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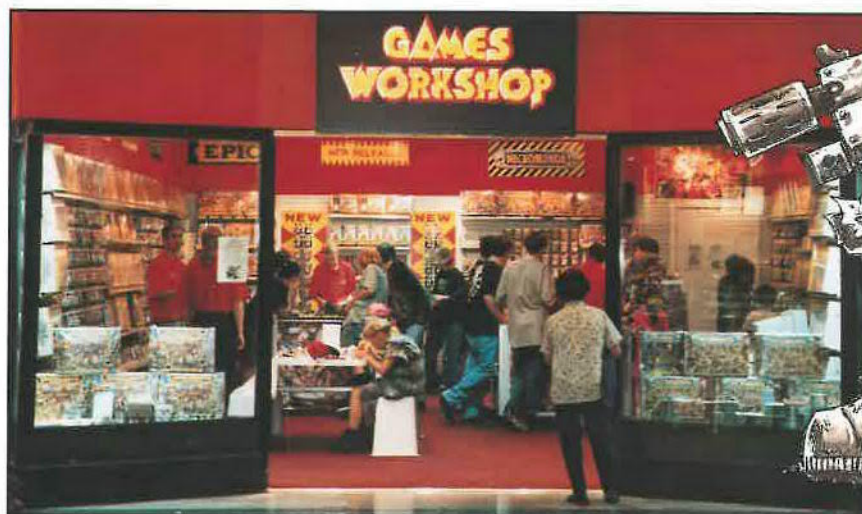
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WHITE DWARF™

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Here in the White Dwarf bunker we've been playing removal men. We've annexed some more space, press-ganged some new staff and shuffled all the desks about. It took most of a day to do (mainly rewiring the grey spaghetti that comes out of all the computers), but the bunker's even bigger and better now. But why am I telling you this boring rubbish, you ask? Well, whilst we were reorganising things we had a good idea.

Nearly everyone who works here has a small collection of models and terrain decorating their computers and desks. This is quite fun as everyone here is a gamer, and it's nice to see what the rest of the loonies are up to. Unfortunately, once the projects have been completed they disappear, never to be seen again. What we decided to do is use a spare set of

shelves to show off a selection of the White Dwarf crew's miniatures and terrain. The particularly interesting thing about this is that you get all sorts of different models sitting next to each other that would never normally share the same space. This sparks off more ideas and leads to all sorts of new projects. So, we've got Adrian's Blood Axe Leman Russ sitting among the Orc huts Ian made for the *Raid* campaign, a whole mixture of Chaos Space Marines surrounding a Genestealer Cult Chimera, the early stages of a scratch-built Baneblade next to some converted High Elves...

You could do this too! Whether you go to a formally organised club or just meet up with a few mates after school, you could get together some of your best miniatures as a "showcase" – a place to demonstrate your

collective talents and inspire each other. Collecting, painting and modelling are such important parts of our hobby that it's a shame they aren't shown off more. So why not have a try? Sort yourselves out a couple of shelves and amaze your friends with your skill!



Jake
Thornton,
Editor

Adrian
Wood,
Production
Editor



Gavin
Thorpe

Ian
Pickstock



Steve
Anastasoff



Jake



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**WHITE
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The Warhammer logo, featuring the word "WARHAMMER" in a stylized, yellow, blocky font with a black outline, set against a dark background.

THIS MONTH'S RELEASES

Snotling Pump Wagon £10.00
(One model per blister)

Wood Elf Archers..... £5.00
(Four miniatures per blister)

Wood Elf Dryads £5.00
(Two miniatures per blister)



NEXT ISSUE.

WOOD ELF WARDANCER

THE SNOTLINGS ARE BACK!

Over the years, you may have seen the Snotling Pump Wagon used in White Dwarf battle reports. You may have even been unlucky enough to be on the receiving end of one of their attacks. Well they've been unavailable for a while, but now they're back!

In traditional Orc and Goblin fashion the Snotling Pump Wagon is a very unpredictable war machine, propelled at a random rate by a gang of frantically working Snotlings. But despite their rather comical appearance these contraptions are deadly – more than capable of devastating an enemy regiment when they finally crash into the foe.

WOOD ELVES

From re-releases to the newest Warhammer army: the Wood Elf Army book is due out next month. For everyone who (like me) wants to add an army of

these dangerous forest dwellers to their collection, this month sees the initial releases in a new range of Wood Elves.

The first of these are the mainstay of any Wood Elf army, the eagle-eyed Archers. Sculpted by Aly Morrison, these master bowmen have an uncanny ability with the deadly longbows of Athel Loren and should form the heart of any Wood Elf army.

Finally, saving the best 'til last, there are the Dryads. Out of the deep forests they stride, magical tree spirits who have the ability to change shape and become as supple as a sapling or as solid as an ancient oak. These models, beautifully sculpted by Trish Morrison, are bound to find a place in nearly every Wood Elf army as a nearly unstoppable force of nature! The complete rules for these creatures of legend are included later this issue.

JAKE THORNTON

WHITE DWARF

CORRESPONDENCE

We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to: The Editor, White Dwarf, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

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Redemptionists £12.00
(Eight miniatures per boxed set)

Redemptionist Arch Zealot £5.00
(One miniature per blister)

Wyrd Beastmaster £5.00
(One Beastmaster and either three Milliasaurs, three Giant Rats or three Ripper Jacks per blister)

HOLY WAR

The first Outlanders boxed gang is released this month, in the form of the Redemptionist Crusade. Designed by Gary Morley, the Redemptionist miniatures brilliantly convey the fanaticism of these crusaders. The symbol of cleansing fire is an important one for the Redemptionists and this is carried through in their clothes and weapons.

Many Redemptionists have an Executioner attached to their gun. This is a one-shot flame weapon which is really nasty to face in battle. Flamers are really effective in Necromunda since all the cover is negated by the rush of fire, and to fight a gang which contains a number of Executioners is scary –

there's nowhere to hide! Another Redemptionist weapon is the rightly feared Eviscerator. As its name suggests, this massive double-handed chainsaw can slice through almost anything, especially opposing gangers! Even the armoured Spyrers have trouble if a Zealot wielding an Eviscerator gets to charge in.

If you don't think they're crazed enough already, you can include the Arch Zealot of the Redemption in your gang. Not only is he an awesome fighter (his flamer never runs out!), but he also *hates* everybody!

A gang accompanied by the Arch Zealot will be roused by his apocalyptic speeches and can draw great strength from his forceful presence. This

means that a gang accompanied by the Arch Zealot never takes bottle tests – you won't run away unless you want to!

Wyrd Beastmasters are also now available (for your Redemptionists to persecute!). These raw psykers can control the minds of the Underhive vermin, and go to battle accompanied by a small swarm of creatures. The rules for Beastmasters, Ripper Jacks, Giant Rats and Milliasaurs are given later this issue.

GAV THORPE

STUDIO STAFF

We are currently looking to recruit figure painters to join the 'Eavy Metal team at our busy Nottingham Design Studio

'Eavy Metal

The Design Studio is the creative hub of Games Workshop, with the 'Eavy Metal team at the forefront of the Studio production process. As a Studio painter, you have the opportunity to paint the very latest miniatures months ahead of their official release, and contribute towards our ever expanding range of products.

If you think you have the talent and flair to paint to the standard you see in White Dwarf every month, then take a sample of your best models along to your nearest Games Workshop store and have a chat with the manager. If he's impressed, then he'll arrange for your models to be brought up to the Studio where we can take a closer look at your work.

Pass that test, and we'll invite you up for an interview to see if you have what it takes to join the ranks of the very best miniature painters in the world!



Brother Bethor painted by Paul Muller



Above: Paul Muller begins to put together a new model.



Left: Torben Schnoor hard at work.

lists have given us the opportunity to make a new Predator kit. Inspired by Ian Pickstock's numerous tank ideas and conversions, this variant is armed with an autocannon in the turret and heavy bolters in the sponsons. More sustained fire dice! Maybe I'll have to paint one of these for my army as well!

PSYKER

One of the most important characters in any army is its psyker. When I first started reading my copy of the Imperial Guard Codex, one of the first army list entries I tracked down was the Psyker. Not only is the Primaris Psyker pretty powerful, but I was blown away by Mark Gibbons'

brilliant picture. Now you can add this mighty character to your Imperial Guard army

ADRIAN WOOD

CITADEL ANNUAL 1995/96

Anyone who loves Citadel Miniatures will want the latest, massive Citadel Annual 1995/96. It is a huge tome which contains all the latest miniatures so that you can order any models (or parts) that you want. Look out for special Citadel Annual deals with White Dwarf subscriptions as well as in the Mail Order section.

The Raven

By Pat Marstall

(with apologies to
Edgar Allen Poe)

Once upon a battlefield dreary, where I cowered, spent and bleary,
Within an Imperial bunker, darkly stained with dust and gore -
As I cowered, nearly shuttering, suddenly there came a sputtering
As some weapon quickly stuttering - firing at my bunker door.
"Tis some bolter", I murmured, "firing at my bunker door -
Only this and nothing more."

Ah, distinctly I remember, it was in the bleak December,
And the brightly burning bastions lit the horizon by the score.
Eagerly, on freedom drunker, - vainly had I sought to hunker
In this heavy Imperial bunker - with perhaps a tunnel in the floor -
A safe and empty fortress with perhaps a tiny tunnel in the floor -
Only this and nothing more."

And the mad raving howling of each distant Space Wolf prowling
Thrilled me - filled me with fantastic terrors never felt before.
So that now, to the beating of my heart, I stood entreating
"Tis some Space Wolf there repeating, firing at my bunker door -
Some common Grey Hunter rapid-firing at my bunker door -
This it is and nothing more."

Presently my soul grew stronger, hesitating then no longer
"Marine," said I, "or Scout, your attention I implore:
The bunker walls are thick - they are made of tempered brick
And your bolters do not tick the slightest scratch or tiny score -
Not a dimple, dent, depression, dip, scratch or tiny score -
Away now, and fire no more."

Then in the bunker slumping, presently I heard a thumping
A pounding - rattling many times fiercer than before.
And soon I began to screech - the bunker wall grenades did breach;
The very gods I did beseech as the ceiling fell upon the floor -
Through the wounds poured light which danced upon the floor -
Danced amidst the sounds of war.

Then at once it stopped the violence - I was left alone with silence
Confused, I spied the reason why the shells did drop no more -
For as I began to shutter, then with many a flit and flutter
a psyber Raven flew through the clutter to perch above the door -
Perched on the two-headed eagle just above the bunker door -
Perched and sat and nothing more.



At this I grew more craven, for the talons of the psyber Raven
Were all over covered with bright red blood and crimson gore.
"Wretch!" I cried, "Njal hath lent thee - into this fortress has he sent thee
So that remotely may he here be - and this bunker then explore -
Scry out my exact location and this bunker then explore -"
Quoth the Raven, "Eversor"

Then, methought, the air grew darker, the bunker now a little starker
For the uttered word brought terror as I had never felt before.
As for weapons, I knew I had none - no bolter, sword or lasgun;
No arms to stop the war's son fated to break soon through the door -
The blood-mad crazed assassin fated to break soon through the door -
Quoth the Raven, "Eversor"

"Be that word our sign of parting, machine or bird!" I shrieked, upstarting.
"Get thee back into the firefight and here spy on me no more!
For as you came unbidden - I would otherwise be here hidden -
Leave my location in this midden - quit that icon above my door!
Take thy shining metal eye, and take thy form from off my door!"
Quoth the Raven, "Eversor"

And the Raven, never flitting, still is sitting - still is sitting
On the pallid two-headed eagle just above the bunker door,
His metal eye has all the seeming of a psyker that is scheming,
To have my guts lying steaming in a pile upon the floor,
And now all hope has left me, crouched here upon the floor
I await the Eversor!

PAT'S POETRY PAGODA

Here's something we came across on the Internet which we thought was quite fun. If you don't know where the inspiration came from, then pop down to your local library and look at a poetry anthology featuring Edgar Allan Poe - you'll be amazed how clever Pat has been...

A WARM WELCOME

NEWCOMERS

There have been a few additions to the Design Studio recently, and we would like to introduce them to you. John and Brian have been settling in over the last few months and you'll see lots of their work in future issues.



FIGURE DESIGNER

Brian Nelson (below) has amazed everybody with the dynamic quality of his work. Although he's only recently started sculpting miniatures, his natural talent means his figures look as good as any found in the Citadel range!



ARTIST

John Wigley (right) is a new artist who joins the likes of Mark Gibbons and Des Hanley. Before moving into his new position, John worked as a key time sales assistant in our stores, but he has always wanted to work as an artist. We'd like to congratulate John Wigley on achieving his ambition, and wish both Brian and John the best of luck in their new posts.



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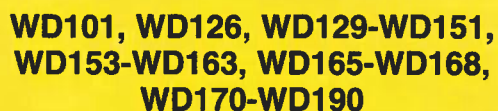
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GAMES WORKSHOP

SPACE HULK™



by Adrian Wood

**with designers' notes by Dean Bass
and Chris Colston**

It was five years ago that I first experienced the full horror and tingling excitement of Space Hulk. It was, in fact, the very first Games Workshop boxed game that I bought, and I rushed home to tear open the box and begin my first mission. I remember my first faltering steps aboard the Space Hulk: the grim duty of the Terminators on their mission to purge the alien infestation, and the frantic headlong rush of Genestealers as they raced through the derelict ship searching for victims.

As I got more and more enthused by Space Hulk I began to buy White Dwarf and started to explore other Games Workshop game systems. After Space Hulk I got into Epic and from there I moved onto Warhammer 40,000, but I never forgot where I started.



DESIGNERS' NOTE: Bolter vs claw

One of the best aspects of Space Hulk is the widely differing fighting styles of the two forces. Genestealers have no ranged weapons, but their claws and fangs are deadly in close combat. Terminators are not so powerful in hand-to-hand fighting, but their storm bolters and heavy flamers can devastate their foes at a distance. This simple difference makes winning with each side a separate challenge.



Blip counters

DESIGNERS' NOTE: Blips, blips everywhere...

Blip counters are used to represent groups of Genestealers moving through the space hulk.

However, although the Space Marine player can see the blips, until they are seen by a Terminator he can't tell how many Genestealers each one hides. Blips normally have a value of 1-3, but the inclusion of the 4, 5 and 6 Genestealer blips allows the Genestealer player to swamp an area with models, or to provide a "task force" to slow down the Space Marine advance. It's up to the Genestealer player to keep his opponent guessing just what each blip represents, but the Space Marine player can usually spot a blip lurking in the centre of an otherwise empty room as a possible 'big' blip. To balance this, we also included the three 'malfunction' blips which are effectively dummy counters that can be used to fool the Space Marine player as to your real intentions.

game was published in 1989 as a boxed game with two supplements. After its great success as a board based game, Space Hulk was transformed into a best-selling computer game which combines the furious action of the original board game with the exciting Terminator's eye-view that only a computer game can give you. The experience gained from the computer game has been used to make this revised version of the classic Space Hulk even more exciting than before. Improved rules, superbly painted floor plans and some excellent Citadel miniatures all go to make the game even better!

NEW MINIATURES

When I opened the box I was greeted by the sight of ten plastic Terminators and absolutely loads of Genestealers! The new plastic Space Marine Terminator miniatures are amazing, you can't tell the difference between them and the metal ones!

In the box you get two squads of Terminators, and within each squad you have three different types of Space Marine. Each squad has a Sergeant armed with a storm bolter and power sword, three Terminators with storm bolters and power fists and one with a power fist and a heavy flamer (an excellent, if short ranged weapon). The twenty Genestealers come with different arms and bodies which allows you to make a variety of different poses (and they're all scary!).

WHAT IS SPACE HULK?

Space Hulk is a stand-alone board game for 2 players, with everything you need to play the game – miniatures, dice and floor plans, in the box. The game concentrates on the ever present threat to the Imperium of Man: the Genestealers, and their nemesis: the Space Marines. The rules system is easy to learn, and makes for fast and furious action as you play the many different missions. The original

WHAT'S ON THE CARD?

One of the things I really like about Space Hulk is the playing surface. The game is played on card floor plans which link up to represent the twisting corridors and rooms that run the length and breadth of the vessel. This means that the game is effectively self-contained: you get everything you need to play, including "terrain".

Over the last few years Richard Wright has painted some of our most beautifully finished card pieces. The Blood Bowl pitch, Warhammer Quest board sections, and Titan Legions buildings are just some examples of his finely detailed and painstaking style. He spent months painting the



DESIGNERS' NOTE: Sergeants

Each Terminator squad is led by a Space Marine Sergeant. The epitome of toughness, heroism, determination and bravery, these fighters are the lynchpin of every Space

Marine squad. Along with the standard storm bolter, Sergeants are armed with a mighty power sword which makes them the most versatile fighters under the Space Marines players' command. They are by far your best chance of defeating Genestealers in close combat, but don't forget that dispatching Genestealers with your storm bolter at long range is much better than having to fight your way out of a corner!



well as the doors (which provide vital cover for the Genestealers in the game) and bulkhead markers. The atmospheric lighting and the level of detail on each individual section puts these Space Hulk board sections amongst his best work to date, and I'm sure you'll agree the results are nothing short of breathtaking. Richard also produced the excellent illustrations for the innumerable counters and markers that are part of the game. And while I'm talking about artists, I can't leave out David Gallagher who painted the evocative artwork on the front of the box (and which we pinched for this issue's cover).

GROUND-BREAKING

The books are a first for Games Workshop because all the pages are in glorious full colour. A couple of examples from the Rulebook and Mission book can be seen above, and I think they look excellent. Throughout, artist Wayne England has surpassed himself with his wonderfully rendered borders and icons all of which add to the dark atmosphere of the game. And, not content with that, he then went on to add several brilliant black and white illustrations!

In comparison to most rulebooks 32 pages doesn't seem very long, but don't be deceived: the simple rules give Space Hulk

much of its appeal. It is the concentration on tactics and gameplay, rather than complex rules mechanisms, that makes the game fast and tense (no looking things up halfway through the turn...).



DESIGNERS' NOTE: Shooting

Shooting in Space Hulk is combined into a single dice roll. When you roll the shooting dice you are rolling not only to hit the Genestealer, but also to penetrate its thick carapace and to cause a mortal wound. So, when you fail to kill a Genestealer you may well have hit it, but just not damaged it enough to kill it.

TACTICS: Oh no! One command point again!

Command points are a mechanism to allow the Space Marine player a few extra action points during his phase. Command points can be used by the Space Marine player as he wishes, splitting them over different Space Marines or using them all on one. Even one command point, if used properly, can be the turning point of a mission. A cautionary note however, do not get yourself in a position where your whole plan revolves around getting six command points. – always assume that you are only going to get one and treat any extra as a bonus!

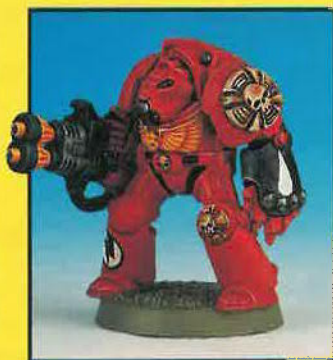
TACTICS: Action!

Every model in the game has a certain number of action points to spend each turn, and can use them to move, fire (in the case of the Space Marines), open doors and so on. Genestealers are lighting-fast (much quicker than Terminators) and have more action points to spend each turn. This makes it vital that the Space Marine player works efficiently and in a coordinated fashion – each action point wasted could be another Genestealer left to attack your squad!



DESIGNERS' NOTE: We bring you... fire

The heavy flamer shoots a jet of liquid death that can be directed to cut a deadly swathe down corridors or across a room full of Genestealers, laying waste to (almost) everything in its path. The heavy flamer counters are placed down square by square representing the Space Marine directing a jet of flame against selected targets, trailing burning chemical fuel across empty squares to get to his next victim. In addition, the Space Marine can expend extra fuel on a particular area, ensuring that anything flammable in the square is well and truly set alight, producing an area of such fierce flames that the Genestealers cannot cross it.



TACTICS: Burn!

Heavy flamer ammunition is limited. Sometimes you have to pass up the opportunity to flame a few Genestealers and settle for blocking the corridor instead. However, when the situation is truly desperate the heavy flamer can often create an essential opening. It should also be noted that even a direct hit from a jet of flame may not be enough to deal with the savage onslaught of the Genestealers. Be prepared to occasionally see an angry, smoking brute charge unscathed through your wall of flames!

MISSION BOOK

The Mission book gives the background of the Space Marines, the ultimate warriors of humanity. They fight aboard these derelict spacecraft in suits of Tactical Dreadnought (Terminator) armour, the toughest personal armour in the galaxy. With their powerful weapons and their faith in the Emperor they crush the enemies of mankind.

The threat of the Genestealers is also revealed: their mission to drift through space and infest planets, contaminating the inhabitants and destroying civilisations from within.

The space hulks which Genestealers use to travel across the universe are, in fact, vast clusters of many vessels, caught in warp storms and lost for centuries, even millennia.

The Mission book forms the core of the game, containing loads of different missions. Each has its own background, and tells you where the Space Marines and Genestealers begin play, when and where reinforcements (if any) arrive, and what each player needs to do to win. Detailed colour maps show you how to arrange the boards to recreate the section of the space hulk where the mission takes place.

Space Hulk is a mission-driven game. That is, each game you play is based on a mission that the Space Marines have to try to complete. There are eighteen different missions included in the



EASY METAL™

When we work on a big project like Space Hulk everyone gets in on the act! Mike McVey's shown off his modelling talents with a splendid diorama of hard-pressed Deathwing Terminators beset on all sides by a horde of ravaging Genestealers. I think Mike's managed to capture the feeling of desperate combat aboard a space hulk really well, and all the little details are just amazing!



DESIGNERS' NOTE: What's the plan?

What is your plan Space Marines? Are you just going to trudge down those corridors, confident that the Emperor is with you and your big guns? Blind faith will not pull you through! The Emperor's finest are organised, prepared and quick-witted. They know when to push on, taking advantage of the lack of opposition and when to hold a position to protect their battle-brothers. They know who should go first in order to get the most from their weapons. Remember, position is everything. Move too fast and leave yourself no cover and you're dead. Be over cautious and you'll get tied down and never break through.

All of this is represented in the game, and the tactics you choose will ultimately decide whether you return home victorious, or do not return home at all...



Mission book, so you've got plenty of tactical challenges to overcome!

First there are twelve brand new missions written especially for the new game. These are split into two sets of six missions each, which link together to form a story line or campaign. The six missions combine to tell a story if played through in order, and after playing all six missions you can see whether the Space Marines were successful in halting this threat to the Imperium or not. The second campaign can be played two ways: either by going through the missions just like the first campaign, or by recording the result of each mission and using the extra rules detailed in the mission backgrounds to adjust the forces if the Space Marines lost the previous mission. In this way the Space Marine player is rewarded for success and punished for his failure...

TACTICS: Missions

I don't really want to say too much about the missions as playing them through actually creates the story, and each campaign takes on a life of its own. However, I must say that no mission ever plays the same twice. Space Hulk is a learning process, each

time you play a mission your tactics change, as do the tactics of your opponent. Not only do you learn from the way you play, but you also learn from the way your opponent plays (whether their tactics are good or bad). Tactics that win a mission against one player might well prove to be a disaster against a different player, even though the mission is the same.



It was Jervis Johnson who suggested that the missions from the original Space Hulk should be included, and he was right. The 12 new missions were slightly re-written so that they complimented rather than replaced the old, and with a quick revamp to incorporate the new rules, the classic *Sin of Damnation* campaign was re-worked. So, Space Hulk has eighteen missions in total rather than twelve, and die-hard Space Hulk fans not only get a dozen new missions, but also the opportunity to play their old favourites using the new rules!

ENGAGE AND DESTROY

Space Hulk lends itself very well to tournament and competition play. Try playing each mission through twice, with each player commanding one side, then the other. Having played a mission as both Genestealers and Space Marines, you will soon be able to work out whose overall performance was best. How quickly did the Genestealers destroy the Space Marines? Did the Terminators achieve all of their objectives?

If you play with a group, you can set up a tournament where you all play the same mission through from both sides. Once you have all played against each other, you will see who comes out on top as the supreme Space Marine Commander and who emerges as the arch Genestealer Patriarch!

Space Hulk has undergone a few changes, but it still keeps me on the edge of my seat. New players will be surprised just how addictive the game is, while old veterans like me can sit back and enjoy this new, improved version of a classic game. Happy hunting!



'MOST WANTED' RESULTS

**LORDS OF THE UNDERHIVE
No. 1**



ORLOCK

TOTAL HOUSE RATING: 1,917,905

**FEARLESS FIGHTERS
No. 3**



ESCHER

TOTAL HOUSE RATING: 1,526,956

**GUTTER FIGHTERS
No. 5**



CAWDOR

TOTAL HOUSE RATING: 1,362,579

**MEAN & NASTY
No. 2**



VAN SAAR

TOTAL HOUSE RATING: 1,665,937

**ARMED AND DESPERATE
No. 4**



DELAQUE

TOTAL HOUSE RATING: 1,462,766

**SCUMSUCKERS
No. 6**



GOLIATHS

TOTAL HOUSE RATING: 1,123,715

THE IMPERIAL HOUSE

THE SPIRE

THE UNDERHIVE

THE SUMP

WORLD OF FANTASY GAMING A WORLD OF FANTASY GAMING A WORLD OF FANTASY GAMING A

WOOD ELF ARCHERS

The core of the Wood Elf army has always been its Archers. Indeed, most of the warriors of the different Wood Elf kindreds fight with the longbow as their principle weapon. The Wood Elves know many secrets of how to make powerful bows from the wood of rare trees, and the bowstrings themselves are said to be made from the fine hair of Elf maidens. In combat these Archers hunt down their foes, felling them like wild beasts with a hail of arrows.



ACCURSED WIZARDS!

MAGIC AND ME

Sometimes I really hate magic! Don't get me wrong, I think the Warhammer magic system works really well and that magic adds lots of colour and excitement to your battles. Actually, I think I hate myself more, because I rarely consider magic when formulating a plan.

When Steve Anastasoff wrote his magic tactics article a couple of issues ago, I must admit I was fairly surprised by the opportunities presented by a magic user. I rarely see them as anything more than particularly effective artillery piece...

Just how effective magic can be was further demonstrated to me when Steve and I had a "warm-up" game for last month's battle report. We took Teclis and Egrimm van Horstmann as planned, but Steve also took two allied wizards from the Imperial Colleges of Magic and gave Prince Imrik the *Talisman of Hoeth* (turning him into a level two mage). I must admit, I also took a Master Chaos Sorcerer as some magical back up, but he was soon killed off with the Amber spell *Awakening of the Wood*. Egrimm couldn't put up

much of a fight against the four opposing magic users and my army was trounced. I mean *totally* trounced (I think it was 32 victory points to 4, or some other ridiculous score)!

Looking back over my past losses (which a lot of very amusing people love to remind me of, ho ho) I realised that magic had played an important part in my various gaming downfalls. I'm sure that White Dwarf veterans will remember the horrendous humiliations Jake dealt out with his continual use of a Grey Wizard during the Warhammer narrative campaign. As every Warhammer player probably knows, Grey magic is terribly difficult to defend against, since it is very subtle (but effective). It has spells that transport troops all over the battlefield, which makes a mockery of your carefully planned and executed march moves and charges. It also has the dreaded *Traitor of Tarn* which can cause a unit to start fighting amongst itself (or turn against its friends en masse!). Well, I've had it up to here with pointy hats making my career as a general a total misery and I'm going to find out what to do about it.



By Gav Thorpe

Annihilated by enemy magic once again, Gav has finally faced up to the facts and has decided to look at ways to combat enemy spellcasting in Warhammer!

Perhaps the worst moment of my career as an Orc Warlord – my glorious horde is halted outside Talabheim by the magic of a Grey Wizard and the Supreme Patriarch.



It's not very surprising that Gav has a distaste for magic – his own Warhammer army is Dwarfs, a race renowned for their distrust of wizards!

SIMPLE STUFF

The most obvious way to negate enemy magic is by the use of *Dispel Magic Scrolls*. For this you will need your own wizard to carry them, but it is a rare Warhammer army that includes no wizards (Dwarfs can take a Runesmith with some *Runes of Spellbreaking*). Your biggest problem with *Dispel Magic Scrolls* is deciding when to use them. If you use them too soon you leave yourself open in future turns, while if you let your opponent get away with too much early on you may have already lost the battle.

Since my earlier problems, I've learnt that it's best to save your *Dispel Magic Scrolls* until you have a fairly clear idea what spells are in your foe's magical arsenal. It's no good dispelling *Flamestorm*, for example, only to find out later that your foe has the even more devastating *Conflagration of Doom*. Having said this, big power 3 spells come about maybe twice in a battle, and if you can dispel one of these it will cancel a lot of your opponent's magic for the turn

(unless he has been dealt a particularly large number of power cards). The same can be said of standard dispel cards. Timing is everything with magic, and it's unfortunate that this isn't one of my strong points...

As I've said before, I'm reluctant to load my wizards down with nothing but *Dispel Magic Scrolls*, on the grounds that they could be wielding something more offensive. However, bitter experience has taught me that this is probably my only option until I get to grips with this magic thing once and for all. So let's look at other ways of combating the mysterious forces of the winds of magic.

MAGIC ITEMS

My next port of call, once I'd thought about *Dispel Magic Scrolls*, was other magic items that could protect my army against the malicious forces of enemy wizards. Grabbing the White Dwarf copy of *Arcane Magic*, I looked through the various pieces of arcana that would help me.



Jake's dastardly Grey Wizard again thwarted my plans in Death in Drakenmoor (White Dwarf 186) which I've renamed Debacle in Drakenmoor. First he used Traitor of Tarn to take over my Hero, who then defeated my only Sorcerer, Astragoth. Then Jake used Dance of Despair and Bridge of Shadows to eliminate the Hero and his Bull Taurus once they came back under my control!





"Magic was one of the largest contributors to my downfall. The usual lack of speed of the heavily armoured knights was totally negated by the Bridge of Shadows spell, which meant that I never got to charge during the entire battle."

A Gauntlet of Fear, White Dwarf 178

First up, there are a number of magic items that directly protect you against magic by giving you a dispel or similar protection. For a start there's the *Spelleater Shield*, which gives a character (and the regiment he is with) a 3+ dispel and can destroy the enemy's spell for the rest of the battle. This could be handy for a Champion, but expensive at 100 points (it would quadruple the cost of an Empire Champion!). At half the price you can buy a *Spellshield*. This gives the target the same amount of protection (a 4 in 6 chance), but puts nearby friendly units in danger as the spell bounces off in a random direction rather than just being dispelled. For a mere 25 points, you can give a character the *Amulet of Fire* and gain a standard 4+ dispel. This is one of the most popular options, but only works against one spell per magic phase. If the unit is particularly powerful there's a good chance it will be the target of several magical attacks and you're once again faced with the dilemma of "Do I dispel now, or save it for later?"

WIZARDLY PROTECTION

There are also a number of magic items which only Wizards can take. Most notably are the new types of scroll from *Chronicles of War*. So, along with the original *Destroy Magic Scroll*, you can now protect yourself by giving a wizard *Bufo's Hex Scroll*, *The Mystic Shield of Brag*, *The Hungry Maw*, *The Magic Mirror* or a *Hypnotic Eye Scroll*.

However, most of these scrolls require the wizard (or unit he is with) to be the actual targets of the spell. This makes them most useful if you plan to field your wizard with one of your more powerful

regiments (such as heavy Knights or other elite troops). You can actually turn this into a great trap by deliberately exposing the unit to enemy magic, so that you can turn an opposing wizard into a toad, or whatever. Also remember, you can take more than one of a particular scroll, so you can imagine your enemy's surprise when he thinks he's drawn out your *Bufo's Hex Scroll* with a low-level wizard, only to find you have a second one up your sleeve!

Be warned though: your wizard could also be the unfortunate victim of one of these scrolls and be killed (along with your unit's magical protection). If you are using your wizard in a defensive role, try to pick spells that mainly affect your own troops or neutral ground (such as *Awakening of the Wood...*) so that you can cast magic without undue risk.

GETTING SUBTLE

All of these items directly oppose the enemy's attempts at spellcasting, but you have to bear in mind factors like the *Total Power* card, and those turns when you can do nothing to dispel your adversary's enchantments. On these occasions, you need to spread your net a little wider to combat the insidious forces of magic. First, you must try to figure out what kind of spells your opponent prefers. If he's one for blasting at everything with Bright magic, I'd recommend a few boosts to your Toughness or saving throws. If your enemy is one for movement spells, and charging in to strike first, try giving your main unit a character wielding a magic item that allows him to always strike first (for example, the Chaos item *Helm of Many Eyes*). This will allow you to

Jake's Grey wizard from the narrative campaign took on a character of his own over the course of events. Don't be surprised if you see him turning up out of the blue in the future...

SNOTLING PUMP WAGON



The hurtling Snotling Pump Wagon crashes and bounces erratically towards the Empire emplacement.

If you have an appropriate character with the right magic items (*Sword of Destruction* is good), I'd suggest that you try to take out any enemy wizards first off, and save Generals and Army Standard Bearers for later. It's important that you do *not* issue a challenge, otherwise your target can just decline and avoid the combat.



at least chop a few of the foe down first, reducing the effectiveness of the charge. Leadership is another important part of magical defence, since some of the most deadly spells (like the thrice-cursed *Traitor of Tarn*) are based upon the target's Leadership. By boosting this with a character (and perhaps the *Crown of Command*) you can reduce or even cancel out these types of attack.

One of the best things about these kinds of defence is that they don't just protect you against magic alone – they also help against more material problems if your opponent doesn't launch the magical barrage you expected. This means that your points will always be well spent, regardless of what happens. For instance, in *Death in Drakenmoor*, Jake's army included four *Dispel Magic Scrolls*. With the early demise of Astragoth, these became redundant (I think three of them were left over, that's 75 points wasted).

GET 'IM

Perhaps the easiest way to stop your army being blasted and confounded on all sides is to take out the opposing wizards. There's an old Dwarf adage which springs to mind – "If they can't breathe, they can't cast spells". As far as I'm concerned, the only good wizard is a dead wizard. There are number of ways to achieve the highly desirable demise of your foes. Firstly, use your own wizards. Steve's article included a section on using magic users as assassins to take out enemy characters. Great! Forget killing the General or Army Standard Bearer, go for the magical jugular.

Once the opposition is out of the way, your enemy is forced into 5+ dispel attempts and your wizard can concentrate on other matters.

War machines are also useful, and in future I'm going to target magic users with everything I've got (and with my Dwarf army, that's a lot of heavy iron balls flying in his direction!). The "Look out, Sir!" rule may apply, but if you throw enough firepower at a character they'll come a cropper sooner or later.

