

WHITE DWARF



201

September

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ORION, KING IN THE WOODS

KHÂRN THE BETRAYER, EXALTED CHAMPION OF CHAOS

SPACE MARINE BIKES IN WARHAMMER® 40,000

WARHAMMER QUEST NURGLE CAMPAIGN

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ISSN 0265-8712



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09



As soon as they arrive, the Imperial Guard reinforcements find themselves embroiled in a desperate fight against the Tyranids.



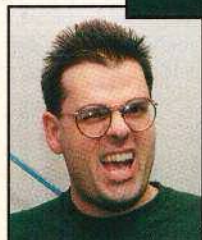
With a Vampire Count watching over them, the legions of Undead give no ground to the flower of the Empire army.

WHITE DWARF

Jake Thornton,
Editor



Adrian Wood,
Production
Editor



Steve Anastasoff



Ian Pickstock



Tuomas Pirinen



Oi, where's Gav gone? Off to the land of milk and honey I suspect. No, seriously, Gav's been promoted to the hallowed ranks of the Games

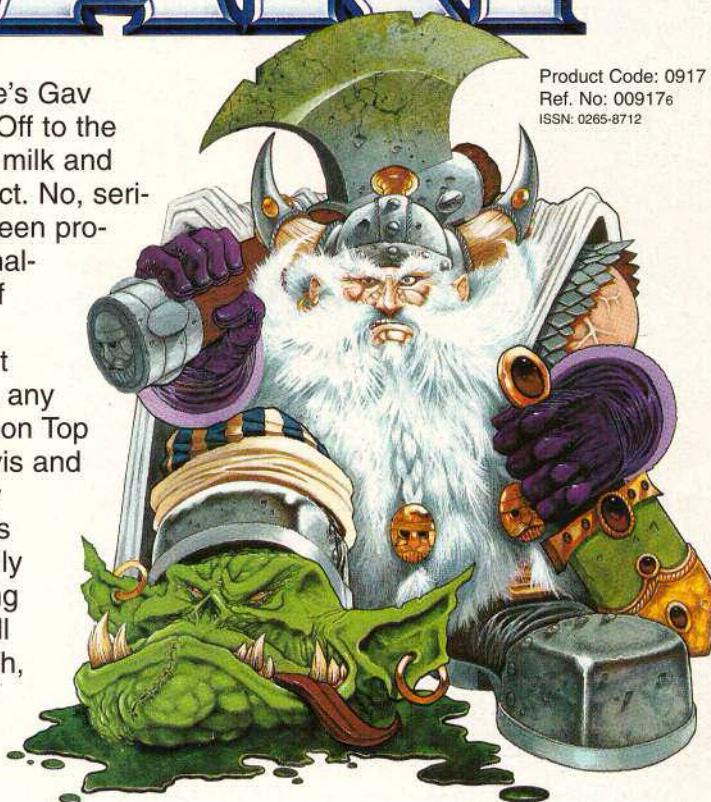
Developers and doesn't talk to us mere mortals any more. He's off working on Top Secret projects for Jervis and

Andy and only rarely emerges from the heavily shielded testing area. You'll still see him though, from time to time, escape isn't that

easy! He's promised not to forget us and that he'll still be contributing regular articles. So all of you Thorpe fans out there need not despair. Speaking of Gavin, I said last month that I'd be fighting him in the battle report this month, well you know how it goes...

Despite my best intentions, I was so busy flogging the crew that I didn't have time to fight the battle, so Tuomas kindly stepped in to command the Chaos Dwarfs. And a very able job he did too, though the White Dwarf cleaved quite a few heads, as you can see above.

Yet again Wayne England has done us proud with this latest example of his delicate style. More of these splendid pictures are apparently on the way, so watch this space.



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All of which only leaves me a little space to mention the excitement that's building about the new Warhammer. Two new races and some excellent miniatures to go with them! In fact, if my spies can find the location of the warehouse in time, we'll pinch a few hundred thousand for you – just enough to put a couple of free samples on the front of every copy of issue 202. All I have to do now is make the difficult decision: do I collect Lizardmen or Bretonnians?

Jake



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'Eavy Metal team

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Orion, the King in the Wood.

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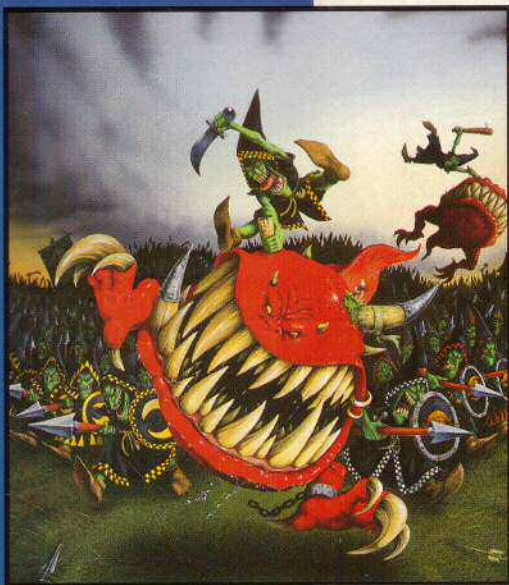
Nigel gives us the full background history and rules for Orion, the demi-god ruler of Loren forest in **Warhammer**.

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Ian Pickstock

Ever wondered what to do with your left over packing after you've made your Citadel Miniatures boxed sets? Well Ian has the answer with some great ideas for using polystyrene trays to make scenery for your games.



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Ian rides again, this time on one of the new Space Marine Bikes.

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How to make great looking terrain from old polystyrene packing.

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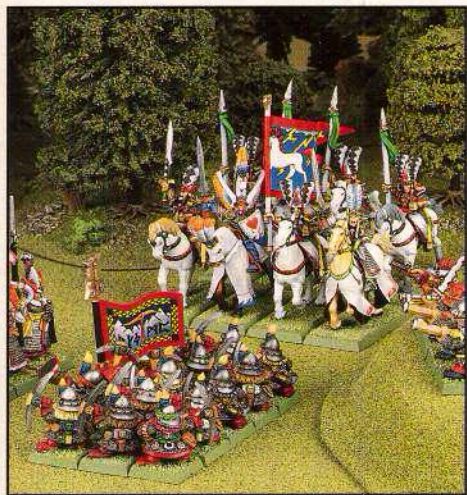
My favourite troop type - fast cavalry.

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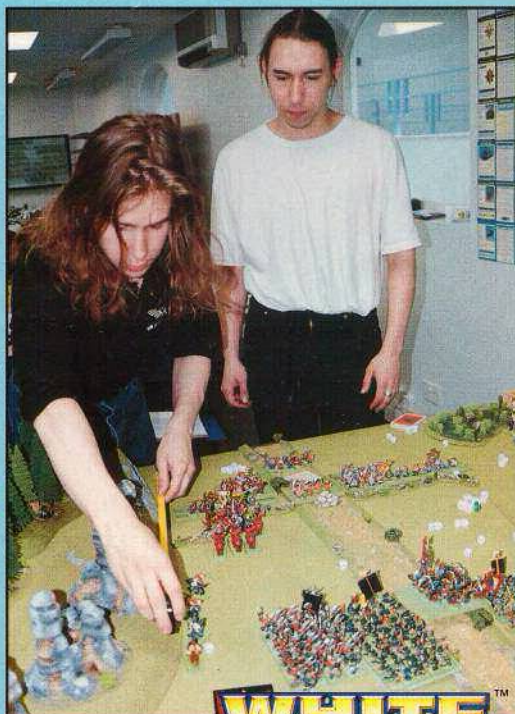
Andy Chambers

Mighty Khârn the Betrayer has fought against the Imperium of Man for countless years and earned a reputation as a cold-blooded killer. Andy gives us the **Warhammer 40,000** rules and background for the most favoured of Khorne's Champions.

94 FURNACE OF HASHUT

Tuomas Pirinen & Gav Thorpe

This month's **Warhammer** battle report is a refight of the **Warhammer** scenario from last month's issue. Will the evil Chaos Dwarfs break the Dwarf line, or will the heroic acts of the White Dwarf himself save the day?



WHITE DWARF

WARHAMMER

THIS MONTH'S RELEASES

Wood Elf King Orion £12.00
(Boxed set of one model)



KING IN THE WOODS

Towering above the heads of the ordinary Wood Elves, Orion, King in the Woods, strides forth into battle at the head of the armies of Loren. Foes quake at his Feral Savagery, cower in the face of his Wild Charge, and flee at the sound of the *Horn of the Wild Hunt*. Protected by his Divine Aura and the *Cloak of Isha* he becomes nigh-on unstoppable. And now you can have him in your Wood Elf army!

Regular readers will know that I'm a big Wood Elf fan, and ever since I saw Gary Morley start work on the model for Orion I've wanted one! Gary has just perfectly managed to capture the savage, yet majestic character of Nigel Stillman's descriptions and Mark Gibbons' drawing. In fact, I really couldn't ask for a better centrepiece for my army!

In the game, Orion is certainly a potent adversary. *The Spear of Kurnous* has to be one of the

best weapons for taking down powerful monsters and characters. When thrown, it increases in power the greater the number of Wounds of its target, and it always wounds on a 4+ regardless of Toughness! So, on average, whatever you hit will lose half its Wounds. Even a Greater Daemon of Khorne is going to think twice before getting within spear throwing range of Orion!

Now I'm just waiting for Ariel, Mage Queen of Loren, to stand be side Orion. With these two together, my Wood Elf army will be unstoppable!

On a slightly different note, I was particularly impressed by the way that the Wood Elves fared in the recent Warhammer Grand Tournament. Given the short space of time available to collect and paint an army between the release of the Army book and the tournament itself, the Wood Elf armies present were both excellently painted, and well commanded.

STEVE ANASTASOFF

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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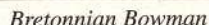
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**FREE
NEXT
ISSUE!**



As Jake mentioned in his editorial, next issue we're going to be giving away some Citadel miniatures from the new Warhammer. Each copy will have two FREE miniatures on the front, either two Bretonnian Bowman or two Skinks from the Lizardman army! White Dwarf 202 is bound to be a very popular issue, so make sure you get your copy before they all sell out!

Also look out next month for more about the new Warhammer, together with the first blister pack and boxed set releases for the Lizardman army.

Remember the White Dwarf cake you saw on last month's editorial page? Well, we all gathered to eat this fruit of our labours in the serene conference room of the Design Studio, but there was a factor we had not reckoned with: Adrian "Grand Warlord" Wood bellowing "**MINE! ALL MINE!**" at the top of his voice! Ignoring our pleas for a more equal distribution he charged towards the coveted cake. The rest of us put up a valiant fight, but Adrian smashed us aside with impunity, grabbed the cake, and disappeared into the dark catacombs below the Studio. Steve bravely followed the rampant Ork and managed to snap the photo you see below, revealing the sad fate of the White Dwarf cake. Oh well, perhaps the rest of us will get a bite of the issue 300 cake...



