

INQUISITOR

The Eldar Way

Alanthrasil Swiftblade

Khibala Yusra – Kroot Warrior

Daemon Worlds

EXTERMINATUS



**GAMES
WORKSHOP**

Issue 4

£3.50/US\$6.95



An Eldar Ranger patiently waits for the Rogue Trader to make the first move.



Khibala Yusra emerges from the undergrowth to confront an Arco-Flagellant.

INQUISITIONAL ACCESS PORTAL:

PLEASE ENTER YOUR AUTHORITY CODE >

VALIDATING...

WELCOME INQUISITOR

YOU MAY PROCEED >

THOUGHT FOR THE DAY:

LIFE IS THE EMPEROR'S CURRENCY, SPEND IT WELL

INCOMING DATA-SCRIPT FROM INQUISITOR LORD THORPE...



Greetings once more!

Inquisitor was always intended to be a starting point rather than an end in itself. Many of the 'rules' came about from notes of decisions made in our own games, which we thought occurred often enough to warrant advice to players. In the same vein, since Inquisitor was published, we have continued to play games using the rules and have made several changes to some of them. Of course, we use them as 'House rules', which is something all Inquisitor players should do, in the Inquisitor Annual I would like to bring these amendments and modifications to your attention as suggested changes.

Areas we have looked at include characters always performing a minimum of one action per turn, making the nullification of psychic powers more difficult, the full auto and flame weapon rules, plus a few tweaks and twiddles elsewhere. Hopefully, I'll have the time to put these altogether in one place for publishing next time around.

And remember, silence may be golden, but there is nothing more valuable than a heretic's confession...

Gav Thorpe
Inquisitorial Representative

INCOMING DATA-SCRIPT...

Heretic Servitor Hall committed a deed most foul last issue by omitting this Slaanesh power from the *Twisting Path* article, he has now been punished in ways too terrible to describe here...

FLESHY CURSE – Difficulty 40

Among the most feared of all psychic powers, this enables the Magus to channel the raw power of Slaanesh into his enemy, allowing his dark patron to shape the flesh of the victim in any way he pleases. Most victims of this power find themselves undergoing a painful transmutation into a mewling Chaos Spawn, their flesh forever splitting, bulging and running whilst the mind within slowly descends the spiral of madness.

The Magus must pass both his Psychic test and inflict an unarmed close combat attack to utilise this power. If both succeed and the opposing character takes damage from the attack, the opponent is under the effects of the Fleshy Curse. The character under the effects of this must pass a Toughness test at the beginning of each subsequent turn or begin to degenerate into a Chaos Spawn. If one of these Toughness tests is failed, the unfortunate victim must deduct 1D10 from each of the characteristics in his statline. If one of them reaches 0 at any point, he is considered out of action as his body rapidly completes the transformation into a gibbering, flailing Spawn of Chaos. Only the death of the Magus that cast the Fleshy Curse can reverse the effects of this power; if this occurs all of the power's effects are ended immediately and the victim reverts to normal.



Adept Andy Hall

Andy's wise words...

I've just finished reading Hereticus, the final part of Dan Abnett's brilliant Eisenhorn trilogy. I'm sure I'm not the only one who has wondered what the Sagacity of Alizebeth Bequin is, or what special abilities Harlon Nayl has. I bet some resourceful Inquisitor players have already made and converted Eisenhorn's compatriots and if you have then get in touch!

This issue has a very alien theme as not only do we have the Eldar Ranger but the Mercantile Kroot as well. Inquisitor is all about the internal conflict and inner workings of the Imperium but that doesn't mean this secret war just involves humans. But this is not a sign we will be doing other races just because they are there. The Ranger and Kroot have perfectly good reasons for being part of an Inquisitor's warband. Even the most Radical Inquisitor would struggle to justify an Ork!

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Cover - An enigmatic Eldar Ranger



A Fanatic
studio product

New releases

Another jam-packed release this issue so I'll keep the chatter down to the minimum. The release dates shown are for the UK, so if you live in another country you'll need to wait another month or so. You can order the products featured in this issue from the Contact page at the back of the magazine.

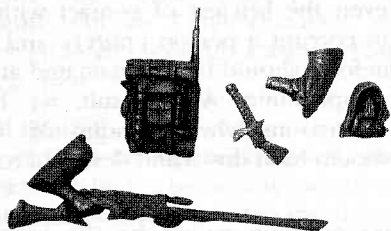


Eldar Ranger

One complete model (scenic base not included)

Out Now!

Model by Alex Headström. Painted by Andy Foster.

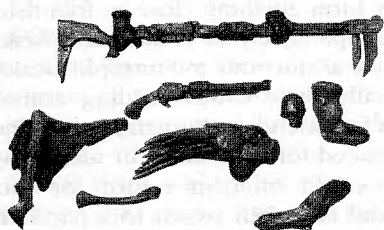


Eldar Ranger Booster Pack

5 piece component set

Out Now!

Components designed by Alex Headström.



Kroot Mercenary Booster Pack

8 piece component set

Out Now!

Components designed by Mark Bedford.



The Inquisitor Annual 2002

Out October

Collecting together the best articles from White Dwarf.

Including the 2002 Rules Review – the core rules update featuring new rules for Minimum

Actions, Nullifications and Flame Weapons.

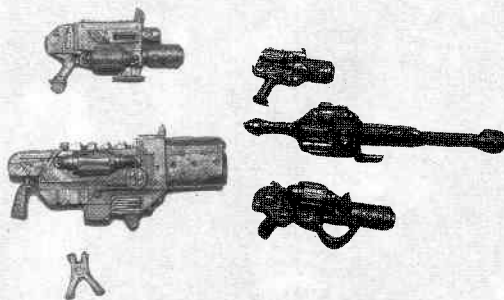


Kroot Mercenary

One complete model

Out Now!

Model designed and painted by Mark Bedford.



Melta Weapon Booster Pack

6 piece component set (Multi-melta two pieces)

Available from October

Components designed by Michael Anderson.

The Sons of Khaine

Eldar in Inquisitor by Phil Kelly

Much is known amongst the scholars of the Ordo Xenos about the alien race of the Eldar. The Ordo has extensive files on each of the major Craftworlds of the Eldar, and although recorded instances of war with the Eldar far outweigh those of collaboration, the Eldar are unusual in that they have been known to fight alongside Humanity in pursuit of a common goal. Unlike aliens such as the ferocious Tyranids or implacable Necrons, Eldar can play far more of a role in a game such as Inquisitor; they are far from mindless brutes to be hunted down and killed. The Eldar likely to be encountered in Inquisitor will be warriors and outcasts, following their own agendas and no doubt deeply embroiled in the events portrayed by the tabletop game itself. This article aims to facilitate the usage of Eldar characters in Inquisitor, and covers everything from reasons to include Eldar in the storyline in the first place, to the esoteric weaponry and skills that mark them apart as the powerful and enigmatic aliens they truly are.

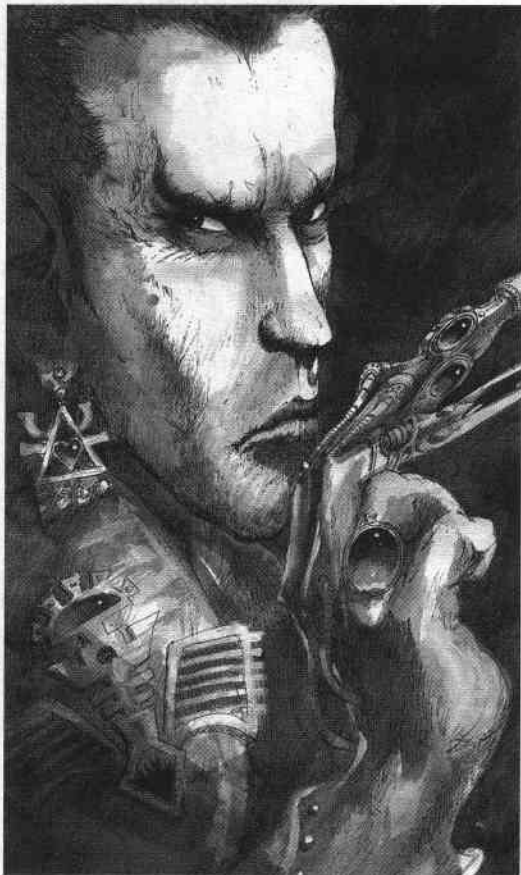
"Trust not in their appearance, for the Eldar are as utterly alien to good, honest men as the vile Tyranids and savage Orks. They are capricious and fickle, attacking without cause or warning. There is no understanding them for there is nothing to understand – they are a random force in the universe."

– Imperial Commander Abriel Hume

WHY WOULD AN ELDAR BE INVOLVED IN A GAME OF INQUISITOR?

Part of the appeal of playing Inquisitor is the interaction between radically different characters, and with the length and breadth of the Warhammer 40,000 universe to explore, there are plenty of diverse characters to involve. Perhaps the only real problem we encounter when incorporating one of the more unusual characters is just why they are involved in an Inquisitor's investigations, and this is never more true than with alien characters. After all, the Imperium revolves around xenophobic beliefs. Tolerance is death, even the briefest of contact with an alien can corrupt a person entirely, and any xenos lifeform should be exterminated at the earliest opportunity. As a result, we have plenty of reasons why an Inquisitor band would seek to hunt down and destroy a rogue Eldar.

A trickier question would be the issue of working alongside such an individual. Why would an Inquisitor employ an alien? A character as enigmatic and aloof as an Eldar only exacerbates this problem. After all, Eldar very rarely form anything close to friendship with the comparatively short-lived mon-keigh, who they see as uncouth and unsophisticated, and naturally their condescending attitude wins them few friends in human society. They have little need for the money or technology Humanity could offer in return for their services, and are often sworn to a particular path that leaves little room for working alongside the goals of anybody other than themselves.



THE ELДАР RACE

Lost in the vastness of space the Craftworlds float in utter isolation like scattered jewels upon a pall of velvet. No starlight illuminates their sleek towers. Distant from the warmth of sun or planet, their domes stare into the darkness of empty space. Inner lights glisten like phosphorus through semi-transparent surfaces. Within live the few survivors of planets abandoned aeons ago amidst terrifying destruction. These are the Eldar, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched suns.