Other alternatives include beefing-up a character on a large monster and crushing the offending enchanter in hand-to-hand combat. Alright, taking on Nagash is a bit more difficult than facing down an Empire Battle Wizard, but there are always ways around this kind of problem. Rather than take up more space on this particular tactic, I'll refer you to Tuomas Pirinen's excellent article called *The Bigger They Are...* from White Dwarf 193. This should tell you everything you need to know about disposing of unwelcome characters.

FINALLY

There's probably more things that haven't sprung to mind yet, and the tactics I've already discovered could be explored in a lot more detail. However, even with an extra 40 pages, there's so much to fit in White Dwarf that I don't have the space to witter on forever. So, I'll just leave you with one more piece of advice: always remember, you can be the most potent sorcerer in the world, but three feet of honest steel still hurts...



"As far as I'm concerned, the only good wizard is a dead wizard."

IMPERIAL

IMPERIAL FIREBASE

The Imperial firebase is used by the armies of the Imperium across the galaxy. Each firebase is designed to strict guidelines laid down by its Standard Template Construct (STC), and consists of modular pre-fabricated parts that can be easily transported inside drop ships, Thunderhawk gunships or any transport with a large enough cargo capacity. Once deployed, a team of Adeptus Mechanicus adepts with specially programmed Servitors can erect the entire firebase in a matter of hours. The pre-fabricated panels slot together and are held in place with adamantium bolts. The whole structure is then attached to the planet's surface with a variety of specialised fixing units, allowing it to be placed on anything from the hardest volcanic rock to the oozing marsh of Catachan jungles. Once the building is erected, the Servitors are programmed to fulfil roles within the firebase such as operating refuelling machines, tactical battle computers or resource recycling units.

BATTLE TACTICS

Firebases form an integral part of Imperial battle tactics. A beachhead on an enemy planet may require many dozens of firebases to be built overnight. Made out of reinforced plascrete and high tensile steel these formidable fortresses are almost impervious to anything but the heaviest of fire and have even been known to survive the rigours of orbital bombardment.



Contents and components may vary from those shown. Plastic moulding may vary due to the complexity and detail of the mould.



WAR 40,000 A FIREBASE

WARHAMMER
40,000

VITAL LINK

Firebases come complete with a variety of fuel and ammo supplies allowing the re-supply and repair of most STC-designed Imperial combat ordinance, and turning the firebase into a vital link in an army's supply chain. The top of the firebase forms a large landing pad capable of taking Land Speeders or other skimmers. This allows the rapid redeployment of reserves or command units from one firebase to another, or directly to the battlefield.



COMMAND POST

Firebases can act as command posts, supply centres, fortresses or as a transport terminus. Each one comes complete with up-link facilities to orbital auguries, comm-net access and sealed quarters equally suitable as barracks or control rooms for high-ranking commanders. With scanners capable of keeping track of enemy and friendly troops and on-line tactical assimilation Servitors to help, many commanders value a solid line of firebases at their rear.

TERRAIN BOX

This boxed set contains a complete Imperial firebase plastic and card model including full assembly instructions. The highly detailed plastic components are moulded in a hard styrene compound which is particularly suited to modelling and painting. This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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By Gav Thorpe

Objectives are a central part of the Epic games system, determining your tactics and the outcome of the battle. In this article, Gav takes a look at objectives and discusses some new ways to use them in your battles.

MISSION BRIEFING

EPIC OBJECTIVES

Objectives are one of the most important aspects of the Epic system – they define the battle, your tactics, and ultimately the victor. Without objectives your battle plan would be very different, concentrating solely on annihilating the enemy without worrying about possessing those vital victory points. An objective is worth 5 victory points, the same as a company of tanks or troops, and such a sizable chunk of victory points can give you a considerable edge over the enemy. Even the Tyranids, who score no victory points for objectives, must base their tactics on denying them to the enemy.

As they are the objectives perform their task admirably, giving focus and form to your battles. However, the rules for objectives in Space Marine and Titan Legions are just the start, the potential of objective counters covers a vast area. Here's some ideas that we've had here at the Studio...

TAKE AND HOLD

The standard Epic objective counter represents a good fire position or other important battlefield location. This can be equated to the Warhammer 40,000 mission *Take and Hold*. Both players are attempting to capture the objective and retain possession of it until the end of the battle. With just this idea in mind it is easy to create special scenarios revolving around the standard objective rules. As you may be aware, in past battle reports we've placed more than one objective counter in a single place, to represent an even more vital battlefield area, such as the Generator Vulcanis. This is straightforward and creates bloody, pitched battles as you don't often get ten or more victory points sitting in one place for anybody to charge over and claim!

A similar idea is incorporated into the assault rules from Space Marine Battles. All the objectives are behind the defender's battle line



Orks and Eldar battle for possession of a Mekboy's workshop.

but are worth double points to the attacker. This means that the best chance the attacker has to win is to press forward as much as possible, rather than just sitting back and trying to shell the defender into submission. This makes for a much more exciting battle! Epic players who also fight Warhammer 40,000 battles will recognize the similarities between this and the two battle bunker missions, *Hold the Line* and *Bunker Assault*. You can place objectives close together to make the armies fight head-on, or spread them far apart to force the commanders to make strategic decisions about where to put their main strength – do they make one big, concerted push for a few well chosen objectives, or split their army more evenly in an attempt to capture them all?

By thinking about objectives when you make your terrain, you can create some great battles that really fit in well with the grand scale of Epic games. By modelling up some outposts or gun towers, you can form a static defensive line that the attacker must break through. In the game itself you can either place the objectives on the gun towers to signify that they must be eliminated before the attacker can continue, or place them behind the line to show that the attacker must break through as quickly as possible and bypass the defences. Or you could do both, with some areas needing to be secured while elsewhere you just have to cover the ground.

OTHER MISSIONS

Objective counters don't just have to represent positions to take and hold, they can be indicators of other types of mission. By looking at the Warhammer 40,000 missions you can come up with ideas for your Epic objectives. For instance, the new *High Ground* mission published in White Dwarf 193 means that the army has to occupy a number of positions to gain extra victory points.

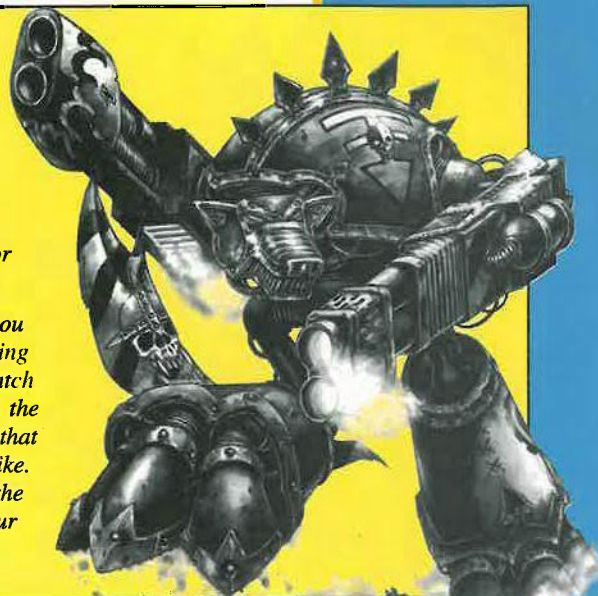
There's a really simple way you could translate this to Epic, and here's how. Place three objective counters fairly close together. Each of these is worth five victory points as normal. However, if one side can capture all three of them, this is worth an additional five victory points, a total of twenty victory points at stake. You can expect some fierce fighting in that part of the battlefield!

You can place the objectives nearer one player's table edge to recreate a *Dawn Raid* style of battle, where one army is trying to advance as quickly as possible in order to break through an ill-prepared enemy defence. The attacker will have to decide

TITAN MISSIONS

The Titan missions included in Titan Legions may also provide ideas for using your objective counters. By combining these with the rest of the objectives, you can provide a simple but important narrative for your battles.

I think that the more variables you involve in a battle, the more interesting they become. It is the mix and match quality of the Titan missions (and the missions in Warhammer 40,000) that ensure that no two games are alike. Even if you pick the same missions the terrain will be different, as might your troops and who has the initiative.



how much he can risk charging forward as quickly as possible, and how much firepower to devote to his covering fire.

NEW OBJECTIVES

Almost two years ago, while Titan Legions was being written, Ian Pickstock and I sat down to think about Epic articles for White Dwarf. We had quite a few ideas, some of which have fallen by the wayside, while others just simply haven't been fully explored yet. One of these was an alternative Epic objectives system using special counters to represent different types of mission. When I started thinking about this, I thought "fat" White Dwarf was the perfect opportunity to dig up the old rules, dust them off and present them to you. On this month's card section you will find some new objective counters. The following rules tell you how to use them in your standard Epic games, there's no need to come up with special scenarios (though you still can if you want to!).





THE COUNTER TYPES

In the box below you'll see a description of each of the new objective counters. These range from the straightforward *Take and Hold* that we all know, to the more involved *Rescue*.

PLACING OBJECTIVES

The most important part of using the new objective counters is that they remain unknown until troops investigate them. Before deciding who has which table edge, each player places their set of twelve counters face down and then takes six of them at random. You can look at these, but you shouldn't show them to your opponent – it's up to him to find out what mission each counter represents. The players take it in turns to place the counters face

down on the battlefield. Roll a D6 to decide who goes first. As in the main rules, the counters must be placed at least 25cm from the table edge and 25cm from another objective counter (whether it's your counter or belongs to your opponent).

SCOUTING OBJECTIVES

As the players don't know what each other's objectives are, it becomes necessary to send troops to scout them, and find out what your enemy is planning. If any of your models approaches within 15cm of an enemy objective counter you're allowed to turn it face up and see what mission it is.

THE MISSIONS

Rather than just approaching within 15cm to capture an objective, with this new system you may have to complete some other type of mission. These are as follows:

TAKE AND HOLD

This is the standard objective and follows the rules printed in the Epic rulebooks. Either of the players can claim 5 victory points for having a model within 15cm of the counter and closer to the objective than an enemy model.

ASSAULT

To achieve the *Assault* mission, you must engage the counter in close combat as if it was an opposing model. The counter has a close assault factor of +5 and is treated just like any model: the attacking model must be on charge orders to engage it in combat, either side gains benefits for secondary attackers and the objective is affected by any special close combat weapons or rules. If you win the close combat the position has been successfully stormed and you may take the counter. This is worth five victory points when calculating your total. If you lose the combat, you're dead!

CAPTURE

The *Capture* mission is completed as soon as you can move troops within 15cm of the objective and closer than the enemy in the End phase of a turn. Unlike *Take and Hold*, the objective becomes yours for the rest of the game so you should take the counter once you have achieved your mission. Completion of this mission adds five victory points to your total.

RESCUE

Rescue is different from the other objectives (except *Take and Hold*), in that either player can claim victory points for achieving the mission. If a

THE NEW OBJECTIVES.

There are six types of objective counters in this new system:



Take and Hold. This is the standard mission objective and represents a vital fire position or other important area of the battlefield which must be held at the end of the battle.



Assault. The objective marker represents an enemy held position, such as a communications relay point. You must storm the position and destroy it in close combat.



Capture. The Capture objective is placed to represent a site that has a one off benefit, such as a fuel dump or ammunition store. Once you have captured it, you can take what you need and get on with the battle.



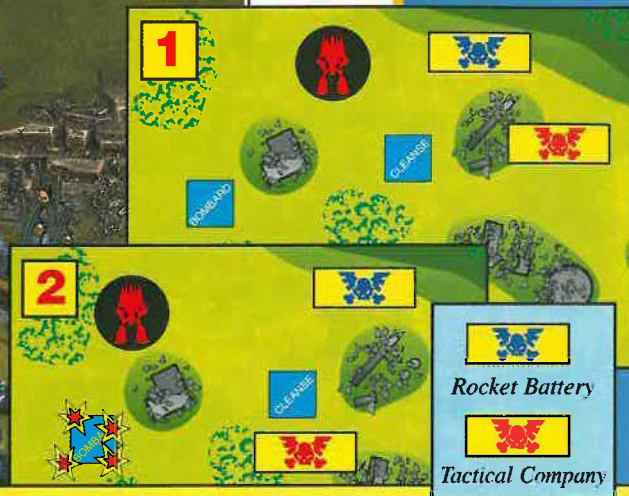
Rescue. The Rescue mission shows that the area contains something important to both armies that must be captured. This may be a spy, vital plans or even an important leader. Both players are trying to achieve the Rescue mission.



Cleanse. This represents a zone that the army wishes to keep clear of the foe because, although it is of no value to them, there is something there the enemy may take advantage of.



Bombard. The Bombard counter designates an area that needs to be destroyed, such as a command post, missile silo or other strategic site.



EXAMPLE

In this part of the battlefield, the Imperial player has the Bombard and Cleanse missions. To deny the Cleanse objective to the enemy, the Rocket Battery moves into position to blast anything that approaches the objective. Meanwhile, the Emperor Titan advances across to target the Bombard counter with its Hellstorm Cannon.

To further secure the Cleanse marker, the Imperial player then interposes some of his troops between the counter and the opposing army. To capture the objective, the enemy must now break through a screen of Tactical platoons and survive the incoming fire from the Rocket Battery – those 5 victory points are pretty safe!

GAV'S NOTES

Although I say it myself, I'm very pleased with the way these new objectives have developed. Some of the more significant differences are probably the least obvious. Of course, the variety of missions means that your army choice and tactics will have to be changed, as sending in the wrong troops for an Assault could well land you in a lot of trouble. Having secret missions makes the game play differently too, as you can concentrate purely on your own missions, or dedicate some of your effort to finding out the opposing objectives in order to thwart the enemy. This interplay of offensive and defensive action provides for very subtle tactics, with a poker-style tension as the players try to figure out what their opponent is attempting to achieve.

One significant change is the introduction of the "one-shot" objectives: Capture, Assault and Bombard. Once you have completed these missions you can actually take the counter off the table and there's nothing your opponent can do to take the five victory points away from you!

It's also important to note that to complete the Cleanse mission you do not have to capture the objective yourself. This means that you can simply destroy any enemy troops that get too close with a squadron of artillery or some similar firepower. Of course, you could send in some troops to capture it properly, it's up to you what tactics you think are best. The secret objectives mean that if your opponent has 5 victory points unaccounted for, you can guess one of his missions is Cleanse...

The varying difficulties of the missions are intentional – war is not always a level playing field! As all the missions are worth 5 victory points each, you will have to prioritise the tasks ahead of you. Dividing your troops and firepower becomes a major part of your strategy as you must form a solid plan for the use of the resources available to you.

We've already playtested these new objectives quite a bit and thoroughly enjoyed using them. Feel free to experiment and write to us with some feedback. Please note that these new objective rules are purely optional – you must agree with your opponent beforehand if you wish to use them.

model moves *onto* (not within 15cm) the objective, place the counter under the model (or on the base in the case of a Titan). The model can then move normally, taking the counter with it. If the model carrying the counter is killed by a ranged attack, leave the counter in place until another model moves onto it and picks it up. If the escorting model is destroyed in close combat, the victor may take the counter and will be escorting it from then on. The *Rescue* counter is worth five victory points to whichever side has possession of it in the End phase. If the escorting model is part of a detachment that has fall back orders then it automatically drops the objective counter.

CLEANSE

You achieve the *Cleanse* mission by preventing your opponent from capturing the objective. The enemy may capture the *Cleanse* counter just like a *Take and Hold* objective (but gains himself no victory points). If your opponent is *not* within 15cm of the objective counter (and closer than your troops) in the End phase, you score five victory points.

BOMBARD

To achieve this objective, you must destroy the counter. It is treated like a building with a 4+ save on 2D6, and can only be targeted by barrage weapons or weapons whose specific description states that they may attack buildings. If the counter fails its saving throw it is destroyed and the player may take the objective. This is worth five victory points when working out your total.

NECROMUNDA

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**GAMES
WORKSHOP**

Miniatures supplied unpainted.

THUNDERHAWK

MAMMOTH TASK

Some of you may remember us explaining last issue how John Stallard (Games Workshop's Sales Director) conceived the outrageous plan to assemble the entire Ultramarines Chapter in Warhammer 40,000 scale. Well, this mad scheme was prodded along when our Factory Manager, the rash Paul Robins, offered to construct not one, but three Thunderhawk Gunships to go with the display! Well, Paul had certainly talked himself into a corner, and here's how he got out of it...

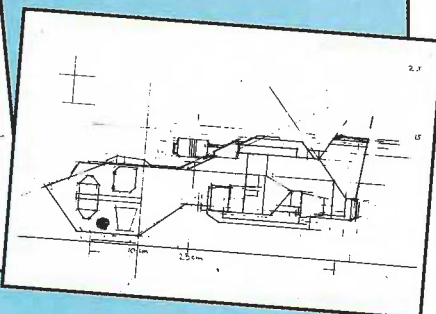
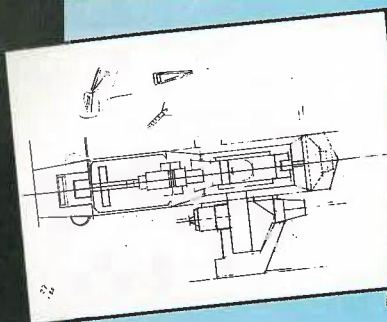
The first job was to find a craftsman capable of not only creating a scale model and modelling all the endless details onto the superstructure, but also casting and reproducing the ship at least three times. With this in mind, Paul enlisted the help of Tim "Aardvark" Adcock, one of our industrious

mouldmakers from the Games Workshop factory. He saw this as an opportunity to prove himself as a "mouldmaker's mouldmaker" (*whatever that is* – Ed.) and launched himself wholeheartedly into the project.

Firstly, Tim scaled up the Epic Thunderhawk by making a rough mock-up of the Gunship out of cardboard. This was so that he would have a general idea of the size and shape he would be dealing with. Then a scale plan was drawn from the mock up and that became the main point of reference for the dimensions of the Thunderhawk. With the plans to refer to, Tim began to model the various new parts that together with bits from several existing Citadel Miniatures kits would go together to make the finished Thunderhawk. As the Gunship took shape, the number of parts grew. In the end, over 81 masters were made, totalling an amazing 192 parts!

The three Thunderhawk Gunship models made for the Ultramarines army were each "posed" differently. Two were modelled in flight, whilst the third had just touched down. As you can see below, this Thunderhawk Gunship is disgorging its cargo of Terminators to beat off a Tyranid attack.





One of the first tasks Tim had to do was create scale drawings of the Thunderhawk Gunship from which he could produce the final models. He simply enlarged a photo of an Epic Thunderhawk to the correct size and used this to plan the 192 separate parts that went into its final production.

THE MASTERS

Tim made most of the parts at home in the evenings, after work and at weekends. The basic details of each component were sketched out first on

paper, before it was made. The drawings turned out to be a great help, cutting down a lot of production time by solving all manner of problems that would otherwise have cropped up during construction.

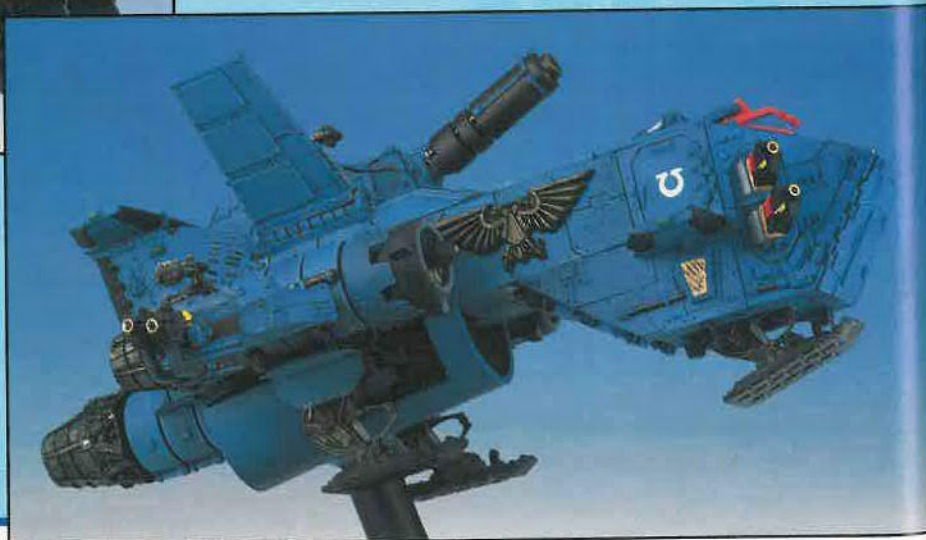
The original masters were created from Milliput, a two-part modelling putty which when mixed can be moulded into shape. It can then be sculpted and hardens in about 24 hours. Many modellers use it for converting miniatures and creating dioramas. In this case Tim rolled the putty out flat and left it to harden over night. A lot of the additional detail was made from Kneadatite (also known as "green stuff") which is used by our designers for sculpting Citadel Miniatures. Tim found it easier to make the majority of the detailing separately out of this and then finally stick these to the flat master with superglue.

Perhaps the most specialised parts of the Thunderhawk were the engine cylinders, which were in fact turned on a lathe. These were made by Norman Swales (the man who makes the mechanical components for such vehicles as the Space Marine Land Speeder and the Imperial Griffon). Tim later added the final detailing, to create just the right look.



Above and top right: This Thunderhawk is featured coming in to land. As you can see, when in flight the venturi nozzles (you mean the exhausts – Ed) open up – compare this photograph with the one opposite.

Right: Soaring into the skies, this Thunderhawk has been modelled with one of its wings extended. From here you can clearly see the undercarriage and heavy bolters.



The ideas for detailing came from many sources. Tim did a lot of research, poring over books on aircraft, tractors and JCBs, tanks and ships. He also referred to old issues of White Dwarf and examined all the Warhammer 40,000 vehicles. Factory Manager Paul Robins has had a lot of experience with real aircraft and was a great source of information and suggestions for the project. The landing gear had to look like it could take rough assault landings, so a heavy central piston was important. The engines had to look as if they were capable of getting the monster ship into space, whilst the ship's battle cannon also had to be big, 'cos we all like big guns! Each Gunship had a crew of Space Marines and the sighting system for the gunners was loosely based on the robots from the film Short Circuit. It would be the fine details that would make the ship appear convincing as a flying vehicle.

FINAL COUNTDOWN

Finally, after six months of hard graft, Tim finished the last master five days before Games Day – just in the nick of time! He was really pleased with the results and set about getting them cast. In total, eleven Thunderhawks were cast, and

three of them were immediately glued together and painted up for Ultramarines Chapter. Each of these three Thunderhawk Gunships has been put together slightly differently. One is in the process of taking off, the second is coming in to land, while the third has already landed and has its undercarriage and loading ramp down. Two huge flying stands, each with a padded cradle, had to be specially built to hold the flying models – they weighed a ton (well, not quite...)!

Then the great day came and the Thunderhawks had their first public viewing, with everyone at Games Day clamouring to catch a glimpse of the Ultramarines Chapter. Large though it was, it was quickly swamped with gamers and excited onlookers. Those who did manage to get a clear view were completely awed by the Thunderhawks, from the sheer size of the vehicles to the wealth of detail. In fact, the spectacle of the Thunderhawk Gunships was only narrowly eclipsed by the sheer size and splendour of the whole Ultramarines Chapter itself!

Also at Games Day, David McNiell won an unassembled Thunderhawk by guessing the correct weight of one of these huge models (over five kilos!). And, in case you're wondering, all of the other Thunderhawk Gunships have already gone to loving homes (never mind)!



Each Thunderhawk weighs in at just over 5kg. That's equivalent to 15 Space Marine Dreadnoughts, or 112 Marneus Calgars, or 2800 plastic Gretchin!



Below: This third Thunderhawk has been modelled having just touched down, with various unique details modelled on. For instance, the engine's venturi nozzles (getting technical again) have contracted. Also, many of the ship's hatches are open, revealing the Space Marine crew and intricate technical displays.



WARHAMMER

THE GAME OF FANTASY BATTLES

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GAMES
WORKSHOP



This month, Jervis and Andy cast the spotlight onto energy fields in Warhammer 40,000, so your Eldar Farseers had better watch out! Oh, and there's some other stuff as well...

& Questions Answers

Q In Necromunda, can you use the benefits of *Vents* and *Tunnels* in every scenario?

A Both players can use them in scenarios 1 (*Gang Fight*), 2 (*Scavengers*) and 4 (*Ambush*). However, in an *Ambush* scenario the defender can only use *Vents* and *Tunnels* for groups which he rolls a 6 for during deployment. Only the attacker can use *Tunnels* and *Vents* in scenarios 3 (*Hit and Run*), 5 (*The Raid*) and 6 (*Rescue Mission*). Neither side may use them in scenario 7 (*Shoot-out*). In the scenarios from *Outlanders*, the attacker may use *Vents* and *Tunnels* in Outlaw scenarios 1 (*The Hit*), and 2 (*Loot & Pillage*). Neither player may use them in Outlaw Scenarios 3 (*The Hunters*) or 4 (*Caravan*). It is up to the Arbitrator to decide if they can be used in Arbitrator scenarios.

Q When playing a Necromunda scenario that limits the number of fighters that a side may deploy on the first turn (eg *Hit and*

Run), do the *Tunnels* and *Vents* territories enable that side to deploy three fighters at the end of the first turn *in addition* to the amount rolled? Or do they merely allow the gang to deploy the number of fighters rolled, but using the rules for *Tunnels* and *Vents*?

A Just the number rolled (but see the answer to the other *Vents/Tunnels* question above).

Q Do *Vents* let you out only on the top level of your buildings, or any floor above ground level?

A Any floor above ground level.

Q Do the models using *Vents* or *Tunnels* have to emerge together, or can they be separated across the battle ground?

A They can be separated.

If you have any questions or comments about any of our games or other aspects of the hobby, why not write to the Roolz Boyz at:

**DA ROOLZ BOYZ
GAMES WORKSHOP
CHEWTON STREET
HILLTOP
EASTWOOD
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NG16 3HY**

Or even better, why not give them a ring on:

(01773) 713213



A Ratskin Scout leads two Goliath gang fighters through intricate sub-hive tunnels to ambush an Orlock gang.

Q&A

If you've missed any of the Q&As and would like a copy, Andy and Jervis have compiled them into fact sheets which are available FREE if you send the Roolz Boyz a stamped, self-addressed envelope and tell them which issues you need.

Q The rules for building a Titan Legion Army (Codex Titanicus, page 20) seem to indicate that a Titan battle group could take support units needing a chain of command. When Knights do this, the Household commander counts as the company HQ. What counts as the company HQ for a Titan battle group?

A The plethora of communications devices, sensors and experienced officers on board a battle Titan makes them eminently suitable to be company HQs. This means that any of the Titans in a battle group will be able to give orders to support cards attached to it (note that this does not make them command units for the purposes of orders!). However, scout Titans and Titans attached to companies as special cards are in effect "netted in" to a different command structure and may not give orders.

Q In the Epic game system, Knight armies are allowed to take any Imperial Guard support and special cards, and their cards' colour bars are the same as those of the Titan Legions. May Titan Legions also take any Imperial Guard support and special cards?



A No, in the case of Knights this is a special dispensation which allows players to represent Imperial Guard units drawn from the Knights' home worlds which remain attached to the Households. Titan Legions are supported by Tech-Guard units formed on their Forge Worlds. This means that they can only pick pure Legion cards and cards with split Legion/ Imperial Guard colour bars, as provided in the Titan Legions game boxed set. Other than these, Imperial Guard deployed with Titan Legions must be taken as allied contingents (ie company cards with their own support and special cards).

Q For the split colour Epic army cards of Tech-Guard and Imperial Guard it says that the morale value for Imperial Guard is 4. On the exclusively Tech-Guard cards it states that the morale value of Tech-Guard is 3. Can it be assumed that a card that can be taken as either one will have a morale value of 3 when taken as a Tech-Guard card?

A No, use the morale values stated. Tech-Guard tanks and artillery deliberately have a morale value of 4. Tech-Guard vehicle crews are no less likely to get demoralised than Imperial Guard, indeed they are honour-bound to keep the blessed constructions of the Machine God intact if they can. On the other hand, Tech-Guard infantry are more determined to stay in the fight because they consider their lives worthless in comparison to the survival of the Machine God's weapons of war.





ENERGY FIELDS

Q According to page 66 of the Wargear book a model can only have one energy field activated at a time. How does this work, and what counts as an "energy field"?

A The rule is actually quite straightforward, and simply means that a model may only ever have *one* energy field. With hindsight, using the word "activated" in the sentence was a poor choice, as it implies that a model may have several energy fields and choose which to use by turning them on and off. This isn't actually the case at all, and the rule is that a model may only have a single energy field and that's all!

A good rule of thumb as to what qualifies as an energy field is that if the item has the word "field" in its title, and/or the item offers an unmodified saving throw, then it is an energy field. If it doesn't, then it isn't an energy field. The following list

includes all of the things which are counted as energy fields at the time of going to print. No model or character can ever have more than *one* item from the list.

Note that the list does *not* include suppression shields, holosuits, or fields produced by psychic powers (other than the Tyranid *Warp Field*), none of which count as a field for the purposes of this rule. We are also very well aware that this will make characters, especially Eldar Farseers, much more vulnerable, but we think that this is a **good** thing, as allowing characters multiple unmodified saves simply makes them far too difficult to kill.

Eldar Rune Armour
Refractor Field
Conversion Field
Rosarius
Displacer Field

Power Field
Storm Shield
Daemonic Aura
War Walker Power Field
The Lion Helm

Yarrick's Force Field
Kustom Force Field
Zoanthrope Warp Field
Tyranid Biomorph Voltage Field
Tyranid Biomorph Warp Field

Q What constitutes a "field" for the Vindicare Assassins' *Shield-Breaker* ammunition? For example, will it affect *Zoanthrope Warp Fields* or the force barrier put up by an *Ork Force Field Projecta*? And what happens to a *Storm Shield* or *Eldar Rune Armour* if their energy field is destroyed by some means?

A All of the fields on the list above will be affected by the *Shield-Breaker* ammunition, so if the model protected by the field is hit, it will stop working for the rest of the battle. The *Lion Helm's* field, or the *Ork Force Field Projecta* field, can be targeted directly by the Assassin (both fields produce a visible energy bubble), and will go down if he hits them. A *Storm Shield* or suit of *Eldar Rune Armour* that has its energy field destroyed will revert to a normal item of its type – a "primitive shield" in the case of the *Storm Shield*, and Aspect armour with a 4+ armour save in the case of the *Rune armour*.



Space Marine commanders and high level Librarians often make use of energy fields as a precaution against the vast array of lethal weapons on the battlefield. However, nothing can protect them from the long reach of the Vindicare Assassin!



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OF
CATAPHAN**

**CADIAN
SHOCK
TROOPS**



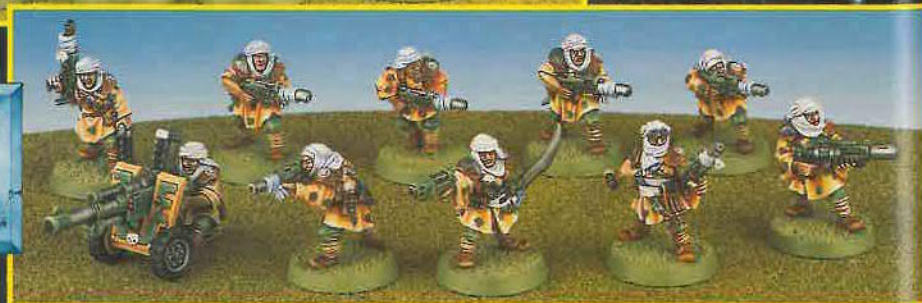
**ROUGH
RIDERS OF
ATTILA**

**ICE
WARRIORS
OF
VALHALLA**



**MORDIAN
IRON
GUARD**

**TALLARN
DESERT
RAIDERS**



Each boxed set contains a complete Imperial Guard squad. The box also includes a sheet of Citadel waterslide transfers so that you can complete your Imperial Guard in their correct regimental markings.

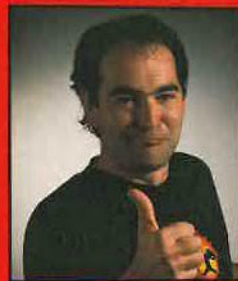
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THE 1996 GRAND TOURNAMENT

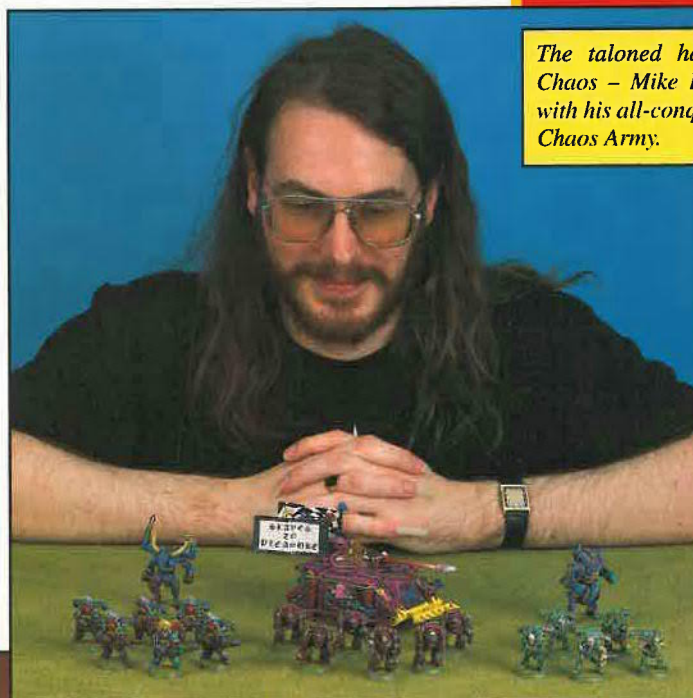


By Jervis Johnson

THE ULTIMATE CHALLENGE

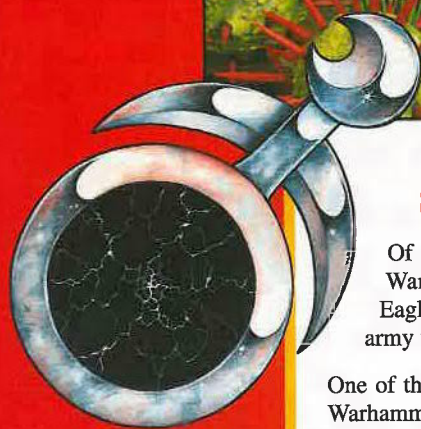
Some of you may have read the article about this year's up and coming Grand Tournament, some of you may have even bought your tickets already! The Grand Tournament is the ultimate challenge to the ardent Games Workshop hobbyist. Being a great general is one thing, but is your army fairly chosen, are you familiar with the rules and the background, are you a sporting player, and finally is your army painted to a decent standard? There is one thing you can be certain of if you want to be one of the contenders – you are going to have to be competent in all of these categories and downright outstanding in at least one or two!