We tried...

...and failed.

Space Marine bike squadron £18.00
(Boxed set of three models)



All Khorne Berzerkers are rightly feared for their single-minded devotion to slaughter in the name of the Blood God. The Chaos Space Marines of the World Eaters Legion are the most famous of these maniacs, and are among the favoured servants of the Lord of Battle. But one stands above all others when it comes to single-minded slaughter: Khârn the Betrayer, the most exalted Champion of Khorne.

Kharn is armed with *Gorechild*, his trusty chain-axe, and when he goes to battle, Khorne blesses him with *Blood Fury of Khorne* that doubles his Wounds! Combined with his ability to triple his charge range and his attacks that can't be parried, I have a lord of destruction that I can be rightfully proud of!

Khârn the Betrayer is an insane and blood-soaked slaughterer – in the other words a perfect addition to my Chaos horde!

My Chaos Space Marine Terminators have been in a dire need of some heavy support and lo, the gods of Chaos have answered my plea! Out of the warp emerge the Chaos Space Marine Terminators armed with a heavy flamer and the deadly reaper auto-cannon. I especially like the appearance of the reaper auto-cannon – it's a positively monstrous piece of weaponry! My "normal" Chaos Space Marines are not forgotten either, for there is now a model with a heavy

bolter to lay down a withering hail of fire!

However, I also think that no army is complete without a strong psychic support as well. Now it is time for me turn away from the followers of the brutal Blood God and burn incense to please the most subtle of the four Great Powers: Tzeentch the Changer of Ways. Welcome the mighty Sorcerers of Tzeentch, practitioners of the forbidden arts of magic, and powerful members of the Thousand Sons Legion. Ahhh, I feel a Black Crusade coming on...

TUOMAS PIRINEN

Stephen Taylor of Colchester was the winner of Jerv's little competition, getting the answer to us the day after White Dwarf 200 was released! The answer? Thrugg Bullneck first appeared in the *Battle for the Farm* scenario in Warhammer 40,000 Rogue Trader. Well done Stephen.



CHAOS TERMINATOR CHAMPION

**NEXT
ISSUE...**

BIKES ONWARDS

How many times have you turned up on the battlefield with your trusty Space Marines and had to watch those pesky Orks zooming around on their Warbikes, blazing away with their guns and having all the fun. Well now it's your turn.

Over the last few years we've seen more and more Space Marine Codexes released, and

each army has an entry for Assault squads of Space Marines mounted on fast moving bikes. This is particularly important with the Ravenwing Company of the Dark Angels, the highly mobile, vehicle mounted strike force of the chapter.

Well, finally they've arrived, and now you can invest in some Space Marine bike

squadrons. The boxed set consists of a Sergeant armed for hit and run attacks with a power sword, and two Space Marines, one armed with a melta-gun and the other a plasma gun, all three mounted on the chunky Space Marine bike. If you want to beat the Orks at their own games, go get some bikes of your own!

JAKE THORNTON



CHAOS SPACE MARINE SHOULDER PADS



CONVERSION CRAZY

Everyone I've talked to has been raving over the latest Warhammer 40,000 army book, Codex Chaos. For myself, I've enjoyed converting whole squads of Chaos miniatures. When Andy and Jervis started to write Codex Chaos, Jake and I bounced around a few ideas for converting models for the World Eaters Chaos Space Marines (soon to become the Khorne Berserkers) as well as

some pretty wild Plague Marine ideas. I had a great time converting them and finally painting them up.

One thing that makes Chaos miniatures really stand out is their warped armour and weapons. You can now get over two dozen different shoulder pad designs (Mail Order only), so that each of your Chaos Space Marines can be converted instantly. I was really impressed when I saw the pads for the first time, and was instantly able to start planning some new squads of Chaos Space Marines, based around the different designs.

Chaos is a great army for allowing your imagination to run riot and convert every single miniature in a squad. Have fun modelling!

ADRIAN WOOD



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WD8

WARHAMMER

**HIGH ELF
BOXED
SETS**



HIGH ELF SILVER HELMS



HIGH ELF REAVER KNIGHTS



DRAGON PRINCES OF CALEDOR



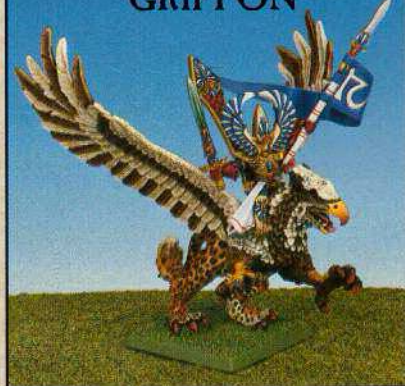
HIGH ELVES



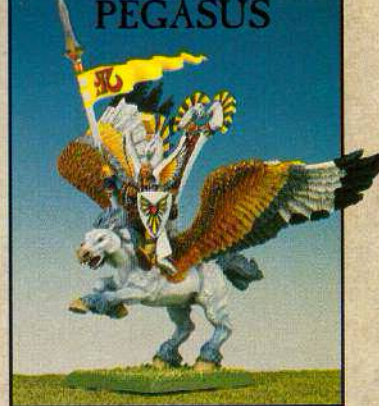
**HIGH ELF BATTLE
CHARIOT**



**HIGH ELF WAR
GRIFFON**



**HIGH ELF
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**CITADEL
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CHAOS SPACE MARINES



CHAOS SPACE MARINE SORCERER

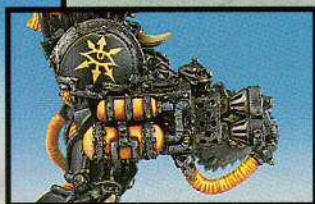
Chaos Space Marine Sorcerer

A Chaos Space Marine Librarian who pledges his soul to Chaos becomes a Chaos Space Marine Sorcerer and is gifted with new psychic powers by his patron God. Many Chaos Space Marine Sorcerers come from the Thousand Sons Legion. The Thousand Sons survived the aftermath of the Horus Heresy by using their sorcerous powers to escape to the Eye of Terror. Many of them continue their study of heretical magics and have become mighty Sorcerer-Champions of Tzeentch.

Chaos Space Marine Terminators



CHAOS SPACE MARINE TERMINATOR WITH HEAVY FLAMER



CHAOS SPACE MARINE TERMINATOR WITH REAPER AUTOCANNON



CHAOS SPACE MARINE WITH HEAVY BOLTER

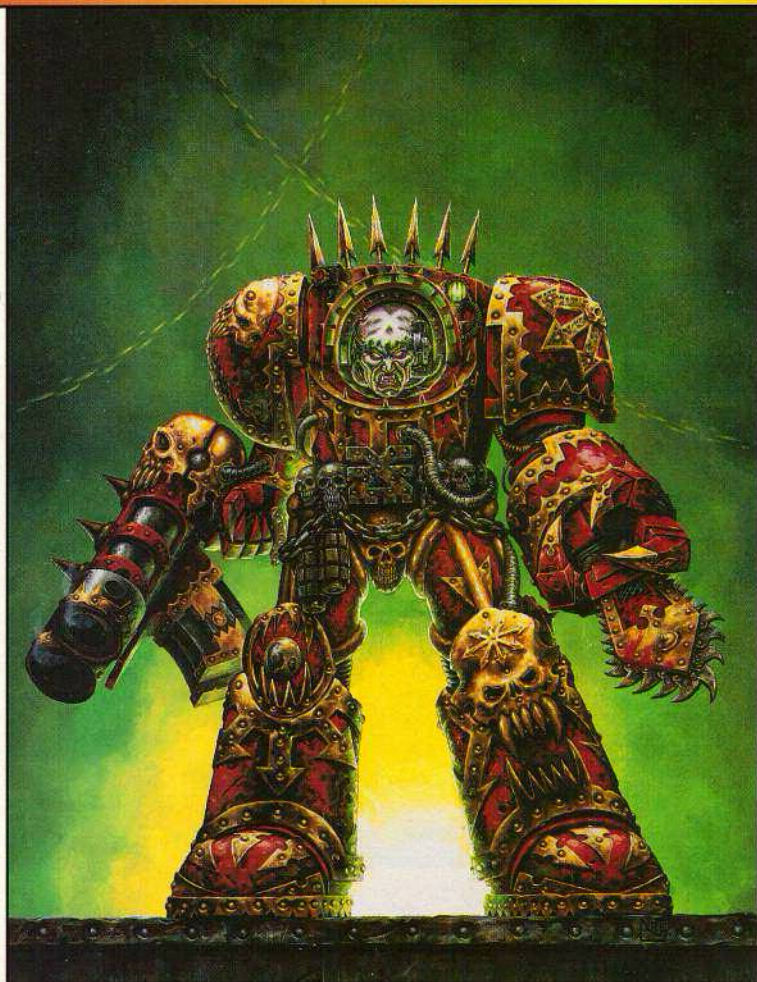


Chaos Space Marines

During the long, terrible wars of the Horus Heresy, fully half of the ancient Space Marine Legions joined the Warmaster Horus in his bid to wrest control of the Imperium from the Emperor. Corruption and evil had subverted their minds, gnawing at their unworthy ambitions, and turning them into the Emperor's most bitter foes. After the defeat of Horus, the Chaos Space Marine Legions sought unholy refuge in the Eye of Terror, where they remain to this day.



LEGIONS OF DARKNESS



Terminator armour first became widely available shortly before the Horus Heresy. The Adeptus Mechanicus, gorged with freshly won knowledge gathered by the expanding Imperium, had attempted to create the ultimate Space Marine armour. What they created was in fact too heavy, too difficult to produce and too hard to maintain for the far flung Space Marine Legions to utilise fully. However, all of the Legions quickly adopted Terminator armour for use by specialist squads fighting bloody, short ranged battles in ship to ship actions, tunnels, cities and similar enclosed environments. Here the additional protection of Terminator armour and the small numbers of combatants that could become involved made the armour a great success.

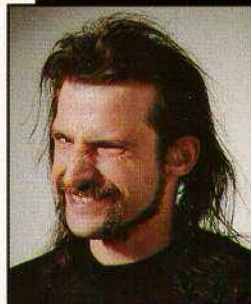
Many veteran Chaos Space Marines enter battle wearing suits of the revered and rightly feared tactical Dreadnought armour or Terminator

armour, as it is more commonly known. The armour is massively bulky and contains a full exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace. A wearer of Terminator armour can move and operate with remarkable freedom and agility considering the sheer mass of the actual armour.

