Tyranids have been left out or that their style of war has been changed. Oh no. These omissions are far more subtle. Tell me, just how is it that you expect a poor, hungry Tyranid to catch his next meal?

I can see it now – a Genestealer spies a juicy human just 14" across a small open expanse, thinks "now that looks a lot like today's dinner," and moves out to get butchering. However the wily human, carrying his trusty lasgun, sees the oncoming predator and thinks "Now, what shall I do...?"

a) "Stand and rapid fire my lasgun in the hope of killing the beast from where I am – after all I've got a pressing need to stand around here all day."

b) "Move up to the beast, fire my lasgun, and if it doesn't die, continue my suicidal impulse and go for a round of being ripped to pieces by one of the second most deadly hand-to-hand troops in the universe (the Howling Banshees have taken the honour of first most powerful)."

c) "Move away from the danger and take a shot. After all I'll be able to do that ad infinitum until I manage to kill it."

Now although so far my letter has been some what scathing and sarcastic (the Emperor forgive me), I do feel that it illustrates a point.

Further to this rant (as it has now become) who ever heard of a predator that wasn't quick enough to catch its prey? I mean, even if a lion cannot run fast enough to catch an antelope, he still has the guile to sneak up close enough for the element of surprise to do its magic.

Within the Hive Consciousness, this particular method of hunting has been given to Lictors, in the form of Infiltrate and Deep Strike capabilities – but even these are only allowed on certain missions.

I have just seen this month's issue of White Dwarf with its Chapter Approved article including the scurrilous Eldar Fleet of Foot rule, which, don't get me wrong, I do feel is a deserved Eldar rule and is welcome. But don't you think that the Tyranids deserve something that will at least allow them to catch their next meal. As one of my opponents recently pointed out to me, the Tyranids have gone from being the fastest army on foot to the slowest army in the game, this being true because all other races have the option of mounting their troops in transport vehicles.

J.F.J. Griffon
Avid Tyranid player

*WD231 will hopefully see a battle report involving the 'Nids, and Andy Chambers will (with a bit of coercion) let us in on a few of his dark plans for Codex Tyranids.*

## CONFUSED

I have bought both the new Warhammer 40,000 rulebook and the new Codex Space Marines.

What I would like to know is why they have conflicting rules about the powers of Space Marine Librarians. In the rules it says that a Librarian has two powers (Smite and Storm of Destruction), whereas the Codex tells me that the Librarian can only use one power (Smite).

The Codex says that it overrides the rulebook. So I can use both powers? If so, why does the Codex say I can only use Smite?

Andrew Smith

*The rulebook army lists are meant to be a good starting point. Any rules featured in the Codex army lists override those in the rulebook army lists. This means Space Marine Librarians can only use the Smite power... sorry!*



*One of the new Warhammer Regiment sets, the Soldiers of the Empire.*

## BORN AGAIN

I agree completely with Paul Shaw (Mailbox Star Letter in WD227), in that a battlefield needs good terrain. Apart from my fanaticism about figure painting, I'm also concerned with making and painting terrain, and I've been scouring second-hand toy stalls, car boot sales and antique toy shops (these often have their own 'bits box', which contain a plethora of sci-fi bits for toys, that collectors look for to build or refurbish toys), and have collected a vast array of suitable bits and bobs which I've started to make into terrain.

So far I've built a generator, a small (complete) hab-unit, that originally had a large gun inside that came up out of a panel in the roof, which I removed, and cut up the arm to use as power panels on my generator. I've also got a Star Wars power generator which I'm now making into a piece of Necromunda/40K scenery, and a large piece off a ship, that, if I can find another of the same, will make an Eldar Portal, or a Necron obelisk. I found a small Star Trek space station in white metal, so I'm up-turning that and mounting it on a scratch-built base, to make a piece of 40K scenery that looks like an ornate fountain, which will go in the display garden/plaza I'm working on. Terrain doesn't have to be ruins, as most people think, so why not make some urban style scenery, like hab-units, walkways, roads, etc. I recently converted an old video machine casing into a Necromunda bar, complete with corridors, pool room, ante-rooms, etc, for a gaming club – they played a cross between Necromunda and Space Hulk on it.

Remember, battles and skirmishes take place in confined areas as well as open spaces, and the best fights I've had have been in small areas, such as warehouses and hab-unit corridors, evolving new scenarios by mixing different game aspects together. Imagine a game where Necromunda, WH40K, Space Hulk and Warhammer Quest all converge into one, and you have got the beginnings of terrain-making odyssey on your hands. You can have a pitched battle going on near an urban enclave, and, say, a scout squad/gang/group of adventurers get into the cover of some buildings. Already you've gone from needing large scale gaming terrain to a smaller, more claustrophobic arena, where suddenly your troops have to clear a house, or work their way through a series of rooms, intending to work a flanking manoeuvre – so they have to go through each room carefully, taking out any hidden snipers, gang members, desperadoes or whatever.

This is where the Space Hulk idea comes in. You'll need to have some terrain set up like, say, an apartment building. So something like the "That'll Be Corking" terrain article *(WD207, p34)* comes in, with a whole set of terrain where you have to fight from room to room, level to level, scouting out approaching corridors, dropping down lift shafts, etc, and finding things like hidden caches of ammunition, blowing up energy centres, communication rooms, etc. This expands a normal game into a small campaign in itself. You can build lots of really easy terrain such as stacks of boxes, bits of furniture for barricades, oil drums, ammo cases, discarded weapons, skeletons of unlucky inhabitants, etc. If you haven't got a full army painted up (like me!), these scenarios are the answer to your prayers, as you can evolve your gaming skills using the troops you have available, and have a lot of fun making things to fight over/through/with at the same time.

Due to my obsession (they say I'm mad, you know) with Necromunda, I've actually started work on a trading post, complete with the bar, garage/workshop, brothel, fuel dump, armoury, guard post, generators, etc. When finished, it should be about 3' by 2' in area, in which some of the scenarios from both Necromunda and Outlanders can be played, and which can be used to play out a scenario like 'Last Stand at Glazer's Creek'. However, due to lack of storage space in my flat, it will most probably end up being donated to some lucky gaming club.

I've loads of 1/35th scale oil drums, ammo boxes, etc painted up, which are the same size as those found in the Citadel Wargames Terrain packs, so if I mix both lots together, I get a lot of funky barricade material, as well as 'target objective' material to fight for. Old sci-fi dinosaur robot toys used to have an armadillo type creature in the series, so I hunted one of these out, tore it to pieces, and repainted the parts to make lovely wreckage pieces, like you'd find around a crash site.

STAR LETTER

Here's something I only thought of/found out a while ago...

Candlemaking shops have some great moulds on offer, some which look like the old-style sewage cisterns that people not connected to the mains had buried in their back gardens. There are also large, pyramid-like moulds, which can be used to make great Ratskin 'tepees' for Necromunda. Paint some textured paint over them, glue a spare door off a Rhino on the side, then drill holes through some Skeleton and Zombie heads (look in the Mail Order catalogues for some Undead characters or Zombies, buy them, and remove the heads), then push a cocktail stick or piece of wire through them, and there you have it – a totem head pole to stick outside the 'tepee', to show the power and prowess of the occupant.

Terrain doesn't have to be all hills and copses of trees, or just ruined buildings – so use some imagination, scavenge some odds and ends, and go for it. I'm having great fun tearing things to pieces, and gluing them to other bits, then painting them, and then having my cat knock them off the table, thus creating realistic battle damage on them. If you are just getting into terrain making, I can only advise you to get the 'How To Make Wargames Terrain' book, or go to your local Games Workshop, where the staff build and display some cool stuff, and can give you advice on how they make it. They can also sell you some of the fantastic new ruins and battlefield terrain packs. Also, look in the new Space Marines Codex, as it has some brilliant terrain making tips in it.

Alternatively, you could join a local modelling or gaming club, and get the people there to help you out. It's good fun, rewarding and gives you a break from painting figures. You can also get rid of all those annoying spare parts that you can't fit on your latest tank. If there's a few of you, get together for a session, and see how many ideas you can come up with. You can even have a 'bit swap' night at your local gaming club, and pick up a few more useful pieces.

I went to a bit swap at a club, and came away with oodles of doors, hatches, girders, T-sections, spare guns and a load of 'spacers' from inside recycled window frames which I'm going to turn into walkways for Necromunda. If you're at school, talk nicely to your caretaker, as (speaking as an ex-caretaker myself) he/she may be able to find loads of interesting gubbins around the school that you can use in terrain making.

I was asked to dispose of some strip-light covers when I was a caretaker, and so I took a jig saw to them, and made some funky sci-fi bunkers and warehouses.

Another good reason to make some terrain, and use all the boxed sets and card buildings, is to play the '24 Hours To Save The Underhive' scenario from the Citadel Journal. The Journal is great place to find advice and ideas for terrain building, as it regularly runs Dok Butcha's Klinik, showing conversions, terrain building and painting workshops. Anyway, enough of my ranting, I've some serious chopping and swapping to get on with, so I shall take my leave now.

Thanks for all the ideas and inspiration you supply with each and every issue. All the best.

Paul Todd

*Phew, well I think this one just about covers everything. We especially like your ideas about converging all the systems into one. We've switched between WH40K games and Necromunda style games in many of the campaigns that Nick has run. After all there are times when a unit of specialists can accomplish a task that an entire army couldn't (will those Commandos be able to blow up that communication tower or not?). And if system switching is used in a narrative campaign it adds an extra element of suspense. Well done! A box of goodies is on its way to you.*

*That's it for another month. Keep those letters coming in – remember this is your page, your chance to tell us what you think.*
*See ya next month.*

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WARHAMMER 40,000

# CHAOS SPACE MARINES


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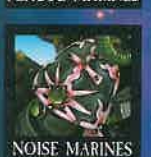

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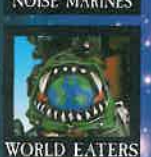

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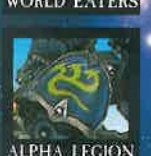

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WARHAMMER 40,000

# STORM THE TRENCHES

***A Warhammer 40,000 Battle Report by Graham Davey and Paul Sawyer. Reported by Gav Thorpe.***

***In this month's battle report, the White Scars Space Marines battle with their twisted Chaos enemies.***



***Gav:*** *This battle report was inspired by the excellent trench battlefield our model makers, Owen Branham and Mark Jones, built for the new Warhammer 40,000 (affectionately known as the 'Somme' table). From the start, we decided to choose an appropriate mission to fight, rather than generate one randomly. There were a number of options open for a trench warfare battle, such as Blitz, Strongpoint Attack, Recon or even an Ambush in no man's land. However, in the end we decided to go for a straightforward Bunker Assault. We also decided that Paul's White Scars would be the attackers, as it seemed a bit silly that a fast, mobile force would be stuck defending a trench line.*

*To make things even more different, with the aid of Andy and Jervis, I knocked together a quick 'get you by' list of amendments to the Space Marine army list for using White Scars – to better represent their mobile form of warfare. As Paul hadn't started collecting his army with this list in mind, I let him off having a Tactical squad without transport for this battle – as the White Scars were attacking a static position, it wouldn't be entirely unreasonable to assume that extra forces such as the Tactical squad and Dreadnoughts would have been dropped in by Thunderhawk. See the box later for details.*

*We also had a look at the terrain to see what counted as difficult ground for different unit types. We decided in the end that the trenches were difficult ground for bikes (except where they had been destroyed by craters) and that infantry could climb on top of the bunkers as very difficult ground (roll 1D6 for move distance). Anyway, less of my waffle, let's hear what Graham and Paul have to say...*






Paul Sawyer

# THE WRATH OF THE KHANS

***Paul:*** So I'd finally got the opportunity to fight a battle report with my White Scars Space Marines. I've been building them up for months as I've been taking part in Nick's 'Forbidden Planet' campaign, which started at a very modest 750 points to allow players to start new armies and join in the fun. As the campaign has unravelled it has increased to 1,500 points per side and so with the addition of a handful of new models I'd be able to purge Graham's vile Traitor Marines from the face of the planet...

