

WHITE DWARF

DAVE AND MATT'S CHALLENGE!
WARHAMMER CIVIL WARS!
CODEX SPACE WOLVES!
WARMASTER EMPIRE!

UNLEASHED!
CODEX SPACE WOLVES ARRIVES!

WD245 MAY
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GAMES WORKSHOP

WORKSHOP'S MONTHLY
HOBBY MAGAZINE

WHITE DWARF



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By Dave Gallagher.

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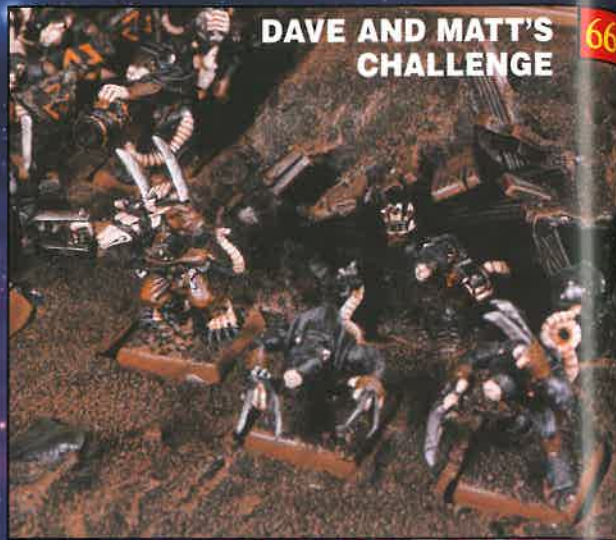
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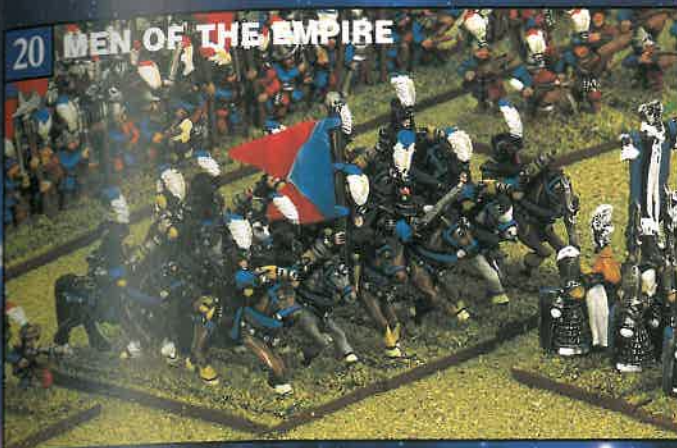
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NEWS



Dave "Not as tall as this photo would suggest" Taylor

checks for White Dwarf. On top of this I'm trying to finish off a Dwarf Miner army for a tournament this weekend. I can't wait until Saturday night!

Anyway, you probably should head off into the depths of the Fenrisian tundra, those Space Wolves are now ready for some action. Jervis Johnson tells us what he has planned for these barbarian Space Marines, Jes Goodwin describes his latest effort (the Space Wolf Accessory sprue), and Gav Thorpe presents a few suggestions for refighting the Battle of the Fang! What more could you ask for.

Dave Taylor's Editorial

Phew!!! What a week. It's been all go here in the White Dwarf Bunker. We've been not only creating a bunch of exciting hobby articles, recording battles for this month's issue, photographing Matt's High Elves, building four dioramas for the Australian Toy Fair, painting the miniatures for the dioramas until the wee small hours and midnight press

Warhammer players, don't despair! Jonathan Green talks about civil unrest in the Old World and even follows it with a great Skaven vs Skaven scenario *Warpstone*. We take a look at the results of the Dave Taylor and Matt Weaver *Warhammer Challenge*, and check out some of the armies that played at last year's UK Warhammer Grand Pageant.

For denizens of the City of the Damned there's a new character for Mordheim in the form of Nicodemus, the cursed pilgrim, and our very own Justin 'Booster' Keyes presents a multi-player Mordheim battle report.

As if that wasn't enough, we've got loads of Warmaster scenery building pages and some tips on painting your Warmaster armies. The Warmaster Empire army is released this month, so we take a look at that as well.

Just when you thought we couldn't fit anything else in this issue, we've also managed to squeeze in a few tournament reports, a look at the 1999 Canadian Games Day display, suggestions on modelling your Imperial Guard Sentinels and (my favourite) a three page Gaunt's Ghosts comic strip *Ghostmaker*.

As I was saying it's been a busy week, now it's time to relax.

NORCON 2000

10th, 11th & 12th June
(Queens Birthday Weekend)

at the Townsville Table
Tennis Association Hall
60 Charters Towers Road
TOWNSVILLE QLD

For more information contact John
Robinson (the event organiser) at
john_chaos@hotmail.com

or

PO Box 79
Aitkenvale QLD 4814

WHISPERS FROM THE WARP...

Every now and then, we here at White Dwarf receive amusing little pieces of wisdom pertaining to the hobby. A few Weeks ago we were sent the following list (we've condensed it to a top five because of space restrictions, there were actually 50!) of things to do to make your games of Warhammer, umm....different.

1. Bring a hand puppet. Question it constantly as to what is the best course of action.
2. Ask politely if your opponent wouldn't kill your general, as today is his birthday.
3. Insist on a lunch break for your troops, Bring a model Mr. Whippy van.
4. Speak in Skaven. "Neek-Neek!"
5. Play dead if your General dies.

NEWS

SPACE WOLVES

JOIN THE HUNT



Hailing from the ice world of Fenris, the Space Wolves Chapter of the Adeptus Astartes now have their own Codex army book!

The Space Wolves are proud, brave and ferocious and will fight on even in the face of appalling odds. Look out this issue for Jervis Johnson's account of how he went about writing the new Codex.



Space Wolves Space Marines made up using the superb new plastics designed by Jes Goodwin.

WARMASTER EMPIRE

The Empire of the Old World can call upon mighty armies of well-trained soldiers, heavily armoured knights and devastating artillery, so it'll be great news to Warmaster Generals that the Empire army is released this issue.

The Empire Warmaster army, released this month, has a huge variety of detailed miniatures to choose from. For the infantry alone there are Halberdiers, Crossbowmen, Handgunners, Skirmishers and Flagellants (who get a whopping 5 attacks per stand!). The Empire army is a solid all-round force, with good combat and missile troops. This makes it tactically flexible and an exciting challenge to command.



Empire Hero on a Griffon and Flagellant unit

NICODEMUS

Even though Town Cryer has left for pastures new (well the Black Library anyway!) we still have one last offering for you...

Nicodemus, the greatest wizard in the known world roams the City of the Damned seeking wyrdstone. Look out later in this issue to find out why.



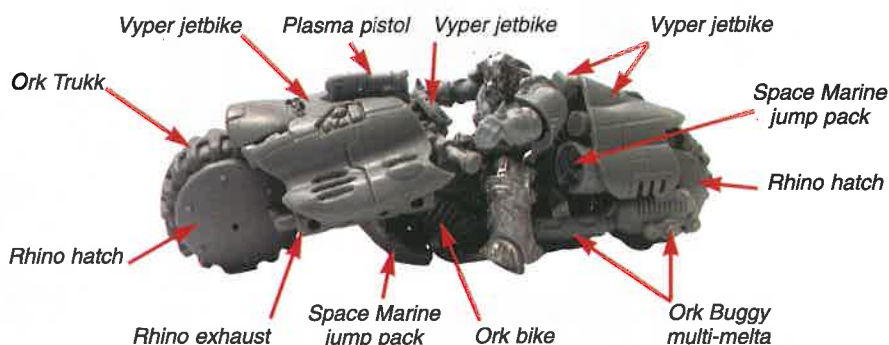
NEWS

STEPPENWOLF

Remember back in WD243 we profiled Francois-Xavier Ngo from our French studio and his Chaos general Steppenwolf? FX (as he's known to his mates) had modelled Steppenwolf as a character for every game he plays and with every combination of wargear he might need. Well, Francois has decided that Steppenwolf really needs a bike!

It is no ordinary Chaos Space Marine bike however. Inspired by the Akira cartoons, he has created this sleek bike from numerous plastic components. In case you're mad enough to want to try building your own version of this cool model, we have named the main parts that were used.

Once the model is finished and painted we'll photograph it again and let you have a look! To see Steppenwolf on a Juggernaut, Land Speeder, Warhorse and Chariot, as well as in numerous poses on foot, refer back to the Eternal Champion article in WD243.



KA-BLAAM!!!!!!



The blast from a demo charge is as powerful as the shell from a battle cannon, so the new Cataphan models out this month will be invaluable – especially for blowing up Space Marines, whose armour will be useless against them! Here a squad of bloodthirsty Khorne Berzerkers face complete annihilation from these devastating Jungle Fighter weapons.

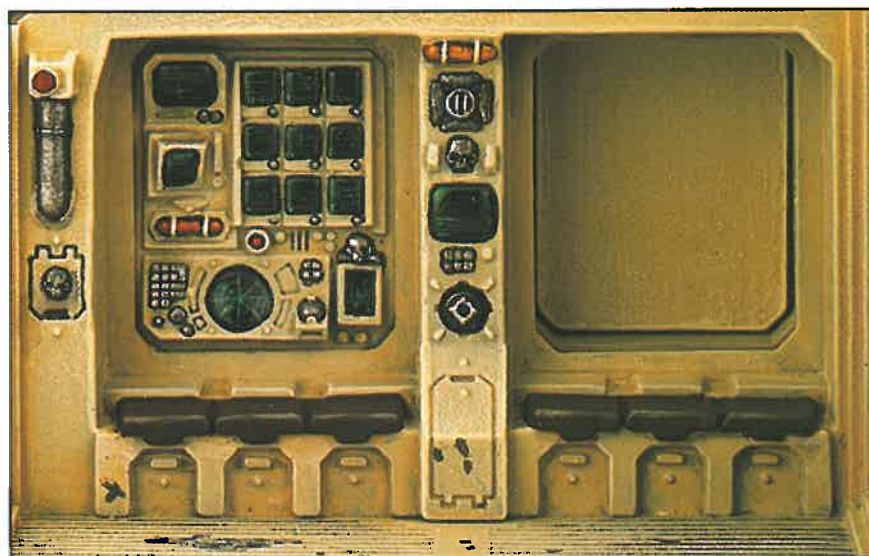
NEWS

NEXT ISSUE...

LAND RAIDER

Yes, it's on its way at last! The long-awaited Space Marine Land Raider plastic kit, designed by the talented Jes Goodwin, arrives next month and it is quite simply awesome.

So whatever you do, make sure you don't miss White Dwarf 246! In the meantime here's a sneak preview of some of the amazing interior detail.



IMPERIOUS REX

Have you ever wanted to give your tank that battle damaged look, but you didn't know how? Or have you wanted to model extra armour to your tank, but you were too afraid to ask? Or does the prospect of simply putting your tank together seem somewhat daunting?

Then be daunted no longer! To coincide with the release of the new Land Raider Tank on May 24th (and because the Land Raider is oh-so detailed!), all Games Workshop stores will be running specialised tank building workshops called **IMPERIOUS REX**.

The workshops will run from May 24th, and will cover things like basic construction and painting, painting camouflage patterns, conversions, applying transfers, weathering, battle damage and special effects. The classes will also be looking at basic scratch building techniques (for modelling those camouflage rolls, whip aerials and extra armour).

Call your local Games Workshop store for more details about these classes.



NEWS



READ ALL ABOUT IT!

Hot from the pages of White Dwarf, the Black Library is proud to present its first issue of the brand new and totally independent Town Cryer! Full to the brim with new Mordheim rules, articles, campaigns and scenarios, Town Cryer promises to be another fantastic hit from the guys who brought you Gang War, Deathblow and Firepower! A must for every gamer!

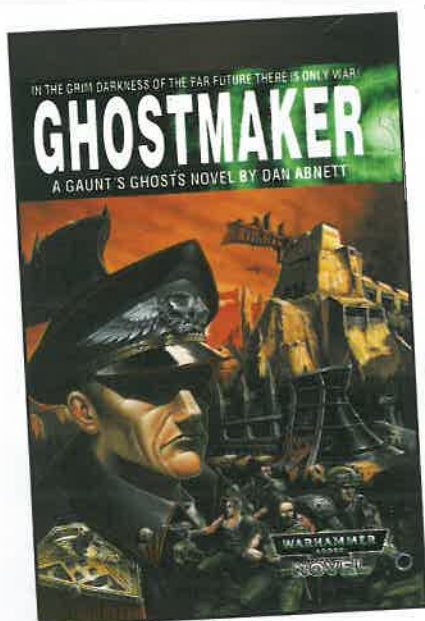
NEW LOOK INFERNO!

Inferno! is now bigger and better than before! But it still contains loads of features and short stories from the grim and gothic worlds of Warhammer and Warhammer 40,000. Every issue is crammed with action-packed short stories, fantastic artwork, incredible illustrated features, comic strips and more.

THE GHOSTS ARE BACK

Ghostmaker is the second instalment of Dan Abnett's popular series, Gaunt's Ghosts. Full of the blood-soaked action we've come to expect from Ibram Gaunt and the Tanith First and Only, Ghostmaker develops and explores the varied and myriad characters that make Gaunt's Ghosts so appealing. Set just before the last

great push of the Sabbat Worlds campaign, Ibram Gaunt interviews and records the stories and accounts of his troops in an effort to capture and recount what it is really like to serve the Emperor on the front line.



NEW THIS MONTH



This month's releases for Warhammer 40,000:

SPACE WOLVES	AUS\$	N.Z.\$
Codex Space Wolves	\$11.95	\$13.95
Space Wolves Battle Force (plastic boxed set)	\$125.00	\$145.00
Grey Hunters (plastic boxed set)	\$34.95	\$39.95
Space Wolves Scouts (3 models per blister)	\$14.95	\$16.95
Grey Hunter & Blood Claw Shoulder Pads (10 per blister)	\$14.95	\$16.95
Long Fang & Command Shoulder Pads (10 per blister)	\$14.95	\$16.95

CATACHANS

Demolition Charges (2 models per blister)	\$11.95	\$13.95
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This month's releases for Warmaster:

THE EMPIRE

Halberdiers (6 models/3 stands per blister)	\$11.95	\$13.95
Handgunners (6 models/3 stands per blister)	\$11.95	\$13.95
Crossbowmen (6 models/3 stands per blister)	\$11.95	\$13.95
Heroes and Wizards (3 stands per blister)	\$14.95	\$16.95
Cannons (2 models/2 stands per blister)	\$14.95	\$16.95
Flagellants (6 models/3 stands per blister)	\$11.95	\$13.95
Skirmishers (6 models/3 stands per blister)	\$11.95	\$13.95
Knights (6 models/3 stands per blister)	\$14.95	\$16.95
Pistoliers (6 models/3 stands per blister)	\$14.95	\$16.95
Helblaster Volley Guns (2 models/2 stands per blister)	\$14.95	\$16.95
Steam Tank (1 model per blister)	\$11.95	\$13.95
Hero on Griffin (1 model per blister)	\$11.95	\$13.95
Grand Theogonist on War Altar (1 model per blister)	\$14.95	\$16.95



This month's releases for Mordheim:

Nicodemus (1 model per blister)	\$14.95	\$16.95
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This month's releases from the Black Library:

Ghostmaker novel by Dan Abnett	\$12.95	\$14.95
Inferno 17	\$9.95	\$11.95
Warhammer monthly 28	\$4.95	\$5.95
Warhammer Warriors 7 ..	\$4.95	\$5.95
Gang War 5	\$7.50	\$9.95
Town Cryer 1	\$7.50	\$9.95

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WARHAMMER®
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SONS OF RUSS

'Barbaric', 'savage' and 'anarchic' are all words that don't describe Jervis Johnson, but give you a good idea of what the Space Wolves are all about. Jervis, author of the new Codex, explains just what he was thinking...

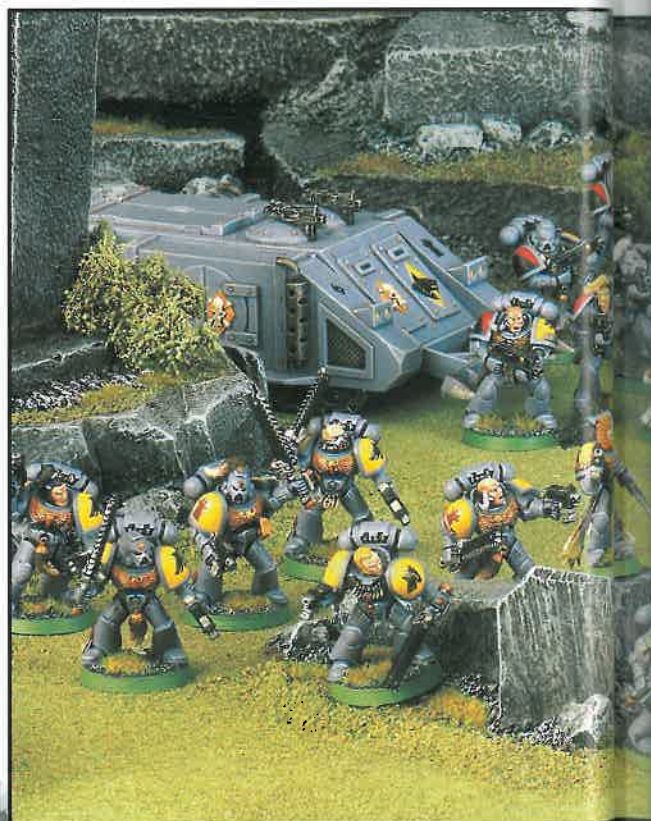


Jervis Johnson

I've always liked the background for the Space Wolves, so I was very pleased to be given the chance to work on the Codex for them. Speaking personally, the Space Wolves are the Space Marine Chapter I admire the most. The thing I find most appealing about the Sons of Russ is that, like their Primarch, they are at heart barbarian warriors who won't take orders from anyone that hasn't earned their respect. What makes this trait so admirable is that it is combined with a truly noble spirit, which

means that Space Wolves will always do what they consider to be the right thing, and damn the consequences. They are brave and ferocious warriors too, of course, but then so are all Space Marines in one way or another. No, what makes the Space Wolves stand out for me is that they are noble savages, which gives them an anarchic and bloody-minded charm that no other Chapter can match.

Many years ago I wrote about the first Battle for Armageddon, in which the Space Wolves helped defeat a Chaos Black Crusade, and which included an incident which I think illustrates well what I mean. At the end of the first Armageddon campaign, the Imperial Guard forces that took part were sent to isolated gulags where they lived out the rest of their days in terrible conditions, just in case they had been even slightly corrupted by the forces of Chaos they had helped defeat. Logan Grimnar





Chris Johnson

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was the only person to protest this callous, if expedient, action, and has to this day not forgiven the people that ordered it to be carried out. It's difficult to imagine any other Chapter Master worrying about such things, let alone holding a grudge about it for several hundred years!

Of course this isn't the only reason that I like the Space Wolves. The other thing that I really like about them is that they are basically a 'fantasy' style army that happens to live in the Warhammer 40,000 universe. By this I mean that the archetypes drawn on for the Space Wolves owe a lot more to fantasy and legendary literature and films than to science fiction; it's a bit like taking a Warhammer army and putting them into Warhammer 40,000. As a designer, the way that this makes the Space Wolves something of an anachronism who rightfully belong in another time and place has a lot of appeal, as it allows me to try out ideas and themes that wouldn't be suitable for a more 'main-stream' army.

There are other things I like about the Space Wolves, not the least of which is that they have some very cool looking models, but the aspects described above were the most important, and gave me two of the things that I wanted to emphasise in their Codex. In a nutshell I wanted to get across the fact that the Space Wolves are 'fantasy' barbarian warriors akin to Conan or Hercules (or Xena!), that just happen to live in the Warhammer 40,000 universe. However there was one other thing I wanted to do, and that was to do something to wipe away the reputation that the Space Wolves had earned as being something of a 'beardy' army. It has to be said that the last

Codex Space Wolves, while being admirable in most respects, did allow for unscrupulous players to make some very beardy armies, with the result that all Space Wolves armies tended to be 'tarred with the same brush'. Anyway, I was determined that the new Codex would put the record straight and return the Space Wolves to their rightful place as one of the pre-eminent Space Marine Chapters. Here's how I went about it.

The starting point to writing a Codex is to decide on the character of the army. I'd already done this, as described above. The next thing is to decide how you will get across this character in the pages of the Codex. I see a lot of army lists sent in by players, and if there is one common mistake, it's to think that all aspects of the character of the army have to be reflected in the army list or with rules. In fact this isn't the case as a Codex is made up of four main 'parts'; these are the army list and associated rules, the background text, the colour 'hobby guide', and the illustrations. Of these, the last three are certainly as important as the army list in terms of giving an army its own unique character and 'feel'.

This was actually very important for the Space Wolves, as I'd decided that one of the main things that had drawn me to the Chapter couldn't be reflected by rules per se. One of the things that is so attractive about the Space Wolves is their savage nature, combined with a bloody-minded attitude that tends to



The Space Wolves packs meet the Khorne Berzerker charge head on.

mean that they do what they want to do rather than what anyone tells them to do – in fact probably the best way to get the Space Wolves to do something is to tell them not to do it! The obvious way to reflect these traits would be to make the Space Wolves something like the Viking or barbarian warriors of our own history, charging ferociously into combat without a thought for the consequences.

However, we'd already played this card with the Blood Angels, and the last thing I wanted was for the Space Wolves simply to appear to be Blood Angels in grey armour. In any case, with the exception of the young Blood Claws, this isn't the way that I imagine the Space Wolves fight. These guys have to learn to wield an axe before they can walk; to them fighting is a way of life, and this makes them some of the most level-headed and confident warriors in Warhammer 40,000. Or to put it another way, their ferocity and savagery in combat is controlled, unlike the uncontrolled blood lust of the Blood Angels. So, the Space Wolves' hot-headed nature tends to get them into fights, but once they start fighting they fight with a cool savagery and *controlled* ferocity that makes them an even more dangerous foe. Because of this, the Space Wolves' tendency to ignore orders and follow their own path is reflected in the colour text and background information we've put in the book, rather than in the army lists.

The background sections and the illustrations also do a lot to get across the 'fantasy' nature of the Space Wolves. Many of the pictures or pieces of background text would be equally at home in a Warhammer army book, and this does a lot to convey the unique character of the Space Wolves. In fact I have to admit that we got rather carried away with the background information for the Space Wolves, with the result that the size of the Codex had to be increased from 24 to 32 pages. Hopefully you'll agree that the extra pages are worth the effort.

All of this isn't to say that the army lists aren't important, far from it. The Space Wolves have a radically different organisation to any other Space Marine Chapter, as they don't follow the tenets of the Codex Astartes (*yeah, like Leman Russ is going to let someone tell him how to run his Chapter!*). Basically the Space Wolves don't follow the 'military model' of organisation used by

other Chapters, with their squads and chains of command. Instead a warrior is recruited into the Chapter as a member of a Space Wolves pack. This much will be familiar to players with the last Codex Space Wolves. However, I have made a number of slight changes to the way that the Chapter is organised. First of all, with a couple of notable exceptions described below, I decided that the members of the pack should remain together throughout their service in the Chapter, first as young Blood Claws, then as experienced Grey Hunters, and finally as veteran Long Fangs. This means that the members of a Long Fang squad have served together ever since they joined the Chapter decades (if not centuries) earlier! This in turn is reflected in the lists by allowing Blood Claws to have more members than Grey Hunters, who in turn can have more members than Long Fangs, it being assumed that natural attrition will reduce the size of the pack over the years. When new recruits join the Chapter they form a new Blood Claws pack, and are not used to reinforce the existing packs.

"Hold on!" I hear you cry, "What about Wolf Scouts – are they gone?!" Don't fear, the Space Wolves still have Scouts. However I never liked the way in the old Codex that the Wolf Scouts and Blood Claws were basically the same kind of unit made up of 'young recruits'. This made no sense to me, so I decided to change it for the new Codex. Space Wolf Scouts are now made up of experienced Space Wolves recruited from a pack, in much the same way that Space Wolves can be promoted from a pack to the Wolf Guard. The difference between the Wolf Guard and the Wolf Scouts is that the Scouts are chosen from amongst those Space Wolves whose temperament makes them natural 'loners'. This dealt with the anomaly of having two types of raw recruit in the same army, and also made the Wolf Scouts interestingly different in character to their counterparts in a normal Chapter. As part of the background for the Wolf Scouts described them operating behind enemy lines, I've allowed one unit to be kept in reserve and to enter from the opponent's table edge when they turn up, which can be a nasty surprise to say the least!

The other way for a Space Wolves Space Marine to leave his pack, other than by getting killed of course, is by being promoted to the famous (or should that be infamous) Wolf Guard. Being chosen as a Wolf Guard is a great honour bestowed on Space Wolves that have shown exceptional



Grey Hunters advance along a mountain ledge.

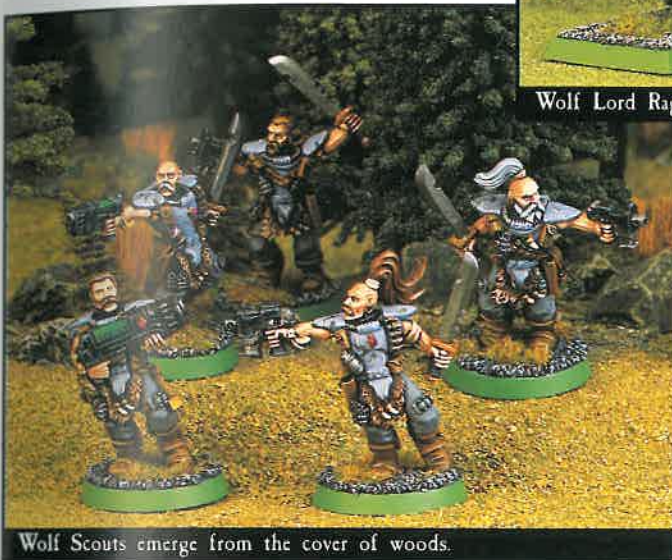
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valour in combat. The Wolf Guard are used as bodyguards for Space Wolves characters, or as leaders for Space Wolves packs, and are in many ways the equivalent of Veteran Space Marines and Veteran Sergeants in the standard Space Marine list. The main difference to standard Veterans is that Wolf Guard get wargear at a special 'discounted' rate compared to what characters have to pay. This means that Wolf Guard are much more likely to be equipped with deadly pieces of wargear like power weapons and plasma pistols, and this in turn helps create the feel of an army that includes a number of heroic warriors to lead its units.



Wolf Scouts emerge from the cover of woods.



Wolf Lord Ragnar Blackmane

accompanied by up to four Fenrisian Wolves, who will fight alongside the character, and even drag his body to safety if he is injured or slain!

As well as the changes described above, a number of special rules apply to the Space Wolves. By far the most important of these are the Counter Attack and No Matter The Odds rules. As I've already mentioned, I wanted to avoid making the Space Wolves too much like the Blood Angels by giving them special rules that made them 'frenzied' in combat. On the other hand I did want to make it clear that it wasn't for nothing that they have a reputation as being the most ferocious fighters in the galaxy. The Counter Attack and No Matter The Odds rules address these issues. The Counter Attack rule allows unengaged Space Wolves from a unit that has been charged to move 6" into base contact with the enemy. The counter attacking models

don't count as charging, but will get to use their full compliment of attacks and any special weapons. The No Matter The Odds rule, as its name implies, means that Space Wolves ignore negative morale modifiers for being outnumbered in close combat. Taken together, these rules make the Space Wolves a dangerous and dogged opponent (no pun intended!).

By now many of you will be thinking something along the lines of "Boy, cheap wargear, great special rules, cool new units, new kit – these guys are like Space Marines only better!" Don't worry, one thing we've taken very seriously with the Codexes for the latest version of Warhammer 40,000 is to make sure that when we give with one hand we take with the other! Thus the Blood Angels have a tendency to bound forward into combat when you'd far rather they hung back, and the Dark Angels do the reverse and stubbornly hold their ground when you'd far rather they fell back! For the Space Wolves, rather than special rules, the equipment available to the packs is both more restricted and in many cases less effective than that available to 'Codex Astartes' Chapters.

Where this is most noticeable is that all of the long range heavy weapons can only be used by the Long Fangs, while both Blood Claws and Grey Hunters are limited to short range 'special weapons' like plasma guns, flamers and melta guns.

All of which leads neatly to the wargear list and the equipment carried by the other units in the army. Each item on the wargear list has two points values, one used by Wolf Guard and the second by any other models. This meant that I needed to include a full wargear list in this Codex, unlike the Dark Angels and Blood Angels who had to make do with a cut down list that supplemented the wargear in Codex Space Marines.

This turned out to be a blessing in disguise, as it allowed me to rename a number of pieces of wargear so that they had names which were more appropriate for the Space Wolves and also illuminated new aspects of their background. For example, the 'Reductor' that recovered the glands in Codex Space Marines became the 'Fang of Morkai', a far more appropriate name that also allowed me to mention that in Fenrisian legend the Wolf Morkai guards the Gates of Death. Which is nice! To save space I haven't generally repeated the rules for the renamed wargear, but instead have included short explanations of the effects of each piece of wargear on the summary sheet we've included with the Codex. While not an item of wargear as such, there is one new piece of 'equipment' that Space Wolves characters can take, which has been universally approved of by all my play-testers, and that is the inclusion of Fenrisian Wolves as an 'upgrade' for characters. Basically, most Space Wolves characters can now be



As one of the great strengths of a Space Marine army is the cheap and effective heavy weaponry that can be carried by its tactical squads, this is quite a disadvantage for the Space Wolves. In fact during playtesting it almost proved to be too much of a disadvantage for the Grey Hunters, who ended up being armed with close combat weapons and, in effect, becoming a slightly more expensive version of the Blood Claws. To get round this I added in a special rule that allowed Grey Hunters to fire a bolter with one hand. This allows a Grey Hunter with a bolter and close combat weapon to receive +1 attack in close combat, but only if they didn't charge. Combined with the Counter attack rule, this made Grey Hunters useful as defensive troops that could take ground and 'dare' any opponent to try and take it off them!

There is another aspect of the Space Wolves Chapter's organisation which puts them at a disadvantage to other Space Marine armies. Where other Chapters have ranks and a chain of command, the Space Wolves are formed into ad-hoc groups led by a respected leader, in effect forming a warband led by a famous warrior. These warbands are quite small, which is reflected in game terms by forcing a Space Wolves army to have one HQ unit for every 750 points in the army, no matter what the force organisation chart for the scenario might say.

The last thing that serves to keep the Space Wolves in check is a reluctance to use some forms of modern technology. In game terms this is represented by not allowing Space Wolves Terminators to teleport into battle, and limiting the use of Jump Packs to Blood Claws packs. In both cases, the Space Wolves, reluctance to use the technology available to them is a perverse desire to fight 'properly' in the way that "Russ intended". I should point out that just because they have a reluctance to teleport or use jump packs it does not mean that they never do such things, just that they generally refuse to do so. So, if you're playing a campaign or are devising your own scenario feel free to override these special rules, but in other circumstances they must be used.

With the army lists and background sections sorted out, there was really only one other thing I wanted to address in the new Codex Space Wolves, which was how they were painted. Anybody who struggled with the

NEW SPACE WOLVES WARGEAR

This is a quick descriptive summary of some of the specialised equipment and ancient relics used by the Space Wolves Chapter.

Belt of Russ

Each Great Company has a single Belt of Russ. They were crafted by master Iron Priest Stef Blacksoul following Russ's disappearance, and are said to have been based on the mighty belt that Russ himself wore. Each belt incorporates a device that generates a protective field which will protect its wearer from harm.

Chooser of the Slain

The Choosers of the Slain are flying mechanical creatures that are attuned to a Rune Priest's brain pattern. They can fly ahead of the Rune Priest so that he can see what they see and they will protect him if he is attacked.

Fang of Morkai

According to Fenrisian legend, Morkai is the huge wolf that guards the Gates of Death. The Fang of Morkai is the name given to the blade used by Wolf Priests to extract the progenoid gland from fallen Space Wolves.

Frost blade or Frost axe

Frost blades and frost axes are amongst the most prized of the ancient weapons owned by the Space Wolves Chapter. Each was handcrafted by a master Iron Priest and they utilise the diamond-sharp fangs of the Ice Kraken as the teeth for their chainsaw blades.

Great Company Banner

Each Great Company has its own banner, inscribed with finely woven runes and pictures which tell the history of the company. Only a Wolf Guard Champion in the Wolf Lord's bodyguard may carry a Great Banner.

Healing Potions and Balms

Many Wolf Priests are skilled in the native Fenrisian healing arts and carry with them potions and balms that quickly reduce the pain and discomfort of an injury.

Mark of the Wulfen

The Mark of the Wulfen is a form of genetic instability to which some members of the Space Wolves are prone. These individuals are literally 'marked out' by facial tattoos that are applied by a Wolf Priest. Warriors bearing the Mark are both feared and revered by their fellow Space Wolves.

Runic Armour

Runic armour can only be forged with the combined efforts of a Rune Priest and an Iron Priest. The resulting armour is inscribed with powerful protective runes which can protect the wearer from harm.

Runic Staff

A Rune Priest's staff is carved with many mighty runes of nullification which protect him against enemy psychic powers.

Runic Weapon

This ancient weapon is inscribed with potent death runes which can drain the life energy from an enemy.

Runic Charm

Space Wolves warriors are strong believers in the power of charms and other blessed items, which they believe have the power to protect them in battle.

Wolf Helm of Russ

The Wolf Helm of Russ is one of the Space Wolves' most revered artifacts and is said to have been worn by Russ himself. Which Great Company receives the honour of using the Helm is decided once every hundred years, at the Great Feast of Russ. At this great feast, champions from each of the Great Companies compete in a series of increasingly dangerous contests. The last contestant standing wins the Wolf Helm for his Great Company. The Helm was last won by Ragnar Blackmane, who presented it to Ulrik the Slayer as a mark of his respect for his mentor.

Wolf Pelt

This pelt comes from a massive Wolf of Fenris, slain by the bare hands of the wearer himself. The only way to slay a Fenrisian Wolf is to wait until the Wolf pounces and then to leap forward while it is in the air so that the exposed neck and belly can be attacked. Such an attack calls for cunning combined with bestial ferocity.

Wolf Tail Talismans

Space Wolves warriors are highly superstitious and many carry a collection of talismans which they feel somehow protect them in battle against enemies that have 'the evil eye'. The most potent of these is said to be a wolf tail talisman.

Wolf Tooth Necklace

A Space Wolves warrior that has shown exceptional ability in close combat may be granted a wolf tooth necklace as a mark of his prowess.

Wolf Totem

All Space Wolves Great Companies have a number of totems and banners which are sometimes carried into battle by a Grey Hunter.

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system presented in the last Codex which forced players to attempt painting triangular markings on their Space Wolves' shoulder pads will know exactly what I mean.

Fortunately, one of the things we've tried to get away from with all of the new Codexes is 'straight-jacketing' players by telling them how they must paint their models. Instead we'd rather provide guidelines, and then let players give full rein to their own imagination and creativity. Bearing this in mind, I decided to say that with the Space Wolves, the markings worn on the armour of a Space Marine were chosen by his Company's Wolf Lord. As a new Wolf Lord is elected to lead a company, one of the first things he will do is decide what markings his followers should bear on their armour. Thus markings could range from Space Wolves Grey armour with a Great Company badge on one of the shoulder pads, through to pretty much anything the player could come up with. Under this system, the markings shown in the previous Codex became those worn by the Space Wolves in Ragnar Blackmane's Great Company, rather than those worn by every Space Marine in the Chapter. The photographs accompanying this article will give you some idea of the markings we've chosen for our new Space Wolves army, and the hobby section in the Codex includes lots of other examples. However the bottom line is that the new system lets you pick a set of markings which suits your own tastes and skill (which for me is Space Wolves Grey and a transfer, thank you very much!).

While on the subject of the hobby guide, I have to mention the new Space Wolves plastic accessory kit that Jes has come up with. Now, much as us game designers would like to think that it's our rulebooks that get you playing Warhammer 40,000, we know really that it's the amazing models that form the heart and soul of the hobby. One of the things that defined the Space Wolves in the past were some of the finest miniatures in the Citadel range. However, the advent of the new Space Marine plastics has redefined the way that players collect their armies, and Jes felt it was important to allow Space Wolves players to be able to build up their army round a core of plastic models. To this end, he has come up with a rather fantastic Space

Wolves plastic accessory kit that has lots of little bits and pieces you can add to the standard plastic Space Marines to change them into Space Wolves. The results are scattered through this issue of White Dwarf, and, I think you'll agree, they really are very cool.

There is, of course, a lot more in the new Codex Space Wolves that I haven't been able to mention here (well, I have to keep some secrets otherwise you'll never buy the Codex will you!). However, I hope I've given you a taste of what to expect, as well as some insight into why I have made the changes that I have. I must say that I'm really pleased with the way the Codex has worked out. In particular I like the way that it gives the Space Wolves a really unique 'feel', both in terms of their background, but also in the way that they play on the tabletop. But enough of what I think; it's now over to you guys! Although it's just about become a cliché for me to say so, I really do value the feedback that I receive about the Codexes I've worked on. So, if you've any comments on the Space Wolves (good or bad!), please feel free to write to me and tell me about them! I can be reached at this address:

Jervis Johnson
Games Workshop Design Studio
Willow Road, Lenton, Nottingham
NG7 2WS, United Kingdom

Sadly the number of letters I get means that I can't reply personally to all of them. However I do read all my mail, and all suggestions and comments get added to the 'melting pot'.

Have fun!

Jervis Johnson

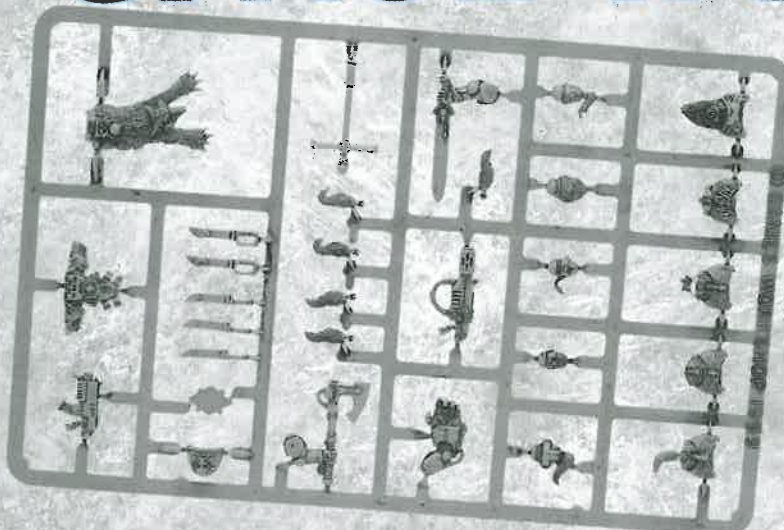


The headstrong Blood Claws charge the Dark Eldar Wyches.

SUPER-INTERCHANGEABLE SPACE WOLVES



Jes Goodwin



Jes Goodwin has been a bit quiet lately with only a couple of mutterings and muffled shouts coming from his office. Rumour has it he has been working on a eagerly awaited Space Marine vehicle. But with the release of Codex Space Wolves, Jes came up with another surprise - the plastic Space Wolf accessory kit! We asked him all about it.

Jes: The Space Wolves accessory kit is designed to fit perfectly with the rest of the Space Marine plastics, giving the entire Space Marines range true super-interchangeability.

This is the first of a range of supplementary plastic accessory kits for Space Marines. The kit is used with the Tactical squad and Assault squad Space Marine plastics, whose parts are all interchangeable. This changes what we can do with the Space Marine plastics significantly. You can cover all troop types from just one supplemental plastic kit. Otherwise we would have been in the position of trying to do separate plastic kits or metal pieces for the Grey Hunters, Blood Claws, Long Fangs and Wolf Guard.

To get the most out of the kit I suggest giving each model just a head or a breast plate. You can make a unit of 10 Space Wolves Blood Claws or Grey Hunters and still have bits left for the Wolf Guard Leader from a single accessory kit!

Hand-to-hand weapons define the character of the Space Wolves and this plastic kit has a couple of extra ones on it as well, like the power fist for example. All of the weapons on the accessory kit have Space Wolves iconography on them, giving them a very dark age, barbarian shape and feel. Of course, you can use these weapons for other Chapters, as you only have to scrape off the icons. Speaking of other weapons, we have included a meltagun in the kit as well.

One last thing I have included is a Space Wolves icon plate which is designed to decorate a vehicle. So, if you buy a Grey Hunters squad and a Rhino to go with them, you get an icon to identify the Rhino as a Space Wolves vehicle. Equally you could glue the icon plate to the top of a back banner pole. Plus if you glue some wolf tails to the ends of the banner pole you get a totem-like banner, which I think is more in character for the Space Wolves than a painted banner.

CREATING SPACE WOLVES

I thought I would make a few Space Wolves just to illustrate how flexible the new Space Wolves accessory kit is.

When I build Space Marines I tend to make them in three separate units: legs, body and head. First I glue all the legs onto bases. Then I concentrate on the torso and arms, planning what I want my Space Marine to do. The reason I construct the upper body separately is so that I can get the rhythm of the arms and body working right, making sure I am happy with the pose before I glue it together. Then I try to match the constructed upper body against a pair of legs, mixing and matching until I get the pose I am looking for. Finally I position the head. The reason I leave the head until last is that you cannot get the angle of the head right until you know where the shoulders are going. It's the position of the head that gives the model all of its direction.





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Grey Hunters

The Grey Hunters are perhaps the simplest Space Wolves to make. On the first model with the bolter I actually only used three pieces from the accessory kit, one of which is the decorated bolter. The wolf tail was added to the pistol grip of the gun to reinforce the direction the guy is turning. The final piece is one of the combat knives. You may also notice that I have used the extras you find in the Tactical Marine kit. You may find that if you put together a Space Marine in certain positions you end up with big gaps around the waist – the extras are perfect for filling these areas.