A Chaos Space Marine wearing Terminator armour usually holds a ranged weapon in his right hand, typically a combi-weapon of some type, while the left hand wields a chain-axe. This deadly

combination of devastating anti-personnel fire power and close quarters punch certainly makes a Chaos Space Marine equipped with Terminator armour a highly respectable opponent. Some Chaos Space Marine Terminators carry heavier and more powerful weapons to provide supporting fire for their comrades.

The first Terminator squads were simply armed with bolters, but Space Marines in the field reported that this failed to take advantage of the tremendous load-bearing frame that Terminator armour provided and left them lacking in firepower. The Adeptus Mechanicus took the simple step of linking additional weapons together to make a Terminator-sized gun. Combi-weapons combine together a bolter with one of three other weapons: a flamer, a melt-gun or a second bolter. Though combi-weapons including plasma guns were developed during the Horus



By Andy Chambers

Clad in the formidable tactical Dreadnought armour and wielding deadly weapons, Chaos Terminators are among the most fearsome warriors of the 41st millennium



Heresy, these remained relatively rare and were not issued to squads.

It was soon discovered that the only weapon combination that could fire both barrels simultaneously without wrecking itself was twin bolters. Later developments created combi-weapons which could fire both barrels together, but like plasma combinations they remained difficult to produce in large numbers and were limited issue weapons.

Nonetheless, Terminator squads benefited from the increased firepower early combi-weapons gave them, and Techmarines sought to constantly refine and improve on the basic design, leading to the addition of chainsaw attachments and powered blades that allowed the guns to be used as secondary weapons in hand-to-hand combat.

Over the course of the Horus Heresy the combi-bolter emerged as the most dependable and tactically flexible weapon. It was subsequently fitted with better ammo hoppers and its rate of fire was increased to create the storm bolter used by Imperial Terminator squads. Traitor Terminator squads are still equipped with a variety of older combi-weapons because they are generally more useful in the close assault roles they favour in battle.

THE REAPER AUTOCANNON

During the development of Terminator armour it quickly became apparent that squads would need to carry their own heavy weapons and the limitations of the armour itself precluded using conventional heavy weapons. The first weapon developed was a heavy flamer suitable for support in the claustrophobic confines Terminator squads normally fought in. However, as Terminators were used more and more on the open battlefield the quest began to adapt other weapon types.

The most successful early weapon was the Reaper autocannon, which was later developed into the fearsome assault cannon which remains in use to this day. The Traitor Terminators, lacking the technology and equipment to maintain the notoriously fickle assault cannon, still make use of the Reaper with its simpler mechanism and solid ammunition.

Special Rules

The machine autfeeds of the Reaper mean it seldom jams and keeps on pounding out a steady stream of shells as long as it has ammunition. To represent this you can re-roll up to one Sustained Fire dice when the Reaper is fired. The dice may only be re-rolled once and the second result stands regardless of whether it is better or worse than the first.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-20	20-40	-	-	8	D6	-3	2D6+8
Special: Sustained fire 2D, Re-roll 1D							

Behind hastily constructed defences, the last remaining pockets of Imperial resistance fall to the onslaught of the Chaos Terminators.



CHAOS SPACE MARINE TERMINATORS 51 points per model

Chaos Space Marine armies often include a small number of warriors in Terminator armoured suits: very heavy and bulky powered suits with built-in weaponry. This armour is rare and very precious, and therefore only used by veteran Chaos Space Marines who have managed to, er, convince their brethren that they should be allowed the honour of using it.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

SQUAD

The squad consists of 3 to 9 Chaos Terminator Space Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional cost from the Characters section of the army list in Codex Chaos. Aspiring Chaos Champions leading Terminators must be given a suit of Terminator armour.

WEAPONS

Chain-axe and twin bolter combi-weapon.

ARMOUR

Terminator armour (3+ save on 2D6).

WARGEAR

Up to two models may replace their combi-weapons with a weapon chosen from the Terminator Heavy Weapons section of the Wargear list in Codex Chaos.

SPECIAL

Chaos Space Marine Terminators may be upgraded to Khorne Berzerker, Plague Marines, Noise Marines or Thousand Sons Marines at the following points cost:

Khorne Berzerker..... +20 pts per model

Plague Marine +20 pts per model

Noise Marine +10 pts per model

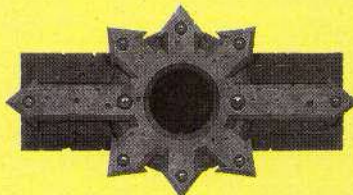
Thousand Sons Marine +10 pts per model

See Codex Chaos for any special rules that apply to Chaos Space Marine Terminators that belong to these cults. All of the models in the squad must belong to the same cult. Noise Marine Terminators may replace their combi-weapon with a Noise Marine weapon chosen at additional cost from the Wargear list in Codex Chaos.

SPECIAL RULES

CHAOS SPACE MARINES. Chaos Terminators are Chaos Space Marines. The usual Rapid Fire rules apply.

TERMINATOR ARMOUR. A model wearing Terminator armour has an armour saving throw of 3 or more, just like power armour. However, because the armour is so massively thick the saving throw is rolled on 2D6 instead of 1D6. Note that Chaos Space Marine Terminator armour does not incorporate a targeter or a teleport homer as do the more sophisticated suits used by loyal Space Marine Chapters.



IMPERIAL GUARD[™]

FIGHTING VEHICLE BOXED SETS

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SIEGE TANK**



IMPERIAL CHIMERA



IMPERIAL BASILISK



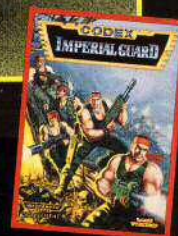
**IMPERIAL
GRIFFON**



LEMAN RUSS BATTLE TANK



IMPERIAL HELLHOUND TANK



Each boxed set contains a complete Imperial Guard vehicle. Each box also includes a sheet of Citadel waterslide transfers and a sheet of full-colour banners so that you can complete your fighting vehicle in one of a variety of regimental markings.

Warning! Some of these models contain lead parts which may be harmful if chewed or swallowed. Citadel miniatures are not recommended for children under 14 years of age. The highly detailed plastic parts are moulded in a hard styrene compound which is particularly suited to modelling and painting. These models require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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WARHAMMER

NEW ARMIES

No, no, NO! I'm the Editor, so I get to write about it! Ahem...

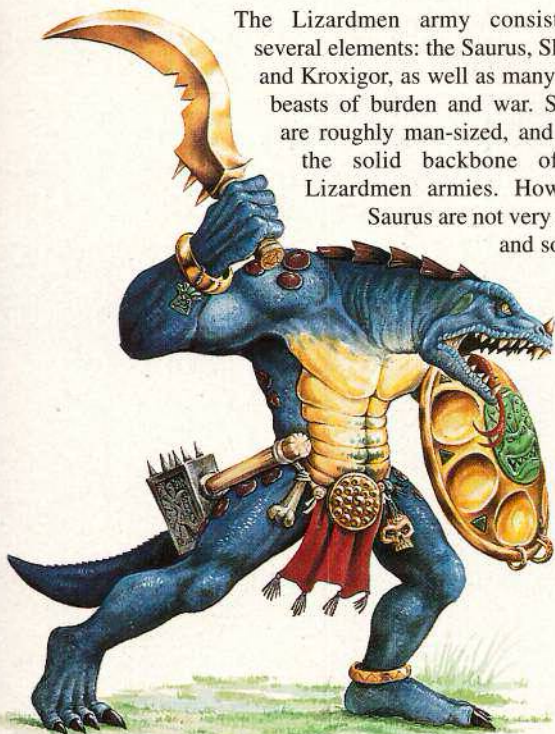
Warhammer is well on its way now, and everyone here is busy writing, painting and modelling new things to make it really exciting. So, whilst they were all busy, a crack team of White Dwarf Longbeards snuck into the secret inner sanctum of the game designers and "liberated" some pages...

Rather than bother with all the fiddly rules and stuff, we just lifted the most exciting bit: two new races. Well, the Bretonnians aren't completely new, but this incarnation of their Knightly host is far and away the best there has been. The Lizardmen, on the other hand, *are* something nobody has seen before.

FROM THE JUNGLES THEY CAME

The steaming jungles of Lustria are home to the Lizardmen and their masters, the Slann. Both races are former servants of the Old Ones, the ancient race which taught the arts of civilisation and magic to Elves, Dwarfs and Men. Though long-gone, the legacy of the Old Ones lives on. No-one knows what disaster overtook this mighty race, but the followers they left behind, though a mere shadow of their masters, are still a powerful force.

The Lizardmen army consists of several elements: the Saurus, Skinks, and Kroxigor, as well as many large beasts of burden and war. Saurus are roughly man-sized, and form the solid backbone of the Lizardmen armies. However, Saurus are not very smart and so they are



As Nigel Stillman finalises the rules and background for the new races, our artists slave away over their drawing boards to produce the splendid artwork you see here.

supplemented by regiments of Skinks, smaller and more agile creatures who are much better adapted to use bows and other devices. Kroxigor are the largest of the three and are by far the toughest, blows from their huge, crude clubs crushing any but the most heavily armoured of foes. These three types of creature form the bulk of the Lizardmen armies, though even larger and nastier surprises lurk in the shadows.

HONOUR OR DEATH!

The Bretonnians have a rigid sense of honour that is second to none, their Knights living by this code through both peace and war. Their armies are groups of these noble warriors, together with their loyal squires and family retainers. Each troop type complements the other with the regiments of commoners taking up dishonourable weapons like the longbow, leaving the Knights to get on with the much nobler art of vanquishing the foe with lance and sword!

SPOILS OF WAR

The following pages are the ones we've pinched from the Battle Book and are just a taster of what is to come...



▲ Knights Errant are young Knights who must accomplish brave deeds to prove themselves worthy of advancement in the orders of chivalry.



▲ The Fay Enchantress is the prophetess of the Lady of the Lake, who in legend took away the mortally wounded Gilles le Breton to the Isle de Lys where his wounds might be mended away from the world of time. In battle she bestows her magical favours on Knights she judges worthy of the honour, and she brews powerful magic in her Chalice of Potions.

▲ Knights form the backbone of Bretonnian armies. The most numerous are the Knights of the Realm.



▲ The longbow is a favoured weapon of the Bretonnian foot. No Knight may carry a bow or other missile weapon as it is against their code of honour to fight with such weapons.



▲ Hugo le Petit of Bergerac.



▲ The renowned Bertrand the Brigand of Bergerac.



▲ Gui le Gros, companion to Bertrand the Brigand.