It is impossible to say with certainty how many Craftworlds there are. They were built many millennia ago in great urgency and in times of unimaginable peril. The turmoil and confusion which preceded the destruction of the Eldar worlds was great. All higher government had long since ceased to operate, and it was only thanks to the heroic actions of a few far-sighted individuals that the Craftworlds were built at all.

During the final cataclysm these gigantic space-cities fled, carrying a proportion of the Eldar race to safety and permanent exile. Some Craftworlds survived for hundreds, or even thousands of years before their people faded and died, while others endure to this day. Many floated into the voids and were lost forever in regions of space that remain dark and unexplored. They may be there still, lonely and unheard voices in the wilderness of deep space.

Each Craftworld originates from one of the ancient Eldar planets. Its people are all that is left of a culture of great age and maturity. Over the centuries the Craftworlds' occupants sought out other surviving Eldar amongst the far flung Exodite colonies, and even began to settle new worlds of their own. In this way the paths of Eldar and Mankind met for the first time and humans became acquainted with the most ancient and enigmatic of the galaxy's living races. The names of the greatest Craftworlds were soon heard upon human lips: Alaitoc, Iyanden, Biel-tan, Saim-hann and Ulthwé. All this was many thousands of years ago, yet to this day it is doubtful that more than a handful of humans have ever stepped within an Eldar Craftworld.

So, the natural inclination is for Gamesmasters to use the Eldar as bad guys, as antagonists for the main group of players. But if you fancy using an Eldar character in your warrior band (and with such a beautiful model released this month why wouldn't you?), here's a few reasons why an Eldar character might be involved in an Inquisitor's warrior band to get you started.

THE QUEST

The Eldar is on a personal quest, and needs something, be it a piece of information, access to an ancient library or other resource, or even a priceless artefact, and the Inquisitor has the wherewithal to provide this. The canny Inquisitor is quick to strike a deal; the servitude of the powerful and capable Eldar in exchange for what he seeks.

A COMMON GOAL

The Eldar has sworn to accomplish the same goal as the Inquisitor and his warrior band, be it bringing down a rival Inquisitor, furthering a particular political faction, quashing a rebellion that could spill over to other planets in the system, etc. For the time being at least, it makes sense for the Eldar and the Inquisitor to tolerate each other and work together rather than against each other.

TRUST NOT THE ALIEN

The Eldar character wishes to assassinate a high-standing member of the Inquisition, and has taken the employ of a radical Inquisitor in the hope of learning protocol and ultimately gaining a chance to assassinate his true target through the oblivious actions of his 'master'. This can be a great one to play if you are the Gamesmaster, provided you and the player with the Eldar character do not give too much away with sly winks over the tabletop...

THE GREAT ENEMY

The Eldar work ceaselessly to combat Chaos, especially the works of Slaanesh, in whose creation they played a major part. This is a real gift for Gamesmasters: any time the players come up against the vile machinations of Chaos, you have a ready made excuse to introduce an Eldar into the game. Think about a scenario such as having an Eldar sniper take his shot in the nick of time to pull a captured Inquisitor's fat out of the fire moments before he is sacrificed to some unholy god. As to his motivations, well, that's up to the players to discover.

FUTURE PERFECT

Many Eldar can see the complex paths that the future may take, and often despatch their

forces in order to guide the future along a particular path. In this way, a small application of force in the right place at the right time can stop a war that would kill hundreds of Eldar, or allow the forces of Chaos to gain a foothold on an innocent world. The Eldar character is an agent of a Farseer, and has been instructed either to promote or halt a certain chain of events. Naturally, the Inquisitor is at the centre of these events, and perhaps he himself has a certain part to play if the future is to take the correct path.

THE DEBT

It is not unheard of for the Eldar to come to the aid of Humanity in times of need, and vice versa. The Eldar can be very honourable at times, and despite holding Humanity in contempt, they will generally fulfil an oath sworn to an individual or organisation even if the debt was incurred by one of their forefathers. Likewise, if an Eldar line has in the past provided a major service for a human organisation, an ancestor of the Eldar may well call in the debt, and will take a very dim view of any who intend to renege upon their obligations. If you use this rationale, it is important to ascertain just what the debt is, and also what criteria the debtor must fulfil to cancel it forever.

The Eldar Path

The Eldar are extremely long lived by human standards, commonly surviving for over a thousand years before old age overtakes them. They also live at a pace and pitch of intensity many times greater than even the most talented and determined humans. An Eldar's heart beats almost twice as fast as a man's, his mind processes his thoughts and emotions with baffling speed, and his physical reactions are almost too fast for the human eye to follow. It is this speed and mental capability which make Eldar more different from humans than appearances might otherwise suggest.

It is hard for a human to understand the incredible potential of the Eldar mind. To an Eldar all of life's experiences are available to a heightened degree: the intellectual rewards of study, the exhilaration of battle, the creative impulses of art and music, and every imaginable pleasure of sensation. No creature, not even an Eldar, can taste of such fruits in an uncontrolled or undisciplined way. For an Eldar to yield absolutely to his desires would destroy him, for they have the ability to sate almost any intellectual whim, or to satisfy any



physical appetite. Such was the fate of the ancient Eldar, who succumbed to the temptations of intellectual conceit and physical pleasure, and whose depravities brought about the fall of the Eldar worlds themselves.

The survivors, the Eldar of the Craftworlds, have developed a way to control their own inner natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. It may take years to successfully accomplish this, perhaps more than a single human lifetime. Each discipline is rightly called a path, and each path may necessitate further choices and specialisations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and abilities. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life.

The Path of the Outcast

Many Eldar leave their Craftworlds over the space of their long lifespan, and travel the stars in their spacecraft. These solitary beings have taken the Path of the Outcast, one of the many and diverse Paths that the Eldar follow to keep them from the predations of Slaanesh. The Path of the Outcast is possibly the least

inflexible of the Eldar lifestyles; many Eldar assume it purely because they are tired of the strictly enforced traditions of their Craftworld. Alaitoc, a Craftworld noted for the stringency with which it pursues its paths, has an unusually high proportion of these Outcasts. But they have not forsaken the place of their birth; in times of war they will return to their Craftworld and defend it in the role of the Ranger.

Outcasts are invariably strong of mind; those who are not quickly perish. Unshielded by the rigid constraints of a conventional Eldar path, they are dangerously vulnerable to the malign influence of Chaos. Their heightened consciousness is a beacon to the predatory daemons that stalk the Eldar, among their number the Great Enemy, Slaanesh. Outcasts must be exceptionally strong of character to survive, and even they will eventually return to the sanctuary of their Craftworld existence. But if they do not resume a conventional path they are not welcome for long; their unshielded minds could potentially allow a daemonic entity access to the Craftworld, and they distract the young and experienced with their tales of freedom and adventure.

The Outcasts that travel the width of the galaxy often do so in search of Maiden Worlds to settle, the legacy of their terraforming ancestors. Others seek out the worlds of the Exodites, home to the distant cousins of the Craftworld Eldar whose philosophy revolves around the spirit of the world on which they have settled. A few have recourse to contact with Imperial worlds, whether to refuel, fulfil some aspect of a personal quest or to gather

information on the movements of their foes. It is these Eldar that have the most contact with the Imperium, and not all of it is on the battlefield.

Other, less scrupulous Eldar on the Path of the Outcast have been known to assume the role of pirates, raiding merchant vessels and attacking poorly defended settlements. Those successful in this role make quite a name for themselves, and are generally given to a capriciousness that hints toward a dangerous vanity. The self-styled pirate lords of the Eldar are invariably powerful and wealthy individuals, and generally do as they please. Their ostentation and propensity to indulge in illegal activity means they inevitably come to the attention of the Inquisition, and it is not unheard of for an Inquisitor of the Ordo Xenos to lead a full-scale investigation against such a powerful xenos entity.

On the field of battle, the Eldar Rangers are formidable foes. Each possessing a degree of self-reliance and independence that allows them to work weeks ahead of the main Eldar forces, Rangers infiltrate the enemy camp, sow discord and confusion, and even assassinate enemy officers with their long rifles. Consummate marksmen, the Rangers and Pathfinders often resolve an engagement without a single Eldar casualty. It is said a Ranger leaves no trace of his passing, and makes no sound when he moves. In conjunction with their cameleoline cloaks, these formidable stealth skills can render a Ranger practically invisible once he has taken up his position.



Eldar Ranger Characters

Equipment: Rangers are typically very well equipped, carrying all manner of gear that could sustain them in the field for weeks on end. They invariably carry a Ranger Long Rifle and many carry a shuriken pistol for close-quarter fighting. It is highly likely a Ranger would have plenty of Rare and Exotic equipment, and possible that one would have access to an item of Legendary equipment.

Likely pieces of equipment for Eldar Rangers and Pathfinders include: throwing knives, swords, tanglefoot, haywire or plasma grenades, flak or mesh armour equivalents, bio-scanners, rebreathers, synskin, de-tox, motion trackers, and medi-packs.

Special Abilities: Rangers, as with all Eldar, have the Special Abilities: Catfall, Lightning Reflexes, and Nightvision (see below for more details). Rangers also have the skill Camouflage. They cannot be detected by hearing when Sneaking or Crawling.

Depending on the length of time the Eldar has been on the Path of the Outcast, other likely abilities include Nerves of Steel, Deadeye Shot, Scale Terrain, Set Traps (see Exterminatus 2) Quickload, Rock Steady Aim, and Crack Shot.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Ranger	60	90	50	50	95	85	80	85	85
Random	50+2D10	80+2D10	40+2D10	40+2D10	85+2D10	75+2D10	70+2D10	75+2D10	75+2D10
Pathfinder	60	110	65	65	110	95	90	95	110
Random	70+2D10	100+2D10	55+2D10	55+2D10	100+2D10	85+2D10	80+2D10	85+2D10	100+2D10

Designer's Note: As you can see, aliens such as the Eldar can have statistics that exceed 100. This is because the 1-100 scale is used to represent unaltered humans; therefore aliens, daemons and, of course, Space Marines can have statistics that far exceed 100 in your games. Just don't let them become commonplace!