The second Grey Hunter uses the meltagun and one of the breast plates from the kit. If you are going to use a breastplate on the Grey Hunters, use arms that hold the gun low across the body. This means you actually get a chance to see the detail on the armour. Failing that, choose the ones with detail hanging down the front so it is obvious. Finally I attached a wolf tail to the bottom of the backpack which gives the entire model a more static look. I positioned the head so it looks to the right. The impression you get is that the Grey Hunter is scanning for a target to vape.



Blood Claws

With the Blood Claws I nicked the running legs from the Assault Marine kits as I wanted them to look like they are charging. The Blood Claw with the axe uses one of the accessory kit's breast plates and as it is one with a lot of decoration on it I kept the arms clear of the body. If you look closely it is the swing of the wolf teeth that gives the key to the miniature's direction. So by choosing the legs with the knee up and putting a twist in the torso you get a sense of movement. I left the axe arm down because you tend to alternate knee and arm when you are running forward. The head is added looking in the same direction completing the motion of the miniature. With the Blood Claws I tended to use the bare heads more and keep the helmets for the Grey Hunter and Wolf Guard miniatures.

The second Blood Claw has all the running elements there again, but this time I wanted him to be throwing a melta bomb. By stretching the arm back and slightly twisting the torso to the same side you give the impression of the model heaving the bomb. To complete the movement the head is added at an angle. The wolf tails on the arm and grenades swinging out on the upper torso also convey that feeling of momentum.

The Long Fang is a fairly static miniature compared to the Blood Claws or the Grey Hunters, and the pose reflects this. I wanted to use just plastic for this model, you could however quite easily apply any of this to the plastic metal hybrid Devastators. The general rule with Long Fangs is that you want to put more Space Wolves bits on them veteran status. A lot of the model is obscured by the arms and the missile launcher, although I have used a breastplate from the kit – the one with the wolf tail hanging down. I have also used the Space Wolves shoulder pad on the opposite shoulder. The head has been positioned so he is looking down the sight of the weapon.



Long Fang



Wolf Guard

The Wolf Guard used six elements from the accessory kit. The most important item on this model is the power fist as this defines how the entire model will stand. I feel that power fists always look better hanging down from a dropped shoulder as this portrays a heavy feel to them. To reinforce the motion of the power fist I chose an arm with a bolt pistol that is up and glued a wolf tail on it. I added

the Space Wolves head to the model to reinforce the direction. It actually looks like the Wolf Guard is about to swing out with his powerfist and there is a lot of momentum brought across in the model.

The last model I built was the Wolf Guard Leader. They lead the packs into battle, so I had to model him so he could be picked out as an officer. He is going to be the leader of my Blood Claws pack, so I used a pair of running legs from the Assault Marines – this

looks particularly dramatic when you add the wolf cloak as it flares out. As he is a character I decided to swap his bolt pistol for a plasma pistol. To do this I cut the hand off and glued the plasma pistol hand in place. To finish it off I glued a wolf tail to the grip of the gun. You'll notice that I have glued the sword arm down, again to reinforce the running motion and having the head twisted to one side adds direction to the miniature. I saved the special wolf backpack for him as it is a great way to mark out a character. I could have glued a back banner in place but I feel they look better on more static models.

As you can see from the miniatures I built you don't have to add a vast amount to make a good Space Wolves Space Marine. Just take a look at the older metal Space Wolves miniatures and you will find very minor wolf decorations on them. What you are looking to do with the accessory kit is add a little flavour to your models. You should really save the best bits for your character models. So remember, take your time and think about the positioning of your miniatures and how they interact with each other. You will end up with a very dramatic Space Wolves army. Enjoy.



Wolf Guard Leader

SONS OF RUSS



For ten thousand years since the end of the Horus Heresy, the Space Wolves have continued to serve the Emperor faithfully and with honour. The Chapter has endured ages of constant battle. Through all these years of mixed fortune, the Space Wolves have held true to the vow of Leman Russ to serve the Emperor.

CODEX SPACE WOLVES

AUS\$11.95 NZ\$13.95

THE BATTLE OF THE FANG

With the release of the new Space Wolves miniatures this month, Gav Thorpe presents one of the most fierce battles in the Chapter's long history – the defence of their own Fortress Monastery against a fanatical foe from within the Imperium itself.

It was during the 36th Millennium, at the time of upheaval known as the Age of Apostasy, that the forces of the Apostate Cardinal Bucharis invaded the Space Wolves' home planet of Fenris. Whilst all around, the Imperium was falling into disarray and ruin, Cardinal Bucharis had carved himself a sizeable empire west of Terra. For thousands of light years around the world of Gathalamor, the populations of dozens of worlds were enslaved under Bucharis' regime. Called the Plague of Unbelief by Imperial historians, Bucharis' tyrannical reign stretched northwards towards the Eye of Terror until his armies ran into the forces of the Space Wolves.

It was the strike cruiser 'Claw of Russ' that first

encountered the advance ships of Battlefleet Pacificus, which had been subverted to Bucharis' cause by corruption and disinformation. The Claw of Russ destroyed a navy cruiser and a transport before escaping into the warp to carry this news to Harald Stormwolf, Great Wolf at the time. Forewarned, the Space Wolves prepared to defend their realms against this grave menace. If the Space Wolves were to fall, Bucharis' power would stretch ever further until he had the might of arms to invade Holy Terra and overthrow the Imperium.

As soon as Admiral Sehalla's fleet disengaged their warp engines to enter the Fenris system, the Space Wolves attacked. They took a massive toll of men and ships with their ambush before disappearing into the swirling dust and asteroid clouds that littered the heart of the Fenris

system. From here, the Space Wolves fleet continued to launch countless hit and run attacks, forcing the traitor Admiral Sehalla to use almost two thirds of his fleet fighting these short-lived but draining space battles. Despite the supreme efforts of the Space Wolves' strike cruisers and battle barges, Sehalla managed to force a landing on Fenris itself.

Many of the transports were blasted from orbit by the huge planetary defence cannons of the Fang, while others were torn to pieces by the gigantic electrical storms that rage in Fenris' atmosphere. In spite of these losses, thousands of Bucharis' bloodthirsty warriors made planetfall and began the ground war.

Whole towns and villages of native Fenrisians were enslaved by Bucharis. They were forced to lay makeshift roads across the treacherous glacial flats, cutting down the huge trees of Fenris' forests to provide fuel for fires and the versatile engines of the rebel Imperial Guard tanks. However, the Fenrisians are a fierce breed and had to be guarded closely lest they tried to rise against Bucharis and strike at his army right at its heart. Defiant communities were slaughtered and the settlements razed to the ground. The few livestock of the scattered villages were captured for Bucharis and his officers to feed upon at lavish banquets while the Fenrisians starved to death. The young women were imprisoned for the soldiers' pleasures, and the old and infirm



were slaughtered and left in the freezing snows for the giant carrion beasts that prowl the ice of Fenris.

Bucharis' onslaught continued swiftly, his huge divisions advanced inexorably towards the Fang until the ancient citadel was besieged. More and more renegades were landed on Fenris, and although many carriers were destroyed by the Space Wolves fleet with hit and run attacks, the valleys and mountainsides around the fortress swarmed with the legions of the Apostate Cardinal. Immense siege guns thundered all day and night, the overcast skies illuminated with a thousand flares and the coruscating energies of void shields shuddering under the barrage of ten thousand shells. The mountains of Asaheim quaked with constant detonations, causing avalanches and rockslides, all adding to the spreading destruction. Plasma bombs and mass drivers from orbiting ships gouged deep ravines into the precipitous slopes, and yet the armoured walls of the Fang stood against all this punishment. The Space Wolves smashed the traitors' siegeworks with surprise counter-attacks. Continuous assaults by Wolf Scouts disrupted the supply lines of Bucharis' army and for months on end the guns would fall silent for want of ammunition.

All of Asaheim is linked to the Fang by a labyrinth of underground chambers and tunnels, which the Space Wolves used to penetrate behind the enemy army. Roaring oaths of vengeance, the Blood Claws would attack the soldiers of Bucharis in the darkness of Fenris' forests, ripping their foes apart with chainswords and sharp fangs. The heavy weapons of the Long Fangs squads blew apart the mountainsides to crush the enemies of the Space Wolves beneath a storm of rocks and debris. Grey Hunters formed execution squads, hunting through the thick forests to blow apart any invader they found with a hail of explosive bolts. Dreadnoughts crushed and maimed everything in their way, ripping apart the marching columns, leaving a trail of utter destruction behind them.

Month after month, the Battle of the Fang continued. Cardinal Bucharis ordered suicide squads to storm the armoured portals of the Fang, promising massive promotions and rewards for the first berserk soldiers to break through. The Space Wolves repelled each and every attack, inflicting crippling casualties on the Apostate's forces. For three blood-stained years the siege carried on. Assault after assault, shelling for weeks on end, fell against the Fang and yet the walls of the ancient citadel of the Space Wolves remained unbreached. As the battle began its third year, it drew in more and more of Bucharis' soldiers, until almost three quarters of all his armies were on Fenris, many hundreds of thousands of men.

Even as Bucharis' second-in-command, Colonel Gasto of the Rigellian XXV, began preparations for what might have been the final, deciding assault, fate intervened. On the edges of the Fenris star system a war fleet broke through from warp space. As Sehall's fleet moved to attack, they were confronted by an armada of Space Wolves battlebarges and strike cruisers, returning to their home planet from a distant war. The fury of Kyril Grimblood's attack was unbounded, smashing over half of the renegade fleet in a single cataclysmic engagement. As Grimblood's Great Company herded the traitors towards Fenris, the rest of the Space Wolves' starships attacked, catching Sehall between two unstoppable forces. Sehall managed to escape with barely a quarter of his ships intact. Wasting no time in pursuit, the newly arrived Space Wolves headed for Fenris.

The attack by Kyril Grimblood's Great Company swept away tens of thousands of traitor Guardsmen in the first few days. They were flung from the mountain passes around the Fang and those few that survived to reach Asaheim were set upon by giant wolf packs and the savage Wulfen. Bucharis himself managed to avoid capture by escaping on a shuttle, meeting with Sehall who dropped back out of warp just long enough to pick up his master. For those that remained on Fenris, death was a certainty.



Space Wolves Blood Claws and Wolf Scouts surround the superior numbers of Cardinal Bucharis's fanatical troops.

GAMING THE BATTLE OF THE FANG

The war between the Space Wolves and Bucharis' army of renegades provides loads of possibilities for exciting and different games and campaigns. There are two main areas of exploitation for a gamer – the space battles and the land battles.

BATTLEFLEET GOTHIC

Most of the starship battles in the Fenris system can be replayed using the scenarios given in *Battlefleet Gothic*, between a Space Marines fleet and an Imperial fleet. As the Age of Apostasy was some 3,000 years before the Gothic War, it wouldn't be inappropriate to include some of the Chaos ship classes in the Imperial fleet, to represent the greater proportion of older ships in the fleet at that time.

The initial ambush that took place as Sehalla's fleet dropped out of the warp can be replayed as a modified **Surprise Attack**. Rather than orbiting a planet, the Imperial Fleet drops from warp space. Ships and squadrons not on full alert do not start on the table, but arrive on the table during play using the following method. At the start of each Imperial turn, roll a dice for each Imperial ship or squadron that is not yet on the tabletop. On a roll of a 4+ it drops out of the warp. Nominate a point on the table top at least 30cm from a Space Wolves' ship. Each ship or squadron arrives 3D6cm in a random direction from this point, facing in a random direction (for squadrons place one ship this distance away and then position the other ships within 15cm facing in the same direction). Ships arriving from the warp may not go onto special orders in the same turn, but are free to go onto special orders in subsequent turns. They may move and fight normally on the turn they arrive.

The hit-and-run attacks by the Space Wolves can be played using the **Raiders** scenario, while the attack on Fenris can be fought as a combination of **Convoy Runs** and **Planetary Assaults**.

For the final battle against Kyrl Grimblood's fleet, a modified **Escalating Engagement** could be used. The Space Wolves player should choose ships worth a total of 50% more than the Imperial fleet (ie, 1,500 points of Space Wolves against 1,000 points of Imperial ships) and divide it into two fleets – Kyrl Grimblood and the rest of the Space Wolves. The Imperial player divides his fleet into divisions and deploys as normal, while the whole of Kyrl Grimblood's fleet arrives from the warp. Use the method described earlier, except that the whole of Grimblood's fleet arrives on the first turn. The second Space Wolves fleet is broken into divisions as outlined in **Escalating Engagement**. The Imperial fleet arrives as detailed in **Escalating Engagement**, but the remaining Space Wolves fleet doesn't start arriving until turn 4. This could be particularly entertaining if there are two Space Wolves players, one in control of each fleet.

WARHAMMER 40,000

As with the space battles, most of the Battle of the Fang can be fought using the missions given in the *Warhammer 40,000* rulebook. Using appropriate terrain will lend most of the colour to these battles – mountain foothills covered in alpine-style evergreen forests, icy tundras and rocky valleys. Bucharis' forces are most easily represented by the Imperial Guard, although it would be appropriate to use the Cultists' army list entry from Chapter Approved in *White Dwarf* 237 to represent the more rag-tag elements of the Apostate Cardinal's armies. It would also be characterful to avoid taking abhumans – Ratlings and Ogryns – as Bucharis' creed declared such mutants as the enemies of the human race. Similarly, you could use the Norsemen miniatures from Beorg Bearstruck's *Warhammer Regiment of Renown* to represent native Fenrisians.

A combination of **Meatgrinder** and **Bunker Assault** can be used for the suicide attacks against the Fang's armoured gateways. Fight a **Bunker Assault**, with the exception that the attackers get *Sustained Attack*, but they only score victory points for capturing bunkers, not for destroying them – the bunkers represent armoured gatehouses leading to tunnels into the Fang. If you want to re-fight the Space Wolves' attacks on the reinforcement columns, use **Ambush** but don't allow the Space Wolves any vehicles except Dreadnoughts (larger vehicles wouldn't be able to use most of the underground tunnels).

When Kyrl Grimblood arrives, you could fight the **Planetfall** mission in *Codex Space Marines*, while **Breakout** would be a good choice to play out Bucharis' forces trying to escape from the vengeful Space Wolves.

Have fun!

MEN OF THE EMPIRE

The Empire in Warmaster



Of all the realms of Man, the Empire is by far the largest and most powerful. Its borders stretch from the Grey Mountains in the south to the Forest of Shadows in the north, encompassing dark forests, tall mountains and continent-spanning rivers. The Empire is a dangerous place, an untamed land full of evil creatures, monsters and human brigands. Its cities are dispersed throughout the land, separated by days of travelling. Protected by their thick walls and massive gates, they are little more than islands of civilisation in a hostile world.

Under the Emperor, the Empire is split into regions each led by an Elector Count. Each of these regions maintains their own army, which in times of war can be strengthened by the Emperor's own troops. At the core of the Imperial army are well trained soldiers armed with halberds, crossbows and handguns. This solid backbone is ably supported by good cavalry in the form of heavily armoured knights from the knightly orders and powerful artillery such as cannons and helblaster volley guns.



A Griffon may be taken as a mount for a General, Hero or Wizard. This adds +2 to their attacks. Its ability to fly enables you to give orders to your fast cavalry units, which can get separated from the rest of your army.



A Wizard's ability to cast deadly spells like Ball of Flame can change the course of a battle. One War Altar can be taken as a mount for a Wizard to represent the Grand Theogonist himself. It adds +1 to his attacks and enables the Wizard to add +1 to the dice when casting a spell, once during the game.



EMPIRE INFANTRY



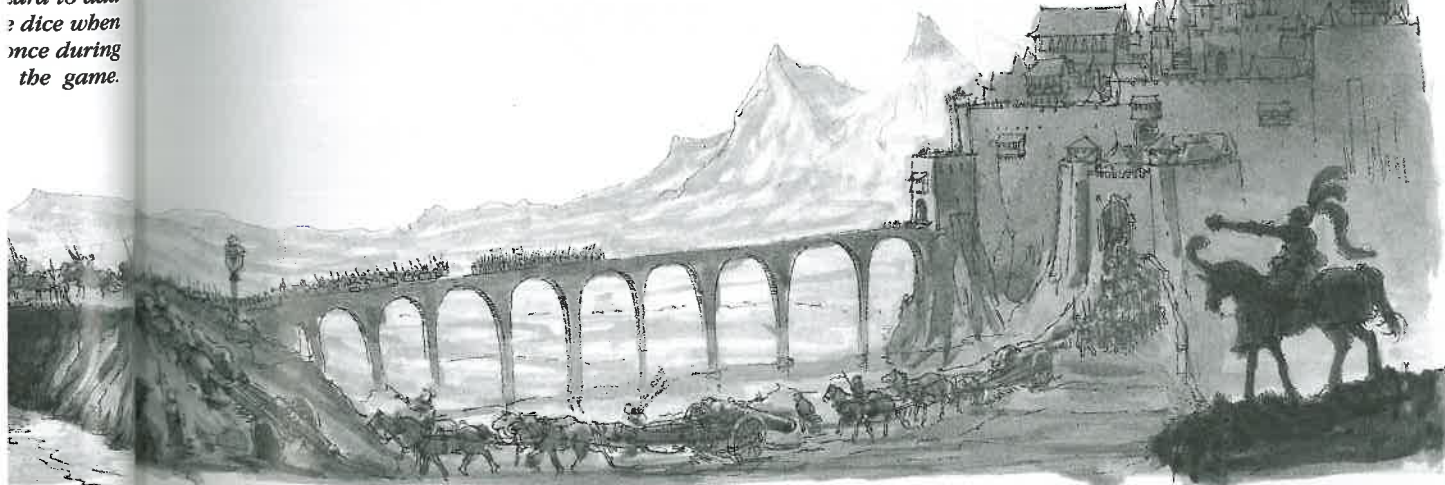
Halberdiers form the core of the Empire army. Massed ranks of Halberdiers supported by the Empire's numerous missile troops make a formidable opponent, especially if deployed defending an obstacle or higher ground.

Convinced that the end of the world is near, Flagellants fear nothing. Their 5 attacks, combined with their immunity from fear and the fact that they can't be driven back by shooting, make them excellent at taking on any opponent, whether they be fearsome monsters or massed missile troops.



Skirmishers are trained to harass the enemy at short range. Skirmisher stands never fight as independent units. Instead, one stand may be added to any infantry unit, increasing its size by one. Skirmisher casualties never count as casualties for the purpose of issuing orders, so the unit does not suffer the usual -1 penalty.

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EMPIRE CAVALRY

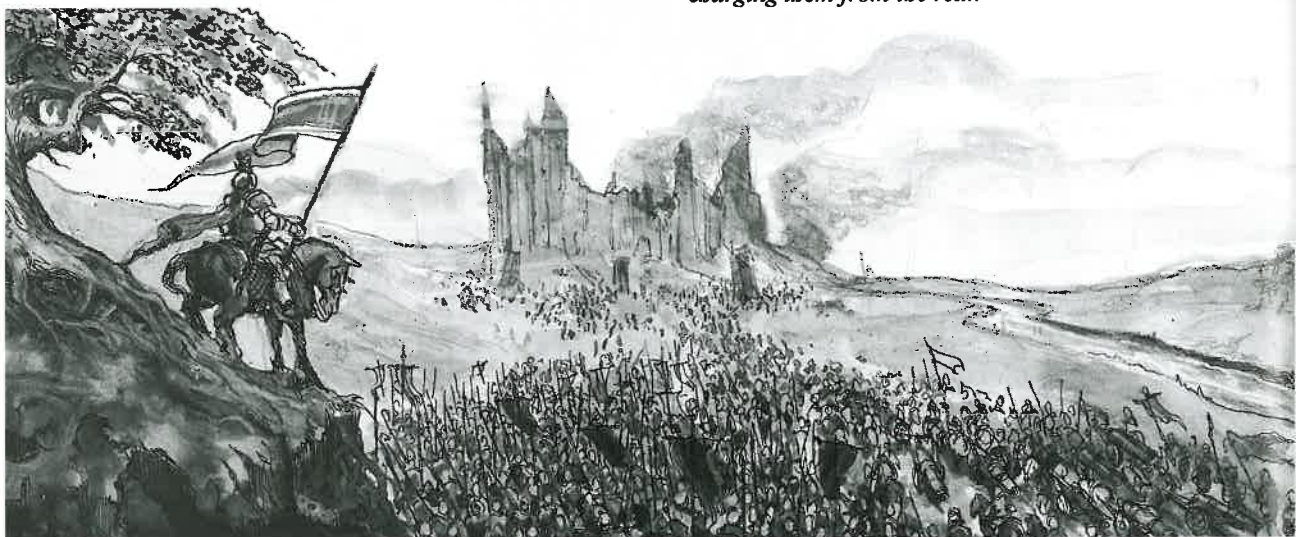
The Empire is well known for its knightly orders. In times of war, they provide the army of the Empire with a hard-hitting force. They are often backed up by lightly armed cavalry, armed with pistols and swords, which can unleash devastating missile attacks close up.



Knights are the hardest hitting element of the Empire army. Their 3 Attacks and 4+ Armour value make them a formidable opponent.



Pistoliers are light cavalry armed with pistols and stout swords. Their shooting range is only 15cm but they can shoot in any direction, allowing them to shoot an enemy charging them from the rear.



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EMPIRE MISSILE TROOPS

The Empire army has access to a wide variety of missile troops. The stalwart infantry can be backed up by rank upon rank of Crossbowmen as well as deadly cannons, Helblasters and Steam Tanks.



Solid in defence and attack, Crossbowmen are perfect for backing up the massed ranks of Empire Halberdiers.

Handgunners use the rare but powerful handgun. A shot from this weapon can pierce armour far more easily than an arrow or crossbow bolt. Therefore, all enemy units hit by a handgun have their Armour value reduced by one.



Helblaster volley guns can rain down between 1 to 6 shots a turn. Enemy units hit also have their Armour values reduced by one!



Shots from cannons ignore Armour, allowing them to destroy heavily armoured units with relative ease.

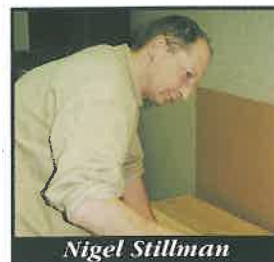


The Steam Tank's 3+ Armour value allows it to ignore most attacks while relentlessly advancing on the enemy, raining cannon shots upon them.



MAKING A SCENE

Warmaster is warfare on a whole new scale! Not just the Citadel Miniatures, but the scenery as well! Builder of the modular terrain boards used in last month's battle report, Nigel Stillman takes a look at terrain for your Warmaster battles.



Nigel Stillman

In the game of Warmaster, the battlefield scenery does three main things. The first is to provide the dramatic setting for the battle. The scenery creates or suggests the broad expanse of the landscape in which the battle is fought. It is an important part of the spectacle and influences the tactics and strategy of the players. The second thing that

the scenery does, is to help create the scenario; the story of why and where the battle is fought. Often the scenario calls for specific scenery, such as a river crossing, a hill or a fort which is the reason for the battle being fought at all and vital to the plot of the scenario. Thus without this feature being represented in some way, the battle lacks a vital ingredient. The third thing that scenery does is to act as an obstacle to certain troops and manoeuvres, such as woods and rivers, or as a way through, like a road or bridge, or dominates the battlefield and so must be held or contested, such as a hill or settlement.

Without these features, the battlefield becomes nothing more than a flat plain and a very interesting dimension to the game is lost.

To be a successful Warmaster general, one of the things you must learn to do is use terrain to your advantage. It's very important then, that before you start a battle everybody understands what each piece of terrain does. For example, in your wargames scenery collection you may have a hill which has a cliff face on one side. You might decide that this is impassable, and that troops on it can only be attacked by being flanked. Equally though, you could decide that troops on the top count as fortified (rather than defended, as is normally the case with infantry on hills). Of course, this means you can get far more out of your terrain, by varying the rules to create different strategic challenges in your games, but it makes it vital that both opponents are clear as to what terrain has what effects, and where it begins and ends.

SCALE

A Warmaster figure is roughly a third the size of a Warhammer figure. So a Human warrior for the Warmaster game which is 10mm high corresponds to a 28mm Human warrior for the Warhammer game. This rule of thumb gives us a scale to work to for creating Warmaster scenery. Everything is roughly a third the size of Warhammer scenery. Furthermore, we can attempt to create scenery which might be impractical at the larger scale, but which can be a dramatic piece of terrain at the smaller scale, such as a tall castle, wide river or high mountain for example. Think of yourself as



An area of difficult ground creates a number of tactical problems to units attempting to move through or pass it.

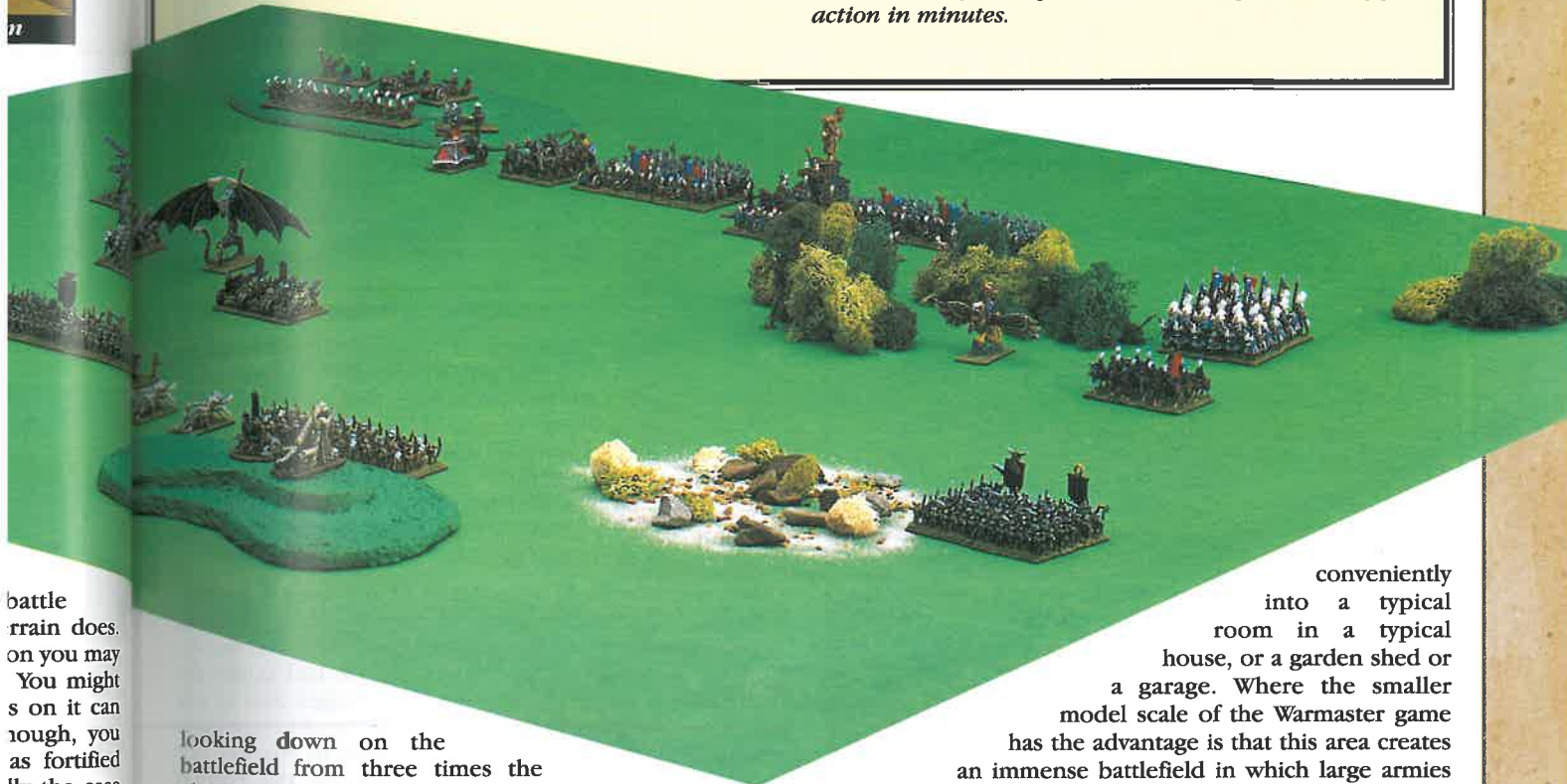
A BASIC BATTLEFIELD

I know what you are thinking – 'I have a very limited budget! How on earth am I going to be able to create a lavish battlefield and buy my Warmaster army at the same time!' Well, below we have created a basic Warmaster battlefield using a few cheap, easy to find materials. Using these materials we have created our battlefield and built a couple of basic hills. The materials we used to create this battlefield are:

- An empty table or space (at least 4' by 4')
- 1 Battlemat (a green cloth would do just as well)
 - A dozen small stones (dug out of the garden)

- 4 polystyrene ceiling tiles
- A handful of modelling sand (builders sand would do the same trick)
- 2 bags of Lichen (available from your local model shop or you could try a hobby shop that sells flower arranging materials).

Arrange these items on your battlefield. Use the sand to mark out marshes or areas of difficult ground. You can use the stones to make these areas even more rugged. The Lichen is a quick and easy way to create woods. The hills are made out of the polystyrene ceiling tiles and took us half an hour to make (see overleaf for how we made our hills) and after that our battlefield is ready for action in minutes.



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looking down on the battlefield from three times the altitude and seeing three times the breadth of the landscape than is possible in 28mm scale.

At this scale the depth of a river or ditch need not be more than 10mm to look effective. In the same way the height of a gently sloping hill can be just 30mm or can rise up to three times this height to become a huge hill with cliffs and craggy peaks. Trees for forests can be quite small compared to 28mm scale trees. A model tree which is 40mm high will look like quite a big tree up against a 10mm model soldier and only a few of these surrounded by smaller trees and bushes will make a very effective forest.

BASIC TERRAIN

Starting from scratch, what is the minimum amount of scenery to play Warmaster? The first item is the battlefield itself, represented by a flat wargame table, green cloth or board. The dimensions of this can be the same as the traditional wargames table which is 6' x 4'. This is the most practical size, since these are roughly the same proportions as a bed or large dining room table, it will fit

conveniently into a typical room in a typical house, or a garden shed or a garage. Where the smaller model scale of the Warmaster game has the advantage is that this area creates an immense battlefield in which large armies can deploy complete with grand flanking movements, defence in depth and other such things. Furthermore the full grandeur of the landscape can be represented, with fortresses, wide rivers, long ridges, several villages and so on.

The basic battlefield can be created in one of the following ways:

- Simply using a green cloth or a Citadel Battlemat (green textured plastic mat).
- Use a 6x4 sheet of chipboard or MDF board (or two 3x4 boards or three 2x4 boards) painted green.
- Use a 6x4 sheet of chipboard or MDF board (or two 3x4 boards or three 2x4 boards) painted with textured paint and then painted green or sprayed with varied earth and foliage colours.

Of course the battlefield does not have to be green. You could opt for the snowy wastes of Kislev or a parched desert landscape and select your colour scheme accordingly.

BASIC TERRAIN cont...

The rest of the scenery consists of separate scenic items such as hills, woods, buildings and rivers. These are placed on the flat battlefield to create interesting and tactically challenging terrain. These items can be made in the following way:

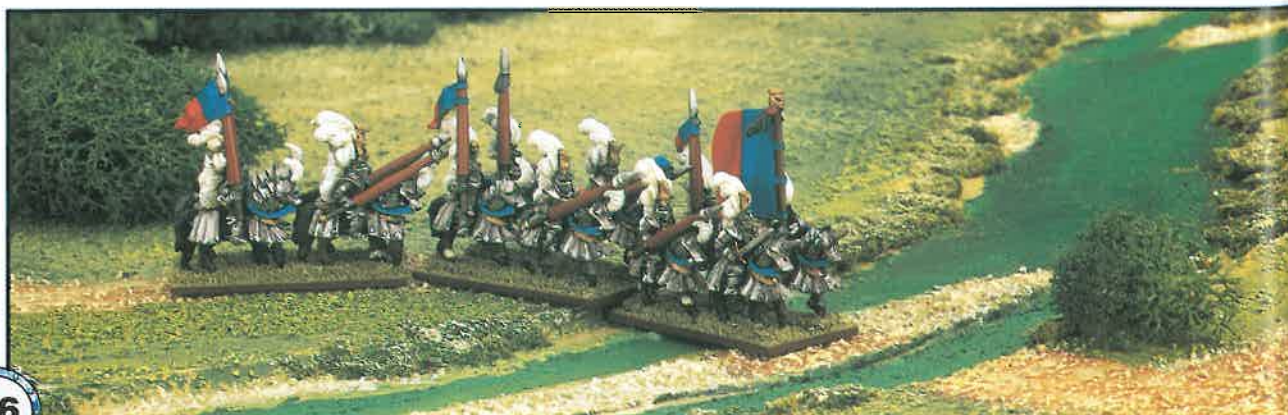
- Hills should be quite large and rise up to at least 2 cm high so that the troops on them will clearly be seen to be on higher ground than those on the ground. Large dimensions allow for a very gradual gradient, or for making a hill which rises up in a number of steps. Fortunately stands of Warmaster models, having a low centre of gravity, do not tip over on naturalistically sloping hills unless these are really steep. The base of the hill should be irregular and cut from a strong board such as hardboard, thin MDF or cork tile. The contours can be made up with polystyrene sheet, tile or cork tile and the surface can be painted with textured paint or covered with PVA and scattered with sand. Paint the hills to match the battlefield. Grit and rocks can be added to create rocky cliffs, slopes and crags. High crags and peaks will look impressive but should be made as separate items which can be put on top of low flat hills to increase their height.



Lichen is a quick, cheap and effective way of making a wood.



Just as effective are medium size trees glued to a textured base.



This river has been made with several crossing points which are marked out by banks of sand in the middle of the river.

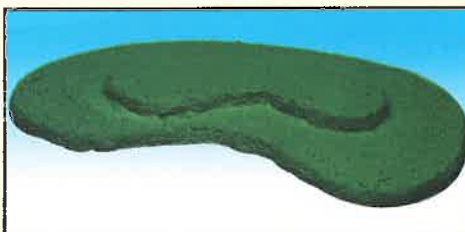
MAKING A HILL

This is how we made a hill in 30 minutes for our Warmaster battlefield.



Take a polystyrene ceiling tile or a cork floor tile and draw the shape of your hill on it. Then cut it out with a modelling knife. Repeat this step again if you want a second layer on your hill.

Glue the two layers of your hill together and then paint it with textured paint or a mix of PVA and sand.



To finish off your hill, paint it or flock it the same colour as your battlefield.

- Woods can be made by cutting out an irregular base as for hills and texturing this with PVA, sand, flock, grit, rocks or filler. This is then painted green, perhaps with patches of rough, bare ground. Then add small trees and bushes. These should be no more than 5 or 6 cm high for the largest trees. Arrange these on the base so as to leave clearings or tracks in which to place troops. Alternatively make small dense clumps of trees and arrange these in a group on the battlefield to create areas of forest.

- Rivers can be made in sections just as is usually done for larger scale battlefields in the Warhammer game. Cut long curving base sections from board as for hills and woods. Plan the sections so that a river can be laid across the battlefield in various ways joining two edges. Aim to use only 3 or 4 sections. The sections should be of a convenient size and shape, not too long and awkward to position, nor too small to be useful. The width of the section characterises the river which can be wide, narrow or just a stream. Build up the banks with filler and cover with sand or flock. Paint the space between with green or blue and then varnish it with gloss varnish to create the water effect. Add a patch of sand to represent a ford or a log bridge made of cocktail sticks on some of the sections.

Buildings are best represented by being grouped together on a base to create a village or farmstead complete with enclosing walls, hedges or fences. The open areas between and around the buildings can then be occupied and defended by troops and the buildings themselves can be solid blocks or ruins. So when planning the village or whatever try to arrange things so that a unit of troops can fit within the built up area in some way. Alternatively you might want to opt for a group of buildings or large building such as a pyramid or wizard's tower which is to all intents and purposes impassable, so that troops cannot occupy it. The buildings themselves can be made of card, balsa wood or plasticard and can be as simple or as detailed as you care to make them. If you do not want to get involved in detailed modelling, make a few simple block-like buildings and simply enhance some feature to create the appropriate character, for example a peasant cottage could be a small block of wood with a thatched roof crudely sculpted out of modelling putty. A group of these on a muddy brown base will create a suitable village.

When designing terrain features for Warmaster, have a Warmaster stand (20mm x 40mm) handy to help you estimate the right gaps for gateways, dimensions of towers and ramparts, widths of roads and bridges and for the spacing of trees, buildings and rocks in woods, villages and areas of rugged ground. This will make it easier to move troops through terrain during the game.



When you make a city or town terrain piece, the streets look better if they are quite narrow. This picture shows how one innovative gamer has made substitute stands of marching columns with each strip cut in half and mounted four deep.



This ruined townscape is made out of thin sheets of polystyrene (ceiling tiles).



The great thing about building Warmaster terrain is that you can make it much more dramatic. In this case a High Elf army besieges a great Empire rampart.

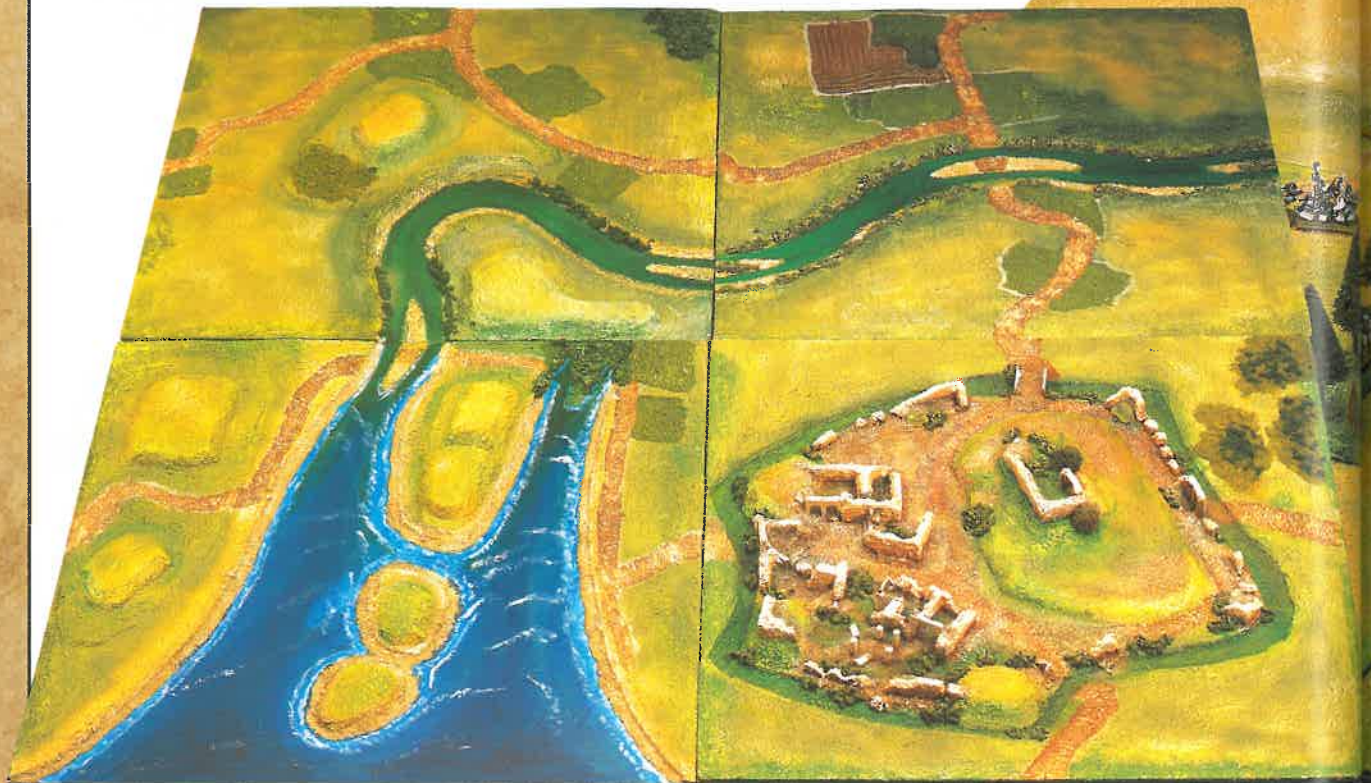
MODULAR TERRAIN

Modular terrain is a way of creating a battlefield using terrain boards. This can be a set of six or more 2'x2' boards or three or more 2'x4' boards which can be laid edge to edge to create a 6'x4' battlefield. The boards can be laid on a table, the floor, a bed or, if they are 6'x4' boards, on timber supports resting on trestles. Each board is made of chipboard or MDF at preferable 1/2" thick and the surface of the board is textured, sculpted, flocked and painted to create various terrain features, such as rivers and hills. When arranged in different ways, the features join up to create a realistic battlefield.