◀ Regiments of Bretonnian infantry wear bright liveries in colours chosen by their Knightly masters.



▲ Louen Leoncoeur, King of Bretonnia, riding a fearsome Hippogriff to battle. Louen is the proud protector of his domains against the incursions of foreign invaders and marauding monsters.

The renowned Bowmen of Bergerac. ▼



▲ Men-at-arms with spears or bows accompany their masters to battle and provide the army's doughty soldiery.



◀ Knights charge against their enemies in the famous 'lance' formation designed to pierce and shatter their foes and smash through their ranks.

In order to win the favour of the Lady the Lake Knights will kneel and pray before battle, silently vowing to uphold honour and right. If they are pure their prayers will be answered with a suitable sign of grace. The Lady's favour is said to be worth ten thousand Knights, for her protection will confound the enemy's machines of destruction and other ignoble weapons of dishonour such as cannons and guns.

Lustria is a hot and steamy tropical wilderness of swamps, jungles and mountains. Only the Lizardmen and their reptilian kindred can endure the stifling heat and humidity for long. Other races soon sicken and die or go mad. The Lizardmen once dominated the entire world, but now live only in tropical zones such as Lustria and the Southlands.



▲ Saurus are brutal and straightforward warriors, unconcerned with danger and for the most part unaware of any concept of peril or pain.



▲ Skinks move swiftly through the jungles of Lustria, taking advantage of the vegetation and waterways to move silently and unseen.



▲ Because Lizardmen are such dangerous hand-to-hand fighters they often rush forwards quickly to engage the enemy.

◀ Skinks are poor hand-to-hand fighters but numerous and cheap! Like all Lizardmen they are slow to break and run even if defeated in combat.

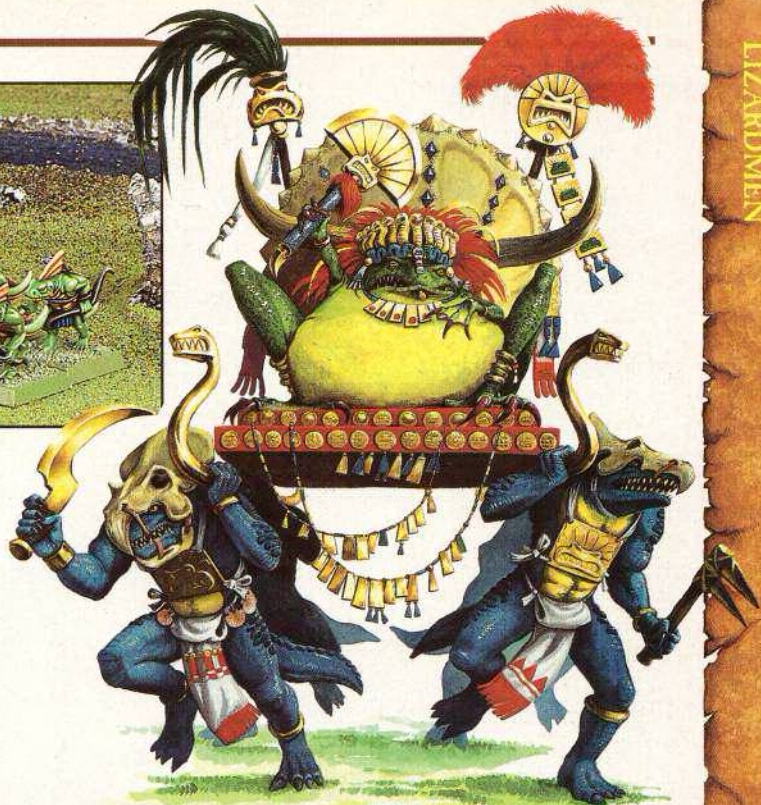




▲ Skink bowmen often carry poisoned arrows whose merest touch spells death to their enemies.



▲ Kroxigor are large reptiles, strong but sluggish and not too bright.



▲ Slann are bloated toad-like creatures whose physical bodies are not adapted well to fighting or even moving about very much! However, they are the most potent sorcerers in the world and masters of the Lizardmen of Lustria.



▲ Saurus warrior champions wear exotic armour and carry ancient weapons.



The pyramid temples of Lustria are high enough to be seen above the jungle canopy. From the top of a pyramid a Slann Mage Priest can ▲ see the surrounding pyramids, and can transmit his thoughts to his brothers across the whole empire of Lustria and beyond.

NECROMUNDA



Minatures 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

RAPID ASSAULT

Well it's been a fair wait, but finally the Space Marine bike model is here! Jes Goodwin has been putting his extensive talents to work and has created a stonking good model. Over the years we've had a number of different bike models, but we think you'll agree that this new plastic one is quite simply the best we've ever made!

IT'S CHRISTMAS AGAIN!

Having something new to put in your army is always both exciting and challenging. But with many things, although their strengths are easy to spot, their weaknesses often only come to the surface in the cold light of battle. You've seen it happen: you spend a couple of weeks painting up your new Dreadnought, squad, or whatever, pulling out all the stops and doing a dead good job. Trouble is, your mates know all about this. They've seen you putting all that time and effort in and have spent the last few nights before the battle with their heads buried in a Codex, coming up with some scheme to put paid to your new kit

before it's even seen any action. So, rather than go through this humiliation, why not have a read of this article and make sure that your new bike squadron burns rubber and leaves your enemies bleeding in your dust trails.

Of course, as always we're being dead cunning here at Games Workshop. This month we have a boxed set of three bikes, including metal riders to make a squadron Sergeant and two special weapon Space Marines. Not only is this enough to fulfil the minimum squadron size of three bikes, but it also gives you lots of goodies to play with, making a dead 'ard bike squadron. Over the next few months the normal Space Marine bike will become available as, hopefully, will the Space Marine attack bike.

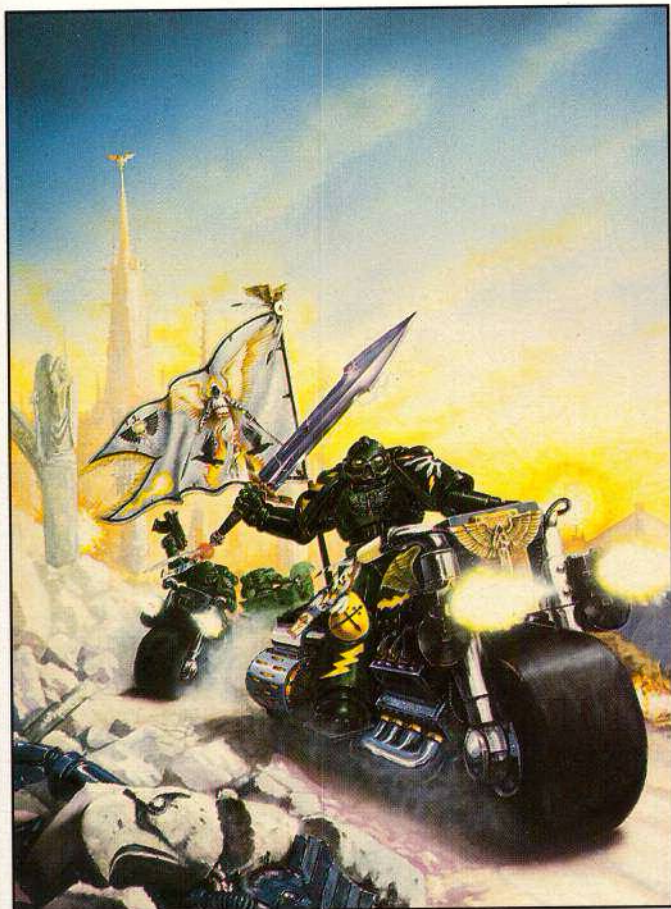
One of the advantages of the Space Marine bike squadron is all the options it offers you. You can go for a really shooty squadron with lots of special weapons, or you can give everyone assault weapons and go in for those hit and run attacks. Or you could just go for basic bikes – after all no one's going to argue with five twin linked bolt guns. For real firepower you can always throw in a Space Marine attack bike.

Anyway, let's not get too excited – for most of this you'll have to wait a couple more months for the models to come out. Let's just look at what you've got in the boxed set. You have a Sergeant armed with a power sword and two Space Marines, one toting a melta-gun and another with a plasma gun. This is going to make your Space Marine bike squadron very shooty indeed.

Getting the maximum kill ratio out of these special weapons is where your bikes come into the equation. Normally troops on foot are forced to fire their weapons at the closest targets. No, no, I'm not about to say that bike squadrons can ignore the rules for targeting. But you can use your bikes to get around your enemy's flank, and shoot the squads that **you** want to shoot, rather than your opponent's cannon fodder.



By
Ian Pickstock



SPACE MARINE BIKE SQUADRON



Space Marine Sergeant on bike



Space Marine with melta-gun on bike



Space Marine with plasma gun on bike



Space Marine on Space Marine bike



In the restless hive city of Stalinvast II, Space Marine bikes patrol the streets.

ULTRAMARINES



Chapter badge



Sergeant
Chapter badge



Bike squadron badge



Space Marine
Assault Squad badge



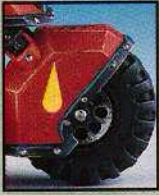
Army badge



Honour badge

SPACE MARINE BIKES

BLOOD ANGELS



Chapter badge



Company badge



Bike squadron badge



Space Marine Assault Squad badge



Army badge

DARK ANGELS RAVENWING



Ravenwing badge



Squadron number

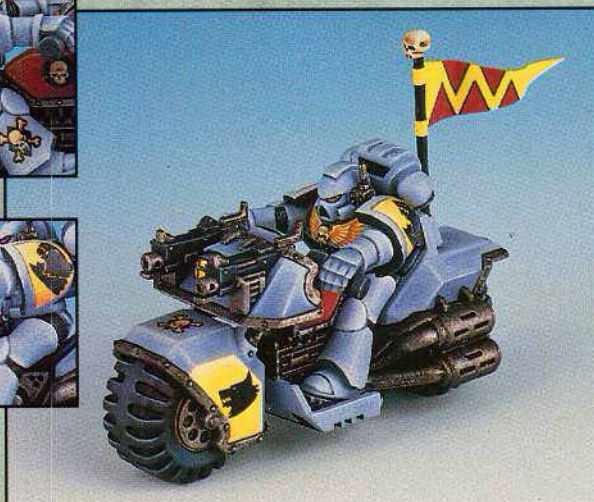


Army badge

The Ravenwing are an elite formation from the Dark Angels Chapter, all of whom ride Space Marine bikes or Land Speeders.



SPACE WOLVES



This is a Blood Claw of Ragnar Blackmane's Great Company.