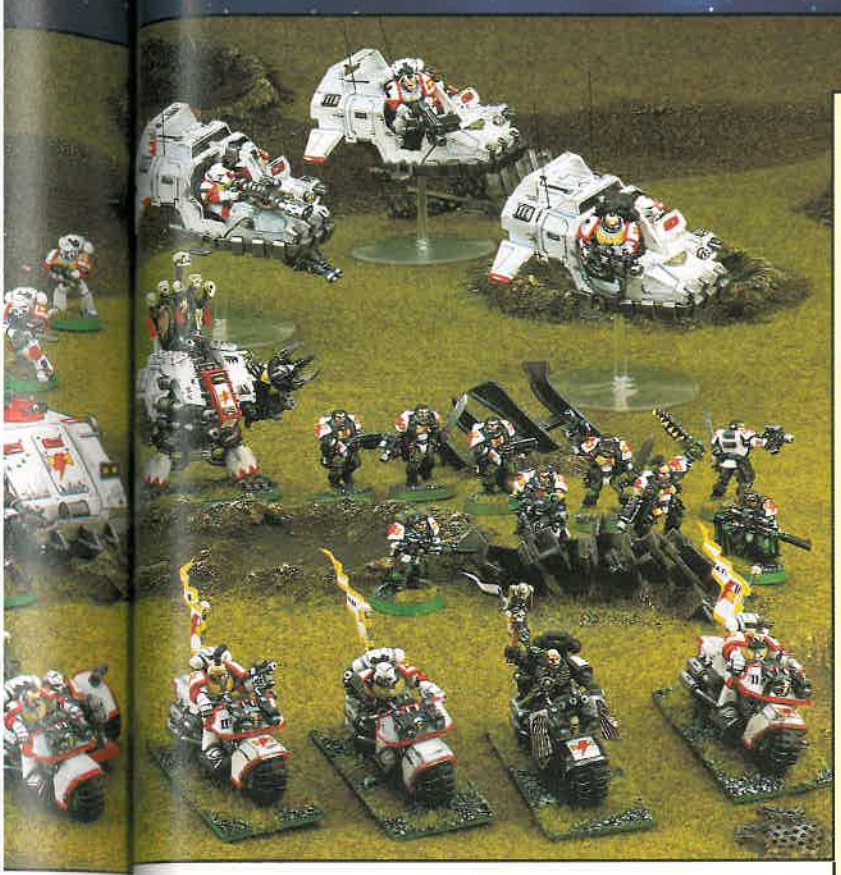
What was I going to field? The White Scars are famous for their lightning attack capabilities, able to hit and run before the enemy can get to grips with them – so I'd want lots of Bikers, Land Speeders and Rhino-mounted troops. And this is where it all started to fall apart, as a quick look at the standard Force Organisation chart showed that I'd only have three Fast Attack choices available to me for this game. Oh dear...

Now it just doesn't seem right that a fast attack force should be able to take slow, cumbersome choices like heavy tanks and Devastators, so I only field heavy weapons on Attack Bikes or Land Speeders, as it fits with the character of the army more. This was a start but I wanted to go a bit further down this particular road and so I paid a visit to Games Development and bullied Gav Thorpe until he agreed to talk about more characterful army selections and White Scars in particular.

Two hours later Gav passed me a freshly printed piece of paper with a preliminary army list for the White Scars. This was much better and after a couple of minor alterations we had a basic list which would be suitable for me to play the battle report. Now this doesn't mean there's going to be a Codex White Scars (although I'll be putting my considerable weight behind making it so!), it just gives an insight into how we start to work up a new army list for 40K. You'll notice that there are no Devastators, Vindicators, etc. and that bikes have found their rightful place in the Troops section. All foot troops must be mounted in Rhinos, as they'd be left behind otherwise. So, with a list to work to I had to work out my 2,000 point army...

It quickly became obvious that I'd have my work cut out to produce a viable army with the new list because it didn't allow me to use my newly painted Vindicator or my Terminators and Terminator Librarian (due to the lack of a Land Raider transport). First came the two HQ choices. Kubilei Khan, a bike-mounted Chaplain, has done me proud in recent campaign games. He would be joined by Subedei Khan, a Force Commander and his command squad complete with Apothecary, Techmarine, Standard Bearer (carrying the White Scars Chapter Banner) and full bodyguard, which would all be mounted in a Rhino. That little lot dealt with a quarter of my points for a start!

Next came the mandatory Troops choices: a Scout squad that includes a heavy bolter and two sniper rifles and a ten-Marine Tactical squad. Strictly speaking I should have mounted the Tactical squad in another Rhino but as I don't have one painted they'd just have to run as fast as they could until I could paint one (in other words, Gav let me off!). As Bikers counted as Troop choices in my new list I took two squadrons, each



containing Attack Bikes to add a little extra punch (and hopefully take out a bunker or two!).

Elites was the next entry to fill and as my Terminators weren't coming out to play I decided to bring two Dreadnoughts to the fight. The problem with Dreadnoughts is they are as slow as a slow thing and don't really fit into a fast attack army. Myself and Gav have debated this at length and have our own views on these brilliant models, but for now I wanted to see how they performed in battle.

Fast Attack was easy – firstly a ten-Marine squad of Assault troops led by a Veteran Sergeant wielding a plasma pistol and a power fist. Next, a Land Speeder squadron (two with heavy bolters) and a Land Speeder Tornado (armed with heavy flamer and multi-melta) to take those pesky bunkers, or indeed Graham's Terminators, out.

As the White Scars are derived from an Imperial steppe world I've been delving into the history and background of warriors of the Steppes and have chosen suitable names for the army's squads and characters. Now to see how a lightning attack force fares against the abominations of Chaos...

## WHITE SCARS ARMY LIST

***Gav:*** Paul's been nagging me for a few weeks now to do something for White Scars. Although we're far (far, far) off from doing a full army list for them, myself and the other Games Developers (along with prompts from Fat Bloke himself) did brainstorm a few ideas about their army organisation. White Scars excel at hit-and-run attacks and are renowned for their speed. To represent this, the Space Marine army list is modified as follows (if something isn't listed, it's not in the army at all):

### HQ

All independent characters must start the game with a squad with room in its transport, or be given a jump pack or a bike as part of their wargear. If the character has a command squad they must all be mounted in a Rhino, Razorback or Land Raider. Alternatively, a command squad may be mounted on bikes for +20 points per model.

### ELITES

- Terminators must be mounted in a Land Raider.

### TROOPS

- Bike squads – may have up to ten models (other options remain the same).
- Scout Bike squads
- Tactical squads must be mounted in a Rhino or Razorback
- Scout squads

### FAST ATTACK

- Assault squads
- Land Speeders and all variants

### HEAVY SUPPORT

- Attack Bike squadrons
- Land Raiders
- Predators (cannot be given sponson weapons)
- Dreadnoughts*

**Dreadnoughts are a bit of a problem, I'll gladly admit. They're really cool, and it would be a shame to deny the White Scars the opportunity to field those lovely models. However, there's one thing about Dreadnoughts – they're slow and lumbering. If you've got any ideas, then write in and let us know (and we've already thought of teleporting Dreadnoughts or rollerblades and rocket boosters, so no need to send those particular suggestions in!).*

Don't get your hopes up about seeing a White Scars Codex in the near future, this is really just a favour for the Fat Bloke (he threatened to sit on me, can you believe it?). However, this is just a tiny insight into the way an army list is formed (at its most embryonic stage, in this case). Send your suggestions to Fat Bloke in the Dwarf bunker – he started it so he can face the consequences...







Graham Davey

## THE FORBIDDEN COMPANY

I have been using the rules from the Chaos Codex for a little while now (the Games Developers like people to play-test the rules as they develop them) but I'd only played games up to 1,500 points, and most of the time only 1,000, so I was looking forward to a 2,000 point game. I also knew that Paul's white-armoured Space Marines versus my black-armoured Chaos Space Marines would look really spectacular on the battlefield!

2,000 points would use most of my Chaos models, not leaving me much choice of what to take, however I still went through the process of picking the army quite carefully, in order to decide on the exact troops and what wargear to give them. The first model down on the list was my new Bloodthirster, Barry *(see 'Hack, Slash and Drill', earlier in this issue)*. I had finished painting it especially to use in the battle report and this would be my first opportunity to try out its destructive potential (as you have probably noticed the Greater Daemon doesn't appear in the final army pictured above – bear with me, all will be explained).

Every Chaos army must have a Chaos Lord or a Daemon Prince to lead the carnage, so my next choice was an Exalted Champion, named Jher'raah the Forbidden, with the Mark of the Blood God to continue the Khornate theme. I mounted him on a Juggernaut and gave him an Axe of Khorne plus the Spiky Bits wargear. In total this gave him six attacks, re-rolling one dice for the Spiky Bits and getting another attack for every 6 that



came up. This was another untried model, but it was clear he would be very, very nasty in close combat! Now in the new Codex rules, Greater Daemons appear on the table by possessing one of your characters – you go through each character in your army, in whatever order you choose, and the first one to roll a 6 gets replaced! Well of course I didn't want Jher'raah to be possessed before he got his chance to slay loads of Space Marines (for a start he costs more points than the Bloodthirster!), so I decided to make sure there were plenty of Aspiring Champions that I could roll for first. I gave the Lord a retinue of ten Veterans, five of whom I upgraded to Champions (you can do this with the retinue!), giving me a good chance of saving Jher'raah (I was quite paranoid about this – freshly painted models have an annoying habit of dying horribly the first time you use them in a game). Of course, with power weapons for all the Champions, this also gave me an impressive close combat squad. I also gave one of the Champions the Banner of Rage (Chaos models within 2D6" get +1 Strength for one round) to give me an edge in any critical combats or to help wound Toughness 5 Bikers. I was a bit worried when I realised I'd tied up a quarter of my points in this one squad – if they got shot to pieces, it would be a huge waste – but I decided to keep my fingers crossed and go for it.

Troops next. I would have really liked to have fielded some Khorne Berzerkers (if your Chaos Lord has the Mark of Khorne, these count as Troops, not Elites). Unfortunately the new plastic models aren't out until next month so I haven't been able to get any yet. Instead I went for a Renegade squad with boltguns and a lascannon to pick on armoured targets, and a pack of Bloodletters for a surprise attack out of the Warp. My Elite choices started with Terminators. I chose a big squad (as massed fire can often kill two or three), with lots of lightning claws – these are my favourite weapons in new 40K and they're particularly effective against Space Marines (count as power weapons, re-roll the 'to wound' dice). Add in a few anti-tank weapons and an autocannon for versatility and this was another extremely dangerous, if expensive, squad.

Next, some Plague Marines. These are Toughness 5 and Fearless, so they are difficult to get rid of. This makes them a good front line of defence, as assaulting enemies can only sweep into your troops behind if they kill every Plague Marine – which is a hard task.

For Fast Attack I took a Biker squad, led by a Champion. And finally for Heavy Support I chose a Dreadnought and a squad of three Obliterators. These guys are one of the new troop types from the Codex and they looked awesome (at 60 points each they should be!).

At last the day of the battle arrived and to fit in better with the terrain, it was decided to change the scenario we were to play from Recon to Bunker Assault, with me as defender. However the Force Organisation chart meant I was only allowed one HQ choice, and, as you have to take a Chaos Lord, the Bloodthirster had to go! Needless to say, I was quite disappointed – although strangely enough, Paul didn't seem quite so upset at the loss. Anyway, this meant I could afford my second Dreadnought (I like Dreadnoughts), so hopefully the loss wouldn't be a problem. As far as tactics go, my favourite ploy is to shoot up the dangerous bits of the enemy army as it approaches and pounce on the remainder with my lethal close combat squads. Well I knew that Paul's army would be coming at me extremely fast, but I had no idea when my own troops would be turning up to execute my plan...