Just to give you an idea of what I'm talking about, we're going to take a look at a couple of armies from last year's Warhammer 40,000 tournament.



The taloned hand of Chaos – Mike Eagles, with his all-conquering Chaos Army.





MIKE EAGLES' SLAVES TO PLEASURE

Of all the armies that battled it out at the Warhammer 40,000 tournament, Mike Eagles' superbly painted Slaanesh Chaos army won the category for best painted army.

One of the things that we hadn't expected at the Warhammer 40,000 tournament was the large

number of Chaos armies that reared their ugly heads. This was quite a surprise because the Codex book for this army hasn't been released yet, leaving just the original army list from the Warhammer 40,000 boxed set to work out forces. Obviously the forces of Chaos have deceived many and led them from the light into everlasting darkness! It was therefore quite interesting to see the compositions of these armies, and Mike's army certainly typifies the trend.

ENTERING THE TOURNAMENT

The 1996 Grand Tournament is going to be run over the weekend of 6-7th July at Leicester University. Its East Midlands location means that nobody will have to travel too far in order to get there. Access from most parts of the country is available by road and rail, and the East Midlands international airport is quite close by.

The event will start on Saturday 6th July at 10am, and will finish at about 6pm on Sunday. The ticket price (£45) includes entry into the tournament itself, bed and breakfast accommodation in a University Hall of Residence, and free admission to a host of other events such as seminars, pub quizzes and painting and modelling workshops. Entry is strictly limited to 100 Warhammer players, 100 Warhammer 40,000 players, 32 Blood Bowl players, and 32 Necromunda players. You may only enter one tournament and tickets will be given out on a first-come, first-served basis. So, if you want to take part you'd better get that entry form in fast! You can choose to arrive on Friday evening and/or stay over on Sunday night if you wish, but each extra night's accommodation costs an additional £20. Unfortunately, we cannot offer a discount if you do not wish to stay in the Halls of Residence, as the cost to us is based on taking all of the rooms that are available. Lunch and dinner will be provided at reasonable rates by the University's catering department (yuk! school dinners again).

If you want to take part in the tournament then you must fill in and send off the entry form we've provided, along with payment to cover the cost of the entry fee. You must let us

know your name, age, which of the tournaments you wish to enter, and what type of army/team/gang you will be using. You must also be at least 14 years of age to enter the 1996 Grand Tournament. Finally, Games Workshop staff may only enter the Blood Bowl tournament, not the other three.

Entry forms should be sent to:

Games Workshop 1996 Grand Tournament
Games Workshop Mail Order
Chewton Street
Hilltop
Eastwood
Nottingham NG16 3HY

Alternatively, entries can be placed by Visa, Access, Mastercard or Switch by phoning our Mail Order Hotline on 01773 713213.

Those fast enough to get one of the places will receive an information pack containing the full tournament rules, a schedule, a detailed map showing how to get to the event, and a name badge that will have to be worn throughout the tournament (so don't lose it!).

We also have a limited number of rooms available for people who want to come along to the tournament but don't want to take part in any tournament games. These rooms are primarily meant for the parents of younger players, so they can accompany their offspring for the weekend and make sure they don't get into any trouble! For details about room-only tickets (or anything else about the tournament) simply phone our Mail Order Hotline on 01773 713213.

TALONED HAND OF CHAOS

The big strength of Mike's Chaos army is that he has chosen a theme and stuck to it – it is obviously a Slaanesh army and he has taken pains to keep to just the right atmosphere and iconography. The army is mostly composed of Chaos Space Marines, with a Keeper of Secrets, a Dreadnought and a superbly painted Predator to add some heavy firepower and psychic abilities. There are three squads of Space Marines, each quite different from the others. Mike's army commander wears Terminator armour and the first squad are his bodyguard of 5 Chaos Terminators. They are equipped for ranged combat with an assault cannon and storm bolters, but their chainfists also make them fearsome opponents up close. The second squad is made up of sonic blaster wielding Noise Marines, servants of Slaanesh. The final squad are the rotting followers of Nurgle known as Plague Marines.

THE PREDATOR

The centrepiece of Mike's army is his superbly finished Predator. Covered in daemonic icons, writhing Slaanesh tentacles, skulls, horned beasts

and flames licking up the front of the vehicle, the Predator is a frightening sight. Surprisingly, all this detail has been painstakingly painted by hand! The turret itself features a terrifying toothed face grimacing from the circular turret. One of my favourite touches is the Predator's banner. The legend proclaims, "Slaves to Pleasure", a typical anthem to the Chaos Lord of Pain and Pleasure.

MARK OF SLAANESH

Mike has also chosen a strong overall colour scheme: a deep purple. Almost all the models, with the exception of the Plague Marines who are painted in the colours of rot and decay, have a rich deep purple somewhere in the colour scheme. This helps tie all the models together to form a cohesive army. Mike's painting style is very different to the one you see used by the 'Eavy Metal team. Even though he's used a black undercoat, Mike has proved himself to be an accomplished figure painter by getting a nice bright finish to all his miniatures. Sometimes models with a black undercoat can appear quite dull. However, purple overpaints a black undercoat perfectly and is easily highlighted up to a bright, clean finish.

1996 GRAND TOURNAMENT ENTRY FORM

NAME: AGE:

ADDRESS:

COUNTRY: Postcode: Tel:

In which tournament will you be participating? (Only tick one box)

Warhammer ☐ Warhammer 40,000 ☐ Blood Bowl ☐ Necromunda ☐

What army/gang/team will you be entering?

Will additional night's accommodation be required? Friday Night ☐ Sunday Night ☐

Do you require disabled access? Yes ☐ No ☐ State any dietary requirements:

Method of Payment: Cheque ☐ Postal Order ☐ Access/Mastercard ☐ Visa ☐ Switch ☐

Card No: Issue No: (Switch only)

Card expiry date: Cardholder Name:

Cardholder

Signature:



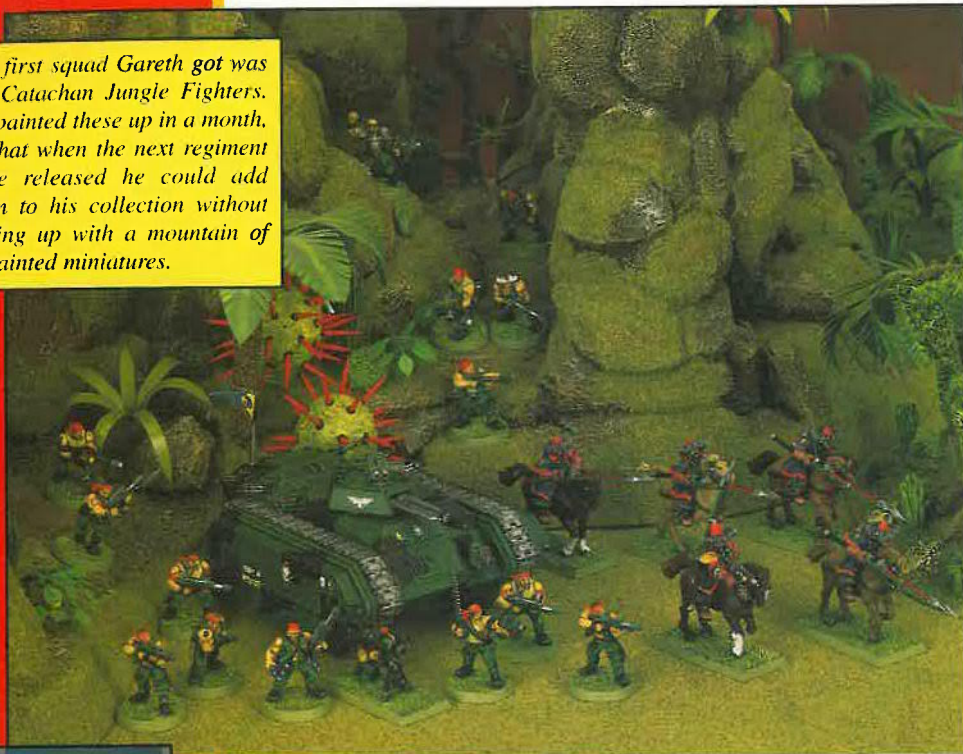
I declare that all of the information given above is correct and enclose payment of £45 to enter the 1996 Grand Tournament, plus £20 per additional night's accommodation ticked above. I agree to abide by the decisions of the umpires and to conduct myself in a manner that will not bring our hobby into disrepute.

Signed: Date:

*Unfortunately we can't allow players younger than 14 years old to take part in the tournament for insurance reasons.

We'd love to send you details of our special offers and promotions, but if for some reason you don't want us to, please tick this box. ☐

The first squad Gareth got was the Catachan Jungle Fighters. He painted these up in a month, so that when the next regiment were released he could add them to his collection without ending up with a mountain of unpainted miniatures.



At the time of the Warhammer 40,000 tournament, The Imperial Guard Codex hadn't been released, so Gareth's army isn't exactly legal any more. Hey, but it's still superbly painted and definitely worthy of being shown in the pages of *White Dwarf*! The very first Imperial Guard squad to be released was the Catachan Jungle Fighters, which Gareth immediately went out and bought. He then continued to buy the other regiments as they came out every month. Add to this a selection of tanks, Ogryn and Imperial Assassins, and all of a sudden Gareth had an impressive Imperial Guard army.



ARMY OF THE IMPERIUM

As well as a spate of Chaos armies, the Imperial Guard also proved a popular choice. In fact, Gareth Hamilton's Imperial Guard army took second place in the painting category, only half a point behind Mike Eagles!

Unlike Mike's Chaos army, Gareth's style of painting is pretty close to what you would normally expect to find in the pages of *White Dwarf*. Gareth has learnt most of his painting tips from reading the 'Eavy Metal Modelling Guides, bugging other painters for advice, and lastly (and most important of all) lots and lots of practice.

*Gareth won the best painted army category in the Warhammer tournament with his Chaos Dwarfs (which we featured in *White Dwarf* 191). Couple that with coming second, by just half a point, in the Warhammer 40,000 tournament, and you can see that this is the standard to beat!*





Tanks, tanks and more tanks! The Imperial Guard are renowned for their armoured support and Gareth's army is no exception.

CHARACTERS

Of course every army has to have its leaders, and the Imperial Guard, like the Orks, rely on their commanders more than most. Unfortunately there were few commander models released at the time, only Lieutenants. This meant that Gareth had to have a go with his modelling knife so that he'd have a Colonel to lead his troops into battle at the tournament. Gareth chose the Valhallan Lieutenant for his impressive uniform and peaked cap, simply added a power sword and created a nice looking commander for his force.

OGRYNS

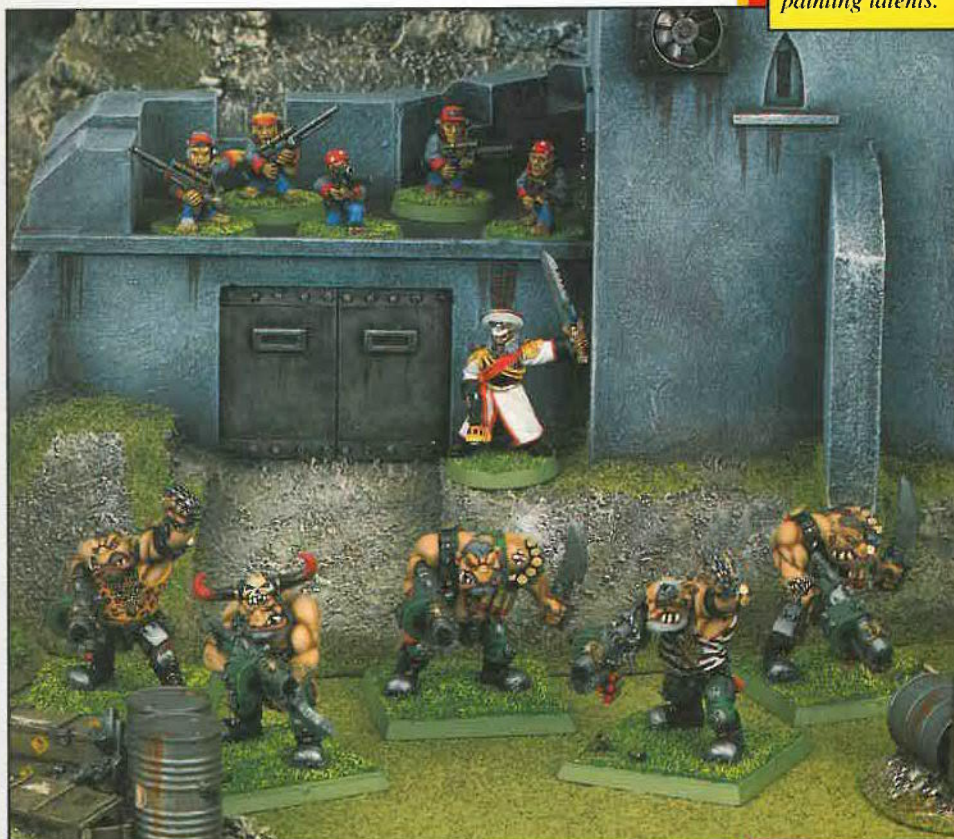
One of Gareth's favourite units is his Ogryn squad. The Ogryns are finished with typical dark green fatigues and heavy steel-capped boots. However, they have been given a more individual feel with their animal skin vests. One of their number is sporting a jazzy leopard skin vest, whilst the squad leader says his is made from the hide of a ferocious Catachan Devil, although if you ask me it looks like Zebra skin. The squad certainly has a particularly wild, feral feel about them, quite fitting for such barbaric troops.

Commanders and special troops always receive a lot of attention from both the enemy gunners and your opponents. This makes them the ideal place to show off your painting talents.

TANKS

Tanks are (in my opinion) a "must have" for any Imperial Guard army. Not just for their strength on the battlefield, but also because they are stonking great models that simply dominate the table!

Part of Gareth's secret to painting his tanks really well is preparation as well as neatness. In order to paint them effectively and quickly, Gareth glued together the tank's hulls, leaving off the tracks and any fiddly details that could easily be damaged whilst painting. This also allowed him to paint those "difficult to get at" areas easily. Finally, he added the tracks and other details and completed the painted vehicles with all the correct regimental markings and icons.



EPIC

EPIC CONFLICT IN THE WAR-TORN UNIVERSE OF THE 41ST MILLENNIUM

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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

ON THE WATERFRONT

By Ian Pickstock and Gavin Thorpe

This article is the first in a two-part series introducing coastal towns, ocean journeys and Lost Kingdoms to your Warhammer Quest campaigns. Don't worry though, in this issue we give full details of a brand new settlement – a Seaport where your Warriors can experience all the thrills (and spills) of harbour life.

Have the Warriors in your party trudged the length and breadth of the Old World? Is there no dungeon depth that remains unseen? No lost towers left unexplored? No Goblin-infested caverns you haven't conquered? Does every evil Necromancer cower in terror at the mere mention of your party's name? If the answer to all these questions is a big yes, then maybe the Old World isn't big enough for you and your party any more. Perhaps you should start looking further afield – searching beyond the vast tracts of ocean, or the great deserts beyond the

edge of any known maps, to find the legendary realms known only as the Lost Kingdoms. These are lands shrouded in mystery where strange and evil monsters guard treasures and riches that have lain hidden for millennia.

This is the first part of a two part article designed to enable you to set your Warhammer Quest adventures in far and distant lands such as Nippon, Cathay, Lustria or Southern Araby. Of course, to get to these distant lands you have to cross the high seas, and to do that you are going to have to find a ship. In this first installment we introduce a new kind of settlement, the Seaport, that the Warriors can explore and eventually set sail from for their chosen destination.

THE SEAPORT

After completing a dungeon, the Warriors may choose to travel to a Seaport instead of a City, Town or Village. To get to the Seaport takes 6+D3 weeks. As well as getting passage to faraway kingdoms, Seaports are bustling trade centres and your Warriors may choose to go to a Seaport for the many rare items that can be purchased, or to check out some of the roughest taverns in the Old World!

A Seaport counts as a City and you should follow all the same rules for living expenses, stock rolls and so on. It has all the same locations that you would find in any other City. You may spend each day doing all the usual things, such as buying supplies and training. Elves, Dwarfs and other races may look for their respective Quarters as normal. At the end of the day you should roll on the Settlement Events table as normal.

THE HARBOUR

Alternatively, your Warrior may choose to go down to the Harbour. The Harbour has a number of special locations that you may visit, which are detailed below. In addition, you have a chance of finding a ship Captain to take you abroad. If you spend the day in a Harbour location then roll on the Harbour Events table instead of the usual Settlement Events table.



HARBOUR EVENTS

Roll a D66, any special skills or rules that apply to Settlement Events also apply to Harbour Events.

11-13 GONE FISHING

Hunting for a ship, your Warrior comes across a likely looking Captain, who unfortunately doesn't speak the same language. He impresses your Warrior with his vast collection of unique sea charts and the skill of his crew. Your whole party sets sail immediately (resolve any Warriors' activities for today before you go). However, the Captain is only a fisherman and your party spends the next two months cruising the coast of Norsca for trout, roll on the Ocean Events table (see next issue). You arrive back at the Seaport with a healthy distaste for fish!

14-16 CAPTAIN

Roll on the Captain's Table (see next issue).

21-23 OL' SEA DOG

Whilst touring the wharfs around the warehouse quarter, you run into a crippled old sailor. The one-eyed, peg-legged veteran tells you the best places to find a decent ship Captain. For one roll on the Captain's Table (see next issue) in this Settlement, you may add +1 to your dice roll.

24 PIRATE

Roll on the Captain's Table (see next issue), the Captain you roll is also a Pirate. If you set sail with the Pirate you will become fugitives from the law! You are now Pirates, note this on your Warrior sheet. This only comes into affect with the *Accused of Piracy* Harbour Event (see below).

HARBOUR LOCATIONS

You may visit one Harbour location each day, as with any other Settlement location. See also the Waterfront Tavern later.

THE TRADING POST

Whilst in a Seaport, the Warriors may try their hand at a spot of trading in the exotic and rare merchandise that passes through the port every day. Your Warrior must first decide which commodity to trade in (or several if he wishes).

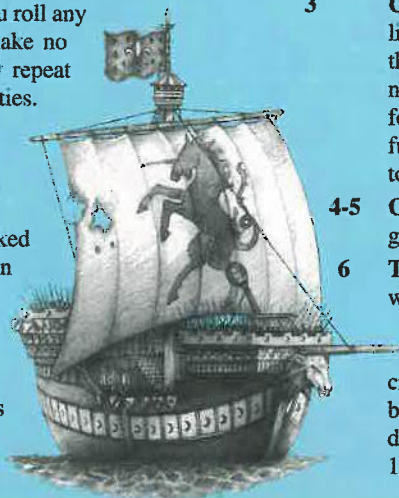
COMMODITY	Cost	Mark Up	Sale Value
Silks	30	1	10
Exotic Perfumes	60	2	10
Foreign Spices	100	3	15
Wines and Liquors	150	3	20
Antique Weaponry*	200	4	20
Slaves*	300	5	25

First you must roll a D6 to see how many of that commodity you can buy. You may buy any or all that are available at the Gold cost listed on the table. However, if you roll a 1, then there is none of that commodity available.

After you have bought all of your commodities you must sell them on the streets. For each item of a commodity roll a number of dice up to or equal to the commodity's Mark Up value. Add up the total of all the dice and multiply it by the Sale Value. The total is the amount of Gold you get from the sale of one item. However, if you roll any ones the deal has gone sour and you make no Gold at all and lose that item. You may repeat this until you have sold all your commodities.

ILLEGAL TRADING (smuggling!)

If you are trading in illegal items (marked on the commodities table with a *) then you risk being caught by the authorities. If you roll any ones, then roll a further D6. On a roll of 1 or 2 as well as losing the deal you are caught and arrested – all your commodities (illegal and legal) are confiscated and you are sent to The Brig for a week!



THE BRIG

The Brig is not somewhere that you visit by choice, but through your travels and dealings in the Seaport you may get into trouble and find yourself thrown in The Brig. You'll be sharing a cell with cutthroats, thieves and murderers, and swapping tall stories with smugglers, mutineers and pirates. Many of your cellmates come from foreign lands and speak strange dialects (and have very bad breath)! Each day that your Warrior spends in The Brig roll a D6 on the table below.

D6 ROLL

EVENT

- Deported!** Your Warrior is moved to a special enclosure and gets the uneasy feeling that he is to be shipped to a distant penal colony for the rest of his natural life! Roll D6, on a roll of 1 he fails to get out of this fix and your Warrior sails over the horizon never to be seen again! On a roll of 2+ your cunning Warrior manages to break back into his old cell and escapes this appalling fate.
- Bad Porridge!** Your Warrior is given some really bad food, deduct two Wounds from your starting total for the next adventure.
- Cat O' Nine Tails!** The guards don't seem to like the look of your Warrior and drag him into the yard for a lashing with the dreaded cat o' nine tails. Your Warrior suffers -1 Toughness for the duration of the next dungeon. Treat further rolls of this result for your present visit to the Brig as a 4-5 (*Chain Gang*).
- Chain Gang!** You spend the day in the chain gang, making big rocks into little rocks.
- Treasure Map!** You bump into a wiry old man with a totally bald head and long moustache who gesticulates wildly and curses loudly in a foreign tongue before handing you a crumpled piece of parchment that turns out to be a treasure map. Upon completion of the next dungeon, your Warrior receives an additional 1D6x100 Gold.



As the seafaring Warriors leave their favourite tavern they are set upon by an Imperial Navy press gang!

25-31 UNEVENTFUL DAY

32 ACCUSED OF PIRACY

Your Warrior hears a loud shout and turns to see a man dressed in filthy rags pointing at him. "Seize him! He's one of Bluebeard's filthy, lowdown, cutthroat, rat-faced, scurvy bunch who attacked my ship!" If your Warrior really is a Pirate, roll a D6. On a roll of a 1 he is caught and hung! This is the end! On a roll of 2 or more your Warrior manages to evade his pursuers through various impressive feats of swashbuckling and derring-do, but must leave the Settlement immediately. If you are not a pirate, you must spend two days in The Brig before your name is cleared. See The Brig.

33-36 CUSTOMS

You are stopped and searched by customs officials who think that your magic weapons and treasure are smuggled objet d'art. You must pay an import tax of 10%. Add up the value of any treasure you are carrying (not gold or ordinary equipment) and divide the result by ten. You must pay this much gold (rounding fractions down) and will have to sell treasure to make up any shortfall.

41-43 CAPTAIN

Roll on the Captain's Table (see next issue).

44-51 FALLEN IN THE DOCKS

Walking along a loading pier, you tread on something unsavoury and slip over the edge into the water. After bouncing on the local effluent a couple of times you start to sink! A passing samaritan throws you a line, but unfortunately

fails to hold the other end... When you come to, you are in a foul pauper's hospital, and have contracted various waterborne diseases. This puts you out of action for the next D6 days during which you may do nothing at all, but need not roll for Settlement Events.

52-55 BOARDING PASS

During your wanderings your Warrior finds a discarded boarding pass. It is for passage aboard the Empire's most prestigious ship, the KLF II, pride of the fleet. You may treat this as a 6 result on the Captain's Table (ie passage on Admiral Krueger's ship – see next issue). However, this is not without risk as the real owner of the pass may turn up and report it lost (or stolen). Roll a D6 when your party boards, on a roll of 1, 2 or 3 they are arrested for the theft and sent to The Brig for D6 days (roll once for the sentence of the whole party).

56-62 PLAGUE RAT

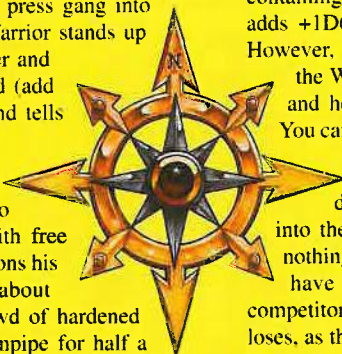
Your Warrior is bitten by a rat whilst investigating the condition of a ship's hold. Note that your Warrior is a potential plague victim on your Warrior sheet. When he next boards a ship, roll a D6. On a roll of 1 the close confines allow the plague to rapidly spread through the ship. Miraculously, your Warrior and his companions survive, but the rest of the crew die or are horribly crippled meaning the journey takes an extra D6 months to complete. On a roll of 2+ your Warrior falls quite ill for a week but manages to brazen out the blisters and raging fever. Your Warrior eventually feels fine and the bracing sea air soon gets your Warrior back on his feet again.

63-66 UNEVENTFUL DAY

WATERFRONT TAVERN

Roll 2D6 and apply any normal Alehouse modifiers.

- 2 **PRESS-GANGED.** Whilst frequenting a dockside tavern the Imperial Navy attempt to press-gang your Warrior. roll a D6. On a roll of 1, at first he is unwilling to join the Navy, but soon finds out that he was destined for a life on the ocean wave. Your Warrior departs on the next War Galley and is never seen again! On a roll of 2-5 it costs your Warrior 2D6x10 gold to bribe the press gang into letting you go. On a roll of a 6 your Warrior stands up proclaiming to be Lord Admiral Krueger and after fining the press gang 1D6x10 gold (add this to your total) he dismisses them and tells them to report for a dozen lashes each.
- 3 **HORNPIPE CONTEST.** The locals are holding a dancing contest to see who performs the best hornpipe. Added with free beer, your Warrior decides to enter. He dons his trusty flared trousers and sets about embarrassing himself in front of a crowd of hardened sailors. If you (the player) dance a hornpipe for half a minute, your Warrior will win the contest and 2D6x10 Gold. If you refuse, your Warrior is mercilessly mocked – his reputation goes straight down the drain and any rolls *the party* make on the Captain's Table (see next issue) have a -1 modifier while in this settlement...
- 4 **A NICE LITTLE EARNA.** A couple of shifty looking sailors approach your Warrior asking him to help with their smuggling operation. If you decide to accept roll a D6. On a roll of a 1 your Warrior is caught and arrested while the sailors are trying to offload their contraband. He is sent to The Brig for two days. On a roll of a 2 or more your Warrior earns 2D6x50 gold by selling on their suspect merchandise.
- 5 **THE BLACK SPOT.** As your Warrior quietly minds his own business, he is approached by a shuffling, one-legged man leaning on a crutch, with a parrot on his shoulder. Without saying a word, the stranger presses a black felt spot into your Warrior's hand and disappears into the gloom. The Black Spot is both a blessing and a curse, as it will lead you to treasure, but at great risk. During the next adventure, Monsters will attack your Warrior in preference to the rest of the the party. The one-on-one rule still applies, but you will always be attacked if possible and "left over" Monsters will attack you. However, if you finish the dungeon you gain an extra D3 Treasure cards to keep for yourself.
- 6 **SICK AS A PARROT.** The tavern is having a special "Drink The Bar Dry" night. Caught up in the festivities the night whizzes away, a blur of merry-making and double Whalebusters. When you awake, you are lying in an alley on the other side of town, with a large skull and crossbones tattooed across your chest. Underneath is written a legend decided by the other players. "Useless Land Lubber", "Fisherman's Fiend", "Pieces I Ate", "Soft Southern Nance" are all prime examples.
- 7 **DRINKING CONTEST.** You are challenged to a drinking contest by a large, barrel-chested, hairy first mate. His chosen drink is Cap'n Ahab's Whalebuster, the strongest and most deadly rum in the known world. The Warrior must roll a D6 and deduct his Alehouse modifier. (For example the Wizard must add +3). Another player must roll a D6 for the first mate. Repeat this and keep a



running total for both contestants, it is a measure of how drunk they are. The first one to reach 30 mumbles something about his mother, slumps under the table and starts to snore loudly!

If your Warrior wins, he gets a flask of Whalebuster containing enough potent liquor for D6 swigs. Each swig adds +1D6 to the Warrior's damage roll for one turn. However, roll a D6 for each swig taken, on a roll of a 1 the Whalebuster goes straight to the Warrior's head and he passes out, place him prone for 1D6 turns. You can take more than one swig in a turn, if you dare!

If the Warrior loses, he wakes up in a small dinghy drifting off the coast and cannot get back into the Seaport for a day, during which he may do nothing (except paddle with his hands) and does not have to roll for a Settlement Event. If both competitors pass 30 on the same drink then your Warrior loses, as the first mate's cronies sort things out for him...

- 8 **GOOD DICE.** Your Warrior gets involved in a dice game with some off-duty harbour officials. His luck runs good and he wins 2D6x10 gold, add this to your total.
- 9 **DRUNKEN CAP'N.** Whilst bumbling from tavern to tavern your Warrior bumps into a drunk sea captain. He pledges to take you to the very edge of the world (and beyond...). Rather stupidly you accept. Roll on the Captain's Table (see next issue) with a -1 modifier, in addition to any other modifiers you have incurred.
- 10 **LUCKY SCRIMSHAW.** You spend the evening listening to the random mutterings of a deranged old man who claims he is the legendary Captain Nemo. You ply him with drinks in a futile attempt to shut him up, which costs you 1D6x10 gold. At the end of the night, he presses a truly ancient piece of scrimshaw into your hand, mumbling that it has saved his life on many an occasion. The lucky scrimshaw can be used once to force a monster to re-roll a successful attack. The second roll stands.
- 11 **SWASHBUCKLER.** A gallant young captain shows you how to get out of a tight spot with the aid of a nearby chandelier or rope. You may use this trick once per dungeon to extricate yourself from trouble. You may automatically break from pinning and move up to six squares, regardless of any monsters or obstacles that may lie in your path, in a daring display of swashbuckling!
- 12 **OLD SEA SHANTY.** Your Warrior is taught a few lines of a rousing sea shanty. 'What shall we do with a Drunken Halfling', when bellowed loudly, can shatter windows and terrorise foes. Your Warrior may sing the shanty once per dungeon. Pick a Monster in an adjacent square and roll a D6. On a roll of 4+ your vocal cacophony causes the foe to flee, take it off the board. On a roll of 1, 2 or 3 your din enrages the monster so much that it will attack you and only you for the rest of the combat. If you (the player) actually get up and sing a few lines at the top of your voice, then you may add +2 to your roll!

Card ahoy! (Sound of breaking timbers) We've run out of space! Oh well, that's all for this month. You'll just have to wait until next issue to find out about Ship Captains, Ocean Events and the Lost Kingdoms. In the meantime, if you find a Captain or an event that can't be resolved, roll a normal Settlement Event.

RAVENWING LAND SPEEDER

VEHICLE DATA

CREW:

1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER

RAM VALUE:

STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 20"
FAST SPEED: 30"
TYPE: SKIMMER



SPECIAL RULES:

Ravenwing Land Speeders do not suffer a -1 to hit modifier for moving at fast speed. In addition, enemy models shooting at the Land Speeder suffer an additional -1 to hit modifier if it moved at 10" or more.

WEAPONS:

One **heavy bolter** with **targeter** and a 180° field of fire to the front, and one **assault cannon** with **targeter** and a 45° field of fire to the front.

WEAPON DATA

WEAPONS	RANGE		TO HIT		DAM.	STR.	SAVE		ARMOUR		SPECIAL
	SHORT	LONG	SHORT	LONG			MOD.	MOD.	PENE.	PENE.	
Heavy bolter	0-20	20-40	-	-	5	8	D4	-2	D6+D4+5	Sustained Fire 2D	
Assault cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sustained Fire 3D		

POINTS COST 195 points

SPACE MARINE PREDATOR

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 20"
FAST SPEED: 25"
TYPE: TRACKED



CREW:

1 SPACE MARINE DRIVER 3 SPACE MARINE GUNNERS

WEAPONS

One **autocannon** mounted in the turret. The autocannon is fitted with a **targeter** and has a 360° field of fire. Plus either **heavy bolters** (+30 points) or **lascannons** (+90 points) mounted in either side sponson, with a **targeter** and an 180° field of fire to its side of the vehicle. The Predator may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at an additional cost of +5 points.

WEAPON DATA

WEAPON	RANGE		TO HIT		DAM.	STR.	SAVE		ARMOUR		SPECIAL
	SHORT	LONG	SHORT	LONG			MOD.	MOD.	PENE.	PENE.	
Lascannon	0-20	20-60	-	-	9	2D6	-6	-	3D6+9		
Autocannon	0-20	20-72	-	-	8	D6	-3	2D6+8	Sustained Fire 1D		
Heavy bolter	0-20	20-40	-	-	5	D4	-2	D4+D6+5	Sustained Fire 2D		
Auto-launcher	6	-	-	-	As Grenade	Type	-	-	-	-	
Frag Grenade	-	-	-	-	3	1	-1	-	D6+3	2" Blast Marker	
Blind Grenade	-	-	-	-	-	-	-	-	-	2" Blast Marker	

POINTS COST: 90 points + sponson weapons

YOUR NEW CARDS

This month we present a card version of the new Ravenwing Land Speeder datafax, as well as a datafax for the new Space Marine Predator. Also, there are some alternative objective counters for your games of Epic, to go with the rules given in the *Mission Briefing* article in this issue.

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-3	Hull	20	18
4	Sponson*	17	15
5-6	Turret	22	22

* Hit the one nearest to the attacker

D6 Track Damage Table

- The track is damaged but keeps running. The Predator may only move at slow speed for the rest of the game.
- The track is blown off. The Predator moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

- A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- The Predator's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- A spark ignites the Predator's fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- The Predator's ammunition explodes. The Predator is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

Sponson Damage Table

- The weapon mounted in the sponson is damaged and may only be fired on a D6 roll of 4+.
- The sponson is destroyed. The weapon mounted in it may not fire for the rest of the game.
- The sponson is destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this has.

Turret Damage Table

- The autocannon mounted in the turret is damaged and may only be fired if you first roll a 4 or more on a D6.
- The turret is jammed and may no longer rotate. The autocannon may only fire in a straight line at targets that are directly in front of it.
- The turret gunner is killed. Unless his position is taken over by another crew member the autocannon may no longer be fired.
- The ammunition stored in the turret explodes and the Predator is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 Strength 9 hits with a -6 saving throw modifier.