Spirit Stones

The Eldar are a strange and mysterious people who do not speak openly to aliens of their past or of what they see as their ultimate fate. Some humans have made a study of the Eldar and their history, but none have ever glimpsed the whole truth of the terrible fall and even more horrifying fate of that race. It is common knowledge that every Eldar wears upon his breast a shining gem or polished stone. This psycho-



receptive crystal is called a spirit stone or waystone, and is attuned solely to the mind of its owner. Its purpose is to capture the psychic energy of the Eldar when it is released at the moment of death. As such energies carry with them a large part of an Eldar's sense of identity, personality, and memories, it is quite right to think of this psychic energy as a spirit.

If an Eldar's spirit is not captured by his spirit stone it is absorbed into the timeless depths of the Warp, the shadow-realm composed of psychic force. To a human such a fate means nothing, for virtually no human mind is strong enough to retain a sense of consciousness after death - the psychic energy of the human mind being paltry compared to that of an Eldar. Yet to an Eldar to enter the Realm of Chaos as a conscious spirit represents the ultimate horror. In the Warp there is nowhere an Eldar spirit can hide from the Daemons. The nemesis of the Eldar awaits to consume and enslave them for all eternity. To perish in this way is the ultimate fear for the Eldar, so it is little wonder that they always wear their spirit stones.

Eldar Pirate Characters

Equipment: Eldar pirates will have access to Rare, Exotic and Legendary equipment; some even make it their business to deal in such things. They will always carry several unusual pieces of equipment, and will be armed at all times. It is unusual for an Eldar Pirate not to carry a bladed weapon of some sort, this is often a 'ceremonial' power sword. They often wear sophisticated garments that afford the same protection as standard flak armour (Armour Value 3).

Likely pieces of equipment for Eldar Pirates and Pirate Lords include: throwing knives, swords, power rapiers, photon flash, haywire or plasma grenades, refractor force fields, digital weapons, needle pistols, duelling pistols, antique weaponry, shuriken catapults and pistols, flak or mesh armour equivalents, and de-tox.

Special Abilities: Eldar Pirates, as all with Eldar, have the Special Abilities: Catfall, Lightning Reflexes, and Nightvision (see below for more details). Pirates also have the skill Leader.

Depending on the length of time the Eldar has pursued the lifestyle of the Pirate, other likely abilities include Nerves of Steel, Heroic, Fast Draw, Hipshooting, Quickload, Feint and First Strike.

In exceptional circumstances, an Eldar Pirate Prince may exhibit the use of psychic powers, but only as a last resort.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Pirate	80	75	50	50	95	75	80	85	95
Random	70+2D10	65+2D10	40+2D10	40+2D10	85+2D10	65+2D10	70+2D10	75+2D10	85+2D10
Pirate Prince	110	90	65	65	120	80	90	95	130
Random	100+2D10	80+2D10	55+2D10	55+2D10	110+2D10	70+2D10	80+2D10	85+2D10	120+2D10

New Special Abilities

NIGHTSIGHT

The character has highly developed senses, and is able to see far further at night than most. Whether due to a genetic predisposition or an alien physiognomy, the character may ignore all Detection penalties imposed due to poor lighting conditions. Bear in mind that even with this ability the character cannot see in pitch black environments.

This Special Ability can often be conferred to other races with the use of specialist equipment or even a highly advanced bionic eye.

CAMOUFLAGE

The character knows how to blend into his surroundings almost seamlessly, whether due to natural camouflage or special skills and equipment. If the character spends an action hiding and does not subsequently move from that location, anybody checking to see if they can see the character by sight alone must do so at a -30% to their Awareness test in addition to other modifiers, unless they are using specialist equipment such as infra-red, bio-scanners, etc. Anybody shooting at a character

that is hiding from view in this way is subject to a -20% modifier to their BS due to the concealing effects of the camouflage. Deadeye Shot and Laser Sights can never confer a bonus to someone shooting at this character.

This Special Ability can be conferred with the appropriate skills, clothing and equipment, however, anything short of cameleoline will only confer camouflage in one particular environment (Catachans may have Camouflage: Jungle, for instance).

SCALE TERRAIN

The character is adept at negotiating even the most difficult of terrain, and may carry advanced specialist equipment especially for this purpose. The character ignores all penalties imposed by difficult terrain and steep slopes, and may move across them as if they were clear. Sprinting across difficult terrain is still a Risky action, however. Obstacles under 4 yards of height may be crossed in one action instead of the usual two. In addition to this, the character may climb at a rate of 5 yards per action, and climbing never counts as a Risky action.

CRACK SHOT

The character is such an accomplished marksman that, with the appropriate sighting equipment and years of experience with his favoured weapon, he is able to pick out weak spots in his victim's armour. His bullets invariably target locations such as joints, collars and visors, enabling him to fell even the most heavily armoured of targets. When this character achieves a placed shot, his opponent must count the Armour value of that location as 1D6 lower for the purposes of this shot only. This skill can only be used when firing a weapon that has the single mode and no option for any other.



Eldar Armoury

Eldar weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Ranger								
Long Rifle	Basic	H	Single	+30*	2D6+4	1	12	30
Shuriken Pistol	Pistol	A	Semi (4/6) Full (12)	-	2D6	40	2	15

RANGER LONG RIFLE

Legendary

The Ranger Long Rifle is a precise and extremely advanced weapon with a distinctive organic shape that incorporates an array of powerful sights and a long fluted barrel. The hallmark of the Eldar Ranger, it is said that such is their accuracy with these weapons they can pluck a spider from its web from the other end of the street. Needless to say, such incredible marksmanship is of great use upon the battlefield; the enemies of the Ranger often find their fuel lines ruptured or promethium tanks igniting before they are even aware of his presence.

* A non-Eldar using a Ranger Long Rifle uses an Acc value of -20.

Ranger Long Rifles automatically have the Infrascopes and Range Finder gunsights.

SHURIKEN PISTOL

Exotic

The shuriken pistol, like its larger cousin the shuriken catapult, is a typical armament for an Eldar warrior. It fires a stream of magnetically accelerated discs at its target, each with a monomolecular edge so sharp that it can shear through flesh and bone with equal ease. These weapons contain a solid ammunition core, and are good for several bursts of fire before the ammunition needs to be replaced.

DIRESWORD

Legendary

Pirate Princes only

The Diresword is an extremely potent power weapon, incorporating a spirit stone in its hilt. When the Diresword strikes, the spirit within the blade can attempt to destroy the mind of the target.

	Reach	Damage	Parry Penalty
Diresword	3	3D10	-5%

If the damage taken from a Diresword exceeds the victim's System Shock value after all adjustments have been made for armour, etc, the victim must make a successful Wp test. If they fail, they must add a further D10 to their Injury total.





SOULSTONE

Relates to secretive, denial, hiding or preservation key runes.



THE ELDAR OF THE STARS

Rune for Craftworlds and their inhabitants. Connotations of imprisonment, eternity, rigidity and self-denial. Stylised in present inactive tense.



SALVATION

Lit: One who has passed from the shadows into the light.



ELDAR OF HISTORY

This rune represents the Exodites. Similarities to pre-Fall runes for regression and escape. Stylised in the ancient past inactive tense. Phrase above main rune means isolated, lost, divorced and disenchanting.



SOLITAIRE

Soulless or living dead. However, also a rune of hope or rescue.



WORLD SPIRIT

Abandoned or forgotten, also connections with runes for eternally lost or beyond retrieval.



OUTCASTS

Those who wander. Ancient meaning is shadow or the lost.



THE DARK KIN

Anarchy and violence, corruption and torture, pain and misery. Forms of this rune mean soulthieves, thirsting ones, the predators or forever damned.



FREEDOM

Other meanings include victory or transcendence. Similar to runes for hope and future.



THE SOUL-LESS ONES

Formed from runes connected with hunger, so could mean ones with no hunger, devoured ones or even the ever-hungry ones.



THE GOD OF LAUGHTER

'Those who travel' or 'The Fearless'. Stylised in the future active tense, suggests things to come rather than things which have come to pass. Also based upon an inverse rune which means the 'Great Enemy'.



SOUL-DRINKER

Also scavengers, looters, parasites, vermin, dying, diabolical, demonic and decaying. One of the most hideous rune-concepts in Eldar language.



Sirs... The artefact above [illustrated by my Uncle Langstri Mung] was taken from an ancient Eldar site on the third moon of Paravax by my great, great-grandfather Eleusis Mung. Since then our family has endeavoured to understand its full import. We have done much research into the mysterious Eldar language and believe it to be some form of physical representation of the beliefs of the disparate Eldar races.

Your Servant, Obelius Mung

Alanthrasil Swiftblade

By Phil Kelly

Aliachemoranthrashe'll, broadly translating as 'the swift and final twist of the crescent blade', was born on Craftworld Biel-tan eight hundred standard years ago. The youngest of two siblings, his father Morecthias was an incredibly accomplished Dire Avenger Exarch, as was his father before him. Millennia ago, Alanthrasil's ancestors had pioneered the martial discipline of Imaluan, hinted at in the teachings of Asuryan. These learned warriors taught their many disciples the virtue of total grace and economy of movement. When the masters of the art performed the complex dance of war, not a single iota of energy was wasted. Every action and reaction was perfectly executed, every cut and parry timed to precision, achieving an almost supernatural state of grace.

It was thought by some that the true masters of Imaluan could achieve a transcendental state, their quicksilver dance so fast that their opponents seemed to move as if underwater. Alanthrasil and his sister Eminielle had progressed far toward this level of mastery when their father Morecthias was granted the single highest honour the Farseers of Biel-Tan could bestow; to be crowned as the Young King.