WARHAMMER 40,000

# The Forbidden Company – Black Legion Chaos Space Marines

| Unit | WS | BS | S | T | W | I | A | Ld | Save | Notes | Points |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Jher'raah the Forbidden | | | | | | | | | | | |
| Exalted Champion | 5 | 5 | (5) | (6) | 3 | 5 | (6) | 10 | 3+ | Mark of Khorne, Axe of Khorne, Jugger, Spiky Bits, bolt pistol | 141pts |
| The Slaughter – 10 Veterans | 4 | 4 | 4 | 4 | 1 | 4 | (2) | 9 | 3+ | 1 plasma gun, frag grenades, combat weapons & pistols | 380pts |
| inc. Aspiring Champion | 4 | 4 | 4 | 4 | 1 | 4 | (3) | 10 | 3+ | 4 power weapons, 1 power fist, Mark of Khorne, Banner of Rage | |
| The Dark – 9 Terminators | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 2+ | 1 autocannon, 5 lightning claws, 1 chainfist, 3 melta-bolters | 386pts |
| The Disease – 9 Plague Marines | 4 | 4 | 4 | 5 | 1 | 4 | 1 | 9 | 3+ | 1 plasma gun, plague knives, Fearless | 186pts |
| The Forsaken – 10 Renegades | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 9 | 3+ | 1 lascannon | 165pts |
| The Carnage – 7 Bloodletters | 4 | 0 | 5 | 4 | 1 | 4 | 2 | 10 | 5+ | Invulnerable save | 105pts |
| The Strike – 5 Chaos Bikers | 4 | 4 | 4 | 5 | 1 | 4 | 2 | 9 | 3+ | Frag grenades, combat weapons | 232pts |
| inc. Aspiring Champion | 4 | 4 | 4 | 5 | 1 | 4 | 3 | 10 | 3+ | Power weapon | |
| The Silence – 3 Obliterators | 4 | 4 | 5 | 4 | 1 | 4 | 2 | 9 | 2+ | Fearless | 180pts |

| Vehicle | Armour | | | BS | WS | S | I | A | Notes | Points |
|---|---|---|---|---|---|---|---|---|---|---|
| | Front | Side | Rear | | | | | | | |
| Slaal, Chaos Dreadnought | 12 | 12 | 10 | 4 | 4 | 6(10) | 4 | 3 | Twin-linked autocannon, twin-linked bolter | 110pts |
| Dh'rark, Chaos Dreadnought | 12 | 12 | 10 | 4 | 4 | 6(10) | 4 | 3 | Plasma cannon, twin-linked bolter | 115pts |

H.Q. Elites Troops Fast Attack Heavy Support

TOTAL: 2,000 points



WARHAMMER 40,000

# Subedei Khan's White Scars - Space Marine army

| Unit | WS | BS | S | T | W | I | A | Ld | Save | Notes | Points |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Subedei Khan** | | | | | | | | | | | |
| Force Commander | 5 | 5 | 4 | 4 | 3 | 5 | (4) | 10 | 2+ | Artificer Armour, plasma pistol, power sword | 110pts |
| 6 Honour Guard | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 9 | 3+ | 1 flamer | 310pts |
| Veteran Sergeant | 4 | 4 | 4 | 4 | 1 | 4 | (3) | 9 | 3+ | Bolt pistol, close combat weapon | |
| Kilugen, Standard Bearer | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 9 | 3+ | Boltgun, Chapter Banner | |
| Alghu, Apothecary | 4 | 4 | 4 | 4 | 1 | 5 | 1 | 9 | 3+ | Narthecium, Reductor, close combat weapon | |
| Tokukan, Techmarine | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 9 | 3+ | Servo-Arm, Bionics, plasma pistol | |
| **Kubilei Khan** | | | | | | | | | | | |
| Chaplain | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 9 | 3+ | Bike, crozius arcanum, Rosarius | 105pts |
| **Scout Squad Nogai** | | | | | | | | | | | |
| 9 Scouts | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 4+ | 2 shotguns, 2 sniper rifles, 1 heavy bolter | 142pts |
| **Tactical Squad Juchii** | | | | | | | | | | | |
| 10 Space Marines | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | 1 flamer | 156pts |
| **Assault Squad Yesukai** | | | | | | | | | | | |
| 10 Space Marines | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ | | 305pts |
| Veteran Sergeant | 4 | 4 | 4 | 4 | 1 | 4 | (3) | 9 | 3+ | Powerfist, plasma pistol | |
| **Squad Batu** | | | | | | | | | | | |
| 3 Bikers | 4 | 4 | 4 | 4 | 1 | 5 | 1 | 8 | 3+ | 1 plasma gun | 161pt |
| Attack Bike | 4 | 4 | 4 | 4 | 1 | 5 | 2 | 8 | 2+ | Heavy bolter | |
| **Squad Temujin** | | | | | | | | | | | |
| 4 Bikers | 4 | 4 | 4 | 4 | 1 | 5 | 1 | 8 | 3+ | 1 meltagun | 215pt |
| Attack Bike | 4 | 4 | 4 | 4 | 1 | 5 | 2 | 8 | 2+ | Multi-melta | |

| Vehicle | Armour Front | Armour Side | Armour Rear | BS | Type & Notes | Points |
|---|---|---|---|---|---|---|
| 2 Land Speeders | 10 | 10 | 10 | 4 | Heavy bolter, skimmer | 100pts |
| Land Speeder Tornado | 10 | 10 | 10 | 4 | Multi-melta, heavy flamer, skimmer | 90pts |
| Command Rhino | 11 | 11 | 10 | 4 | Hunter killer missile, storm bolter | 65pts |

| Dreadnought | WS | BS | S | Armour Front | Armour Side | Armour Rear | I | A | Notes | Points |
|---|---|---|---|---|---|---|---|---|---|---|
| Ghazan Khan | 3 | 3 | 6(10) | 14 | 14 | 10 | 4 | 2 | Assault cannon, smoke launchers, heavy flamer | 118pts |
| Sartak Khan | 3 | 3 | 6(10) | 14 | 14 | 10 | 4 | 2 | Twin-linked autocannon, smoke launchers, heavy flamer | 123pt |

H.Q. Elites Troops Fast Attack

TOTAL: 2,000 points

## SUBEDAI KHAN'S WHITE SCARS



Subedaj Khan's ten-Marine command squad



Squad Juchii ten-Marine Tactical squad



Squad Yesukai ten-Marine Assault squad



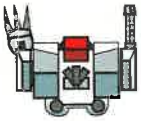
Squad Nogai nine-Marine Scout squad



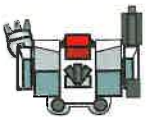
Squad Temujin Space Marine Biker squad



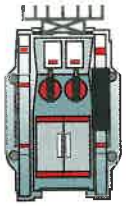
Squad Temujin Attack Bike with multi-melta



Sartak Khan, Dreadnought with twin-linked autocannons and heavy flamer



Ghazan Khan, Dreadnought with assault cannon and heavy flamer



Command squad Rhino with hunter-killer missile



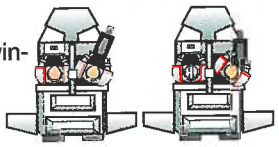
Kubilei Khan, Chaplain on bike



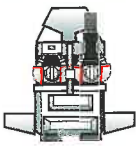
Squad Batu Space Marine Biker squad



Squad Batu Attack Bike with heavy bolter



Land Speeder squadron with heavy bolters



Land Speeder Tornado with multi-melta and heavy flamer

## THE FORBIDDEN COMPANY



Jher'raah the Forbidden's ten-Marine retinue – The Slaughter



The Dark – nine-Marine Chaos Terminator squad



The Forsaken – ten-Marine Chaos Renegade squad



The Disease – ten-Marine Plague Marine Squad



The Carnage – seven Bloodletters



The Silence – three Obliterators



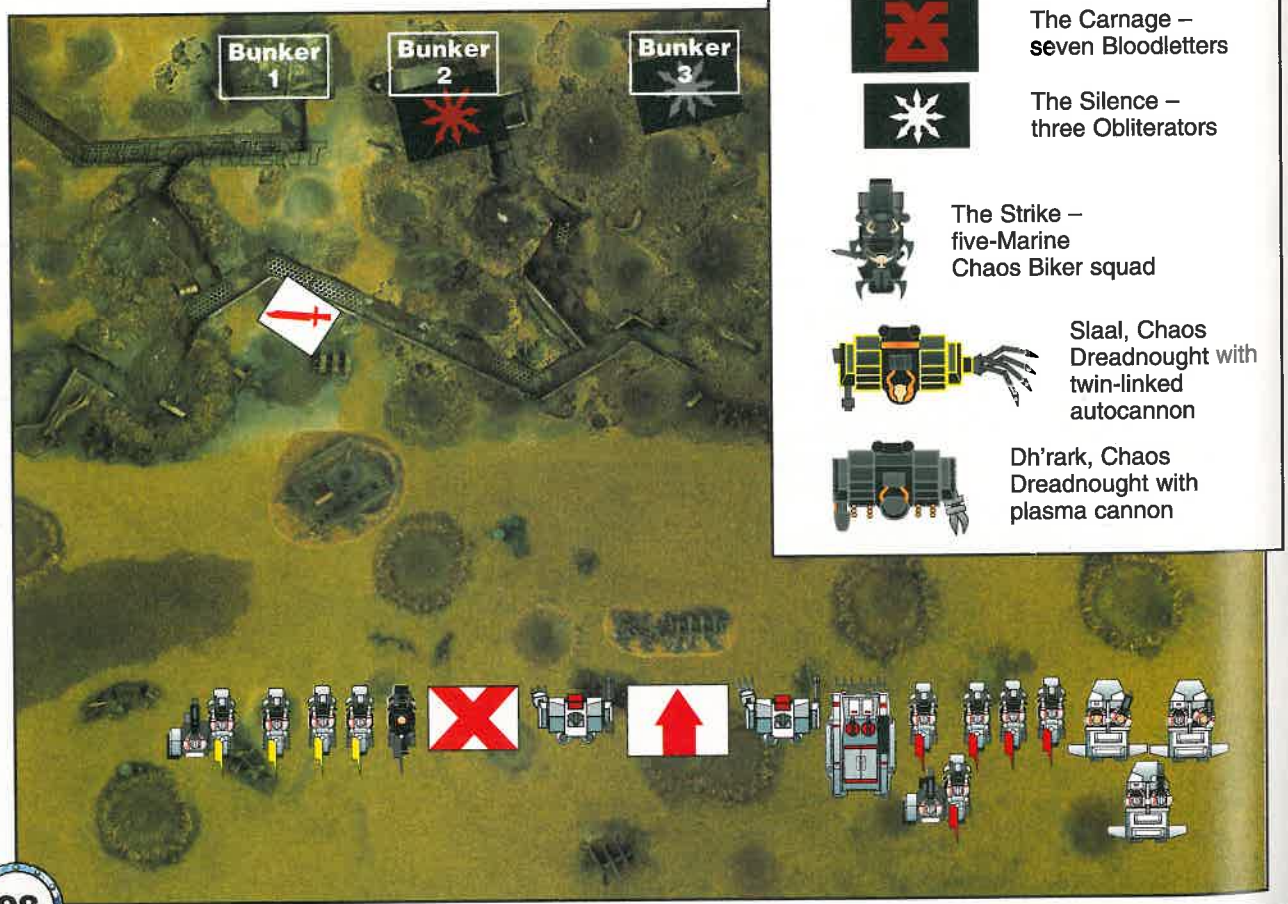
The Strike – five-Marine Chaos Biker squad