D6	Location	Armour	
		Front	Side/Rear
1-2	Crew*	See below	12
3-6	Land Speeder	10	12

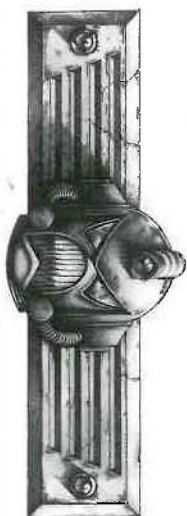
*Hit the one nearest to the attacker

D6 Land Speeder Damage Table

- The Land Speeder's heavy boiler is destroyed and may no longer be used.
- The Land Speeder's assault cannon is destroyed and may no longer be used.
- The Land Speeder's controls are damaged making it difficult to control. Roll a D6 at the start of each of the Land Speeder's movement phases. On a roll of 4, 5 or 6 the driver is able to control the Land Speeder and it moves normally. On a roll of 1, 2 or 3 the Land Speeder moves out of control for that turn.
- The Land Speeder's engine cuts out and it crashes to the ground 2D6" away in a random direction. Anything under the Land Speeder when it lands takes D3 S6 hits with a -2 saving throw modifier. The crew are able to leap to the ground before it crashes, but will suffer damage if the Land Speeder was moving at more than 10" a turn in its previous move.
- The Land Speeder's engine blows up, killing the crew. The wreck plummets to the ground 2D6" away in a random direction. Anything under the Land Speeder when it lands takes D3 S6 hits with a -2 saving throw modifier.
- The Land Speeder's fuel explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction. When the wreck hits the ground its ammunition explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a Toughness of 4, is wearing power armour that confers a 3+ saving roll, and has 1 wound. If the driver is killed then the Land Speeder will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table, or the gunner takes over. If the gunner is killed then his heavy boiler may no longer be used, although the driver may still fire the Land Speeder's assault cannon.



MAGIC ITEM

30 POINTS

EXECUTIONER'S AXE

The Executioner's Axe is a huge and extremely deadly weapon. The rules that apply to double-handed weapons also apply to the Executioner's Axe, ie the user always strikes last but receives a +2 Strength modifier. Roll to hit and to wound as normal. However, if any of the dice rolls to wound the target are a '6', then the axe has taken the opponent's head off at the shoulders, and he is killed instantly! Normal armour is ineffective against the magic of the Executioner's Axe so only foes in magic armour get a saving roll.

MAGIC ITEM

25 POINTS

WHIP OF AGONY

A character who has the Whip of Agony may use it to make one attack at the start of each hand-to-hand combat phase.

This attack is in addition to the character's normal attacks, and is made before any other attacks by either side are resolved. Roll to hit as normal. If the attack hits then the victim does not take any damage, but must pass a Leadership test in order to attack in that hand-to-hand combat phase. If the target fails the Leadership test they are overcome with pain and may not attack that turn. Creatures being ridden by a character that are hit with the Whip of Agony must use their own Leadership to see whether they are allowed to attack, not their rider's Leadership.

MAGIC ITEM

10 POINTS

THE BLOOD BANNER

The Blood Banner is a horrific sight which constantly oozes blood and fills the air around it with a charnel house stink.

A unit of Cold One Knights that has the Blood Banner may ignore the effects of the Cold One's stupidity for the entire battle. The sight and smell of the Blood Banner has worked the Cold Ones into a frothing frenzy before the battle starts.

MAGIC ITEM

25 POINTS

AMBER AMULET

At the start of their turn a character wearing the Amber Amulet automatically recovers wounds they have suffered previously in the battle. Only 1 wound may be recovered each turn, and the character may never have more wounds than they began the game with. If the character is slain outright, the Amulet has no power to regenerate wounds.



COLD ONE KNIGHTS ONLY



MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



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BEASTMASTER WYRDS



Beastmaster Wyrd

A Beastmaster Wyrd forms an uncanny bond with the wild creatures of the Underhive. Wherever he goes, he is always accompanied by a small swarm of Milliasaurs, Ripper Jacks or Giant Rats, who are attracted and directed by his powerful psychic abilities.



Milliasaurs



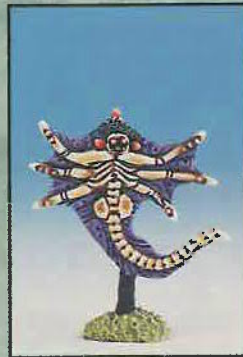
Giant Rats



Beastmaster Wyrd



Beastmaster Wyrd



Ripper Jacks



BEASTMASTERS

By Andy Chambers

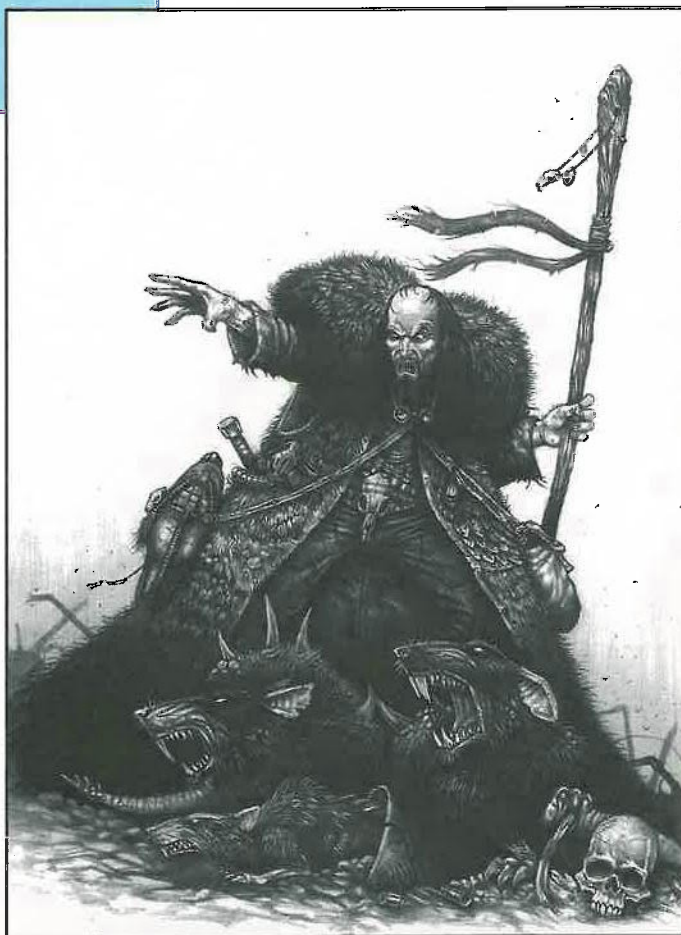
Wyrds are individuals with raw, untutored and varied mental powers. In fact a significant proportion of Necromundans, maybe as high as 10% or so, have minor abilities which they don't even consider to be psychic mutations – they may be “lucky” at cards, for example, or very good at “guessing” what is on another person's mind, but only so that others think that they were born lucky or are very perceptive rather than mutants. Wyrds have far more effective powers than this, but they are still very different from the highly trained psykers of the Adeptus Astra Telepathica. This is because Wyrds almost always develop their abilities in an undisciplined, self-taught way.

The powers displayed by Wyrds are highly varied, and it is extremely rare for two Wyrds to have exactly the same abilities. This being said, it is possible to divide Wyrds into a number of very broad types. For example, a significant proportion of Wyrds are telepaths, whose powers allow them to affect the mind of another person. However, the way this power manifests itself varies from one telepathic Wyrd to the next: some can take control of another person's mind, others can induce terrifying mental illusions, and so forth. This situation is made even more complex because most Wyrds have one or more additional minor powers.

Wyrds that can hide their powers are fairly safe in the hive proper, although there is always a small risk of discovery. Sometimes as a Wyrd grows older and more confident in their abilities they will start to flaunt their superhuman talents. Few Wyrds truly appreciate the danger they are in when they reveal their powers in this way and many are either burnt as witches or warlocks, or captured by the Scholastica Psykana because they over-estimate their own abilities. For this reason, many Wyrds choose to live in the Underhive, where for the most part mutants are tolerated so long as they are not grossly mutated or afflicted with a dangerous power. Those Wyrds whose powers become impossible to hide have no choice but to escape to the Underhive or face almost certain death or capture.

RECRUITING WYRDS

Once in the Underhive, Wyrds are forced to rely on their powers in order to survive. Some Wyrds use their powers to help others, especially those who have purely beneficial abilities that allow them to heal physical injuries or help those in mental turmoil. These individuals are often harboured and protected by Underhive communities who value their powers and respect their wisdom. More often than not, however, a Wyrd that is forced to live in the Underhive will follow a more practical and mercenary path and offer his services to the highest bidder. Although hiring a known psyker is a felony on Necromunda, there are many who are willing to take the risk in order to gain the services of one of



these powerful individuals. In any case, many Outlaw gangs are happy to employ Wyrds as they have nothing to lose by breaking the law again.

Any gang except Spyrers and Redemptionists can hire a Wyrd, though there is an increased chance of being outlawed if this is reported to the Watchmen. If a player wants to hire a Wyrd he must pay a hire fee of 25 credits. For purposes of calculating the gang rating, a Wyrd Beastmaster has a value of 125 (ie, his hire fee of 25x5). A gang may not hire more than one Wyrd at a time.

Wyrds belong to one of four basic types: Telekinetic, Pyro, Telepath and Beastmaster. A player is allowed to choose what type of Wyrd he wants to hire for his gang, but for the moment we'll just take a closer look at Beastmasters. Full rules for all types of Wyrds are included in the Outlanders rulebook.

BEASTMASTERS

All Beastmasters have the following profile. In addition, the Wyrd will have some weapons and "pets", as explained later.

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



Beastmasters are not noted for their ability as fighters, preferring to rely on their mental powers instead. Nonetheless, no-one travels in the Underhive unarmed, and so Beastmasters may be armed with up to two weapons from the following list:

stub gun with dum-dum bullets,
autopistol,
laspistol,
sword,
axe,
chain or flail,
club, maul or bludgeon

Unlike other Wyrds a Beastmaster's primary power is not generated randomly. Instead, the Beastmaster will be accompanied by D3 creatures chosen from the following list:

Giant Rats,
Milliasaurs;
Ripper Jacks

A Wyrd Beastmaster has particular affinity with one type of creature, so you may not mix different types under the control of a single Beastmaster (for example, you cannot have Ripper Jacks and Milliasaurs both under the Wyrd's control).

Further details of these creatures are given on the following pages. The number of "pets" a Beastmaster has changes constantly so you should re-roll the D3 to see how many creatures accompany the Beastmaster at the start of each and every battle he fights.

The creatures under the Beastmaster's control must remain within 16" of him at all times. As long as they do so then they can use his Leadership characteristic for any Leadership tests they have to take. If they ever end a movement phase more than 16" from the Beastmaster, or if the Beastmaster goes out of action, they are removed from play, as it is assumed that they have scampered off down a nearby crack or hole.

NECROMUNDAN GIANT RATS

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats. There are many different mutant sub-species of rats on Necromunda and their individual physiology varies immensely. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some of the larger creatures can reach to well over a foot. Necromundan rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	3	2	1	3	1	4



Without warning the Ripper Jacks strike, diving from the shadows onto the unfortunate Escher.

Special Rules

Dodge. Rats receive a special form of unmodified 4+ save on 1D6 against any damage they suffer to represent their ability to dodge attacks. The save may be used against any ranged or hand-to-hand attacks, but not against special attacks that do not normally allow an armour saving throw.

MILLIASAUR

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The Milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the vicious predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

Special Rules

Movement. Milliasaurs can move up and down any sloping or vertical surface as if it were open ground.

Poison Bite. If a Milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour saves may still protect a target as normal. If the victim suffers his final wound to a Milliasaur do not roll on the normal Injury Table, instead roll on the table below.

D6 Roll Result

1-2 No Effect. The Milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to BS/WS.

3-6 Out of Action. The victim is paralysed and is severely chewed up by the Milliasaur. The model may survive the experience if it's lucky, but it certainly won't be fighting any further. Remove the model as you would any other taken out of action.

M	WS	BS	S	T	W	I	A	Ld
4	4	0	1	3	1	4	1	4



REDEMPTIONISTS

Redemption! Redemption! Through fire and through blood! The cries of the uncompromising Redemptionist priesthood resound through the hive in a hot pulse of anger. On street corners Redemptionist preachers rally the masses with their clarion call of intolerance and hatred. In packed meeting halls and temples Redemptionist priests lead the populace in prayers of hatred and xenophobia, calling for the Emperor's divine wrath to descend upon the galaxy. For the Redemptionists the whole of creation is riven with vile corruption that can only be cleansed through fire, blood and faith.

The Arch Zealot of the Redemption is one of the most famous of all the Redeptor Priests in the Underhive. He is a mystic and a prophet for the Redemptionist cause, leading a solitary, hermit-like existence in the Underhive. He wanders constantly from place to place, preaching to Redemptionists and whipping them up into a state of intolerant fury which almost invariably ends at the very least in a lynching, and more often than not in wholesale slaughter and genocide.



The Arch Zealot of the Redemption



Zealot with eviscerator



Redemptor Priest with melta-gun



Brethren with autogun and exterminator



Deacon with flamer



Brethren with autopistol and stub gun



Brethren with shotgun and exterminator



Brethren with shotgun



Brethren with autogun and exterminator



RIPPER JACKS

Ripper Jacks are dangerous bat-like creatures that normally inhabit the larger abandoned domes in the Underhive. They hang upside down from the roofs in their darkened domains, swooping down on unsuspecting creatures that venture below. Ripper Jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the Ripper Jack is speedily removed its victim will quickly suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld
8	2	0	1	2	1	4	1	4

Special Rules

Fly. Ripper Jacks can fly. This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the Ripper Jack's horizontal movement across the battlefield.

Envelop. Ripper Jacks attack in a special way. This attack is made in the hand-to-hand combat phase instead of fighting in close combat normally. Ripper Jacks never fight in the hand-to-hand combat phase, even if charged by an enemy model, it being assumed that they will simply flit out of the way, although enemy models can shoot at them normally. Instead, a Ripper Jack that is in base-to-base contact with an enemy model in the hand-to-hand combat phase is allowed to attempt to envelop the opposing model's head.

Roll a D6 for each Ripper Jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the Ripper Jack has enveloped its target. Models may only be enveloped by one Ripper Jack at a time, though several Ripper Jacks could attempt to envelop a victim – the rest would have to go and find another victim. An enveloped victim falls to the ground and may not move or shoot until he dies or the Ripper Jack is pulled off. If the victim is engaged in hand-to-hand combat he counts as having WS 0 and may not parry.

Roll 2D6 for the model in the recovery phase. If the score is less than or equal to the model's Strength it has pulled the Ripper Jack off and killed it (remove the Ripper Jack model from play). If the score is greater than the

model's Strength then the Ripper Jack remains firmly attached and the victim suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken out of action.

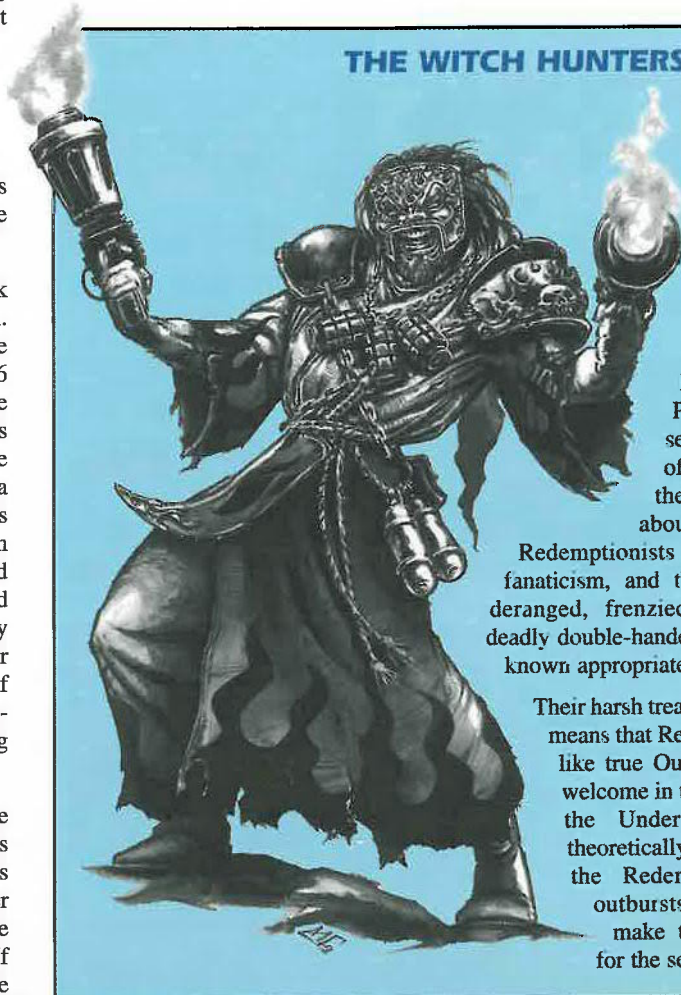
Models may aid friends that are being attacked by Ripper Jacks. To do this the friendly model must be in base-to-base contact with the Ripper Jack's victim in the recovery phase. If this is the case, the friendly model may add his Strength to that of his companion when trying to remove the Ripper Jack.

Serious Injuries. If a model is taken out of action by a Ripper Jack do not roll on the usual Serious Injuries Table, instead roll on the Ripper Jack Injury Table below.

D66 INJURY

11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

THE WITCH HUNTERS



Also released this month are the half-crazed Redemptionist Crusade. These fearless warriors are the sworn enemies of Wyrd, mutants and other inhuman inhabitants of the Underhive and beyond. Led by their Redeption Priest, the Redemption seek to cleanse the hive of all sinners, which in their eyes includes just about everybody!

Redemptionists are noted for their fanaticism, and their ranks include the deranged, frenzied Zealots, who carry deadly double-handed chainsaws in battle – known appropriately as Eviscerators!

Their harsh treatment of everybody else means that Redemptionists are treated like true Outlanders, and are never welcome in the more settled areas of the Underhive. Although they theoretically work within the law, the Redemptionists' anti-social outbursts of random violence make them too unpredictable for the settlers...

WARHAMMER

40,000

SPACE MARINE VEHICLES

SPACE MARINE PREDATOR



SPACE MARINE RHINO



SPACE MARINE RAZORBACK



SPACE MARINE LAND SPEEDER



SPACE MARINE DREADNOUGHT



SPACE MARINE WHIRLWIND



These models are supplied unpainted and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. They are Citadel Miniatures Expert kits and require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. The plastic components are moulded in a hard styrene compound which is particularly suitable for modelling and painting. All these boxed sets contain waterslide transfers, some also include self-adhesive banners.

Warning! Some of these models have components which contain lead and may be harmful if chewed or swallowed.

These Citadel Miniatures are not recommended for children under 14 years of age.

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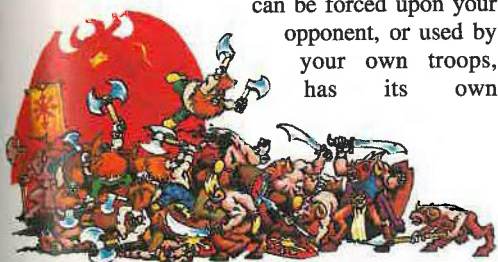
FEAR AND LOATHING

ALL IN THE MIND

In last month's issue, Tox gave the definitive guide to fighting with, and against, troops with frenzy. This got me thinking about all the other types of psychological factors that can influence the outcome of a battle.

Any good General knows that battles are not won or lost purely by the blade of a sword. A commander who fails to take into account the psychology of his own soldiers, and those of his opponent, is inevitably doomed to failure. Fear and terror can cause your troops to cower or flee, panic can spread throughout your ranks tearing gaping holes in your battle line, and hatred or frenzy can drive regiments into manic and uncontrollable charges.

Each type of psychology test that can be forced upon your opponent, or used by your own troops, has its own



particular effects. You must work out how these factors will help or hinder your army and factor this into your overall battle strategy. Hopefully, my ideas should help you to do this effectively.

DON'T PANIC, DON'T PANIC!

Panic is one of the most common causes of troops fleeing. Unlike most psychological effects, you need no special troop types or magic items to be able to inflict panic upon your opponent. This, together with the many different situations that can cause panic, makes it one of the most flexible weapons at your disposal.

As the example on the following page illustrates, panic will spread through the ranks of your army like a plague, if left unchecked. For small, poorly led units, the sight of a large regiment fleeing from battle can be just too much, and they will often join them in their flight. This can be exploited to send your opponent packing before he even has a chance to swing a sword at you. Concentrate your missile weapons and artillery against one unit at a time, to increase your chances of forcing a panic test. Pick on the big units first (if you think you have enough missile weapons), so that when they flee they'll set other, smaller, units running away too (if you're lucky!).

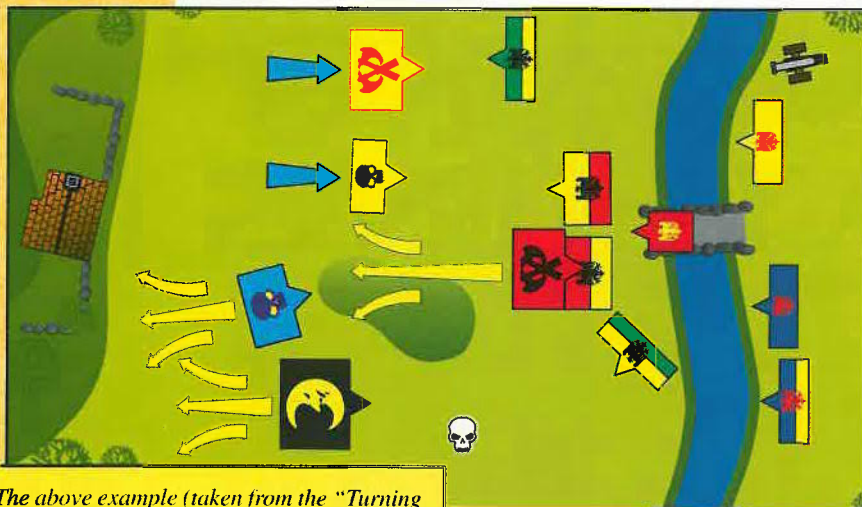


By Steve Anastasoff

The nerve of even the best troops can crumble when confronted with the many horrors of the Warhammer world. The accuracy of an army's archers, and the skill of its swordsmen count for little in such situations. In this article, Steve gives his personal hints on exploiting psychology, both on and off the tabletop...



Driven by the Banner of Rage, the Chaos Knights tear apart a regiment of Halflings in a bloody frenzy.



The above example (taken from the "Turning the Tide" battle report in issue 183) illustrates just how quickly panic can spread throughout an army. Jake (commanding the forces of the Empire) fights off Gavin's Orc attack in the centre. Much of the rest of Gav's army then fail their panic tests and join in the flight.

Alternatively, panic can be useful for putting big, tough units to flight. Rather than charging into a large and powerful, regiment, go for smaller units nearby

that can be more easily broken or destroyed. This way you can force the dangerous regiments to take panic tests, giving you a chance to send them routing off the battlefield before they even have the opportunity to strike at you!

BE AFRAID...

Although panic is the most common psychological factor in most games, fear is perhaps the most powerful and dangerous.

The key to using fear to maximum effect is to make sure that each of your units outnumbers your opponent's. That way, all you need to do is win a round of combat to set your foe fleeing. So if you want to use fear as a part of your overall strategy, take big units! With a large rank bonus, and a standard (especially a magical standard such as the *Battle Banner* or *War Banner*) you will always get a good combat resolution score, giving you a good chance of sending your opponent packing. This is particularly true for Undead armies. Your pustulant ranks of Zombies and clattering hordes of Skeletons should always outnumber your opponent's troops. Remember you can cast *Raise the Dead*, *Summon Skeletons* and *Summon Undead Horde* to boost regiments that fall below size (always make sure that you have at least one of these important spells available!).

Even the toughest elite units will be hard pushed to stay in the fight against such a tactic. Although they may have a good leadership, they will often be in

very small regiments due to their high points cost. This means their high leadership will be of no use if they lose even a single round of combat. In defence, it is often worth giving such regiments some magic protection to counteract this. Many magic items, such as the *Valourous Standard* or the *Sword of Fortitude*, do the job very nicely. Remember that any unit that causes fear is itself immune, so items that cause fear (the *Dread Banner*, for example) also provide a very good defence.

Bear in mind that fear is much more effective when the fear-

causing unit is charging. A unit receiving a charge that fails its fear test will automatically break and flee (if outnumbered), whereas a charging unit that fails its fear test will simply refuse to charge. This is where *Vanhel's Danse Macabre* really comes into its own for Undead armies – wherever possible use this spell to charge opponents, rather than wasting it giving units extra close combat or missile attacks.

...BE VERY AFRAID

In many ways, terror is a less potent weapon than fear. Many fear-causing troops types are cheap enough to take in large units, so that they can be used to



"Although panic is the most common psychological factor in most games, fear is perhaps the most powerful and dangerous."

maximum effect. However, terror-causing creatures tend to be very large and costly, so it is extremely rare that they will outnumber their opponents. This means that once enemies have taken their terror check the additional effects of fear can't be exploited to the maximum because the enemy won't be outnumbered.

Having said that, there is still one thing in particular which makes terror exceedingly dangerous – any models within 8" of the terror causing model will have to test for terror at the start of their turn or turn tail and flee!

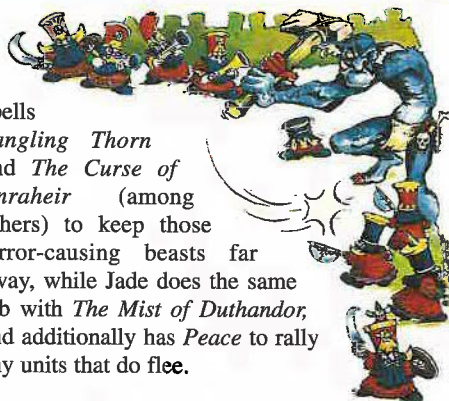
Many of the terror-causing creatures in the Warhammer world are horrific, huge monsters that can fly. Send these large flying creatures swooping down amongst the enemy so that as many units as possible are within 8". On your subsequent turns, keep your terror-causing creatures moving. Since any given unit only needs to take one terror test per battle, you must move so that new units are within the 8" terror range. This means that your opponent will have to keep taking terror tests throughout the battle.

The best solution to an enemy who likes to exploit terror is to boost your Leadership as much as possible. Make sure that every unit has a Hero commanding it, and keep as many units as possible close to your General.

Additionally, try and stop big monsters from getting close enough to start causing terror – you can use magic items such as the *Orb of Thunder* to hold them back. I find that Amber and Jade magic are useful for this: Amber has the

spells

Tangling Thorn and *The Curse of Anraheir* (among others) to keep those terror-causing beasts far away, while Jade does the same job with *The Mist of Duthandor*, and additionally has *Peace* to rally any units that do flee.



STUPIDITY

Not all psychology that affects your troops is as dangerous to your enemies as fear and terror. In fact, with stupidity it is definitely more dangerous to your own troops than to your opponent's army!

A few of the large and powerful monsters that can be included in your games are prone to stupidity. For players who take these creatures this can be mildly annoying, or it can wreck their entire battle plan, depending on just how often their creatures act stupidly. The only real thing that can be done about this is to make sure that any units subject to stupidity are well led.

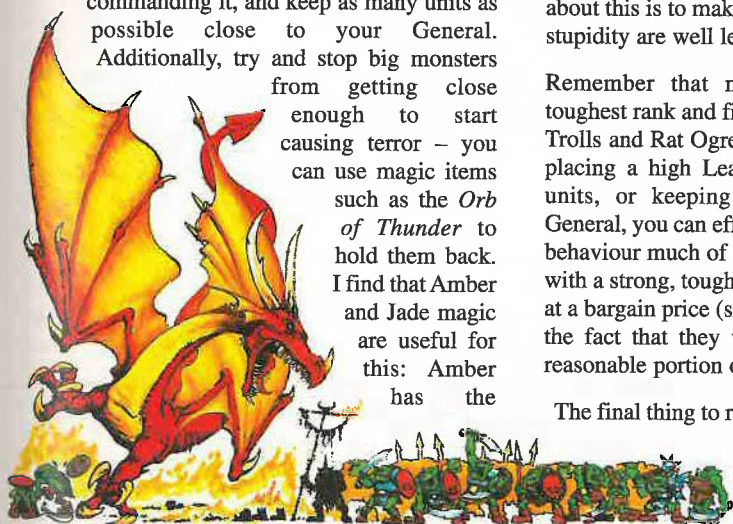
Remember that many of the strongest and toughest rank and file troops in the game (such as Trolls and Rat Ogres) are subject to stupidity. By placing a high Leadership character with these units, or keeping them within 12" of your General, you can effectively eliminate their stupid behaviour much of the time. This then leaves you with a strong, tough, hard-hitting unit of monsters at a bargain price (since their points values reflect the fact that they will be acting stupidly for a reasonable portion of the game).

The final thing to remember with stupid troops is to get them into hand-to-hand combat as quickly as possible. At least if they fail a stupidity check



If you can get the real psychological advantage over your opponent, he may well be too cautious in the battle, allowing you to execute your plan with ease.

Why not try a bit of insane staring, as demonstrated by Gav above...



Gav likes to emphasise his challenges with suitable facial expressions

Throwing Down the Gauntlet

Psychology does not only affect the troops on the table – it can also affect you and your opponent. Challenges are always a good opportunity to gain the psychological edge over your opponent. Whenever you issue a challenge it should always be done in a suitably disdainful manner. Personally, I like to have several particularly scything challenges prepared before each battle, as well as a couple of cutting retorts for any challenges my opponent may issue. The more flamboyant your challenge, the more it will impress your opponent, giving you that essential edge in the upcoming duel. "Come on ye scurrilous son of a pitiful knave – the sun will shine upon your innards before this day is over," is my personal favourite...



"...it's almost all over..."

Poker Face

The magic phase is one of your best opportunities to gain the psychological edge over your opponent. As any good poker player knows, you can give away a lot about the contents of your hand by the expression on your face. This must be avoided at all costs! If your opponent suspects that you have *Total Power*, for example, it might just tempt him to throw down that *Drain Magic* that he might otherwise not have bothered with. The next stage, of course, is to attempt to mislead your opponent into thinking you have cards that you don't have.

Put on a loud groan of disappointment when you get dealt a great hand, or gasp with uncontrollable joy when you get dealt a poor set of cards, and your enemy will fall right into whatever trap you choose to set for him. Well, sometimes. The final stage is to utilise innocent bystanders to fulfil your purposes. When your mum/girlfriend/wife asks how much longer you'll be playing for, just look knowingly at your cards then reply confidently, "not much longer now, it's almost all over..."



In theory this factor can be exploited, although doing so in practice is extremely difficult. Small sized regiments of weak troops that your opponent hates can be sent forward as bait. When these units get beaten in combat and are forced to flee, your opponent must pursue, taking him into charge range of your more powerful regiments that are following up behind. On the whole though, it is just better to try and minimise the effects of hatred.

The best way to do this is to exploit other psychological effects. Although hatred modifies Leadership for the purpose of taking break tests, it does not do the same for other psychology tests. This means that an opponent who hates you will be just as vulnerable to panic and terror as they would be against any other foe. Charge them in the sides and rear to force panic tests, or land a large terror causing creature nearby. Also, always try to charge the opponent, rather than letting him charge you. That way you have a chance to kill as many of his troops as possible before he strikes back at you. That way he will have fewer troops left to make use of the attacks re-roll.

Making the most of hatred is very simple – charge your troops into hand-to-hand combat as quickly as possible. Even against a vastly superior foe it is unlikely that your own troops will run away, so that you can gradually wear your opponent down.

while fighting half of them will continue attacking. Failed checks for units not in combat will mean that the entire unit is wasted for a whole turn. Better that only half the unit be wasted than the whole lot!

HATRED

Hatred is a powerful motivation for many of the troops in the Warhammer world. It can drive them to fight on to the death, rather than fleeing from their hated foes. In game terms, hatred gives many advantages, with very few associated disadvantages. In the first round, any missed attacks against a hated foe can be re-rolled, but much more importantly, all break tests are taken on an unmodified Leadership value of 10. This means that no matter how many casualties you inflict against an opponent who hates you, they are unlikely to break and run. The only down side is that if a hated enemy breaks, you must always pursue – you can't even test to restrain your troops' fervent bloodlust!



RAVENING HORDES

Although all these ideas can form a valuable part of any battle strategy, the ultimate is to have an army structured and themed entirely around psychology. Of course, the Undead are a paradigm of this sort of force, with virtually every unit inflicting fear or terror against their opponents, while at the same time being immune to psychology themselves. But other armies can also base their plans around this same idea, or even other psychological effects such as hatred and frenzy. Imagine a Skaven force with Plague Monks instead of Clanrats Warriors as the basic troop type, an army of Savage Orcs, or a Dark Elf force made entirely of Witch Elves, so that the whole army is subject to frenzy!

One other useful idea if you do plan on theming your army around psychology in this way: take a light cavalry regiment, or a unit of flyers (Carriion serve the Undead army splendidly well) and hold them in reserve. That way, when your opponent's units do rout, you will be able to ride in or swoop down, destroying them utterly before they have a chance to rally. Equally, you could theme an army around being completely steadfast, and immune to psychology. This sort of force can be particularly effective if you know that your opponent is planning on relying heavily on psychology to set your troops routing (if he has an Undead army, for example!). Imagine the look on his face when you field an entire army of Empire Flagellants – completely immune to psychology!

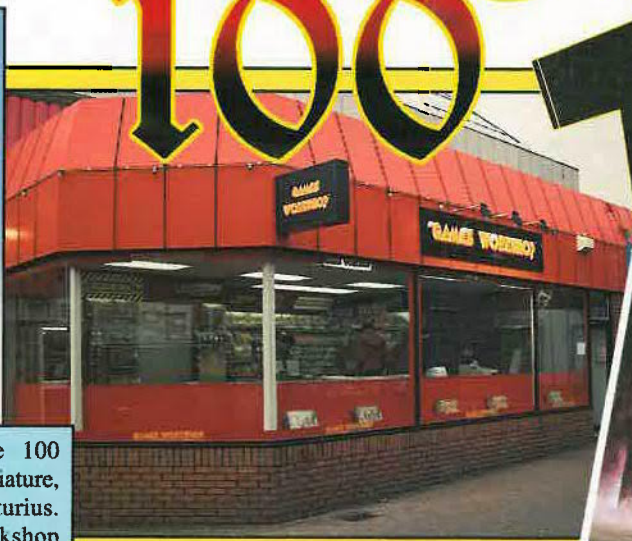
GAMES WORKSHOP

FRONTLINE NEWS

Apocalypse 100



Above: The Apocalypse 100 limited edition Citadel Miniature, Veteran Sergeant Centurius. **Right:** Games Workshop Warrington is our 100th store!



On Saturday 2nd and Sunday 3rd March we celebrated the opening of our 100th store! The event took place in Games Workshop stores all around the world and reports have been coming in of how much everyone enjoyed themselves. No wonder, with all our stores offering a huge 25% discount on everything on sale in the store! Also, while they lasted, we gave everyone who turned up a free plastic Space Marine Terminator.