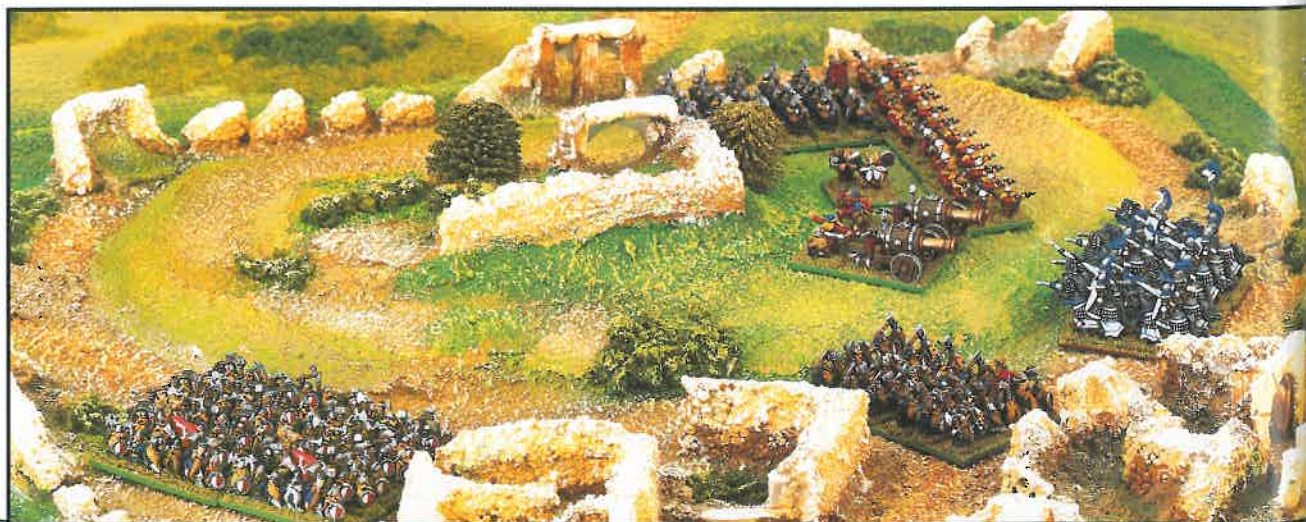
Warmaster, being a game which deals with battles on an epic scale combines well with modular terrain. The modular boards can feature very large hills with gently

rising contours on which entire brigades or even the whole army can deploy. Modular terrain is also a particularly good for depicting rivers, which can be cut down into a layer of polystyrene sheet or cork tile stuck onto the boards. Meandering rivers with several crossing places, streams, marshes and even coastline can create a very interesting battlefield for warmaster games, in which control of routes and crossing points will be of great tactical importance.

Terrain modules also open up the possibility of very dramatic scenery such as large fortresses, cities, high mountain ranges with passes and ravines or expanses of sea with islands which would be



Coastal and river sections have been used to make up this inspiring battlefield.



The ruined village from the modular board, built with polystyrene sheets and balsa wood.

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at a larger scale. At the scale of the Warmaster game, such terrain could be dealt with within a single terrain board, leaving the others to provide the vast open plains and rolling hills.

These are the same boards that we used in last month's battle report which were specially built for Warmaster playtesting. When the boards are set up you can end up with a very dramatic battlefield and the combinations are endless. The smaller boards can be placed together to make a 4'x4', 4'x6' and even 4'x8' battlefield, depending on the scenario and size of battle.

I also wanted to add even more flexibility to my modular terrain set. I built separate buildings, forests and even a found an old resin castle. I've done this so I can position them anywhere on the battlefield once I have placed the

boards in place. You can make your Warmaster battlefields as simple or as complicated as you want, ranging from the perfectly acceptable green mat or cloth with lichen and stones from the garden to the slightly more complicated modular boards shown above. It's really up to you.

Whatever terrain you choose to fight your Warmaster battles over, the most important thing is to have fun!

PYRAMANIA

Desert terrain made dead easy



Building your own Warmaster gaming table can be loads of fun, but where do you start. Rob, Marc and Andrew from Games Workshop's Melbourne store have some ideas that might help.

Warmaster not only provides an exciting new style of game play it also lends itself to creating tabletop battlefields of a size and scope previously unattainable in the Warhammer World (unless you're mad or Matt Weaver!).

Large expansive scenes can be created, rolling hills, wide plains, villages, towns almost any terrain you can imagine could find its way onto a Warmaster battlefield.

The Undead release last month has seen a large number of Games Workshop stores across the country take the opportunity to model their Warmaster battle fields on Khemri...the Land of the Dead. The pages of the Warmaster rulebook have some inspiring desert scenery.

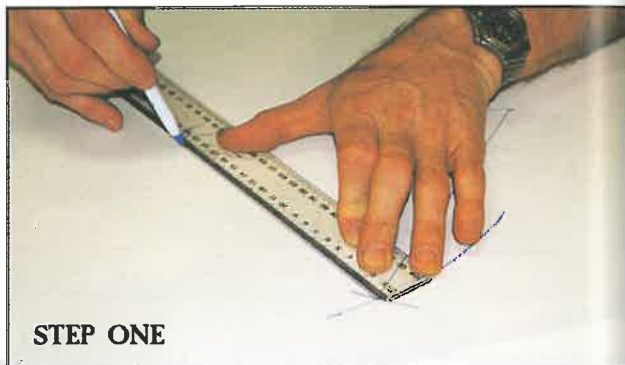
Building desert terrain is quite different from normal scenery because its easier. In fact if you use the right materials you don't even need to paint them to get a realistic look.

So that everyone can create a Khemri Table of their own Rob, Marc and Andrew have put together some ideas on building those items everyone would want to have on their battlefield at home. They explain how to build a pyramid, a desert village and oasis.

BUILDING THE PYRAMID

STEP ONE

First you'll need to mark out the four faces for the pyramid and the base. Our pyramid has a base 200mm square. To easily draw up the triangles measure up a base line of 200mm. Next you need to find the apex of the triangle. This is easily done if you have a compass but if you pivot the ruler to draw two arcs 200mm long, where they intersect will be the point of our triangle. Draw up three more triangles and cut all your pieces out.



STEP ONE





STEP TWO

YOU WILL NEED

To build the Pyramid you'll need a ruler, modelling knife, PVA Glue, multipurpose filler and foamcard or Cardboard.

STEP THREE

Next I mixed up some multipurpose filler using the instructions on the pack. You can purchase filler or putty from any hardware store. There's a wide variety available but the best are those that dry rock hard and you mix up from a powder. This allows you to vary the consistency of the filler depending on how you'll be using it.

For this job I mixed up a paste that is spread over the four walls of the pyramid. Just before it's set I sprinkle some fine sand over the top of the filler to give it a more desert-like look.

STEP TWO

You'll need to glue these 4 triangles together. We used PVA glue and some pins held the pyramid together while it dried.



STEP THREE



STEP THREE
(still going)

STEP FOUR

Get a brush and paint it up...though the putty we use dries to a light bubonic brown like colour, so painting for this scenery piece is optional.



STEP THREE
(almost there)

Andrew Long, manager of our Melbourne store, is a modelling fanatic. For more ideas on Warmaster scenery (or any scenery for that matter) why not drop into Melbourne store for a chat!



STEP THREE

DESERT VILLAGE



STEP ONE (and a half)

Your desert village can be as crowded or sparse as you like, just make sure you have a house larger than the others. This will obviously be used by the chieftan.

STEP ONE

Measure out and cut a base from foam-card or some similar hard flat material. It will need to be about 300mm and roughly square in shape. Next measure up a 200mm square central to the base. This will be where the outer wall will be positioned.

To make the walls, simply cut three strips of foam card 80mm wide and 200mm long. You'll also need two strips which are also 80mm wide but only 60mm long. These are glued onto the square drawn onto the base. I use pins to hold them together at the corners, this adds strength while the glue dries. The three large strips are joined to form a U-shape and the smaller pieces are attached to the top of the U to leave a gap of 80mm. This gives us an entry to our village and a place to put the gate.

The gate is made from the balsa sheeting. Detail and texture is given by drawing the planking and wood grain into the wood by drawing it on with a ballpoint pen.

STEP TWO

With the base and walls complete it's time to make some buildings. These are easily done by cutting up some more foam-card. You'll need two pieces 30mm square for the ends of the building, and three more 60mm x 30mm for the side walls and roof.

Just glue and pin these five pieces together. A tip for the roof is to position the last piece about 5mm down the sides.

STEP THREE

The walls of the village and any buildings are then covered in the same multipurpose filler used to give texture to the walls of the pyramid.

YOU WILL NEED

If you get these things together you'll be able to make your very own desert village; a ruler, foamcard, pins, PVA Glue, multipurpose filler, modelling putty and 2.5mm balsa wood sheeting.

STEP THREE

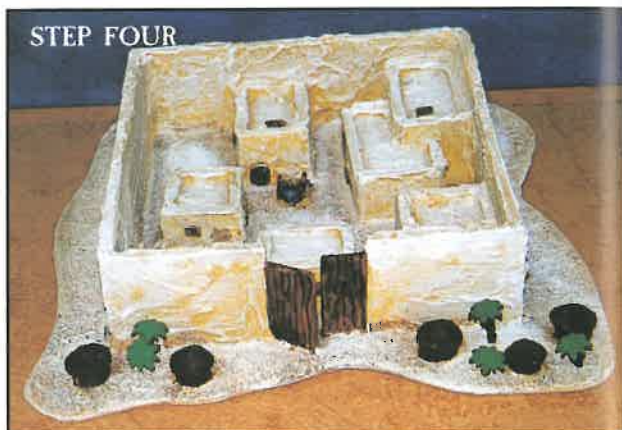


Above: It's the little details that can really make your scenery look great

STEP FOUR

Final stage for the base is to spread out some PVA glue and cover it in sand. The same process as was used on the oasis was used, where a really watery slurry of filler was painted over the sand and left to dry.

Adding detail to the buildings and walls such as doors and windows can be handled two ways. The easiest way is to paint these details on once you've got a base coat down. The best results come when you use some modelling putty, either DAS or Milliput work well, and you mould the doors and windows for your buildings. A trap door in the roof also helps make the building look more realistic (how else can those stands of archers reach the roof).



STEP FIVE

Finally you can paint up your village.



A unit of Undead Cavalry sally forth from their ancient desert village to do the bidding of their powerful Tomb Lord.

OASIS...THE SCENERY PIECE

YOU WILL NEED

To make a couple of small oases and give some colour to the large expanses of desert, you'll need scissors, cardboard or foam card, PVA Glue, sand, gravel, multipurpose filler, and a pack of 40K trees.

STEP ONE

Draw a rough oval shape about 80mm long by 50mm long onto your foam card. This will be the base of your new oasis, so grab the scissors and cut it out.

STEP THREE



STEP FOUR

STEP TWO

Next take a pack of Jungle trees and remove the small tops and stems, you can glue these together.

When these are dry you can dry glue them to the base.

STEP THREE

To make the edge of our water I made a circle of PVA glue on the base which was covered with gravel. Then the rest of the base, except where the water will be was covered in glue and dipped in sand.

STEP FOUR

This is the messy part but it helps make our scenery look more in keeping with the scale of Warmaster. Get a small amount of multipurpose filler (about 100 grams) and make a really watery slurry. This is painted over the sand and left to dry.

STEP FIVE

Finally we get to paint it. Over a white undercoat I paint the tree trunks scorched brown and the leaves Dark Angels green. These are drybrushed beastial Brown and Goblin Green to highlight. The sand is painted bubonic brown and drybrushed with Bleached Bone, and the water is painted Regal Blue with ripples painted Enchanted Blue.



STEP FIVE



So, there you have it, if you make a pyramid or two, some oasis and a desert village, throw in a sandy hill or two and you'll have all the scenery you need to set the scene for your Warmaster games. Why not try an obelisk, necropolis or even a Sphinx! Your table will look even more like a slice of Khemri, the fabled land of the dead.

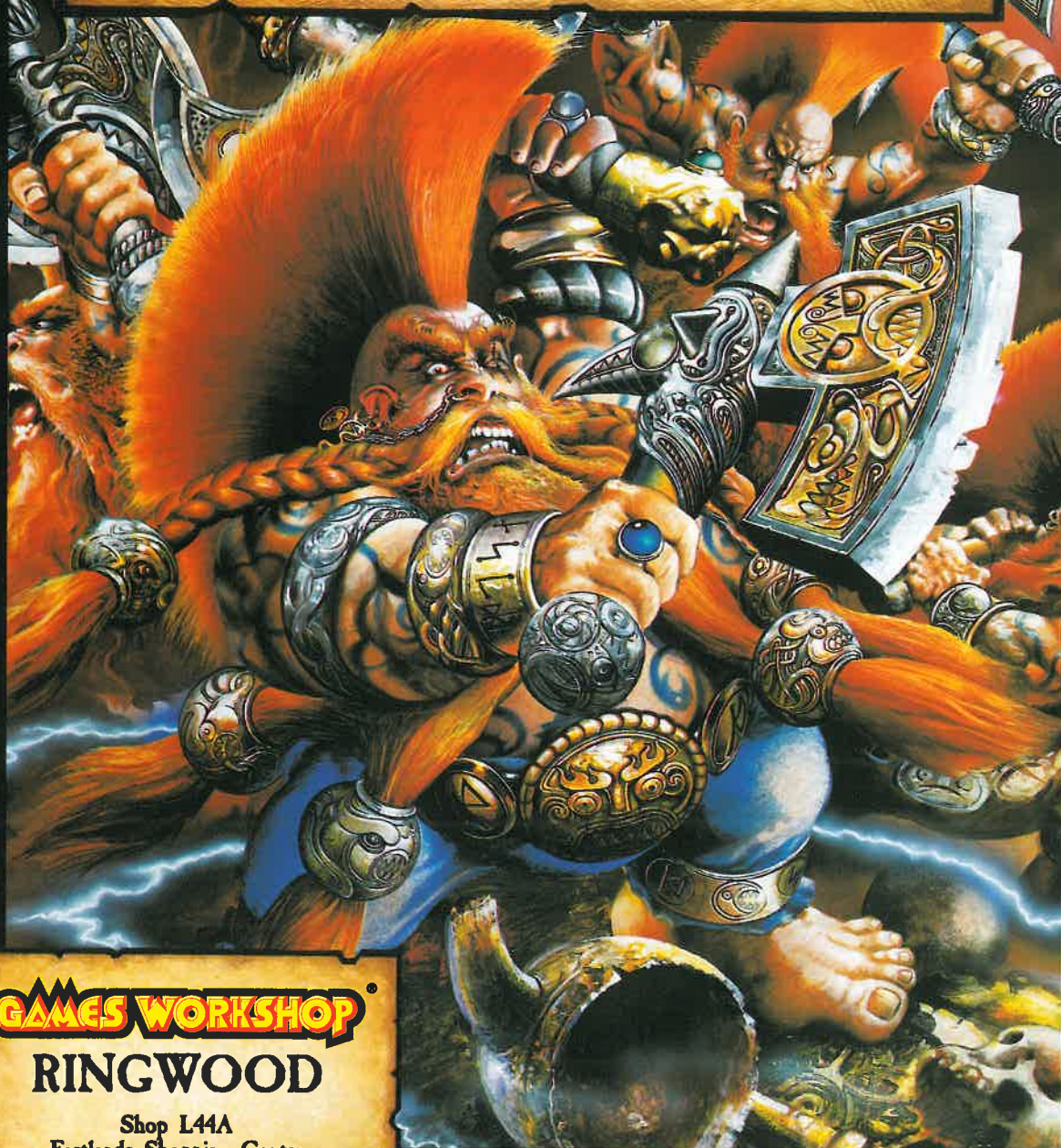


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THERE'S A FINE LINE...

by Mike Allen (Slaaneshi Daemon Lord)

After several years of great leadership from Richard Naco, the Warhammer Tournament at CANCON has grown into one of the premier events on the national gaming calendar. This year was no exception with gamers travelling to Canberra from Townsville (Qld), Adelaide (SA), and Auckland (NZ). We turned to our South Australian representative, Mike Allen, for his report on the event.

It was on a sunny Canberra afternoon that I flew in from Adelaide, to be picked up by local denizen and my host for the weekend Paul Naco. We dropped by the venue (Exhibition Park in Canberra) to say hello to Dave Taylor and his team and helped set up some of the scenery for the 25+ tables. On arrival at the Naco mansion, Paul showed me his Khemri army - very impressive. Even more impressive after we spent until after midnight, doing washes, textured bases, standards and movement trays!



Above: Over two hundred games of Warhammer were played in a friendly, competitive atmosphere.

Day ONE of CANCON is always a buzz, with hundreds of players turning up for table-top wargames, role playing and card games. This year there were 56 players in the Warhammer tournament being run by Dave. We all had plenty of time to say hello to players we'd met in previous years and the new players there for the first time (*Are you saying I took too long? - DT*). We also had five players from New Zealand this year, obviously looking for revenge for the Rugby World Cup.

The excitement built as Dave stood on a chair (trying to look serious and in control ... and failing) and called out the first round games from a random draw. I drew Mike Bantick (Skaven) from Melbourne. We had a great game, Mike had some bad luck and I scored a win. As we'd finished early I had a good look around at the fully painted armies on the excellent terrain, it was quite breathtaking. Around the hall I could hear a lot of laughter amongst the groans and cries of ecstasy as the dice rolled (sorry about the ecstasy bit, but I was playing Slaaneshi Daemons!). After lunch I suffered a sound thumping at the hands of Mike King (NZ) and his

WARHAMMER

ARMIES COMPETING

7 Chaos Demons, 7 Orcs & Goblins,
7 Dwarfs, 6 Wood Elves, 5 Lizardmen,
5 Bretonnians, 4 High Elves, 3 Empire,
3 Vampire Counts, 3 Chaos Warriors,
3 Skaven, 1 Dark Elf, 1 Tomb Kings of
Khemri, 1 Chaos Beastmen.

Lizardmen, a sharp reminder of just how tough Stegadons and Slann Mage Priests are! Mike was a terrific guy to play against and a fine example of a top line player with the right attitude. Game three was against Ken Ferris and his Wood Elves. Ken hadn't played against Slaanesh Daemons before and I think he was surprised how quickly my Daemonettes overwhelmed his army. This was another fun game, even though a bit one sided in the end. Day ONE ended with me watching some of the other games and being amazed at Neil Stehr's ENORMOUS zombie-based Vampire Counts army.

Day TWO dawned and I was looking for a good day (I was in a good position with two wins and a loss so far). Dave jumped on the chair again and called out the games for round four (still not quite managing the serious and in control bit). As we were now drawn against opponents with similar results I expect a tough day and surprise, surprise, that's what I got. However, things did go fairly well with draws against Chris Townley (NZ) and his Bretonnians (turned his general - yes!), and Bruce Tobin's Dwarves (his Organ gun wiped out the entire mounted Daemonette unit worth nearly 700pts - ouch!). I rounded out the day with a loss to



Above: The gamers were playing for up to nine hours a day.



Above: The CANCON Warhammer tournament has been growing over the last few years, this year we had 56 entrants!

Greg Johnson's Wood Elves (he broke my army and I was within 4 figures of breaking him, my turn next with my Daemon princes about to charge – so near and yet so far!).

Day THREE and I was managing to cling to a place on the top ten tables. Dave stepped onto the chair again and called out the next round (having given up on the serious and in control, injecting some humour instead – with success!). I played Graham Curry (Khorne Daemons), just what I hoped for, another win and I'd make Greater Daemon yet. Graham had a game he'd much rather forget. Daemon Prince ko'd, failed 5 rally attempts on his Dragon Ogres, Bloodletter Champion in the Bloodcrusher unit turned to a Chaos spawn, a big win for "Slaanesh's own"! I was in with a chance I thought – wrong. Game eight I played Reid Pittams' (NZ) Orcs & Goblins. He gave me a real lesson in Warhammer and I lost by 28 points, couldn't lose to a nicer guy. Well that was the last game over and CANCON for 2000.

Presentations were met with good natured jokes but all winners received very genuine applause – everyone felt part of a very successful event and I'm certainly looking forward to the next one. Dave and his boys (Tero "Spanky" Kanko, and Mark "I'm English" Anscombe) get a loud and spontaneous round of applause from the players for all their hard work, well done!

So, what were the high points. My award for the most alarming unit went to Adam Tennant's (NZ) Pink Horrors - fluorescent pink! You could see where Adam was playing from anywhere in the building providing

you had line of sight to his table, absolutely dazzling. The most memorable thing about CANCON 2000 was the great spirit the games were played in. Everyone had a good time and even some of the most intense games on the top tables ended with smiles and hand shakes.

It was also a great tournament for Slaanesh with Jim Guidotti (Daemons) winning overall, Julian Gatt (Warriors) sixth and myself (Daemons) eighth. I was particularly pleased coming fourth for Sportsmanship.

So for those who haven't tried yet, give tournaments a go, they can be great fun. Ask the organiser for a copy of the tournament restrictions and be cautious of tournaments with rules that have no points for sportsmanship and army theme/balance. These tournaments tend to

emphasise winning at all costs and generally only fun for those who are in the top two or three players. At CANCON players were drawn against those who had a similar win/draw/loss record. I saw a lot of great games amongst some of the less experienced players who were playing someone with similar skills. Many of the experienced players went over to these games after their games were over to offer support and help with the game mechanics. Overall, I can't wait until next year for CANCON and this years tournaments to come.



Above (Left to Right): Shaun Harding (Best Painted), Neil Dorney (3rd Sportsman), Mike King (1st Sportsman), Scot Cranfield (2nd Overall), Rowan Keating (Worst Defeat), Jim Guidotti (1st Overall), Evan Ferris (Quiz), and Neil Stehr (3rd Overall).

Below: The assembled competitors after the long haul.



WARHAMMER[®]

40,000

In the past my experience with tournaments has been assisting Dave organise the various events that Games Workshop has sponsored and run over the past two years. With Dave taking care of the Warhammer Tournament at CANCON this year it fell to me to organise 40K. My goals were simple, provide the entrants with a diverse and challenging tournament where everything ran according to plan. Well, let's just say that I was able to provide the entrants with a diverse and challenging tournament.

Over the three days of competition 64 gamers played 8 games of 40K each with missions ranging from Night Fight to everyone's favourite, Patrol (sorry). Everyone who attended had a great time and there was a fantastic attitude from the players.

I must thank Richard Chambers who volunteered to be a Tournament Judge and special thanks must go to Ben Lannan for staying up till 3am each night with me to prepare everything for the next day's gaming.

I must also offer sincere apologies to Aimee Kinnear who actually came in 44th spot (not last as the computer originally told us). Apologies to everyone that I also called the wrong name on the last afternoon.

Thanks to everyone who attended, see you at the next one.

BOOSTER

File: 40K001



Tero "Spanky" Kanko after we had set up 60 gaming tables for both 40K and Fantasy.

File: 40K002



Brett Grimmond and Bob Hook fight for control of a Hive World.

File: 40K004



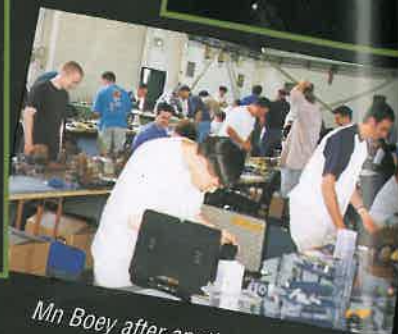
Miranda Retail Storeboy Bryan Cook and John Travers fight it out in the Badlands.

File: 40K003



Brett Hollindale and Dennis Lee battle across an Urban battlefield.

File: 40K005



Mn Boey after another victory for his Space Marines.

CANCON 2000

File: 40K006



Colin Toh with his lucky squig. His lucky squig helped him into lucky 13th place.

File: 40K007



Steve Lake and Scott Grey battle it out on an Ice world.

File: 40K008



INFERNO! contributor Matthew Farrer battles over a desert landscape.

File: 40K009



Booster congratulates Antony Wyatt on his 1st place.

File: 40K010



From left to right, Brett Grimmond 3rd place, Antony Wyatt 1st place, Clint Richards 2nd place.

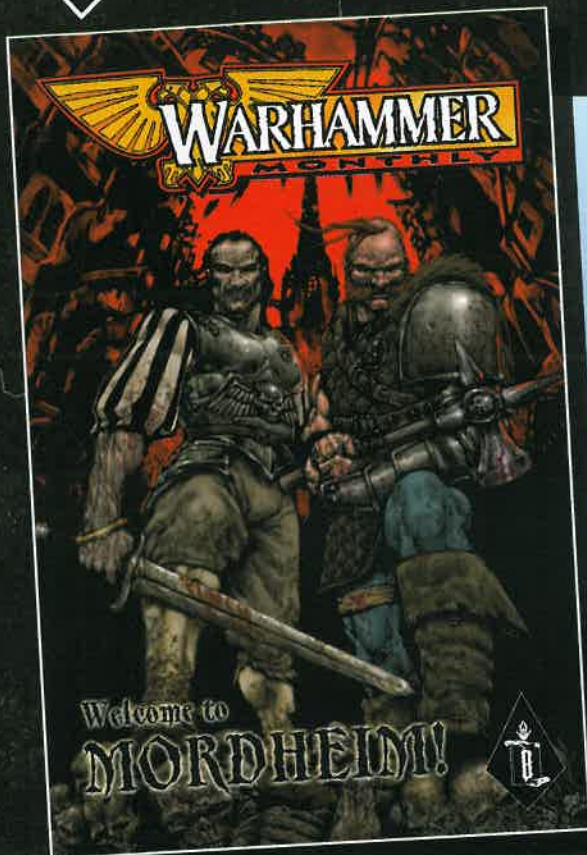
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Cancon 2000 Warhammer 40,000 entrants.



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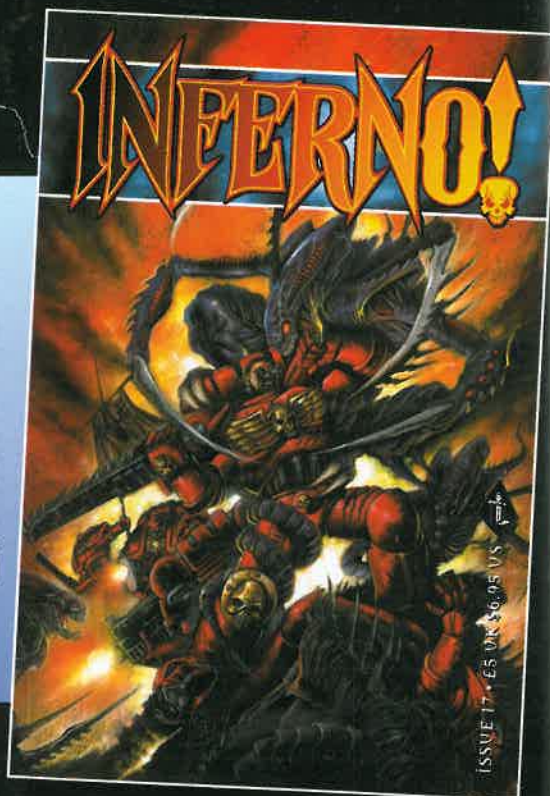
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Civil War!

By Jonathan Green

Jonathan has been looking at battles between armies of the same race and here he explains how these can be recreated on the battlefield...

The inscrutable Lord Bloch surveyed the army of the venerable Lord Skrin arrayed before his pyramid-temple on the Plaza of Broken Bones. Behind the rows of Skink archers and alligator-headed Saurus, great ancient reptiles lumbered along the Avenue of Scorpions carrying boudabs packed with yet more javelin-wielding, crested lizards.

Cold One Riders darted on their steeds between the fallen columns of the barrios and the shadows of Terradons swept over the jungle-reclaimed ruins at regular intervals. At the back of the lines, Skink runners were goading Salamanders into disgorging their venom, by prodding their bellies and sides with blunted spears.

Lord Skrin was confused. The inscribed golden plaques that lined the walls of the vault deep at the heart of the Temple of Chotek made it clear that it was part of the Old Ones' world plan that the Totem of Stiqinsekt should remain within the city of Ptel-Sevaaliz. The poor, misguided Skrin believed that it was time to lead a crusade against the Realm of the Dead to the south, and required the Totem for its potent powers of protection against necromantic magic.

But such an action was not yet to be considered before another twenty-two revolutions of the world around the glorious orb of the Sun God. Why Lord Skrin was under this delusion Bloch did not know. Perhaps even a creature as old and wise as the Slann was fallible and had made a miscalculation, or perhaps there was a more sinister reason. Could it be that the corrupting influence of a Xlanax was disturbing and disrupting Skrin's thoughts?

As he contemplated his rival's error, the Mage-Priest whipped out his tongue, catching a buzzing, long-legged insect on its sticky tip before recoiling it back into his cavernous frog mouth.

Marshalled on the steps of the temple were a host of Saurus wearing the skulls of Stegadon young on top of their own scaled and bony heads. There was movement among the ranks as Bloch's warriors shuffled impatiently or adjusted the weight of the bronze halberds they gripped in their clawed hands. The brutish Lizardmen were not used to thinking deeply about anything, whereas Bloch had spent a decade considering the ever-changing spectrum of colours visible within the faceted eyes of a dragonfly.

Ryodejanero, the captain of the Bloch's Temple Guard snorted and the orange patches on his mottled blue skin turned a brilliant red. Truly Chotek was lending his divine inspiration to the defenders of Ptel-Sevaaliz. The Sun God had spoken. Bloch croaked the command for his elite warriors to attack.



There are examples of civil unrest spilling over into full scale war for every race of the Warhammer World. However to help inspire any budding rebellious Generals out there I have decided to highlight particular cases for each one. These events and periods in history could be used as the setting for a whole series of battles, pitting like against like.

Undead



The machinations of the Lords of the Undead have also led to internal strife over the centuries of their maggot-ridden existence. Liches, Vampires and Tomb Kings have all clashed in their vain quests for immortality.

Frequently civil war has broken out among the Undead as a result of the Supreme Lord of the Undead himself. In his long, over-extended unlife, the Necromancer Nagash has sought to rule over all of those armies raised from the corpses and skeletons of the dead. Those mummified Tomb Kings of Khemri raised by Nagash's Great Ritual fear the Supreme Necromancer's plans and have taken arms against him on many occasions.

Whether it be the infamous von Carstein line of Sylvania, the hedonistic, manipulative sisterhood of the Labmians, the decaying Necrarchs, masters of the dark art of necromancy, or the noble yet corrupt Vampiric Order of the Blood Dragons, at one time or another in their long and dreadful history, the Lords of the Night have had cause to raise arms against each other.

It has been remarked on many occasions that if the forces of evil could only stop fighting among themselves, the world would have been their's centuries ago. However, between 2132 and 2145 the Undead themselves took advantage of another vicious civil war that was dividing the Empire and launched a surprise attack under Manfred von Carstein.

Introduction

The idea for this article first came to me a few months ago when I was compiling the composite timeline for 'And Time Will Tell' (WD231). Whilst reading through the historical annals of all the races of the Warhammer World it soon became apparent that, at one time or another, every race has fought itself (WD231 details the background behind historical battles and also has a detailed timeline).

Of course, for some species, such as the Orcs and Goblins, this is a regular occurrence. Many of the different races of the Warhammer World fight amongst themselves to see who is the strongest and so who will be their leader, such as the Children of Chaos, the Beastmen. However, even such noble and civilised races as the Lizardmen of Lustria have suffered civil war within their midst.

So, I thought, what would it be like to fight out some of these battles of civil strife? What would be the restrictions on the two armies if they both came from the same race? How could magic items be used fairly? How would some troops' particular talents be affected by fighting other warriors of their own kind? There was only one thing to do, and the result of my research and experimentation is this article.

Why fight a civil war?

When there is so much variety among the races of



▲ Slann Mage-Priest Quizitec relentlessly attacks a warband led by Slann Mage-Priest Quirmitt.

Warhammer, so many different scenarios you can play, so many different ways of playing the game, why fight a battle against a player with the same race as you?

The first answer to the question is quite simply, 'Why not?' Although there are potentially a plethora of different battles and whole campaigns you can fight in Warhammer, by fighting an internecine war you add even more variety and another set of challenges to the game. It means that there will be a whole new cadre of opponents out there to pit your tactical wits against.

And of course, it gives you the added incentive of really putting in the work on your army, to give it its own unique identity and to make it stand out on the battlefield. Many races give you the perfect opportunity to do this: the Bretonnians with the continuity of their heraldic coats-of-arms, the various colours of the different spawnings of the Lizardmen, and the uniformed regiments of the various provinces of the Empire.

Fighting a civil war scenario can really enhance your games of Warhammer. It provides an opportunity to test out the different aspects of a race. For example, you could see how a cavalry-based Orc force, riding Boars, would fair against the infantry and war machines of Goblins. Alternatively, a large number of poorly-protected troops could take on a smaller band of heavily-armed soldiers, such as in a Bretonnian peasant revolt being quashed by a Duke's Knights of the Realm.



A blood-curdling roar issuing from its throat, a Kroxigor twice as tall as any Saurus warrior swung its bronze-bladed axe through the line of Skinks, decapitating the Shaman Rikkimbattin. The battle-roar became one of triumph and the crocodile-mouthed monster advanced into the ranks of Mage-Priest Bloch's army.

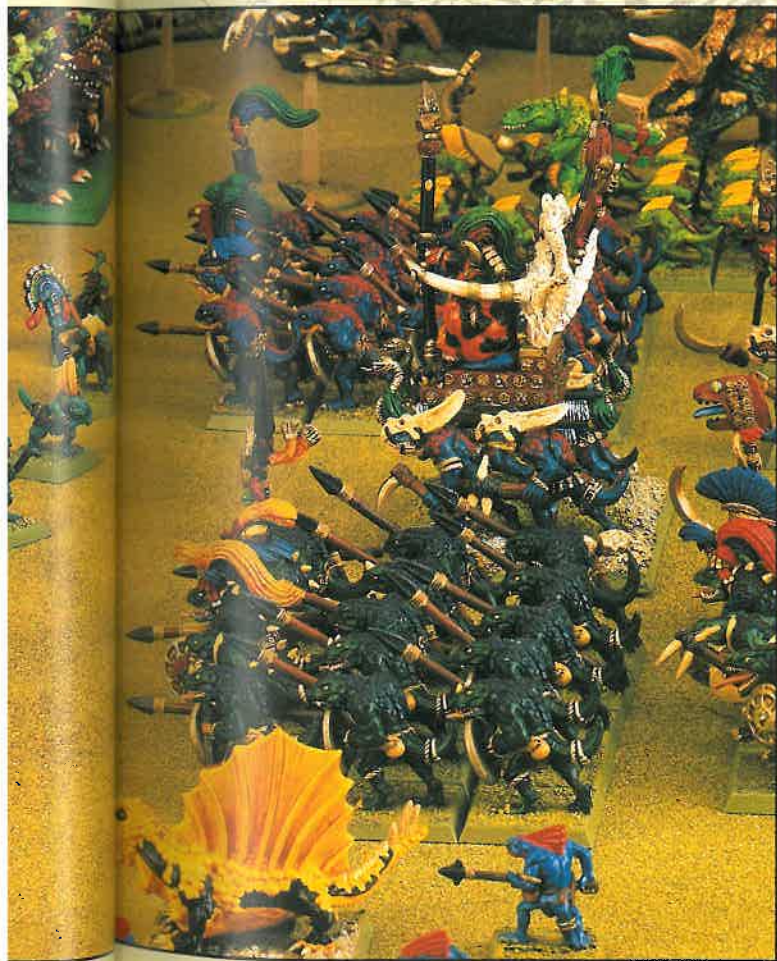
A deep rumbling, like distant monsoon thunder, became audible below the clamour of battling reptiles and the ground became like rippling sand. With a crash, trees and huge blocks of masonry disappeared into the earth as it was split open by the quake. Bellowing in fear and anger, a Stegadon keeled over into the newly-opened fissure that yawned beneath its feet.

Lord Skrin felt his amphibian skin pimple as the magical energy of the ley line poured through him. The Slann's mastery of magic was total, making them the greatest sorcerers in the world. So great was their power that they could tear continents asunder, raise mountains where before there had been level plains, and, where once there had been scorching deserts, create vast oceans.

Before him the destruction of Ptelt-Sevaalitz continued. Pillars were toppled and statues shattered. A boom signalled the collapse of the pyramid vaults and clouds of dust were thrown up into the humid air. Skrin could feel the energy radiating from the Totem of Stiqinsekt now stronger than ever. It poured from the pinnacle of the pyramid in a torrent. The sacred treasure was within his grasp at last.

Bloch was an arrogant fool. When his misjudgement had been corrected, the Slann of Lustria would be able to continue with the implementation of the Old One's ancient plan for the world.

Only dimly aware of the battle raging between the two Lizardman factions all around him, Lord Skrin allowed his Saurus bearers to carry his palanquin across the root-broken stones of the plaza into the shadow of the once great Temple of Chotek, now no more than a ruined shell. It was time, he decided, for a meeting of minds: one from which only the strongest, purest and most logical would emerge unscathed.



Chaos



It is the nature of Chaos to fight amongst itself. Within the dark dimension that is the Realm of Chaos, the four brothers in darkness vie with each other for dominance. Khorne, the Lord of Skulls, is the most powerful of the Chaos Gods. Tzeentch, the Changer of the Ways, is second to him in power while Nurgle, Lord of Decay, is third and Slaanesh, the Prince of Chaos, is the weakest of the four.

On the mortal plane, the followers of the dark gods constantly fight for the favour of their patrons, for it is only by committing acts of unspeakable atrocity and reaping souls for their masters that they may hope to attain Daemonhood. On the very borders of the Realm of Chaos, in the Northern Wastes, Champions of Chaos march from their twisted fortresses to fight endless battles among themselves to satisfy their eternal bloodlust or desire for death. North of Kislev, in the lawless lands known as the Troll Country where no lord holds sway, warbands strive for ascendancy over each other. And at the centre of the Empire, within the depths of the Drakwald Forest, Beastmen face each others in trials of combat to see who will lead them, when brutish violence and animal cunning are considered the prime traits of leadership.



Elves

If you look back far enough into the mists of time you will find that the High Elves and Dark Elves were once of the same race. Even now, it is not genetic differences which separate the two peoples but instead it is their totally contrasting outlooks on life that divide them. As a result, the most well-documented instance in which the Elves have suffered civil strife was during the time of Caledon the Conqueror.

The war initiated by the Witch King's treachery and his desire for power and control resulted in the Sundering, when much of northern Ulthuan was sunk and the Black Arks were raised. Even once the Dark Elves had fled to Naggaroth, the war against those who had once been their kin continued in the form of raids and pirate attacks. As a result, it could be said that although the initial battles lasted for around five centuries, Elven civil war has really lasted for over 5,000 years!



Lizardmen

Even the strictly-structured nature of the Lizardman civilisation, and the determination of the Slann Mage-Priests to carry out the divine plan of their ancient, alien gods, has in itself led to civil war amidst the jungles of Lustria. Many thousands of years before the founding of the Empire and the settling of Bretonnia, the last of the first-spawned Slann inscribed the great world plan of the Old Ones onto sacred gold plaques before they perished along with their gods when the polar warp gate collapsed.

However, over the many centuries that have since passed, the plaques have been copied and recopied so many times that occasional mistakes may have entered the sacred plan and subtle details altered. Half of the sacred plaques ever created now no longer lie within Lustria at all, having been plundered by invaders of many races. As a result, every sacred plaque in the possession of the Mage-Priests is precious as it might contain vital pieces of information concerning when the continents are due to shift or when volcanoes should erupt.

Unfortunately, as not all the plaques under the protection of the various Mage-Priests relate the same aspects of the great plan, inconsistencies in the Slann's interpretation of what the Old Ones intended can and do arise. Each Slann will then do all in his power to make sure that the plan, as he sees it, is carried out.



Orcs & Goblins

It is in the nature of the green-skinned races to fight amongst themselves – constantly! So prevalent is the in-fighting that the lands between the Black Mountains and the World's Edge Mountains are known as the Badlands because of the danger presented by the interwarring tribes of Orcs and Goblins.

The only way of becoming a Warboss is for an Orc to fight off any contenders for the position. As a result, only the strongest, most savage, and those Orcs that display some level of animal cunning will lead a tribe as it rampages through lawless lands. For example, around the year 1705, by the Imperial reckoning, the Orc Warlord Gorbard Ironclaw united the Ironclaw and Broken Tooth tribes by defeating his rival, Crusber Zogoth.

Apart from allowing gamers who collect the same army to play against each other, another advantage of such scenarios is that a larger army can be split in half to fight against itself giving a newcomer to the game a chance to field a battle-ready force or an experienced General the chance to try out fielding an army new to him.

There is no reason why you only have to fight pitched battles against each other either. If you so desired, you could fight out your civil war games using Warhammer Siege rules. The only serious restriction in such internecine scenarios is your own imagination!

Restrictions on civil war games

So, whether you have chosen an historical internecine war to re-enact or have come up with your own scenario (which could be anything from Imperial border disputes to a challenge from another Orc Warboss for leadership of the tribe), there are a few other factors you might like to consider before commencing.

As in almost all games, a civil war scenario will have its own restrictions and particular idiosyncrasies. These restrictions fall into four main areas: special characters, magic items, troop types and special abilities.

Special characters

If Vlad von Carstein leads your Undead force into battle during the Wars of the Vampire Counts, then obviously Vlad von Carstein cannot be your opponent's General as well. If that were the case, it would make a mockery of the carefully worked out background of the Warhammer World (for which it is so rightly renowned), and the game itself.

If you are being totally consistent then, however tempting it might be, you would have to make sure that Vlad's opponent was also alive, or at least Undead, and warmongering at the time as well. For example, Manfred von Carstein did not vie for his claim to rule Sylvania until during the Winter War of 2132, when Vlad had been properly dead for eighty years (as I explained in 'And Time Will Tell', WD231).

Magic items

In a similar way to the prevalence of special characters, if your Troll Slayer is wielding *Gotrek's Axe* then the opposing army's Dragon Slayer cannot carry the same axe. I mean, how many axes belonging to Gotrek are there out there exactly?

If one particular weapon, artifact or magical standard has been taken by one side then it should not be carried by the opposing force in the conflict as well! (It's really quite straightforward when you think about it.)

Troop types

It is not totally necessary but you might want to limit the choice of troop types for one side or the other. This could help to characterise your army, or might even be an essential element of it, depending on the imagined background of whoever's leading your army. If your old Imperial General holds no truck with Tilean developments in ballistics, then his force would not include any cannons and it would also influence who could be hired by way of Mercenary units.

Another way to make troop selection interesting would be to simply roll a dice for each troop type on the list. An even number means that Player A can include them in his force, an odd number means they go to Player B (of course a few bouts of dice-rolling might be required otherwise you could end up fighting some rather unbalanced battles).

Special abilities

Many troop types and special characters have very particular talents as listed in the Special Rules section of their profiles, and yet even this can have a profound effect (other than that normally expected) on a Warhammer game of civil war warfare. Many special abilities rely on the inherent differences between particular races. For example, the Dwarfs hatred of Orcs and Goblins or the Dark Elves' loathing of High Elves.