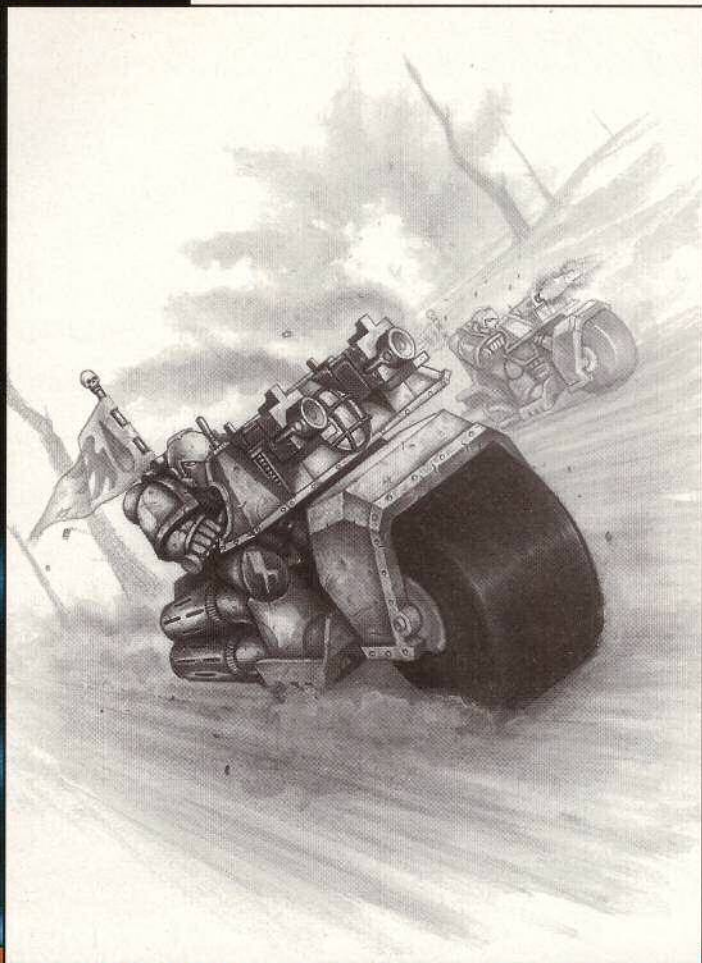


Great Company badge



Company badge

Blood Claw packs are often mounted on Space Marine bikes to increase their mobility and striking ability. Each pack has its own unique shoulder pad design in the traditional red and yellow colours of the Blood Claws.



Don't be fooled into thinking that once you've got around the flanks you have to shoot everything. Your bike squadron offers you lots of different methods of attack. If faced with hordes of Gretchin you can mow them down with your twin-linked bolt guns. More heavily armoured opponents can be taken out by your plasma gun, and the Sergeant can always cut characters down with a few deft strokes of his trusty power sword. Then if something big, bad and Leman Russ shaped comes around the corner, you always have the melta-gun handy. For real reliability against heavy armour, take some grenades – krak grenades will do the job. Make a hit and run attack, plant the grenade, and retire very rapidly to a safe distance – Kaboom!

So what about those hit and run attacks, eh? A lot of people don't give them their due consideration. Hit and run attacks are the great leveller, they allow you to attack opponents far superior to yourself and have a chance of doing them some damage. How do I work this out? Well, in a hit and run attack, both opponents may only roll a single dice, regardless of how many attacks they have or how many weapons they are using. Neither side may parry, and the side making the hit and run attack counts as charging and counts as having the higher Initiative. This is particularly useful for attacking enemy models that have multiple attacks, such as characters or Tyranid nasties, as they will be the ones losing the benefit of their great hand-to-hand combat skill.

Space Marine bikes and Assault troops lead the Ultramarines' attack on an Ork village.



Of course, one of the biggest problems with Space Marines is that they are hideously expensive. Ork, Eldar and Imperial Guard players can afford to have a couple of assault squads, some heavy firepower units, a bunch of rank and file troops and still have points left over for psykers, tanks and other goodies. A Space Marine player usually has to make some pretty tough decisions when choosing their army. If you want to play with your new bike squadron you can be sure that something is going to have to go. So what'll it be? The Dreadnought, and lose all that firepower and armoured might? The Assault squad? You can guarantee that you won't get as many bikes as you would jump pack troops. Will the few be able to deal with as much as the many?

From a personal point of view I always find it very difficult to pick a Space Marine force that is totally balanced. So what I usually end up doing

SHOOTING FROM BIKES

Although the Warhammer 40,000 rulebook states that only pistol weapons may be fired by bike riders, we realise that this is a bit harsh and so we have amended this rule. Don't forget to inform your opponent about this change before the battle starts, as he may not have seen this issue of White Dwarf.

Bikes often carry fixed weapons mounted to fire directly ahead. The rider can fire these during the shooting phase at targets in his forward arc unless he is trying to control his bike after a skid turn, or suffering damage effects that prevent him shooting. Trikes and sidecars normally carry a pintle mounted weapon that can fire into the forward 180° arc under the same restrictions.

Instead of firing weapons mounted on the bike or trike, a rider can fire a pistol, basic or special weapon during the shooting phase. A passenger may also fire a pistol, basic or special weapon if he doesn't fire his pintle mounted weapon. The advantage of this is that the biker has an unrestricted fire arc so he can shoot all round with these weapons.

WHAT'S IN THE BOX?

I've taken a look at what you get in the box and put together an example squadron from the Ultramarines Army list. Of course, there are lots of different options for you to explore, but as there are only three bikes in this squadron I have really tooled them up.

One Space Marine bike squadron consisting of three Space Marines on Space Marine bikes.

1 Sergeant	Power armour, power sword, bolt pistol, frag and krak grenades	56 pts
1 Space Marine	Power armour, plasma gun, bolt pistol, frag and krak grenades.	58 pts
1 Space Marine	Power armour, melta-gun, bolt pistol, frag and krak grenades.	58 pts
TOTAL SQUADRON POINTS VALUE		172 pts

is picking a particular part of the Space Marine army that I like. So I might pick Tactical and Devastator squads, and have a static, heavy weapon based army. Just recently I picked a 1500 point army for my Space Wolves. So that I could include some of the new bikes, I ended up with only one Land Speeder providing heavy support. But all the hand-to-hand troops were equipped to take out heavy armour at close quarters. All that remains is to see how well it fares on the games table.

SPACE MARINE BIKE SQUADRON

BIKE SQUADRON

..... 47 points per model

Space Marine Assault squads are expected and trained to fight in a variety of ways. Whole squads are usually deployed with jump packs as close combat specialists, but they can also be deployed as bike squadrons or as individual Land Speeder crews. Well armed and highly mobile, Space Marine bike squadrons make excellent reconnaissance troops and are used to seize forward positions before the enemy can reach them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squadron consists of 3 to 5 Space Marines riding Space Marine bikes.

WEAPONS Each bike is fitted with twin-linked bolters with a targeter. Each Space Marine is armed with a bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR

Any model may be equipped with additional weapons chosen from the Assault Weapons section of the relevant Codex' Wargear list.

Up to two models may be equipped with weapons chosen from the Special Weapons section of the relevant Codex' Wargear list.

The entire squadron may be equipped with blind grenades at a cost of 2 points per model.

The entire squadron can be equipped with krak grenades at a cost of 3 points per model.

SUPPORT

In addition to the 3-5 normal bikes, the squadron may include up to 1 Space Marine attack bike at a cost of 110 points.