Also available, for those early enough, was Legion of the Damned Veteran Sergeant Centurius. Jes Goodwin's superb miniature was only on sale over the Apocalypse 100 weekend. Last issue we featured an article about how Centurius was made, with rules for including him in your Warhammer 40,000 games. Big spenders on the day will soon be receiving a limited edition print of Asmodai, signed by Mark Gibbons himself! Finally, for those who missed out on the event, there are new stores opening all the time and who knows, maybe we'll have Apocalypse 200!



MOST WANTED!

The results are in! The **Necromunda Campaign** has finally reached its bloody conclusion! Our staff have been running this huge campaign over January and February on Sundays or Thursdays, which became the store's 'Necromunda day'. Each gang fought as many games as possible, the final total House rating being used to see which of the Necromunda Houses becomes Lord of the Underhive! We now have the final House totals and have been amazed at the results...

In the brutal conflict for the title of 'Lord of the Underhive', only one gang could reign supreme. The Orlocks and high tech Van Saar both vied for the honour, but in the end the Orlocks triumphed. In the struggle for the other positions the big surprise of the campaign proved to be House Escher, who began at the very bottom of the ladder. They made a valiant comeback and clawed their way up to third place. The devious Delaque managed to sneak into fourth past the fanatical Cawdor, proof that cunning can triumph over zeal. But of course one gang had to be named Scumsuckers and that dubious honour fell to the once mighty Goliaths. They now swear vengeance against all other houses between gritted (and broken) teeth.



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OXFORD STREET

One of the great things about our stores are the fully painted shop armies on display. These forces are also used for demonstrating games and teaching the rules to new gamers. They represent the Warhammer, Warhammer 40,000 and Epic games, as well as Necromunda and Warhammer Quest. It's great to be able to go into a store for the first time and use a painted army as well as being able to see the latest miniatures and releases at first hand.

Next issue we are going to feature some of the best painted miniatures from one of our stores. Our Plaza store in London is a funny place, it's on Oxford street, but it's in the Plaza centre, so what do you call it? Either way, it has a great selection of models and as you can see from this example of Mephiston, Lord of Death (painted by Dean Clayton), they're really great!

If you want a sneak preview of Plaza's excellent miniatures before next issue, why not visit the store? As well as seeing all it's painted armies, the store also boasts a full size statue of a Blood Angels Space Marine! As you can tell, there's a lot to see at Plaza store.



There are now so many Games Workshop stores in the UK that we just can't fit them all on the map! To find out where the nearest store is to you and what's happening, just look at the alphabetical list at the bottom of this page and give them a call.

All shops marked in BLUE are not open on Sundays.

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Dark Angels Ravenwing Land Speeder



The Ravenwing Land Speeder is a lightning fast weapon of war. Soaring across the deadly battlefields of the forty-first millennium, the Land Speeder strikes deep behind enemy lines.



ARMY
BADGE



SQUAD
NUMBER



RAVENWING
SYMBOL



SQUAD AND ARMY BADGES



THE CREW ALSO DISPLAY THEIR SQUAD NUMBERS

Dark Angels Predator

Armed with a turret mounted autocannon and side mounted heavy bolters, the Predator is a flexible and versatile part of all Space Marine chapters.



PREDATOR
DESIGNATION



ARMOURED
VEHICLE INSIGNIA



CHAPTER
SYMBOL



TANK NUMBER

THE J FILES



By
"Rambling"
Jervis Johnson

Before I get started on the article proper, I should give a word of warning. This article doesn't provide any hard and fast rules (although there are a couple of recommendations). Neither does it have any scenarios for you to use, or tell you how to make terrain, or paint your Citadel Miniatures any better. It doesn't even tell you how to set up a games club or build a wargames table! Instead, I will try to answer a few questions about what our "design philosophy" is when we invent games, and at the same time try to dispel some of the misconceptions players have about our games.

So, what prompted me to write this long-winded and (some would say) fairly pointless article in the first place? The answer lies in the following question, which ended up on my desk a few months ago...

I have created my own Space Marine chapter with its own background and colour scheme. I would like to use the models and rules for the special characters Bjorn the Fell-Handed and Lord Macragge in my army, but with different names and painted in my Space Marine chapter's colours. However, my opponent says I can't do this. Is he right?

Personally, I find this a fascinating question, because it strikes right at the heart of some commonly held beliefs players have about the way our games can and should be played. I'll talk about each of the points from the question in turn, starting with...

PAINT SCHEMES

The first point that I'd like to make is that it is perfectly acceptable for you to paint the models in your army *any* colour you like. All we ask is that if you're going to use specific units which we've shown a paint scheme for, say a squad of Ultramarines or Saim Hann Wild Riders, that you use the paint scheme we suggest. This aside, we're more than happy for players to come up with their own. This is why we've made sure that the backgrounds we print for our armies include plenty of options for creating new paint schemes, be it for successor Space Marine

Chapters, new regiments of the Imperial Guard, or whatever.

For many players, creating their own paint schemes is a popular alternative to using those we suggest, because it provides a real challenge to their modelling and painting skills. Most players that do this later go on to invent new units and special characters, devising their own unique special rules. For example, the latest Citadel Journal has an excellent article sent in by a player who has invented a new unit for his Undead army, using the models from the Warhammer Quest Catacombs of Terror supplement. This kind of thing is a part of the hobby which we happily encourage, as we hope that players see our rules and army lists as a *starting point*, rather than an end in themselves.



IMPERIAL GUARD



Catachan Jungle Fighter
Captain



Primaris Psyker



Amongst the bleak ruins of a devastated Imperial city, the Ork invaders prepare to spring their trap...

However, it's only really okay to use units and special characters you've invented yourself under certain circumstances, depending on what type of game you are playing, which neatly brings me to:

FRIENDLY VS TOURNAMENT GAMES

There are basically two ways of playing any of our games, which for want of better terms I'm going to call "friendly" games and "tournament" games. Before I go on to describe each type of game, I should say that neither type is in any way better than the other – they are simply two alternative ways of playing, neither better nor worse, just different.

Tournament games are usually highly competitive confrontations which follow all of the rules and army list restrictions very strictly. Note that tournament games don't actually have to be part of a formal tournament, I'm simply using the term "tournament" to describe a certain style of playing the game. Generally the object for each player is to win the battle at any cost (but without cheating or twisting the rules, of course!). The majority of battle reports that you see in White Dwarf are games of this type. It almost goes without saying that when playing tournament games it is vital that the rules are used pretty much exactly as they are written, because if things are changed or modified it may unbalance the game in favour of one player or the other and this would make the battle unfair.

Of course you can apply certain limitations to tournament games, for example restricting the use of special characters or magic in a Warhammer battle, but what you shouldn't do is use new rules you've made up yourself. The big advantages of

Although there are certain differences between tournament and friendly play, both should still be played in a spirit of amiable competition – even in a friendly game, nobody really likes to lose!



Occasionally we get letters asking us to "sanction" a special character or rule that a gamer has invented. We don't like to give this kind of official stamp of approval – you'll just have to agree with your opponent about it (and if they're unreasonable, find yourself some more friends!).

these types of games are that they are highly exciting and can be played against any opponent, even if you have only just met them, as you will both be using the same version of the rules.

When you are playing a friendly game, on the other hand, you can change the rules to suit your tastes. After all, the Warhammer world and Warhammer 40,000 galaxy are very large places, and in them almost anything that can happen *has* happened! However, in order for friendly games to work it is vital that any changes are made in a

"TOURNAMENT" PLAY

Tournament games, like those played at the First International Warhammer Tournament (below), stick strictly to the letter of the rules and allow nothing which isn't printed in the main game or one of its supplements.



"FRIENDLY" PLAY

The Heretic battle report from White Dwarf 187 (above) shows almost anything goes in a friendly game! As long as all the players agree and know what's going on you can have wacky armies, special rules and anything else you like.



flexible approach allows players to field an army that suits their own personal preferences. Thus Ian Pickstock's Space Wolf army includes a number of decidedly non-standard vehicles (what a surprise!), but we let him use them in friendly games because he has made sure that they don't unbalance the game and that their points values are right.

SPECIAL CHARACTERS

The question about using Bjorn and Lord Macragge touches on one other matter, apart from paint schemes and friendly vs tournament games, which is the reason why we include special characters in our games at all. Many players assume that we include special characters in our games simply to make a new army as hard and tough as possible. In fact we *don't* include special characters to "make an army competitive". Instead we see them firstly as an opportunity to release an absolutely stonking model, and secondly as a way to expand on the background for an army and to help characterise it.

So, for example, if you study the Dark Angels and Blood Angels special characters in Codex Angels of Death, you will find that the Dark Angels special characters all emphasise different aspects of the Dark Angels background and character, while the Blood Angels emphasise the rather different character traits of that Chapter. Unfortunately, many players see special characters as an extension of the army list they are using, and so will always

use them. Rick Priestley, Andy Chambers and myself have been discussing this aspect of our army lists quite a lot recently, and after several chats over our breakfast cups of tea and bacon butties (that's a dead pig between two slices of bread, to Americans readers), we've come to the conclusion that while the use of special characters

doesn't unbalance a battle, it gets boring if they are used every single time. Apart from anything else, the thought that, say, Nagash (Supreme Lord of the Undead!) leads each and every battle or skirmish the Undead take part in is, at least to our minds, rather silly...

The upshot of this is that we'd highly recommend that players limit the use of special characters to friendly games, and that if possible you only use special characters in battles where it seems appropriate for them to

spirit of friendly co-operation rather than in an attempt to gain an advantage to win the battle. Also, any changes should be agreed to by all the players before the battle starts. The vast majority of the games we play at the Studio are of this type because we need to playtest (and also enjoy playing with) new ideas. In any case, a more

Another friendly game, as some of the Studio staff get together to fight a massive Undead assault on an Empire castle. Almost all the special characters from both armies were used in a huge battle that went on all weekend!



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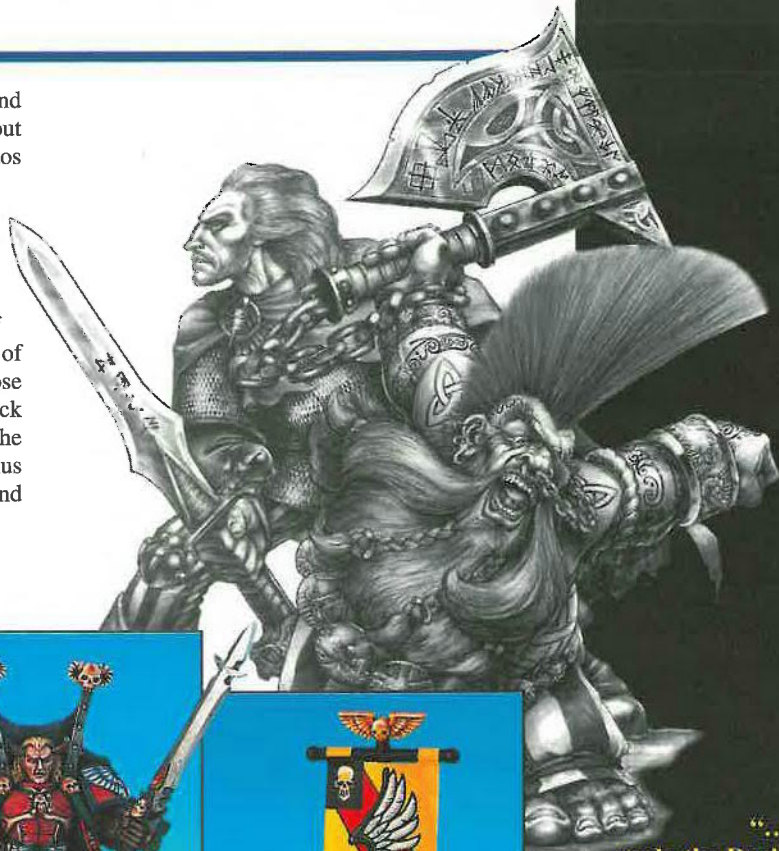
take part. For example, Andy Chambers and myself have been fighting a campaign to test out the new Chaos Codex, which is based on a Chaos "Black Crusade". The Black Crusade is led by Warmaster Abaddon, a new special character we've invented for the Chaos Codex, but so far he's only taken part in *one* of the campaign battles we've fought. It simply didn't seem appropriate for the leader of the entire Black Crusade to be involved in any of the other small skirmishes we fought. (For those of you that are interested, Abaddon led an attack on an Ork Warlord's base, in order to kill the Warlord personally and take over his army, thus forcing the Orks to fight as allies for Chaos – and he succeeded too, curse his black heart!)

CONCLUSION

Hopefully, my long-winded and rambling explanation about paint schemes, different ways to play games and the reasons why we include special characters in our army lists has been of interest and use to you all.

On the other hand, if I know you lot as well as I think I do, there are bound to be some who disagree completely and utterly with the the reasoning I've used in this article, and right now are fuming with indignation! Fortunately over the years I've got used to this kind of thing, so I can cheerfully say that if you happen to be one of these outraged readers, *please* drop me a line at the Studio and tell me why! I'm afraid I haven't got the time to personally reply to every letter I get, but I'm always happy to receive comments and suggestions about our games and I *always* read the mail I'm sent!

Oh, you also want the *answer* to the question "Can I use Bjorn the Fell-Handed in my army?" do you? Well, based on what I've said, I can see no problem if you're playing friendly games, though I'd have to say that under tournament conditions it shouldn't be allowed. However, I would *also* say that simply taking existing special characters and using them basically unchanged rather misses the point about why we've included them in the game in the first place! Instead, if you are going to create your own special regiments or characters for use in friendly games – and I rather hope that this article will inspire some of you to do just that! – then you should create *new* special rules which reflect the unique aspects of your own personal army.



"...if you study the Dark Angels and Blood Angels special characters in Codex Angels of Death, you will find that the Dark Angels special characters all emphasise different aspects of the Dark Angels background and character, while the Blood Angels emphasise the rather different character traits of that Chapter."

WARHAMMER

WHITE DWARF
PRESENTS



WARHAMMER CHRONICLES OF WAR



CHRONICLES OF WAR

Chronicles of War is a compilation of some of the most popular and sought after Warhammer articles from White Dwarf Magazine including "War Machines", "Lord of Dragons", as well as "Flying Monsters".

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**GAMES
WORKSHOP**

'EAVY METAL MASTERCLASS

By Mike McVey

In last month's Masterclass I promised that we'd be looking at more of your letters. Well, sorry to disappoint you, but I'm going to put you off for another month! 'Eavy Metal Masterclass was always intended to cover all aspects of painting and modelling, from the sorts of problems highlighted in your letters, to the very finest painted miniatures. It doesn't matter what your level of painting is, there should always be something here to both interest and inspire you in your own painting.

The great thing about miniature painting is that there are no hard and fast rules about what to do and what not to do. All I can do is tell you the methods and techniques that work for me, and show you other peoples' work. It's up to you to decide what to do with your own miniatures. The models shown in this month's Masterclass are by José Antonio Romero, winner of the Spanish Golden Demon competition. José's style is radically different from my own, which immediately attracted me to it. Wouldn't life be dull if everyone's work looked the same? Not only is the painting unique, but the modelling has its own characteristic style as well. This is immediately apparent on the scratch-built dragon, but can also be picked out on the other pieces. Anyway, I hope you enjoy looking at these models as much as I did.

RED DRAGON

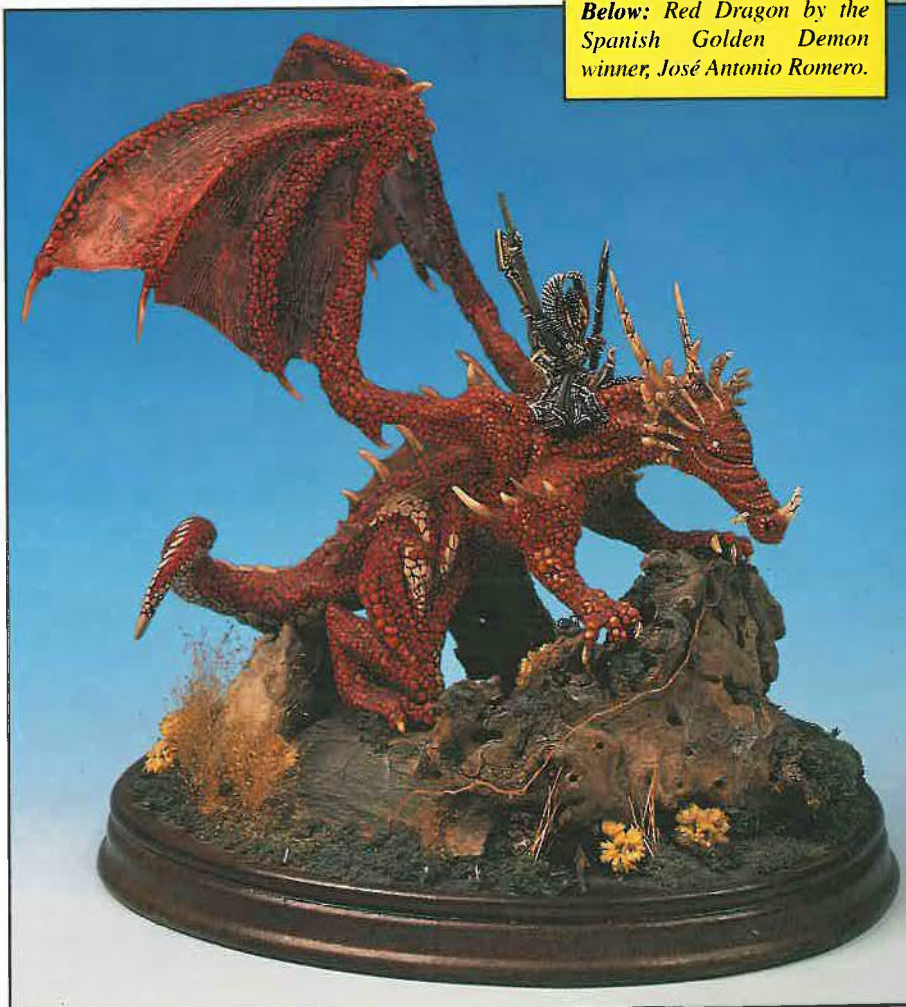
This Red Dragon was the winning entry at last year's Spanish Golden Demon. To get the bestial pose of the model, José has built the Dragon totally from scratch using modelling putty over a wire frame! As such, he has been able to model a much more heavily-built Dragon than you would normally be able to sculpt and cast in metal. With great knotted muscles covering its body, it certainly appears more than capable of scattering even the largest of armoured regiments with a single sweep of its powerful

tail. Its wings are vast and leathery, in keeping with the rest of the beast. José took great pains to sculpt as much detail as possible onto his creation, including wicked looking spines and plates of bone which form a spiked crest on the Dragon's head, and burst from its flesh across its back and massive shoulders.

The rider is in fact Eltharion, who normally takes to the skies on the back of his giant Griffon, Stormwing. Mounted on a giant Red Dragon and painted as he is in dark, sinister colours, he takes on a whole new character. The base is huge, dominated by a great rock face with strange scrub created from dried seed pods.



Below: Red Dragon by the Spanish Golden Demon winner, José Antonio Romero.



José is a prolific miniature painter. As well as his stunning Golden Demon winning Red Dragon we're going to take a look at some of the other models in his collection.



SCREAMING BELL

Not content with the already excellent Skaven Screaming Bell that is available as a kit, José has put in a great deal of time and effort to piece together this ominous looking war machine as a centrepiece for his Skaven horde. Adorning the bell are gruesome war trophies, including several giant skulls. As an unusual twist, José has managed to get hold of some real mouse skulls for the model, and these have been painted to appear as if they are the ancient and time-worn skulls of huge Rat Ogres.

The aged Grey Seer model is seen watching over a crucible of foul Skavenbrew, and has been given a rat familiar (which is actually a Warhammer Quest Giant Rat). Notice the way that the crucible has been detailed without the use of putty to give it that cracked and worn look you would expect from a Skaven war machine. This is really the mark of a fine painter, fooling you into believing that the detail is modelled on when it's actually achieved with paint. Continuing with the theme of the model, José has discarded the larger bell in favour of a less flamboyant, smaller bell that looks more primal and convincing within the context of the model. This effect is completed by the addition of real rope around the frame.

ORK DREADNOUGHT

The Ork Dreadnought is another one of José's excellent scratch-built vehicles, and is a testament to keeping a well stocked bits box! It contains elements from all sorts of sources, many now unavailable, including some old Space Crusade Dreadnought legs and a Space Marine heavy bolter. He also used many other bits from different models, and even manufactured components from cans and metal containers. This vehicle captures the essence of an Ork army – the abundance of exposed cables and machinery, lend the model that rough and ready, "thrown together" feel of an Orky vehicle. A scratch-built model like this one is quite a challenge, but the end results are well worth the effort. I'm sure that no two Ork Dreadnoughts are exactly the same, so why not have your own, totally unique model?



entirely different approach though, creating a far more bestial Horus with a more conventionally attired Sanguinius.

José used a Chaos Terminator Space Marine on which to base his model of Horus, and completely transformed him with

HORUS HERESY CHARACTERS

José created the amazing Horus and Sanguinius models for a special scenario. The battle represented Horus invading Earth and Sanguinius, as one of the loyal Primarchs, fighting him aboard the Chaos battle barge. The final battle of the Horus Heresy is an inspiring subject and one which I have tackled myself (White Dwarf 183). José has taken an

modelling putty. To build up the bulk of the armour José used bits and pieces from various Warhammer 40,000 and Warhammer miniatures. With the addition of a pile of skulls on the base (trophies from past victims, perhaps) you get a real sense of the brutality of the Chaos Warmaster and his bloody reign of terror.

In the same way, Sanguinius is based on a Terminator Captain. As one of the few Primarchs to stand with the Emperor in the final battle he makes an impressive looking hero. The finely detailed sword is that of a Warhammer barbarian. The model is finished with extra details sculpted on with putty, particularly the beautifully shaped wings on his back. They are based on the wings of a Swooping Hawk Exarch, although they have undergone some extensive remodelling.



Left, right and below: more of José's winning models.



WARHAMMER

The Bloodthirster, the Lord of Change and Deathmaster Snikch are all unconverted models (if you'll excuse the odd dab of putty here and there) which are excellent examples of José's brilliant painting technique. José's painting style is markedly different from that used for 'Eavy Metal miniatures. He starts with a black undercoat and uses a far more subtle highlighting technique for all his models, highlighting the centre of raised areas such as muscles and armour plates, rather than the edges. Finally, one of the things that sets off all of these models is the fantastic attention to detail. A lot of care has been paid to the basing of the models to finish them off and give them that special touch which sets a well painted model above the rest.



GOLDEN DEMON OPEN COMPETITION

ISABELLA VON CARSTEIN

("Hey Mike, look at all this space we've got left, how about talking about my entry?" – Ian). Okay Ian, here goes...

So far, all of the featured Golden Demon Open Competition entries have been by well known painters and modellers. Until now that is! You'll know Ian better as one of the guys who puts White Dwarf together – in fact he's the one that usually does such a splendid job photographing my miniatures and dioramas, and laying out the pages for the 'Eavy Metal Masterclass articles.

But Ian has a secret life, toiling long into the night, wearing thin his brush to create models of the quality of the one shown here. While Ian would be the first to admit that his work lacks the finishing touches that make a good model great, it still has a quality that makes you take notice.

Isabella is a good example. Although the painting is neat and attractive, it's the presentation that really makes it stand out. If the model was simply attached to the wooden base it would look ponderous and unbalanced. But by placing it on a stepped dais, Ian has both created a balance and put the model in context. It's a great example of how display models are a whole package – it's not just the painting that's important.

Below: Isabella by Ian Pickstock.





'DEATHBLOW'
MARAUDER STAR
BLITZER

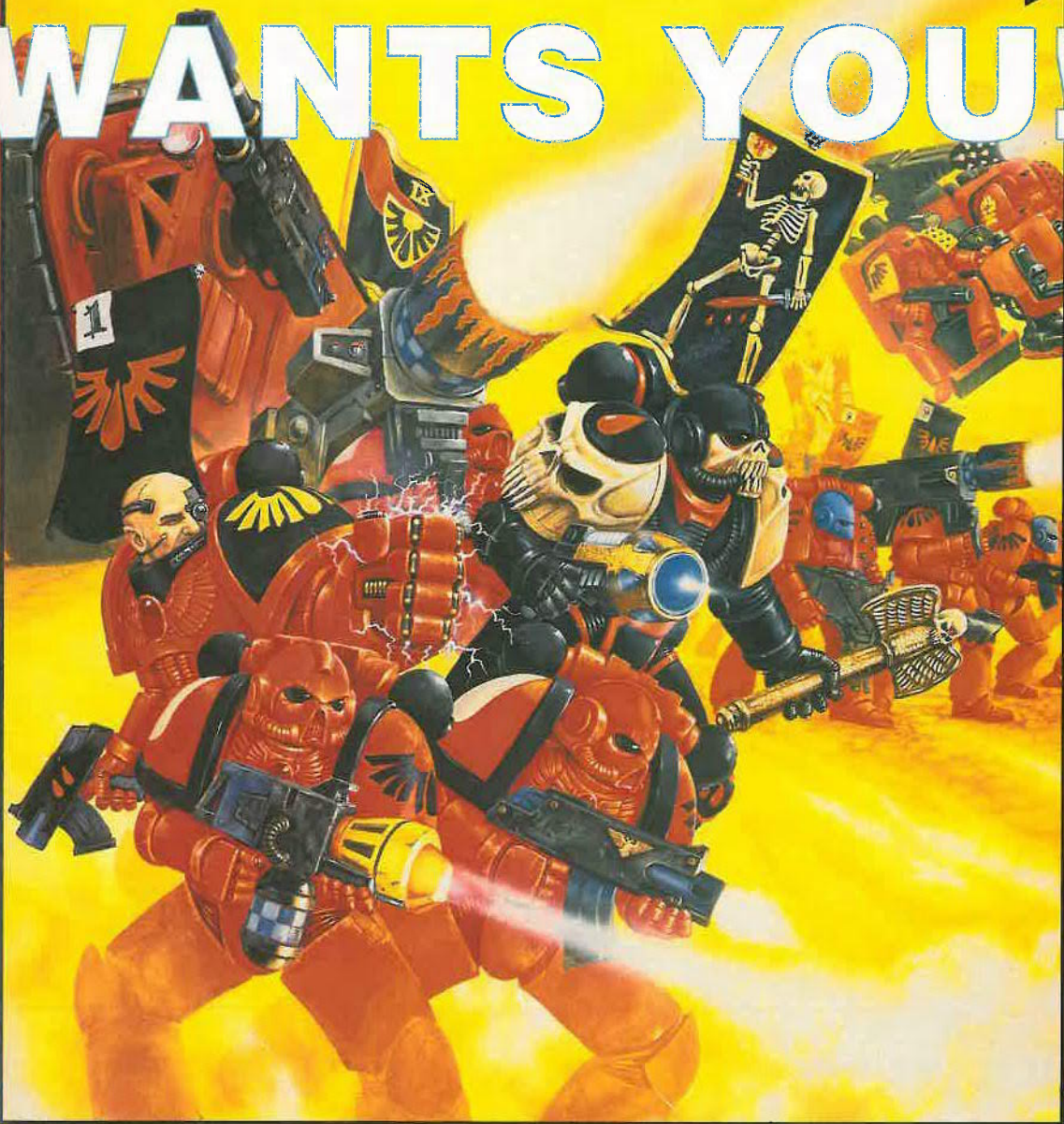
DEATHBLOW by Gary Morley

Our look at Open Competition entries continues with a look at Gary Morley's Blood Bowl Player "Deathblow". In a previous issue we looked at Michael Perry's 54mm Catachan Jungle Fighter – well Gary took the idea even further and scratch-built a 90mm figure, nearly four times the height of a normal miniature! This really is a superb piece, beautifully modelled (as you would expect from one of Citadel's finest designers!) and painted. Painting models at this scale is really quite a different proposition to 28mm miniatures – the large smooth areas needs to be treated in a different way to produce a subtler result. Highlights on 28mm models tend to be small and fairly sharp, while Gary has purposely avoided this to produce a more realistic effect. More astute readers may notice the family resemblance in Deathblow's face!

Model shown at actual size!

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A WORLD OF FANTASY GAMING A WORLD OF FANTASY GAMING A WORLD OF FANTASY GAMING



DRYADS



Bursting from the concealment of the woods, a regiment of Dryads falls upon the Chaos Dwarf flank

GUARDIANS OF THE FOREST

DRYADS

Dryads are tree spirits – magical beings who dwell in trees and are capable of assuming the aspects of a particular tree or even shape-shifting into the form of a tree at will. The Forest of Loren is one of the last refuges of these strange beings. Dryads do have a solid form, with flesh like the pliable, green sapwood of a young tree. Their hair is like the foliage of a tree or may resemble moss and lichen. Dryads are not small creatures, they tend to be up to about twice the height of an Elf.

When they appear to Elves or Men in a friendly or alluring aspect, Dryads take on the semblance of a beautiful, lithe young woman with treelike characteristics. In place of hair, a cascade of green or autumn-coloured leafy foliage flows from their head, and their complexion is green, brown or even silvery-white. Dryads speak with strange, eerie sonorous voices able to charm or scare the unwary. Their slender, long fingers are usually also dangerous weapons sprouting thorns or whip-like twigs. They are extremely spiteful beings and vengeful if offended or if the trees they inhabit are threatened or harmed.

Wood Elves are careful to placate these spirits and often ask them for help. Dryads trust and favour Wood Elves and will help them in many ways, even by assuming awesome and savage aspects to fight alongside the Elves in battle.

SPECIAL RULES

MOVE

Dryads are woodland spirits and suffer no penalty for moving in woods. Dryads do not count woods as difficult terrain.

SAVE

Dryads are magical beings akin to elementals. They do not wear

armour but have a natural magical aura which protects them against harm. Dryads have a save of 5+ against weapons, missiles, spells and magical weapons. This includes fiery spells and weapons since, unlike Treemen, Dryads do not have dry woody flesh. The Dryads' flesh is much more like the moist, green, pliable sapwood of a young tree.

Note that the Dryads' magical save is not a dispel and does not stop a spell being cast against the Dryads. Roll to save for each individual Dryad affected by a spell which is successfully cast on the regiment and when the unit is covered by a spell template.

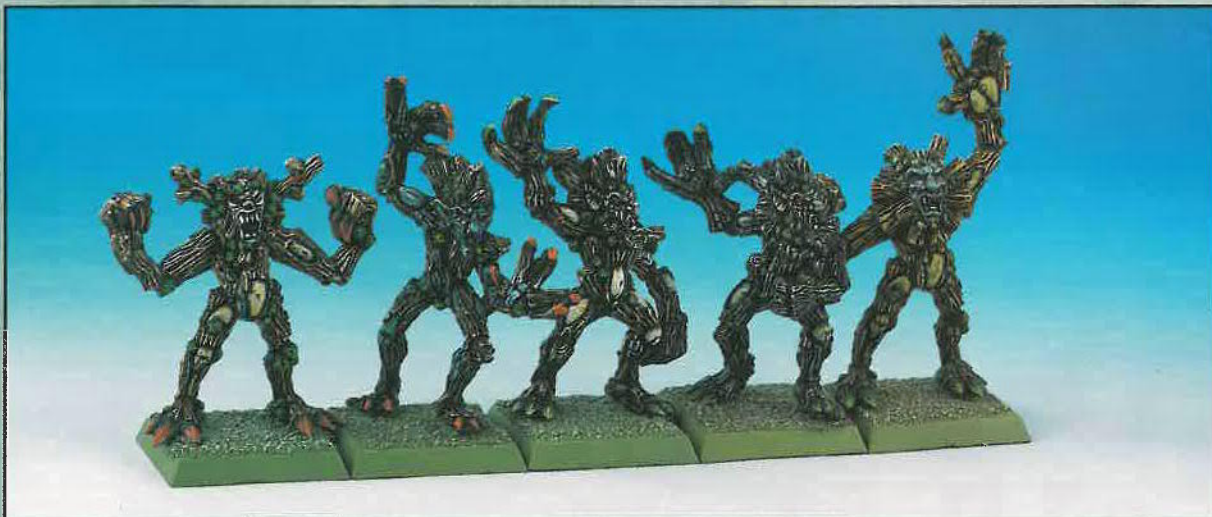


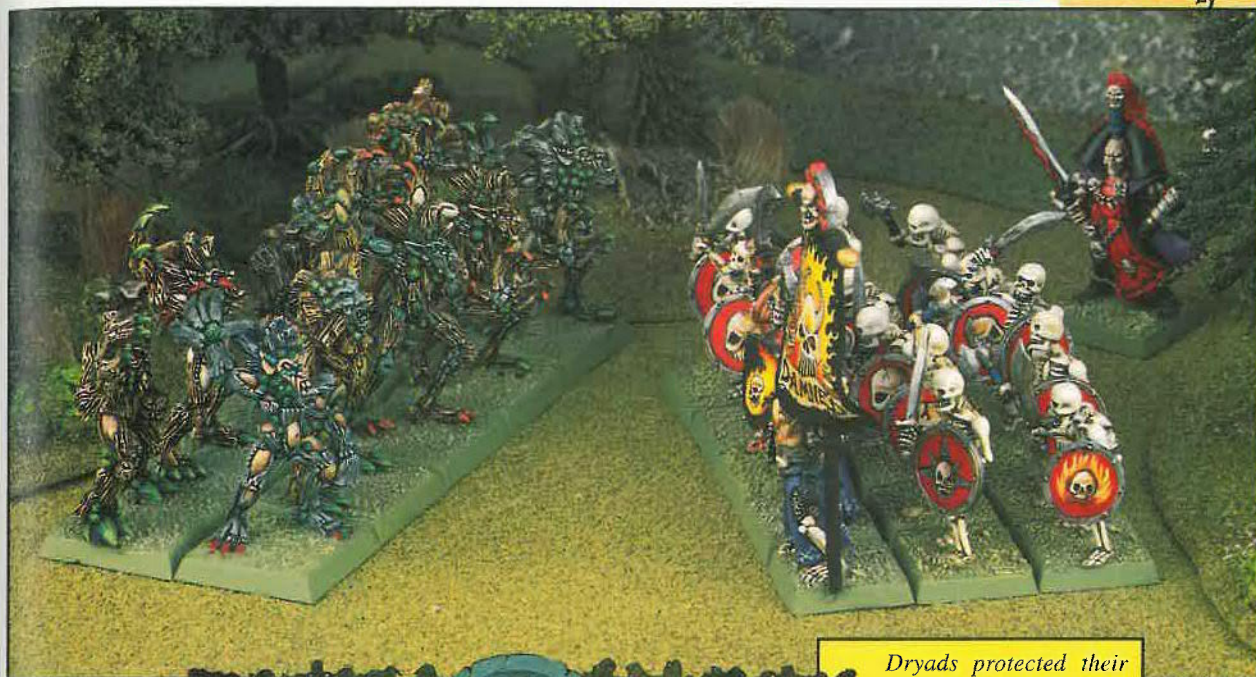
By Nigel Stillman



DRYADS

Magical spirits of the forest, Dryads are capable of assuming the aspects of a particular tree or even shape-shifting into the form of a tree at will. They speak with strange, eerie voices able to charm or scare the unwary. Dryads can be extremely spiteful, and exact vengeance on any who threaten or harm the trees they inhabit. They attack with their long fingers which usually sprout sharp thorns or whip-like twigs.