However, when an army is fighting others of its own race, a surprising number of these special rules will no longer apply, or will at least have little effect. Vampires are notorious for the hypnotic power of their transfixing stares but of course such an ability would have no effect on another Vampire. The touch of a Wraith will drain the life from a living creature but of course other Undead, bound to the will of a different Necromancer, are not living creatures.

You can use your own common sense when deciding just how far some rules will need to be modified, or ignored altogether, and then, as long as both protagonists agree, you can go ahead and adapt them accordingly.

Mercenaries

The Dog of War Warhammer Armies book is an invaluable tome for those considering bolstering the lines of their armies of insurrection. Dogs of War mercenaries could be just what you need to plug that gap in your defenses or provide you with those shock troops you've been looking for.

If it is airborne troops you are seeking, then look no further than the Birdmen of Catrazza. For an Imperial General bearing a grudge and lacking artillery support then call on the services of Bronzino's Galloper Guns. If you can find them, maybe you can hire Long Drong Slayer's Pirates. Or, if you just need something big and heavy to smash through the enemy lines, then Golgfag's Mercenary Ogres are the guys your army has been crying out for!

What Next?

Having gone through these attributes of a civil war scenario I sat down to design my own. Later in this issue of the mighty White Dwarf you'll find 'Warpstone', an example of what can be achieved in a civil war scenario. It includes the historical background to the battle, key characters and even the odd twist in the rules – just to make it interesting.

So whether you are a rebellious Imperial noble, fighting to carve out new estates in the Border Princes, or a Beastman Warlord desiring to better his position among the servants of his Chaotic patron, throw off all regard for fraternity and take up arms against your fellow man! It's insurrection time!

Dwarfs



In general, the Dwarven race is mercifully free from civil unrest among its people. However, just as with the High Elves and their dark kin, the Druchii, the Dwarfs could be seen as having mortal enemies who were once their brothers. However, among their own people, Dwarfs are renowned for their inability to let a slur on their person, family or clan pass. These

then become the infamous grudges. Some are rightly deserved and recorded in the Great Book of Grudges held within Karaz-a-Karak, the ancient Dwarf capital.

Brettonnia



Even the land of chivalry and honour has seen its fair share of civil conflict. Apart from the occasional commoner uprising, the most noteworthy incident of a nation divided, and one which was so potentially destructive for Bretonnian culture, was the Affair of the False Grail.

In 2297 Maldred, Duke of Mousillon, and his sorcerous consort, Malfleur, attempted to take the throne of Brettonnia for themselves. Following the untimely death of King Jules the Just, the country was thrown into turmoil. Amidst the confusion, Malfleur had the Fay Enchantress captured while Maldred paraded a burial mound goblet before the Knights of Brettonnia as though it were the Grail itself. When at last the Enchantress was freed from the dolorous Dunjon of Dol by the gallant Gaston de Geste, the Duke of Mousillon and his lady were declaimed as traitors and their domain besieged by the true knights of Brettonnia.

Chaos Dwarfs



What little Imperial scholars know of the foul race known as the Chaos Dwarfs still reveals civil warfare between the residents of the Dark Lands, although in this case it is not so much among the Chaos Dwarfs themselves as among the different races that make up their armies.

The histories of the Chaos Dwarfs speak of a revolt by the enslaved Orc and Goblin tribes, led by the Black Orcs (who had themselves been created through the Chaos Dwarf Sorcerers' own dark experiments). Having started rebellions on many previous occasions, the well-organised Black Orcs led their armies to ravage much of the great ziggurat of Zharr-Naggrund.

Skaven



Skaven society is characterised by constant squabbling, political scheming, and assassination. However, all-out war has also resulted from the plotting of the Clan Lords. When Clan Pestilens, long thought lost, returned from the fetid jungles of Lustria, the Plague Lords initiated the first Skaven civil war.

Then, around the year 1850 by the Imperial record, the Skaven Under-Empire erupted into civil war again. As the other Lords of Decay tried to remove Clan Pestilens from the Council of Thirteen, the Plague Lords attempted to seize the temple of the Horned Rat in Skavenblight. This second civil war was in its fifth century when it was finally ended by the manifestation of the Horned Rat before the Council of Thirteen beneath the city.

The Empire



The most well-known period of civil unrest recorded by historians of the Empire is that of the time of the Three Emperors. Following the death of the Emperor Mandred Skaven-Slayer in 1152 by the Imperial Reckoning, Ottilia, the Elector Countess of Talabecland, declared war on her rival, the Elector Count of Stirland. The Imperial crown passed from one Elector Count to the next until the entire Empire had devolved into separate warring states.

From 1360 right up until 1799 there were always at least two Emperors, the elected Emperor and the Elector Count of Talabecland, with the Count of Middenheim also proclaiming himself Emperor in 1547. None of these Emperors at this time commanded much loyalty amongst the other provinces and so open hostilities frequently broke out along their borders.

Ibn Sullan froze. The entrance to the tomb lay only a hundred yards away, flanked by skull pillars and itself carved by long-dead artisans to resemble the decayed face of some ancient and evil ruler. Not for the first time in his long, thirsty journey through the desert lands, to relieve the burial chambers of Khemri of their treasures, Ibn blessed himself, although alone out here, his all-seeing, all-powerful god seemed very far away.

The treasure-hunter wiped the sweat from his brow and peered through the shimmering heat-haze at the dark doorway. Was it just a mirage caused by the desert, an illusion created by heat-stroke, or was there really something moving within the entrance to the half-buried necropolis?

And then the Liche Priest emerged from the darkness into the midday sun. Dressed in the ceremonial robes of a long-forgotten age, the Liche, its hideous face pallid and drawn yet still recognisably human, began to intone the awakening rituals of its ancient cult in a language as dead as the civilisation of Nebekbara.

In petrified horror Ibn watched as an army of the dead poured from the gaping skull-mouth doorway. Skeletons, the bodyguard of the interred ruler bearing weapons of ancient design, although no less effective for all that; yet more skeletal warriors mounted on the carrion-polished bony frames of undead steeds, some bearing tattered, dusty banners; other deathless horses pulling chariots constructed from the calcified remains of unknown monstrous creatures; and the vengeful lords of Khemri, doomed to an immortal existence trapped within the wasted bodies of pitch-daubed mummies. The muster of a Tomb King was marching to war.

Ibn had heard tales told in hushed whispers on moonless nights at desert watering-holes, that the mummified Tomb Kings of Nebekbara fought in

death as they had in life, for domination of the necropolis cities of that parched land. But he had not paid any heed to the truth of such stories – until now.

Still more Skeletons rose from the sands of the desert, bone-white talons, picked clean by flesh-eating scarabs, breaking the surface of the arid land to drag fleshless corpses from the unmarked graves of a battlefield.

Ibn Sullan heard the approach of the Tomb-King's enemy before he saw the warhost crest the dunes to the east. The opposing force was an awesome sight. As far as the eye could see along the horizon stood line after line of soldiers and war-chariots, waiting for the signal to attack. But these opponents had long ago been freed from the restrictions of flesh and mortality. Like the force that had issued from the mortuary chambers before him, this invading army was an army of the Undead.

A double-beat on an out-sized, skin-covered skull echoed across the burning plain. As one the enemy advanced. The Skeletons' tarnished armour glinted through the flickering distortion of the sun-scorched air as the battalion of bones strode purposefully, and yet with no will of its own, towards the necropolis. Before the walls of the necropolis the two sides met.

Ibn watched for over an hour as the two Undead armies clashed on the sands before the tomb complex, not daring to move from his hiding place. Dry bony joints clacked and rattled as the two sides fought, while hoarse cries rasped from parchment-dry throats. As the soldiers of the Tomb Kings collapsed in piles of skulls and bones, mere moments passed before the shattered Skeletons rose up again to carry on fighting for their immortal masters.

Who knew what ancient feud was being re-enacted here, on the burning sands of Nebekbara? An enmity so bitter and intense in life that it compelled dead men to rise from their burial places and continue the incessant conflict millennia later on the parched plains of the Land of the Dead.

White-hot pain lanced through his body and, in a spasm of agony, Ibn whirled round. His shock-opened eyes saw the skeletal figure looking down at him from the rock with its leering death's-head grin, the bones of its ribcage and spaces between in perfect silhouette against the yellow sky. It was only then that the Arabian looked down at the shaft that had transfixed his body. His vision blurring, he saw his own blood run along the spear to the tip before dripping onto the sizzling-hot sand. Then the darkness of eternity took him.

The body of the tomb robber twitched. Stiffly it sat up and looked down at the spear protruding from its body almost curiously, as if it was surprised to see it there, and then carefully pulled it free of the dead flesh. At the will of another, more potent mind, incalculably-old, the corpse rose to its feet, the spear gripped firmly in its dead hand, and joined with the rest of the Tomb King's army as it prepared to vanquish its enemy once again, as it had done century after century after century.



Warpstone!

By Jonathan Green

Since Jonathan has given us the lowdown on all manner of occasions where a race will fight amongst itself, we thought it only fair that he give us an example of this internecine warfare...

Jonathan: This example of how you can pull out all the stops when playing a civil war scenario was inspired by the fantastic Skaven spread featured in White Dwarf 230. Hence 'Warpstone' was born, in which the tale of the Battle of Putrid Pit and the conflict for the possession of the warpstone mine unfolds...

Beneath the festering hole of Putrid Pit there lies a rich vein of warpstone. During the fourth century of the second civil war of the Under-Emptire, this warpstone was mined by Skavenslaves of Clan Skryre, under the command of Warlock Klawmunkast. The Warlock had great need of the black-green rock for his bizarre engineering experiments. Klawmunkast used the warpstone to power the incredible machines constructed, under his supervision, by his minions.

Morbus Sanguis of Clan Pestilens, however, also desired to be in control of the warpstone mine. A favoured agent of the Arch-Plaguelord, the Plague Priest and his monks had developed a deadly new strain of plague, known as the Yellow Death. Warpstone dust was an essential element used in the creation of the disease and Morbus needed as much as he could get his paws on if the Yellow Death were to ravage the races of the up-worlders. The Plague Priest saw a ready supply of the rock right under his feet at Putrid Pit, if only he could seize it from the grasp of Klawmunkast.

So, gathering his devotees of corruption about him, Morbus Sanguis marched his ratmen into the tunnels of Clan Skryre. But the Warlock was ready for him. Klawmunkast's spies had warned him of Morbus's intentions, giving the Warlock just enough time to complete his latest and greatest invention – the Rat Tank! This monstrous, warpstone-driven machine had never before been tested in battle but as Klawmunkast himself declared, "Now is as good a time as any! Yes, yes!"

The two sides met within a vast cavern beneath Putrid Pit, Klawmunkast's mighty war machine rumbling over the fissured rock floor as Morbus's Plague Monks chanted the doom of all followers of Clan Skryre. To the chattering of a hundred rat-voices, the battle began.

Translated from Rat-Scribe Virmyrn Squeek's account of the Battle of Putrid Pit and adapted by Herman Gunst, Scholar of Nuln.



The Set-Up

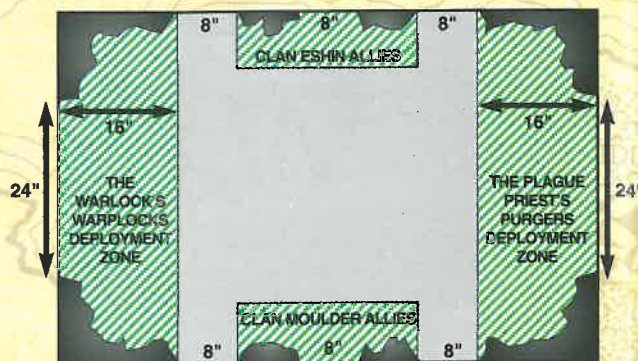
The battle takes place within a vast cavern deep beneath the Grey Mountains. As a result only certain areas of the table edges are accessible for moving troops onto or off the battlefield. To represent this, arrange terrain around the table edge to represent the walls of the cavern (you could use rocky outcrops, piles of books or even masking tape). Leave three tunnel openings on each side of the board as shown in the deployment diagram on the right.

Because the cavern is directly above the warpstone mine workings there are a number of extra, random hazards present in the cave. To represent this a unique Random Terrain Generator has been specially created for this scenario. Use this as explained on page 38 of the Warhammer Battle Book.

Resolve who fights first and how many turns the battle lasts for as explained in the Warhammer Battle Book. At the end of the battle, work out how many victory points each side has (page 40 of the Warhammer Battle Book).

Skaven Allies

In the battle for the warpstone mine, each side may include Skaven from another Clan among their number. However, since those allied clan members will not fight against



others of their own group in this battle, Klawmunkast's and Morbus Sanguis's armies may only employ rats from either Clan Eshin or Clan Moulder. Which side takes which allies can be decided by the roll of a dice or through mutual agreement.

The Warlock's Warplocks

Klawmunkast's army consists of 2,000 points chosen from the army list in the Warhammer Armies Skaven book in the usual way but with the following restrictions:

- Klawmunkast must be the army's General.
- The Warlock's Warplocks may not include Skaven of Clan Pestilens.
- The Warlock's Warplocks may include Skaven of either Clan Eshin or Clan Moulder, but not both (as explained above). No other allies are allowed.
- At least 25% of the army's points value must be spent on war machines.

The Plague Priest's Purgers

The army of Morbus Sanguis consists of 2,000 points chosen from the army list in the Warhammer Armies Skaven book in the usual way but with the following restrictions.

- Morbus Sanguis must be the army's General.
- The Plague Priest's Purgers may not include Skaven of Clan Skryre.
- The Plague Priest's Purgers may include Skaven of either Clan Eshin or Clan Moulder, but not both (as explained above). No other allies are allowed.

NB – Neither Skaven force may include Verminlords, as the events related here took place before the Horned Rat made his existence known to the ratmen.

Special Characters

Klawmunkast

Warlock Master250 points

Klawmunkast is the leader and inspiration of the Warlock's Warplocks. He is an enigmatic yet enthusiastic commander. The Warlock is also renowned for his bizarre experiments with warpstone and for his formidable, if somewhat incomprehensible, technological inventions.



Putrid Pit Terrain Generator

Roll 2D6 to determine each item.

2 UNDERGROUND STREAM OR RIVER

The stream or river must enter and leave at a table edge. It may have a single crossing place, such as a bridge or ford if you wish.

3 MINE-HEAD

This is the access to a vertical shaft leading into the warpstone mine beneath. It is 2" across and any model that is small enough to fit into it that attempts to move over the hole will fall down into the mine and be removed from the battle.

4 FUNGUS PATCH

Gigantic mushrooms, the size of small trees, grow in dense patches in the darkness of Putrid Pit. They count as Very Difficult Terrain, just as dense woods do.

5-6 ROCKFALL

Piles of boulders that have fallen from the roof of the cavern litter the battlefield. They count as Difficult Terrain.

7 STALAGMITES

Tall rock formations reach up from the cavern floor in a number of places. They count as Impassable Terrain.

8 GAS POCKET

Occasionally gas is released from underground as the Skavenslaves dig further into the rocks beneath Putrid Pit. This then collects in pockets in caves and tunnels. Any model moving through a gas pocket must reduce its movement by -1. Shooting both into and out of the gas pocket also has a -1 to hit penalty.

9 SUBTERRANEAN VEGETATION

The heat and humid atmosphere in the cavern, along with the warpstone pollutants pumped out from the mine, has created the correct conditions for all manner of bizarre plantlife to take root. These areas of vegetation count as Difficult Terrain like a normal wood.

10 POLLUTED WATERCOURSE

The watercourse must enter and leave at a table edge. This river has been polluted by by-products of the mining process, making it impassable to all infantry. It may have a single crossing place, in the form of a bridge, if you wish. Any infantry model coming into contact with the stream is immediately killed by the toxic waters.

11-12 WARPSTONE DEPOSIT

Even in this cavern there are a number of small warpstone deposits. Any troop coming into contact with such a deposit may collect it (removing it from the battlefield) for their general to make use of in the battle.

Warpstone deposits can be represented by the Warp Tokens included in the Warhammer Magic boxed set. Gas pockets could be denoted using card templates or balls of cotton wool painted green. Any suitable piece of rocky scenery or stone pillars from your collection can be used for stalagmites.

Profile	M	WS	BS	S	T	W	I	A	LD
Klawmunkast	5	3	3	4	4	3	8	2	8

Equipment: A sword and the Eye of Skraw.

Save: None

SPECIAL RULES

Rodent Genius

Although many among his own race consider him to be insane, the psychological line between insanity and genius is a fine one indeed. Many of his ideas and inventions are truly astonishing but he has a command of mechanics and the power potential of warpstone like no other. As a result, any misfire rolls on artillery device for the war machines of Clan Skryre are re-rolled. If a misfire is still rolled, add one to the dice roll on the Misfire Chart (7s count as 6s). NB - This ability does not apply to the newly-developed Rat Tank, however!

Warpstone Mutants

As a result of the many near-catastrophic accidents that have occurred during the development of the Klawmunkast's Rat Tank, a number of his slaves (basically those who survived the explosions and warpfire leaks) have mutated into grim parodies of Skaven. Despite having lost their minds, on the plus side these degenerated ratmen have developed extra limbs or had their musculature increased making them much stronger. To reflect this, the Warlock may take one unit of these 'enhanced' Skavenslaves into battle at the cost of 4 points per model. All the Warpstone Mutants have the following profile.

Profile	M	WS	BS	S	T	W	I	A	LD
Mutant	5	2	2	4	4	1	3	1	4

MAGIC ITEMS

Eye of Skraw

Whilst training under Grey Seer Skraw, Klawmunkast lost his left eye in a warpstone explosion in his master's lab. When Skraw was killed during an attack on the Empire town of Wissenberg, Klawmunkast recovered the old Skaven's body, extracting the warpstone charm that Skraw had in place of his own right eye and placing it inside his own empty socket. The Eye is a potent talisman and projects a baleful gaze. In each turn, Klawmunkast may choose to cast his warping gaze upon an adversary as long as he has line of sight to that opponent. The Eye's gaze acts in the same way as the Skaven *Warp-Lightning* spell. This is an ability granted to Klawmunkast by the warpstone charm and so costs no Power to cast. It can, however, be dispelled like any other spell.



Morbus Sanguis

Plague Priest 150 points

A favoured agent of the Arch-Plaguelord, Morbus Sanguis, wants to get his putrefying paws on the warpstone from Clan Skryre's mine so that he and his plague monks can develop their latest dire disease, the Yellow Death. Morbus is totally

uncompromising in his demands and if any of his followers show weakness in the face of righteous battle, he puts them to death himself!

Profile	M	WS	BS	S	T	W	I	A	LD
Morbus	5	5	5	4	5	2	6	3	8

Equipment: The terrible Censer Mace into battle.

Save: None

SPECIAL RULES

Frenzy

Like all Clan Pestilens Plague Priests, Morbus is subject to the Psychology rules for *frenzy* as described in the Warhammer Rulebook.

Leptous Form

As a disciple of decay, Morbus has been particularly blessed. His fur-covered body is bald in patches, while the skin on his face is sloughed constantly. Great weeping sores and inflamed buboes cover his paws. His left arm is withered and the skin on his tail is scabbed and scaly. As a result his appearance causes *fear*, even among others of his own race!

The Yellow Death

The Plague Priest and his fanatical followers have prepared a new plague to unleash upon the world. It is called the Yellow Death after the way it turns its victims yellow before their bodies become bloated with toxins and they die! Morbus may decide to infect any Rat Swarms in his army with the disease which they can then pass on to the enemy. The infection has the effect of enhancing the Rat Swarm's profile as shown below.

Profile	M	WS	BS	S	T	W	I	A	LD
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Infected

Rat Swarm - +1 - +1 - - - +1 -
Any Rat Swarm carrying the Yellow Death costs an extra 20 points to recruit into Morbus's army.

Flea-Ridden

All rats have fleas, but the fleas that inhabit Morbus's matted fur are monstrous mutants among their kind, having feasted on the warpstone-corrupted blood of the Plague Priest. Anyone Morbus is fighting in hand-to-hand combat does so with -1 to hit penalty as they're distracted by the biting fleas. This affects even Skaven because the fleas have grown so large from the effects of the warpstone in Morbus's bloodstream.

MAGIC ITEMS

Censer Mace

The Censer Mace is really two weapons in one. In close combat it is wielded as a crushing mace but, like a plague censer, its spiked metal head is hollow and contains a burning piece of plague-infested warpstone. While Morbus is attacking an opponent, the mace also creates a 1" radius Fog of Death around him. The rules for plague censers (as described on page 54 of the Warhammer Armies Skaven book) then apply! The one difference is that Morbus does not need to make the test against the effects of the bubonic vapours himself.





The Rat Tank

Clan Skryre War Machine200 points

Klawmunkast's Rat Tank is the most audacious and warped weapon of war he has created to date. In appearance it is similar to an Imperial Steam Tank, only it has been constructed from brass and planks of mouldering wood,

RAT TANK MISFIRE TABLE

2D6 roll	Effect
2-4	FFFZZZTTT! The rats driving the tank are fried by an internal burst of warp-lightning. The rats suffer D3 S3 hits.
5-6	CRACK! A warpstone missile detonates inside the barrel of the grand jezzail. The weapon is destroyed and may not be used again. The Jezzail Loader and Rat-race also suffer D3 S5 hits each.
7	PHUT! The treadmills of the Rat-race jam, so that the warpstone generator will not power the tank's weapons for one turn.
8-9	WHOOMPH! The warpfire cannon, blocked by effluent, spews warpflame onto the tank itself. The tank and Warlock Engineer both suffer D3 S5 hits.
10-11	KAZZAM! The warp-lighting projector misfires, sending a bolt of purple warp energy blasting through the machine. The tank, Warlock Engineer, Jezzail Loader and Rat-race all suffer D3 S4 hits.
12	KABOOM! In a spectacular explosion of lurid warpflame, purple lightning and black-green smoke, the Rat Tank is utterly destroyed as a previously undetected fault in its design suddenly (and fatally) becomes apparent. The rats and crew are killed outright while any models within a 6" radius suffer D6 wounds at Strength 5.

while it moves around on a system of tracks, driven by rats racing around inside the machine.

This Rat-race is also instrumental in powering the tank's impressive array of weapons through its warpstone generator. These weapons – the warpfire cannon, the grand jezzail and the warp-lighting projector – are all mounted on the tank's exterior, but as the machine is still only a prototype, only one weapon can be powered by the generator each turn.

Movement

The Rat Tank moves in the same way as a Doomwheel and so all rules regarding the movement of this war machine apply. The only difference is that the distance it moves is determined by two dice rather than three.

Rat Tank Attack

With its current design, the Rat Tank can only fire one weapon in each shooting phase. The General of the Warlock's Warplocks can freely choose which one is operated by the machine's Engineer (unless something has happened to restrict the choice, as described below). The three different attacks use the following rules:

Warpfire Cannon

A gout of warpflame vomits from the mouth of the cannon. Place the long teardrop-shaped dragonfire template so that its rounded end is covering (or pointing at) the target and the pointed end is touching the Rat Tank. Roll an artillery dice to see if the warpflame is on target. If a number is rolled, move the template directly away from the tank by that many inches. If the dice shows a misfire, consult the Rat Tank Misfire table. If nothing has gone awry all models lying under the template are hit, suffering a Strength 5 hit. If the target is wounded it takes D3 wounds, and all units suffering casualties must immediately take a Panic test. If the Panic test is failed, the unit will flee.

Profile	Range	Strength	Damage	Save
Warpfire Cannon-	Special	5	D3	-2

Grand Jezzail

Choose your target and then roll an artillery dice. On a roll of 2, 4, 6, 8 or 10 proceed to roll to hit using the Warlock Engineer's BS. If you roll a misfire something has gone horribly wrong (see the Rat Tank Misfire table left). If you score a hit on the target with the grand jezzail, work out wounds as normal except with the increased damage shown in the profile here.

Profile	Range	Strength	Damage	Save
Grand Jezzail	36"	6	D3+3	-5

Warp-Lighting Projector

In the Shooting phase, the projector unleashes a bolt of purple warp-lightning. To work out how powerful this lightning strike is, roll an Artillery dice. If you roll a number then that is the Strength of the lightning bolt this turn. If a misfire is rolled, roll 2D6 and consult the Rat Tank Misfire table. If nothing has gone wrong, the bolt of warp-lightning will hit the nearest model (whether it is friendly or not)! That model then suffers D6 wounds.

Profile	Range	Strength	Damage	Save
Warp-Lighting Projector	Special	Special	D6	None

Crew Attack

The war machine's crew is made up of a Warlock Engineer and Jezzail Loader. In hand-to-hand combat, only the Warlock Engineer can fight enemy models in contact with the Rat Tank as the Jezzail Loader is inside, along with the rats powering the generator.

Fighting the Rat Tank

The Rat Tank is fought in hand-to-hand combat like a chariot. The enemy models fighting it compare their Weapon Skills to the highest WS of its crew. Hits from shooting and hand-to-hand combat are randomly allocated as shown on the chart below. Roll 3D6 for each hit scored and then resolve damage against the part that has been hit.

Shooting		Hand-to-Hand Combat	
3-4:	Rat-race	3-5:	Grand Jezzail
5-6:	Jezzail Loader	6-8:	Warpfire Cannon
7-8:	Warp-Lightning Projector	9-11:	Warp-Lightning Projector
9-10:	Grand Jezzail	12-16:	Tank
11-12:	Warpfire Cannon	17-18:	Warlock Engineer
13-16:	Tank		
17-18:	Warlock Engineer		

The various components of the Rat Tank have their own profiles as shown below.

Profile	M	WS	BS	S	T	W	I	A	LD
Tank	2D6"	-	-	7	7	5	1	-	-
Warpfire Cannon	-	-	-	5	6	2	-	-	-
Grand Jezzail	-	-	-	6	6	2	-	-	-
Warp-Lightning Projector	-	-	-	*	6	3	-	-	-
Warlock Engineer	5	4	4	4	3	1	5	2	7
Jezzail Loader	5	3	3	3	3	1	4	1	5
Rat-race	-	3	0	3	2	4	1	4/5	10

*Special (see above)

The Warlock Engineer is armed with a pistol and wears heavy armour, giving him a saving throw of 5 or 6 on a D6.

Damage to the different parts of the Rat Tank has the following effects:

The Warlock Engineer

If the Warlock Engineer controlling the Rat Tank is killed then the Jezzail Loader, if he is still alive, he may attempt to drive the vehicle. Any dice rolls made against the Engineer's attributes are now tested against the Loader's profile. If the Jezzail Loader is also dead, the tank runs out of control. It will continue in a straight line until it runs into an obstacle. Any units hit by the runaway Rat Tank suffer D6 hits at Strength 7.

The Jezzail Loader

If the Skaven that loads the warpstone missiles into the grand jezzail is killed then this weapon may no longer be selected by the Warlock Engineer during the Shooting phase.

The Warpfire Cannon, Grand Jezzail and Warp-Lighting Projector

If any of the tank's weapons are reduced to 0 Wounds they cease to function, reducing the Warlock Engineer's choice of firepower.

The Tank

If the tank is destroyed, the whole contraption breaks apart in a violent burst of warp-lightning, killing the crew and rats in the process.

The Rat-race

The Rat Tank's movement will decrease by 1D6" for every 2 wounds suffered by the Rat-race. If all the rats are killed, the tank can no longer move or fire its weapons.

Flee and Pursuit

The Rat Tank flees and pursues just like any other troops, moving at its current rate if broken in hand-to-hand combat. If caught by pursuers it is destroyed.

SPECIAL RULES

Rat Psychology

The rats driving the warpstone generator inside the tank are immune to all Psychology and never need to take Break tests. Their Leadership rating is shown for magical attacks, etc, only.

Historically, Morbus was successful in his coup to take over the Warpstone Mine. During the battle of Putrid Pit the Rat Tank blew itself up and so also condemned Klawmunkast's machine to obscurity, never be built or used again thanks to this catastrophic failure!

NB - Of course, if you don't want to attempt modelling this monster of a Skaven war machine, you can always ignore the special rules for it and use a Doomwheel instead - but where's the fun in that?

Always up for a modelling challenge Nick Davis has put together his vision of the Rat Tank along with a conversion for Morbus. The model of Morbus is based on the Lord Skrolk figure.

For Klawmunkast we are using a Warlock Engineer model. The Rat Tank uses bits from the Doom Wheel, Dwarf Flame Cannon, Empire Steam Tank, Imperial Guard tank tracks and Ork vehicle parts. It sounds a lot, but with the amount of extra rules this thing has it we thought it deserved something a bit special!

YE OLDE WORLDE CHALLENGE

by Scot Cranfield

Competing in a tournament can be an enjoyable experience on its own but to have your fellow club members around you just makes the event all the more rewarding. Hot on the heels of the recent MOAB tournament, at which no less than five members of the Denizens of the Coast club attended, the seeds of Ye Olde Worlde Challenge were sown. Club co-founder Scot tells all.



Above: Scot (right) and another Denizens judge.

After a few beers, plenty of pizza and a night of brain storming we were able to nut out the mechanics for an event we thought was unique on the tournament circuit. A single frenzied day of gaming in a club verse club format. Each club would supply a referee and four players ranked in ability from 1-4.

Players of each rank would battle out while having their army judged in presentation and army composition against all similar ranked players. The totals of each player's rankings would be used to determine their clubs final standing. The aim was to foster some friendly rivalry between the clubs and also give those new to the tournament scene a chance to whet their appetite for more. Out went the feelers and to our surprise the response was overwhelming, all five clubs approached gave it the thumbs up. This is where the fun began, a venue, sponsors, gaming boards, scenery, tee shirts, trophies, prizes, rules, a scoring system, with only six weeks to do it in.

The Challenge went out.

Hear Ye! Hear Ye! Let it be known that the Denizens of the Coast has this day issued a Challenge to all other Warhammer gaming clubs who believe themselves to be champions on the field of battle.

Please consider yourselves slapped about the face with a studded gauntlet. We hope you are offended. What are you going to do about it?

Form a warband, come along to YE OLDE WORLDE CHALLENGE and we'll sort out the real Lords of Battle...from the poxy little snottlings!



Above: Competition was tough during the Challenge...

As the weeks flew by the whole thing came together like a finely crafted Dwarf gyrocopter. Those interested at Denizens pooled together and responsibilities were divvied out. Drawing on Julian Gatt's skills at tournament organising (of MOAB and SAGA fame) we knocked out the rules and a scoring system then passed it on to the other clubs for comment. Mingara sport and recreation club at Tumbi Umbi provided the venue replete with food facilities, bars and even poker machines for those who just couldn't get enough of that gaming experience. While Woy Woy Book Exchange, Casey's Toyworld at Erina and Games Workshop all made good with sponsorship, covering prizes, trophies and scenery.

In the end five teams, the Artarmon gaming club, Warlords of Castle Hill, Battle Standards of Newcastle, Denizens of the Coast and a Games Workshop staff team accepted the challenge. As the day of reckoning drew



Above: Richie Sales, manager of our Miranda store, takes a well-earned break.



Above: ...but there was still time to study the opposition.

near there promised to be some great match ups. Challenges were flying thick and fast between and within the clubs, reputations were to be put to the sword and those new to the tourney scene were keen to cut a few of the tall poppies down to size.

So early on Sunday morning (4th of December) the big day had arrived. As the members of the other clubs were travelling towards the Central Coast from around the state we were busy setting up tables, placing scenery and keeping our fingers crossed everyone could find the venue. With everything ready and three of the five teams already present we waited. Then just as final bets were being taken as to which of the final two clubs would arrive last they both magically appeared much to our relief and the challenge got underway albeit a little later than scheduled. It was going to be a long day (five games scheduled), to break the intensity each club would receive a bye in which to recoup, display their armies for judging, talk tactics with teammates, watch another game or, in the case of the GW team, head on down to the beach and catch some needed sleep in the sun.

The Castle Hill Warlords club was boastfully confident of taking out the title and as the day progressed they firmed as the favourites, fielding a strong team and some very tough armies. Raw game scores were displayed up on a board so teams could get a rough idea of how they were going and the Warlords club managed to lead on the board throughout the entire day. Finally the last game ended and all the points were tallied, Sportsmanship, Army Composition & Presentation

points were added, players ranked and club scores totaled. In the final wash Warlords only just held on to first over the Battle Standards and the Denizens club. The player accumulating the most individual points was awarded the Player of the Challenge and this title went to James Guidotti of Castle Hill Warlords on 48.5 points just outscoring Craig Elliot of the Newcastle Battle Standards club on 47.5 points.



Above: The victorious Castle Hill Warlords team.

THE TOTAL CLUB SCORES

- 1st: Castle Hill Warlords = 171 points
- 2nd: Newcastle Battle Standards = 170.5 points
- 3rd: Denizens of the Coast = 168 points
- 4th: Games Workshop Staff Team = 155 points
- 5th: Artarmon = 136.5 points

OTHER NOTABLE MENTIONS

- Rank 1 winner was Julian Gatt of Denizens with a Chaos Marauder army
- Rank 2 winner was James Guidotti of Warlords with a Vampire Counts army
- Rank 3 winner was Richard Morgan of Warlords with a Wood Elf army
- Rank 4 winner was Craig Elliot of Battle Standards with a Bretonnian army
- Best Sportsmanship points went to David Taylor of Games Workshop.
- Best Army Composition & Presentation went to Richard Sales of Games Workshop with his Dwarf army.

The standard of game play, sportsmanship and army presentation was excellent and a strong sense of team camaraderie was evident throughout the day. The success of this challenge has ensured it will be an annual event with all clubs keen to take their revenge on the dastardly Warlords club next year. If you have a club that would be interested in coming along, drop us a line via Dave Taylor (*Here at White Dwarf - DT*) and you'll be sure to get an invite. To those avid 40K fans don't despair a similar challenge is in the wings to be hosted by the

Castle Hill Warlords club so keep your eyes and ears posted for that one. Thanks to all those involved for helping to make it such a great day, the referees who tirelessly kept the whole thing flowing smoothly and my fellow organisers at Denizens for all their hard work and thanks must go to Games Workshop for getting behind the event, competing in it and their great support throughout.



Above: The competitors & organisers think it would be funny to beat up Dave Taylor.

GAMES WORKSHOP

STOCKIST LISTING FOR AUSTRALIA & NEW ZEALAND

AUSTRALIAN CAPITAL TERRITORY

Canberra	Logical Choice Games	(02) 6248 7722
Tuggeranong	Toy Kingdom	(02) 6284 8844
Tuggeranong	Toyworld	(02) 6293 1532
Woden	The Games Cupboard	(02) 6282 4757

NEW SOUTH WALES

Albury	Games 'N' Hobbies	(02) 6041 6719
Armidale	New England Hobbies	(02) 6772 0194
Asquith	Asquith Model Railways	(02) 9482 3242
Batemans Bay	Toyworld	(02) 4472 5673
Bathurst	Toyworld	(02) 6334 3144
Bowral	Toyworld	(02) 4861 2866
Braidwood	Braidwood Newsagency	(02) 4842 2410
Broken Hill	Models'n'More	(08) 8087 9144
Brookvale	Games Paradise	(02) 9939 4100
Byron Bay	Sunrise Hobbies	(02) 6685 8922
Camden	Toyworld	(02) 4655 8383
Castle Hill	Hobbies in the Hills	(02) 9899 5207
Cessnock	Toyworld	(02) 4990 4772
Charlestown	The Games Shop	(02) 4947 8848
Coffs Harbour	Toyworld	(02) 6652 7898
Dee Why	Spectre Bark Games	(02) 9971 6097
Double Bay	Toy Villa Toy Kingdom	(02) 9327 7558
Dubbo	Angus & Robertson	(02) 6884 6262
Eastwood	Mega Games Trader	(02) 9804 6171
Erina	Casey's Toyworld	(02) 4365 1131
Faulconbridge	Signal Box	(02) 4751 2088
Gosford	Wizards of the Central Coast	(02) 4324 0004
Glen Innes	Carells Young World	(02) 6732 1997
Goulburn	Toyworld	(02) 4821 2333
Inverell	New England Hobbies	(02) 6722 5661
Kotara	The Games Shop	(02) 4957 1157
Kurri Kurri	Hunter Valley Model Railway	(02) 4937 2430
Lake Haven	Toyworld	(02) 4392 7704
Lane Cove	Beyond Toys Toy Kingdom	(02) 9418 6156
Leeton	Leeton Toy & Hobby	(02) 6953 2141
Leumeah	Megohm Tool	(02) 4628 2200
Lismore	North Coast Hobbies	(02) 6621 3193
Lithgow	Lithgow Outdoor	
	Hobby Centre	(02) 6352 3250
Liverpool	Phantom Zone	(02) 9601 2622
Maitland	Toyworld	(02) 4933 5034
Macquarie Shopping Centre		
	Toyland	(02) 9887 3822
Mayfield	Card Trek	(02) 4968 8511
Merrylands	Angus & Robertson	(02) 9637 6430
Mullaley	North West Hobby Supplies	(02) 6743 7811
Mullimbimby	Warpt	(02) 6684 4740
Mudgee	Mudgee Bookcase	(02) 6372 3127
Newcastle	Mainly Military Hobbies	(02) 4929 1140
Newtown	Modern Times Bookshop	(02) 9519 6191
Nowra	Uncle Pete's Toys	(02) 4421 0962
Orange	Parkers Toy Kingdom	(02) 6362 1486
Parkes	Parkes Bookcase	(02) 6862 5175
Parramatta	Total Gamer	(02) 9635 8477
Penrith	Tin Soldier	(02) 4731 4623
Port Macquarie	Port World of Models	(02) 6584 1223
Raymond Terrace		
	Toyworld	(02) 4987 6156
Richmond	Toy Barn	(02) 4578 1264
Sydney	Games Paradise	(02) 9267 2069
Sydney	Tin Soldier	(02) 9231 5668
Tamworth	Angus and Robertson	(02) 6766 4454
Tamworth	New England Hobbies	(02) 6766 3785
Taree	Mal's Toy Shop	(02) 6551 3613
Tweed Heads	Toyworld	(07) 5524 5090
Wagga	Logical Choice Games	(02) 6921 5505
Warriewood	Toyland	(02) 9970 7199
Woy Woy	Book Exchange	(02) 4344 6206

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4 8844	Casuarina	Comics NT	(08) 8945 5655
3 1532	Casuarina	Enchanted Worlds	(08) 8945 5544
2 4757	Katherine	Katherine Books	(08) 8972 2530

QUEENSLAND

1 6719	Aitkenvale	Games Exchange	(07) 4725 4661
2 0194	Amberly	Collector Warrior	(07) 3848 7362
2 3242	Aroona	Top Video	(07) 5492 5799
2 5673	Aspley	Hobbyrama	(07) 3263 8122
4 3144	Brisbane	Comics Etc.	(07) 3229 4446
1 2866	Brisbane	Mr Toys Queen St Superstore	(07) 3221 4289
2 2410	Broadbeach	Gameatron	(07) 5538 1711
7 9144	Browns Plains	Press Start	(07) 3806 7607
9 4100	Cairns	Cairns Hobby Centre	(07) 4051 2676
5 8922	Cairns	Toyworld	(07) 4031 1763
5 8383	Cairns	Here Be Dragons	(07) 4984 9447
9 5207	Capella	Toyworld	(07) 3398 2360
0 4772	Carindale	Toyworld	(07) 4972 4405
7 8848	Gladstone	Toyworld	(07) 5482 5485
2 7898	Gympie	Toyworld	(07) 4124 5644
1 6097	Hervy Bay	Toy Kingdom	(07) 4061 2477
7 7558	Innisfail	Mellicks Centre	(07) 5444 2935
4 6262	Kawana Waters	Angus and Robertson	(07) 3881 1250
4 6171	Lawnton	Mr Toys Lawnton Superstore	(07) 4957 8055
5 1131	Mackay	Games Room	(07) 5494 2333
1 2088	Maleny	Zippity Doo-daa	(07) 4122 4411
4 0004	Maryborough	Toyworld	(07) 3343 8655
2 1997	Mt Gravatt	Hobby One	(07) 4749 0400
1 2333	Mt Isa	Dunstan & French	(07) 4941 5511
2 5661		Book Country	(07) 5441 1669
7 1157	Moranbah	Computer Centre	(07) 4921 3121
7 2430	Nambour	Toy Kingdom	(07) 3256 7560
2 7704	North Rockhampton	Toyworld	(07) 3278 3333
8 6156		The Hit Point	(07) 4124 5945
3 2141	Nundah	The Emperor's Legions	(07) 4328 4291
8 2200	Oxley	Hervy Bay Toyworld	(07) 5578 7588
1 3193	Pialba	Toyworld	(07) 4922 1507
	Redcliffe	Toyworld	(07) 3210 2020
2 3250	Robina	Capricorn Model House	(07) 5591 6255
1 2622	Rockhampton	Wargames Warehouse	(07) 3208 9750
3 5034	Salisbury	Toyworld	(07) 4638 2030
	Southport	Mr Toys	(07) 4779 0277
7 3822	Springwood	Springwood Superstore	(07) 4661 1144
8 8511		Mack Campbells	(07) 3893 0043
7 6430	Toowoomba	Toyworld	
3 7811	Townsville	Toyworld	
4 4740	Warwick	Wynnum Hobbies	
2 3127	Wynnum		

TASMANIA

9 6191	Burnie	Toyworld	(03) 6431 7244
1 0962	Devonport	Toyworld	(03) 6424 8622
2 1486	Hobart	Area 52	(03) 6231 0271
2 5175	Launceston	Birchalls	(03) 6331 3011

SOUTH AUSTRALIA

7 6156	Adelaide	Military Hobbies	(08) 8231 4772
8 1264	Blackwood	Leisureland	(08) 8370 0300
7 2069	Elizabeth	Toyworld	(08) 8287 0900
1 5668	Inglefarm	Toyworld	(08) 8264 5650
6 4454	Millicent	Toy Kingdom	(08) 8733 3500
6 3785	Morphett Vale	Model Mania	(08) 8382 4957
1 3613	Morphett Vale	The Wargamers Supply Line	(08) 8382 6722
4 5090	Mt Barker	Toyworld	(08) 8391 2411
1 5505	Mt Gambier	Toy Kingdom	(08) 8733 3500