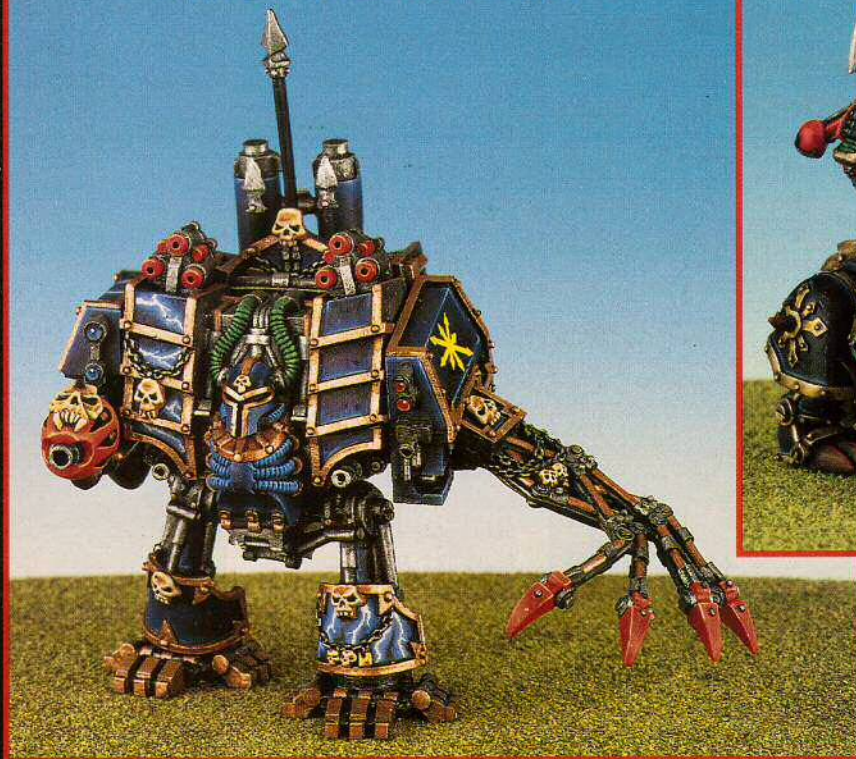


WARHAMMER

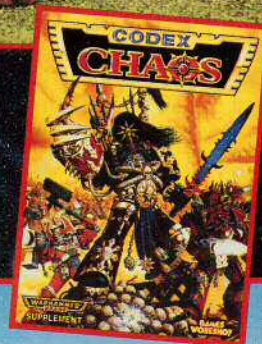
40,000

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CHAOS DREADNOUGHT



JUGGERNAUT OF KHORNE



CHAOS TERMINATORS



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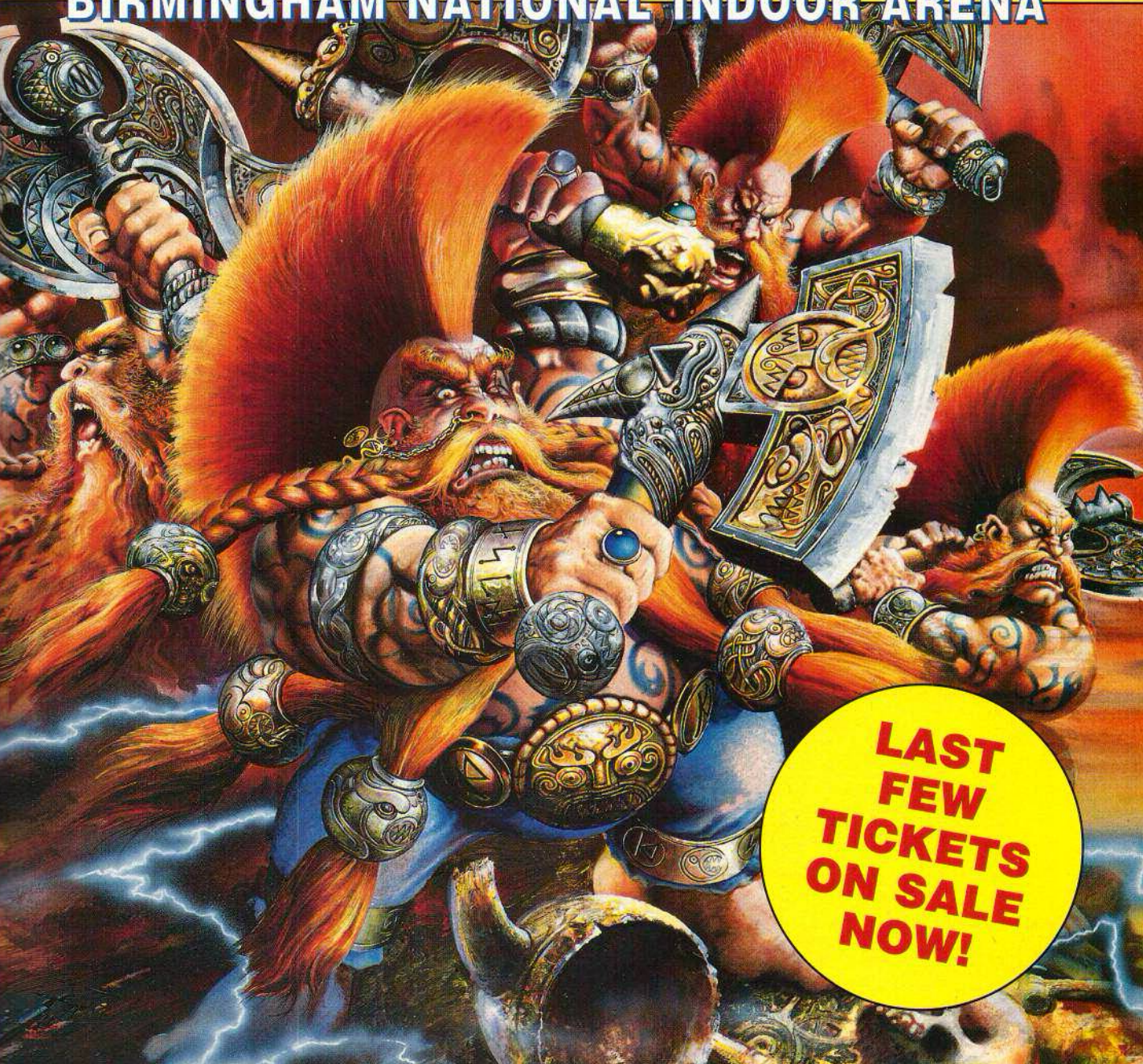


GAMES WORKSHOP®

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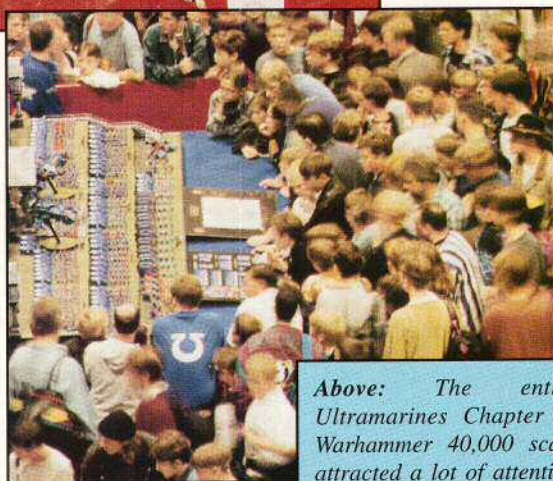


Below: In this huge Warhammer battle a horde of Skaven defend their warpstone mine from the determined forces of the Empire.



Throughout the day, the very best players in each game system will compete in a series of knockout games

over
take



with the best generals being awarded the titles of Necromunda Gang Leader, Warhammer 40,000 three winners will great prizes.



Above: WAAAAAAGH!

GAMES WORKSHOP STUDIO

Have you got a question to ask, or do you just want to chat to one of our staff? All of our artists, sculptors and games designers will be on hand to answer all your questions. Don't be afraid, Andy Chambers doesn't bite. Usually.

BATTLE REPORT LIVE

Over the last few year's Jake Thornton, Adrian Wood, Steve Anastasoff and Jeremy Vetock have all battled it out on the Battle Report live event at the White Dwarf stand. This year we've still not decided who'll get the honour, or whether we can think of something even better. You'll just have to turn up to find out!

'EAVY METAL LIVE

Learn more about painting miniatures with the 'Eavy Metal team, or forget all those techniques and watch it all go to pot in the outrageous SPEED FREAK speed painting competition.

COMPETITIONS AND PRIZES

All of this and there is still the prestigious Golden Demon painting competition, plus a host of other events and competitions with some superb prizes up for grabs. See you there!



Below: Last year Dave Andrews (seen here demonstrating orbital barrages) won the Open Competition against all-comers!



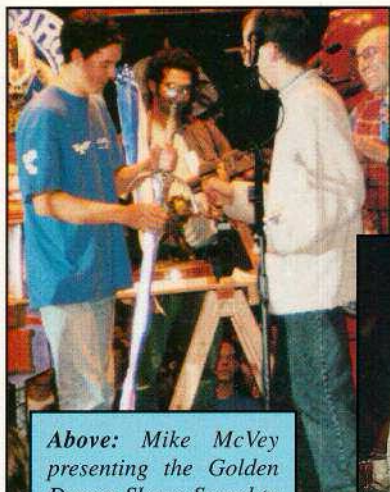
Above: Michael (or is it Alan?) Perry demonstrates how to sculpt a Citadel miniature. Easy, eh?

Below: A Chaos Space Marine.



Right: Andy Jones guides a group of brave warriors through the deadly Warhammer Quest Labyrinth of Remas.

Below: Rick Priestley makes his mark!



Above: Mike McVey presenting the Golden Demon Slayer Sword to the overall winner: Matthew Parks.

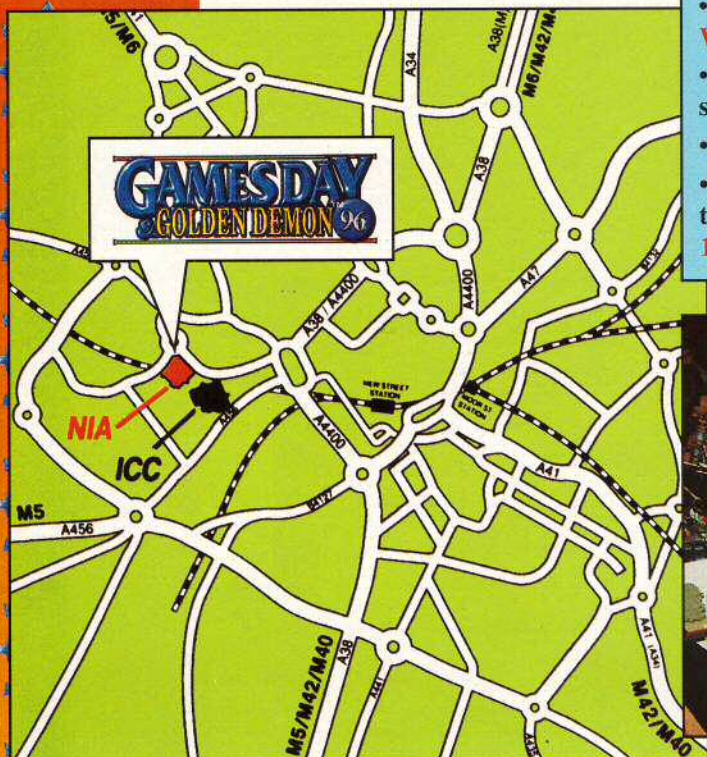


Above: Survivors of the Speed Painting competition!





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The National Indoor Arena itself is right next door to the Birmingham International Conference Centre and the two venues should not be confused.

Please note that there is a large multi-storey car park behind the National Indoor Arena, but there is no free parking on site.

WARHAMMER

40,000

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

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**GAMES
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ORION



THE KING IN THE WOOD

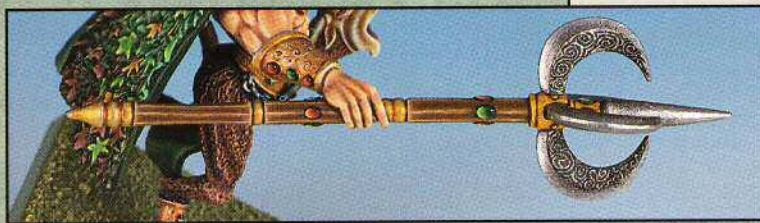
Orion is the king of all the Wood Elves, holding his court deep inside the enchanted forest. With his realm threatened, Orion assumes the aspect of the old Elven god of nature – Kurnous, summons his hounds of war and goes to hunt his foe. None can stand against his rage as he charges across the battlefield in a primeval fury. His power is that of a mortal god, his ferocity echoes the rage of the untamed wilderness, and in his hand he carries the magical Spear of Kurnous. The forests echo his challenge as the sound of the Horn of the Wild Hunt shakes the trees. His enraged visage strikes fear into the hearts of his enemies and promises swift and certain doom to any who dare to oppose him.



The Cloak of Isha



The Horn of the Wild Hunt



The Spear of Kurnous



Orion, the King in the Wood



THE LORD OF LOREN



By Nigel Stillman

Orion is the ruler of all Wood Elves, and the protector of the glades of Loren

Orion is the king of Athel Loren and presides over the realm together with Ariel, his queen. Through the strange magic of the Oak of Ages Orion acquired the aspects of Kurnous, the old Elven god of nature, the wild hunter of the forests who embodies the untamed savagery of the primeval Elven spirit!

Orion's immortality is part of the natural cycle of the seasons. Although he dies each midwinter, he is reborn anew in the spring. If their king is slain in battle, the Elves will bear him away from the battlefield and seal him within the Oak of Ages to be reborn again in the spring.