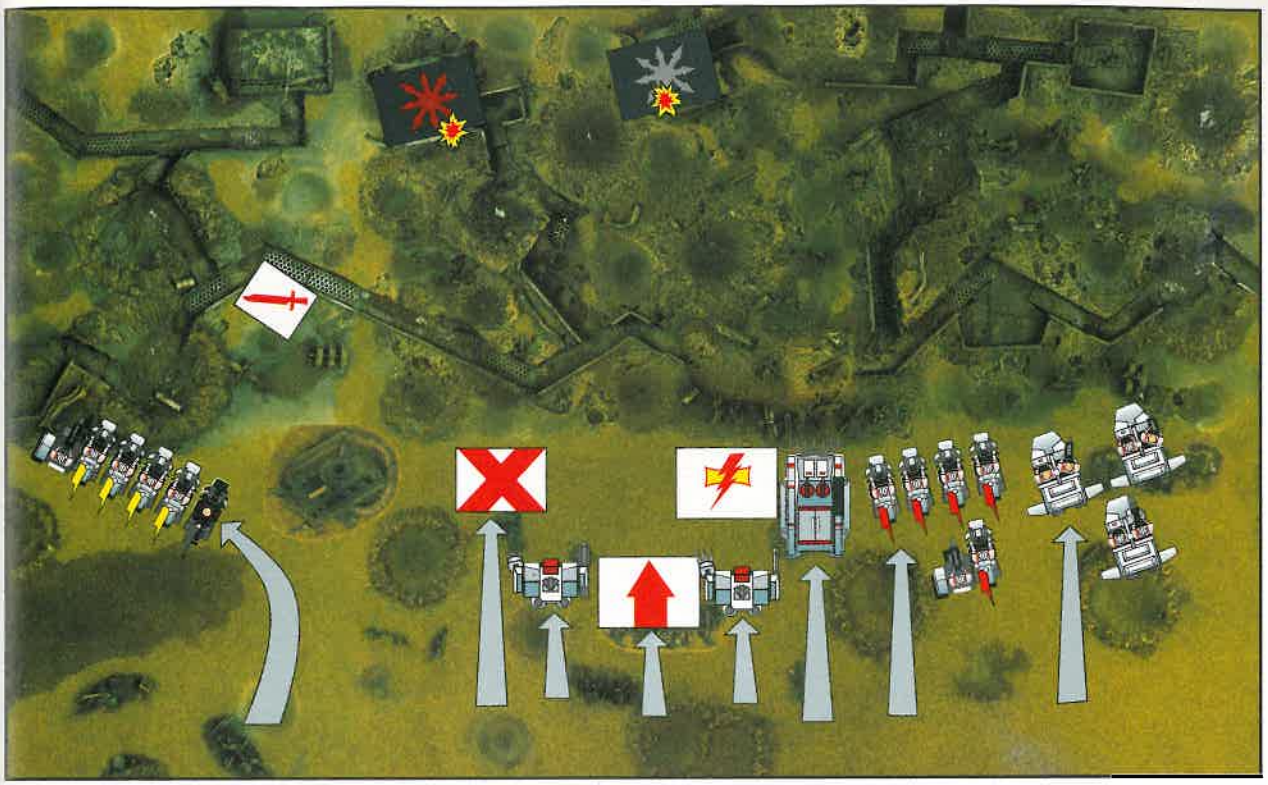


Slaal, Chaos Dreadnought with twin-linked autocannon



Dh'rark, Chaos Dreadnought with plasma cannon





## WHITE SCARS TURN 1

The White Scars' preliminary bombardment was less than effective, removing a single line of tank traps (yes, I know Bunker Assault doesn't normally use obstacles, but they were there to provide the White Scars with some cover, rather than really impede them). As the attack run from the Thunderhawk passed, the Scouts crept forward amidst the resulting confusion, taking up a firing position within the enemy's front trench. Seeing only a handful of Chaos followers ready for battle, the White Scars sped towards the Chaos emplacement as fast as possible. Paul concentrated the bulk of his army towards the centre of the enemy line, where the three bunkers were positioned, while he moved the Land Speeders and Land Speeder Tornado around the right flank of the battlefield.

Sartak Khan levelled his twin autocannons at the central bunker, scoring two hits but failing to cause any noticeable damage. Ghazan Khan opened fire at the Chaos Space Marine squad with his assault cannon, felling one, while another two of the Renegades were taken down by shooting from the Scouts and Bike Squad Temujin. The Land Speeders and Bike Squad Batu directed their fire at the Chaos Lord and his retinue, but failed to do any harm.

## CHAOS SPACE MARINES TURN 1

With only two squads on the table, Graham wasn't expecting much from his army on the first turn. The Renegades' lascannon fired at Ghazan Khan but failed to hit, and that was it...

## WHITE SCARS TURN 2

Pushing hard while he had a big numerical advantage, Paul pressed forward again with everything in his army, surrounding the Chaos force in a ring of warriors. The command squad leapt from its Rhino, while the armoured personnel carrier launched its hunter-killer missile at the middle bunker. Unluckily, Paul rolled a 1 for his 'to hit' roll and the one-shot missile streaked into the distance without causing any damage! The Assault Marines of Squad Yesukai opened fire on the Chaos Lord's retinue, failing to kill any of the Lord's bodyguards but inflicting a wound on the mighty Jher'raah the Forbidden himself!

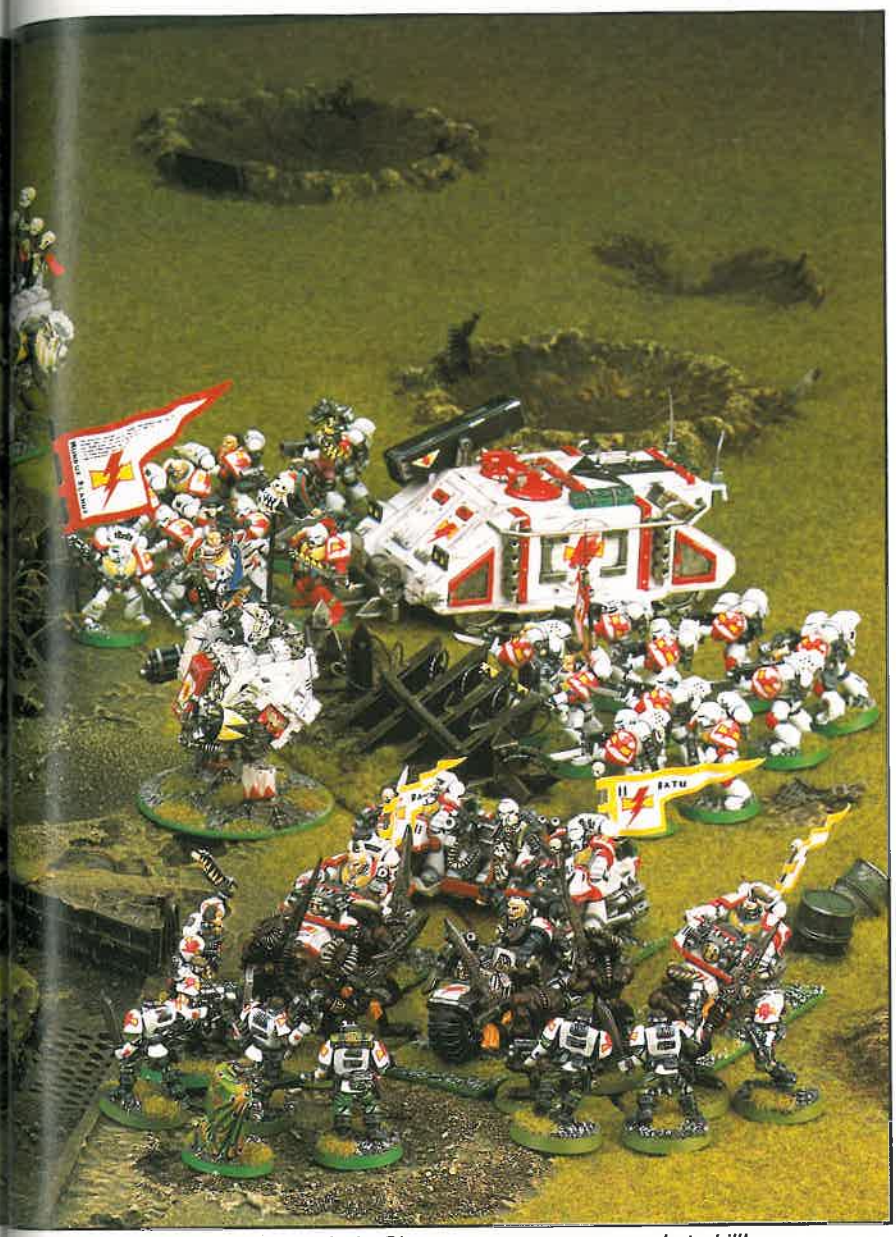
The Land Speeder Tornado fired a blast from its multi-melta at the central bunker, but only succeeded in stunning the occupants. Some of the retinue were inside, which meant that none of the unit would be able to move or shoot in the next turn.

The Chaos Renegades lost another warrior to shooting from the Land Speeders, while the combined fire of the command squad, Ghazan Khan, Scouts, Bike Squad Batu and Bike Squad Temujin took down six Traitor Marines from the Lord's retinue. In the process, both Subedei Khan's plasma pistol and the plasma gun from Bike Squad Batu dramatically overheated, but the Space Marines' thick armour saved them from harm!

Bike Squad Temujin gunned their engines and raced across the Chaos defences, skidding around debris and jumping over trenches. Their daring assault crashed into the Chaos Space Marines, but neither side managed to inflict any casualties in the resulting close combat. Graham won the roll-off for the moral high ground but Paul easily passed his morale check and the two sides became embroiled in a swirling combat.


TENJIN
TENJIN
TENJIN
TENJIN





*As if from nowhere the whole Chaos army appears, ready to kill!*

## CHAOS TURN 2

In an outbreak of jamminess rarely seen outside the Robinson's factory, Graham made reserve roll after reserve roll to bring on his reinforcements. Only the Dreadnought Slaal failed to turn up! The Obliterators and Plague Marines bolstered the line around the Chaos Lord's Retinue, while the Terminators moved around the White Scars' right flank. The Dreadnought Dh'rark clanked between the bunkers on the other end of the Chaos line, to complete the formidable wall of warriors across the rear of the trenches.

The Terminators turned their weapons on the Land Speeder squadron as it banked over the trenches towards the Chaos defenders. In a hail of autocannon and combi-bolter fire, both anti-grav vehicles were sent crashing to the ground. Only the Tornado was left attacking along the right flank. The Plague Marines fired their bolters and plasma gun at Squad Yesukai, the plasma gun easily smashing through the armour of one of the Assault Marines. The Dreadnought and bikes added their fire to the attack, killing another two of the squad. The Obliterators used their strange abilities to morph their bodies into two twin-linked storm bolters and a twin-linked meltagun, and then opened fire on the Assault squad. Only the meltagun had any effect though, searing one of Squad Yesukai to a cinder. Faced with such malevolent foes, the Assault squad fell back from the trench line before they regrouped.

***"With bestial cries and maddened howls, a pack of Bloodletters burst from the Warp, tempted from their immaterial realm by the bloodshed of battle."***

Having dealt with the Land Speeders, the Chaos Terminators pressed forward into Bike Squad Temujin, their lightning claws flickering with dangerous power. With bestial cries and maddened howls, a pack of Bloodletters burst from the Warp, tempted from their immaterial realm by the bloodshed of battle. Snarling and wild-eyed, they fell upon the bikes of Squad Batu, while behind them the Chaos Space Marine bikers roared into the Scout squad.

Bike Squad Temujin fought valiantly against the mass of Chaos Terminators bearing down on them, but failed to harm the heavily armoured renegades. In return, the Terminators' lightning claws, power weapons and chainfist easily carved apart the White Scars bikers, wiping the squad out. Meanwhile, the Chaos bikers fared less well against the Scouts, felling two of the Tenth Company squad with no loss themselves, but they could not break the Scouts' unflinching loyalty to the Emperor.