Mt Gambier	Tunza Games	(08) 8725 4499
Murray Bridge	Toyworld	(08) 8532 1111
Naracoorte	Zappers Entertainment Centre	(08) 8762 1400
Port Augusta	Toyworld	(08) 8642 3277
Port Pirie	Public Video	(08) 8633 3063
Renmark	Video Magic	(08) 8586 6181
Tea Tree Plaza	Games World	(08) 8395 7771
Unley	Imagine If	(08) 8272 4282
Whyalla	Toyworld	(08) 8645 9838

VICTORIA

Ballarat	Model World	(03) 5331 1642
Beaumaris	Toyworld	(03) 9589 2118
Bendigo	Bendigo Sports and Hobbies	(03) 5443 5086
Casterton	Dee Jay Hobbies	(03) 5581 1901
Castlemaine	Hobby Castle	(03) 5740 6233
Chadstone	Games World	(03) 9568 8002
Cheltenham	Games World	(03) 9583 1049
Croydon	Mind Beggars	(03) 9723 2293
Dandenong	Games World	(03) 9793 9955
Doncaster	Games World	(03) 9848 9180
East Preston	Games World Northland	(03) 9471 2211
Echuca	Toy Kingdom	(03) 5482 2172
Footscray	Ultimate Science	
	Fiction & Fantasy	(03) 9362 0788
Geelong	Mind Games	(03) 5222 2133
Geelong West	Tates Toy Kingdom	(03) 5222 4201
Hamilton	Toy Kingdom	(03) 5572 2313
Hawthorn	Mind Games	(03) 9818 8593
Horsham	Wimmera Hobbies	(03) 5382 2319
Malvern	Mind Games	(03) 9509 3174
Maribymong	Games World	(03) 9317 0977
Melbourne	Mind Games	(03) 9663 4603
Mildura	Toyworld	(03) 5023 4494
Moonee Ponds	Emanuel's Toyworld	(03) 9370 3206
Moorabbin	Military Simulations	(03) 9555 8886
Mornington	Toyworld	(03) 5975 4413
Newborough	Dolls, Bears & Miniature Wares	(03) 5126 3111
Seymour	Toyworld	(03) 5792 3122
Shepparton	Toyworld	(03) 5831 2835
Swan Hill	Toyworld	(03) 5032 1508
Wangaratta	Toy Kingdom	(03) 5722 2362
Warrnambool	De Grandi's Sportsgoods	(03) 5562 2325
Werribee	Futuristic Games	(03) 9742 4493

WESTERN AUSTRALIA

Albany	Hobbytronics	(08) 9842 3123
Belmont	Games World	(08) 9479 4707
Booragoon	Games World	(08) 9316 0330
Broome	Yuen Wing Store	(08) 9192 1267
Bunbury	Games World	(08) 9721 8487
Bunbury	Youngs Bookshop	(08) 9721 5004
Cannington	Games World	(08) 9358 2355
Claremont	Claremont Toyworld	(08) 9385 1220
Esperance	Toyworld	(08) 9071 2504
Exmouth	Toyworld	(08) 9749 1482
Geraldton	Toy Kingdom	(08) 9921 1353
Hillarys	Toyworld	(08) 9402 5044
Kalamunda	Kalamunda Toys & Hobbies	(08) 9293 1169
Kalgoorlie	Games World	(08) 9091 7475
Karinyup	Games World	(08) 9244 1159
Mandurah	Games World	(08) 9535 3528
Morley	Games World	(08) 9375 3751
Perth	Tactics	(08) 9325 7081
Perth	Valhalla Games & Hobbies	(08) 9321 2909
Rockingham	Games World	(08) 9592 5442
Yelbeni	Yelbeni General Store	(08) 9682 5012

NEW ZEALAND

NORTH ISLAND

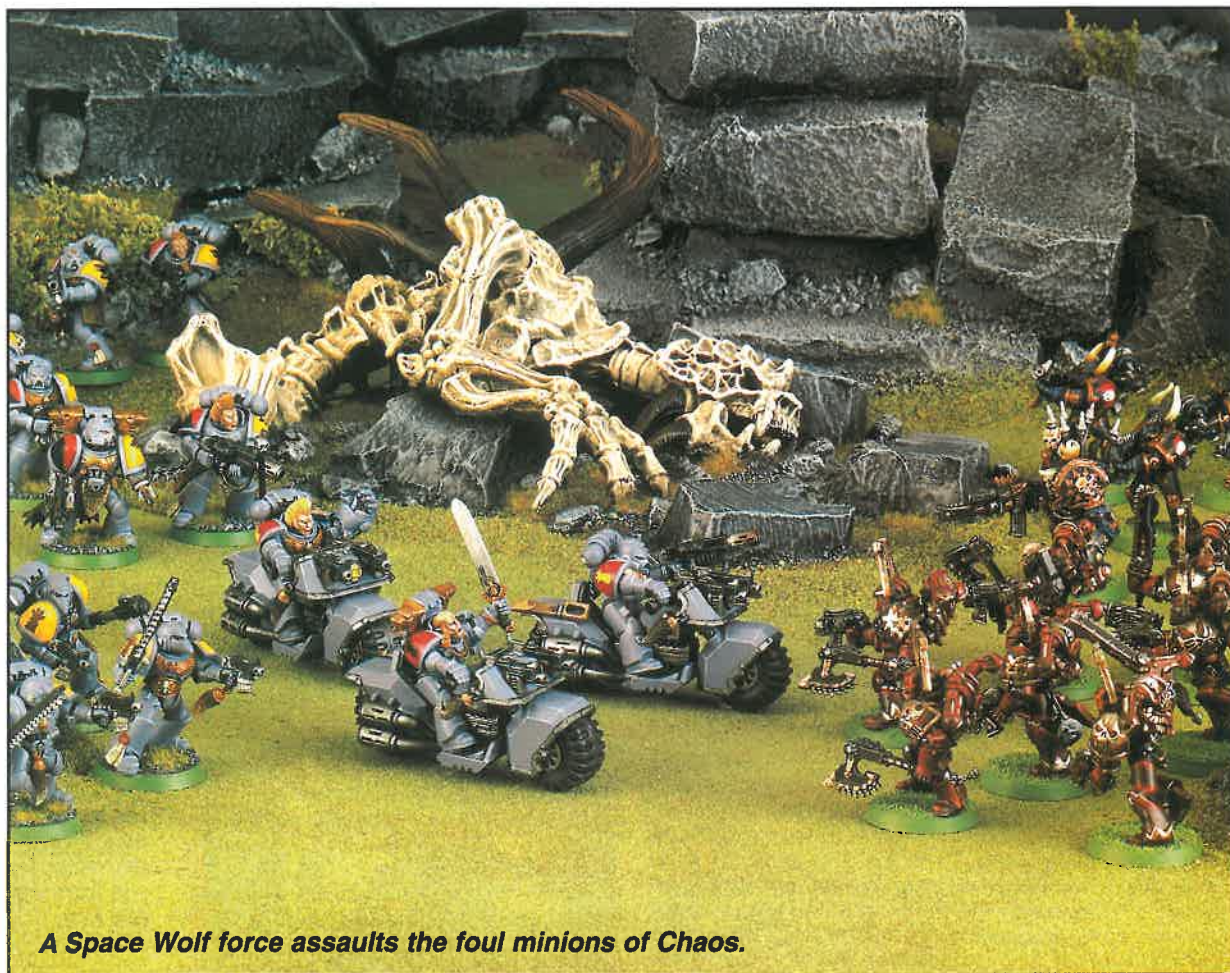
Auckland	Modelair (Green Lane)	(09) 520 1236
Auckland	Santa Fe Models (Balmoral)	(09) 620 6786
Auckland	Toymagic Henderson	(09) 836 5516
Auckland	Toymagic Milford	(09) 486 6816
Auckland	Toymagic Mt Wellington	(09) 527 8094
Auckland	Toymagic Royal Oak	(09) 625 1482
Auckland	Toymagic St Lukes	(09) 815 3129
Auckland	Toyworld New Lynn	(09) 827 4654
Auckland	Toyworld Newmarket	(09) 529 5200
Auckland	Vagabonds Novelties and Collectables (North Shore)	(09) 489 2750
Browns Bay	Toyworld	(09) 478 9464
Hastings	Iconix	0800 426 649
Gisborne	Cyberzone	(06) 868 7138
Hamilton	Frankton Models	(07) 847 5292
Hamilton	Mark One	(07) 839 3728
Howick	Hobbytown Howick	(09) 537 1259
Levin	Sciascia Books & Souvenirs	(06) 368 6891
Lower Hutt	Model Craft Hobbies	(04) 570 1881
Manukau City	Toyworld	(09) 263 4175
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Palmerston North

Papakura	Heroes for Sale	(06) 356 6779
Raumati	Toy Town Toyworld	(09) 298 7449
Rotorua	Kapiti Games & Models	(04) 297 9350
Tauranga	Red Checkers Models	(07) 346 3929
Upper Hutt	Home Entertainment Centre	(07) 578 6239
Wanganui	J & N Gifts & Hobbies	(04) 528 3456
Wanui-o-mata	Toyworld Rivercity	(06) 347 9664
Whangaparaoa	Toots Models & Hobbies	(04) 564 7377
	Toyworld	(09) 424 4515

SOUTH ISLAND

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Christchurch	Comics Compulsion	(03) 379 7866
Christchurch	Hobdays Cycles & Toyworld	(03) 366 9502
Christchurch	Toyworld Riccarton	(03) 343 0330
Dunedin	Toyworld	(03) 477 6614
Invercargill	Area 51	(03) 218 4314
Nelson	Cycles & Hobbies (Richmond)	(03) 544 8079
Oamaru	Victor Nelson	(03) 434 9077
Queenstown	Queenstown Paper Plus	(03) 442 5296
Timaru	Toyworld	(03) 684 8540



A Space Wolf force assaults the foul minions of Chaos.

The stockists listed in the pages all carry these great Games Workshop games and miniatures.

WARHAMMER

40,000

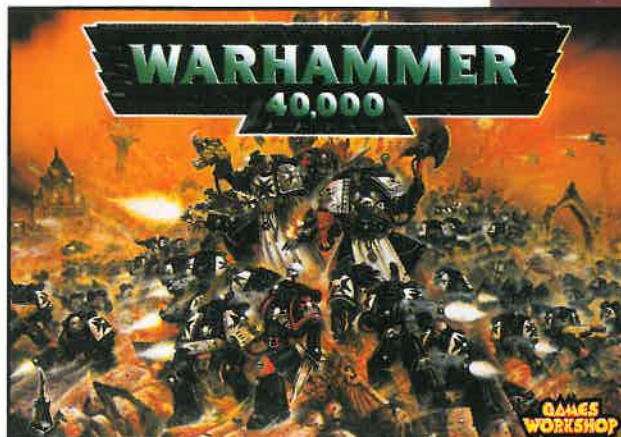
(boxed game)

Aus RRP

\$139.95

NZ RRP

\$159.95



DESCRIPTION

	AUS RRP	NZ RRP
Warhammer 40,000 Paint set	\$34.95	\$39.95
Codex Space Marines (rules supplement)	\$19.95	\$22.95
Codex Dark Eldar (rules supplement)	\$19.95	\$22.95
Codex Eldar (rules supplement)	\$19.95	\$22.95
Space Marine Tactical Squad (plastic boxed set)	\$34.95	\$39.95
Space Marine Assault Squad (plastic boxed set)	\$29.95	\$34.95
Space Marine Combat Squad (plastic boxed set)	\$17.95	\$19.95
Space Marine Bike (plastic boxed set)	\$17.95	\$19.95
Dark Eldar Warriors (Battle Squad)	\$34.95	\$39.95
Dark Eldar Reaver Jetbike (plastic boxed set)	\$17.95	\$19.95
Eldar Guardians (Battle Squad)	\$34.95	\$39.95
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Chaos Space Marine Bike (plastic boxed set)	\$17.95	\$19.95
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Nurgle Plaguemarines (plastic boxed set)	\$17.95	\$19.95
Genestealers (plastic boxed set)	\$17.95	\$19.95

WARHAMMER

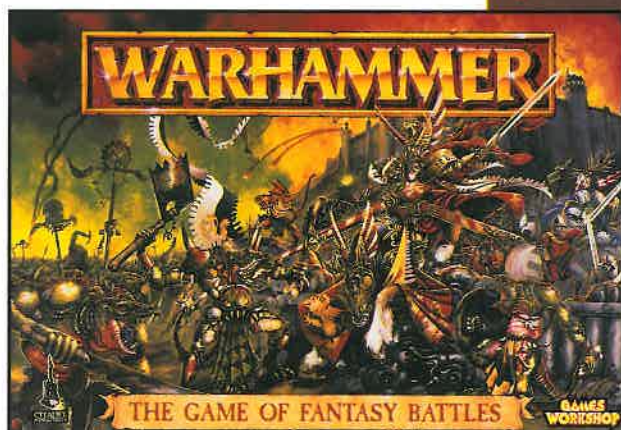
(boxed game)

Aus RRP

\$139.95

NZ RRP

\$159.95



DESCRIPTION

	AUS RRP	NZ RRP
Warhammer Paint set	\$34.95	\$39.95
Warhammer Armies: Bretonnians (rules supplement)	\$34.95	\$39.95
Warhammer Armies: Lizardmen (rules supplement)	\$34.95	\$39.95
Bretonnian Knights of the Realm (plastic boxed set)	\$17.95	\$19.95
Lizardman Saurus Warriors (plastic boxed set)	\$17.95	\$19.95
Gothic Skeleton Warriors (Regiment set)	\$34.95	\$39.95
Chaos Warriors (Regiment set)	\$34.95	\$39.95
Black Orc Warriors (plastic boxed set)	\$17.95	\$19.95
High Elf Warriors (plastic boxed set)	\$17.95	\$19.95
Combat Cards	\$6.95	\$7.95

FOR AUSTRALIA & NEW ZEALAND

PRICE LISTING

BOOSTER
presents...



Justin 'Booster' Keyes

Anyone who has ever collected an army of Citadel miniatures will be familiar with the inevitable paint chips or breakages that result from carrying their precious models around in Mail Order boxes, pockets, toolboxes, etc. Well, salvation is now at hand in the form of the stylish new Games Workshop carrying case!

Not only do the new cases look great but they have an enormous storage capacity – the three layers of red foam can hold up to 108 single miniatures safe from harm.

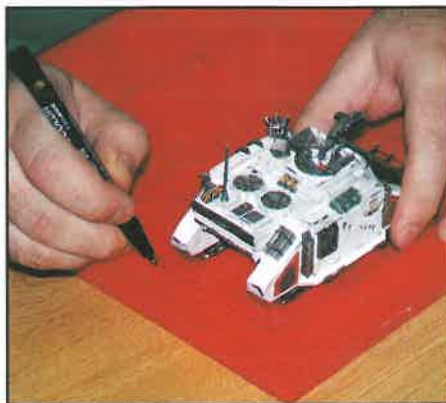
As you'll see on the right I've also explained how you can customise the new cases to hold much larger models like tanks, monsters, etc.

So if your army is your pride and joy, this is exactly what you need to protect your hard work from damage!

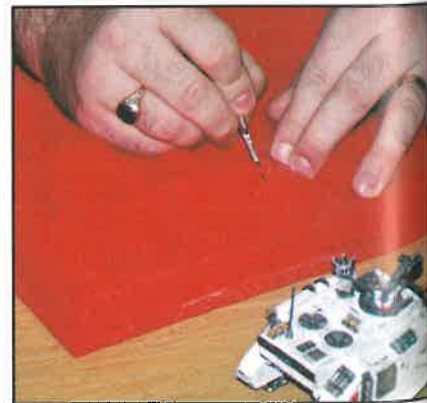
BOO



TROOP TRANSPORT



1 Place your model on the foam tray and carefully draw around it allowing for any piece that may stick out from the main body (weapons, banners, etc).



2 Take a sharp knife and carefully cut along the template you've drawn. Be careful not to cut through the base and into your dining table or worse, your fingers!

This awesome new Games Workshop Miniatures Case makes carrying your armies around safer than ever!



carefully cut
drawn. Be
base and into
ur fingers!



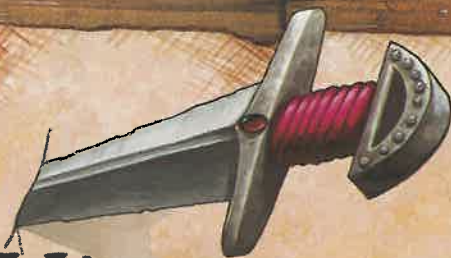
3 Once you've cut around your template, gently remove the excess foam, leaving a cavity for your model to sit in.



4 Your model should now fit snugly and you can move on to the next model. For tall models like tanks, Dragons, etc. you'll need a cavity in the layer above too.



5 Repeat these stages until all of your army fits. You can now carry your entire army around without fear of damaging your precious models!



For Hire
NICODEMUS

GREATEST WIZARD
in ye
KNOWN WORLD

Expert practitioner in the art of
hedge magic. Defeater of the warband
'The White Wolves' (deceased).

Payment in Wyrldstone

— To find me follow ye riddle —

A Gorgon by the river, a hole in the ground, where
the old man of Mordheim goes around and around.



Nicodemus, the cursed pilgrim

by Alessio Cavatore

Nicodemus was a promising apprentice to the mighty wizard Gantbrandr. During one of his master's many absences, Nicodemus felt an irresistible call from one of the ancient artifacts stored in the wizard's laboratory: an exotic magic lantern. Created when the world was but young, this mighty artifact imprisoned the essence of a powerful Daemon. Many times Nicodemus' master had warned him not to touch the dangerous lantern, but the voice in the young wizard's mind was more convincing than even his mentor's: "Free me!" it was saying "and I will grant you your heart's desire – anything you want will be yours! Mine is the power to make it so! Free me..." Nicodemus knew something of dealing with these denizens from the Realm of Chaos and immediately asked: "Do you swear it on the name of the Power you serve?" After a moment of silence, the voice answered: "I swear it in the name of my Master!" So the ambitious but naive young wizard was hooked and proceeded to break the runic seals of the lantern.

"Free at last!" boomed the voice of the Daemon as it emerged from its prison in a billowing, many-bued cloud. The smoke then seemed to coalesce into the vague shape of a huge humanoid creature, with a bird-like head atop a long thin neck and vast wings seemingly made of iridescent light. The Daemon looked down on the human, and Nicodemus,



controlling his fear, shouted: "The wish! You must grant me the wish as you swore it!" The mighty Chaos being smiled enigmatically and asked: "What is your wish then, manling?"

Fighting hard against all the instincts telling him to flee as far as he could from this unearthly abomination, Nicodemus revealed his wish: "I want to become the greatest wizard known to Mankind!"

A few long heartbeats later the fiery gaze of the Daemon left the wizard: "Granted!" whispered the Daemon and with one last evil chuckle disappeared back to the netherworld from whence it came.

Nicodemus did not perceive any immediate change and wondered how long it would take for the wish to come true. Only one thing was clear; he could not stay there anymore, because his

master would certainly not be pleased by his actions. So Nicodemus picked up his things and fled, beginning his wanderings across the Old World.

Only a few weeks after that fateful day did Nicodemus realise the Daemon's trickery. His body was growing abnormally quickly – he was now an inch taller than the previous week and his body was getting proportionally bigger. The greatest wizard! The cunning Daemon had taken his wish too literally! Nicodemus had been taught to be extremely careful with the wording of anything related to wish-magic, but the sheer terror generated by the Daemon had overcome his training. Now he was doomed to live with his mistake.

From that day on, the life of Nicodemus has been an uninterrupted quest, a desperate search for a way to negate the curse of

unstoppable growth. The only remedy he has stumbled upon is a powerful potion concocted by a wise hermit he met in the World's Edge Mountains. The potion's ability to delay the effects of the Daemon's powers has become a lifeline for the sizeable wizard. Unfortunately for Nicodemus he requires regular infusions of wyrdstone for the potion to take effect. Thus Nicodemus has been drawn to the greatest concentration of this wondrous mineral – Mordheim, City of the Damned.

Nicodemus's skills have greatly developed during his time in the dark streets of Mordheim and he is now something of a legend among the many warbands vying for supremacy in the city. Who knows where he will appear next and who will he join in his never ending search for the precious magic stones...

	M	WS	BS	S	T	W	I	A	Ld
Nicodemus	4	3	3	4	4	2	3	1	8

Hire Fee: See Special Rules.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Nicodemus. Remember that he must be looked for, like all other special characters.

Rating: Nicodemus increases the warband's rating by +85 points.

Weapons/Armour: Nicodemus carries an

enormous Wizard's Staff (see Special Rules).

Skills

Nicodemus has the following skills: Sorcery and Fearsome.

Spells

Nicodemus knows all six Lesser Magic spells.

Special Rules

Cursed. Nicodemus is not interested in money, he

desperately needs fragments of wyrdstone to delay his abnormal growth. When he joins the warband and after each battle he fights, including the first, you must pay him with a wyrdstone shard. If you don't have a shard or if you don't want to give it to Nicodemus and prefer to sell it, the cursed pilgrim will leave the warband, never to return.

Wizard's Staff. Nicodemus can use his staff in close combat in two different ways: he can use the staff

with both hands, in which case the staff counts as a club, but also allows Nicodemus to parry as if he was armed with a buckler; alternatively Nicodemus can use the staff in his left hand as a normal club while he's wielding the Sword of Rezhebel (see Lesser Magic spells) in his right hand.

Note: the Sword of Rezhebel is a spell and not a normal sword, therefore it cannot be used to parry.

MAKING A SENTINEL

Last month saw the release of the new Imperial Guard Sentinel and we gave a brief introduction to its role and history within the Imperial Guard. This month we had a chat with the Sentinel's designer, Tim Adcock, to find out more about the model itself.



Tim Adcock



Jes Goodwin



Alan Perry



Michael Perry

The imposing new Sentinel model is the latest of the Imperial Guard plastic models to be released and it adds a whole new element to the forces of the Emperor. Unlike all the previous metal versions of the model, the new Imperial Guard Sentinel is a multi-part plastic kit. Being plastic makes the model highly versatile and relatively easy to convert.

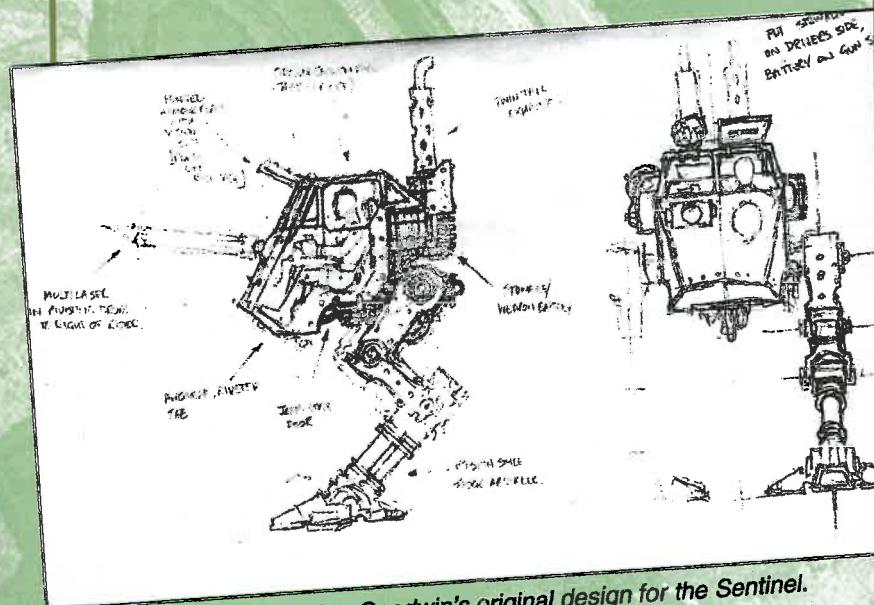
THE IMPERIAL GUARD SENTINEL

The Sentinel design was originally conceived by Jes Goodwin and has evolved over the course of its production. The whole design is based around the theme of a lightly armoured reconnaissance vehicle that can be used on all terrain. It must be fast, manoeuvrable and able to carry different weapon fits according to its role within the Imperial Guard. It was very important that the Sentinel should look as if it were a light vehicle, unlike the heavier looking walkers such as Dreadnoughts and Wraithlords.

More than anything else, we wanted the Sentinel kit to have flexibility, with as many options for modelling as possible. The basic multi-laser armed Sentinel model is made from a total of 25

plastic components all on one sprue and includes a plastic pilot designed by Alan Perry and Michael Perry. It was also important that the model be completely poseable and so includes a number of possible pivot points, one under the cab and one in each 'hip' joint, with ball and socket joints attaching the feet to the legs. The two differently posed legs on each sprue can both be used as either a left or right leg. Because of this the variation in stance between two Sentinels can be huge even though both models use exactly the same components. If you have more than one Sentinel model you can also swap legs round between them and therefore add even more variation.

The highly detailed cab compartment can be closed or open by simply leaving the roll cage off. The standard kit also includes extras like power cells for the multi-laser, rivets for the legs and a storage box.



Jes Goodwin's original design for the Sentinel.



The Sentinel in production.

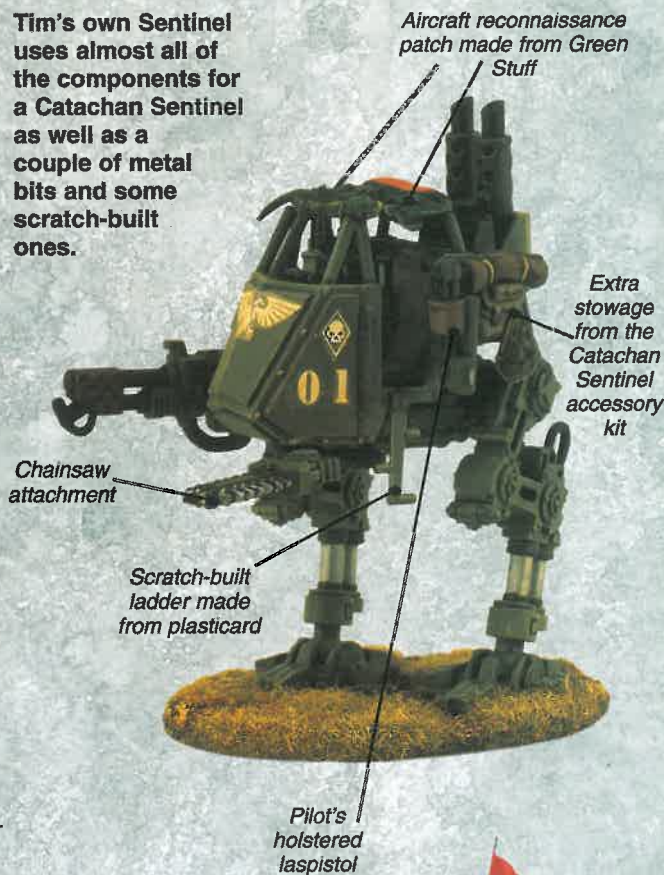
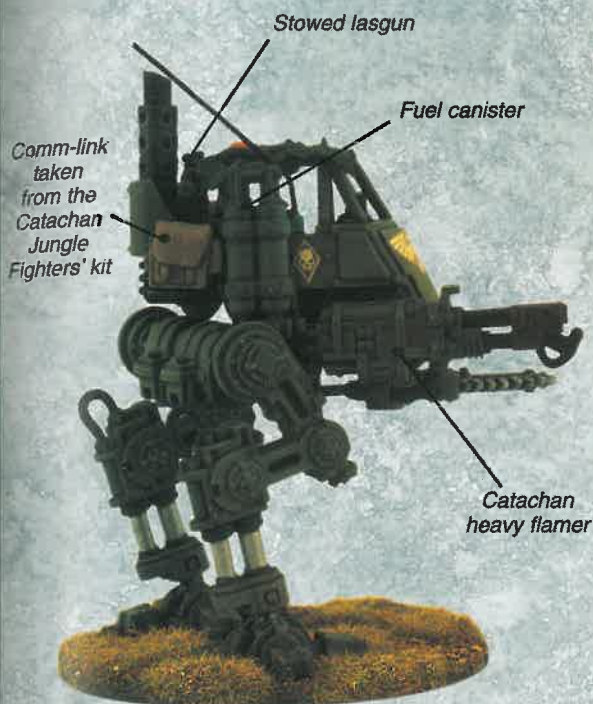


Tim has modelled an aircraft reconnaissance patch to the top of his Sentinel's roll cage.



The inside of the cab includes lots of details including a holstered Catachan knife and pistol.

Tim's own Sentinel uses almost all of the components for a Catachan Sentinel as well as a couple of metal bits and some scratch-built ones.



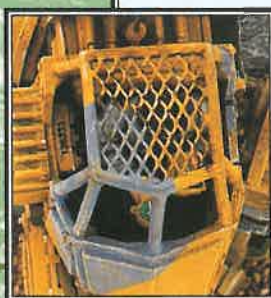
THE CATACHAN SENTINEL

Last month saw the release of the Catachan Sentinel Squadron. This boxed set contains three basic Sentinels plus three accessory kits that include all of the parts needed to make the Sentinels into Catachan variants.

These accessories include new parts for a Catachan pilot, heavy flamer and chainsaw weapons, a camouflage covered roll cage for the cab, a camo netting roll, extra equipment for the pilot and fuel canisters for the heavy flamer. All these components are fully interchangeable with the standard Sentinel and so give you a choice of parts to use.

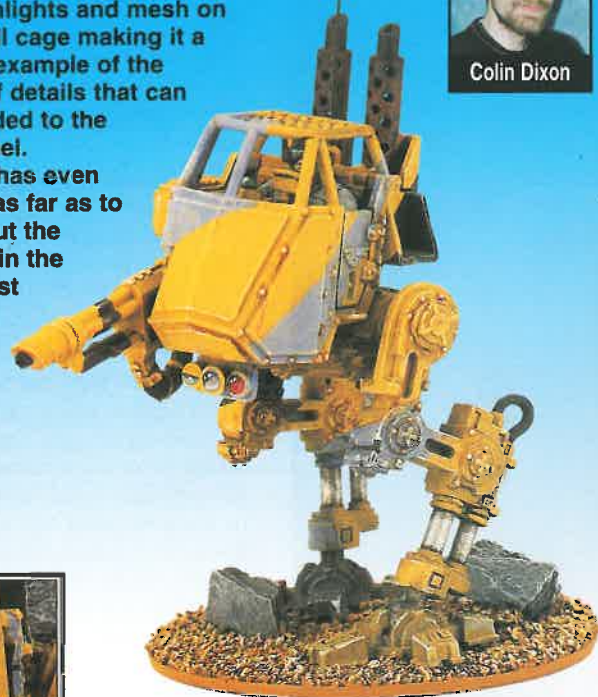
THE SENTINEL'S FUTURE

This accessory kit has really become the key component of the Imperial Guard Sentinel. In the future we will be able to produce a number of variants for the many different Imperial Guard regiments, some of which are already in progress, so watch this space...



Miniatures designer Colin Dixon's Sentinel has the addition of an aerial, searchlights and mesh on the roll cage making it a great example of the sort of details that can be added to the Sentinel.

Colin has even gone as far as to drill out the holes in the exhaust vents!





DAVE TAYLOR

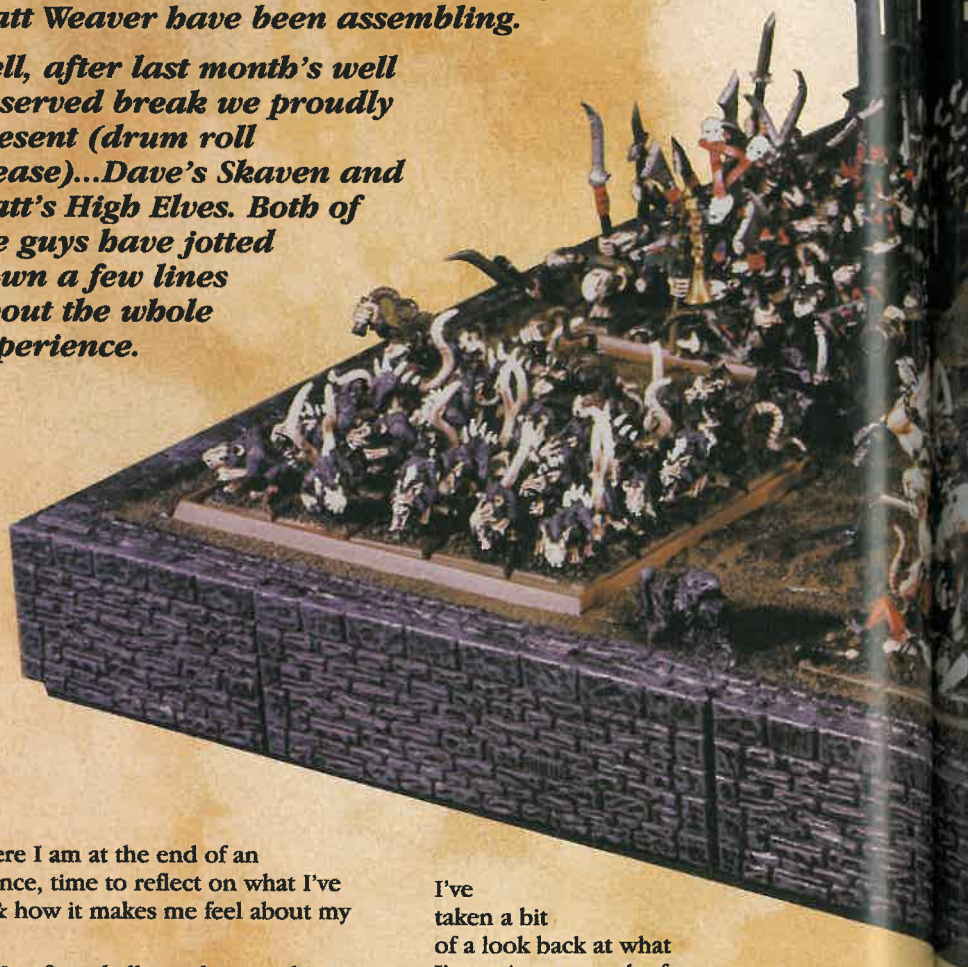
Dave has, over the last three years, painted a LOT of miniatures and completed a LOT of armies. Sometimes it seems he can paint an army in a month!

So Dave was only too glad to accept Matt's Challenge, it gave him a chance to focus on an army he had long desired to build, those oh-so cunning Skaven!

WARHAMMER

Some of you have been reading each month about the Warhammer armies that Dave Taylor and Matt Weaver have been assembling.

Well, after last month's well deserved break we proudly present (drum roll please)...Dave's Skaven and Matt's High Elves. Both of the guys have jotted down a few lines about the whole experience.



Well, here I am at the end of an experience, time to reflect on what I've learnt & how it makes me feel about my hobby.

When Matt first challenged me to this army painting competition I thought "Fantastic, now I have a really good reason to paint an army I've always baulked at before, those numerous Skaven!" Hot on the heels of this first thought was "Does Matt realise he's bitten off quite a bit here."

To his credit Matt has been a real trooper. As you'll read in a few pages Matt has been a bit hard on himself. Ever ambitious, his imagination ran away with him but it was his determination that kept him on track. While he has conceded defeat in the "who will finish first" stakes I think that (cue cliché...drum roll please) the Warhammer Challenge has produced a win-win situation. After all is said and done we both have a 2000 point army that we didn't have five months ago, you can't really complain about that! I also think that Matt has produced the more visually stunning of the two armies, but don't tell him that.

I've taken a bit of a look back at what I've written over the four months of the challenge and I picked up a few key points that I'd like to expand on.

- *Talking with other gamers.* When approaching a new army I think it is always a good idea to chat to other gamers about it. They can give you the benefit of their experience, set your feet on a path you hadn't even considered, or steer you in the wrong direction (I mean, who ever heard of Clanrats with Magic Standards – thanks Ben).

- *Theming an army.* I've realised I start by setting myself a set of restrictions first (no Plague Monks, no Doomwheels) and then I create a theme to fit the self-imposed restrictions. Mmmmm, interesting!

- *Doing something different.* I've collected a lot of armies in my time, not all of them have seen the light of day or the fair caress of a paintbrush, so my bits boxes are quite

R CHALLENGE



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extensive. This means my armies often look a bit different and because I've already mentally spent the money I tend not to think about what I've done. A classic example is the Stormvermin unit. I used all of the armoured torsos and helmeted heads from the Skaven regiment boxes and stuck Zombie scythes on the tops of the plastic spears. Sure, it seems like an expensive way to put together a unit, but I'd already used the Zombies in my Vampire Counts army so it's a "two birds with one stone" thing.

Tournament play. I really like being restricted in my army selection, it gives me a sense of being a real commander – making the best of the situation with the resources available. When you play regularly against a

group of opponents you fall into a bit of a pattern, you become over-

confident believing you know how they'll respond. At tournaments you'll play against people you don't know (sometimes from other countries) who play in a very different way to you and your mates. It's still Warhammer (or 40K/Mordheim/Blood Bowl) but your emphasis is different, certainly a beneficial eye-opening experience!





WARLORD MOR'SKITTAR

For many years before his rise to Warlord of Clan Scruten Mor'skittar has been planning his glorious "Conquest of the Northern and Western Reaches". As is typical of Skaven society there have been many twists and turns on the way to the top and alliances have been formed and abandoned as quickly as the twitch of a tail. He now commands the Clan Scruten Scouts, leading them towards Marienburg and the Wastelands. In battle he is supported by the most loyal of his Clan Eshin-trained Assassins, his litter-brother Mor'skweekar (carrying the Clan's Standard), almost forty of his most loyal Clanrats, and the incredibly dangerous Warfire Thrower.



WARLOCK MASTER KRITISLIK

It goes without saying that Kritislik fancies himself the true power behind Clan Scruten (and history actually shows it was the Warlock Master who led the Clan to Marienburg). With his bodyguard of elite Stormvermin and his personal Assassin, Kritislik is in a great position to threaten the leadership of Mor'skittar. His magical ability has grown since the army's foray into the ruined city of Mordheim. All that wyrdstone has obviously agreed with him.

THE MUTANT RATS OF CLAN MOULDER

Although Clan Scruten are financing most of the expedition, some of the funding is being provided by Clan Moulder. In order to protect their investment they have dispatched five Packmasters, three driving these mutated monstrosities before them, to accompany Mor'skittar.



THE MUTANT RAT OGRES

The other two Packmasters have brought their dangerous charges with them. Rat Ogres are hulking stacks of muscle, sinew, sharp teeth and talons the size of knives. These four are nastier than most and their wounds heal quickly, they've often survived charges from mounted Knights and scythed Chariots. Mor'skittar's success may well depend on these beasts.

WARHAMMER



RAT SWARMS

Every Skaven horde attracts their smaller brethren, rats. These swarms feed off the carnage that battle leaves behind. Clan Scruten have provided the carrion beasts with their fair share of carcasses.

SLAVES

Skaven capture slaves from many races, but nothing gives a Warlord more prestige and pleasure than subjugating the Skaven of another Clan. Mor'skittar drives these slaves (from the once proud and cunning Clan Mortes) before him into battle, protecting the more important Clan Scruten troops from enemy missile fire.



TUNNELLING TEAM

Trained (at great expense) by the Assassins of Clan Eshin, Mor'skittar's Tunnellers have often turned the tide of a battle for him. Occasionally, however, they have failed to turn up under their pre-arranged point until many hours after the battle. Their leader, Assassin Adept Kraw, now has his life measured in successful missions.

Below: The symbol of Clan Eshin.



GUTTER RUNNERS

Mor'skittar's predecessors had the foresight to have many promising young verminkin trained by the Clan Eshin Assassin Masters (obviously costing a great deal of warpstone). These infiltrators have collected their fair share of scalps, and are as fiercely loyal to Clan Scruten as Skaven can be. With their three Assassin brethren, they number thirteen, the number of the Horned Rat.



MATT WEAVER

For quite a few years now, Matt has had trouble actually finishing an army. Being inspired and starting the army have not been problems it's just making it all the way through.

Over the last five months or so Matt has learnt a lot about applying his ideas to the army building process.

We hope you enjoy the result even half as much as Matt does.

TOR SARATHAI COASTAL PATROL

by Matt Weaver

In February's issue I stated that I had learnt a lot about my capacity. In hind sight, that was a bit premature.

What I have learned is one of Dave's 'secrets' (it could be just subconscious), but what Dave tends to do is get a clear idea of how he wants a figure to look and then he does it. No "ifs" or "buts", the juggernaut just ploughs forward until the final coat of paint dries. If NIKE sold toy soldiers, they'd use Dave as their poster boy.

It was pondering this ability of his when I recalled something I'd read in some old book years before; "Decide what you want to do, once the decision is clear, the doing becomes effortless" AAAAAAARRRRGH!

What was holding me back? Although I had lots of ideas and inspiration I was allowing myself to change my mind about how I wanted to do things, or how I wanted things to look. As a result, I was constantly stopping and starting, altering the army. Basically turning an already large task into an agonising ordeal.

I'm sure that in retrospect I could have had many more figures for this army painted...but at the same time, I glad that I've found out the hard way. And perhaps one or two of you out there reading this

article can identify with what I'm saying, and ultimately improve your own abilities. If any of you are nodding your head about now then I think you're there..

Anyway, enough of all of the psychobabble and more about the toy soldiers.

I think it almost goes without saying that as far as who finished first with the challenge, I concede to Dave. My hat goes off to him, and if you were wondering what was my dastardly plan, apart from having a reason to finish something of my own, and having a bit of fun in the White Dwarf, there was none.