When his realm is threatened, Orion assumes the awesome aspect of Kurnous, summons the Wild Hunt, and goes forth to hunt the foe. All Athel Loren trembles as the Hunt stampedes through the

forest and races across the moors. The dogs of war crawl from their hiding places and gallop at Orion's heels, howling with savage anticipation. Spears of lightning crack down from the sky, and thunder rolls across the treetops. The sound of Orion's mighty bellowing echoes through the woods, causing saplings to topple and stones to crack open. The ravens and crows fly up from their roosts on the Tree of Woe to glut themselves on the bodies of the enemy.

As Kurnous, Orion leads his army through the forest like an enraged spirit of the wood, felling foes with his magic spear as he chases them headlong through the trees. He grows to twice his normal size and sprouts great antlers like a mighty stag. His hair is a mass of entangled ivy and his flesh becomes green.

The warm spring sunlight flowed through the groves and copses of the Forest of Loren. The golden rays permeated the woods, chasing out the cold shadows of winter, and giving life to the first fresh green shoots that ventured up from their winter refuge beneath the ground. But despite the freshness of the springtime blossoms, a faint, rancid odour lingered in the air, carried across the thickets and hedgerows by the seasonal southerly winds. With the winter snows melted, and the mountain passes open, the Skaven from Foul Peak and Putrid Stump, south of the Forest of Loren, were once again on the move. Wood was needed for the manufacture of weapons and armour, and to fuel the furnaces that would be used to refine raw warpstone into more manageable forms. And the sanctity of the Elven glades would be no restraint for the ratmen as they hacked and cleaved their way through the woodland to get what they wanted.

Deep inside the forest, the wild howls of feral dogs cried out as the first Skaven axe fell upon the tender wood of a budding sapling.

From his vantage point high amongst the Oak branches that hung over the river Brienne, Brea Everswift surveyed the damage the Skaven were wreaking on the far side of the river. Against such a numerous foe there was little that he and his small group of Wood Elf Waywatchers could do. For sure some Skaven would fall to the craftily placed traps that he and his fellows had set, but this would do little to deter them. They would press on, burning and pillaging the life force of the forest until their dark souls were sated.

As one, a thousand ravens took flight from the King's glade, stirred by the primeval energies that billowed and rolled from the great Oak of Ages.

Warlord Queevik was pleased. His force had encountered little resistance since advancing into the forest, and soon he would be able to return back to the tunnels and caves in which he felt most comfortable. Being in the open always made him uneasy, a feeling that was only heightened by the fresh spring aromas that assailed his keen nostrils.

Above the Forest of Loren storm clouds began to gather, the ominous rumble of distant thunder rolling across the woods, sending the smaller beasts of the forest scampering back to cower in their burrows and nests.

Brea watched in frustration as the Skaven prepared crude rafts to ferry themselves across the Brienne. He had already dispatched his fastest runner to keep the King's Council informed of events, but he feared that even so help would arrive too late. It was fortunate that he was where he was now – the passing of the winter months always saw a decline in the vigilance of the guardians of the forest, and he had been planning on returning north, to the Birch trees of his home glade. But all that he and his fellow Waywatchers could do for now was watch, and wait.

And with a bestial roar that was echoed back and forth across the length and breadth of Athel Loren by every wild animal and savage beast, Orion, and with him the spirit of the forest and the Wild Hunt itself, was reborn.





At the head of the Wild Hunt, Orion charges the foul Beastmen.



Cards for Orion's Magic Items are included in this issue's card section.

ORION, THE KING IN THE WOODS .. 300 points

- + 50 points *Spear of Kurnous*
- + 50 points *Horn of the Wild Hunt*
- + 50 points *Cloak of Isha*
- + *Pack of Baying Hounds* at 5 points a Hound

Your army may be led by Orion, the King in the Wood. If you decide to do this he replaces the general in the main army list.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Orion	5	8	7	5	5	5	9	5	10

Weapons/Armour: Orion is armed with a hand weapon and the *Spear of Kurnous*.

Magic Items: Orion is a Wood Elf Lord and may have up to three magic items. These are always the *Spear of Kurnous*, the *Horn of the Wild Hunt* and the *Cloak of Isha*.

Save: 4+ unmodified (See the *Cloak of Isha* magic item card in the card section of this issue).

SPECIAL RULES

Kurnous' Aspect: When Orion goes forth to battle he takes on the awesome aspect of Kurnous the god of the forest. While the battle rages, Orion becomes the wild hunter himself, sprouting antlers from his head and bellowing like a mighty stag. The Kurnous aspect of Orion gives him the following effects:

Causes Fear: Orion in the form of the stag-antlered wild hunter god Kurnous becomes twice the height of a man and more ferocious than a wild beast. He inspires fear in the foe as described in the Warhammer rulebook.

Wild Charge: Orion in the form of Kurnous runs faster than a wild stag and may add +D6 to any charge move that he makes during the battle.

Feral Savagery: When Orion becomes the wild hunter Kurnous he is utterly possessed by the wild spirit of the forest and becomes immune to psychology.

Divine Aura: When Orion assumes the aspect of Kurnous he becomes a magical being like the god Kurnous himself and gains a divine aura of protection against hostile magic. This gives Orion a magical save of 4+ against the effects of any spell cast upon him.

PACK OF BAYING HOUNDS

When Orion takes to the battlefield as the wild hunter of the forest he is accompanied by a pack of savage baying hounds. The sound of Orion's horn and the smell of the prey summons huge wild dogs from their earthen lairs beneath the gnarled roots of trees to join in the Wild Hunt.

Orion can be followed by a pack of baying hounds. You can have as many hounds as you wish in the pack at a cost of 5 points per hound.

While Orion is accompanied by a pack of hounds, they operate together as a single unit and he cannot join another unit. If Orion is not accompanied by the hounds, or all the hounds are slain, he can join another unit if you wish.

The pack accompanies Orion as he moves and when he enters hand-to-hand combat. The baying hounds keep pace with Orion when he moves and charges and benefit from Orion's *Wild Charge* charge distance increase.

If Orion is slain or flees the pack immediately flees and cannot be rallied unless Orion himself is rallied. The hounds always test for psychology against Orion's Leadership.

When shooting at Orion and the baying hounds, roll to see whether Orion or the hounds are hit. A score of 1-3 indicates a hit on a hound. A score of 4-6 is a hit on Orion.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Baying Hound	5	4	-	4	3	1	3	1	3

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By
Ian Pickstock

MODELLING WORKSHOP

IT'S ALL IN RUINS

ESSENTIALS

These are the things that I think are worth having for making terrain from packing trays.

Sharp modelling knife,
Scissors,
Polystyrene insert trays,
PVA glue,
textured paint,
filler,
flock,
polystyrene tiles,
artboard.

It was many months ago that Robin Dews returned from one of our managers meetings, carrying in his hands a model of a ruined building made by one of our store managers. The most interesting thing about this ruin was that it was made out of one of those

polystyrene trays that you get inside our boxed sets. You know, that lump of polystyrene that stops all your miniatures and components from getting chipped and bashed (ain't we nice). Anyway, the problem was you could tell that the ruin was just one of our polystyrene trays covered in textured paint, and so everyone went back to their desks and it seemed that polystyrene tray buildings had died a death.

But that was not so, for one person the seed of an idea had been planted. With a little nurturing it would soon grow into a completely new and revolutionary way of looking at terrain building.

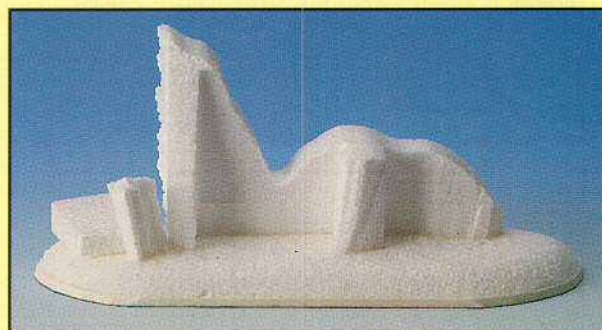
How many times have you opened a boxed set of miniatures, and, after having a quick



SEVEN EASY STEPS

PLANNING & PREPARATION The initial stage in any project is to sit down and plan out what you are going to do. You could make some sketches or just make a few mental notes. This is especially important with large projects, or a piece that involves the use of expensive materials – you don't want to go wasting your time and money. In the case of this example I'm making a simple ruined wall section, so not much planning is needed.

STAGE ONE Choosing a base. For such a small model I chose to use a piece of art board. This stuff is quite expensive, but it is cheaper and easier to cut than hardboard. It's also a lot more durable than corrugated card and doesn't warp as much. I decided to make my lengths of wall 6" long. So I cut a rectangle of card 6" long by 2" wide and then rounded off the corners. On top of this I glued a similar sized piece of polystyrene ceiling tile with PVA glue. This was then sanded down to create a nice rounded base upon which the ruin could be built.



STAGE TWO Now you can get creative: it's time to cut up that packing tray. You can have a high wall, a low wall, or you could cut up the packing tray into really small pieces to create rubble. I've decided to go for a low level wall that a normal size model can take cover behind and still be able to shoot over. Take your cut up packing tray pieces and glue them to your base. Use off-cuts to make large chunks of rubble and bits of fallen wall.

STAGE THREE

Time to get messy. All of the packing trays have nasty code numbers moulded into their side. It is a good idea to fill

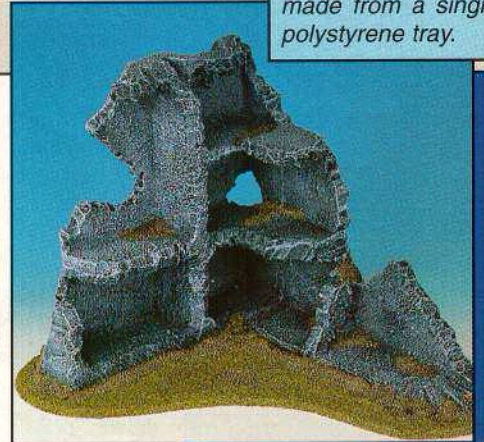




Chris Colston's Necromunda terrain dispels the myth that you can't do anything with those blister packs.



Look carefully, the building below is made from a single polystyrene tray.