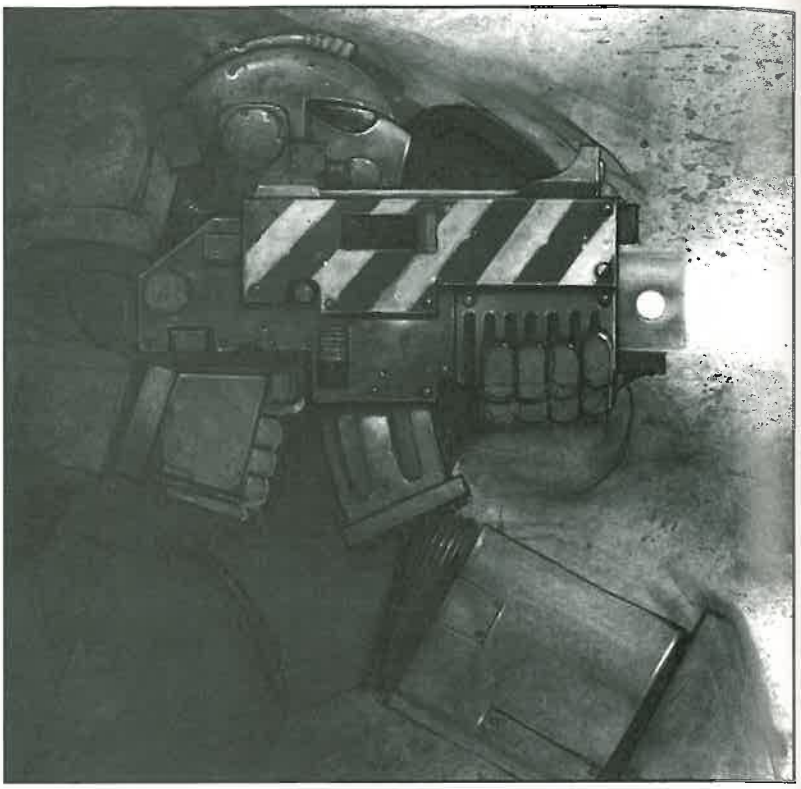
The Bloodletters fell upon the White Scars with unnatural rage, but even with the strength of Khorne filling their daemonic sinews they did not cause any casualties. The bikers themselves did no damage in return, though Chaplain Kubilei Khan did smash one of the Daemons with a blow from his crozius arcanum.

# WHITE SCARS 3

Paul continued to push his forces forward against the massed army of Chaos, trying to inflict as many casualties as possible before Graham could establish a really solid defensive position within the bunkers and trenches. In particular, the Land Speeder Tornado moved into a position where it could flame the Terminators and Chaos Renegades.

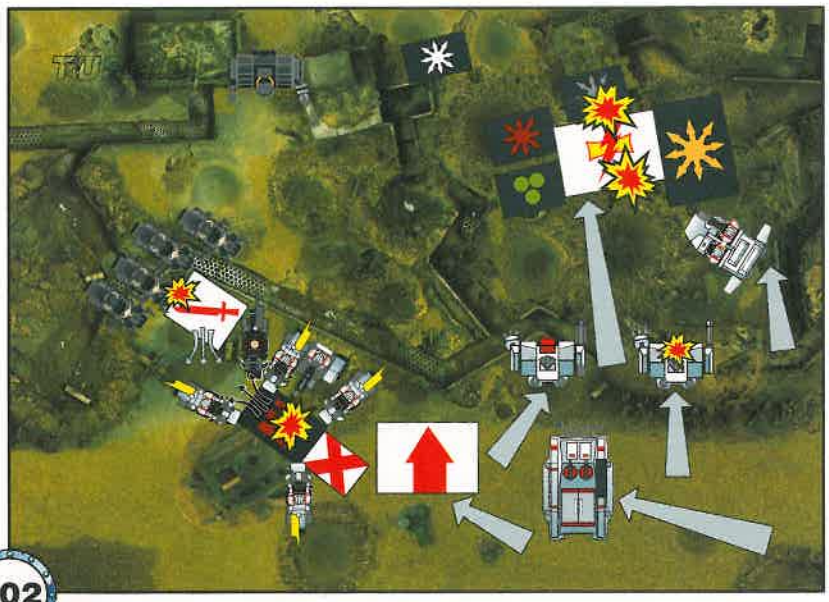
The Assault squad opened the shooting, succeeding in killing two of the Plague Marines. Another of the pestilent Nurgle devotees fell to fire from Ghazan Khan's assault cannon, and another two were taken out by the bolters of Squad Juchii. The command squad also leant its fire to the attack, killing two Plague Marines and incinerating one of the Lord's retinue with a burst from their flamer. Once again, Subedei Khan's plasma pistol malfunctioned and he was only saved from injury by his artificer armour.

Paul's other firing was less than satisfactory. The Land Speeder Tornado targeted the bunker in front of it with its multi-melta, but the shot missed! The Tornado's heavy flamer engulfed eight Terminators and the Chaos Renegades sheltering in the bunker, killing one of the Renegades but failing to do any damage to the Chaos Terminator squad. The storm bolter of the command squad's Rhino was also ineffective against the Terminators, while the autocannon shells of Sartak Khan bounced harmlessly off the armour of the Chaos Dreadnought. With the shooting over, Paul decided to try to settle things in bloody close combat, with Squad Yesukai charging into the Bloodletters and Subedei Khan leading his command squad into combat with the Chaos Renegades.



The Chaos bikers managed to break the Scouts after killing one of the White Scars with no losses. As it was his turn next, and with no chance of wiping out the Space Marine Scouts with a higher advance roll (because of difficult terrain), Graham wisely decided to consolidate with the bike squad. This would enable him to shoot with them in his next turn, and still be able to charge the surviving Scouts.

The Chaplain hacked left and right at the Bloodletters with his crozius arcanum, but the single wound he managed to inflict was saved by the Daemons' invulnerable save. However, the bikers and Assault squad accounted for three of Khorne's Daemonic slaves, who did no damage in return. No longer seeing any gain for themselves in the hopeless fight, the Bloodletters broke, but were easily caught and destroyed by the vengeful Squad Yesukai.



As he charged towards the Chaos Space Marines, Kilugen the standard bearer unfurled the Chapter Banner he was carrying. Seeing such an object of devotion, the White Scars threw themselves at the Renegades with ferocious intent. Between Subedei Khan and the rest of his command squad, the surviving five Traitor Legionnaires were wiped out completely, while they suffered no casualties themselves. Their righteous anger momentarily spent, the White Scars took cover within one of the many shell holes pock-marking the battlefield.

## CHAOS TURN 3

The menacing forms of the Chaos Terminators stomped forward ready to attack the White Scars command squad, while the Chaos bikers circled the Scouts. With a metallic roar of anger, Dh'rark braced itself and went into a fire frenzy, spewing fire from its plasma cannon and combi-bolter at the White Scars Assault squad and the Plague Marines in the bunker. Two of Squad Yesukai fell to the ball of plasma, but that was the only effect of the hulking behemoth's insane rage.

The Chaos bikers opened fire on the Scout squad with their twin-linked bolters, but despite Graham wounding three of the White Scars Scouts, Paul managed to make all three armour saves. The Obliterators used their unnatural abilities to alter their bodies into the equivalent of a lascannon, a multi-melta and a twin-linked meltagun and fired this tank-busting salvo at Ghazan Khan. Despite the devastating pounding inflicted on it, the ancient Dreadnought survived the attack, albeit missing its power fist and unable to move any more!

The Chaos Terminators fired on the other Dreadnought, Sartak Khan, and though their reaper auto-cannon had no effect, their combi-weapon meltaguns seared through the revered warrior's armoured shell, causing the Dreadnought to explode violently. Readying themselves to charge into the command squad, Jher'raah's retinue fired into the surviving members of Squad Yesukai, but failed to cause any damage.

Then the brutal counter-attack came! Urging his massive Jugger mount forward, Jher'raah led his retinue in a charge against Subedei Khan and his command squad, his Icon Bearer invoking the power of the Banner of Rage that he held aloft. The attack by the Exalted Champion of Chaos was accompanied by the hulking Chaos Terminators and the vile Plague Marines charging forward as well. With tyres skidding and vicious blades glinting in the flames billowing from Sartak Khan's shattered body, the Chaos bikers assaulted the Scouts once more.

Hacking left and right with his mighty Axe of Khorne, Jher'raah the Forbidden plunged into the midst of the White Scars, hewing down four of the command squad's members. At first Paul thought he could use his Apothecary's Narthecium, as Alghu was not in contact with any enemy models. However, a Narthecium only allows you to ignore failed armour saves, it doesn't let you ignore casualties suffered because the attack did not allow a saving throw in the first place.

Yelling defiantly, Subedei Khan ripped his power sword from its scabbard and leapt at the Chaos Terminators. However, Paul (only needing 3s) rolled dismally to hit the Chaos followers, and all four of the Force Commander's attacks went wide of their mark! Suddenly Subedei was surrounded by a ring of Terminators, their glowing weapons poised to attack...

The rest of the command squad fared better, killing two of the Aspiring Champions in the Chaos retinue, one of whom was the Icon Bearer. However, it was little comfort in the face of what was to come. The Aspiring Champions (whose attacks were simultaneous to the command squad's) cut down two of Subedei's followers with their power weapons, while the Terminators dealt deathblows to another three. Of most note was the death of Tokukan, the Techmarine, who had made his normal attacks but was felled before his powerful servo-arm could be used. Subedei himself was hurled to the ground with the ferocity of the Terminators' charge and disappeared beneath an almost ceaseless onslaught of lightning claw blows. Invigorated by their victory, both the Plague Marines and the retinue advanced quickly on the survivors of Squad Yesukai, although Jher'raah the Forbidden himself was unable to reach them.

***"Then the brutal counter-attack came! Urging his massive Jugger mount forward, Jher'raah led his Retinue in a charge against Subedei Khan and his Command Squad..."***

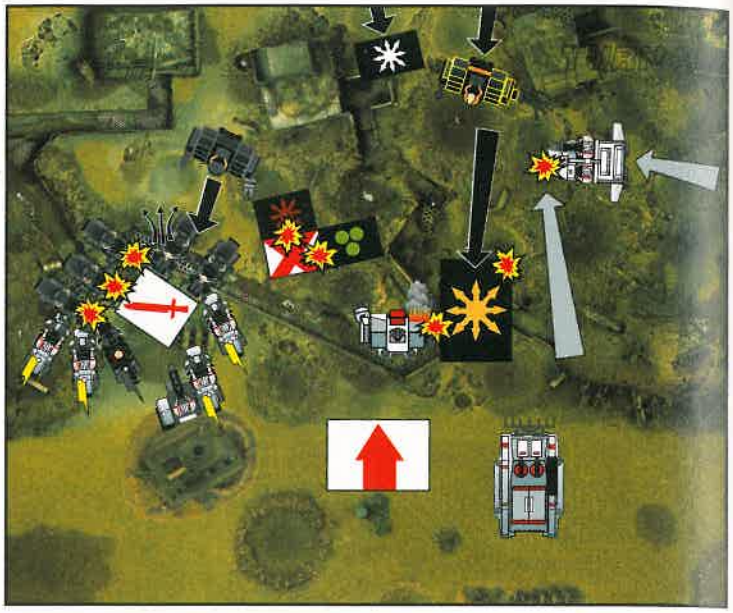



*Subedai Khan's Command Squad finds itself set upon by Terminators, Plague Marines and a blood-mad Jugger!*