After all of the effort, I now have a tournament army I'm very happy with, in both army selection, as well as the way it looks. The initial vision has definitely been realised, the swift moving Lothorn based army is very much there, and it contains the showcase figures that I really wanted to have. Over the next few pages, I'll take you through each of the units and other models, with a quick run down on what went into making each.



HIGH ELF GENERAL - LORD CADAITH ON ASUR

The Army general was always going to be this figure, The old Unicorn model I've had for donkey's ages (and it's seen it's share of paint stripper) as well as the Pegasus champion, the only real challenge lay in the paint treatment of his helmet. The

long grass on the base is made from a dyed hair product that you can get at any model railway shop worth their salt.



ARMY STANDARD - BAIL TANELORN

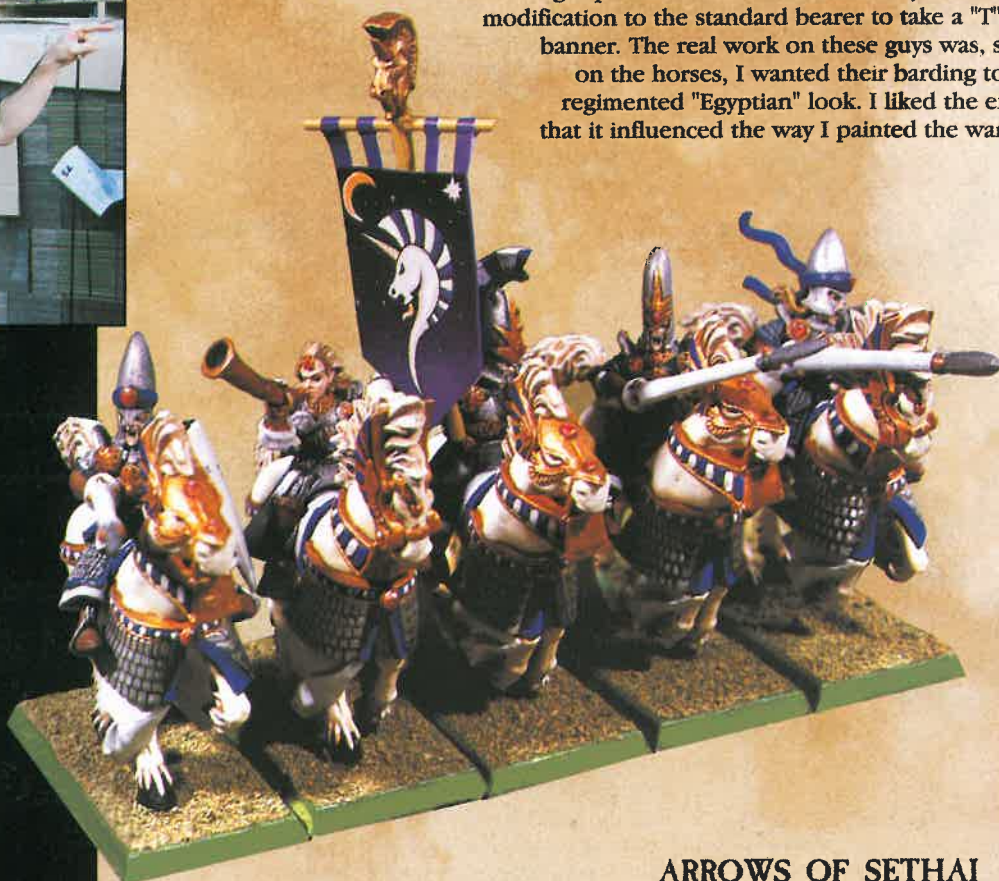
Again, another old High Elf figure, the Silverhelm Standard Bearer. Apart from the new High Elf barded horse, the main difference lies in the actual banner pole, which is made from the Lothorn Sea Guard standard, fine chain, brass rod, Ellryian Reaver spear points and a LOT of patience. In White Dwarf 240 you saw my design for the banner of the rearing Dragon, I reduced that drawing down to about 40% with the help of a photocopier, then drew the rest of the banner around it, and reduced it another 70% for painting. Bail's horse was painted the same way as the Silverhelm steeds for unity





SILVERHELM BODYGUARD

These guys were pretty much straight from the shelf as far as the modelling aspect was concerned, with only a minor modification to the standard bearer to take a "T" shaped banner. The real work on these guys was, surprisingly, on the horses, I wanted their barding to have a regimented "Egyptian" look. I liked the effect so much that it influenced the way I painted the war chariot.



ARROWS OF SETHAI - ELVEN ARCHERS

Modelling-wise all that was done to the archers was a simple standard swap from the Lothern Standard, to maintain the theme. After undercoating these figures in Skull White spray, all were quickly painted in Space Wolf Grey and then drybrushed with Skull White. Regal Blue was used on their pants etc., this was then highlighted in a lighter shade. All of the metal, feathers, and woody bits were then given a quick treatment, leaving the fleshy bits 'til last (my favourite bit).

SORCERESS CHAMPION - GALATAË

I gave you all the full motivation for this one way back in issue 243, and all I can say really is she went together almost exactly as I planned her (with the exception of the sword and the crown thingy). I spent way too long on painting her though...I tend to think that this might have something to do with gender. The idea with the shell paid off as well.



LOTHERN HOST

This is the cornerstone of the entire army, this unit took the longest to paint, but the effort was definitely worth it. Most of the work went into the painting of the spears, the wave pattern on their armour, and the shield design, which itself was thanks to the waterslide transfers positioned over a preprinted background.



CYNATH'S DELIVERANCE - REPEATING BOLT THROWER

This guy was practically painted straight from the army list, my eyes were bleeding at this stage.



ARHAIN TRAILFINDER'S ELLRYIAN REAVERS

Like the Silverhelms, most of the time spent on these guys was in painting the horses to make sure that they all retained a uniform look. The actual Reavers were embarrassingly quick to paint, largely due to the fact that I practically painted them with washes.



FURY OF SARATHAI - TIRANOC CHARIOT

Modelling this sucker was definitely a labour of love. I really wanted to be able to carry off the same effect seen in Egyptian relief paintings of chariots with multiple horses. After solidly pinning the blades to the wheels and the chariot body, the next job was on the yoke of the chariot. Many of you will cringe but I had to cut up three chariots in order to get the matching bits (not for the faint hearted) The hardest aspect of the yoke was cutting and pinning all of the bits together to make it look like one single continuous piece. From there the horses were then assembled and each were painted separately in order to get all of the detail done properly. The Lapis Lazuli inspired pattern (see issue 242) only went on to support the initial plan for this model to look a bit Egyptian as well. A regiment movement tray was filled with plastic card and the back was slightly elevated to level out the chariot and make it seem larger over the barded horses. this was then flocked with sand and the stones were added. Holes were drilled for pinning the chariot and steeds after this had dried, and the rest of the components were painted and assembled. At this stage one of my flatmates broke it. The damage was repaired and the flatmate still lives...but in another suburb.

Looking at the end result, the time spent was definitely worth it.



UNDERLYING THEMES

Overall I went for the classic High Elf colour scheme of whites and blues for the army as a means of making it easily identifiable. I think this also makes for a very clean look. Blue and white together in an alternating stripe pattern also suggests a mariner style which only goes to further the Lothorn Sea Guard theme of the army.

THE SCENIC BASE

This was all very simple to do, it's only a bit of M.D.F. (Craftwood) with some rocks glued on and sprinkled with flock. It will serve two purposes for me, a) as a deployment zone for my army, and b) as a shelf for display in my glass figure cabinet at home. The Waystone that I originally intended to have on this base wound up not suiting the way I wanted the thing to look.

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THE ALMOST LOTHERN SAILING SHIP

So close...and yet so far!
I've got to admit that
this was one of the most
satisfying models that
I've ever made...or
almost made that is.

Unfortunately
insufficient funds on my
part stopped the project.
But after I've squirreled
away a few more dollars
I'll be able to get some
rigging and sails
happening...perhaps in a
later issue we may even
show the finished
product



THE TALE OF WOE OF THOSE WHO FELL BY THE WAYSIDE

(OR SHOULD THAT BE WAYSTONE)

If you could only see what models lay assembled and
undercoated on my workbench at home.

There are about forty High Elf Spearmen, ten extra Lothorn Sea
Guard, Twenty High Elf Archers, fifteen Silverhelms, ten Ellryian
Reavers a few War Eagles, two extra Repeating Bolt Throwers, and
three Mages (one of them on horseback!). All of these guys got
the initial treatment, and were for a time considered as being in
my army, but because I kept changing my mind through the
whole project, they wound up getting axed, but there is hope...

...AND THE FUTURE TAKES ROOT IN THE PRESENT...

Although the challenge is over something
tells me that I want to keep building this army.

Awwww!, who am I trying to kid, I've already laid basic
plans to expand this army, and keep it themed at
the same time. As this Lothorn army is a water
based army I've decided to keep that elemental
theme running through the entire army. Largely
inspired Miyamoto Musashi's *Go Rin No Sho*, or
Book of Five Rings, I'd like to divide the army
elementally. I already have the Water, Fire would
be Phoenix Guard and Dragon Princes of Caledor,
Earth would have White Lions of Chrace and
Maiden Guard, and Wind (which I've just started)
would have Sword Masters and lots of Archers. Void
would consist of Shadow Warriors.

My General figure for the Wind army has just been
finished, and here's a sneak peek...



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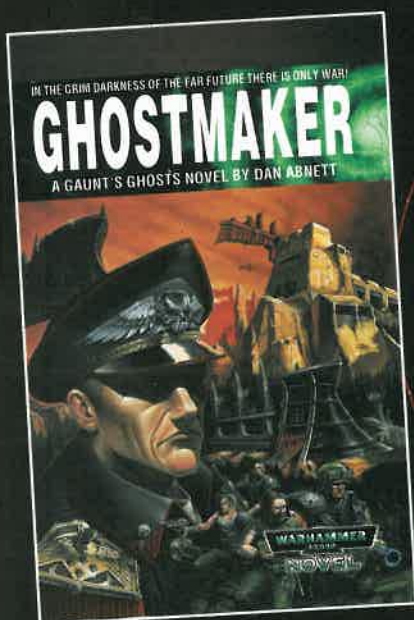
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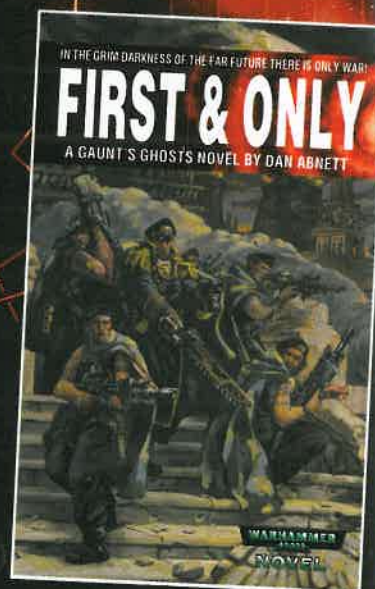


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*Commissar Yarrick,
addressing new recruits*



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PAINTING WARMASTER ARMIES

So, you've got a stack of the great new Warmaster miniatures and are eager to start painting your latest army. The scale may be smaller than you're used to, but we've compiled some helpful tips from three Warmaster Generals who prove that small can be beautiful...

'EAVY METAL PAINTING TIPS



The 'Eavy Metal team have found that painting large numbers of Warmaster stands is a lot easier if you first attach all the stands of a unit to a strip of thick card. Just take a

strip of card about 30cm long and attach the six stands in a row along its length using double-sided sticky tape. As you paint you can apply one colour at a time to all the stands in the unit. This method makes the painting a lot faster and ensures that all the stands within a unit have the same finish.

After you've painted all the stands in a unit, the next thing you'll want to do is get them on their bases. Before you rush to get the superglue out, it's worth bearing in mind flock. Once two stands are fixed to a base it becomes quite difficult

to glue flock between them. The best approach here is to fix one of the stand to the base first and apply your flock with PVA glue leaving the other side of the base bare. When this is dry, you can then glue the second stand to the base and flock the remaining area.

When flocking bases (not just Warmaster) try mixing brown and green flock together in equal amounts. The addition of the brown will stop the flock looking too flat and add an element of realism to it.

DRYBRUSHING

A quick way to paint Warmaster miniatures is to drybrush them. First undercoat the model with black spraypaint. Next choose an appropriate colour and wipe away most of the paint on the brush onto a tissue. Then lightly brush over the entire strip of models. The remaining colour will adhere to the raised detail leaving the darker colour in the recesses, providing shading. The more you drybrush over the model, the lighter the model will be.

SPEED PAINTING



Graham Davey

I'm currently painting up reinforcements for my own Warmaster Empire army. For me, the most important aspect of painting the army is speed, the faster the better – it is the overall look of the army that matters, not the individual models. So far the entire army has been painted using just five colours and a Chaos Black undercoat. As for highlighting and shading, there is none! Note that unlike the 'Eavy Metal painters, I stick the models onto the base before painting – if I can't get my brush in to paint the back rank then it probably won't be all that visible anyway!

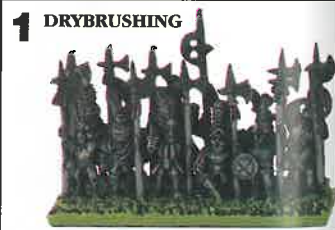
GRAHAM'S TOP PAINTING TIP

Graham's tip for this month makes painting large amounts of Warmaster miniatures much quicker. When painting regiments, paint the front rank to whatever standard you're prepared to spend the time on. As the models behind the front rank are mostly obscured from view you can skip on things like faces and clothing, just paint the bits that show. Doing this saves lots of time and will go unnoticed when you look at the army as a whole.

1 All the stands in a unit are first superglued to their bases. Extra superglue is applied around the edges of each stand and the base is then dipped in sand to texture it. Once the base is dry the stand is undercoated with Chaos Black. The entire stand is then drybrushed with Codex Grey. I then paint the bases Goblin Green (fairly roughly to leave some of the texture showing).

2 The next stage is detailing. First I choose a single colour (in this case Enchanted Blue) and paint the plumes plus one or two other bits on each trooper. I then paint all the armoured areas and weapons with Chainmail.

3 The final stage involves painting the skin on the face and hands with Elf Flesh, but I only bother with this stage for the front rank of the front stand of the unit. If the stand has a champion or standard you might want to add a few extra details or a symbol on the standard, but personally I'd rather get on with the next unit and get them onto the field of battle!



PAINTING



Stephan Hess
Warhammer
Champion '98

Before starting to paint, it is a good idea to try out a few colour schemes on test models first. I often paint up two or three bases to test different paint schemes I have in mind and choose the best.

There are some things to remember before you start to decide on the paint scheme. Author Douglas Adams shared his wisdom with us when he said that mankind is the only race in the universe to state the obvious all the time. So here it is: Warmaster models are small, they look small in your hands and look even smaller on the table. Besides being obvious, it is also important for your choice of colours, patterns and highlighting. If you do a black and white check pattern on the trousers of your Wardancers in Warhammer it will look quite nice, but doing the same on a Warmaster model will look blurred and a bit of a mess. It is better to keep the paint scheme simple with areas of uniform colours.

On a Warhammer model, harsh highlights often look quite nice when the army is on the table. If you choose to highlight your Warmaster models, strong highlights confuse the overall look of the miniature, so it might be better to use a single subtle highlight, which you probably won't even see when the model is on the table, but which makes a difference when you give the miniature a closer look. In the same vein, you should avoid painting small details in contrasting colours as this too will be a distraction from the overall figure. At a distance it will look more like a misplaced spot of colour than a pouch or bottle. Also, too much contrast in the different parts of the uniform might result in a noisy look.

The choice of undercoat is rather important as it determines how quickly you can finish the paint job. A sensible choice will save a lot of time later. If you intend to paint your Warmaster miniatures metallic or dark colours then a black undercoat is a good start. If you intend to paint your Warmaster miniatures in bright colours then a white undercoat will make the colours more vibrant. Generally the preferred undercoat is black even if you are painting bright colours as you won't need to shade and this makes the whole process a lot quicker.

The first part of a Warmaster miniature I paint is the armour, using the drybrushing technique. This has two purposes. First it paints the armour and second it reveals all of the detail on the rest of the miniature, making painting easier later on. After armour comes the faces and while you're painting flesh colours you might as well do the arms too. As you apply the colours, you can leave a small amount of the black undercoat showing between the different areas of colour. This creates black lines that separate the flesh, clothes, armour and weapons and which neatens the finished miniature.

When painting horses it is often a good idea to keep them all the same colour to make them more uniform. First decide on the horse's colour. You can save a lot of time by using a dark coloured breed of horse.

If you have drybrushed metal on a black undercoat try applying a Chestnut wash directly over the metal. The ink over metal will look like a satin brown as if the horse has been sweating. Painting the mane is as simple as it gets. You take a lighter colour and draw the brush over the mane rather like drybrushing. The undercoat and ink will work as the shadows.

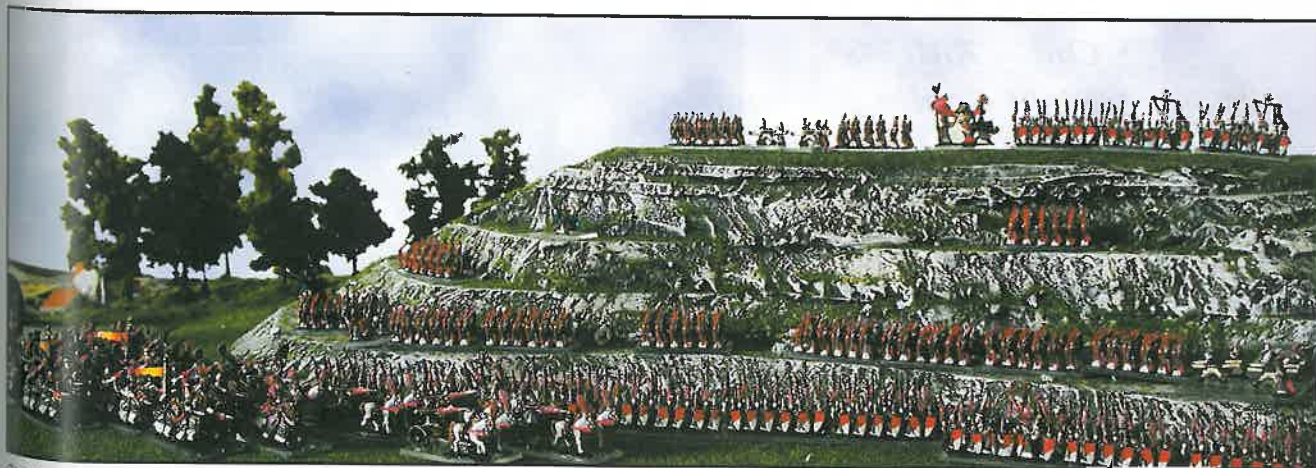
The painting of the accessories is straight forward, but as I said earlier don't use colours that contrast too much as the miniature will become confusing. You can apply highlights at this stage if you wish but this is only if you want to make the paint job that little bit better.

Bases are a very important part of any army. Just like Warhammer you can add static grass, stones and gravel or small scenery if the space permits. My personal favourite type of base are those that have really deep grass. I've also experimented with transparent bases made from perspex, which has the advantage of 'adapting' to any terrain you play on.

The Warmaster miniatures may seem a challenge because of their size, but remember they are quick and easy to paint, and they look great on a gaming table. Have fun!



Just a small part of Stephan's Warmaster High Elf army (on his own transparent bases!) marches through his Empire town.



Stephan's High Elf army arrayed for battle.



WARHAMMER



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The Warhammer Regiments are multi-pose, plastic boxed sets that offer fantastic value for money!



Above: A Night Goblin Regiment Boxed set and its contents.

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- *Chaos Knights**
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- *Orc Warriors Regiment*
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- *Skaven Clanrat Regiment*

* Warhammer Regiment boxed sets are available for AUS\$34.95 NZ\$39.95 with the exception of Chaos Knights which are available for AUS\$49.95 NZ\$54.95.



WARHAMMER

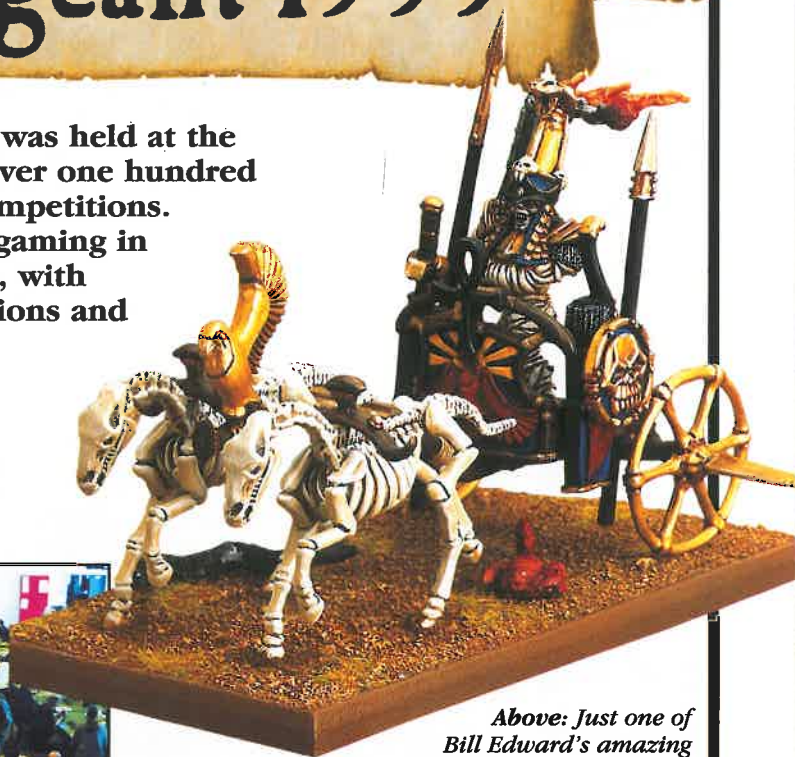
Grand Pageant 1999

The UK Warhammer Grand Pageant 1999 was held at the Warhammer World exhibition hall, with over one hundred gamers participating in three separate competitions. Once again the standard of painting and gaming in the competition had risen to new heights, with many armies displaying fantastic conversions and paint jobs. Over the next few pages we have collected together some of the best gamers' armies that were present at the tournament. Keep an eye out in White Dwarf for details of future Australian and New Zealand Grand Tournaments!



Above: Over a hundred gamers battle it out to see who will be the 1999 champion.

Below and right: The 1999 Grand Pageant winners and their final positions.



Above: Just one of Bill Edwards' amazing Tomb Kings chariots.

Final Results

Grand Tournament:

Grand Champion – Bill Edwards (Tomb Kings)
2nd place – Alberto Ruffini (Bretonnia)
3rd place – Ville Santala (Wood Elves)

Warhammer Unlimited Tournament:

1st place – Ben Josling (Lizardmen)
2nd place – Jason Brudenell (High Elves)
3rd place – Keith Fraser (Wood Elves)

Warhammer Open Tournament:

Overall Winner – Steve Thornton (Skaven)
1st round, Tournament – Bryan Lynch (Dogs of War)
2nd round, The Siege – Martin Turner (Dogs of War)
3rd round, Grand Alliance – Kev Holmes (High Elves) & Ben Stradwick (Dark Elves)
4th round, Special Character Challenge – Martin O'Brien (Lord Kroak)
5th round, No Holds Barred – Robin Whelan (Orcs & Goblins)
6th round, Final Challenge – Becky Holmes (Bretonnia)
Best Army – Jonathan Carter (Nurgle Chaos Warriors)
Most Characterful Army – Jeremy Marshall (Orcs & Goblins)

SAVAGE GREENSKINS



Jeremy Marshall



The entire Orcs & Goblins army ready for battle.



A unit of Savage Orcs led by a Shaman.

Jeremy Marshall's Orcs & Goblins army

Jeremy: I unified the army with the half-white half-blue faces and shields. I got this idea from the film *Brave Heart* and thought the colour scheme was suitable to intimidate my opponents. My favourite models in the army are the Orcs armed with crossbows, I'm particularly proud of the crows nest which I scratch built specially for the unit. I collected Orcs and Goblins for the simple fact that they are fun to play with – Animosity and Waaagh! tests can ruin the best battle plans but if you don't know what you're doing then your opponent certainly won't. I really enjoyed painting them, making them bright and colourful where possible.



The Giant was heavily converted using lots of Green Stuff, the head was originally a Games Workshop keyring!



The Snotling Pump Wagon was one of the first things completed for the army, but each time Jeremy has been to a tournament he has added a bit extra.

CORRUPT AND DISEASED

Jonathan Carter's Nurgle Chaos Warriors army



Jonathan Carter

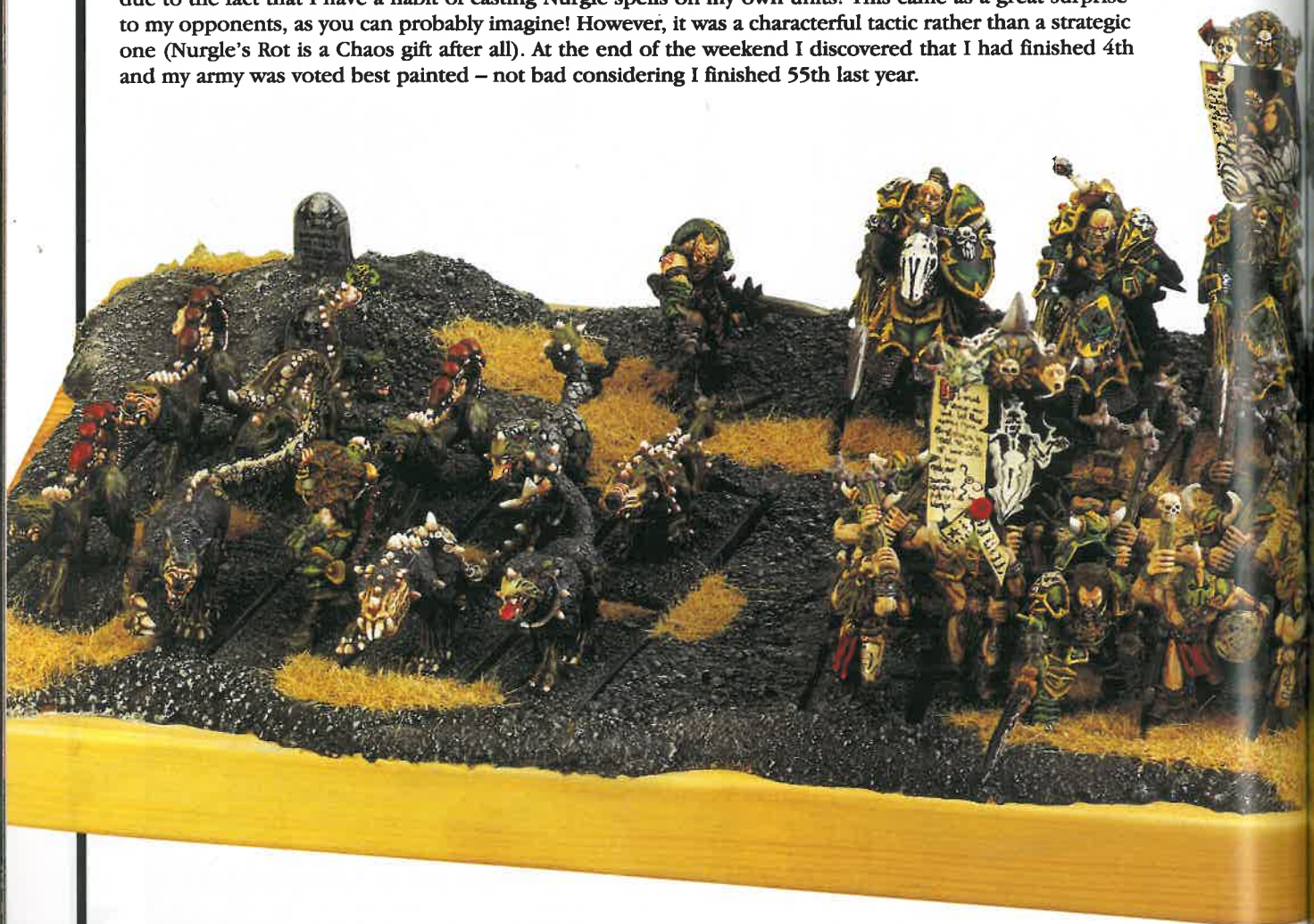
Jonathan: I wanted to make the army look individual, and I find the easiest way to do this is simply to swap all the heads. By the time I had finished converting the army I had done nearly 30 conversions.

After copious layers of green and yellow paint and various shades of colour wash, the army was complete and it was still only February. The army was now ready for its first outing at the Grand Pageant 1999. My games went much better than the previous years, even reaching the dizzy heights of table 1, before slowly retreating to table 17.

The army was never defeated, it just failed to do enough damage to sustain a victory. However, this could be due to the fact that I have a habit of casting Nurgle spells on my own units! This came as a great surprise to my opponents, as you can probably imagine! However, it was a characterful tactic rather than a strategic one (Nurgle's Rot is a Chaos gift after all). At the end of the weekend I discovered that I had finished 4th and my army was voted best painted – not bad considering I finished 55th last year.



Chaos Warriors of Nurgle.



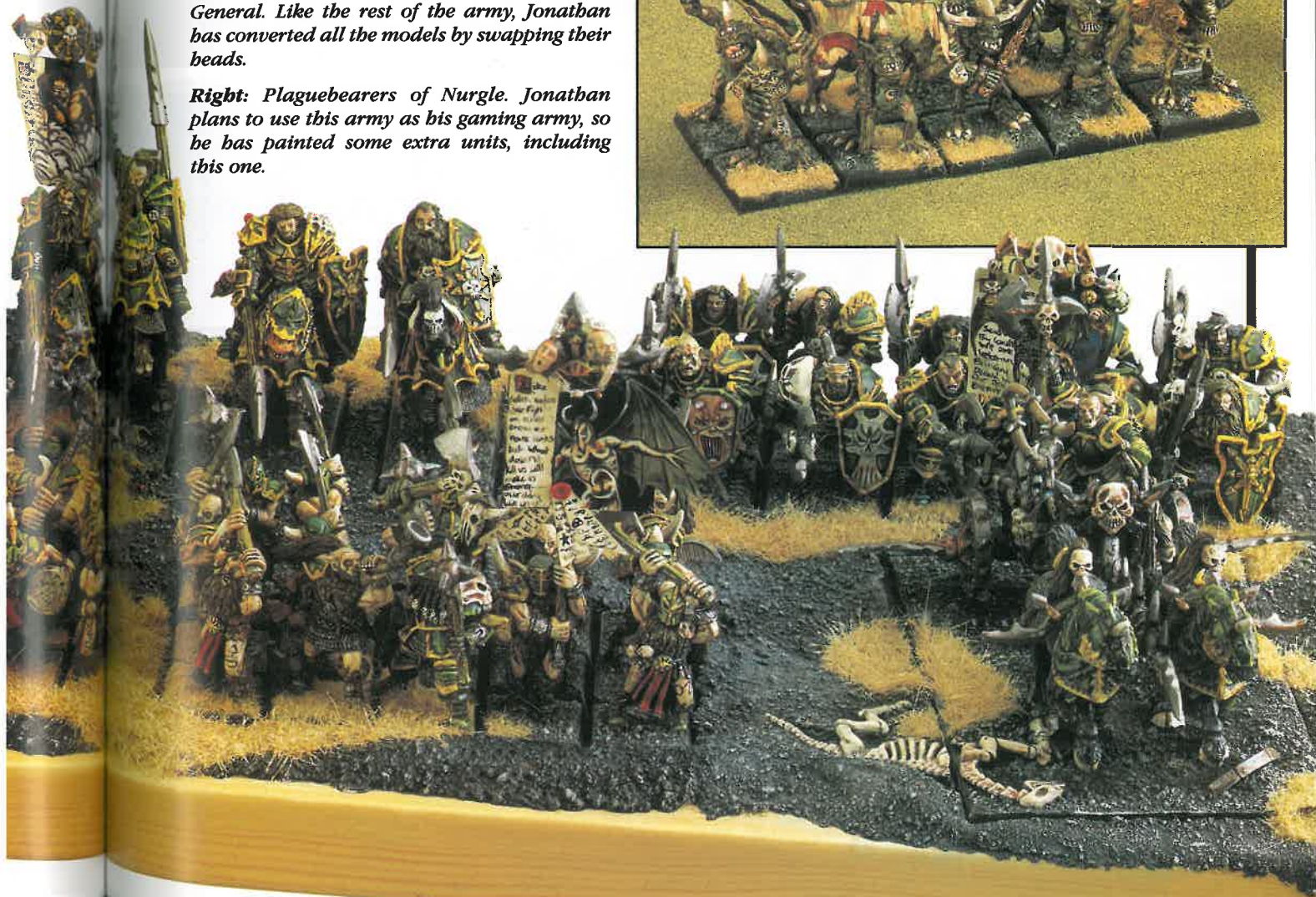
Jonathan's tournament army on its display base.



Above: Chaos Knights of Nurgle led by a Chaos General. Like the rest of the army, Jonathan has converted all the models by swapping their heads.



Right: Plaguebearers of Nurgle. Jonathan plans to use this army as his gaming army, so he has painted some extra units, including this one.



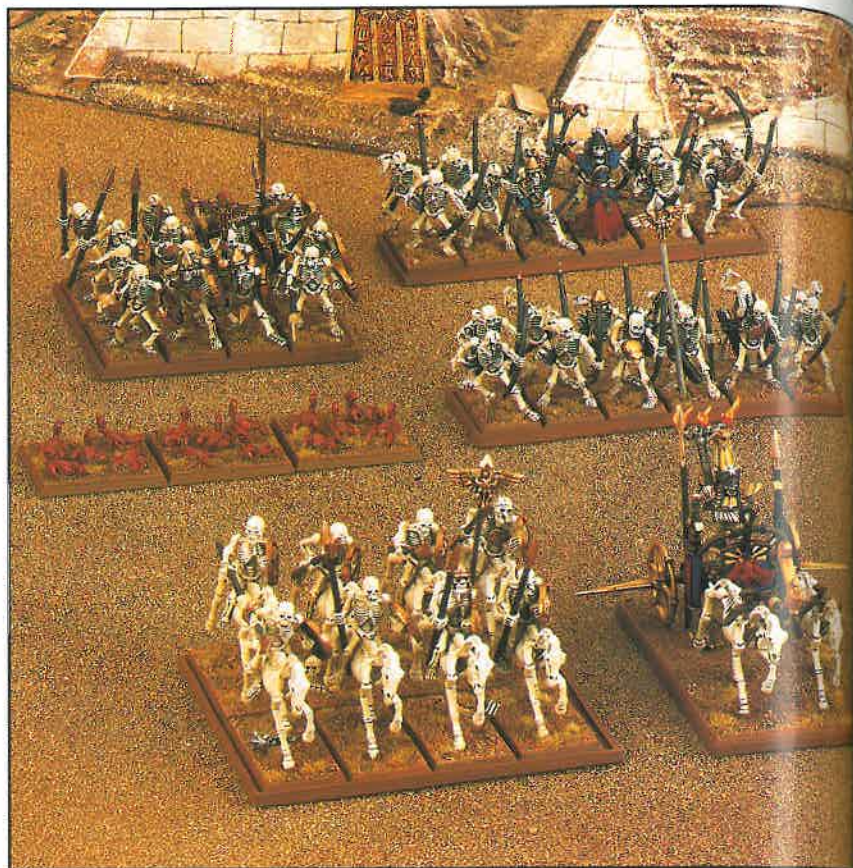
GRAND CHAMPION



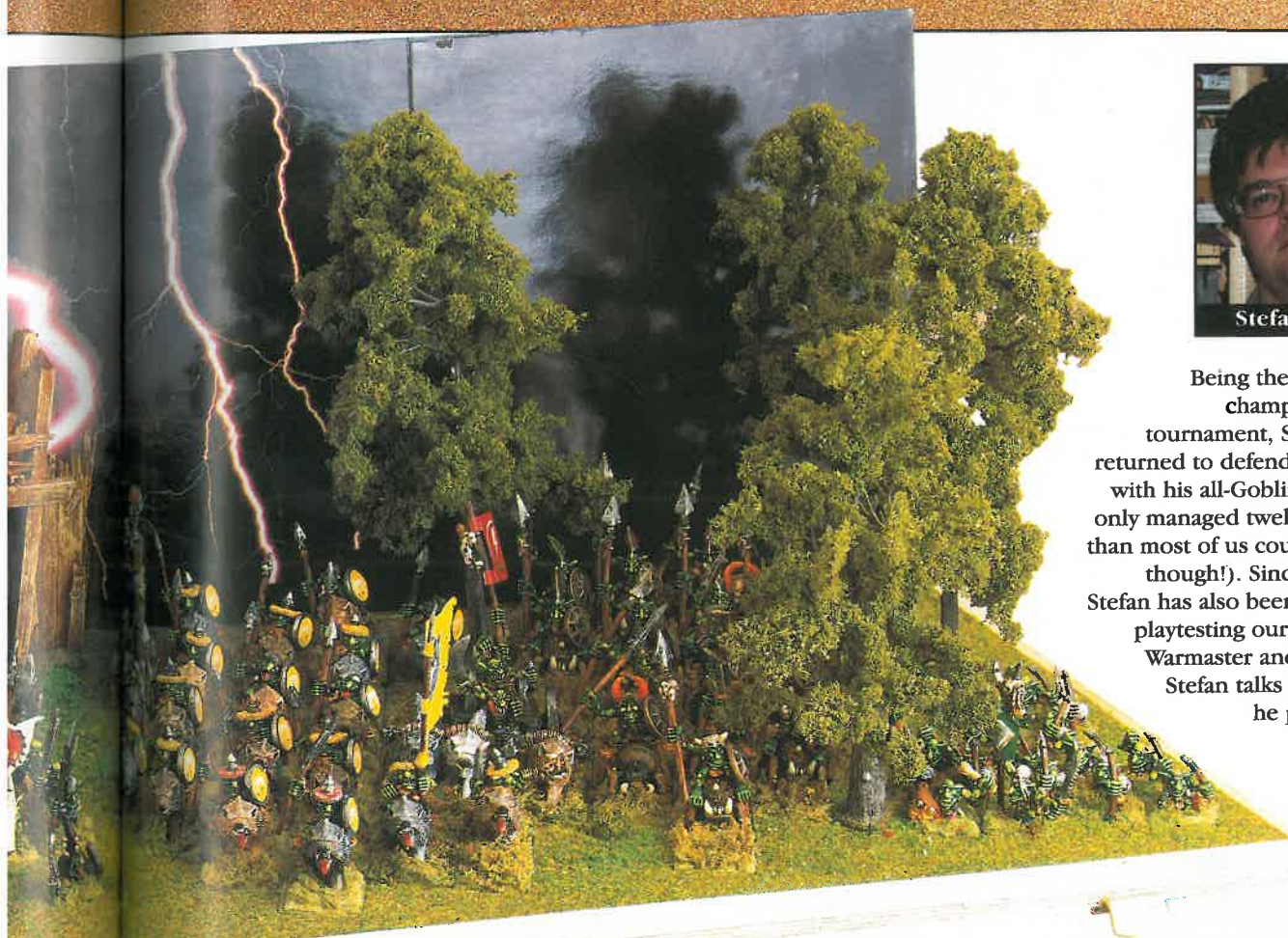
Bill Edwards

Bill travels the world over to take part in Warhammer tournaments. This year he brought this remarkable Tomb Kings of Khemri army and promptly walked off with the top prize! He has an

impressive track record and an equally impressive collection of trophies. In 1998 alone he won the Chicago Grand Tournament, the Canadian Tournament and finished second in the Baltimore Grand Tournament. Last year, as well as winning this tournament he also won Best General at the Baltimore Grand Tournament and finished eighth in Seattle. Bill has threatened to enter even more of our tournaments and will be back this year to defend his title, so you have been warned!



Bill's Undead Tomb Kings army



Stefan Hess

Being the defending champion of this tournament, Stefan Hess returned to defend his crown with his all-Goblin army but only managed twelfth (higher than most of us could manage though!). Since last year, Stefan has also been very busy playtesting our new game Warmaster and this issue Stefan talks about how he painted his Warmaster army.

Stefan's tournament army on its fantastic display base.



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Shops with their name
in **RED** have Games
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Those with their
names in **BLACK** have
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Fridays.

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IMPERIOUS REX



BEGINS MAY 24TH





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EVENTS

COMPANY OF WOLVES



A

SPACE WOLVES™

EVENT

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WOLF BROTHERS

GW Parramatta (20th May) - During May, the staff at Parramatta will be working on a brand new Space Wolves army. This army will be used in a massive Bring 'n' Battle game when the Space Wolves come face to face with an army of heretic Chaos Space Marines. For more details on this event, contact Matt, Troy, or Adrian at our Parramatta store on (02) 9689 1638.

CALL OF THE WILD

GW Auckland and GW Wellington (20th May) - A tired and weary Space Wolves company is returning home from another encounter with the Thousand Sons. While passing a lost Squat homeworld, a routine scan is made by Iron and Rune Priests of the Space Wolves company and the results indicate a high level of technology still hidden below the devastated surface. Rumours abound in the sector of a mysterious STC (Standard Template Construct) upgrade for tanks... but they also mention the likelihood of enemy activity.

RAIDERS OF THE LOST TANK

GW Wollongong (27th May) - The Space Wolves have found evidence of STC technology which is believed to produce the awesome Land Raider. The problem is that an Ork Mekboy has discovered the STC technology, and an Ork settlement has built up around it, as the Orks use their "knowots" to sort out what the STC actually does.

The Space Wolves must take and hold the STC, eradicating the Orks in the process. Meanwhile, the Orks must battle the Space Wolves so that they can use the technology for their own looted vehicles. Bring in a unit of painted Space Wolves or Orks to join in the action.