Given the war-like nature of Craftworld Biel-Tan, it was not long until the Swordwind marched to war once more. Alanthrasil, watched as his father and mentor was led to

the ritual sacrifice that would awaken the Craftworld's war god. The Eldar consider it a great honour to be a Young King, consumed by the Avatar, becoming one with the raging furnace that was its soul. But no matter how many times Alanthrasil told himself this, it did not comfort him. Alanthrasil could take no joy in anything other than the savage thrill of killing, mercilessly and without pause, in the fiery shadow of what had once been his father.

Years later, when the scars of bereavement had begun to heal, he and his sister finally achieved perfection in their discipline. Their relationship was a complex interaction of dark passion and purest commitment, with Alanthrasil the darkness tinged with light and his sister the light tainted by darkness. They would duel from dawn till dusk in the Forest of Silence, their movements blurring as the consummate swordsmanship taught to them by their father weaved a dance in which neither could truly triumph. Only the harmony of their kinship prevented them from descending the solitary path of the Exarch, locked forever into the Path of the Warrior, held in awe and fear in equal measure by their fellow Eldar. When the tendrils of Hive Fleet Leviathan curled toward Craftworld Biel-Tan, Alanthrasil and his sister were at the forefront of the fight against the Tyranids. Although each attack was planned with surgical precision, the Eldar lost

thousands of warriors, Eminielle among them. The chittering swarm that pulled Eminielle down and gorged on her flesh were too numerous for Alanthrasil to defeat. Only by leaping onto the vane of a swooping Vyper jetbike did he escape at all, scores of razor-sharp bites shredding his armour and disfiguring his face.

But the Tyranid infestation was ultimately suppressed by the Eldar counter-strikes. Whilst the rest of the Biel-Tan army returned to their Craftworld, Alanthrasil spent long days trawling through the detritus of battle, flitting like a ghost from corpse to corpse. When he eventually found the site of Eminielle's death, everything other than the impenetrable psycho-crystal of her spirit stone had been consumed by the ravenous swarm that had pulled her down. Alanthrasil took it back to his ship, and forged it into the hilt of his sword, that he could fight alongside his sister until the time of his own death.

It did not take long for Alanthrasil's lonely flight away from the battlezone to run into hostile space. A fleet of Eldar Pirates held dominion over the territories into which Alanthrasil flew, and welcomed the possibility of adding a new craft to their armada. The Pirate Lord Hiriag ordered the fighter to be taken intact, and it was not long before Alanthrasil was surrounded with no hope of escape. Alanthrasil knew to fight was a pointless exercise as the pirates would

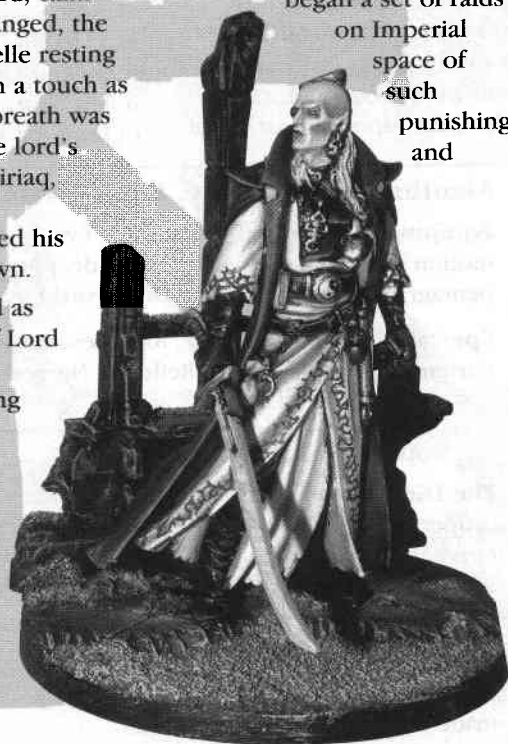
not hesitate to destroy him if he made any real show of resistance. A looming frigate bore down on his fighter, the docking bay opening to swallow the fighter craft like some vast aquatic predator. Once within its massive hull, he was led from his craft, by a group of heavily armed Eldar pirates.

Alanthrasil remained silent as he was led before Lord Hiriag, and did not respond to their questions or their cruel taunts. Even when they goaded him forward with sharp blades the warrior remained impassive, his scarred features betraying no sign of emotion. It was only when the pirates reached to take the sword Eminielle from her scabbard that Alanthrasil acted. Making a cutting gesture with his hand toward his foe, his sword appeared in his hand a split second before the motion's conclusion. Two pirates fell, bisected cleanly across the torso. The streams of shuriken fire from the other pirates did not find their mark, for Alanthrasil was already above them, stepping lightly up the falling bodies of his victims and vaulting backward in a graceful arc. His body seemed to occupy only the space in which the streams did not pass, the diresword Eminielle flickering down to take one, two, three heads from the necks of his assailants. Time seemed to slow for Alanthrasil as more pirates rushed to bar his advance toward Hiriag. He slid and darted through the oncoming fire, anticipating every

movement of his enemy and positioning himself for a perfect counterstrike, flinging the diresword forward in an underarm throw that passed through the chest of one pirate and into the neck of another before smoothly reversing direction and returning hilt-first to his outstretched hand. His sinuous, complex dance was unstoppable, a roll under enemy fire culminating in an outstretched sword to the heart, a rising pirouette that seemed an evasive manoeuvre leaving the two nearest assailants cloven from hip to shoulder. Hiriag backed away, assuming the classic guarding position with his curved power weapon, but the ornate sword fell from his outstretched hand, as did the fingers holding it. Alanthrasil was face to face with the pirate lord, calm expression unchanged, the diresword Eminielle resting on his throat with a touch as light as silk. His breath was cool on the pirate lord's sweating brow. Hiriag, understandably impressed, ordered his men to stand down. Alanthrasil served as the bodyguard of Lord Hiriag for many decades, absorbing everything the infamous rogue could teach him about starcraft and piracy in return for tutelage in the ways of Imaluan. Hiriag had his crippled hand replaced by the

finest of gilt bionics, just as Alanthrasil's damaged face was covered by the most advanced of augmetic replacements. The two became close, and over time the warrior began to regard the pirate lord as a mentor and friend. But the dark curse that seemed to be following Alanthrasil eventually struck once more. During a period of dissent within the ranks of the pirate fleet, Alanthrasil returned to the flagship to find the cooling corpse of Hiriag slumped across his antique dining table, a thin trickle of blood-flecked drool testament to the manner of his death. Alanthrasil hunted down the culprit and his coterie of mutinous traitors, one by one.

Assuming command of the pirate fleet, Alanthrasil began a set of raids on Imperial space of such punishing and



unparalleled aggression that the overstretched Imperial forces in the region soon changed their views on the pirate fleet from a regrettably tolerable parasite to a priority target. Alanthrasil earned his infamy in a remarkably short time due to his insistence that he lead every boarding action, and soon came to the attention of the Inquisition. It did not take long for one of their number to learn about the behaviour of the pirate prince Alanthrasil, and arrange the detour of Battlegroup Gravis, bound for Biel-Tan, toward the territory of the pirate fleet.

Although Alanthrasil was well-skilled in the arts of piracy, the Inquisitor had studied the patterns of his raids well and set up a trap, using a seemingly crippled frigate as bait. The pirate prince descended upon the ship, only to find that a far larger fleet of Ork pirates was following the same frigate. The Orks, upon the arrival of

the Eldar Pirates, changed their priorities immediately and engaged Alanthrasil's pirates in a series of aggressive attacks. Even with his evasive skills there was no escape, for he was badly outnumbered and not the equal of his former mentor. After a comparatively short engagement, his fleet was all but destroyed, and the stellar sails of his flagship irrevocably damaged.

The pirate prince was fully expecting to be obliterated, and watched open-mouthed as the Imperial Fleet smashed into the Ork pirates. The resultant display of raw military power was no doubt intended for him, the Imperial attack decimating the Orks and scattering the remainder in a few short hours.

In the resultant parley, Alanthrasil's unlikely saviour revealed himself to be one Inquisitor Lichtenstein, a noted figure within the ranks of Imperial society.

Alanthrasil suspected he had a hand in setting the trap that has cost him his fleet and a great many trusted friends and advisors. Nevertheless, he stayed his blade, for Imaluan taught that should a warrior save another warrior's life, be he rival, enemy or friend, a debt was owed to him up to the point at which the deed could be repaid in kind. As the human droned on and on in his condescending monotone, Alanthrasil felt his father's eyes upon him, and felt his sister's spirit-stone grow hot within the hilt of his sword. The human had saved his life, therefore he was beholden to him. The matter was simple, to dishonour it was to dishonour the code of his forefathers. Before him, the human was insisting the debt was equal to a year's servitude.

For the time being at least, he had no choice but to comply.

Alanthrasil Swiftblade, Eldar Pirate Prince

Equipment: Advanced bionic right eye, Eldar Long Rifle with built-in rangefinder and motion predictor, 1 Haywire Grenade, antique duelling pistol, Runic Talisman (counts as pentagrammatic wards), the Diresword Eminielle.

Special Abilities: Acrobatic, Ambidextrous, Catfall, Dodge, Feint, First Strike, Force of Will, Furious Assault, Lightning Reflexes, Nerves of Steel.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Alanthrasil	133	88	54	58	141	92	73	88	71

The Diresword Eminielle: Eminielle is a power sword. It counts as having the Daemonic properties Bound and Deflection. When a character takes more unsaved damage from Eminielle than their System Shock value from any one wound, they must pass a Wp test or add a further D10 damage to their Injury total.

Jinx: Even as Alanthrasil flaunts death in battle, it strikes down those around him, ending the lives of those he is close to in violent or painful ways. If Alanthrasil is allied to any other models on the battlefield, ie, those of his warrior group, they must add +10 to every roll made on their Hit Location chart.