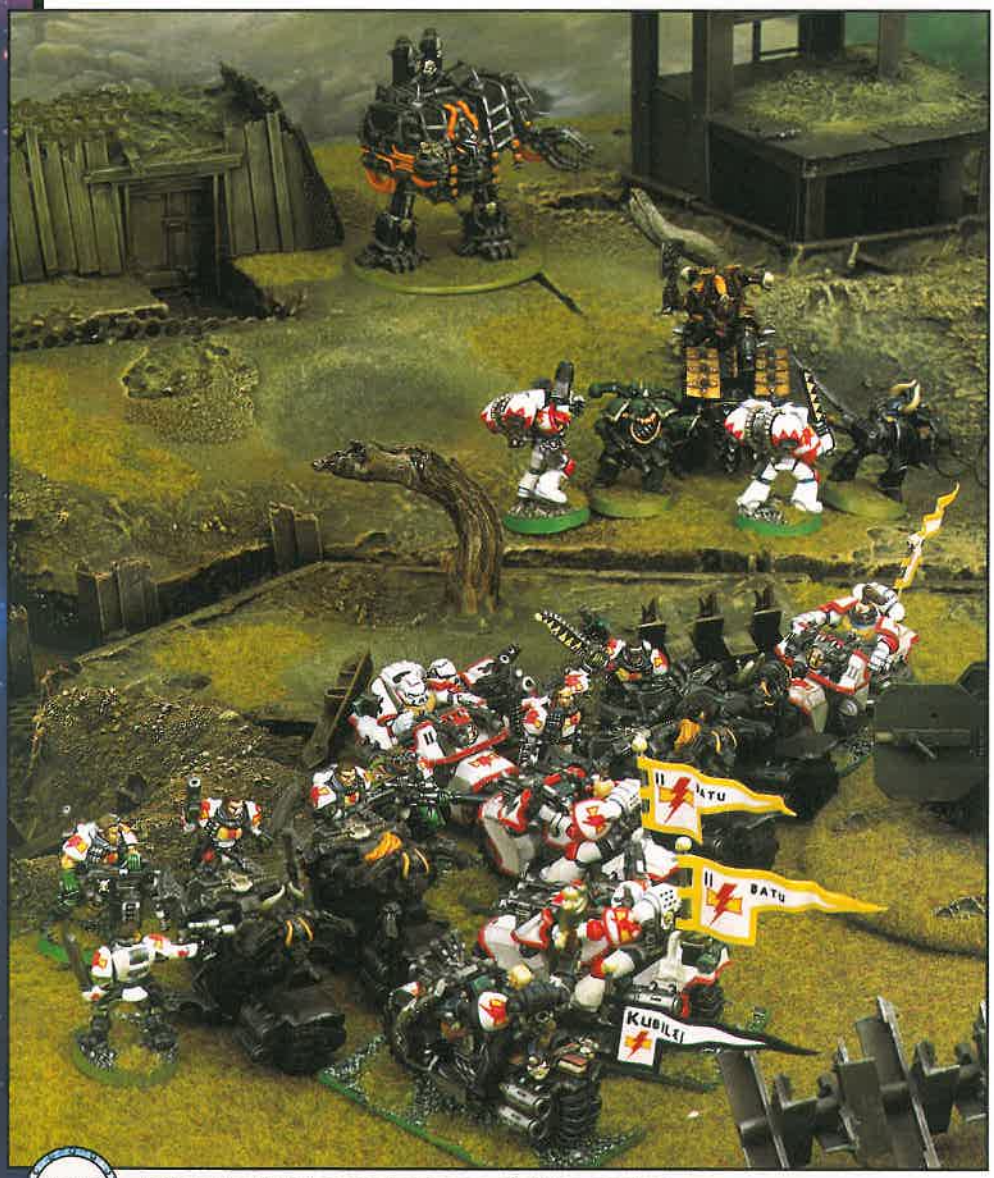
# WHITE SCARS TURN 4

Paul was faced with the decision of attacking the Terminators or trying to blow up one of the bunkers with his Land Speeder Tornado. He didn't think too long though, deciding to try to destroy the Terminators because "bunkers don't fight back!" Seeing the Scouts under pressure from the Chaos bikers, Chaplain Kubilei led Bike Squad Batu into the attack.

Tactical Squad Juchii steadied themselves and poured a fusillade of fire into the Chaos Terminators, joined by shots from the Rhino's storm bolter, but despite the hail of bolt shells not a single Traitor fell! The Tornado opened fire with its multi-melta and heavy flamer, the attack finally succeeding in killing one of the Chaos Terminators and an Obliterator. The badly damaged Ghazan Khan levelled his assault cannon at the Plague Marines, his heavy fire managing to punch one of the Nurgle followers to the ground with a fist-sized hole in the vile warrior's chest. As Jher'raah and the surviving Aspiring Champion of his retinue ran headlong at Squad Yesukai, the Assault Marines levelled their pistols and fired, wounding the Exalted Champion. In the subsequent close combat, the Aspiring Chaos Champion cut down the Assault Marine facing him with his power weapon, while Veteran Sergeant Yesukai crushed the Plague Marine to a bloody pulp with a blow from his powerfist.



In the fight between the Scouts, Chaos bikers and Bike Squad Batu, Kubilei Khan directed his fury against the Aspiring Champion who had been taking such a toll with his power weapon, smashing the treacherous Space Marine from his bike with repeated blows of his crozius arcanum. The rest of the squad and the Scouts brought down another of the Chaos followers, although one of the Scouts was killed in the process. With their leader lost and the tide of the fight going against them, the Chaos bikers fell back, their bikes allowing them to outdistance their pursuers.



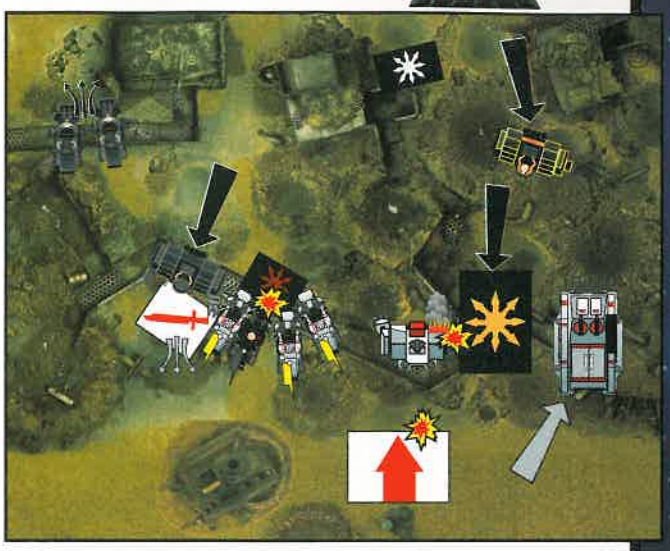

*Bikers battle bikers in the frenzy of close combat.*

## CHAOS TURN 4

With a bellow of millennia-old madness and hatred, the second Chaos Dreadnought, Slaal, strode into battle, whilst the Terminators attempted to encircle the immobile form of Ghazan Khan. The other Chaos Dreadnought stepped over the criss-cross of trenches to close the distance to the Scouts of Squad Nogai and Bike Squad Batu, its cannon firing a gout of plasma which engulfed Squad Batu, wounding Kubilei Khan and incinerating the Attack Bike. The newly arrived Dreadnought fired a hail of autocannon shells at the Land Speeder Tornado, but failed to do any damage. The reaper autocannon of the Chaos Terminators fared better, sending the anti-grav vehicle crashing to the ground. The Obliterators 'morphed' their bodies once more, their bizarre weapons assuming the likeness of an assault cannon and heavy bolter, which they fired at the White Scars Tactical squad, killing one of the white armoured Space Marines.

The ground reverberated with the pounding of massive feet as Dh'rark the Chaos Dreadnought charged into the Scout squad, but only one of the White Scars fell to its scything power claw. The Chaos Terminators charged into the immobile form of Ghazan Khan, but despite some of them clawing at his armoured back with their lightning claws and one of their number making a vicious attack with his chainfist, the ancient Dreadnought was merely stunned and would not be able to attack next turn. The Dreadnought's own attack (remember Dreadnoughts lose 1 attack for each immobilised damage result they suffer) missed the Chaos Terminators crowded around him.

The fight between Jher'raah and the Veteran Assault Sergeant Yesukai was predictably one-sided and bloody, with the Exalted Champion causing a total of 7 wounds on the poor Space Marine! His Jugger trampling Yesukai's body into the mud, the Chaos Lord advanced into combat against Chaplain Kubilei Khan, with the sole surviving Aspiring Champion of his retinue following closely behind.



## WHITE SCARS TURN 5

The few remaining White Scars bravely battled on, despite the seemingly overwhelming odds they now faced. The tide had most definitely turned against them, and all that remained was to see how much damage they could inflict and how long they could survive.

Bike Squad Batu fired all that they could muster at the Chaos Lord and Aspiring Champion thundering towards them, but to no good effect. However, covering fire from the Tactical squad did succeed in knocking the Aspiring Champion from his feet with a hail of bolter shells. With an Exalted Champion of Chaos rampaging through their midst, the unengaged bikers of Squad Batu moved in for the close combat.

Once again the Chaos Terminators attacking Ghazan Khan failed to harm the stunned Dreadnought, and next turn the walking leviathan would be able to attack again (albeit with a single attack... ). Jher'raah and Kubilei Khan rained frantic blows upon one another, but neither succeeded in hurting their foe – the Chaos Lord protected by the Toughness benefit of his Jugger, while three lucky Rosarius saves prevented Kubilei falling to the Chaos Lord's assault. The White Scars' bikers could do no damage either.




*Jher'raah and Kubilei Khan lock horns at last!*




The Dreadnought carving its way through the Scout squad slew another two of the Space Marines, the lone survivor falling back in a desperate attempt to evade the insane metal beast by jumping behind some tank traps.

## CHAOS TURN 5

Unless something totally stunning happened, it looked like Graham had won the battle convincingly. Now it was just a matter of whether he could totally eradicate the White Scars, or whether Paul could salvage some honour with a last-ditch comeback. To this end, the Chaos Dreadnought, Slaal, thundered towards Ghazan Khan's immobile form, while the other Chaos Dreadnought, Dh'rark, charged forward to rend apart the last remaining Scout.

***"Meanwhile, the Exalted Champion of Chaos and White Scars Chaplain attacked each other with renewed vigour, sensing the end was close."***

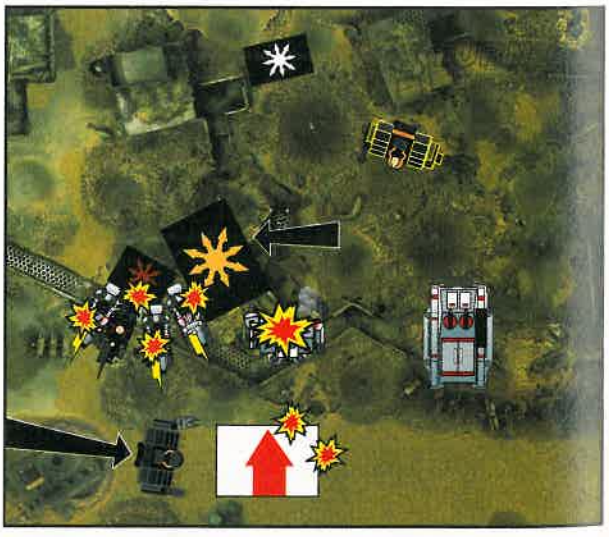
In the shooting phase, the Obliterators continued to fire at the Tactical squad with pseudo-heavy bolter and assault cannon, but the White Scars' armour was up to the task and none of them fell. Slaal's twin-linked autocannons blasted away at the Rhino, but only managed to stun the transport vehicle. In the assault phase, the Chaos Dreadnought Dh'rark assaulted the last of the Scouts, but only just managed to kill the 10th Company White Scars Space Marine (Graham only hit once, and scored a 2 for his roll to wound!). Ghazan Khan failed to kill any of the Terminators attacking him, and in return was immobilised again, leaving him with no Attacks. In the titanic struggle between Kubilei and Jher'raah the Forbidden, both the Chaplain and Chaos Lord failed to hurt each other. However, the bikers of Squad Batu did manage to get a lucky wound on Jher'raah the Forbidden, but fortunately for the Champion of Chaos, his armour saved him from becoming a casualty.

## TURN 6

The last turn passed swiftly but not without event. The White Scars Tactical squad targeted the Obliterators, who proved too tough and well armoured to fall to their bolter fire. Both of the ongoing close combats were also resolved in the White Scars' sixth turn. Ghazan Khan was finally destroyed by the determined attack of the Chaos Terminator with a chainfist. Meanwhile, the Exalted Champion of Chaos and White Scars Chaplain attacked each other with renewed vigour, sensing the end was close.

Jher'raah the Forbidden hewed into Kubilei with his Axe of Khorne, leaving Paul with one invulnerable save of 4+ to make. If he passed, Kubilei would continue fighting, if he failed the wounded Chaplain would be taken out of action. Paul hadn't enjoyed much luck in the battle so far, so it was with some surprise and relief that the dice came up as a 4 – Kubilei fought on! Paul's good luck continued, scoring several hits on the Chaos Lord. As Jher-raah's Jugger increased his Toughness to 6, Paul needed to roll a 6 to wound the monstrous Exalted Champion. However, the Chaplain's crozius arcanum ignores all normal armour saves, so if Paul could wound Jher'raah then the Chaos Lord would be dead. As it turned out, both of Paul's rolls to wound came up as sixes and the baneful Jher'raah was smashed to the ground as Kubilei praised the Emperor and Primarch Jaghatai Khan for their guidance.