THE RELIC OF RUSS

GW Perth (27th May) - Wolf Guard leader Gunarsson's Grey Hunters pack has been charged with a mission to deliver a holy relic that may be related to the Space Wolves Primarch, Leman Russ, back to the Fang for inspection. The holy relic must be transported to co-ordinates 33°S-126°W where it can be transported back to the Space Wolves home planet of Fenris. There it will be ascertained if the relic was indeed used by Leman Russ, or a cruel hoax of Chaos.

This is a Bring 'n' Battle scenario involving any Imperial forces (Space Marines, Imperial Guard & The Sisters of Battle) vs Dark Eldar and Chaos. The slaughter happens from 12-3pm.

THE GREAT HUNT

GW Belconnen (20th May)

As the mist settled on the forms of twisted old trees and the ruined architecture of a lost culture, a shadowy figure emerged. A lost soul? Or...

Njal awoke with a start. "Who was it? It looked like the great RUSS!"

With due haste, Njal and his Wolf Pack began their Great Hunt for the lost Primarch. Led by a little cunning, and a lot of psychic power, the Space Wolves headed for an uncharted planet in the Segmentum Obscuris. To make history, or die for their Emperor.

Bring along your favourite painted squad to take part in this battle. For more details, contact the staff at Belconnen on (02) 6253 4747.

During May, all of the Games Workshop stores across Australia and New Zealand will be running heaps of events featuring rules from the brand new Codex: Space Wolves. Listed on this page are just some of the events that will taking place in our stores. If you are interested in collecting a Space Wolves army, or if you just want to see how tough the Space Wolves really are, drop by your local Games Workshop store to find out what events they're running!

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These are just some of the upcoming events happening in our stores. Contact your local store to find out what they've got planned.

LAST STAND ON ANTILAS III

ADEPTUS ASTARTES COMMUNICATION...
STATUS PRIORITY: *CRIMSON*

+++This is Brother Sergeant Hicks of the Black Templars 5th Company. Help urgently requested. Thousands of greenskins all around us. We will sell our lives dearly... For The Emperor! +++

MESSAGE INCOMING...

+++ Wolf Lord Ranulf responding... The Space Wolves heed your call. Closing on your co-ordinates. Arrival in approximately 20 minutes. Fight on brothers! The Fang is coming. For The Emperor and Russ! +++

On **Saturday 27th May** at our **GW Chatswood** store will hold a huge battle between Black Templars, Space Wolves and the ferocious Orks of Waaagh! Goffgob. Your assistance is urgently needed in the defence of Antilas III. The battle rages from **11am - 3pm**.



JUNGLE ASSAULT

On the deathworld of Zorduan Alpha an unseen foe has been slaughtering Imperial outposts one at a time, causing havoc to Imperial command procedures. By the order of Planetary Lord Gloasisus the Catachan 3rd has been called from a neighbouring system to investigate and destroy whatever lies in the jungle...

Over the weekend of **May 13th & 14th**, starting at 10:30am each day, **GW Newcastle** will be running several huge narrative linked games on their new jungle table using the store's ever expanding Catachan army. So bring in your Imperial Guard armies to help save Zorduan Alpha or join the forces of evil as they attempt to conquer the Zorduan System.



BRING IT ON!

The guys at **GW Newcastle** have a tendency to brag to customers about how good they are at all our games. Now it's your chance to prove them wrong in our Staff Challenge. Just bring in your painted 500 point army any weekday afternoon and challenge one of the staff to a game. C'mon, bring it on!



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BACHARIUS HELL!

Sir Garnett Wosely took another puff from his pipe and looked around at his men. As commander of the 13th Praetorian regiment, Wosely had been given the toughest assignment of all - to purge the jungles of Bacharius of all alien lifeforms. The stench of the jungle mingled with the sweat of the Guardsmen captured the essence of this accursed planet.

As a cloud of insects buzzed around his helmet, Wosely addressed his men.

"Alright you apes, prepare to saddle up and move out!"

GW Miranda (13th May) - Bring your troops and assist the Imperial Guard in their hunt for the alien scum, or bring your heretic and heathen alien units to join the hordes stalking the 13th Praetorian regiment through the jungles of Bacharius. One way or the other, come along and join in the action!

SIR GUIDO'S CRUSADE

GW Parramatta (27th May) - Bretonnians and the Lizardmen of Lustria are at war again! The renowned Grail Knight Guido le Arpa has led his army to the steamy jungles of Lustria where death awaits at every turn. Here he must battle the Slann and their reptilian hordes to succeed in his quest for the gold of Lustria.

Bring in your own troops or use some of the store's units to take part in this Warhammer battle.

BLOOD ON THE SAND

GW Sydney City (27th May) - Fanatics wail and howl, boars paw the sand and squigs chomp and drool. Across the sands, past the oasis, flaming tapers are put to cannons and knights grip their lances. War cries and taunts echo over the sand. As the sun rises above the scorching desert the forces of the Empire and hordes of greenskins prepare to fight to the death...

Bring in your own troops to join in and fight for the destruction of the Orcs or the victory of the WAAAGH!

MORDHEIM

Return to the Pit of Doom

GW Melbourne (27th - 28th May)

Within the depths of the Pit of Doom lie untold riches and horrors unknown. Few mercenary adventurers have entered the dreaded Pit of Doom and lived to tell the tale. Are you brave enough to enter?

Bring along your painted warband to take part in this massive Mordheim event. The staff at **GW Melbourne** will allow warbands of no less than 1000 gold crowns to join the hunt for treasures and renown - anything smaller would be suicide!



GAMES WORKSHOP
STORES



SOLDIERS OF THE EMPIRE

At 10am every Saturday during May, GW Brisbane will be building scenery for a new Warmaster gaming table based on the Siege of Altdorf. We need your help to complete this scenery which will be used in a battle on Saturday 27th May at 10am.

All are welcome to join in the battle of the Siege of Altdorf and any painted units of Warmaster Empire or Undead may be brought along! Phone the Brisbane staff on (07) 38313566 for more details.

SYCTHES OV DETH

"Dem humies won't stand a chance, eh boss!" said Bogaz.

"Course dey won't stoopid coz I got a plan. Get da boyz an da chariots over dere so we can cuts dem humies down like mushies" replied Goblin Warlord Thugsnot. "Weez attack at dawn!"

GW Greensborough (27th May) - Join Thugsnot's "Scythes ov Deth" as they charge the guns of Beekerhoven. Bring your own chariot or use the stores and be part of the hacking, slashing and severing of heads.

These are just some of the upcoming events happening in our stores. Contact your local store to find out what they've got planned.

THE MAIN EVENT

Laurie, Troy and Rob at **GW Mt. Gravatt** have a special event that happens every week on Games Night, entitled **The Main Event**. This event is based around a different scenario each week, with the game running from 6pm - 8pm on Games Night.

• The Claws of the Wolfen (4th May)

Sergeant Alric Darkmaw leads his company against a Khorne force bearing the armour of the Wolfen... Bring along any Marine, Guard, or Chaos units - especially Space Wolves and Khorne.

• Da Big Boss (11th May)

A brawl erupts outside "The Squig and Fungus" Inn. Bring along a painted Morheim warband and get stuck in!

• Bullroarer Day (18th May)

The memory of Borin Bullroarer is celebrated with beer-drinking songs and a big greenskin bash! To join in this Warhammer scenario, bring along any Dwarf or Orc unit or war machine (But no beer please!)

• Tank Busta (25th May)

One for the all those Warhammer 40,000 tread-heads! Bring any painted tank or a unit designed to waste tanks and get ready 'cause it's goin' to go BOOM!

Of course the ladz at **GW Mt. Gravatt** have heaps of other gaming events happening each Games Night, so bring along your painted miniatures to join in the fun, fast and furious mayhem that is our Games Night!

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The warpstorms that had isolated the tropical world of Laniena III were at an end.

Vital supplies for the garrison stationed there were now able to reach the planet after five years of isolation. Accompanying the convoy was an Ecclesiarchal mission from the Convent Sanctorum, consisting of both Orders Hospitalier and Militant.

Ironically, this mission of mercy would be the very act that would spell doom for the citizens of Laniena III. Predatory Dark Eldar scout craft had ghosted the convoy to its destination. The first wave of Dark Eldar pirates attacked mere hours after the Imperial transports had landed.

What followed could best be described as four weeks of Hell & Damnation. Distress calls were made, and at the eleventh hour the astropaths received an answer from an Astartes strike craft patrolling the sector.

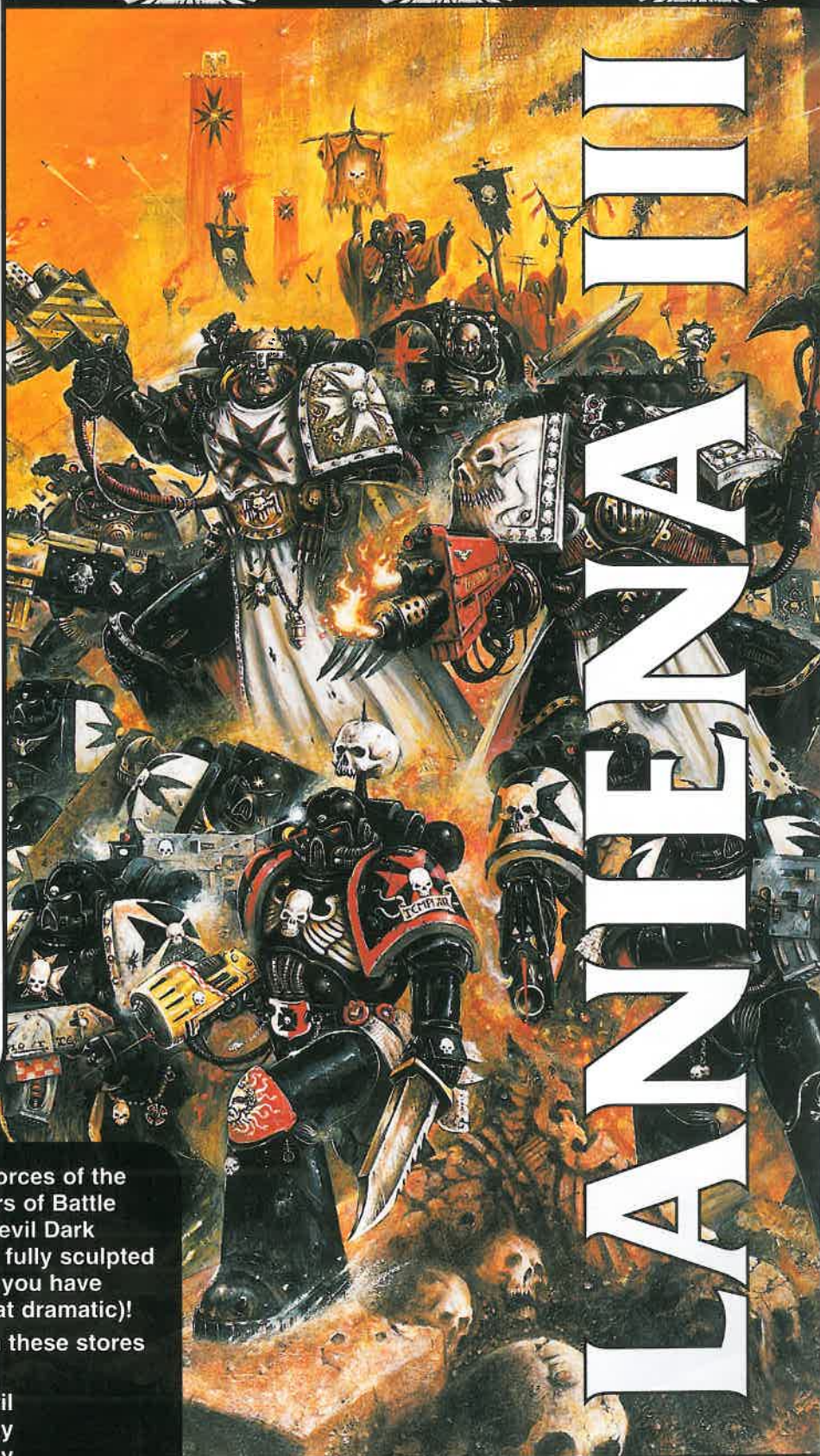
The last stand of the beleaguered defenders was at a place called Placidus Stagnum, an ancient and once beautiful city. Now muderous intentions were about to make it an open grave.

As the twilight darkened, the engines of Dark Eldar transports could be heard in the distance. The last of the brave defenders made their peace with the Emperor. As the grim ceremony came to a close the first wave of Space Marine drop-pods, as though delivered by His Immortal Will, screamed through the atmosphere.

LANIENA III pits the staunch forces of the Imperium (Imperial Guard, Sisters of Battle and Space Marines) against the evil Dark Eldar, all fought over a massive, fully sculpted gaming table, the likes of which you have never seen before (it really is that dramatic)!

LANIENA III will crash through these stores soon:

MIRANDA	29-30 April
RINGWOOD	13-14 May
NEWCASTLE	27-28 May
WOLLONGONG	10-11 June



WORKSHOP STORES

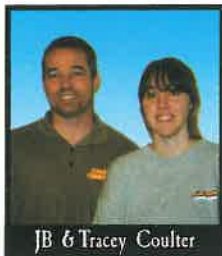
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SLAVE RAID AT MELFA RIVER

CANADIAN GAMES DAY DISPLAY

Last year's US Games Day was one of the biggest so far, held at the Baltimore Convention Centre in Baltimore! One look at the Canadian display was all we needed to decide to show it to you!



JB & Tracey Coulter

JB: It all began in January '99 when the head man in GW Canada, Ed Spettigue, decided to hold our own, inaugural Canadian Games Day. Personally I'd always wanted to put together a really **BIG** display table and to my surprise, Ed really liked the idea. Asking Ed just how big we should make it, he said, with an absolutely straight face, 8' by 16'. Hmm, this would be a beast of a project...

Taken aback by the size of the project and knowing there was no way I was going to be able to build this anywhere else, I had to go on bended knee to our warehouse manager, Aaron Zulak, begging to take over a corner of his warehouse. Thankfully my wife Tracey had joined the company by this time, because I was going to need all the help I could get! I already had a mental image of how I wanted the landscaping to look. I knew I wanted a river and beachhead and so Tracey got the task of doing the water after she bravely said she knew how to recreate waves using a special resin. After ordering the building supplies we then took ourselves off to our local cinema to watch 'Saving Private Ryan' again for inspiration.

When the supplies came in, I spent the evening cutting out the styrofoam contours for the first four panels. The following night was spent tracing around Ordnance and Blast templates for the shell craters. Whilst I was slaving away, Tracey was madly painting her Dark Eldar army for the Canadian staff tournament (this army would later prove invaluable!).

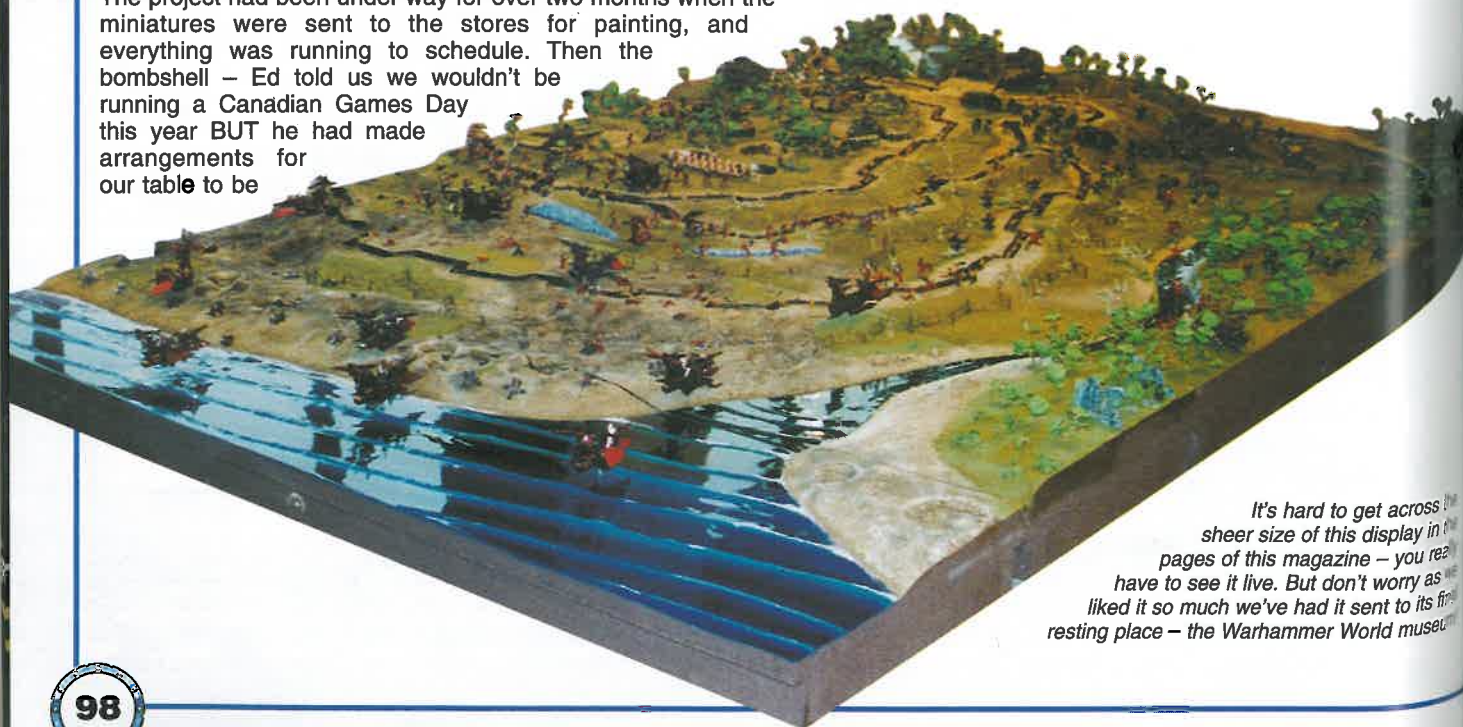
The project had been under way for over two months when the miniatures were sent to the stores for painting, and everything was running to schedule. Then the bombshell – Ed told us we wouldn't be running a Canadian Games Day this year BUT he had made arrangements for our table to be

displayed at the US Games Day, meaning the table had to be finished a month earlier than planned!

At this point the US Studio chaps started asking questions about our 'mystery table', "What was it called?" Well, I hadn't given the slightest thought! So after a brief discussion, Tracey and I decided to name it after a battle honour accrued by the regiment we were both members of during our stint in the Canadian army. The action was called the 'Melfa River Crossing' which we now renamed as the 'Slave Raid at Melfa River'. They also wanted to know how big it was. Knowing we were almost out of time, we, shortened the board and instead of being 8'x16' we stopped at 8'x12'.

The retail stores started to return the miniatures we sent them and they looked fantastic! Unfortunately with only nine stores and a small number of warehouse staff to help with painting we didn't have enough miniatures and no time left to paint any more. It came apparent that we would have to use our own armies. Thankfully Tracey had her Dark Eldar army from the staff tournament and I had my Imperial Guard. After a night of frantic re-basing, everything was ready to go and the display (along with us) were transported to America.

All the hard work was worth it as the doors opened and people crowded around the display, taking photos and commenting on the details that caught their eye. All I can say is a big thank you to everybody who helped out on the project. Watch out next year, we are planning an Warhammer 40,000 scale Battlefleet Gothic boarding action...



It's hard to get across the sheer size of this display in the pages of this magazine – you really have to see it live. But don't worry as we liked it so much we've had it sent to its final resting place – the Warhammer World museum!

SECTION 1: THE BEACH HEAD

The first Imperial defences are overrun and the Dark Eldar head inland.



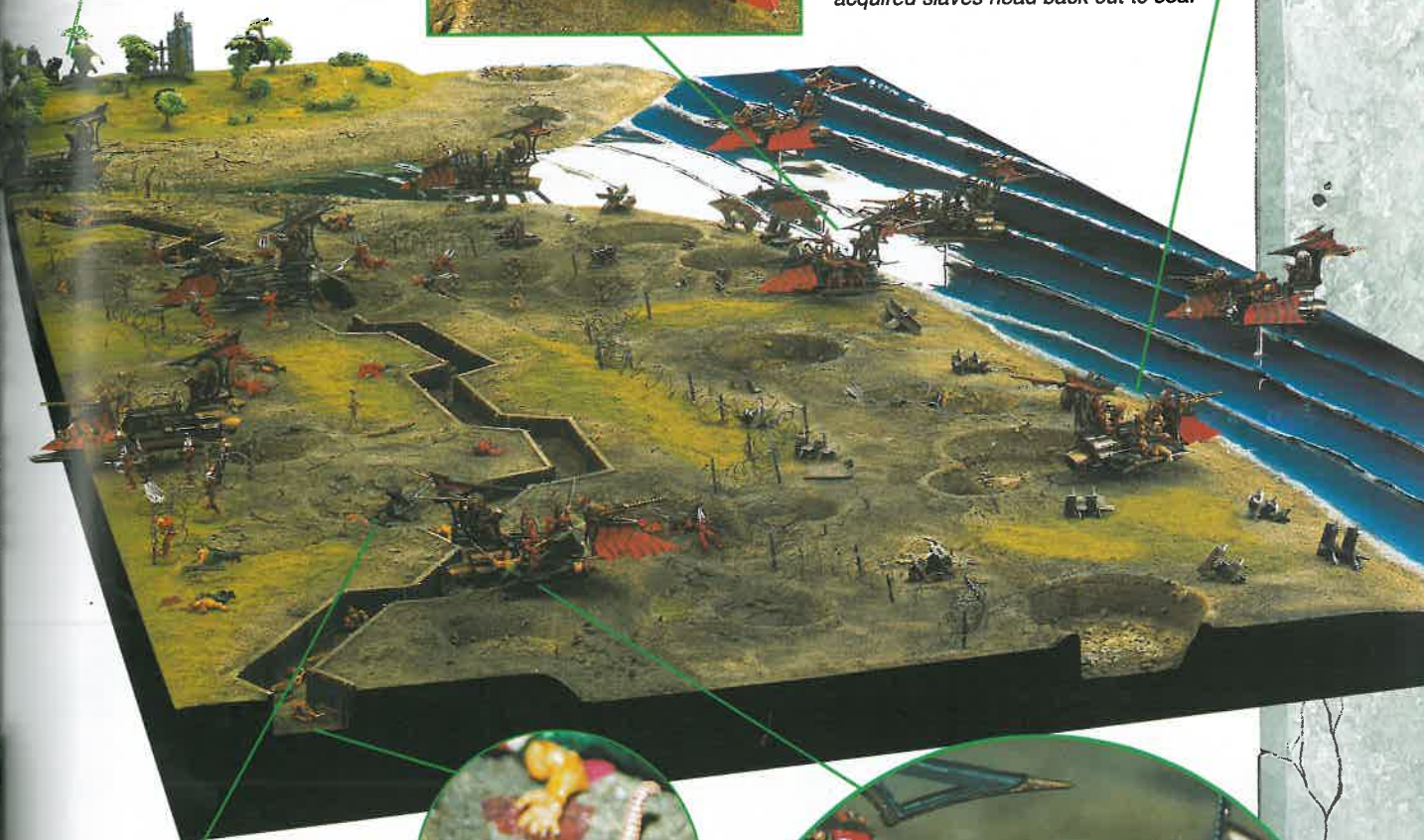
Above: Dark Angels Scouts observe the enemy movement.



Below: Dark Eldar Raider squads head inland.



Above: Raiders laden down with newly acquired slaves head back out to sea.



Above: More acceptable vermin move in.



Left: Imperial casualties are high.



Right: Prisoners are chained to Raiders for removal.

SECTION 2: THE TRENCHES

The Dark Eldar attack loses its momentum as they hit the Imperial Guard's second line of defence.

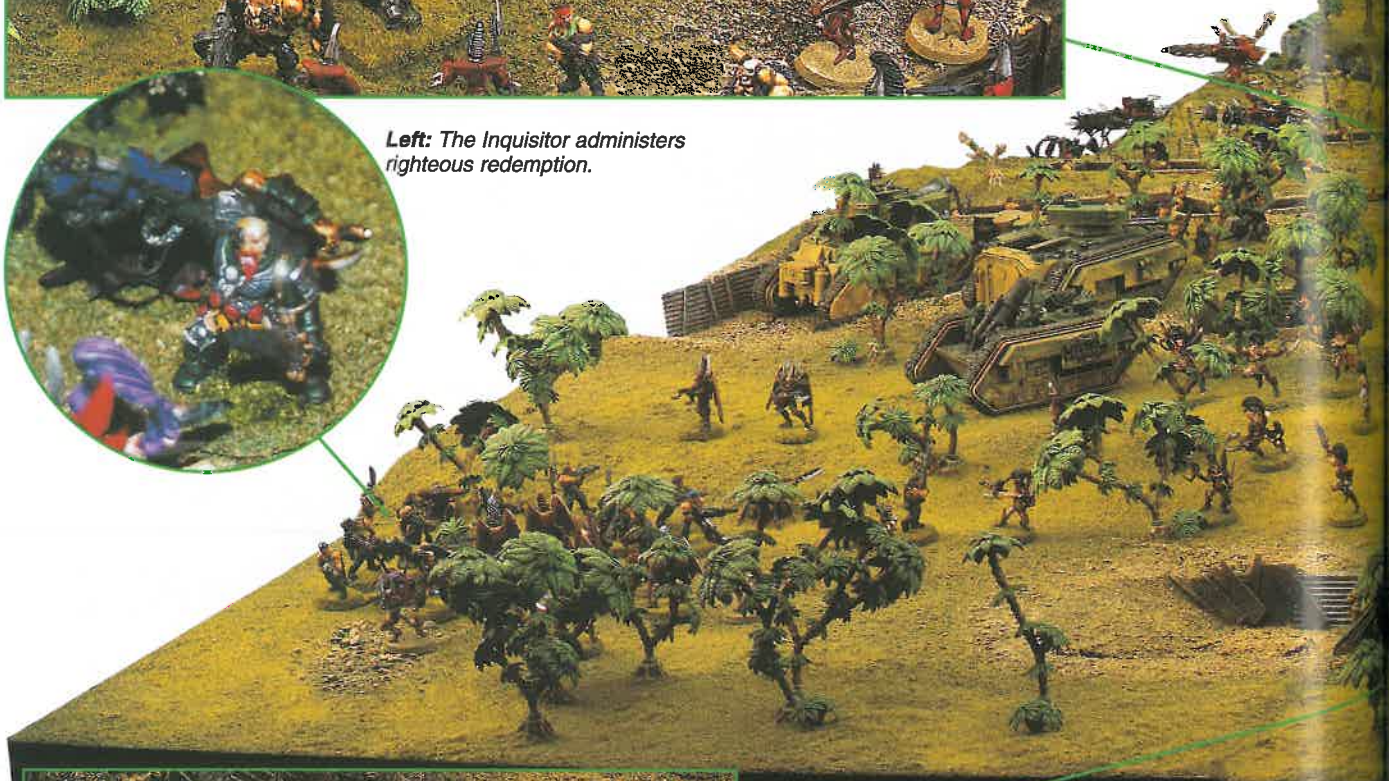
Below: The face of the enemy



Left: Volley FIRE! A Praetorian firing line stalls the Dark Eldar advance.



Left: The Inquisitor administers righteous redemption.

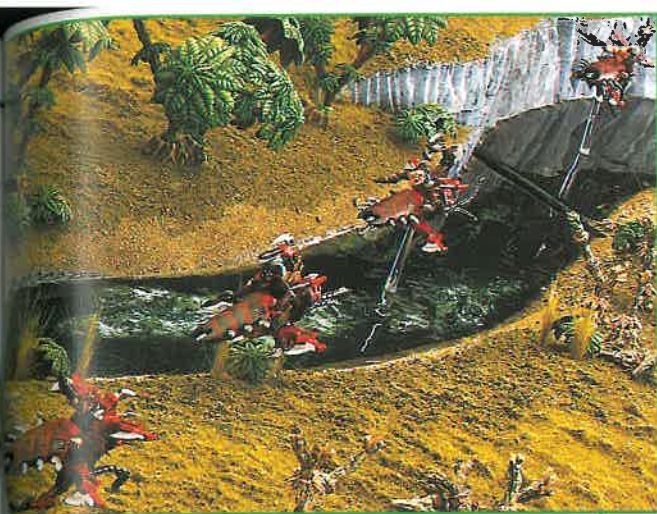


Above: Grotesques break the Imperial line.



Right: Talos attack!

Below: The
of the enemy



Above: Dark Eldar Reavers scream along the river bank.

Below: Bitter
hand-to-hand
fighting in the
trenches.



Left:
A Talos
overwhelms
the defenders.



Above: A Commissar leads the Ogryns on a counter-attack.

SECTION 3: DARK ANGELS ATTACK

The Dark Angels arrive in force to the relief of the Imperial Guard garrison, but are they here to drive back the alien invaders or for a more sinister purpose?



Left: Space Marines in dark green power armour sighted.



Left: Righteous fury.



Above & Below: Purging with heavy bolter fire!



k the alien



Above: A bloody melee erupts around a downed Raider.



Right: Land Raider conversion.



Above: Why are the Ravenwing veering away from the Dark Eldar?



Right: Dark Angels Scouts cleanse a trench.



Right: Mandrakes infiltrate an Imperial bunker.

The Wizard's Mansion

A Mordheim battle report penned by
Jim Fox, Grant Peacey & Justin Reyes

With the rules for multi-player Mordheim appearing in WD243 and rules for using Orcs & Goblins in WD244 we thought it would be a great idea to invite our Head of Retail, Jim Fox, and Sydney Cell Manager, Grant Peacey, to participate in a Mordheim Battle Report with White Dwarf's very own Booster.

The Wizard's Mansion

Not all of the ruined buildings in the city are ordinary houses. Some notable structures were the abodes of important town leaders or rich merchants. Tales are told of hidden rooms filled with treasure in such homes. The warbands have discovered the location of one such building. Rumours abound that the former owner also dabbled in the arcane arts, which may explain why his home was almost untouched by the devastation.

warbands

One player is the defender, determined as normal (For this Battle Report we made Grant the defender). The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on a table to determine the additional equipment their warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

WAAAGH! I have finally managed to make it into a Battle Report, Here is my opportunity to be the only Australian White Dwarf guy to win a battle report. Yes I know it sounds overconfident but I have played many games with Orcs in Mordheim and quite simply , they rock!

The warband I am using has had six games so far and are tooled up quite well with a good mix of skills for my heroes and a large number of Boyz. The Warband originally started with some gobbos but even though they are cheap troops they had a high fatality rate so I have stopped taking them for this Warband. The only thing that I should have to worry about is failing rout or leadership tests. My opponents are lucky thou

I have a simple plan for this battle, charge my boyz forward and smash anything that gets in my way. It has worked so far in the games I've played so it should work now. Since we are playing multi-player I am not sure whether I will agree to an alliance with anyone as it could be considered un-Orcy but I will see what circumstances dictate. Time to quaff a fungus brew and throw down a couple of Squigs then off raiding to Mordheim I go.



Benchmen

WARDEN NAME: Gorak's Effluents

WARDEN TYPE: Ore

TREASURY:
Gold coins: 100
Wynstone shards:

WARDEN RATING:
Total experience: 60
Members (12) x 5: 60
Rating: 150

STORED EQUIPMENT

NAME Da Shooter
NUMBER 9 TYPE Ore Warrior

M	N	S	B	S	T	W	I	A	L
4	3	4	4	4	1	2	1	7	

EQUIPMENT
Daggers
Swords
Shoes

☒ ☒ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Group experience:

SPECIAL RULES

NAME Da Stickman
NUMBER 2 TYPE Ore Warrior

M	N	S	B	S	T	W	I	A	L
4	4	3	5	4	1	2	1	7	

EQUIPMENT
Daggers
Spear
Shield

☒ ☒ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Group experience:

SPECIAL RULES

NAME Da Bashan
NUMBER 2 TYPE Ore Warrior

M	N	S	B	S	T	W	I	A	L
4	4	3	5	4	1	2	1	7	

EQUIPMENT
Daggers
Spear
Shield

☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Group experience:

SPECIAL RULES

NAME
NUMBER TYPE

M	N	S	B	S	T	W	I	A	L

EQUIPMENT

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Group experience:

SPECIAL RULES

NAME
NUMBER TYPE

M	N	S	B	S	T	W	I	A	L

EQUIPMENT

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SPECIAL RULES

NAME
NUMBER TYPE

M	N	S	B	S	T	W	I	A	L

EQUIPMENT

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Group experience:

SPECIAL RULES

NAME
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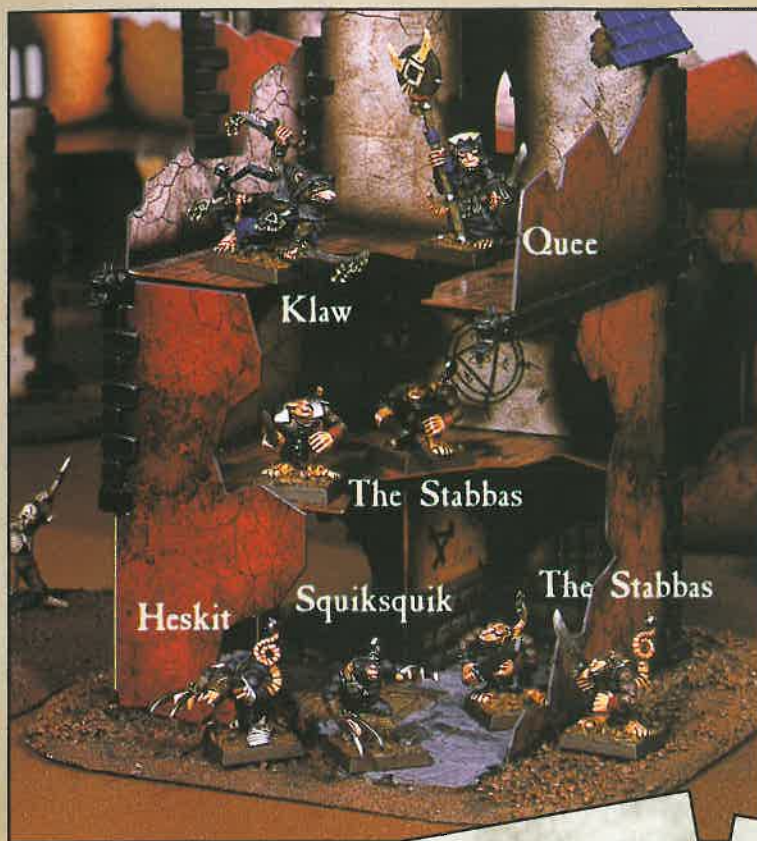
EXP

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[illegible]



The Night Crawlers



After all these years toiling across multiple continents I have been asked to participate in a Battle Report! Now's my chance to prove my superior tactical skills against my unsuspecting opponents... or in my case probably not. I have played lots of Mordheim games with several different gangs and so far I haven't won a single game with them - mainly due to my inability to roll good dice. However, if at first you don't succeed, try, try again - I might get lucky this time.



Jim Fox

I've used my Skaven gang three times so far and have managed to tool them up with lots of equipment so I think in this game my biggest problem will be lack of numbers compared to my opponents. I can only take two casualties before I start taking rout tests so I will have to conserve my warriors. My plan is quite simple and Skaven like - I will try to ally with one of the other gangs, let them bear the brunt of the fighting and then treacherously break the alliance when everyone is looking the other way! HA HA HA!

Genchmen

WARBAND NAME: Klaw's Night Crawlers		WARBAND TYPE: Skaven	
TREASURY: Gold crowns: Wyrmscale shields	WARBAND RATING: Total experience: 88 Members (8) x 5: 40 Rating: 108	STORED EQUIPMENT	
NAME: The Stabbas NUMBER: 4 TYPE: Verminator		EQUIPMENT: Sword Sword Helm Helm	
NAME: Heskit NUMBER: 1 TYPE: Warrior		EQUIPMENT: Bow Arrow Helm	
NAME: Squiksquik NUMBER: 1 TYPE: Warrior		EQUIPMENT: Sword Helm	
NAME: Klaw NUMBER: 1 TYPE: Warrior		EQUIPMENT: Sword Helm	
NAME: The Stabbas NUMBER: 1 TYPE: Warrior		EQUIPMENT: Sword Helm	

Heroes

NAME: Klaw		EQUIPMENT: Whipping Blade Sword Helm Throwing Stars		SKILLS, INJURIES, ETC: Leader Tall Fighting	
NAME: Squiksquik		EQUIPMENT: Helm Fighting Cloak		SKILLS, INJURIES, ETC:	
NAME: Heskit		EQUIPMENT: Helm Fighting Cloak		SKILLS, INJURIES, ETC:	
NAME: Klaw		EQUIPMENT: Sword Helm		SKILLS, INJURIES, ETC: Warrior	
NAME: The Stabbas		EQUIPMENT: Sword Helm		SKILLS, INJURIES, ETC:	

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Overall the cunning plan was to get both the Skaven and Orcs fighting against each other and I would stay in the cover of the Wizard's Mansion (as the Wooden Man is confined to it's boundaries) to maximise my chances of survival. Well it's not a big plan but at least I have one.



but at least I have one.

Genchmen

WARBRAND NAME: Rodriguez's Rogues

WARBRAND TYPE: Marionburg Mercenaries

TREASURY:
Gold coins: 15
Wyrden: absent

WARBRAND RATING:
Total experience: 28
Members (H) x 5: 55
Rating: 83

STORED EQUIPMENT

SPECIAL RULES

NAME: The 3 Musketeers
NUMBER: 3 TYPE: Swordsmen

EQUIPMENT:
Daggers
Swords

SKILLS: INJURES, ETC.

NAME: Lancelot's Longmen
NUMBER: 2 TYPE: Marksmen

EQUIPMENT:
Daggers
Longswords

SKILLS: INJURES, ETC.

NAME: Philo Bussy
NUMBER: 1 TYPE: Marksmen

EQUIPMENT:
Daggers
Handguns

SKILLS: INJURES, ETC.

NAME: _____
NUMBER: _____ TYPE: _____

EQUIPMENT: _____

SKILLS: INJURES, ETC.

NAME: _____
NUMBER: _____ TYPE: _____

EQUIPMENT: _____

SKILLS: INJURES, ETC.

NAME: _____
NUMBER: _____ TYPE: _____

EQUIPMENT: _____

SKILLS: INJURES, ETC.

Heroes

NAME: Rodriguez the Ranger
TYPE: Mercenary Captain

EQUIPMENT:
Dagger
Sword
Light Armour
Shield
Handgun

SKILLS: INJURES, ETC.
Leader

Experience: 4 4 4 3 3 1 4 1 8

NAME: Graco Orlando - The Dragon
TYPE: Mercenary Champion

EQUIPMENT:
Dagger
Morning Star
Light Armour

SKILLS: INJURES, ETC.

Experience: 4 4 3 3 3 1 3 1 7

NAME: Lionardo
TYPE: Mercenary Youngblood

EQUIPMENT:
Dagger
Piece of plate

SKILLS: INJURES, ETC.

Experience: 4 2 2 2 3 1 3 1 0

NAME: Caprio
TYPE: Mercenary Youngblood

EQUIPMENT:
Dagger
Sword

SKILLS: INJURES, ETC.

Experience: 4 2 2 3 1 3 1 0

NAME: _____
TYPE: _____

EQUIPMENT: _____

SKILLS: INJURES, ETC.

Experience: 4 2 2 3 1 3 1 0

NAME: _____
TYPE: _____

EQUIPMENT: _____

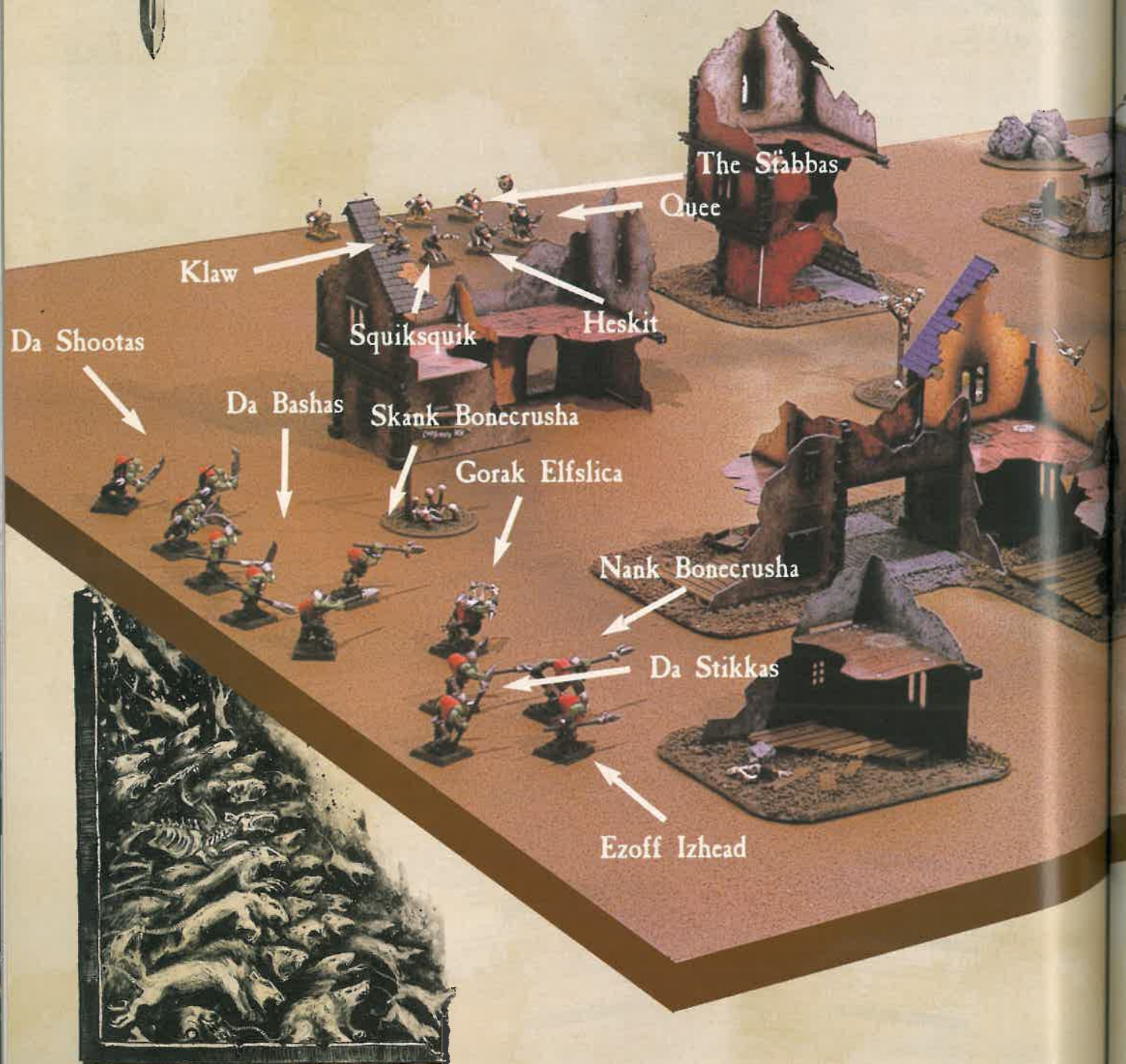
SKILLS: INJURES, ETC.