Alanthrasil Swiftblade

by Andy Foster
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Figure 1: Conversion



Figure 3: Robes, Coat & Thorn Detail



Figure 4: Face & Eyes



Figure 5: Armour

Figure 2:
Blacked



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Figure 6: Gloves & Boots



Figure 7: Hair

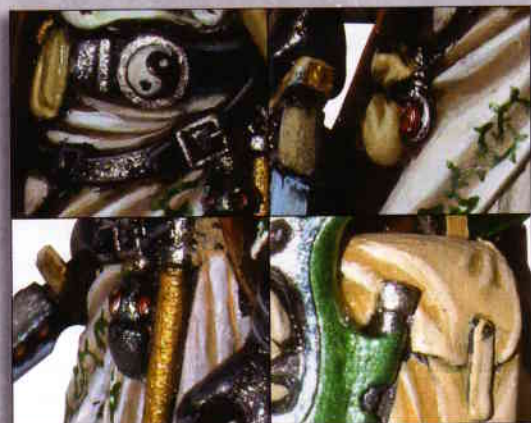


Figure 8: Straps & Jewels



Figure 9: Weapons



Figure 10: Base Detailing & Display



Andy Foster is the owner and sculptor of Heresy Miniatures. Before that he worked as the manager of Warhammer World.

Khibala Yusra
by Mark Bedford
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Figure 1: Blacked



Figure 2: Base Coats



Figure 3: Skin



Figure 4: Quills



Figure 5: Cloth, Straps & Pouches

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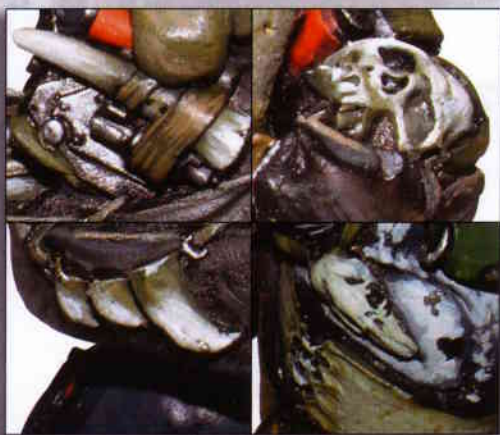


Figure 6: Teeth & Skulls



Figure 7: Shoulder Armour



Mark is our resident Fanatic sculptor and a talented painter. See his great diorama on the back cover of the Inquisitor Rulebook.



Figure 8: Weapons & Visor



Figure 9: Base Detailing

INQUISITOR MASTERCLASS

Alanthrasil Swiftblade by Andy Foster

There's a moment in *The Empire Strikes Back* when Darth Vader turns to Boba Fett and says "No disintegrations..." and Boba Fett tuts loudly in disapproval. Such was my first reaction when Andy Hall (replete with breathing apparatus and shiny helmet) turned to me and said "No major conversions, just paint it nicely for the most part." Of course, this was before I'd had a chance to properly look at the model. Once I saw it, I knew I didn't have to convert it heavily at all.

Anyway, I can't resist making a model my own, and on such a lovely bit of sculpting as this all I needed to do was turn the head ever so slightly more to the side, and touch up the ponytail the model wears.

First, I trimmed the head off at the side of the neck, to make the head more upright when turned to the side, and to make it fit neatly against the rear of the collar (fig. 1). To fill in the gaps, I applied green stuff to the base of the neck, around a small pin I had added to firmly hold the head in place.

I lengthened the ponytail to hide the join a little more and disguise the collar lapel on the neck that had moved around with the head (fig. 1). I wanted to give the model some lush 80s New Romantic hair, blowing in the wind in the same direction as the coat tails are moving, but I didn't have the time and that's quite a big job, so I opted instead to simply give what little hair the model already had some extra life. I rolled up two small sausages of green stuff, stuck them either side of the neck and drew in lines using a sculpting tool and a sharp edge.

HAIR

When doing hair, you need to have plenty of water or similar lubricating substance on the tool you are using because when you drag the tool through the green it will pull off the carefully placed sausage if you don't do this.



I tried to put a few random curls and wavy lines into the extra hair to give it that life-like quality I was looking for. Eldar rangers are best described in my opinion, as 'Wind-swept and interesting' individuals, so I wanted to try and capture the feeling of someone who moons about a lot, standing in silhouette against the pouring rain, that sort of thing.

THE PAINT SCHEME PLAN

Having stared at the Eldar until it felt like my eyes would bleed, I eventually opted for a combination of themes. The first was the obvious: this is an outcast or exiled Eldar. The model itself is reminiscent of the archetypal samurai from a Kurosawa movie, travelling as a hired sword in exchange for money or food. The other thing it reminded me of (and lots of things do) was of course, the other sci-fi version of a samurai – the Jedi knight. Realising this, I knew at once I wanted to paint the model in brown and cream robes. The armour the model wears was slightly more difficult. Andy told me Alanthrasil was from Biel-tan so I opted for the reverse colour scheme to normal, with green armour and technically a white helmet.

I would also incorporate the thorn emblems associated with this particular craftworld.

So my plan was set. A combination Jedi/Samurai/Biel-tan Eldar.

After the undercoat (fig. 2), the first stage was to paint the outer robes, as this was the largest area of the model and I always like to score a quick victory in the first stages of painting. In this case, I considered the idea of painting the robes in a camouflage scheme to represent the cameleoline coats worn by Eldar Rangers, but decided this would look odd on anything except the particular coloured background, so instead I went for a plain brown, a combination of Eldar elegance in style with the practicalities of intergalactic travel. Brown, after all, is the new aquamarine!

ON WITH THE COAT!

Scorched Brown was applied fairly liberally, and then allowed to dry (fig. 3). It was

watered down slightly, which allowed the black undercoat beneath to show through and darken the colour a little. The second coat was applied as a sort of highlight, building the same colour up stage by stage. The ripples, folds and the very edges of the coat would be highlighted with a nice tan brown from my paint collection (I have over 470 different colours of paint from different manufacturers, most of which are brown, grey or red. This is to save on mixing paint. I'm a very lazy painter. I still don't know why I agreed to do this article. Oh wait, I remember, it was the way Andy Hall was threatening me with a rabid blister-packer... Anyway, most of the colours are matchable more or less in the Citadel paint range, so use your imagination to decide which ones you could use.)

The way I highlighted the coat was slightly different to the proscribed techniques I normally use (fig. 3). Because it was such a large surface area, the easiest way to highlight it was to actually mix the paint on the model itself. Now, some Citadel paints such as Scorched Brown tend to dry extremely quickly, especially on the palette. I used a special drying-retardant gel mixed into the paint to keep it wetter for longer and then painted a large amount of the lighter brown (let's say Dark Flesh) onto the tops of the raised folds, and alongside it a strip of Scorched Brown. Then, with a damp brush, I simply blurred the two paints into each other along their edges, giving me a neat fade from one colour to the next. After drying this off with a hair dryer (otherwise the paint can flake off if it isn't dry all the way through before you paint on top of it) I repeated the trick using a lighter brown again (eg, Snakebite Leather) this time fading from Dark Flesh. This being a larger scale model I always highlight a lot more 'realistically' rather than going for sharp contrasts of shadow and light. At this point the sleeves of the model were also brown so I convinced myself that the sleeves belonged to the inner robes and not the brown outer robes, which now seemed like they might be a long waistcoat affair. I was basing this idea on the inevitable nature of Eldar to make things more complicated than they have to be.

I repeated the blending technique on the collar and triangular flaps, and then moved onto the inner robes (fig. 3). These would be an off-white colour. I decided to use a buff brown for the base colour rather than a blue or grey.

Once two coats of thinned buff paint had dried and covered all the black areas, I repeated the

technique I used to highlight the outer robes, only this time a straight mix up to an off-white paint (the actual colour of the paint is, in fact, 'off-white') from the buff colour (try Bubonic Brown). I used off-white rather than white as it left me the option of highlighting the robes with pure white if necessary, later. After this I then went over it again with two extremely thin coats of white paint to tone up the buff colour a little more, in keeping with the 'realistic' approach.

I needed to incorporate the Biel-tan thorn motifs, so I carefully painted spirals of Dark Angels Green down the long edges of the inner robe and around the bottom edge of the sleeves (fig. 3). Having done this, I added tiny flecks of DA green for the thorns themselves, positioned randomly along either side of these lines. Where the line was too thick, I went over it with the off-white colour used for the rest of the robes.

After the repetitiveness of the thorns I decided to cheer myself up by painting the face of the model (fig. 4). I started with a coat of Elf Flesh to cover over the black, put a wash of Dark Flesh/Elf Flesh mix in to the recesses and shadows, went over it with Dwarf Flesh, then mixed in Elf Flesh whilst this was still wet, painting it liberally onto the raised areas of the skull and cheeks. This process continued in frenzied fashion for the next four coats, moving through Elf Flesh into Pallid Flesh and eventually even into Skull White for the very light highlights on the cheekbones and eyebrow areas. I went back over the lips with Dwarf Flesh, briefly considering black lipstick and a teardrop tattoo under the organic eye. I painted the bionic eye black, then Boltgun Metal, then Mithril Silver highlights. You can jump from one to the other, a trick I learnt back in the days when I worked for GW in Warhammer World and we had a period of 'in-store figure painters'. Simply paint the area with Boltgun Metal, and then apply incredibly thin washes in tiny amounts to the areas you want to highlight. I have adapted the technique to suit my own inertia. Basically, I paint the area silver, then shade backwards by adding Black Ink to the Mithril Silver and painting into the recesses or centre of the flat area in this case. I had to play about with the shading around the eye sockets and directly below the cheekbones to get the effect I wanted, which was subtle but strong (fig. 4). When I was finally happy, I painted the eyes in black, then white, then in a moment of reckless abandon I painted in a blue iris and a black pupil.

The armour was repainted black to cover over the splashes of other colours it had acquired by this time. The sharp edges of the armour plates were highlighted with Dark Angels Green, then a blend of this and Scorpion Green was used along the edge (fig. 5). Remember to keep the highlight very thin in both consistency and size. Dried off with the Hairdryer of Doom, the area was subjected to a Dark Green Ink wash to unify the greens with the black areas, and then a coat of Gloss Varnish was applied to give it a plasticised look. The gloves and boots were highlighted from black using one of the 23 different greys I own, then with a lovely Ice Blue mixed into the grey (fig. 6). These too were gloss varnished. I find that varnish can lend depth and richness to black on a model, but you have to take into account the shininess that goes with it and use it sparingly or for special effects.