In Graham's turn, the Chaos Terminators moved forward to get within charge range of the bike squad which had just slain their commander, their combi-bolters shooting down two of the Tactical squad as the Terminators marched forward. The Chaos Dreadnought that



had just finished off the Scouts advanced on the Tactical squad with murderous intent. However, rather than charging in and ripping the White Scars apart in bloody close combat, the Dreadnought was gripped by an insane rage and went into a fire frenzy, firing shot after shot from its plasma cannon and combi-bolter into the squad, killing three of them. The other Dreadnought also fired into the Tactical Space Marines, but failed to harm them thanks to the protection of their power armour.



*The Chaos Terminator's chainfist finally finds its mark and Ghazan Khan is destroyed.*

In the assault phase the Chaos Terminators charged into Kubilei Khan and Squad Batu, hoping to avenge the loss of their Lord. Kubilei struck out with his crozius arcanum, scoring four hits, but Paul's bad luck returned and he failed to wound the Terminators at all! As could be expected, the lightning-claw armed Terminators tore through the White Scars, even Kubilei's Rosarius failing to protect him from the frenzied attacks of the blood maddened warriors.

And so the battle ended, with all three bunkers still intact and the Chaos force still comprising of an impressive eight Terminators and two undamaged Dreadnoughts. Both sides had taken a bloody toll on one other, but even before the victory points had been totalled it was clear that Graham had won.

**THE RESULT**

**CHAOS:**
**2,313 Victory Points**
**WHITE SCARS:**
**1,209 Victory Points**



***Gav:*** *A resounding victory for Graham, in the end. In Paul's defence, I thought this was going to be a tough one for him from the start. Paul's White Scars have a lot of mobility and speed, and would be able to run rings around the enemy in most battles. However, in Bunker Assault the attacker has to close in on a defended position, which means speed is second to sheer resilience and numbers. I'm actually quite surprised Paul did as well as it turned out, because he had some appalling luck while fortune seemed to favour Graham throughout the battle. The best example is Graham's reserve rolls – all but one unit of his entire army turning up on the second turn was a real boost. This meant Paul had to spend his entire time fighting against the whole Chaos army, rather than being able to split his attention between the arriving Chaos troops and the bunkers.*

*The most pivotal moment for me, however, was when the Chaos Terminators assaulted the White Scars command squad and Subedei Khan failed to hit anybody. This actually had a number of repercussions. It would be quite reasonable to expect Subedei to kill three or four of the Terminators, leaving none in base contact to attack him back. This would have meant that whatever else happened, in the next turn he could have killed another two or three Terminators, taking them below half strength, even if he was then killed in the process. In actual fact, the Terminators were responsible for much of the destruction of Paul's army, which could have been prevented if only Paul's dice rolls had been kinder to him for just that one round of combat. It's amazing how one small event like this can have such serious repercussions on a battle.*

*On a final note, I must say I thoroughly enjoyed the fight between Jher-raah and Kubilei Khan. My prediction was that they'd take each other out, but for once, Paul's luck was good. Of course, this was immediately countered by bad luck against the Terminators (yet again!) when Kubilei failed to wound any of them with his crozius arcanum. All in all, those Chaos Terminators were definitely blessed by the Dark Gods of the Immaterium and won the game for Graham.*

## THE DEATH OF KHAN

**Paul:** Hmmm, not exactly how I'd planned it to go...

This was the second time we'd played this game as the first time I got absolutely mullered. A complete inability to roll even average dice, coupled with Graham making every reserve roll except for one Dreadnought in his second turn meant we would have to re-fight the battle or we'd be publishing a massively one-sided and dull report – and no-one wants that!

The second game went a lot better – I got the first turn and was able to charge across the battlefield and get to grips with the enemy quicker, and I actually did some damage to Graham's army (as opposed to bouncing off like I did in the first game). Up until the fifth turn it could have gone either way. However, my bad dice rolling decided to stay for a bit longer...

The Space Marines greatest ally is their power armour and I rely heavily on the fact that my enemy will fail a lot more saves than I do. Against Chaos I can't rely on that as they too have power armour. It was always going to be tricky ousting power armoured Chaos Space Marines from heavily fortified bunkers and so it proved. Despite a relentless barrage from multi-meltas, flamers (and one of the Chaos Dreadnoughts) the bunkers remained standing and in the end Graham managed to whittle down my army to such a degree that I had no hope of capturing the mission objectives.

So, what would I change? Well, I wouldn't change my battle plan even though it failed on both occasions. I think this was largely due to Graham passing all bar one of his reserve rolls at the first time of asking in each game! I would however, split the Attack Bikes off into a separate squadron, allowing them to concentrate fire on bunkers, Dreadnoughts or Terminators. I'd upgrade my Sergeants to Veteran Sergeants and give them power weapons to deal with that pesky power armour. I'd also mount my command squad on bikes for that extra mobility and Toughness (plus it suits the White Scars image). I'd ditch both Dreadnoughts to pay for these upgrades as they were too slow to get stuck in and were sitting ducks for Graham's Obliterators and heavy weapons. Having said that, Graham knows how to use his army well and I'm sure we'll lock horns in another battle report before too long.

Anyway, must be off – I need to paint more bikes, have an urgent chat with Gav about the Dreadnought question and pester that nice Mr Goodwin into making us a new Land Raider model...



## THE DOOM OF JHER-RAAH

**Graham:** Well, it's not often that I get through a game without complaining bitterly about my bad luck with the dice at least once, but that's what happened. Whenever Paul had the chance to do some real damage to my troops, he would have a sudden outbreak of 1s and 2s (like when his Force Commander failed to hurt my Terminators). Yet I hardly ever seemed to get a worse than average roll. If only it always worked like that – winning games would be a whole lot easier!

If there was one decisive moment that swung the game in my favour, it was that roll to get my reserves on in the second turn. Getting just about my entire army onto the board so quickly meant that from then on Paul's forces never outnumbered mine, and the one big advantage the scenario gives to the attacker was lost. The fact that I had got an identical result in the previous game made it all the more jammy! I was left following my favourite game plan of shooting up the enemy units that posed most threat (the Land Speeders, Dreadnoughts and the Assault squad that unwisely landed right in the centre of the battlefield) and then beating up everything that came close enough in close combat. My retinue full of Champions was pretty badly mauled by the early shooting, but with the considerable help of Jher'raah, they still dealt out a lot of damage. It was great to have that epic scrap between Jher'raah and the Chaplain (curse him and his invulnerable save) and it made a fitting climax to the game – a really good battle should always have a big, dramatic moment like this!

My most effective squad was certainly the Terminators! Although only a few points more than the Veterans, they proved far harder to kill and they tore apart every enemy squad they ran into with frightening ease. Only the disabled White Scars Dreadnought held them up – the Terminator with the chainfist just couldn't find the right bit to rip out!

The Obliterators too were awesome. These three models threw out some very effective heavy weapon-fire, damaging or blowing up any vehicle they turned their attention to. Shooting at the Tactical squad they were less effective – I should have stuck with lascannon and multi-melta equivalents to cut through their armour instead of trying to kill lots and just bouncing off. Against less well armoured troops they would be more useful, but their forte is definitely taking out heavy vehicles.

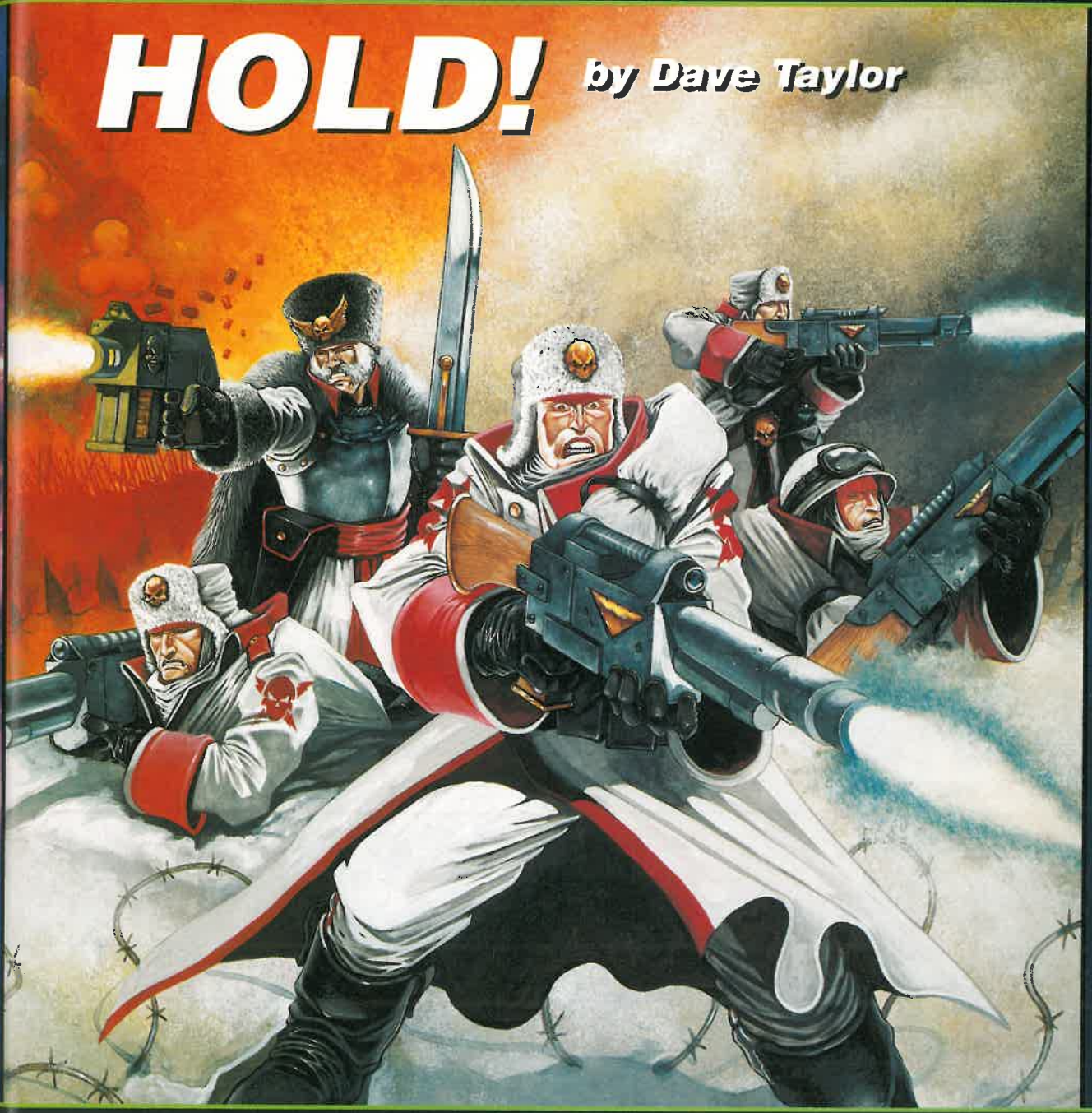
There was just one squad that didn't pull its weight – the Bloodletters. Despite making twenty-one Strength 5 attacks on Paul's bikers and then attacking the Assault squad in the next turn, they didn't manage to kill even one of the enemy before they were routed and destroyed. I shall certainly think twice before taking Daemons against a Space Marine army again!

Finally, the best thing about this battle was the way it looked! Great terrain, my black-armoured defenders and Paul's white-armoured attackers sweeping forward over the trenches – a real spectacle and a great game!

# ICE WORLDS

## HOLD!

by Dave Taylor



I've always been impressed by the might of the Imperial Guard. The strength in numbers, strength of Leman Russ battle tanks and, most importantly, strength of faith in the Emperor have combined to make this army the object of my collecting and gaming passion.

The fantastic Wayne England artwork above first appeared in White Dwarf issue 216 and I immediately started thinking about a Valhallan army and an ice world table. Bogged down with loads of other painting projects (Praetorians, Gaunt's Ghosts, Beastmen, Chaos Warriors, Dwarfs – the list goes on) it was the imminent release of the greatest game we've ever made that spurred me into action. Armed with my trusty hot-wire foam cutter, spray undercoat and loads of Guardsmen, I was ready to make this inspiration a reality.