Dryads protected their forest home against an evil Necromancer and his unnatural minions.

SHAPE SHIFTING

Dryads are able to dwell inside trees or assume the form of trees by magical shape-shifting. In battle a unit of Dryads can assume a tree aspect when they attack.

Declare which tree aspect the unit will assume at the start of the combat phase before the Dryads attack. All Dryads in the unit assume the same aspect. In the next combat phase the Dryads change aspect. They cannot use the same aspect twice in succession.

Dryads only assume tree aspects when fighting in hand-to-hand combat. They shape-shift only for the duration of the combat phase and constantly change aspect. At other times their normal profile applies. Dryads do not assume Oak aspect if they are shot, for example.

BIRCH ASPECT

Dryads which shift shape into their Birch aspect take on a silvery-white appearance like birch trees, with a mass of delicate yellow green or tawny yellow foliage for hair. They are extremely vicious and spiteful and lash the foe with their long fingers which cut into the flesh. The Dryads therefore gain 1 extra Attack while wearing their Birch aspect.

OAK ASPECT

When Dryads shift shape into their Oak aspect, they become more robust and resilient to wounds. They assume a green or brown skin and their limbs thicken. Their hair becomes a mass of oak leaves and acorns. They gain +1 Strength and +1 Toughness while wearing this aspect.

WILLOW ASPECT

In their Willow aspect, Dryads change into creatures with green skin and extremely long yellowish green hair which hangs down around them like the leaves of the weeping willow tree. Their fingers extend into incredibly long, whip-like willow twigs. In hand-to-hand combat they entwine their fingers around the foe and grip his weapon making it difficult for him to wield it at all. Any opponent of a Willow Dryad therefore forfeits his first attack in any round of hand-to-hand combat. Enemy with a single attack cannot attack at all if the Dryads assume their Willow aspect. A model loses its highest Initiative attack, so a Cold One Knight would lose his attack, but his Cold One would still get both of his.

ARMY LIST ENTRY - REGIMENTS

DRYADS 35 points each.

You may include any number of Dryads in your Wood Elf army.

	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	4	3	4	4	2	4	2	8





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CLUBBING

**By
Richard Tunstall**

To follow up Rick Priestley's nostalgic rant on the subject of gaming clubs (last issue), we've unearthed another veteran gamer to hear what advice he has to offer on the subject of running a club at your school. Richard is now in his second year at university, but during his time at Hulme Grammar School he ran a successful club for two years.

Why set up a games club at school? School is where most teenagers spend their time, wishing the hours away until they can escape from boring lessons and get on with more important things, like painting that Dreadnought. Wouldn't it be great if you didn't need to leave school to play games? You may have friends who you play games with, but it can be quite a hassle to organise days when you can play, and you can quickly get bored always fighting the same opponent and the same army. School clubs (like most clubs) give the benefits that you have a regular place to meet, and a whole host of opponents to choose from.

There is already one form of club that you can go to outside of school time – Games Night at your local Games Workshop store. But going to more than one club a week gives you far more playing time.

There are also other benefits to school clubs which I will go into in a moment.

JOINING UP

If there is already a games club at your school then don't hesitate, in fact don't even bother to read the rest of this article, join now! However, it's more than likely that there isn't a games club at your school. If this is the case, the best thing to do is to set one up yourself – yes, that's right, you! Don't let a teacher who doesn't understand the first thing about wargames run it – the fact that you are reading this article means that you are interested enough to do it yourself.

SETTING UP A SCHOOL CLUB

First, you need to decide when and where regular meetings are going to be held. The best time is probably after school as you get longer to play games. Which day to hold your games club meetings on is up to you, but I would try to avoid clashing with other societies. The teacher who coaches the football team is probably going to win the argument when it comes down to whether Jenkins is needed more in your wargames final, or at soccer practice. Also, I would try to avoid Thursdays, otherwise you may find that your members may consider that buying a Rhino from the local store is far more important than staying at your club (as I have found to my cost). Where you play your games is also important. If the tables in your schools' classrooms are flat and level, then you have no problem as you can just push them together. However, if like at my old school, the desks are old, rickety and uneven, then you will have to find a room with large flat tables, like an art room, science lab, or the refectory. But don't forget that if you are going to do any painting, you will need a convenient water source.

Your next task is confronting members of staff. You will need to ask the teacher who is responsible for the room you want to use if it is okay to do so. If they agree, you need to go on to ask the school caretaker if it is alright for you to use that room, and also what time the school will be open to (bear in mind that you will need at least an hour and a half just to play a 1000 point battle of Warhammer 40,000). Once you have got your room, you need to speak to the member of staff

who is responsible for clubs, and ask him or her if you can set up a Games Club. You then need to repeat this with the Deputy Headmaster and the Headmaster himself (funnily enough, they usually like to know what is going on in their schools!).

Finally you can get down to the most important bit, getting members. The best way to do this is to make a poster saying what your club is called, what you do, and the date, time and venue of your first meeting. Photocopy the result, and plaster as many posters as you can on notice boards all over the school.



If your school has a Gym, then the large open space will be ideal for holding your club meetings

G TOGETHER



THE FIRST MEETING

Once everyone has arrived, you will need to tell them all where and when future meetings will be. You then need to take everybody's name and make a list of what they play and what class or form they are in, so that you can contact your members during school time.

The first few meetings will probably be a rag-tag affair, with everyone looking at everybody else's miniatures, and saying how good they are at Warhammer. However, you should soon be able to start playing games.

That's it, your school, now has a games club! Having made this first, vital step, let's look at some ways in which you can improve your club.

ACTIVITIES

It's quite obvious that most of the time people will be playing games at your club. However, you don't need to leave it at that. Make the games fun and varied. You could set up multi-player campaigns, especially in the case of Necromunda, or run an internal wargames league with prizes for the winners. There are lots of things you can do to make the games fun, and every month White Dwarf and the Citadel Journal are full of ideas which you can use.

Another area to concentrate on is painting. Your members will vary in experience, and the best idea is to encourage the better painters to give hints and tips to those who aren't quite so good. As with the games, you can also set up events such as painting or speed painting competitions (a great way to fill up a lunchtime), with prizes for the winners.

Other ideas include organising a special evening when the school is open late (such as when there is a concert on in school) giving you the chance to run a huge game for four or five hours.



FINANCES

Money can be quite important, as you may find that you want to run competitions and need money for prizes. You'll also need money to buy anything else you may want for the club.

There are several ways of raising funds. The first one is paying for it all yourself! This is a silly option, but one which you may find yourself doing if you aren't careful. The second is getting members to pay a small amount (ie about two pounds a year). The final option is to attempt to get money off your school, if there is a body such as a Parents' Association which gives money to societies. The best idea is to combine the last two. We did this at my club, with the result that the club ended up with three hundred pounds worth of equipment, including scenery, editions of games, painting equipment, and storage space in the form of a lockable cupboard.

ADVERTISING

When your club first opens, you may well find that you only have a handful of members. Luckily, it is quite simple to increase your membership, giving you more opponents (and more money!). The best way to do this is to keep a bulletin notice up in a main corridor, to both inform your members of the next event, and to encourage passers-by to get involved. However,

You might like to set aside an area for your club members to practice their painting skills. This is an ideal opportunity for more experienced painters to teach new members and share their skills.

Don't forget to cover the table with newspaper or a plastic sheet, as I'm sure the headmaster isn't going to appreciate you painting the desks Snot Green!

School Open Days are a great time to tell next year's new pupils about your games club



CLUB CONTACTS

Unfortunately, the Mail Order computer (TROLL 2000) that Rick mentioned last month isn't up and running properly yet, so we haven't been able to set up the club database. However, we still intend to and we are keeping track of any clubs we do hear about.

In the meantime, you can use the club notice board in your local Games Workshop store to contact all the other gamers in your area. It's also worth having a chat with the staff to see if they know of any other clubs near you that haven't advertised yet.

there is a form of advertising which is very effective and requires no work at all: word-of-mouth, whereby members start to encourage their friends to take up the hobby.

Another method of getting people to join your club is to encourage them to do so before they have even got to the school itself! The best way to do this is to ask to use a room on School Open Days, and hold a demonstration event where your members play games and you tell visitors what Games Workshop is and what your club does. This is by far the most effective method, and I found it gave my club at least fifteen new members every year.

NEW MEMBERS

The result of all this advertising is that you will end up with people who have never played

Games Workshop games before and are eager to learn. It is quite easy to teach one or two people how to play Warhammer, for example, by just using the plastic miniatures which come in the boxed set. However, if you do hold an event on Open Mornings you will have a veritable hoard of new members who haven't heard of Games Workshop before, arriving all at once.

The best way to tackle this is to hold special lunchtime meetings at the beginning of the year. New recruits can be given an idea of what each game is like, by having older members show them how to play. After a few weeks, if your initiates have developed

an insatiable desire to play games you can let your new members join in other events if they want.

The last thing I will say is that it is always worth mentioning to Games Workshop staff, both in the stores and on the Mail Order hotlines, that you run a club. It is possible that they may be able to give you further ideas, or even some help. Well that's pretty much it. Don't think that you have to follow this article to the letter – you can do as much or as little as you like, and I'm sure that you will come up with some ideas for your club that I haven't thought of.

Well, what are you waiting for? Get off that couch and go get that club started!

GAMES WORKSHOPTM THE BURBRIDGE SCHOOL GAMING CLUB

do you play Warhammer, Warhammer 40,000,
Epic, Necromunda, Blood Bowl,
Warhammer Quest...
then what are you doin' reading this?
Get down to:

**Room 56 every Wednesday
after school**

Special events and competitions can be a great opportunity to get your club packed full with fanatical, die-hard gamers.



NECROMUNDA



Miniatures supplied unpainted.
Contents and components may vary from those illustrated.
Plastic moulding may vary due to the complexity and detail of the mould.



Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda's many terrors stalk each other through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilisation.

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.

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GOLIATH FIGHTER





**BY OWEN
BRANHAM**

Last month
Owen showed
us how to
make rivers
and fords.
This month he
takes a look
bridges.

MODELLING WORKSHOP

A BRIDGE TOO FAR

GETTING ACROSS

If you have a river on your battlefield, you'll probably need a way to get across. In my last article I showed you a couple of ways to make a ford, and in this issue I'm going to cover the subject of bridges. It'll come as no surprise to regular readers that I'll start with the simplest bridge in the world...

FLAT BRIDGE

For the easiest bridge ever, all you have to do is lay a rectangle of paper, wood or card over the river. Although not very decorative, this shows where the river can be crossed, and therefore fulfils the most important requirement expected of a bridge. Now, what could be easier to make than that?



MAKING A PLANK BRIDGE



1 The bridge planks are being glued across the two supporting timbers. The planks and timbers are all made from balsa wood, but you could use thick card or twigs instead.



2 All the planks have been glued to the supporting timbers (you can space them as regularly or irregularly as you like), and the bridge is now ready to be painted.



3 The painted plank bridge has been glued across a finished river section.



4 This plank bridge has been enhanced by adding a simple set of rails, again made from thin strips of balsa wood.

PLANK BRIDGE

To make a plank bridge you will first need a river section. Either choose a river section that you've already completed, or make a section specially for the bridge. Now all you need to do is construct the bridge, paint it and stick it onto the completed river section. You will need:

- Balsa wood or card (or thin twigs),
- a modelling knife,
- PVA glue,
- paint.

To start your simple plank bridge, find two twigs or cut two thick strips of balsa wood, long enough to span the width of the river or stream (washed lolly sticks can be used too). Lay these down on a flat surface about two inches apart. Now cut twigs or balsa wood into 2" lengths to look like logs or planks. Stick these onto the two long timbers one at a time, working from one end to the other in the manner of railway sleepers on rails, except the other way up! These cross timbers can be laid edge to edge or spaced slightly apart as you wish. For a rickety look you can alter the angle at which the planks are laid across, and even carefully break one or two slats and bend them down.

When the whole length is covered with logs or planks in this way and securely glued together,

ADDING DETAILS

If you want to spend a little more time on your terrain, a plank bridge can be turned into something a bit special with the addition of a few simple details to personalise your terrain piece.

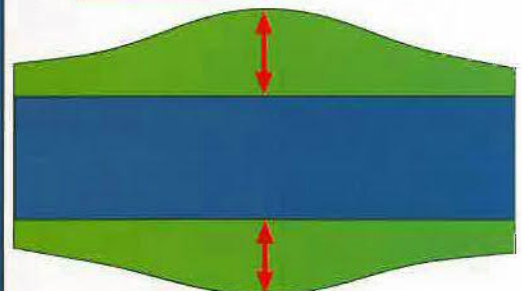
The skulls on top of these rails are from Citadel Miniatures plastic Skeletons.



A jetty has been modelled into this curved river section. This is just a simple plank bridge that doesn't reach all the way across!

When you make your bridge, you'll have to decide how wide it will be. This is particularly important in Warhammer since a unit occupying the bridge may or may not receive a rank bonus depending on this. If you want the bridge to be easy to defend, allow a unit to rank up four models wide, otherwise it won't receive a rank bonus. If you want a narrower bridge, it will be harder to hold. It's up to you...

A bridge river section works best if you widen it at the point where the bridge will cross. This gives you more room to anchor the bridge to the base.



the entire structure can be painted and drybrushed to look like weathered timber. When it is dry, simply spread glue onto the ends of the long timbers and rest them on the river banks so that the bridge spans the river.

The bridge is now finished, but can be further improved by adding sand or flock or modelling clay to the ends where the bridge meets the bank to look like the gravel road leading to the bridge. Further twigs or balsa strips can be added to the sides of the bridge to create rails to guide travellers safely on their way.

HUMPBACK BRIDGE

Bridges can be made of stone as well as wood, and another good example of bridge building is the humpback bridge. This is also relatively straightforward to make, and with a little effort you can add lots of extra detail to create a more eye-catching model. To make a humpback bridge, you will need the following tools and materials:

- Card or wood for the base (I prefer wood),
- thick card for the bridge,
- all-purpose filler,
- modeller's flock,
- gravel,
- paint,
- clear varnish,
- modelling knife,
- PVA glue.

The first thing you will need is a river section. You can use one you have made earlier, but it is usually best if you purpose-build one with a slightly wider bank so that the bridge has more support (see the diagram below).

To make the bridge itself, cut out the side walls from the thick card. Try sketching out the shape first, to see what you think looks best – the next page has a few different examples for you to draw inspiration from. Cut out one wall, and use this as a template to draw around for the other side. This ensures that both walls will be the same size and shape. If you want to add detail to the outside of the walls, this is the best time to do it. By gluing small "tiles" at random places, you can create the illusion of a stone wall.

Next you have to make the road part. This is fairly simple, as all you need is a rectangle of card cut to the width of the bridge. Cut the road longer than the span of the bridge so that when you match

It is important that your road is longer than the total span of the bridge, so that it can bend upwards to form the humpback.

the ends of the road and bridge, the road curves gently up. Remember, if you cut the road too long you can always make it shorter, but you can't make it longer if you cut it too short!

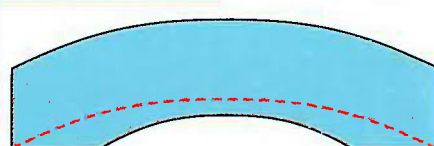
Using just one wall, line up the road with one end and use PVA glue to fix the road in place. You may have to hold this for quite a while, since the card will have a tendency to straighten out (make sure there's something on TV to watch, or your favourite music is on!). When the glue has dried a little, rest the glued section on a flat surface and leave it to dry completely. When gluing parts together, it's important that you take things step-by-step and don't rush things. If you try to glue too many parts together at once, bits start slipping, you run out of fingers to hold the components in place and you have to start again (which takes even longer than if you had used a little bit of patience).

Once the glue has dried and the road is solidly attached to one wall, you can glue the other wall in place. Once everything is dry, you can add any appropriate details to the inside of the walls. Textured paint is a great way of achieving a worn stone look, especially on the road itself (you could even work in some shallow ruts – erosion from the constant passage of numerous carts and people). Next, you'll have to stick the bridge to its base and once this is dry, build up the banks so that they run flush with the bridge. Fill in any little gaps with all-purpose filler and then add flock and gravel for texture. Paint the river and apply layers of clear varnish to the water and your humpback bridge is complete!

FUTURISTIC BRIDGES

There are two main ways to create a bridge for the Warhammer 40,000 universe. The simplest is to buy a bridge from a model railway shop. Rail bridges can have a roadway laid on top of them with plasticard or cardboard, which you can then texture and paint to match the rest of the bridge. Of course, model railways are a slightly smaller scale than Warhammer 40,000 models, so if you check the bridge's size first, it'll save you some trouble later. Of course, this is just the start, as you can create a particularly dark, gothic bridge by adding skulls, daemons' heads and gargoyles to the basic model. How far you want to go with this depends on how much time you have.

The other method is to scratch-build your bridge from pieces of tubing, card or other suitable materials. Modern suspension bridges are generally metallic things, with criss-crossing



girders, small walkways and the like. As I've said before, research is an important part of terrain making, and by looking at some books on architecture or engineering, you'll be able to get some ideas of what your bridge should look like when you've finished. It usually helps to make a few rough sketches too (and for those budding civil engineers, you can even make a scale drawing so you know just how long you need to cut your pipe, wire and other materials). As Mike McVey pointed out in last issue's Masterclass, it's often helpful to make a rough mock up first. Use straws and strips of card so you can see how to fit things together to achieve the sort of look you're after.

ADDING CHARACTER

The bridges I've talked about so far are of standard "human" architecture, but there's no reason not to characterise your terrain to suit another race. For example, I'd expect the Chaos Dwarfs to have black steel and obsidian bridges, while the High Elves might make crossings of arching marble wreathed in vines. The same is true of Warhammer 40,000, since I'm sure that a ramshackle Ork construction is nothing to compare with the glittering arc of an Eldar bridge. There's lots of other things you could make as well, such as a raising bridge (like Tower Bridge in London), a covered crossing and so on. If you have an idea, just give it a go – you might be surprised at what you can add to your collection!

You can extend the road effect onto the river banks using gravel and sand to show the passage of years of traffic.



MAKING A HUMPBACK BRIDGE



1 Construct the river base in the same way as the plank bridge, widening the banks on the base to support the bridge.

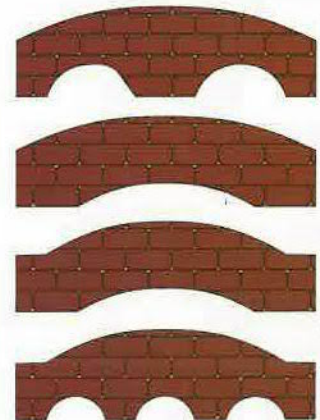


2 Cut out the walls and a length of road which is longer than the span of the bridge. Bend the road so that the ends line up and glue it to the walls.



3 With a coat of paint and some added details, your bridge could end up looking like this one.

Well that's it again for another Modelling Workshop, just room left to say goodbye and see you again next month!



Here are just a few examples of shapes you could use for the walls of your humpback bridge. You can vary the number of arches depending on how wide your river sections are. The height of the walls can be changed too.

Strangely enough, one thing we didn't really talk about in last issue's Modelling Workshop was how you get a really wet look to your rivers and other watery terrain. We asked Aly Morrison about his approach and he said... "Once you've painted your river bed blue, and maybe added some green for a nice flowing water effect, paint it with a coat of varnish. Then, when it's dry, paint on another coat of varnish, then another. In fact, keep painting varnish on until you get bored! The more varnish you apply, the richer and deeper the water effect will be."

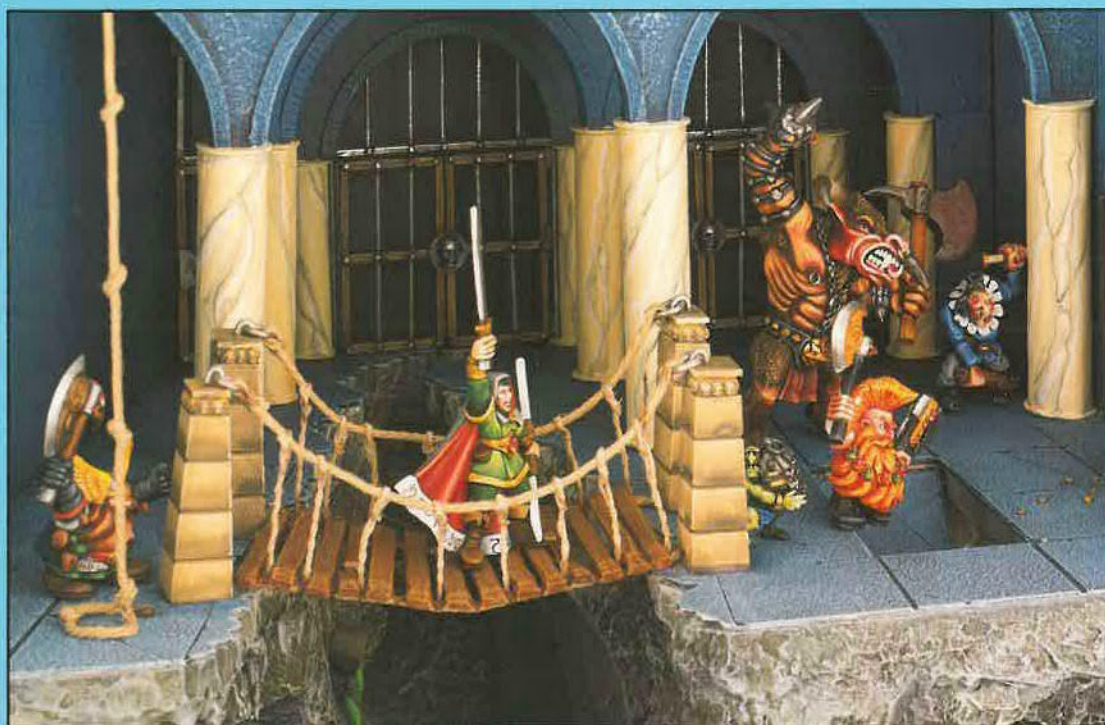


This sewage pool from our Warhammer 40,000 terrain collection illustrates lots of interesting possibilities that you can try with water. The different colours of effluent are all simply done by painting the base strange colours before the varnish is added. As the layers of varnish build up, the illusion of depth is created.

A ROPE BRIDGE by Mike McVey

As part of my Warhammer Quest diorama, one room was split by a deep chasm. So that the Warriors from my visual story could progress, I built a rope bridge across. This type of bridge isn't particularly useful in Warhammer, but in games of Warhammer 40,000 they can provide interesting terrain features (imagine such crossings in the depths of the Catachan jungle). The first thing you need to do is construct the rope frame from thick cord or string. This is fairly straightforward: you need four equal lengths of string, split into pairs. Link each pair with shorter pieces of string to give a sort of ladder effect. Make sure you have plenty of left over rope at each end, to fix to the bridge supports. I found it best to tie the string on and then seal the join with a little spot of superglue. Once you have your two "ladders" lay one of them to the side (as Owen said, always work with the fewest pieces possible at any one time). Now make some planks as you did for the plank bridge. Instead of fixing them to two solid struts, you are gluing them down onto one of the rope supports. When this is dry, glue the other side as well, and the bridge itself is finished.

What you make the supports out of is up to you. They could be jutting rocks, trees or whatever. Using the slack ends of the rope, fix the bridge to one side of the crossing first of all. When this is firmly dry, pull the bridge fairly tight and glue the other end in place to the other two supports. It may be a good idea to affix the end "slats" of the bridge to a firm surface so that everything is a bit more stable (have a look at the picture below to see what I mean). You don't usually get this type of bridge over a normal river, they're best used to cross a water-filled ravine, industrial trench and so on – something that is raised above the ground.



Warhammer Quest



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

WARNING! Adventure and Warrior packs contain lead which may be harmful if chewed or swallowed.

Citadel Miniatures are not recommended for children under 14 years of age.

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**GAMES
WORKSHOP**

Civil War

By
**Jervis Johnson,
Wai Lam and
Lawrence
Widdicombe.**

**It's a
showdown to
decide who's
the 1995
Supreme
Warhammer
40,000
Champion...**

INTRODUCTION

JJ: Many of you will remember, we hope fondly, the cataclysmic final confrontation (in White Dwarf 190) between David Cain, winner of the First International Warhammer Tournament, and Gordon Davidson, winner of the staff version of the same event. Well, we've finally lured the two winners of the First International Warhammer 40,000 Tournaments to the Studio for a similar showdown to decide who is the current supreme Warhammer 40,000 player.

The two players in question are Wai Lam, who won the First International Warhammer 40,000 tournament, and Lawrence Widdicombe who won the staff tournament. Wai pulled off his win with an excellent all-round performance, winning every game with his well-painted Eldar army, scoring 19 out of 20 in the test and managing to

collect four Sportsmanship awards out of a possible five! Lawrence's victory rested more firmly on the resounding wins he scored in his games and the excellent painting technique on his models, but his was also a truly impressive all-round performance. Interestingly, Lawrence also used an Eldar army, which meant that our final would be a "civil war" between two Eldar forces.

Anyway, after a bit of planning we were able to arrange for both Lawrence and Wai to be in the Studio on the same day. Each brought the same army they had used in their tournaments, and we were using the same rules to determine the victor. Of these, the only really important change to the normal Warhammer 40,000 rules was that no mission cards were to be used. Instead, each player scored victory points as normal for killing the enemy, plus 2 bonus points for eliminating the opposing commander and a further 2 victory points for each quarter of the table occupied only by their troops at the end of the battle. In addition, we decided that they could each pick from their own psychic power decks, rather than both having to draw from a single Eldar deck.

With the preliminaries out of the way, (and following a tour of the Studio so that our two star players could have a chance to look at some of the top secret stuff we're working on – and which they've *sworn* not to tell a soul about, so don't ask them!), we were all ready to start.

However, before we started setting up the armies, each player drew their psychic cards and strategy cards. Lawrence managed to get the *Traitor* strategy card which he used straight away to increase his strategy rating by D3 points. He rolled the maximum possible on the dice, adding 3 points to his strategy rating. This meant that Wai automatically had to set up first, as he now had a lower strategy rating, and it also meant that Lawrence was much more likely to get the first turn. Whilst Wai started to deploy his army, I took Lawrence to one side to ask him about his army, his choice of troops and anything else that came to mind. Once Wai had finished setting up, Lawrence would deploy his army and it would be Wai's turn to face the bright lights of the interrogation.







LAWRENCE'S ARMY

JJ: So Lawrence, is there anything you'd like to tell me about your tournament army? For example, why did you pick what you've picked?

LW: I picked most of it because I've got lots of different things painted in my army and I just wanted to take a broad spectrum and include as many things as possible, rather than just concentrating on one thing. Not knowing what army I was going to be fighting against in the tournament, I wanted to cover every eventuality. I took the Guardians mainly because they are cheap units, and with shuriken catapults they can be real Space Marine killers: with Strength 4 and -2 save they'll kill anything. For fighting Eldar it makes life a lot easier.

JJ: You've got five Guardians on Jetbikes...

LW: Yes, I intend to use them almost as a screen, not so much against heavy weapon fire, but against basic weapon fire. There is only a 1-in-3 chance of hitting the rider, and if you hit the canopy it bounces off most of the time. It uses up their fire because it's the closest target. The same goes for the Wraithguard, they tend to absorb a hell of a lot of basic firepower without going over at all.

JJ: I see you've taken the ever-popular scatter laser weapon platform.

LW: The scatter laser's my overwatch unit. I use it to keep an eye on things like enemy Swooping Hawks or jump pack Space Marines, anything like that. That's what I use the scatter laser for. The Dire Avengers I took just to back up the Guardians. I went for massed firepower more than anything else.

JJ: What about enemy tanks?

LW: The Wraithguard and the Banshee Exarch were the ones I took to deal with any vehicles, also the Farseer as well. He's got *Combat Drugs*, which gives him Strength 5, Strength 9

with his *Witch Blade*. He'll tear apart any tank and he's got better armour penetration than a power fist! He also charges 20", which is quite scary for most people. In the staff tournament I killed every enemy commander with him! For the Banshee I took *Bounding Leap* and *Turn Aside Blow*. The *Bounding Leap* gives you an extra 4" of movement and the ability to cross obstacles, and the *Turn Aside Blow* was just in case she got charged.

Because she has a *Displacer Field* she can usually take it, and because she has *Bounding Leap* she can bound out of the combat and charge back in on her following turn. That happened in one of the tournament games: she got charged by five Ogryns, managed to do a wound on each of them, jumped out and then charged back in and killed them all! She's also got *Frenzon*, which I usually use to instill *Hatred*. This is really powerful, because her opponents don't get to roll any dice if she charges, and she can reroll her own dice if she gets a bad score on both of them. If you roll double 1 you've got a chance to reroll it! She's got a chainsword as well which, with *Turn Aside Blow*, gives her two parries! She took out a Demolisher in the staff tournament. I didn't even know what it did, because it hadn't been released!

JJ: What about the assault troops – the Swooping Hawks and Striking Scorpions?

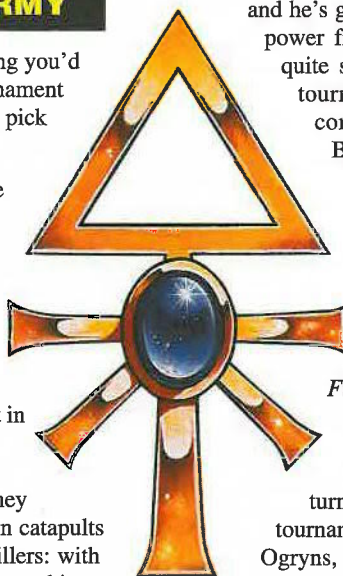
LW: The Swooping Hawks I tend to use to make people go onto overwatch. People expect them to be flying all over the place and so they tend to put things on overwatch. I've got a large unit of Scorpions for no other reason than I like them! (laughs) I just like them, and I've given them all back banners, so they're quite pretty.

JJ: Most people seem to prefer Howling Banshees to Striking Scorpions...

LW: Yeah, but Banshees are like one-shot weapons: you charge them in, they kill some things, but if they don't kill everything or they get charged themselves, then they die. A Striking Scorpion will go toe-to-toe with a Space Marine quite happily, and take an Assault Marine out, because the mandiblasters can shoot 'em as they come or he charges them, he's got Strength 4, -2 save in the combat. He can shoot as well, and they've got a better armour save, it's 3+ like a Space Marine. They're just good all-round troops.

JJ: What about the Warp Spiders?

LW: Warp Spiders are something I wasn't going to take, but I was working in the Kingston store and this guy said "Why aren't you taking Warp Spiders?", and it was due to this guy that I took them. Anyway, I don't know the guy's name, but



ENERGY FIELDS

JJ: You'll notice from their army lists that both Lawrence and Wai have Farseers that are equipped with *Displacer Fields*. Those of you who have read this month's Q&A article will know that this is not allowed. The *Displacer Field* will interfere with the Farseer's Rune armour, which is in itself an energy field.

Both players were willing to use this ruling. However, as both had the same advantage, I decided to let them carry on and use their armies in exactly the same form as they had in the tournaments.





LAWRENCE WIDDICOMBE'S ELДАР HOST



Farseer with melta-gun, blind grenades, *Displacer Field*, *Witch Blade*, *Spirit Stone* and *Combat Drugs*.



3 Howling Banshees led by a **Howling Banshee Exarch** armed with a power glove and chainsword, equipped with *Frenzon* and a *Displacer Field*. She has the *Bounding Leap* and *Turn Aside Blow* warrior powers.



2 squads of Guardians armed with laspistols and shuriken catapults. Their leaders carry power swords. One squad also carries frag grenades.



3 Swooping Hawks.



5 Guardian Jetbikes including one **Shrieker Jetbike**.



Scatter Laser support platform. Two crew with laspistols, one is also armed with a shuriken catapult.



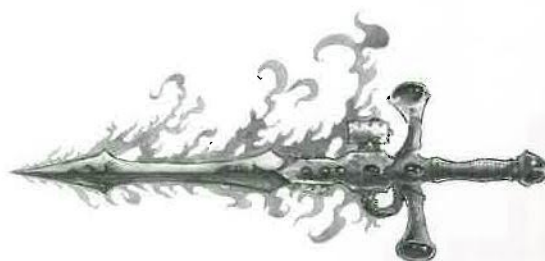
5 Striking Scorpions.



4 Dire Avengers.



4 Warp Spiders



I'd just like to say thank you, because they proved to be one of the best things in my army, especially when I fought against Orks and the Imperial Guard with their low Initiatives. They can really make people worried with their high movement, but I don't know how well they'll do against other Eldar. That's it really.

JJ: That sounds like the lot then.

LW: Yeah, a lot of thought went into it. Oh, I've tried to keep most units under 100 points. The Warp Spiders and Wraithguard are over, but if you take the minimum number they're over 100 anyway. The Striking Scorpions are over too, but that's because I like them. Great, that's it.

JJ: With that it was time to see how Wai was getting on.



WAI LAM'S ARMY



Wai had set up by now, but before he came along to tell me about his army he played the *Divine Inspiration* strategy card, adding +1 to the Leadership of all his troops.

JJ: OK Wai, if you'd like to tell me why you've picked what you've picked in your tournament army?

WL: Well one thing about my army which does surprise lots of people is that there are an awful lot of Guardians, probably about two thirds of it. A lot of people don't expect this, as the Guardians are one of the more under-rated basic troops. I also like to have a mix of weapons, so that I don't seem to be "power-gaming", so they're not all armed with shuriken catapults. I've kept the old Eldar army ratio of one lasgun or assault Guardian squad per shuriken catapult-armed squad.

(Wai is referring to an older version of the Eldar army list which had a limit on the number of shuriken catapult-armed Guardian squads that could be taken. His comment on not appearing to be a "power gamer" is an important one for future tournament players to note. One of the reasons Wai won the tournament is that he picked up four out of five possible sportsmanship awards. This was partially because he'd chosen an army that he hoped would be seen as being fair and reasonable, both by the umpires giving points

for army selection, and also by opponents fighting against it. Such foresight and breadth of vision served Wai very well, and was one of the major reasons he won.)

WL: The Guardians give a good solid core, and I had Aspect Warriors to add flavour to the army. I picked Jain Zar because of all the Phoenix Lords I think she's the least awe-inspiring. She can be taken down by basic weapons and she hasn't got any other fields or options for fields. A lot of Eldar players take other Phoenix Lords and give them fields or extra wargear cards...