The hair was next. I was tempted by black, but then went for blond (fig. 7). To do this, base coat in a mix of Snakebite Leather/Skull White. Cover up all signs of black, then apply Golden Yellow. Highlight with a mix of Golden Yellow and Bleached Bone. I went up as far as Bleached Bone for the final highlights, trying very hard to maintain the overall blonde nature of the hair. I then moved on to the details of the model: the belts, straps and jewels (fig. 8). I went for a straightforward black highlighted with Space Wolf Grey for the belts on the front of the model, with metal areas picked out firstly in a metallic blue then in Boltgun Metal and highlighted with Mithril Silver. The strange rod thing hanging on the belt flummoxed me for a moment or two but I played safe and went for Brazen Brass, followed by Shining Gold then Burnished Gold highlights. The hilt on the sword was also painted with this, although the grip was painted in the metal scheme. There is a technique called Non Metallic Metal (NMM) which is becoming popular in the hobby. This consists of painting metal as it appears in illustrations, using yellows and brown to paint gold for example. I'm rubbish at it, but I have always highlighted my metal by mixing white into the final highlights anyway, and I did this with the sword and the metalwork on the buckles, etc.

I repainted the jewels in black. Because they were so small, I simply used Blood Red (no mixing) to highlight the bottom edge of the jewels, painted a couple of white dots on the top edges and a white strip along the bottom edge to represent reflected light, then gloss varnished these (fig. 8). I decided to use a ying-yang symbol on the

main belt buckle rather than a jewel. This is a lot easier to do than it looks. Simply paint a circle of white on the black and extend it at one end into a tadpole shape. Then you paint over it a little with the black to make the opposite shape on the other half of the circle. Complete the design by placing diametrically opposite dots of black and white on the two halves of the design.

I picked out the pouches and the backpack with Bubonic Brown, highlighted with an ivory mix (fig. 8). The sniper rifle was painted with my metal scheme for the most part, although for the topmost plates of armour on the gun I actually used a metallic green – a colour I haven't had the opportunity to open in fourteen years!!! (yes, it was still in top condition). I picked out the jewels on the rifle in the same style as those on the rest of the model (fig. 9).

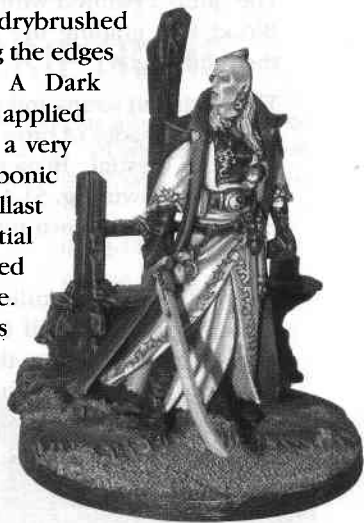
The sword blade was the last thing to paint. I wanted a lightsaber effect for it, but of course this is pretty impossible to achieve in paint (fig. 9). So I went for an Ice Blue basecoat, highlighted with a mix of Skull White. I worked a tiny amount of Enchanted Blue into the mix to paint into the shadows, and also used this to paint a reverse energy arc along the blade. Usually, this trick is done in white over a dark colour but I took the opportunity to experiment and painted it with the dark blue over the lighter blue. It works well enough, I think.

Having finally finished the main model, I turned my attention to the base (fig. 10). I made a 50mm base using two old Epic 40k titan bases glued together and filed down. On top of this I glued a section of 40k scenery floor, and a section of ruined wall. I glued some railway ballast over this and on the window ledges.

When dry, I undercoated it black.

This was then drybrushed Bubonic Brown along the edges of the stonework. A Dark Green Ink wash was applied over this, and finally a very light drybrush of bubonic brown again. The ballast was painted Bestial Brown and drybrushed with Bleached Bone.

The edges of the bases were painted black to neaten it off and I pinned the Eldar into position. And there you go, a finished Eldar Pirate!



INQUISITOR MASTERCLASS

Khibala Yusra by Mark Bedford

This article will let you into my methods of painting the Kroot character Khibala Yusra. I began in my usual way by cleaning and assembling the figure, only leaving off the large pouch for ease of painting. I have found that wood glue applied with a cocktail stick to small gaps will fill the join quickly and neatly. You can also use it to build up bumps/boils on skin areas. Larger areas were filled in using the old fashion method of green stuff. I pinned the pouch and stuck it to a cork for something to hold onto whilst painting it.

After the green stuff had dried, I undercoated it with Chaos Black spray paint and allowed it to dry overnight (fig. 1).

I started off by painting the flesh of the Kroot. I wanted a two tone effect very similar to that on lizards and snakes so I looked through a couple of reference books and found what I was after (fig. 2&3). A pale underside with dark contrast. I highlighted the already sprayed black skin areas with a mix of chaos black and shadow grey, adding more grey to the mix the further the process went. The pale skin parts began their life as a mix of Chaos Black and Fortress Grey, to which I added Pallid Flesh. To make the flesh more natural I added blemishes to the skin, the Pallid Flesh mix to dark areas and vice-versa to lighter parts.

The quills I painted with Scab Red, Red Gore, Blood Red grading the colour further down the quill (fig. 4).

The cloth and straps and pouches were painted in various shades of brown including Snakebite Leather, Bestial Brown, Vermin Fur and Bubonic Brown (fig. 5). I highlighted by adding Elf Grey to the brown mixes add more grey as desired.

The teeth/tusk and skulls I painted with Bleach Bone again adding Elf Grey to the highlights (fig. 6). You will notice through this guide that I do not use any shading methods. That is because I prefer to work from dark to light on my figures and shading washes tend to dirty down a model of this scale.

The shoulder pad was picked out with Dark Angels Green and a mix with Goblin Green for the highlight (fig. 7). The appearance of paint chips was achieved by painting Chaos Black in the places the flaking paint was supposed to be and then painting Boltgun Metal over those areas.

The weapons were given contrasting looks. I wanted the K'Nib launcher to have the appearance of an ancient weapon, handed down through the ages (fig. 8). So I gave the whole gun a drybrush of Tin Bits the another heavier dry brush of Hawk Turquoise finished off with a mix of Tin Bits and Dwarf Bronze.

The Galthite Lacerator is supposed to be of a crystalline manufacture so I painted the claw with a dark green highlighting up to a Snot Green on the edges (fig. 8). You could of course use another colour red, purple or blue maybe in the 40k universe crystals come in many colours

The visor I painted metallic and after highlighting I gave it a coat of gloss varnish. I then glued the pouch in place and painted the base Dark Flesh, adding flock and grass when dry (fig. 8).

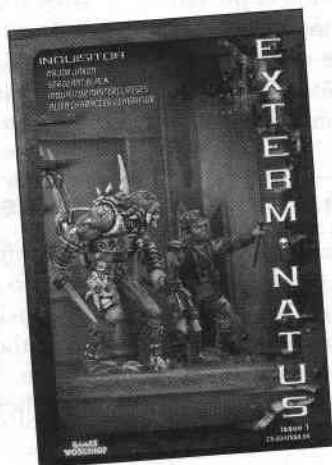
He is now ready to reek havoc upon the galaxy.



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Kroot Mercenaries

By Graham McNeill

The Kroot are a race of mercenary warriors from the planet of Pech in the Ultima Segmentum. They sell their skill at arms to the highest bidder, and, while

some fight exclusively for the Tau Empire, others ply the stars. Travelling on their warp-capable warspheres, they can be found battling alongside humans and alien

races throughout the galaxy. They are proficient killers, and with their propensity for eating the flesh of those they defeat, it is a brave foe that dares to stand against them.

Kroot Mercenary Characters

Equipment: Kroot mercenaries can have access to a wide variety of equipment that they loot from the bodies of those they have killed. It is also common for Kroot to accept payment in supplies, weaponry and the flesh of the slain. Their equipment could include all Common weapons, frequently Rare weapons and even occasionally Exotic ones, though the rarer weapons would be those owned by a Kroot mercenary of some renown. Kroot characters will not use combat drugs however as they are known to react badly with their alien metabolism, with dire side effects.

Special Abilities: Acrobatic, First Strike, Furious Assault, Stealth (see below), Cannibal Hunger (see below).

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Kroot	75	55	65	60	70	55	60	70	65
Random	60+3D10	50+2D6	60+2D6	55+2D10	65+2D10	50+2D10	50+2D10	65+3D10	60+2D6

Stealth: Kroot have acute sensory organs located within the spine quills on their heads, and are extremely difficult to surprise. As a result, Kroot gain +30% on any test relating to Awareness. In addition, Kroot are able to move incredibly stealthily, beyond that which any human could ever hope to achieve and thus any attempts to detect Kroot without the use of specialised equipment (bio-scanners, etc) suffer a -30% modifier.

Cannibal Hunger: One of the most odious habits of the Kroot is eating the flesh of those they kill. If a Kroot takes a foe out of action in close combat he will spend all his remaining actions that turn feasting on the body of his foe. Treat these actions as unarmed attacks.

Khibala Yusra - First Born Twin of the Spear

From the western jungles of Pech, Khibala Yusra was the first born of only two twins that survived their birth into the Murabla kindred. The Murabla were a warlike kindred, many of whom followed the path of the mercenary outside the exclusive agreements sworn with the Tau. Khibala Yusra earned his name when he slew a great Kroot beast, the confrontation cost him his twin brother and he nearly lost his life.

Upon regaining his health, Khibala Yusra rose to become

the leader of his Kindred, the most important social grouping of Kroot. As his reputation as a respected war leader grew, he went on to become a feared mercenary chief, honoured for his bravery and swiftly gained command of his own warsphere. His victories soon garnered him much respect from all kindreds on Pech and his periodic returns to the homeworld became occasions of great celebration and feasting.