# ICE WORLDS ICE W



*Using the simple guide to 'painting a Valhallan' below, it didn't take me too long to paint up around 1,000 points of Wayne England-inspired Imperial Guardsmen. The terrain was also quite easy to make.*

*These tanks are shamelessly borrowed from my Praetorian army. If you are creating two Guard armies, why not try using different combinations of the same colours?*



## DAVE'S STEP-BY-STEP GUIDE TO



**STEP ONE:**
Assembly & Basing



**STEP TWO:**
Undercoating



**STEP THREE:**
The Spray



**STEP FOUR:**
Basecoating

# RLDS ICE WORLDS



*The bunker was made from a piece of foam computer packaging (although who'd use a foam computer?) and based on a piece of craftwood (MDF). PVA glue and sand can provide you with a great snow texture. After seeing the Studio's new snow terrain I followed suit; a deep red colour (Scab Red over Chaos Black, highlighted with Red Gore) provided a great contrast to all that white.*



*Snow drifts are very, very easy to make. Pieces of foam can be cut into many shapes and sizes. After the snow texture was dry it was painted Space Wolves Grey and then drybrushed heavily with Skull White. My Command HQ includes a converted Captain Chenkov and Commissar Johaness. With his trademark 'Cup of the Emperor's Courage' he could even be based on me... but I'm not telling.*

# TO PAINTING A VALHALLAN



**STEP FIVE:**
The Detailing

*STEP ONE:* First, glue the Valhallan into the base using superglue (a thin layer of saliva just won't do). A layer of sand was glued to the base to give that snow texture.

*STEP TWO:* The entire model was then undercoated with Citadel Colour Shadow Grey spray. Sprays are easy to use and give an even coat to all areas of the model.

*STEP THREE:* Next the Valhallan trooper was sprayed from an angle (around 30°) with Citadel Colour White Undercoat. This basecoated the miniature and provided a consistent look across the entire army.

*STEP FOUR:* I then went through the process of basecoating the other areas of the model (I usually work on five-ten Imperial Guardsmen at a time). At this stage I like to complete the face – it gives the miniature much more character while you're highlighting the basecoats. A mix of Dark Flesh and Dwarf Flesh, highlighted with Dwarf Flesh and then Elf Flesh will give you some depth for the face.

*STEP FIVE:* Time to add the detail. One of the things I loved about the Wayne England picture was the wooden stocks on the lasguns. These were painted Bubonic Brown and I then painted on the wood grain with Flesh Wash, using a fine detail brush.

# ICE WORLDS



This Leman Russ and Sentinel are from our Melbourne store. They were painted using the techniques from Shannon Boh's 'Beasts of Steel!' article in White Dwarf 223.

**NEXT MONTH: I'VE BEEN TO BAAL TOO!**

Somehow I knew that I would be alone amongst my gaming group, the only fool to have painted an army that I couldn't field. Well I showed them! The brilliant new Space Marines from my 40K box were promptly painted as Black Templars, another army that owes a lot to spray undercoats.





The inspirational artwork from the 40K box cover spawned the conversions in this command section. The imagery of the medieval Knights Templar can be another great source of ideas.

The standard armament for the Space Marine Razorback is now twin-linked heavy bolters. This conversion was done using the heavy bolters from two plastic Space Marine Land Speeders.



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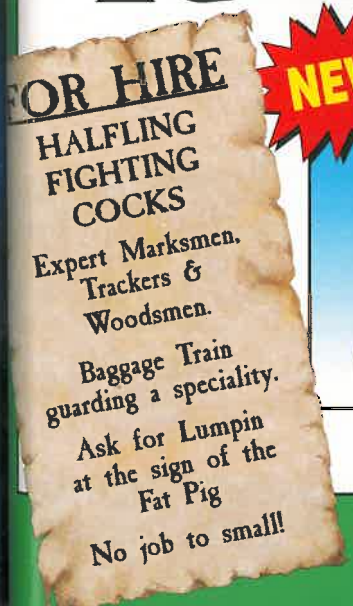
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WARHAMMER

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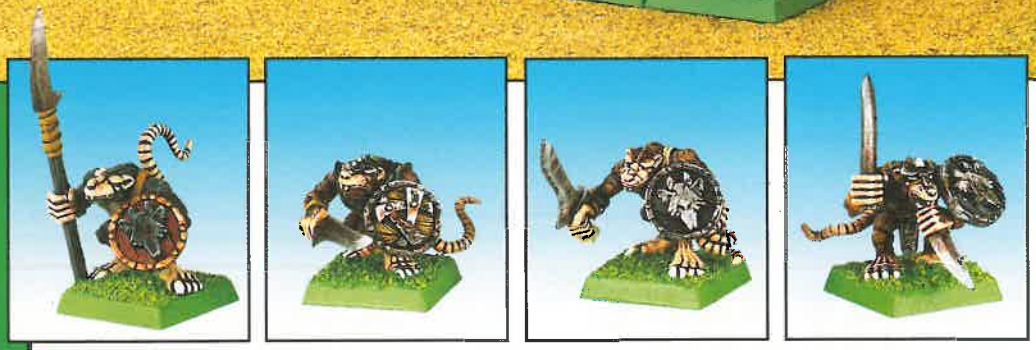
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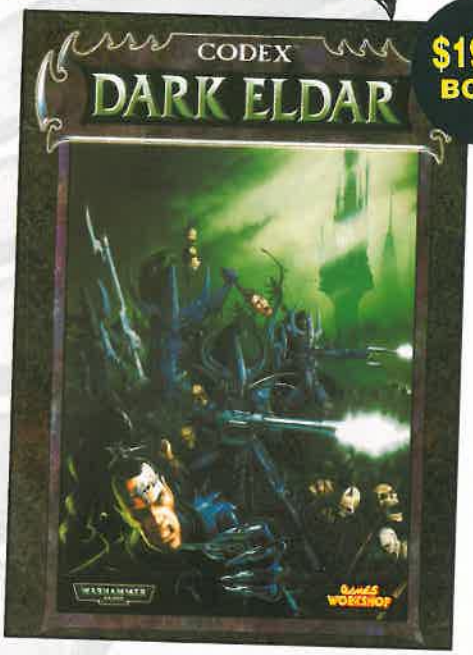
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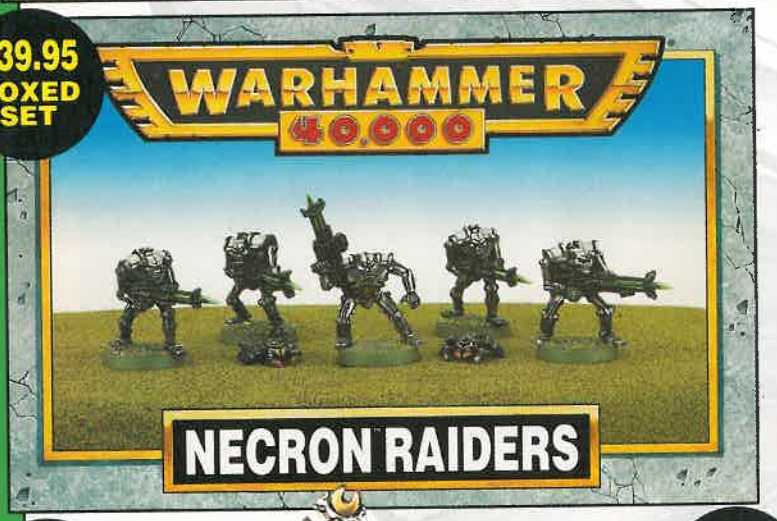

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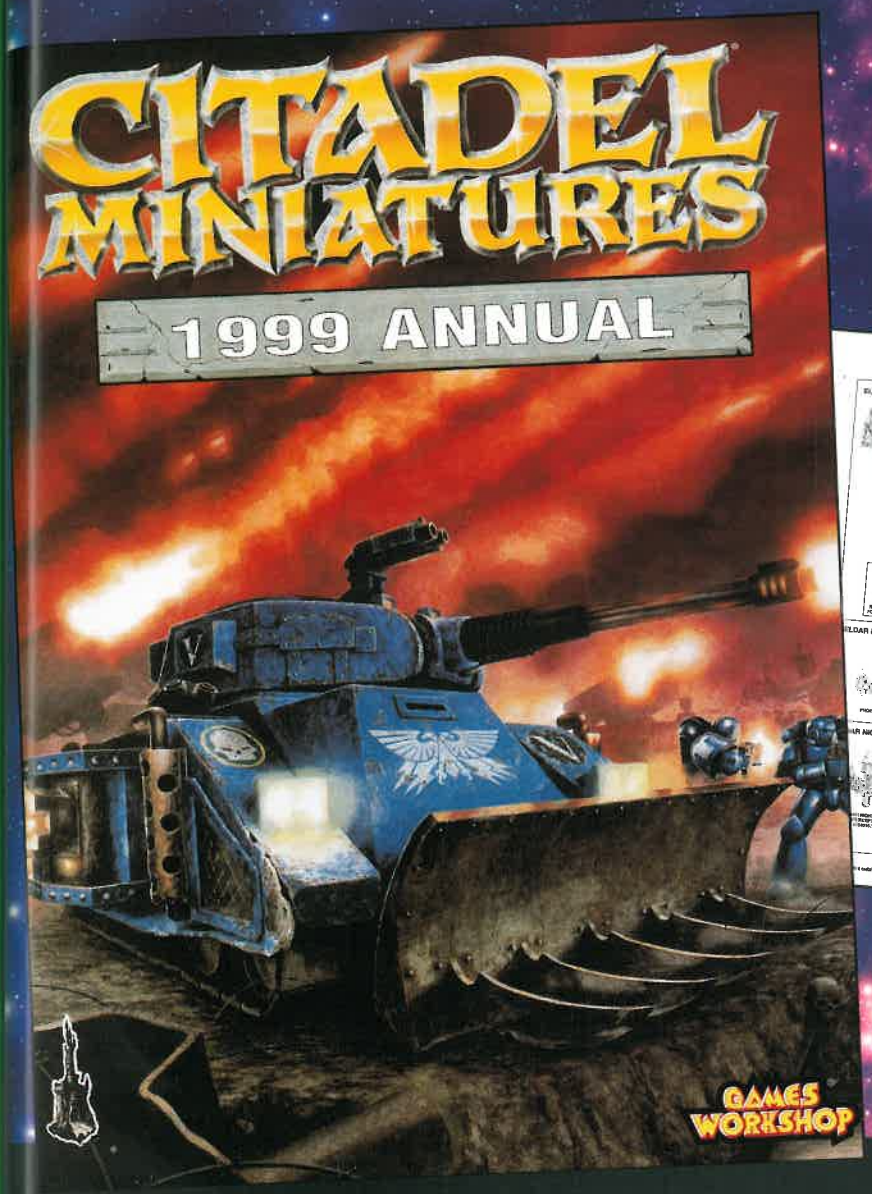
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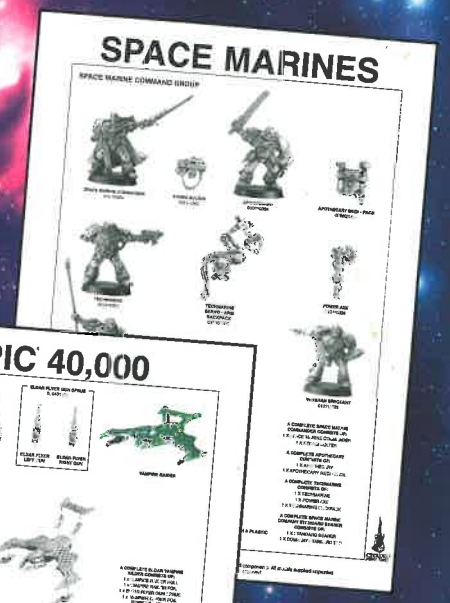
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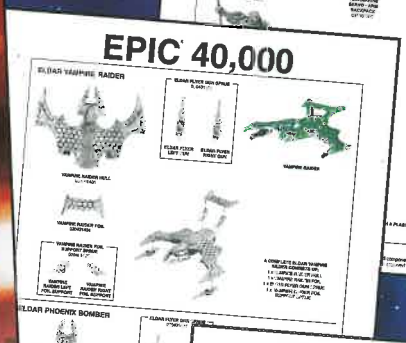
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