Experience: 4 2 2 3 1 3 1 0

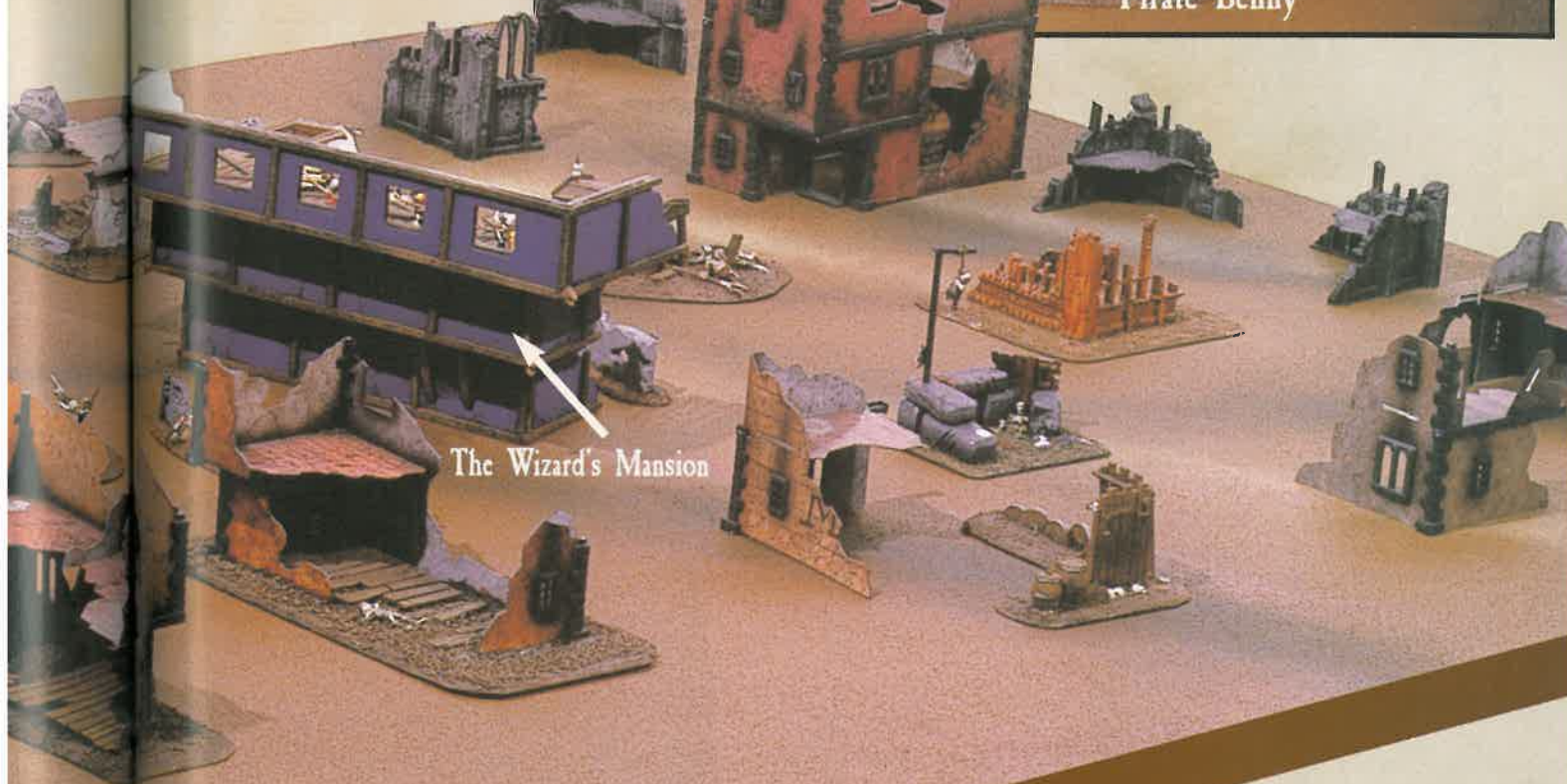
Deployment

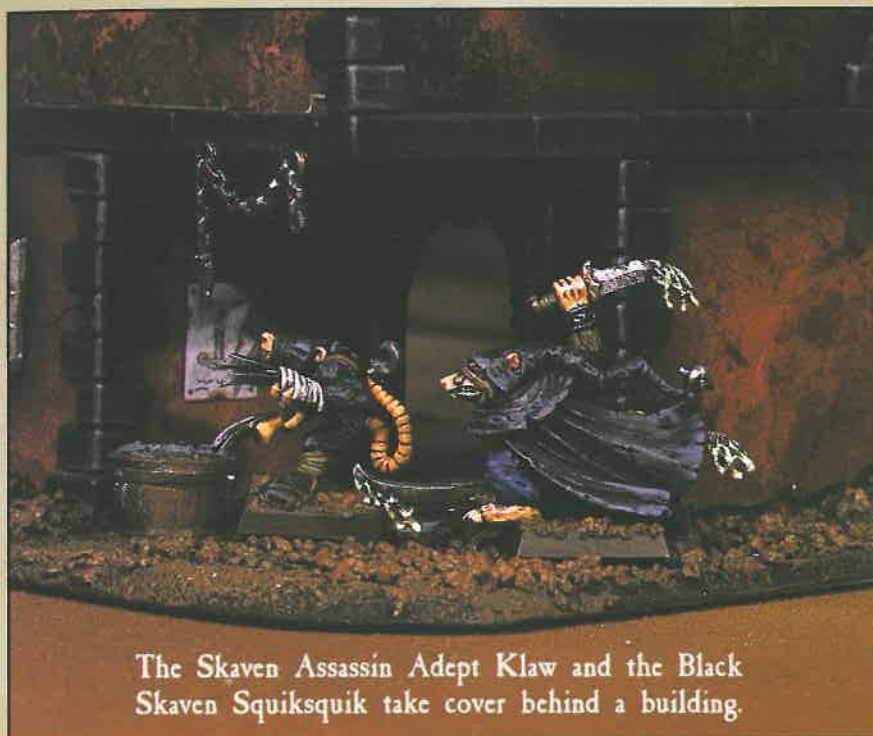


Booster: For this battle report we used the Mordheim multi-player rules that appeared in WD243. Someone would have to roll to decide which mission we would be playing (I secretly hoped for *Monster Hunt*). As I had the highest warband rating I allowed Grant and Jim to roll a D6 each to decide. They promptly rolled a 3 and a 1. This meant we would be playing *Wizard's Mansion*. Grant had the lowest warband rating so we decided that he would deploy in the wizard's mansion (*Justin made a slight change to the rules for this Battle Report - DT*). This meant he might find some items before the game began. His first roll gave him 3 doses of Mandrake Root. He dispensed a dose of the drug each to Captain Rodriguez, Mercenary Champion Draco and one of his Youngbloods, Caprio. With his second dice roll he located a Wooden Man who would follow his orders for the duration of the battle. Jim and I then deployed our Warbands and prepared for battle to be joined.



WD243.
 Monster
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 Captain
 dice roll





The Skaven Assassin Adept Klaw and the Black Skaven Squiksquik take cover behind a building.

Turn 1

With a guttural bellow Warboss Gorak Elfslica ordered his boyz forward towards the wizards mansion which was the biggest building in this quarter of Mordheim. Without an enemy in sight the Orcs carelessly rumbled down the middle of the street.



Only a few blocks away Klaw, the Skaven Assassin Adept, spotted the Orcs roaming the streets from his place of concealment in the shadows of a ruined building. Using hand gestures he indicated for the rest of his warband to remain unseen and move towards the wizard's mansion and the treasure it was said to contain.



From his elevated position in the wizard's mansion, Rodriguez saw the Orcs coming. He ordered the Wooden Man to begin patrolling the perimeter of the building, and then asked Lorenzo's Longbowmen to slow the greenskins down with a few well placed shafts. The marksmen quickly took up positions at the upper windows, working as a team they all took a bead on the biggest of the Orcs and let fly. Gorak staggered as he was struck by two arrows and heard a third whistle past his ear. One of the arrows had struck his lucky Elfskull necklace he was wearing and did not penetrate his skin; the other arrow was firmly lodged in his shoulder. Knowing that a lesser Orc would have been slain by the arrow Gorak prepared for battle with what could be 'umies or hopefully Elves in the building ahead. Meanwhile on the ground floor of the mansion the rest of Marienburg band could only wait.

Turn 2

After painfully discovering that the large mansion was occupied Gorak took cover behind the nearest building in an attempt to recover some strength, and to remove the arrow from his shoulder. Seeing their boss taking cover Da Bashas also took cover in a ruined building. Nank Bonecrusha and Da Stikkas continued to move towards the mansion through the cover of a fallen building, while Da Shootas drew their bows and tried to find a target, to no avail.

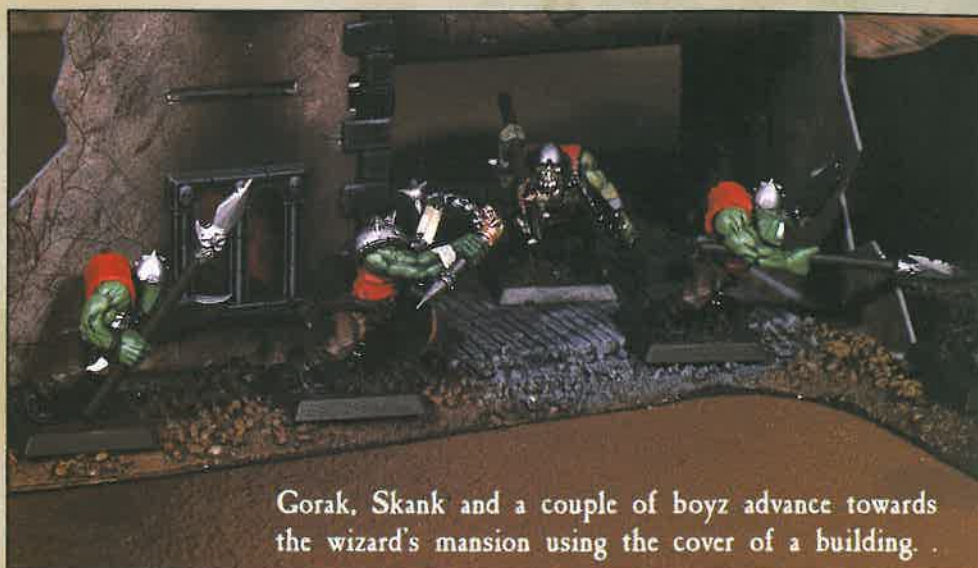


Seeing that the humans occupying the mansion were distracted by the oncoming Orcs, Klaw ordered his Black Skaven Squiksquik and Heskit, and the Sorcerer Quee to break from cover and head towards the mansion. The Verminkin were to create a distraction by crossing open ground to the relative safety of a burnt out building.

For four nights and five days Rodriguez and his men had wandered the ruined streets of the Mordheim High Quarter. Not only had they been on the run from the fabled Skaven, foul Chaos minions and mercenaries from Reikland, but Orcs as well. Who would have thought that this once proud city would become a haven for such mutants and worse.

Wyrdstone had become the worst kind of evil as far as Rodriguez was concerned. It was not long ago that Wyrdstone was unknown to men of the Empire, used only by Wizards and worse for purposes he would rather not think about. Now Wyrdstone was as good as gold, better, for those who lay stake on enough of the foul material would be showered in riches and proclaimed a hero in the name of their patron.

Rodriguez noticed the approaching Skaven and realized his Warband was surrounded, quickly assessing the situation he ordered a pair of the Longbowmen to continue firing at the Orcs but without success as they both missed the rapidly approaching greenskins. Rodriguez then ordered Lorenzo, the leader of the Marksmen to fire at the Skaven Assassin Adept. The arrow just missed Klaw leaving only Pirate Benny the Garfisherman armed with a Blunderbuss, to fire at the four Verminkin. With a huge blackpowder explosion a hail of lead balls, rusty bolts, bent nails and Garfish hooks struck the leading Verminkin leaving only a misshapen lump of blood, bones and fur in the spot that moments before a Skaven had occupied. Pirate Benny smirked, tossed his Blunderbuss to one side and pulled out his wickedly evil fishing knife. The Wooden Man moved towards the incoming Orcs but is stopped by the magical wards that bind it to the mansion grounds.



Gorak, Skank and a couple of boyz advance towards the wizard's mansion using the cover of a building.

Turn 3

Gorak had spent enough time binding his wound and moved out of cover to continue heading for the mansion. At this stage Nank Bonecrusha and Da Stikkas were close to the mansion but they were going to wait for Skank Bonecrusha and Ezoff Izhead to appear to lend support. With their leader threatening them with restricted Fungus Brew rations if they didn't move Da Bashas left the ruined building they had been using for cover to move towards the opposite corner of the mansion. Once again Da Shootas put fletchings to cheek and were unable to hit any of the Longbowmen they fired at.



In typical Skaven fashion Assassin Adept Klaw realized he could use the Orcs to his advantage. Across the ruined landscape he offered the Warboss an alliance and a share of the takings. Perhaps due to light-headedness from loss of blood, Gorak agreed and a temporary alliance was made against the humans. Secure in the knowledge that he was not likely to be charged from behind, Klaw and the Black Skaven Squiksquik moved up to the edge of the mansion and took cover beneath its overhanging eaves. The Verminkin finished their ill-fated distraction move and took cover in the burnt out building they had been running towards.

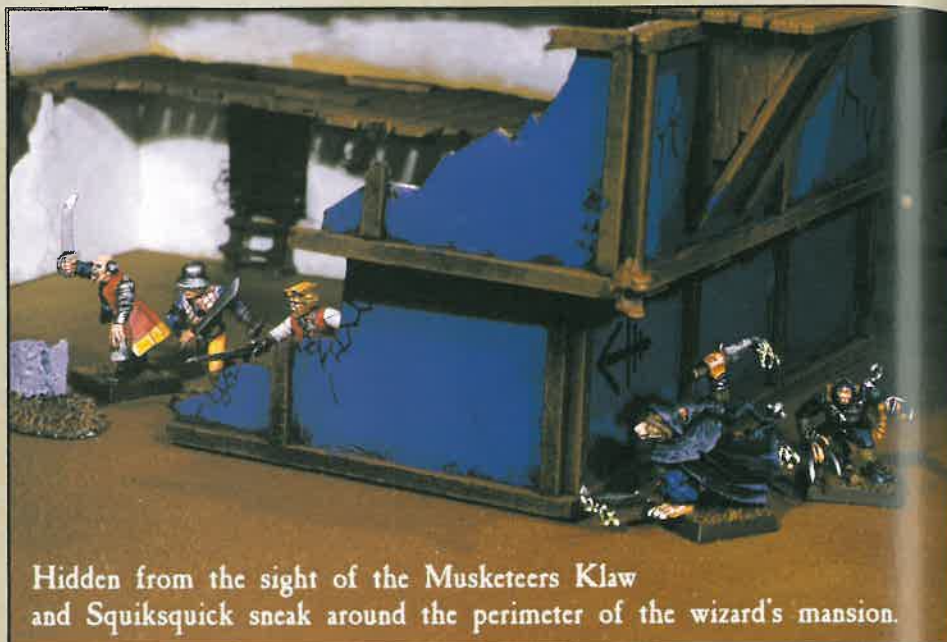


With the circle of enemies slowly closing around the building Rodriguez instructed his mercenaries to take up positions to defend the mansion. The Wooden Man, Draco, Caprio and Pirate Benny moved to one corner to face the onrushing Orcs. The Musketeers moved to the opposite corner of the building to face the Skaven threat. The pair of Longbowmen detailed to fire at the Orcs had line of sight to Skank. Both arrows released struck the Orc Big 'Un but failed to wound.



Turn 4

Orc savagery reared it's ugly head as one of Da Shoota's imagined that one of Da Bashas had insulted his personal hygiene and promptly charged the other Orc. After both Orcs had unleashed blows at each other their brawl was over with neither of them suffering any more than a flesh wound. On the other side of the battlefield, Skank who was somewhat enraged at being struck by arrows, charged the Wooden Man while Gorak, Ezoff, Nank and Da Stikkas moved into position to charge. Skank unleashed two furious blows at the Wooden Man but could not harm the lumbering creature. With one swipe of its arm the Wooden Man knocked Skank to the ground. The Wooden Man looked down upon the knocked over Orc in front of him but failed to finish it off, the magical wards that gave him life cursed his final victory. If the Wooden Man could have looked frustrated, an impossibility due to the fact his face was made of several planks of wood stuck together by old rusty nails, then surely he would have now.



Hidden from the sight of the Musketeers Klaw and Squiksquick sneak around the perimeter of the wizard's mansion.



Skank Bonecrusha in combat with the Wooden Man.

For the first time on the field of battle that day Quee the Eshin Sorcerer called upon the power of the Horned Rat. As a nimbus of power formed around the Skaven Sorcerer a bright green flame leapt from his outstretched paw and struck the Longbowman leader who was preparing to fire at Klaw. The green flames wrapped themselves around Lorenzo from head to toe causing him to scream and convulse in pain.

Leonardo screamed as the burning corpse of Lorenzo landed at his feet from the ledge on the floor above. Rodriguez shook his head in disgust and gave the Youngblood another stare of disapproval. In the uppermost level of the mansion the remaining Longbowmen were leaderless, with Lorenzo dead they had started to bicker about who was most eligible for the new leadership position. Under the effects of the Mandrake Root Draco and Caprio moved outside to confront the incoming Orc enemy.

Pirate Benny followed them both, cackling wildly, he truly had gone mad.



"Orcs are really hard in combat due to their size and toughness. My advice is to soften them up with a few well placed arrows."



The Marienburgers bravely face the rampaging Orcs in defense of the wizard's mansion.

Turn 5

Nank Bonecrusha had by this stage worked himself into a fury over the fact that Skank had made it into combat before him. Nank and Skank had a long-standing rivalry and were always trying to out do each other in an attempt to please da Boss. Nank rallied Da Stickas with him and ran towards the damaged corner of the Wizards mansion in an attempt to beat his rival into the building. Gorak and Ezoff followed closely behind. Gorak was almost happy; he was surrounded by his boyz and about to get in a good scrap. He realized once the 'Umies were dealt with there would only be a few Skaven to scare off or eat and the loot would be his.

From his vantage point Klaw could see that the majority of the humans were engaging the Orcs, now would be his chance to infiltrate the mansion. Moving silently he crept around the corner of the building and prepared to enter the ruins. Quee and Heskit, his Black Skaven bodyguard followed closely behind. Seeing that Klaw was about to enter the mansion they moved into a position to support him.

Lorenzo's (now Larry's) Longbowmen shot towards Gorak who looked like he wanted to commit all sorts of atrocities on the much smaller and apparently helpless Pirate Benny. Both arrows struck home but failed to injure the Orc Warboss.

The battle between the Wooden Man and the Orc warrior continued. Skank ducked under a mighty haymaker and thrust his spear forward scoring what he thought was the deciding blow. Skank looked up in surprise seeing that the mighty wooden frame before him still stood unharmed.

Draco and Caprio who were artificially inspired by the Mandrake Root that they had consumed, charged forward at Nank and one of Da Stickas before them, unaware that their false bravado could mean their undoing. The battle ensued with neither Draco, Caprio nor the Orcs gaining the upper hand.

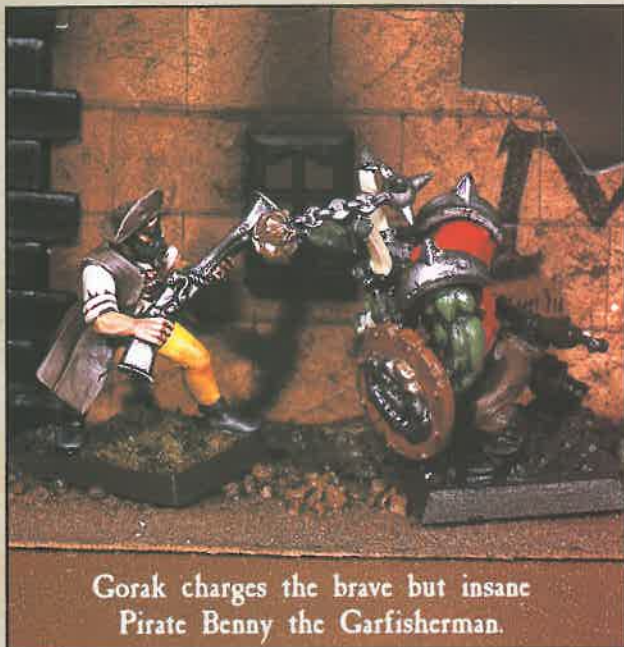
From the mansion Pirate Benny screamed insanely, his mind had finally gone six sheets to the wind. With arms flailing and fishing knife in hand he charged towards the remaining Orc Stikka near Draco. He jumped at the Orc, landed straddling his shoulders and plunged the wicked fishing knife into the Orc warrior's skull. The Orc fell rigid to the ground. At the other side of the mansion the Musketeers leapt from the cover of the ruins and charged the Skaven Assassin Adept. Klaw seemed stunned by the sudden ambush and although he defended himself skillfully could not stop the pommel of a Musketeers sword striking him across the back of the head. The blow left him stunned and at the Musketeer's mercy.

And so it was that Rodriguez was now in the employment of the Elector Count of Marienburg. Once a respected warrior and leader of one of Marienburg's standing regiments, he now wondered how he had sunk so low. It was only fortune that the Warband just happened upon a deserted wizard's tower that had saved them.

Two days had passed in this ruined building and the only thing they managed to find was some mandrake root left in a pouch of a corpse they had found on the upper levels. A single arrow had pierced his heart. The body had been left undisturbed for quite a few days.

Turn 6

Gorak was wild with bloodlust, having just seen a 'umie strike one his Boyz down with a savage attack. He was determined to finish the 'umie who was at this stage frothing at the mouth and singing sea shanties. Swinging his morning star with immense force Gorak charged at the brave but insane Pirate. Da Bashas and Da Shootas were moving closer to their corner of the mansion. In his combat with the Wooden Man Skank was finally able to gain the upper hand, pinning the Wooden Man to the wall of the mansion with his spear he was able to unleash a fury of blows with his sword. In the ensuing bladestorm the Wooden Man was reduced to kindling. Seeing Skank dispatch the Wooden Man enraged Nank that much that he was unable to focus on his attacker, and was knocked to the ground by Draco.



Gorak charges the brave but insane Pirate Benny the Garfisherman.

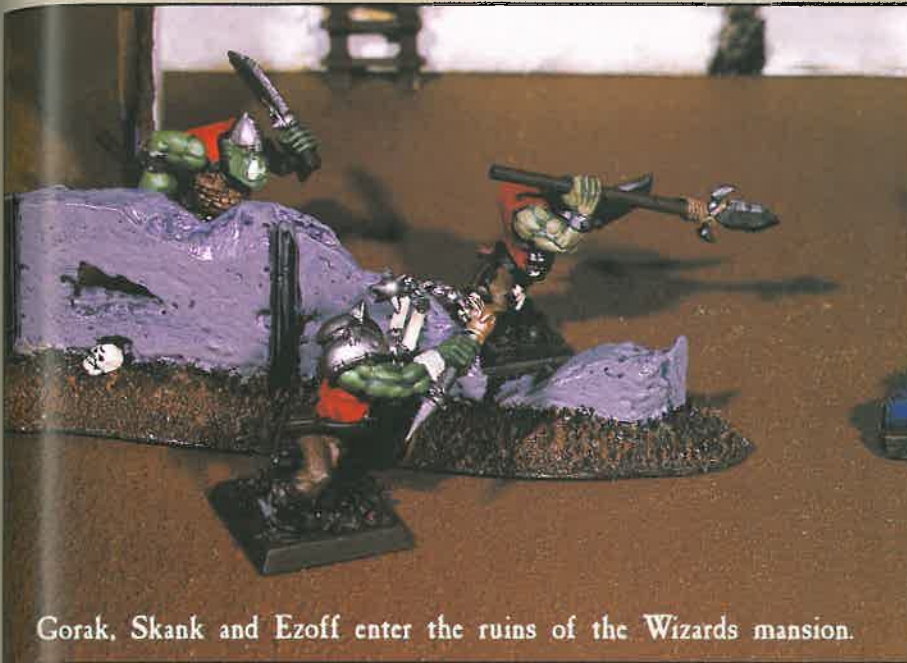
As Assassin Adept Klaw tried to regain his wits, he was helpless to the attentions of the Musketeers who were intent on moving in to finish the stunned Skaven leader off. When they saw the plight that their leader was in, Quee the Eshin Sorcerer and Heskit and Squiksquik, the two Black Skaven charged the Marienburger Swordsmen. It was at this time that the treachery of the Skaven was revealed. The Verminkin, who had moved towards the mansion, all unleashed stones from their slings at Da Bashas. As well as knocking one of the Orcs to the ground it was also a clear indication the alliance was over.

Rodriguez looked out from the first floor of the mansion at the enemies all around. He aimed his trusty handgun at an approaching Orc warrior, but missed. Larry's Longbowmen aimed, fired and missed the same Orc. Larry was obviously affected by his newly found leadership responsibilities. It was at this time that one of the Musketeers was struck hard in stomach by one of the fighting claws of Heskit and he slumped

to the ground. The remaining Musketeers continued to fight a standoff with Squiksquik the Black Skaven and Quee the Skaven Sorcerer. Pirate Benny was no match in the long run for the mighty Orc boss. Gorak's first blow sent his fishing knife flying from his hand, with his second Gorak's morning star caved Benny's skull in. It was indeed a worthy ending for Marienburg's most savage warrior. Draco and Caprio continued in their combat with the Orcs. With a mighty blow from his morning star Draco put Nank out of his misery.



The Skaven attempting to force their way into the wizard's mansion



Gorak, Skank and Ezoff enter the ruins of the Wizards mansion.

Turn 7

After seeing Draco take out one of his Big 'Uns Gorak charged the human with the morning star as Skank and Ezoff swept past the combat and into the Mansion to look for more enemies. Draco and Caprio looked helplessly at each other as the Orcs entered the mansion; there was nothing they could do, as they were both already busy fighting for their lives. Draco lost his fight early as his opponent's first blow drove him to his knees. Gorak's second blow took him out of the fight. Meanwhile Caprio managed to parry his opponent's attacks but was unable to land a blow in return.

With fighting all around him Assassin Adept Klaw jumped to his paws and searched the mansion for the leader of the Human warband. Past experience told him if the man things lost their leader they would quite often run away. Klaw spotted the human leader on the first floor of the mansion just as one of his Black Skaven finished off one of the Musketeers.

Rodriguez felt the tide of defeat wash over him, he and his remaining warband could still get out alive if he left quickly. Doubt was washed away by pride and he inspired his warband onwards by charging headlong down the ladder from the first floor into Klaw, the Skaven Assassin. Running was no longer an option as the opening exchange of blows provided no result. Leonardo, tears streaming down his face shakily produced a pistol from his brace and unleashed a round at Quee, missing, but succeeding in shooting the Skaven Sorcerer's enchanted staff free of his grasp. At least he had hit something. The Black Skaven and remaining Musketeer continued to fight near the ruins under the shadow of the wizard's mansion.



One of Da Bashas attacks one of Da Shootas in a fit of animosity.

Then there was the strange wooden man (a golem made from various planks of house wood) that wandered the building - a magical creature obviously animated by the wizard that had occupied the tower before the twin tailed

comet hit. It spent most of it's time vainly trying to clean the once majestic tower, but only succeeded in moving piles of rubbish and debris from one part of the ruins to the other.



Klaw and Rodriguez finally meet each other.

Turn 8

Gorak could sense victory slipping from his grasp as he saw one of Da Bashas, suffering from animosity, run up and impale one of Da Shootas with his spear, Da Shoota crumpled to the ground with a mortal wound. His entire warband was about to start fighting each other, so Gorak called for a retreat and left the wizards mansion to the Skaven and 'umies, for now. Gorak would return.

Leonardo bravely gathered his courage and was about to enter the fray when the three remaining Verminkin spotted him. Unleashing a barrage of stones at Leonardo they managed to knock the Youngblood senseless. Larry's Longbowmen fired at Squiksquik the Black Skaven, finishing him with two pinpoint shots. The Longbowmen then proceeded to taunt the remaining Skaven with some amazingly colourful and new insults. Rodriguez and Klaw swirled around each other in combat until Rodriguez managed to knock Klaw off his feet stunning the Assassin Adept, Klaw was finished off with the assistance from Caprio, now free from combat with the Orc warriors who had fled into the nearby ruins. While assisting his leader in dispatching the Skaven Assassin Caprio failed to notice the Black Skaven behind him. Heskit struck from the shadows stunning Caprio.

Turn 9

It was at this point that Rodriguez, out numbered and sensing defeat, quickly gathered his Warband together and ran off to hopefully fight another day,, alas without the treasure.

Rodriguez looked around at his hapless crew. Only Draco and the Swordsmen had any tenacity about them, the others were just a rag tag bunch put together in the rush to leave. Cowering behind a fallen column were Leonardo and Caprio, two pathetic whelps that had been whining and crying since they had left on the expedition. There was Pirate Benny, a half-crazed ex-buccaneer, whose stories of grandeur and adventure were as big as the huge blunderbuss he carried. Lorenzo and his Longbowmen were intolerable, full of big words and no action...how Rodriguez wished he were somewhere else...

It was then that Lorenzo hollered from his look out on the top floor "From the north...Greenskins, from the east Skaven..."

Rodriguez thought for a moment, then yelled back "Stay down... maybe they won't see us."

Two arrows struck the north side of the tower with a thud.

"...I think we're too late for that", replied Lorenzo.

Rodriguez knew he was doomed.





The Aftermath

GRANT: Hmm... so close, if only Jim didn't roll that '5' for leadership I would have won!

Anyway, my plan to have Booster and Jim fighting each other early on didn't work. My taunts (Lorenzo's) actually inspired them to join forces but thankfully due to some great fortune - the Orcs turning on each other and the Skaven attacking the Orcs - everything almost worked out.

Overall I enjoyed the game a lot, the highlight and my "official" man of the match would have to go to Pirate Benny who will be posthumously honoured for courage in battle with his fishing knife. He almost managed to kill Booster's Orc leader. I actually hit him in combat but the dice rolled off the '6' (as it always does) and onto the '3' to wound him...another war story to add to my repertoire completely ruined through average dice rolling.

The post game rolling wasn't the best with Lorenzo, one swordsman and Pirate Benny all being killed outright. Draco was permanently injured with a leg wound (actually suits the model really well...it's funny how it always works out for the better).

Searching the ruins for Wyrystone I found a smithy (rolled a triple) which gave me a flail, which I normally couldn't get, so that was handy.

Booster rolled for his casualties and discovered that I actually captured one of his Orc Big 'Uns. I sold that back to him for 65gc, he was that desperate. This allowed me to buy back Pirate Benny, who from now on will be called Pirate Pete and with my left over income I chose to buy back the rest of my missing warband.

Not bad for a days outing... I certainly expected to come out a lot worse against two warbands at the same time!



JIM: 'Die, Die, Orcses and Man-things!!!'

Good Grief, I won!

Surprisingly everything went according to plan - until my final turn, when everything went pear-shaped. I lost a Black Skaven and my Assassin Adept and things were looking grim. It was a stroke of luck that Grant failed his Rout test and ran off, leaving me in control of the objective. Playing with multiple opponents is something I would recommend, paticularly with your ability to make alliances against each other (Especially when you deviously break the alliance when it best suits you, HA HA!).

I was quite successful when rolling for advances. Heskit (the Black Skaven) rolled a new skill - Strike to Injure - which will make a bit nastier. When rolling for exploring the wizard's mansion and the surrounding areas I found the following items: 3 doses of Crimson Shade, 2 Lucky Charms, 1 Unholy Relic, 1 Cathayan Silk Cloak, 1 dose of Healing Herbs, 11gc, an Athame, and 2 shards of Wyrystone. What a haul!!

Thanks to Booster and Grant for an extremely enjoyable game.



Scribe Booster writes...

Noooo! I lost my very first Battle Report. Are we who work for OZ White Dwarf destined to lose? Maybe Dave and I should play the next report so at least one of us can win (*Woohoo, I'm in with a chance - DT*). I thought for sure that this game would be mine. I had the numbers, I had the experience, why do these things always happen to me?

On a positive note, that was certainly one of the most enjoyable games of Mordheim I have played. I stuck to my initial plan of charging my boyz forward towards the wizard's mansion and smashing anything that got in the way. With the exception of a few of da ladz, who got a bit out of control and decided to brawl with each other, everything worked well. As usual, once my Boss and da Big 'Uns made it into combat there was nothing that could stand in their way, not even the dreaded Wooden Man. The only thing that I wasn't thrilled with was the animosity between Da Bashas and Da Shootas, but then again that's part of the fun of using greenskins. In the end though it did cause me to Rout first and effectively lose the game (but being Orcs, unless wez dead we never lose coz we can always come back for annuver go!).



Grant, Justin and Jim check the rules about burning the Wooden Man

Forming the alliance with the Skaven provided me with no advantage. In my opinion it gave Jim the advantage, it allowed my Orcs to come within range of his Verminkin slings.

When we were rolling for injuries and advances I found, to my dismay, that Nank had been captured by Grant. I was quite desperate to have him return to my warband to continue the rivalry that has developed with Skank, the other Big 'Un. Grant ransomed him back to me for 65gc, a steal considering it would cost 70gc to replace him, without any of the experience that he has accumulated. I also rolled new skills for Skank, Ezoff and Nank. On the down side Da Shoota who was attacked by Da Basha died so I had to replace him. This meant I did not have enough gold to purchase my Troll. Oh well next game maybe...

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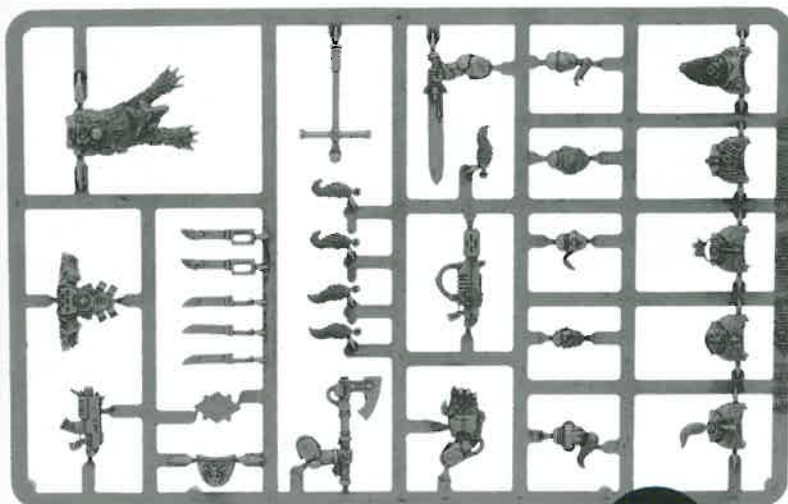
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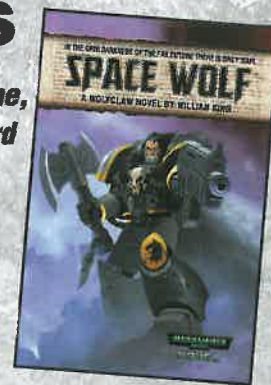


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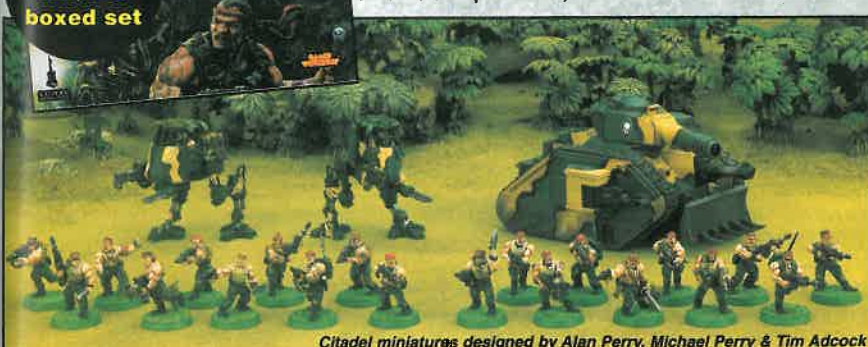


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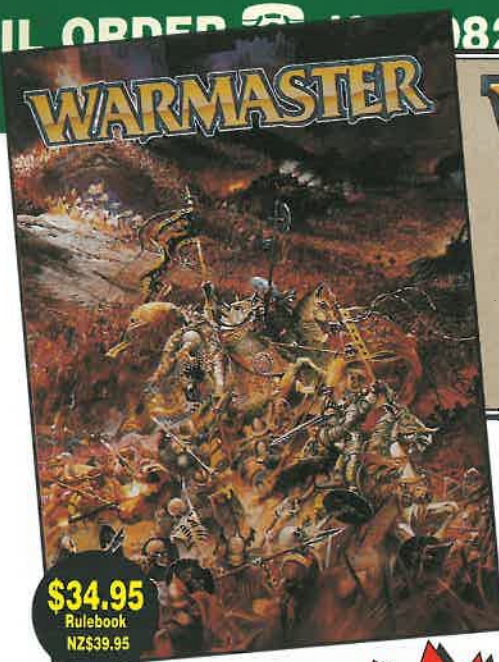
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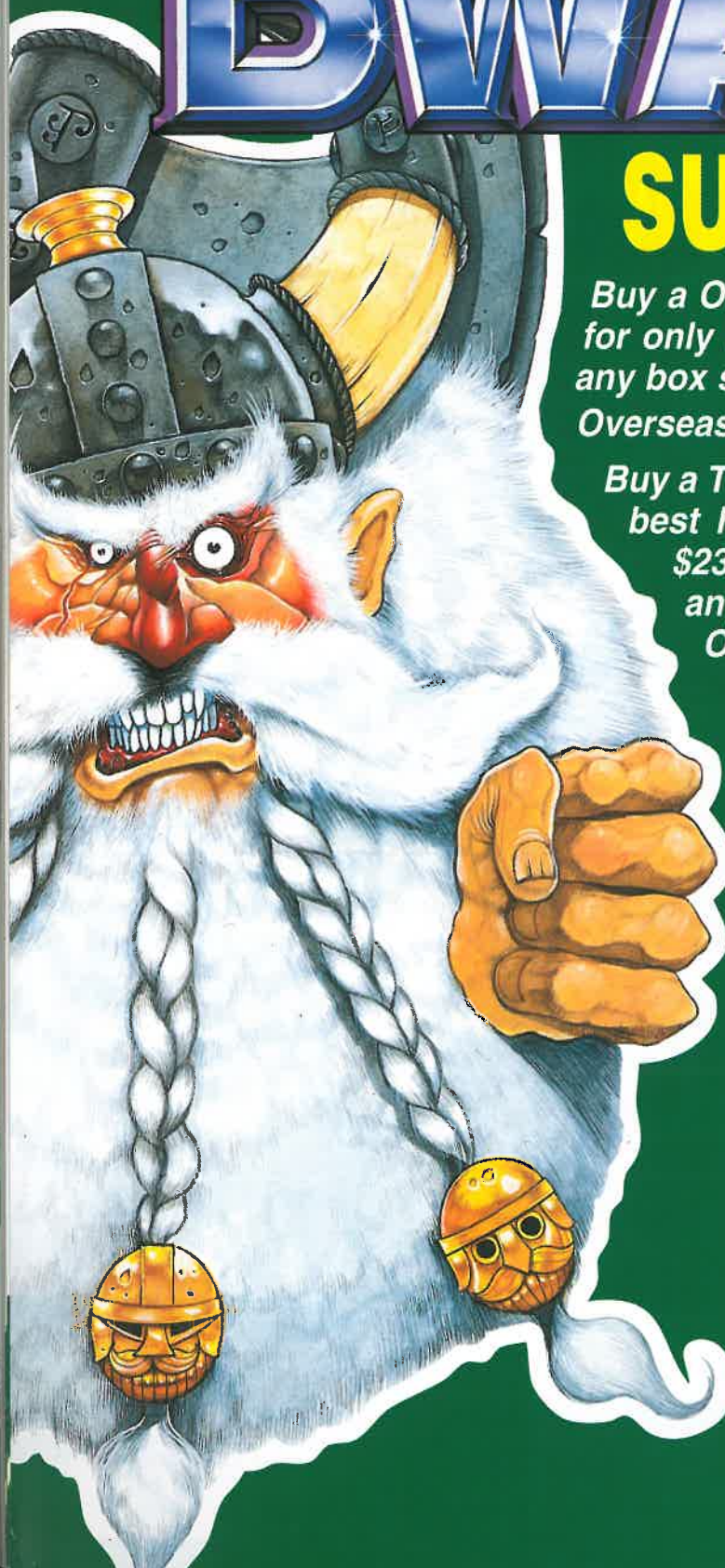
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