On one such occasion, Khibala Yusra and his warriors returned to find their Kindred's

ancestral lands ravaged and extended families slain. The other kindreds told of a hideous rain of fleshy spores that disgorged hundreds of monstrous beasts, which landed amidst a time of great ill-omen. This tide of alien killers slew all before it, devouring kindred after kindred before sweeping into the haunted depths of the Ygothlac forest. The kindreds told of great sounds of battle and howls that rent the nights with their fury. Days later, the shattered remnants of the alien invaders scuttled from the

forest in disarray, where the kindreds who had kept watch on the forest were able to slay them with ease.

Most of the alien corpses were destroyed but one was kept alive. He had encountered such creatures before as a mercenary leader, and knew them as Tyranids. He ritually slew the alien beast and devoured its vile flesh, that he might know his enemy and set out with his warriors to fight the murderers of his kindred.

Khibala Yusra's kindred travelled the galaxy, plying their trade as warriors for several years, fighting against Tyranids, and numerous other alien foes. Khibala Yusra personally slew the leader of a warband of Galthite Expansionists, taking this powerful weapon for himself. Without a Kindred back on Pech to replenish their numbers, Khibala Yusra's warband grew smaller, with each fallen warrior solemnly

devoured by the Kindred to preserve his genetic material. As their numbers fell, they were forced to abandon their warsphere and earned passage on the starships of their employers, and, following the trail of Hive Fleet Kraken, Yusra led his Kindred towards the world of Ichar IV. Here, Khibala Yusra led his warriors into battle as the forces of the human Emperor fought against the Tyranids. Khibala Yusra's warriors helped the defenders to ultimate victory.

Soon the ferocity of the Kroot warriors came to the attention of Inquisitor Agmar and, with the Ultramarines stretched to the limit in cleansing the last pockets of resistance, the Inquisitor granted them Imperial Sanction and took Yusra and his few remaining warriors into his retinue.

Khibala Yusra and his Kroot remained in the service of Inquisitor Agmar for another two years, though it was clear

that Khibala Yusra had agendas elsewhere. Eventually, his warriors were all dead and the once-proud mercenary chief was all that remained of the Kindred, their genetic material contained within his body. Knowing something of Kroot death-oaths, Inquisitor Agmar released Khibala Yusra from his service. Since then Yusra has wandered through space, seeking to kill as many Tyranid organisms as possible before succumbing to an honourable death.



Khibala Yusra – First Born of the Twin Spear

Equipment: Galthite Lacerator (see page 80 of the Inquisitor rulebook) in left hand and K'Nib multi-launcher (see below) fitted with combat attachment (reach 3) in right hand (both weapons count as implanted and therefore cannot be dropped due to injury). Fighting mask incorporating Re-breather, range-finder and anti-flash visor (+20% to Initiative to avoid being blinded by photon grenades, Blinding Flash psychic power etc). Medi pack, 3 Frag grenades.

Special Abilities: Acrobatic, Ambidextrous, Cannibal Hunger, First Strike, Furious Assault, Force of Will, Rock Steady Aim, Stealth

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Khibala Yusra	75	57	66	60	70	55	60	70	65

K'Nib multi launcher: This weapon draws its power from the metabolism of the wielder and when it fires it launches a hail of reactive bio-plasma.

Alien weapon	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Multi Launcher	Basic	E	Special	–	2D10	–	–	45

Since the multi-launcher draws its power from the Khibala Yusra, its firing mode is dependent on his Toughness. It always fires on semi-automatic, but the number of shots is equal his Toughness divided by 10, rounding up. However, this is a draining experience and every time the weapon is fired (regardless of how many shots), Khibala Yusra must pass a Toughness test or add D6 to his injury total. And at the end of each game where he has fired the weapon, he must pass a Toughness test or deduct D6 from his Toughness, which cannot be recovered.

Daemon World

The Inquisitor Daemon World board was unleashed at the Chaos Wastes open day, designed and built by Iain McLaughlin and Ray Dranefield. Daemon World game effects by Pete Grady.



The Daemon World board in its resplendent glory

Never let it be said that the Warhammer World staff don't suffer for their art. In order to make living faces for the Daemon World board Ray Dranefield plunged his face into plaster to make a cast and his girlfriend bravely volunteered to be the hands.

At the corner of the board a volcano seems to be erupting green lava, on closer inspection the green slime is not actually lava but over 1000 Nurgling models!



The face in the tar pit



The river of tar and the floating pillars

The floating pillars were made of polystyrene and held in the air by paintbrushes painted black.

The floating river was made by using clear acrylic and then pouring resin down it. Masking tape was used to channel the resin over the plastic.

The whole board is painted a dark sandy colour. (See the colour picture on the inside back cover). This took over sixty pots of Vermin Brown – that's a lot of clanrats!

The board can be used for any scenario you care (or should that be dare!) to think up. At the Chaos Wastes open day Pete Grady came up with these Daemon World effects to correspond with the different features on the game board.

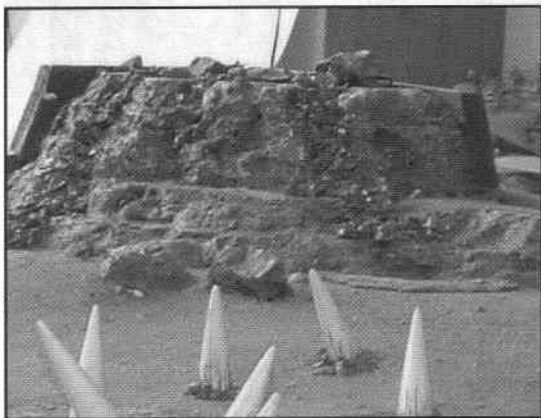
The following events can be added during the game at the GM's discretion. If you have particularly high-powered characters, it's a good way to increase tension and a sense of danger.

THE PLAGUELING STREAM

The nearby mount is constantly spewing a vile green tide of corruption from its bubbling crest. Every so often it builds up enough pressure to spit forth a tide of giggling boiling creatures, which attack whatever they fall upon with burns and their razor-sharp fangs.

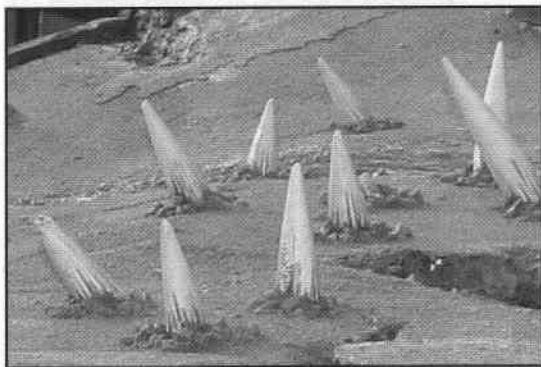
Game effects: Once every two turns, a random 6"x6" patch is showered by Nurglings. Everyone in that patch takes 1 hit to a random leg (roll a D6 and see below, which does 1D6+3 damage.

1-2 Left 3-4 Right 5-6 Both



THE LIVING SPEARS

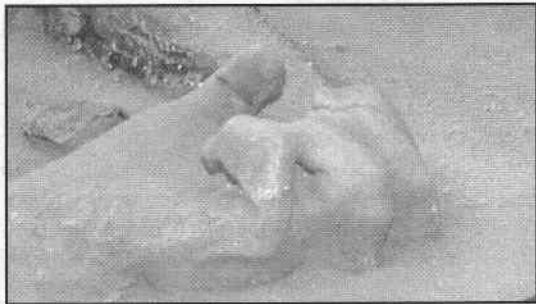
Under the very soil of the planet, hatred and violence manifest in physical form. These push their way to the surface as huge living spikes. If at least one model is within the field of spikes, there is a 40% chance of a spike bursting through the ground beneath them, causing D10+3 damage.



THE DESPAIRING GRASP

The Hands reach out, as though giants have been buried beneath the poisonous skin-sand. Desecrated and corpse like, these starving arms seize anything that moves near. The unfortunate victims are delivered to the screaming faces that litter the wasteland.

Game effects: One dodge attempt at -20 of normal weapon skill



THE LEGION FACES

These faces harbour some insane intelligence, as they scream riddles at their prey. If the answer is incorrect, they devour them. If the answer is correct, they will not only release the victim, but impart some gift or knowledge to them.



THE DAEMON'S DOWNFALL

Although all things on the planet are polluted by the influence of the Rift, the Legion Faces do not approve of the Heart Pillar, as it robs them of a lot of prey. They have been here for many years, and so know how to destroy it. The secret lies in the shifting bio-rhythms of the statue. Every three cycles (turns), it shows a weakness to silver, at which point the Daemon will momentarily weaken. A strike with silver at that time will grievously wound the Daemon and weaken the fragile stone. Four such hits will destroy the Heart Pillar and render the Daemon vulnerable to conventional attacks. At that point, it can be killed. If it isn't killed by the end of the game or is allowed to retreat, it will simply begin building a stone elsewhere on the world.

Converting the Masses

**This issue we take a look Matt Holland's
Inquisitor warband.**

THE MUTANT PROJECT

The entire concept was dreamt up overnight and gradually added to and fine tuned during the time it took to make and paint the figures.

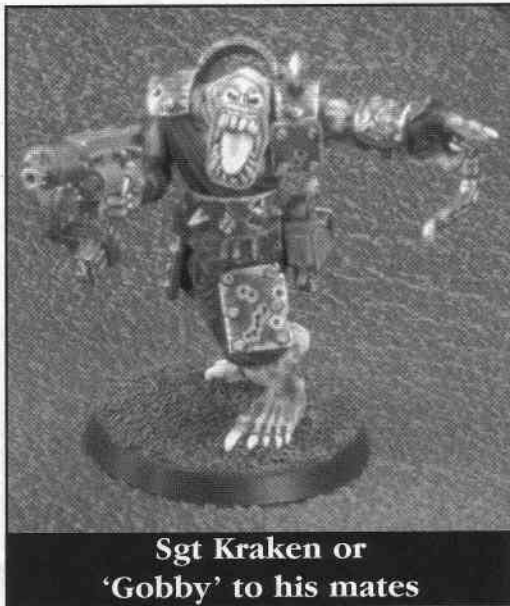
The first two mutants, Harkonnen and Sgt Kraken, took about two weeks to make. I spent roughly a week on each. After working on these I created two more mutants, Tlaoc and Chak. these two took about two to three weeks each as a lot more sculpting was involved.