JJ: Yeah, yeah, I understand! We're trying to stop people doing that kind of stuff (See The J Files on page 65 - Ed).

WL: But also she's good for taking out high powered characters like Assassins, Chaos Champions - which she did in the tournament - and killing enemy Commanders, if she gets the opportunity. I also picked three Banshees as sort of hand maidens to Jain Zar and as a back-up to my Guardian close combat squad. They'll work as a team.

JJ: Both you and Lawrence have Guardian Jetbike squads...

WL: Yes. I normally end up using them as sacrifices or flying support - I'll just have to see how it goes. The Dire Avengers are good solid troops and all-rounders, and it would have seemed odd not to take them because they are the most common Aspect. I use them as a bodyguard for the Farseer - it gives an enemy something else to charge before they can get at him. And there's the Fire Dragons. The Exarch is equipped with a *Fire Pike* with *Armour-piercing Ammo* to take out tanks and Dreadnoughts. It's a single one-shot weapon and I've had it fail miserably and bounce off a Leman Russ, but more often than not it should do some serious damage. As for the Fire Dragons themselves, what a lot of people forget is that you can use a melta-gun in close combat with a tank. I've charged them at vehicles and people think "Oh, they can't do anything!" and promptly get shredded!

JJ: You've got quite a few support platforms.

WL: Yes. The scatter laser is an all-rounder. You get guaranteed shots to pick off enemy squads and if you stick it on overwatch you might pick off jump pack troops or other things flying around - it's something people really fear. The D-cannons, well, I like the random element, it's just a bit of fun more often than not. I took two because you can never trust your luck with just one, and two's a little bit more reliable. Also, if the other person's taken a really nasty character, a D-cannon's like a mobile vortex grenade. If it hits it's got a fair chance of destroying them with no armour saves.

JJ: What about the Farseer?

WL: Well he's just equipped to be used as a psyker. After picking the wargear I didn't really



WAI LAM'S ELDAR HOST



Farseer with laspistol, Displacer Field, *Seer Runes*, *Witch Blade* and *Psychic Hood*.



3 Fire Dragons led by a **Fire Dragon Exarch** armed with a *Fire Pike* with *Armour-piercing Ammo*. The Exarch has the warrior powers *Tough* and *Stealth*.



5 Guardians armed with laspistols, shuriken pistols and power swords.



5 Guardians armed with laspistols and lasguns.



3 squads of 5 Guardians each, armed with laspistols and shuriken catapults.



Jain Zar with *Silent Death*, *Mask of Jain Zar* and *Blade of Destruction*. She has *Bounding Leap*, *Distract* and *Battle Fortune* warrior powers.



3 Howling Banshees.



3 Dire Avengers.



2 Distort cannon support platforms with 2 crew each armed with a laspistol and a shuriken catapult.



Scatter laser support platform with 2 crew each armed with a laspistol and a shuriken catapult.



5 Guardian Jetbikes including one **Shrieker Jetbike**.



Booby Traps

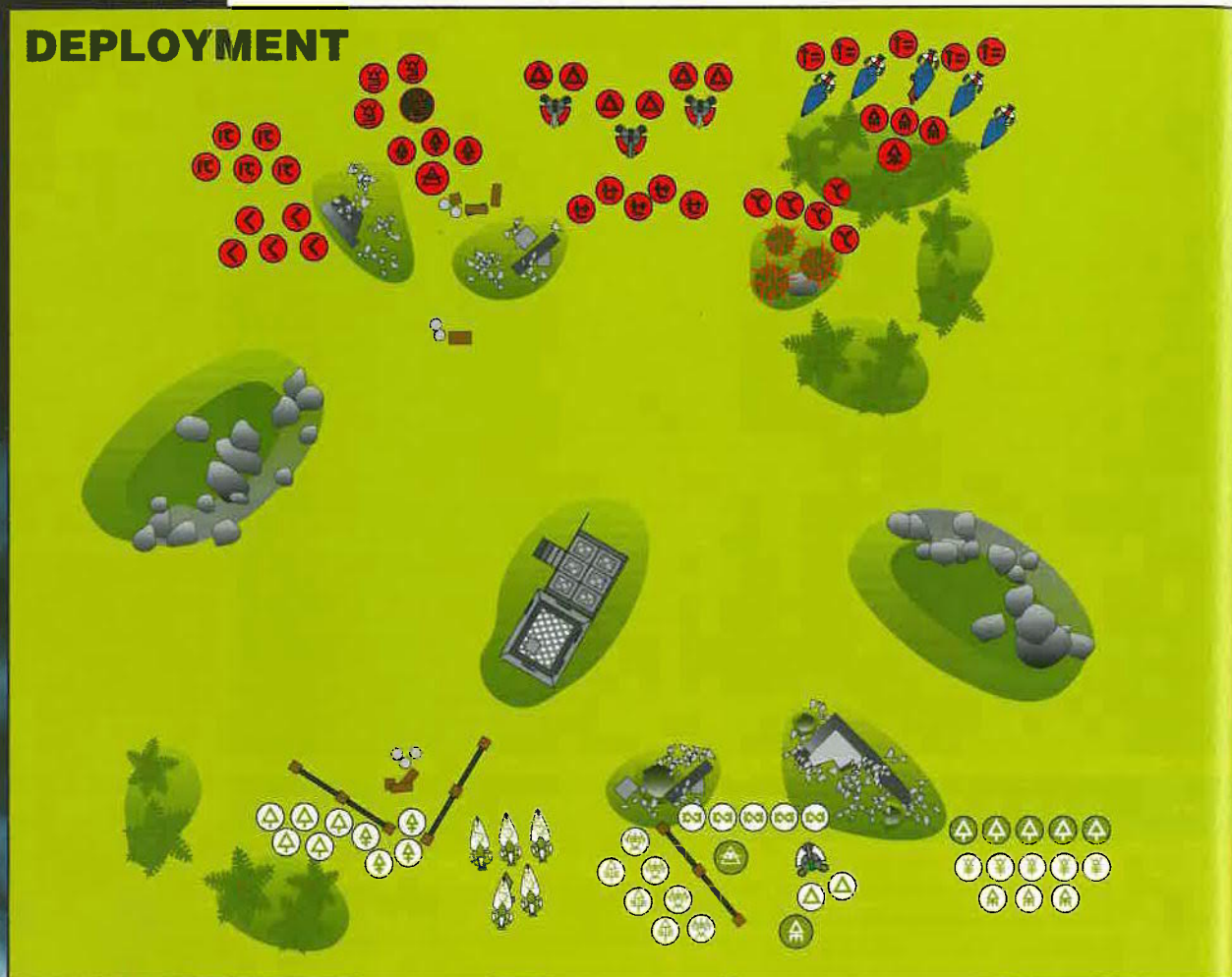


have the points to give him a good ranged weapon as well. He won't actually commit into the battle for anything. He's mainly anti-psyhic and coordinating things. Normally, I only have to commit him when I want to. If I do send him in, he's got his *Witch Blade*, and there's *Seer Runes* for when I have to stop that power and, erm, the *Psychic Hood* which means if you get a Nullify

card in your hand you're most likely to nullify the enemy power, which is important. That's a basic run-down on why I picked the army.

JJ: Thanks Wai, that's just fine!

DEPLOYMENT



Lawrence's attack is disrupted right from the start, as Wai plays the Booby Traps strategy card!

LAWRENCE TURN 1

JJ: And so battle commenced! Lawrence, aided by the 3 point bonus his *Brilliant Strategy* card had added to his strategy rating, easily won the first turn. However, before he could move any models, Wai played the ace he had hidden up his own sleeve – the *Booby Traps* strategy card. After some pondering, Wai placed the booby traps so that they could effect Lawrence's Jetbike squadron. Despite this, and although one bike set off a booby trap, all of them survived the experience unscathed and were able to move off.

Lawrence's army now started to move forward. His Jetbikes accelerated up to combat speed and zoomed straight ahead towards Wai's Farseer. Meanwhile, other troops moved off round the left and right flanks: a squad of Guardians running up to occupy the hill on Lawrence's left, while his Striking Scorpions, Howling Banshees and Swooping Hawks moved round the hill on his right. In the centre, Lawrence's Warp Spiders jumped into the abandoned bunker, while the rest of his troops edged forward in support.

With most of Lawrence's army being armed with fairly short-ranged weapons, the first shooting phase was limited almost exclusively to his

Jetbikes (the Guardian Squad on the right also shot, but caused no casualties). The four ordinary Jetbikes armed with twin-linked shuriken catapults fired at the Farseer and his bodyguard, scoring a total of nine hits which wiped out the Dire Avengers but caused no wounds on the Farseer himself. Next, the Shrieker Jetbike (with the greatly feared shuriken cannon) opened fire, causing 2 wounds to the Farseer, but to Wai's relief the psyker's *Displacer Field* saved him!

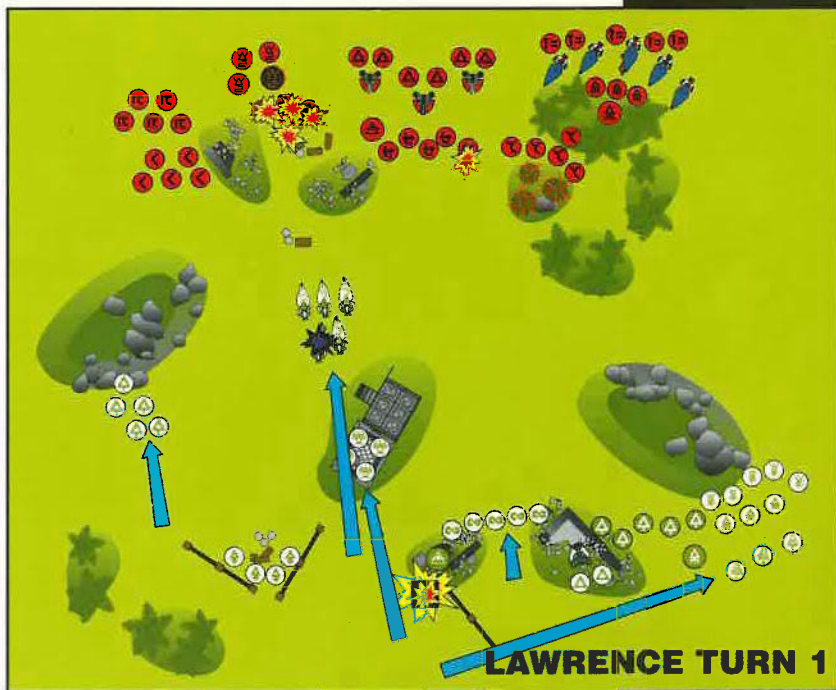
In the psychic phase it quickly became clear that both players saw their opponent's Farseer as their primary threat. Lawrence *Doomed* Wai's Farseer, obviously hoping to ensure that he wouldn't survive if a lucky hit got past his *Displacer Field* in the future! Wai responded by using *Guide* with 2 force cards to fire one of the D-cannon at Lawrence's Jetbike squadron. The D-cannon shot scattered straight onto the Shrieker Jetbike, destroying it (much to Wai's delight). Lawrence retaliated by attempting to use *Executioner* to attack Wai's Farseer with his own commander, but unfortunately he was out of range. Wai counter-attacked, using *Mind War* to strip *Guide* from Lawrence's Farseer. Not to be outdone by this display of psychic strength, Lawrence's Farseer struck back with his own *Mind War* and took *Executioner* from Wai's Farseer!

WAI TURN 1

It was now Wai's first turn. He advanced his forces quite cautiously on his right flank, moving his troops into good firing positions from which to attack Lawrence's army. On Wai's left, his Howling Banshees and Guardian assault squad advanced more aggressively, obviously eager to engage their opposite numbers on the far side of the table. Wai's Jetbikes also roared forward on this flank, moving up to engage the Guardians and scatter laser.

In the shooting phase, Wai proceeded to unleash a veritable hail of fire against Lawrence's army. It started with Jain Zar picking off a Guardian with the *Silent Death*. The Guardians with lasguns hit, but failed to wound one of the nearby enemy Guardians. Next, Wai turned his attention to Lawrence's Jetbikes, firing at them with his shuriken catapult-armed Guardian squad and the Fire Dragons, including the Fire Dragon Exarch. A maelstrom of razor-edge discs and super-heated molecules enveloped the hapless Jetbikes, causing one of them to explode and killing all but one of the riders. Even the surviving biker didn't get off scot-free as the controls of his bike were damaged!

Meanwhile, the scatter laser and one of the D-cannons from Wai's support battery (aided and



abetted by a squad of Guardians) let rip at the Wraithguard. The scatter laser caused a wound on one Wraithguard and destroyed another, the resulting explosion sucking a third Wraithguard into the warp and coming within a whisker of taking Lawrence's Farseer himself! Not to be outdone, the D-cannon crew also landed their shot right on target, destroying one more Wraithguard and displacing another one off to the far corner of the battlefield! To add insult to injury, even the

Eldar Jetbikes of the Biel-tan craftworld skim low over the battlefield, strafing the enemy Dire Avengers and Farseer with deadly shuriken fire.



WAI TURN 1



lowly Guardians were able to score a hit, knocking the last remaining Wraithguard to the ground and forcing it to miss its next turn as it stood back up!

Wai's second D-cannon turned its attention to the bunker holding the Warp Spiders. It also landed on target, and on a roll of 4 or more would have



wiped out Lawrence's Warp Spiders. Luckily for Lawrence, Wai rolled a 1 and they survived! Nonetheless it was clear that they wouldn't be staying in the bunker for too long!

Finally, Wai's Jetbikes opened up, destroying the Guardian squad in front of them and killing a crewman from the scatter laser. All in all, it had been a very effective shooting phase and Wai was clearly very pleased with the devastation he had wrought.

By comparison the psychic phase was very quiet, although it started well with Wai rolling a maximum 12 for the warp flux. However, the large number of cards meant that both players were well supplied with Nullifies, with the result that the only effective power to be used was the *Mind War* that Wai's Farseer was able to cast to strip *Executioner* from Lawrence's Farseer.

LAWRENCE TURN 2

Obviously shaken by the fire unleashed upon him by Wai's army, Lawrence moved cautiously. His second turn was spent regrouping and re-allocating his forces in the face of the losses he had suffered on the first turn. First of all, however, he had to move his three remaining Jetbikes, *all* of which were out of control, either because of damage or because the driver was dead. Two of the Jetbikes promptly collided and crashed in flames and the third, the only one with a surviving crewman, narrowly avoided the collision itself.

Elsewhere Lawrence carried on with his "right hook" attack, moving his Striking Scorpions and Howling Banshees onto the hill on his right. The Swooping Hawks and Howling Banshee Exarch, started moving over to Lawrence's left, to help fill the gap left by the destruction of his Jetbikes and Wraithguard. The Guardians on the hill to Lawrence's left moved into cover, taking up firing positions along the crest of the hill. Finally, the Warp Spiders teleported out of their rather exposed position in the bunker, materialising near Jain Zar.

The Warp Spiders led Lawrence's shooting phase, enveloping Jain Zar and her accompanying Guardians with webs of deadly monofilament wire. However, much to Lawrence's disgust, Jain Zar's *Battle Fortune* allowed her to survive the attack unscathed, even though she was hit twice, and in the end the Warp Spiders only managed to kill three of the Guardians with their fire. To add insult to injury, one of the Warp Spiders was killed in the warp when they made a second jump back into cover behind Lawrence's Howling Banshees and Striking Scorpions!

Attempting to even the score, Lawrence turned his attention on Wai's Jetbikes, firing at them with

Wai's Jetbikes make a retaliatory strike, attempting to blast a hole in the Biel-ran battle line with a hail of deadly shuriken.

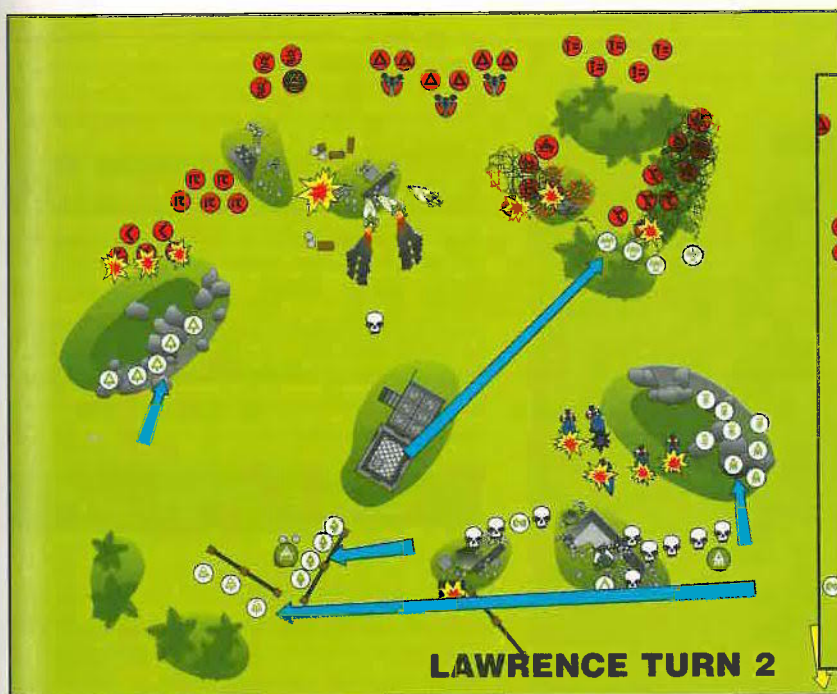


his scatter laser, the single remaining Wraithguard and his Dire Avenger squad. Not surprisingly, considering the weight of fire turned on them, the entire Jetbike squadron was effectively destroyed, the bikes either being shot to pieces or their Guardian drivers killed.

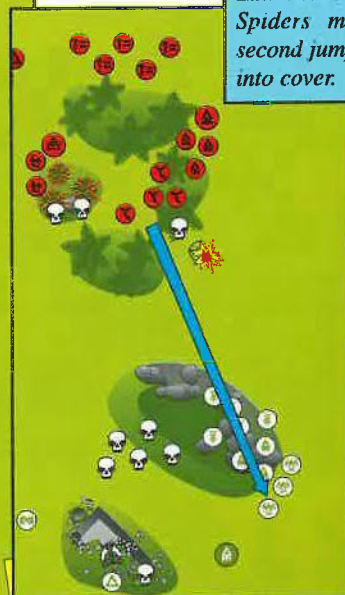
Lawrence's Striking Scorpions and his remaining Jetbike also fired, but caused no casualties.

Finally, his Guardians on the hill opened fire with their shuriken catapults at Wai's lasgun-armed Guardians, killing three of the enemy squad.

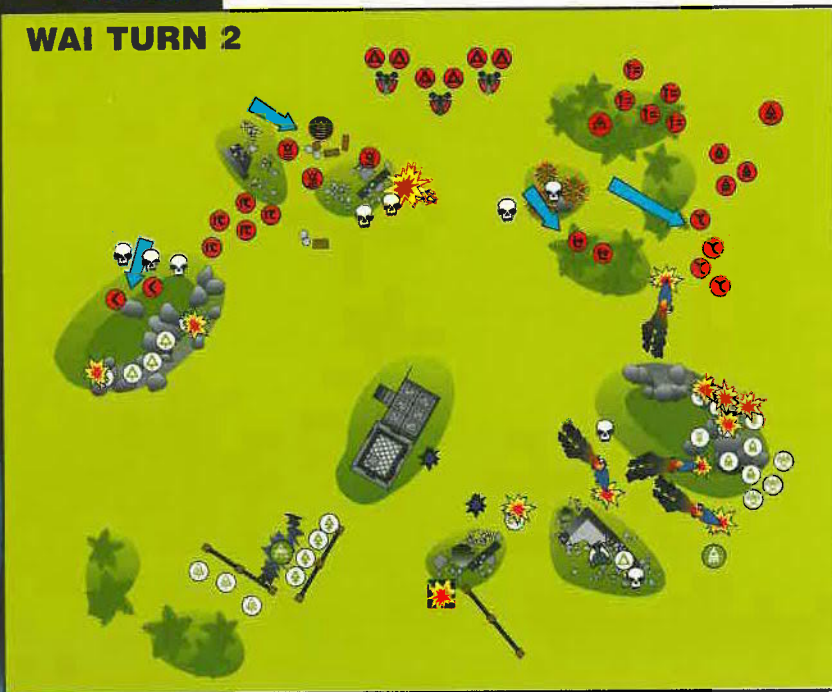
The terrific mental battle taking place between the two Farseers carried on in the psychic phase. Lawrence used his *Spirit Stone* to pick up an extra four warp cards, but sadly they did him little good. Their only real benefit was forcing Wai to expend his *Seer Runes*



Lawrence's Warp Spiders make a second jump back into cover.



WAI TURN 2



nullifying the force 3 *Mind War* that Lawrence unleashed with this additional power. Clearly frustrated by his inability to harm Wai's Farseer, Lawrence decided to risk engaging him in a *Psychic Duel*. Unfortunately, as so often happens, the *Psychic Duel* went against the caster and Lawrence's Farseer lost yet another power, leaving him with only *Mind War* left in his hand!

WAI TURN 2

By now things were clearly starting to go in Wai's favour. However, he didn't let this go to his head and stuck carefully to his plan. On his right, the Fire Dragons and Guardians moved into better firing positions, while on his left he spread out his troops in order to engage Lawrence's Striking Scorpions. Clearly, Wai planned to wear down

As Jervis chats with him at half time, Wai guesses his margin of victory.



Lawrence's army with his superior firepower rather than getting stuck in! In the shooting phase, Wai's fire finished off the destruction he had started in the first turn. The remaining Jetbike rider was killed by the Fire Dragons, and the lone surviving Wraithguard was taken down by the scatter laser support platform.

Wai's two Guardian squads on his right engaged Lawrence's Guardians entrenched on the hill in a firefight, killing two of them but not managing to break them. On the other flank, Wai's Howling Banshees, Guardians and Jain Zar all fired at the Striking Scorpions, killing four of the squad, although the single survivor bravely passed his break test. In fact neither player had failed a break test so far, although quite a few had been taken.

However, it was the psychic phase that provided the biggest shock of the turn (and perhaps the game). Things started innocuously enough with Wai using

Mind War against Lawrence's Farseer, who reflected it back (though it finished out of range of anyone). Lawrence then gleefully used *Ultimate Force* to cast his own *Mind War* straight back against Wai's Farseer, only to find out to his horror that Wai held the *Daemonic Attack* card! When *Daemonic Attack* is used against a power cast with *Ultimate Force* the opposing psyker is still attacked as described on the card, although the power being used is not nullified (this is described at more length in the half time report below). First we tested to see if Lawrence's *Mind War* affected Wai's Farseer, which it did, stripping a third power off him and also leaving him with just *Mind War* in his hand! Finally, Lawrence rolled the dreaded D6 to see if his Farseer was dragged off by the *Daemonic Attack*, staring in resigned disbelief as the dice came up with a one and his precious Farseer vanished into the warp!

HALF TIME INTERVIEWS

With the battle halfway through we decided to take a brief time-out. This allowed the players a bit of a rest to recharge, and gave Ian a chance to go over his notes and maps and make himself a cup of tea (he's very partial to a cup of tea and a biccy is our Ian). It also gave me the opportunity to chat to Lawrence and Wai about how things were going so far...

LAWRENCE'S CHAT

JJ: Well, one has to say that things aren't looking terribly good at the moment Lawrence...

LW: Aaaaaaargh! (laughs) No, it's not going very well. My first turn was abysmal, I only killed four models, but that was partly because I didn't think

properly in my first turn. I had a plan and I changed it. I should have gone for an all-out offensive against his Farseer, like I wanted to, using the Warp Spiders as well.

JJ: Losing your own Farseer was a blow.

LW: Yes, my Farseer dying... Help! With hindsight I'd have used *Energy Drain* instead of *Ultimate Force*, because I knew he had *Daemonic Attack*. A one-in-three chance to get sucked into the warp is too risky.

(In Lawrence's defence I should say that he, along with many other players, has always assumed that you can't use Daemonic Attack against a power cast with Ultimate Force. This isn't actually correct as Daemonic Attack can be used, but it doesn't nullify the power, it simply means there is a chance of the psyker that used it is dragged off to the warp! When I revealed the awful truth to Lawrence he happily accepted the ruling, rolled his dice and got a one!)

LW: What can I say... I've not played this quite the way I normally play. I normally go out on the offensive and I haven't done that this game, I've sat back a bit. I think my game plan for the second half will be just to charge, which I should have been doing from the first turn. And I have to do something drastic about his Farseer, because otherwise he's just going to start frying my guys.

JJ: Any other options?

LW: Well, my last Jetbike is about to crash, and when it does that I've got the *Reinforcements* strategy card which will allow me to bring them back on, which'll help and could make a big difference. Then there's Jain Zar, she really should be dead, getting hit by three Warp Spiders and she's still alive! With the Jetbikes coming back on I'm just going to target everything at her, she can't survive that sort of firepower. My Banshee Exarch should have been out at the front from the start, she's spent two turns running about in cover, she should have gone forward - she's got a *Displacer Field*, so she should be quite safe from attack. The only thing is if I go forward he's going to fry her with *Mind War* unless I can do something about the Farseer. I think I'm going to send my Warp Spiders to try and get him. I think I have to. Still we learn by our mistakes. Damn, damn, damn...

WAI'S HALF TIME REPORT

JJ: Well, I've now brought Wai over to speak about how he feels about things, which I assume is rather more cheerful than Lawrence. How do you think things are going?

WL: Everything's going well, obviously. I've inflicted a lot more casualties, and he was unlucky with his Farseer, and everything's going fairly well. But I wouldn't put Lawrence out of it yet because he can still pull it back with a couple of good dice rolls. But I'm in the lead, and I just

Deep in thought, Farseer Widdicombe attempts to locate the threads of fate that will ensure him victory and one of the greatest second half comebacks in history.



have to guard that. Other than that, everything's gone to plan, although he's done a lot of things differently to the way I would. He moved his Warp Spiders into the bunker, I thought he would make a determined charge and he didn't. But apart from that everything's going to plan and I just have to hang on to my lead and not take too many casualties.

JJ: Obviously you've got a big advantage having the psyker that's left alive at the end of the first couple of turns.

WL: Though with only one psyker left that's only 1D6 warp cards a turn and I've only got one power left. But now *Daemonic Attack* is out of the way and he can't use any of the other special cards, and nullifies will only work on a 5 or 6, which means he's pretty bad psychically. I'll see what he does in the next turn, and then take a cautious, happy attitude.

JJ: Why did you send Jain Zar off to the flank like that? She looks a little bit exposed to me.



“Well, one has to say that things aren’t looking terribly good at the moment Lawrence...”

WL: Well, she’s either going to get targeted by the Warp Spiders or he’s going to go after my Farseer, it’s either one or the other. If he goes after her he’ll need sixes to hit her, and she’s only worth 2 VPs compared to 7 VPs for the Farseer, so he’s more likely to go for him. But if he goes after her, there’s no point having an intervening squad, because the Warp Spiders will catch her anyway. Apart from the Warp Spiders there’s only the Scorpions and Banshees over there, and I think the Banshees are out of charge range. Also the move freed her up to use the *Silent Death*.

JJ: Great, I was just interested in why you did it. Anyway, back to the fray!

LAWRENCE TURN 3

JJ: Lawrence’s third turn started well, his riderless Jetbike crashing into a wall and being destroyed, which would allow him to use the *Reinforcements* strategy card in his final turn to bring the entire squadron back on! This aside, Lawrence had clearly decided that “the best form of defence is a good offence”. On his right he charged his Striking Scorpions and Howling Banshee Exarch against Wai’s Guardians, with his Howling Banshee squad moving up in support. His Warp Spiders teleported past the melee to attack Wai’s Farseer and his attendant Guardian squad. On his left flank, the Swooping Hawks took to the air, flying over the Guardians on the hill, dropping a hail of frag grenades as they did so. Lawrence’s final moves were to advance his Dire Avengers and scatter laser in support of the other troops.

Wai’s troops suffered badly from Lawrence’s renewed assault. On Lawrence’s left the staff champion’s Guardians and Swooping Hawks

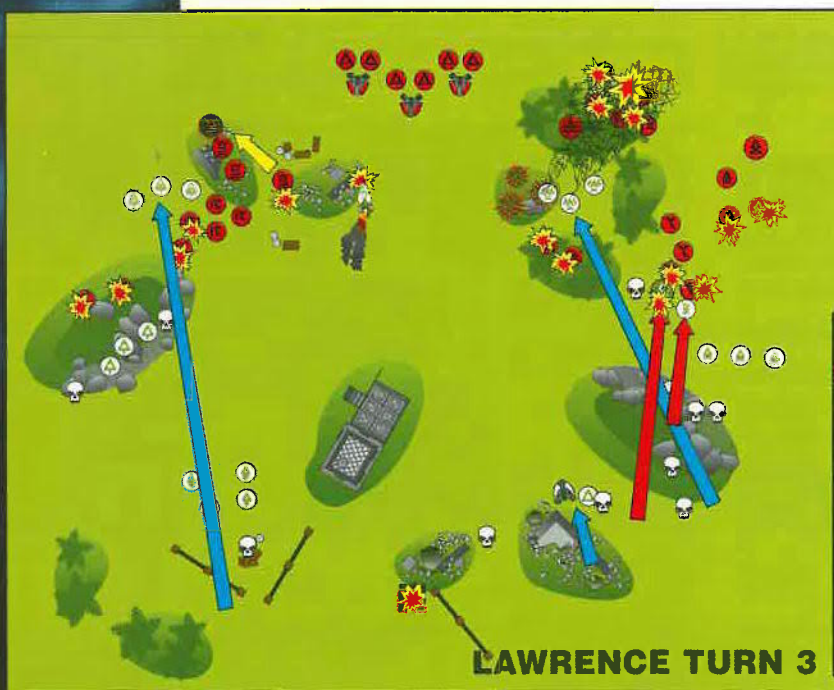
killed over half of Wai’s Guardians on the hill. Next, Lawrence’s Dire Avengers managed to pick off one of Wai’s Fire Dragons, which resulted in the Fire Dragon squad breaking! On the right, the Warp Spiders managed to wipe out the Guardians protecting the Farseer, although the Farseer himself emerged unscathed. Finally, the Howling Banshees moving up in support of the Striking Scorpions were able to take down two of their opposite numbers in Wai’s army.

Before close combat took place, the Warp Spiders made a second jump, moving away from the Farseer and back towards their own side’s troops. Unfortunately, another of the Warp Spiders died as a result of the jump, and the survivors failed the resulting break test for suffering 25% casualties. Things didn’t get much better for Lawrence in the close combat phase, and he only managed to kill two of the Guardians he had charged. To make matters worse, in the following psychic phase Wai’s Farseer was able to kill off the Banshee Exarch with *Mind War*. Still, there was no doubting that Lawrence had started to wrestle back the initiative. The question was, could he hold on to it?

WAI TURN 3

Determined to keep the stranglehold he had developed so far, Wai launched an immediate counter-attack against Lawrence’s late offensive. His Farseer and an unengaged Guardian charged the Warp Spiders who, being already broken, were forced to flee rather than fight. Next, Jain Zar and single surviving Howling Banshee charged, the Howling Banshee attacking a Striking Scorpion, and the Phoenix Lord one of Lawrence’s Howling Banshees.

In the shooting phase, Wai’s support battery opened up on Lawrence’s Dire Avengers, killing three of them and breaking the squad. Two of Wai’s surviving Guardians turned to fire at the Swooping Hawks, and the remaining Guardian and one of the crewmen from the support battery shot at Lawrence’s Guardians in cover on the hill.



Squads of Howling Banshees from both opposing Craftworlds engage in a deadly firefight before closing in for the kill!



However, the only effect of this last fire was that the support battery crewman managed to jam his shuriken catapult!

Close combat was as ineffective for Wai as it had been for Lawrence. Although Jain Zar managed to kill her opponent and bounded into combat with the last of Lawrence's Howling Banshees, Wai's own surviving Howling Banshee and the Guardian helping her attack Lawrence's Striking Scorpion both failed to cause any damage, even though the Striking Scorpion had been paralysed by the Banshee's mask. What's more, the Guardian managed to roll three ones and died in the attack!

The psychic phase was equally disappointing, Wai's Farseer only managing to kill one of Lawrence's Banshees with *Mind War*. Last, but by no means least, the presence of Lawrence's Swooping Hawks as the closest models meant that the broken Fire Dragon squad was unable to rally at the end of the turn (a squad can't rally if the enemy are closer than friendly unbroken troops).

(As an aside, the charge by the Howling Banshee on the Striking Scorpions raised some questions about mandiblasters and banshee masks. Neither player was sure if

the Striking Scorpion could use them after the first round of combat, and even if he could, whether he would be allowed to use them against a charging Howling Banshee. I told Wai and Lawrence that mandiblasters can normally be used in any round of combat, but we decided between us that when charged by a Howling Banshee they can't be fired, as even models in overwatch can't fire under such circumstances.)

WAI TURN 3





Lawrence's Warp Spiders looked like they might dominate the battle. However, against the agile Eldar they proved to be less of a threat than normal.

LAWRENCE TURN 4

As we entered the final pair of turns, both players were well aware that the game hung very much in the balance. Lawrence's third turn, while not being quite as good as he'd hoped, had brought him back into the game and with some luck he could even pull off a win. Helping him in this was the strategy card that he'd been holding since the start of the battle (*Reinforcements*) – which he now played to bring back his Jetbike squadron!

Lawrence's Jetbikes screamed on to the table, but he'd forgotten about the *Booby Traps* Wai had revealed on the first turn, and the newly arrived Jetbikes flew straight over them! Much to Lawrence's chagrin one of riders was killed, sending his bike out of control. The rather surprised survivors carried on, closely followed by Lawrence's scatter laser.



Next the three Swooping Hawks swept up into the air and flew straight across the battlefield. They dropped krak grenades on Wai's Farseer as they went, wounding him twice with their aerial attack. Wai was able to save one of the hits, but the other got past all of the Farseer's protection. All Lawrence needed to kill the Farseer was a 4 or more... and he rolled a 2! The Farseer was badly wounded by the attack, but not dead!

However, Lawrence had not yet finished shooting. His scatter laser opened up, blasting the unlucky Guardian that was the closest target with 6 shots and leaving him very dead indeed! This left the four Jetbikes with but one target – Wai's already wounded Farseer. All four opened up at the psyker, but this time the Farseer's armour saved him against all damage and he emerged unscathed. Lawrence ground his teeth in frustration – would *nothing* kill that Farseer?

On the other flank, Lawrence's Guardians wiped out their opposite numbers on the hill. Then, in the close combat phase, the Striking Scorpion who had miraculously survived a Howling Banshee's charge finished the job by cutting her down with his chainsword. On the other hand, Jain Zar managed to easily despatch the last of Lawrence's Howling Banshees, who she had engaged with her follow-up move last turn.