I then wondered who would be leading this gang of mutants and it occurred to me that it would be a Rogue Trader rather than an Inquisitor and so I next built Trader Gabriel. The Robot A.M.S 1612 came next as I imagined him acting like a utility vehicle and bodyguard. I imagined Gabriel to be some kind of collector of forbidden Xenos artifacts and technology and so he gained the alien android Lolita. I based her on a character from the TV show Lex.

The final addition was Magos Tydeus Moerae of the Adeptus Biologis, he has his own agenda but is currently part of Gabriel's warband.



Harkonnen likes girders



**Sgt Kraken or
'Gobby' to his mates**



Time for a Part Exchange



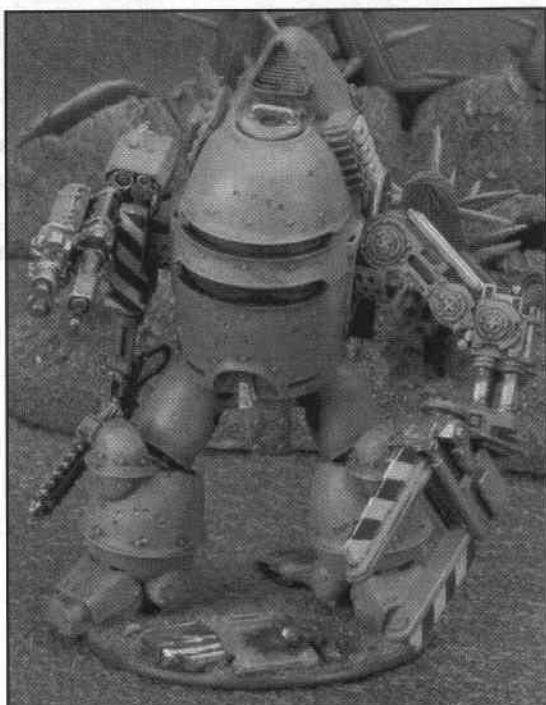
Trader Gabriel



**L-Chak takes aim at someone
dissing his shorts**



Alien Android



Danger! Will Robinson

A.M.S 1612 was made from all manner of bits, the main hull has come from a battleship model and submarine kits, the lifter arm is the Sentinel upgrade from Forge World. Other components came out of my bits box, like the spotlights, weapons and chainsaw. I also used a lot of the flamer back packs from the Necromunda range.



Trader Gabriel's Warband

If you have any hints or tips that you would like to share with the masses, please send them to me at Exterminatus, Fanatic, Games Workshop, Willow Road, Nottingham, NG7 2WS or email Fanatic@games-workshop.co.uk

Data-Script

If you are a radical heretic or a loyal Monodominant it does not matter, send in your communiqués to fanatic@games-workshop.co.uk or by Adeptus Postus: Exterminatus, Fanatic, Games Workshop, Willow Rd, Lenton, Nottingham NG7 2WS, United Kingdom.

Reach for the Stars

Dear Inquisitor Hall,

I have an additional close combat action devised by myself and Inquisitor Henderson, that I wanted to share with my peers.

As an action, a character may attempt to move closer to his opponent to penalise them for using longer weapons.

The different positions for models in close combat would then be:

Arms length – 2 yards

Normal fighting – 1 yards

Up-close – base-to-base

To move up-close, a character must first hit his opponent in an attempt to distract them enough to slip past their guard. Moving up close is not hindered by a dodge or parry – only the to hit roll must be successful.

When fighting up-close, penalties due to weapon reach differences are reversed, e.g. normal fighting, sword vs knife, reach 3 vs reach 1, so a +20% modifier for the sword-wielding player.

Up close, a sword would be harder to use than a knife, so the penalty is reversed to -20%.

As the combatants are so close, parrying is impossible, and a character can only dodge – the normal +20% modifier for dodging does not apply.

I hope others find this technique as useful as I do, and, of course, would like to thank my fellow Inquisitors on the GW-Inquisitor Yahoo! group for their support and tweaking of this rule.

Inquisitor Avicenna <Peter Bell>
The Warp

Very good Inquisitor! I like this and so have put it up for our fellow agents of our mighty organisation. Now if only I can get that beretical S Club 7 song out of my head...

More from Avicenna

To all Inquisitorial staff involved in the Data-Script for Exterminatus 3,

This is just a quick note to let you know that in reference to the *Mechanics not rules* letter, Inquisitor Stanmore should be ashamed of his poor biological knowledge. The most honourable Inquisitor McNeill was correct in his assumption about endo/exothermic xenos species.

As a lecturer in xenobiology (and a biology graduate), I wish to inform you that endothermic means that the animal can generate its own heat to maintain its body temperature, and exothermic means that it needs an external heat source (a sun in the wild, or a heat lamp in the laboratory).

I hate to put a fellow Inquisitor to shame, but this poor chap must obviously be of the Ordo Malleus persuasion, and he should leave the aliens to us more-than-qualified members of the Ordo Xenos!

Inquisitor McNeill, I hope you can sleep easier knowing your knowledge of the foul xenos is sound. For the fantastic magazine, I salute thee!

With respect

Inquisitor Avicenna <Peter Bell>
The Warp

We have been a busy boy, haven't we! No doubt whole sectors are singing your praises, "Inquisitor Avicenna works so hard to protect us". Maybe we should erect a statue on Terra in your honour?... Sorry Lord Inquisitor... No, I'm not jealous, yes I know that leads to heresy. No, I won't apologise.

It must be time for
another Marine letter

Hello,

I've only been playing Inquisitor for a short while now but all I keep hearing is complaints of over-powerful Space Marines.

Yes, Marines are the epitome of strength and power. But they are not as hard as everyone keeps making out. And I say this as a player with an Interrogator Chaplain. In all the games that we've played recently, the Marine usually loses and frequently is eliminated. Nothing quite like watching a mutant pushing a sword through a prone Marine's head!

To be honest, there are far more powerful characters out there, maybe with the exception of a Librarian that is rumoured to be making his way into the Ipswich area. Still, I would far rather face a Marine than an Inquisitor Lord with psychic powers, a Daemonhost or, worst of all, an Officio Assassin.

Look at it this way. A psyker casting Psychic Impel really needs to be avoided, more so than a character with Nurgle's Rot. Remember that being thrown back is the same as falling (see page 180). This means good night Marine while my henchmen sort you out. But even worst of all for a Marine is the Assassin and occasionally a good Death Cultist. Picture this from a game we played:

Speed 6 Assassin makes 4 actions to charge into combat with a Space Marine. Her first action gets her into combat where she strikes with her Frostblade. The Marine parries her first blow and strikes back. The Assassin parries this and instantly feints. For her second action she again strikes the Space Marine. The only chance he has is to try to dodge the strike and lucky for him he does. Now at arms reach the Assassin uses her Blademaster and First Strike skill to pull a power knife and hit the Marine (reach 4 over his reach 2 power axe, he played right into her hands). His only chance of survival is to dodge but can't and gets hit. With a 25% chance of a hit to the head, the Assassin does a critical hit to the Space Marine's face. The acute damage causes the Space Marine to go out with instant system shock. Standing over the Space Marine's motionless blood soaked body, the Assassin looks for her next target having eliminated the primary threat.

That's just one scenario and even then we don't believe in playing with Assassins all the while and a good GM will enforce this. Just remember that Marines are good but there is always another character ready to finish him off. We've dropped many a Marine and with characters other than Inquisitor and Assassins. Just keep your head and strike en-mass.

Inquisitor Reilly (Marcus)
Sector 1ps-witch

Let's indulge him

Greetings fellow agents of the Emperors Holy Inquisition,

A few points if you'll indulge me;

1. Space Marines. In Inquisitor, Space Marines should be found in one of two contexts **only**, those being Deathwatch Marines when fighting alien scum and Grey Knights when fighting Daemonic creatures. My advice to any Grand Master is to ban Astartes characters in scenarios unless one of these criteria is met (Sorry to all those with Ultramarine, Space Wolf, and so on, Space Marine conversions but I've seen too many games ruined by Space Marine shoot'em ups detracting from the role playing to be anything other than puritan on this matter).

2. Fanatic Models. Thanks to Fanatic releasing new character models, the days of seeing three differently painted, but otherwise the same, Inquisitor Covenants in the same game should be long gone. Add to that Mark Bedford doing conversion classes in Exterminatus and booster packs being released, no two characters should be the same.

3. Exterminatus. The magazine, not the means to destroy worlds that is, deserves great acknowledgement as it is the best quality Fanatic magazine to date, I hope that the production standards of Exterminatus continue to improve and set the standard for other Fanatic magazines and releases. To that end I urge all Inquisitors to make contributions to the magazine, for Inquisitor relies wholly on those participating and not purely following the rules.

May the Emperor protect the loyal!

Interrogator Krige, Ordo Xenos
Co. Durham (also known as the Eye of Terror)

Interrogator Krige, I'm going to put it bluntly. I like you. Before all the heretics start up, it's got nothing to do with his praise for this bumble quill-servitor's magazine, it's because he brings up some valid points.

Next issue Lord Inquisitor Thorpe will be bringing us the definitive article on Space Marines that will hopefully close the debate. Until then - purge the radical.



CONTACTS PAGE

EVENTS CALENDAR

Come and meet us at these events.

UK Games Day	29th Sept 2002
GW Open Day	24th November 2002

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An Eldar Pirate by Mark Bedford.



The Daemon World, see the article on page 26.

INQUISITOR

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New rules for using Eldar in your games

by Phil Kelly

Alanthrasil Swiftblade

Eldar Pirate Prince

by Phil Kelly

Inquisitor Masterclass

- Alanthrasil Swiftblade

How to paint an Eldar Pirate

by Andy Foster

Inquisitor Masterclass

- Khibala Yusra

Kroot Warrior Masterclass

by Mark Bedford

Khibala Yusra

The Kroot can make useful henchmen

by Graham McNeil

Daemon World

The brilliant Daemon World terrain used at the
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