The turn ended with Lawrence rolling a six to nullify the *Mind War* Wai played on the Striking Scorpion.

WAI TURN4

And so we came to the last turn. Lawrence's failure to kill the Farseer (though not for want of trying!) meant that it was clear that Wai had won the game. It was only a question of by what margin.







Not wishing to risk any of his troops in close combat, especially against the heroic Striking Scorpion who had seen off a double charge by a Howling Banshee and a close combat Guardian, Wai stood back and fired. The D-cannon in his support battery ripped into the Jetbike reinforcements, destroying two and displacing and inverting a third, which we decided counted as a kill. It seemed to us that being flipped upside down while riding a Jetbike would be a fairly terminal experience! Wai's scatter laser picked off

one of Lawrence's Guardians on the hill to the left, but the squad passed the resulting break test. Jain Zar finished off the shooting by taking out all three Swooping Hawks with a single decapitating throw of the *Silent Death*!

The final act of the battle was a last *Mind War* attack by Wai's Farseer on the heroic Striking Scorpion, which again was nullified, this time with a roll of a five. Clearly this Eldar was a future Exarch in the making! However, this was small recompense for Lawrence, who had been offered the chance of victory at the start of his final turn, only to have his hopes dashed. Wai, on the other hand, was able to sit back and breathe a sigh of relief – he'd done it! He had become the first ever Supreme Warhammer 40,000 Champion!

WAI TURN 4



FINAL VICTORY POINT TOTALS

Wai – 21
Lawrence – 13

POST-BATTLE

As the dust died down on the bloodied battlefield, I took the two opposing commanders to one side for a quick chat about the way things had finally worked out.

JJ: This is the post-battle discussion, so... talk!

LW: If my Warp Spiders had rallied, and my Farseer hadn't died... I can't believe it, two rally tests and I failed both!

WL: That's the hard thing, when you start rolling sixes it can be a bad thing. It's just one of those things, you just can't help it. Now my Fire Dragons, they spent two turns doing nothing! They could have wiped out your Guardians, that would have been another victory point.

LW: Yeah, even if your Farseer had died, you'd have still won by one, wouldn't you?

JJ: That's right, it would have been a lot closer, wouldn't it? The thing was with those Krak grenades you were quite lucky right up to the point you had to roll the wounds for them. It's so typical of Warhammer 40,000. It's kind of like it sucks you in, you think "Yes! Yes!", and then you just go "Urgh!"

LW: That's right. Four or more and he's dead! (everybody laughs). And if he'd died it would have allowed the Jetbikes to shoot up other targets, like the support platforms in the distance, and that would have been more victory points.

JJ: It was a very bloody conflict.

LW: It was. Apart from my first turn. My first turn was terrible. My third turn I actually started to kill things 'cos I went back to my original plan of just going straight forward.

WL: I was surprised you didn't do that in the first turn. I was expecting you to do that.

LW: Yes, it's what I normally do and it was my plan, but I looked at it and I thought "If I go over there then that's going to die, and if I go over there then that's going to die". I should have stuck with the plan.

WL: I know, but it's scary playing against another Eldar army, because you know what it can do to you!

At this point several members of Studio staff appeared wanting to know the result, so I decided to draw the interview to a close.

CONCLUSION

JJ: Well, Lawrence and Wai's battle had been hard-fought and very bloody, and although the two player's scores were quite widely separated it could have been very different if Lawrence had enjoyed a

Wai and Lawrence congratulate each other on a battle well fought. It was a good, hard scrap, and when a game is fun there are no real losers.



bit more luck on his final turn. This being said, Wai thoroughly deserved his win. He fully exploited the strengths of his version of the Eldar army compared to Lawrence's, holding back and exploiting the superior firepower of his force to the maximum. Once he'd got his lead he tenaciously defended it, rather than resting on his laurels as many players might have done after such a start.

Lawrence, for his part, paid a high price for a slow first turn and was trying to catch up from that point on. However, he never gave up, even when things looked very bleak at the end of the second turn, and by the fourth turn with the arrival of his reinforcement Jetbikes it looked like the tide was turning in his favour. Although it didn't quite work out for him, Lawrence's heroic fight-back showed why he'd triumphed in the Staff tournament, and how he earned his reputation for being a tough opponent to beat.

So, congratulations are in order to both players for a magnificent performance. At the end of the day though, it was Wai Lam who came away the victor and special congratulations are in order to him for becoming the first ever Supreme Warhammer 40,000 World Champion!

Wai and Lawrence thought Ian might be distracted by thoughts of more tea and biccies, but his roving camera managed to catch their reactions to the final result (sorry guys!).



Wai and Lawrence "chew the fat" with Jervis and discuss the ups and the downs of the battle (no, they're not playing Blood Bowl).



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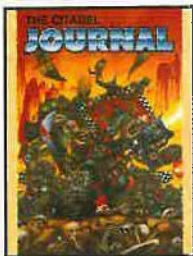
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AUTOGUN 2
0053/5

WOOD ELVES

WOOD ELF ARCHERS



WOOD ELF ARCHER 1
74201/11



**WOOD ELF ARCHER
WITH SWORD 1**
74201/9



**WOOD ELF ARCHER
WITH SWORD 2**
74201/10



WOOD ELF ARCHER 2
74201/12



WOOD ELF ARCHER 3
74201/13



WOOD ELF ARCHER 4
74201/4



WOOD ELF ARCHER 5
74201/7



WOOD ELF ARCHER 6
74201/2



WOOD ELF ARCHER 7
74201/6



WOOD ELF ARCHER 8
74201/3



**WOOD ELF ARCHER
WITH SWORD 3**
74201/5



WOOD ELF ARCHER 9
74201/8

Designed by Aly Morrison

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WOOD ELVES

DRYADS



DRYAD 1
74202/1



DRYAD 2
74202/2



DRYAD 3
74202/3



DRYAD 4
74202/4



DRYAD 5
74202/5



DRYAD 6
74202/6



DRYAD 7
74202/7



DRYAD 8
74202/8

WOOD ELVES

TREEMEN

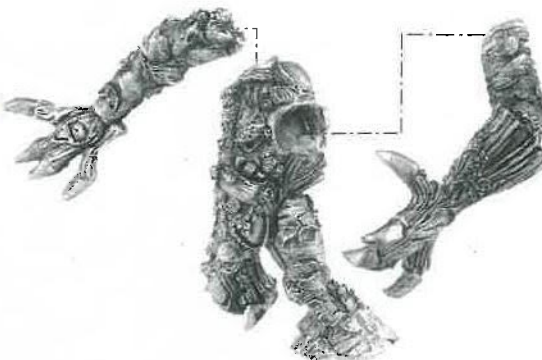
A TREEMAN CONSISTS OF:

- 1 x TREEMAN BODY
- 1 x TREEMAN RIGHT ARM
- 1 x TREEMAN LEFT ARM

NOTE: THE ARMS OF
TREEMAN A AND B ARE NOT
INTERCHANGEABLE



A COMPLETE TREEMAN



TREEMAN A BODY
MM 48/1



TREEMAN A RIGHT ARM
MM 48/2



TREEMAN A LEFT ARM
MM 48/3



TREEMAN B BODY
MB 14/4



TREEMAN B RIGHT ARM
MB 14/6



TREEMAN B LEFT ARM
MB 14/5

Designed by Trish Morrison

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SNOTLING™ PUMP WAGON

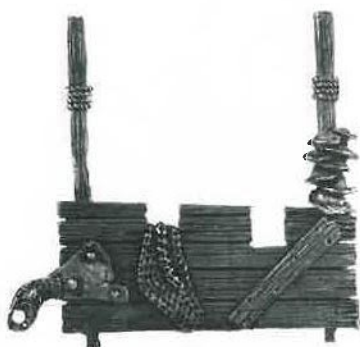
SNOTLING PUMP WAGON

A COMPLETE
SNOTLING PUMP WAGON
CONSISTS OF:

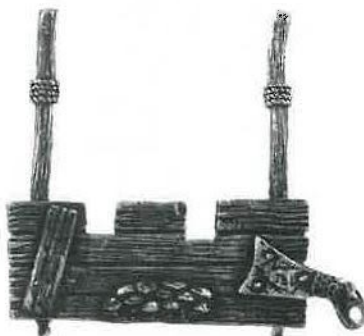
- 1 x ROOF
- 1 x RIGHT SIDE
- 1 x LEFT SIDE
- 1 x PUMP HANDLE
- 1 x PUMP BASE
- 2 x DRIVE BELTS
- 1 x CHASSIS
- 1 x SPIKEY ROLLER
- 2 x WHEEL 1
- 2 x WHEEL 2
- 12 x SNOTLING CREW



A COMPLETED SNOTLING PUMP WAGON



LEFT SIDE
74807/1



RIGHT SIDE
74807/2



ROOF
7480/3



PUMP BASE
74807/6



WHEEL 1
074751/4



WHEEL 2
74807/10



PUMP HANDLE
74807/8



DRIVE BELT
74807/7



SPIKEY ROLLER
74807/5



CHASSIS
74807/9

SNOTLING PUMP WAGON

SNOTLING PUMP WAGON CREW



SNOTLING 1
74807/21



SNOTLING 2
74807/13



SNOTLING 3
74807/20



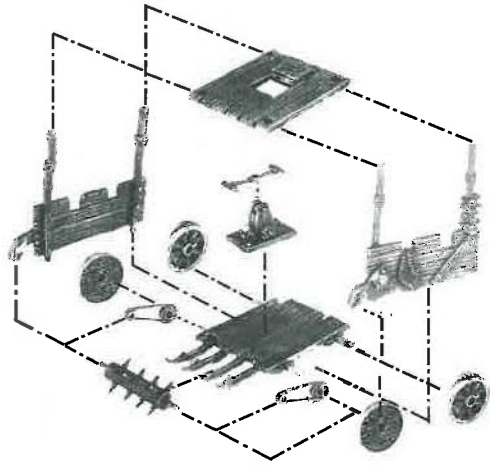
SNOTLING 4
74807/17



SNOTLING 5
74807/18



SNOTLING 6
74807/XX



NOTE:
APART FROM THE PUMP
HANDLE CREW, THE
SNOTLING CREW CAN BE
POSITIONED ANYWHERE
ON THE PUMP WAGON.



SNOTLING 7
74807/15



SNOTLING 8
74807/22



SNOTLING 9
74807/14



SNOTLING 10
74807/16



**SNOTLING PUMP
HANDLE CREW 1**
74807/11



**SNOTLING PUMP
HANDLE CREW 2**
74807/12



ELDAR GUARDIANS



GUARDIAN 1
RTB17/3



GUARDIAN 2
71584/21



GUARDIAN 3
71584/20



GUARDIAN 4
71584/30



GUARDIAN 5
RTB17/4



GUARDIAN 6
71584/19



GUARDIAN 7
71584/25



GUARDIAN 8
71584/18



GUARDIAN 9
71584/26



GUARDIAN 10
71584/23



GUARDIAN 11
71584/28



GUARDIAN 12
RTB17/1



GUARDIAN 13
71584/22



GUARDIAN 14
71584/29

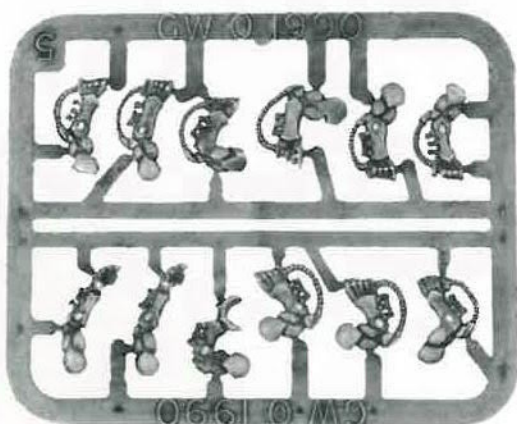


GUARDIAN 15
71584/17



EXAMPLES OF COMPLETED ELDAR GUARDIANS

THESE MODELS ARE SUPPLIED WITH AN ELDAR ARMS SPRUE AND AN ELDAR WEAPONS SPRUE AS STANDARD



ELDAR ARMS SPRUE 100825



ELDAR WEAPONS SPRUE 100813



Designed by Jes Goodwin

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ELDAR

ELDAR SHRIEKER JETBIKE

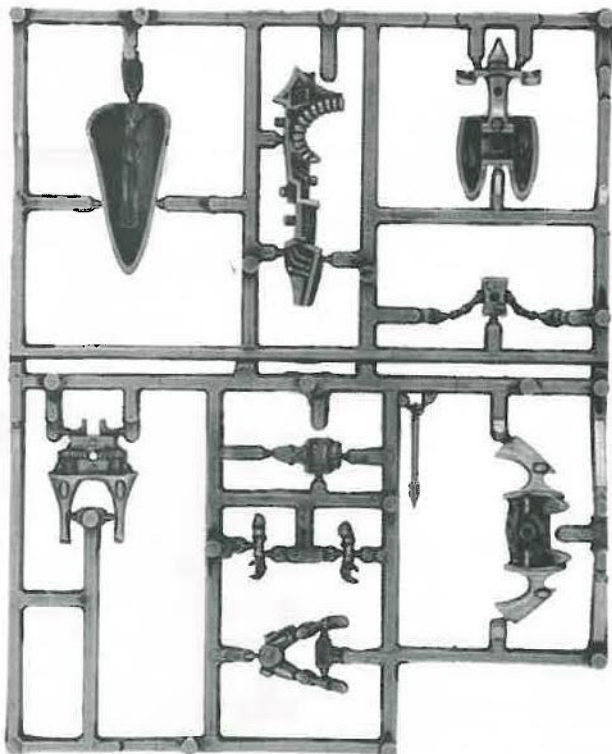
A COMPLETE ELDAR SHRIEKER
JETBIKE CONSISTS OF:
1 x PLASTIC ELDAR JETBIKE SPRUE
1 x METAL SHRIEKER CANNON
1 x METAL JETBIKE RIDER TORSO
1 x PLASTIC FLYING BASE
1 x PLASTIC ELDAR WEAPON SPRUE



SHRIEKER CANNON
00438/2



JETBIKE RIDER
TORSO
00438/1



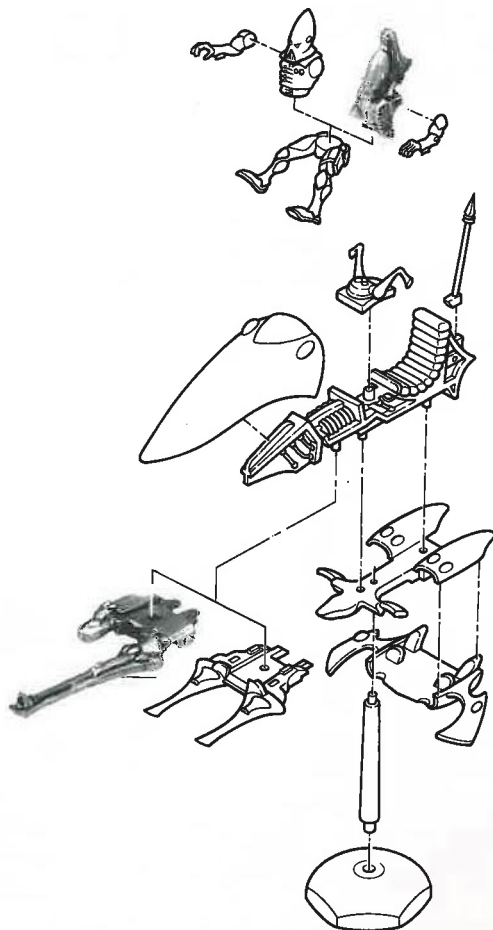
ELDAR JETBIKE SPRUE
102784 (SHOWN AT 50% OF ACTUAL SIZE)

ELDAR JETBIKE

A COMPLETE ELDAR JETBIKE
CONSISTS OF:
1 x PLASTIC ELDAR JETBIKE SPRUE
1 x PLASTIC FLYING BASE
1 x PLASTIC ELDAR WEAPON SPRUE



THESE MODEL KITS INCLUDE A CITADEL
TRANSFER SHEET AND FULL COLOUR ADHESIVE BANNERS.
THE TRANSFER SHEET INCLUDES ENOUGH MARKINGS FOR
SEVERAL DIFFERENT CRAFTWORLDS.



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IMPERIAL GUARD

CAPTAIN CHENKOV OF VALHALLA



CHENKOV BODY
72232/1



CHENKOV CLOAK
72232/2



CHENKOV BOLT
PISTOL ARM
72232/3



CHENKOV POWER
SWORD ARM
72232/4

A COMPLETE CAPTAIN CHENKOV
CONSISTS OF:
1 x CHENKOV BODY
1 x CHENKOV CLOAK
1 x CHENKOV BOLT PISTOL ARM
1 x CHENKOV POWER SWORD ARM



A COMPLETED CAPTAIN
CHENKOV OF VALHALLA

CAPTAIN AL' RAHEM OF TALLARN



AL' RAHEM BODY
72233/1



AL' RAHEM PLASMA
PISTOL ARM
72233/2

A COMPLETE CAPTAIN AL' RAHEM
CONSISTS OF:
1 x AL' RAHEM BODY
1 x AL' RAHEM PLASMA PISTOL ARM



A COMPLETED CAPTAIN
AL' RAHEM OF TALLARN

PRIMARIS PSYKER



PRIMARIS PSYKER
72242/1

JUNGLE FIGHTER CAPTAIN



JUNGLE FIGHTER CAPTAIN BODY
72233/1



JUNGLE FIGHTER
CAPTAIN BOLTGUN ARM
72233/2



JUNGLE FIGHTER
CAPTAIN BACK PACK
72233/3

A COMPLETE
JUNGLE FIGHTER CAPTAIN
CONSISTS OF:
1 x JUNGLE FIGHTER CAPTAIN BODY
1 x JUNGLE FIGHTER CAPTAIN
BOLTGUN ARM
1 x JUNGLE FIGHTER CAPTAIN
BACK PACK



A COMPLETED
JUNGLE FIGHTER CAPTAIN

SPACE MARINE PREDATOR

SPACE MARINE PREDATOR

A COMPLETED EXAMPLE OF A
SPACE MARINE PREDATOR



THE COMPLETE SPACE MARINE PREDATOR CONSISTS OF:

- 2 x RHINO CHASSIS SPRUES
- 2 x RHINO TRACK SPRUES
- 1 x PLASTIC ACCESSORY SPRUE FRAME A
- 2 x SPONSON LASCANNONS
- 2 x SPONSON HEAVY BOLTERS
- 2 x SPONSON PLATES
 - 1 x HATCH LID 1
 - 1 x HATCH LID 2
- 2 x SPONSON SIDE PLATES
- 2 x SPONSON PLATES A
- 2 x SPONSON PLATES B
- 2 x SPONSON WEAPON MOUNTS
 - 1 x AUTOCANNON
 - 1 x TURRET TOP
 - 1 x TURRET BASE
 - 1 x TOP PLATE
 - 1 x REAR TOP PLATE



SPONSON PLATE
10458/2



SPONSON
LASCANNON
01458/15



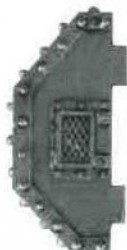
SPONSON HEAVY
BOLTER
10458/11



TOP PLATE
10458/6



SPONSON
SIDE PLATE
10458/8



SPONSON PLATE A
10458/10



SPONSON PLATE B
10458/9



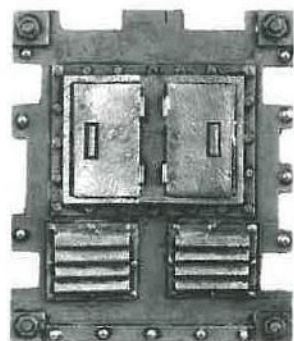
HATCH LID 1
0450/4



HATCH LID 2
0450/5



CUPOLA
0450/3



REAR TOP PLATE
10458/1



AUTOCANNON
10458/12



TURRET BASE
10458/13



TURRET TOP
10458/14



SPONSON
WEAPON
MOUNT
10458/7

THIS MODEL INCLUDES A DETAILED CONSTRUCTION BOOK AND FIVE CITADEL TRANSFER SHEETS WHICH INCLUDE ALL THE MARKINGS NEEDED FOR THE DARK ANGELS, ULTRAMARINES, SPACE WOLVES AND BLOOD ANGELS CHAPTERS.

Designed by Norman Swales

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SPACE MARINES

DARK ANGELS RAVENWING LAND SPEEDER



A COMPLETED DARK ANGELS RAVENWING LAND SPEEDER

THE COMPLETED DARK ANGELS RAVENWING LAND SPEEDER CONSISTS OF

- 1 x RAVENWING SPACE MARINE PILOT
- 1 x RAVENWING SPACE MARINE GUNNER
- 1 x HEAVY BOLTER
- 1 x RAVENWING LAND SPEEDER CHASSIS
- 1 x LAND SPEEDER FOOT REST
- 1 x STABILISER FIN
- 1 x LEFT FAIRING
- 1 x RIGHT FAIRING
- 2 x ENGINE NOZZLES
- 2 x LAND SPEEDER SEATS
- 2 x LAND SPEEDER BACK RESTS
- 1 x PLASTIC CHARACTER ARM SPRUE
- 1 x ENGINE POD TOP
- 1 x ENGINE POD BOTTOM
- 1 x PLASTIC FLYING BASE
- 1 x TRANSFER SHEET



HEAVY BOLTER
0457/18



LAND SPEEDER FOOT REST
00439/8



RIGHT FAIRING
00439/7



LEFT FAIRING
00439/6



ENGINE POD BOTTOM
00439/4



RAVENWING SPACE
MARINE PILOT
0457/16



RAVENWING SPACE
MARINE GUNNER
0457/15



ENGINE POD TOP
00439/5



BACK REST
00439/11



SEAT
00439/10



STABILISER FIN
00439/9



RAVENWING CHASSIS
0457/17



ENGINE NOZZLE
00439/12

Designed by Norman Swales and Jes Goodwin

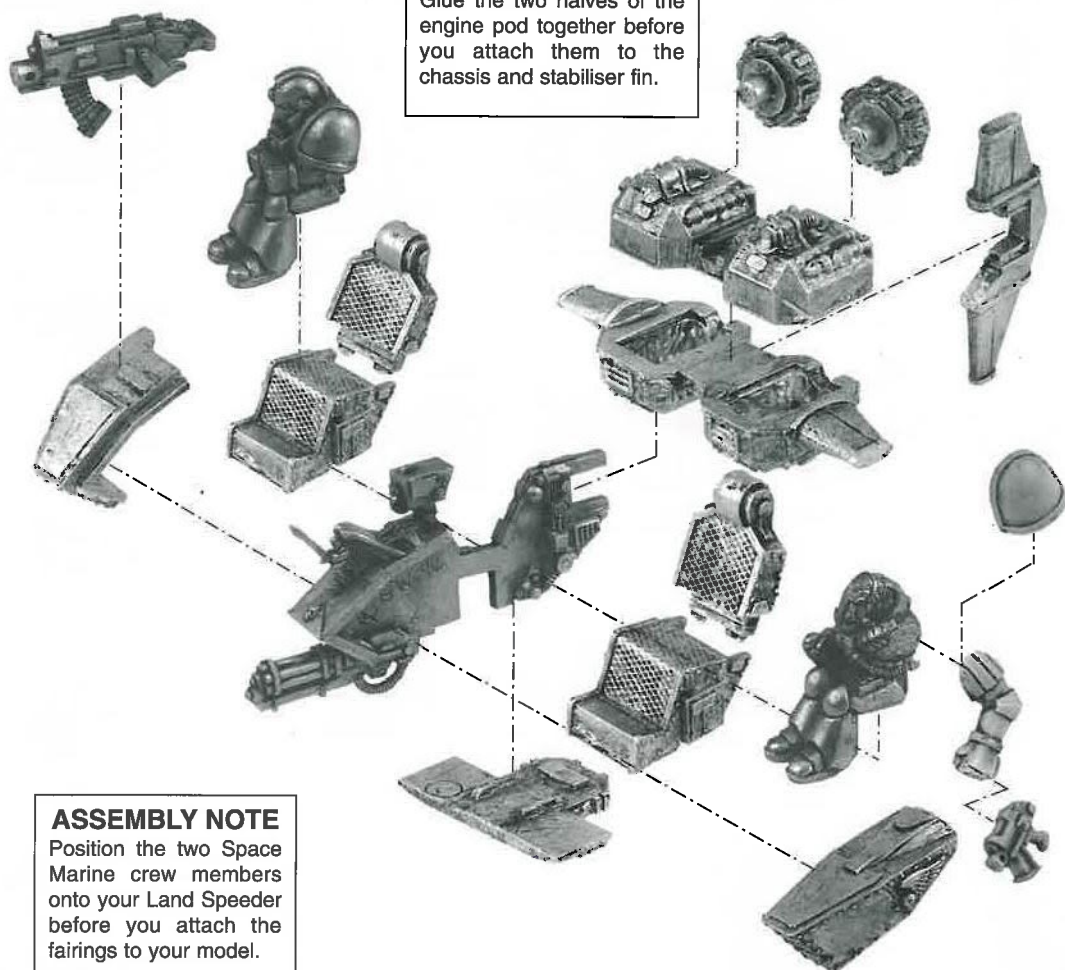
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SPACE MARINES®

ASSEMBLY STAGE

ASSEMBLY NOTE

Glue the two halves of the engine pod together before you attach them to the chassis and stabiliser fin.



ASSEMBLY NOTE

Position the two Space Marine crew members onto your Land Speeder before you attach the fairings to your model.



ASSEMBLY NOTE

To ensure that your model remains stable, carefully remove the pin at the top of the flying base with a sharp modelling knife or a pair of clippers, as shown above. Then glue your finished model to the base.



Designed by Norman Swales and Jes Goodwin

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SPACE MARINES®

TERMINATORS



TERMINATOR BODY 1
70157/1



TERMINATOR BODY 2
0441/3



TERMINATOR BODY 3
70157/2



TERMINATOR
SERGEANT BODY
0441/1

RIGHT HAND WEAPONS



RIGHT LIGHTNING CLAW
70154/11



STORM BOLTER
0441/4



HEAVY FLAMER
70153/10



ASSAULT CANNON
0441/5

LEFT HAND WEAPONS



LEFT LIGHTNING CLAW
70154/12



POWER FIST
0441/6



SERGEANT
STANDARD POLE
0441/2



TERMINATOR SHIELD
0809/9



CHAINFIST
0441/8



POWER SWORD
0441/7

CYCLONE MISSILE LAUNCHER



CYCLONE MISSILE
LAUNCHER FRONT
70157/5



CYCLONE MISSILE
LAUNCHER BODY



TARGETER
70157/3

THUNDER HAMMER AND STORM SHIELD



STORM SHIELD ARM
70159/4



STORM SHIELD
70159/5

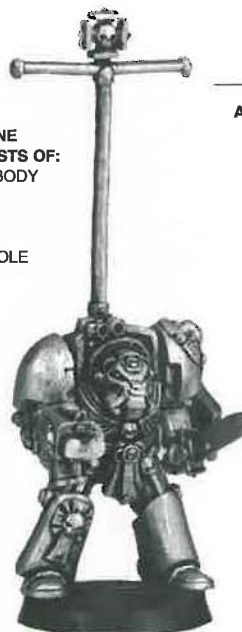


THUNDER HAMMER
70159/3

A COMPLETE SPACE MARINE
TERMINATOR CONSISTS OF:
1 x TERMINATOR BODY
1 x LEFT ARM
1 x RIGHT ARM

A COMPLETE SPACE MARINE
TERMINATOR SERGEANT CONSISTS OF:
1 x TERMINATOR SERGEANT BODY
1 x STORM BOLTER ARM
1 x POWER SWORD ARM
1 x TERMINATOR SHIELD
1 x SERGEANT STANDARD POLE

A COMPLETE CYCLONE TERMINATOR
CONSISTS OF:
1 x TERMINATOR BODY
1 x CYCLONE BODY
1 x CYCLONE FRONT
1 x STORM BOLTER
1 x TARGETER



EXAMPLES OF COMPLETED SPACE MARINE TERMINATORS

Designed by Jes Goodwin

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GAMES WORKSHOP®

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Games Workshop
Shop G05/
City Centre
Market & Pitt Sts
Sydney NSW 2000
(02) 267 6020

Games Workshop
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Westfield Shoppingtown
Miranda NSW 2228
(02) 526 1966

Games Workshop
Shop 128A
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Belconnen ACT 2617
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Boulevard Arcade
Wales Centre
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Shop CL05
Canberra Centre
Canberra ACT 2601
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Woden ACT 2606
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Oak Flats NSW 2529
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Cooma NSW 2630
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Empire Cinema Centre
Bong Bong Street
Bowral NSW 2576
(048) 622 838

Lift Off
Shop 11/183 Rowe Street
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Gosford NSW 2250
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Hobby and Music Centre**
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Riverstone NSW 2756
(02) 838 1108

Tin Soldier
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Wollongong NSW 2500
(042) 294 534

Tin Soldier
Shop 24, 24 Main Street
Blacktown NSW 2148
(02) 621 6779

Tin Soldier
Basement 1 Station Street
Hornsby NSW 2077
(02) 482 7276

Tin Soldier
Shop 4 George St Plaza
204 George Street
Liverpool NSW 2170
(02) 604 8702

Tin Soldier
1st Floor
97 Argyll Street
Parramatta NSW 2150
(02) 689 3522

Tin Soldier
Shop 406, Gallery Level
Mid City Centre
420 George Street
Sydney NSW 2000
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Tamworth Shoppingworld
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Toy Barn
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Toyworld
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Taree NSW 2430
(065) 522 697

Toyworld
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Batemans Bay NSW 2536
(044) 725 673

Toyworld
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Toy Kingdom
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Comics NT
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The Mall
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(089) 411 235

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Caseys Corner
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Darwin NT 0810
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Sandgate Road
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QLD 4102
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K-Mart Pla Shopping
Centre
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Rockhampton QLD 4701
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Oasis Shopping Resort
Broadbeach QLD 4218
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Innisfail QLD 4860
(070) 616 028

Toyworld
Shop 12, Northside Plaza
North Rockhampton
QLD 4701
(079) 213 121

Toyworld
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Toowoomba QLD 4350
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Toyworld
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Harris Toyworld
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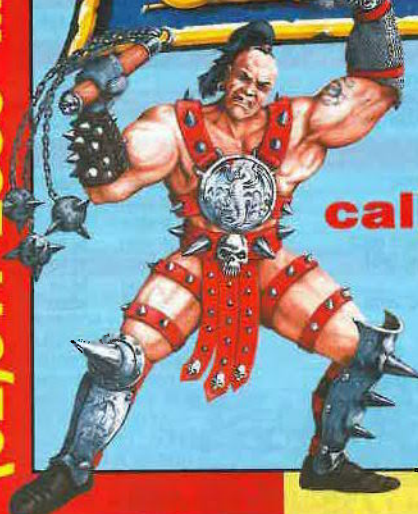
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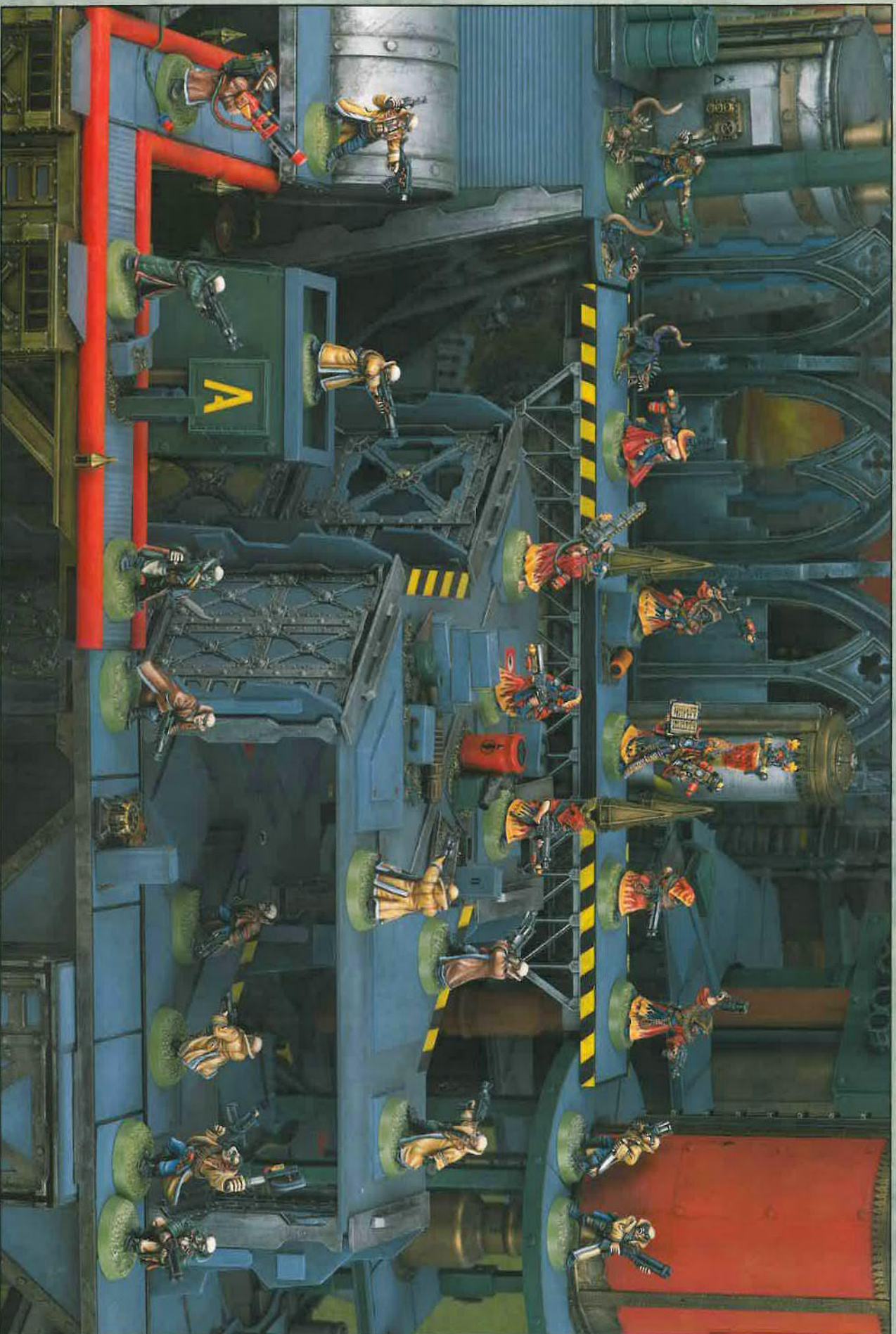
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