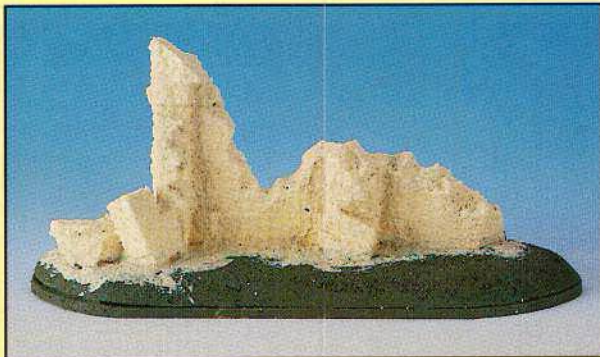


peek at your purchases, wondered what you can do with the polystyrene tray? They're such an interesting shape it seems a shame to throw them away. It has to be said, this isn't the first time I have sat down and tried to figure out what to do with my growing collection of polystyrene trays. It's like those clear plastic bits from the blister pack, how many times have you tried to think of something to do with them? Most of the time I just end up mixing my paint in them. However, with a bit of ingenuity there isn't anything that can't be chopped up, filed down or glued together

to make some interesting terrain to fight over.

The biggest problem I found when making my buildings was how to stop the inserts looking like polystyrene trays and make them look like ruined buildings.

The easiest way to do this is to alter the "boxy" shape of the tray. The ruin to the right is a

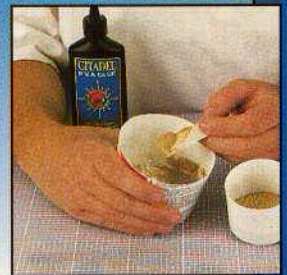


these in with filler as they will instantly give away your source of materials. The same goes for those rounded edges on the bottom of the packing tray.

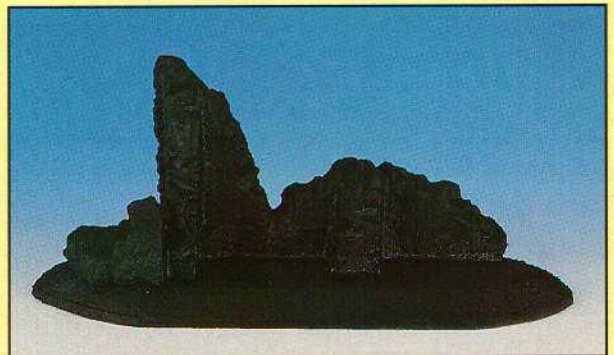
STAGE FOUR Now we can get *really* messy. Give all the wall bits of the model a good coat of medium grade textured paint. You can make your own textured paint (see box above), but if you are modelling lots of terrain it might be easier to bite the bullet and buy a big vat of the stuff from a DIY centre. Put a couple of coats on so that you can't tell it's polystyrene anymore. It's at this stage that you need some thick green paint that I got off Owen Branham, but nobody knows what it is! OK, OK, don't write in asking for a little jar of the stuff. Try mixing some Goblin Green paint and PVA glue together to get some sort of thick goo to cover the base. It is important, otherwise the black spray will eat into the polystyrene, leaving you with a Tyranid hive monstrosity.

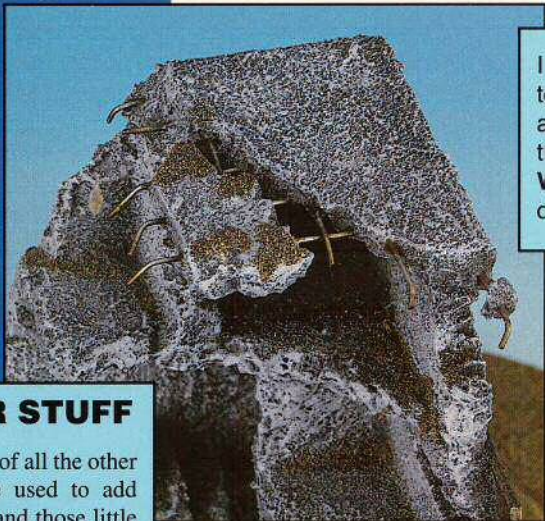
MAKE YOUR OWN TEXTURED PAINT

For those of you with a knack for DIY, or on a tighter budget, you can make your own textured paint. Take some coral sand, and some PVA glue, and mix them up to make a thick paste. Hey presto, home-made textured paint just like Mom used to make!



STAGE FIVE Spray the whole thing black, or paint it black if you prefer. Painting is sometimes a good option as the textured paint literally "drinks" black spray making it very costly to spray undercoat a large model.





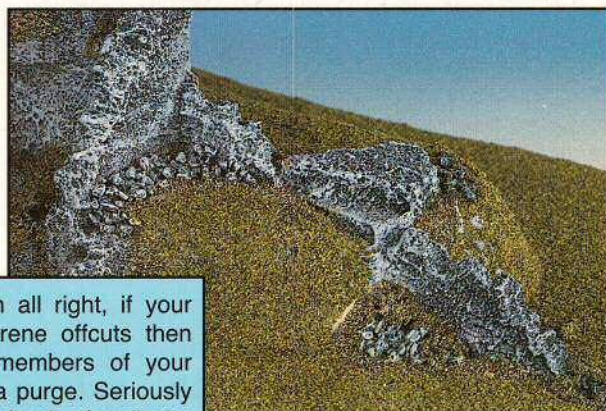
I used pieces of copper wire taken from an old electrical flex to make these exposed concrete reinforcing rods. I stripped away the insulating rubber and simply pushed the wire into the polystyrene before applying the textured paint. **WARNING:** Always make sure that electrical cables are disconnected from the mains before making any cuts.

OTHER STUFF

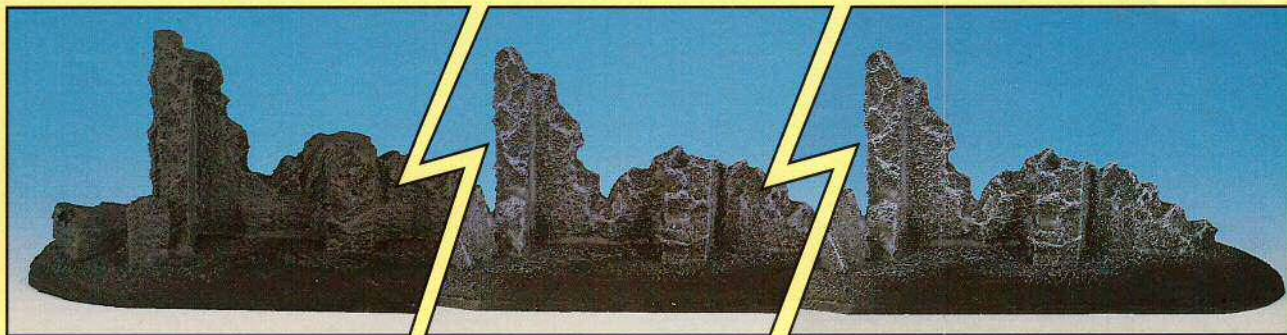
This is a list of all the other stuff I have used to add extra detail and those little finishing touches to my terrain pieces.

**Coral Sand,
Grit, and fine pebbles,
Copper Wire,
Necromunda Bulkheads,
Electro-flock.**

Don't throw any offcuts away. Oh all right, if your house is overflowing with polystyrene offcuts then yes, for the sake of the other members of your household, you can have a bit of a purge. Seriously though, if you have just cut off a chunk of wall, the natural place to put it is on the base of the model, to represent fallen debris. The same goes for pieces you cut out to make doors and windows, these regular shaped pieces of polystyrene can be used to make doorsteps or wall buttresses.

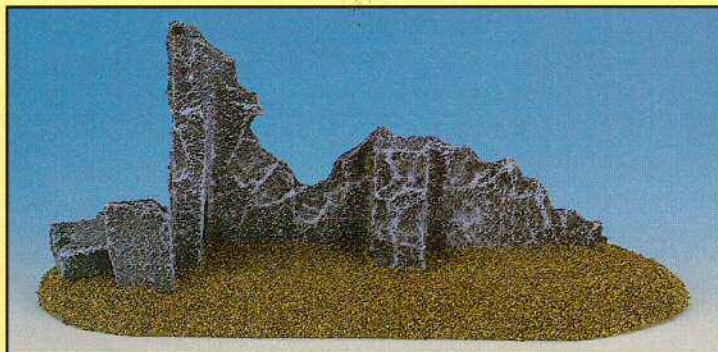


good example, made from a single polystyrene tray. I cut the tray in half with a diagonal cut and glued the two bits together to form the corner of a ruined building.



STAGE SIX Drybrushing. I've decided to paint my model standard Imperial concrete colour. Well it's traditional, alright I'll admit it's boring. You can paint yours Orky colours (equally as boring) or Eldar colours, whatever they might be.

STAGE SEVEN The final stage is to finish off the base so that it matches your games table. In my case this means painting it Goblin Green and covering the base in flock.



ABOVE AND BEYOND Just because I've presented this as a quick and easy terrain making article, there is no reason why you complete fanatics out there can't make top quality terrain models using packing trays. After all, you should just think of it as an alternative to constructing your own walls out of foamboard or thick card. Remember, it is the addition of the little details that really make a model. Try using some coral sand and gravel to create piles of rubble in the corner of the ruin. Add a small bush from our range of ready made trees. Use bits bits of door mat or sisal string to make some tufts of long grass.

This follows on from the exposed concrete reinforcing rods. Some buildings have entire metal frameworks, that are then clad in concrete or brick work. You can use Necromunda bulkheads to show bits of this exposed framework where there are doorways or firing slits.

You'll notice that most of the time I stand the trays on their sides – this is another good way of disguising the fact that they are polystyrene trays!

The stage by stage guide tells you the basics, so why not go away and have a go right now. Of course, the real key to making terrain is to do lots at once. This is especially true if you are doing fairly small pieces, like the one in the stage-by-stage. Because of the long time it takes for glue and paint to dry, you can make four or five bits of ruined wall in about the same time as it takes to make one.

Don't be scared to try out new ideas! As you work, you'll get ideas of your own, spot areas that you don't like, and find ways to improve them. Even I spotted areas to improve when making my ruins. My first ones were glued straight onto hardboard bases, whereas the smaller ones that I

did later are glued onto a piece of polystyrene tile and artboard

That's basically it – pretty simple, eh! Once you've made a few basic ruins you can move onto something more complex, like the ruin shown over the page.



TRICKS OF DA TRADE

Making things stick to your models is always a problem. Everyone must have experienced spending all that time sticking coral sand down, letting the glue dry, only to watch 90% of the stuff fall off the model onto the carpet! Well, after much poking at Owen Branham I finally got him to reveal the dark secret. Take the material you're trying to cover your terrain with and mix it in a small pot with some PVA glue and a little water to make a paste, and then paint this onto your model. If the paste is not covering effectively add some more sand, gravel or whatever to the mix. If the mix is too thick add a little more water. Leave the model to dry overnight and in the morning you'll need dynamite to shift it!

Once you've made a half a dozen or so pieces of terrain, invite your friends around for a game so you can show off your multi-talented modelling skills.

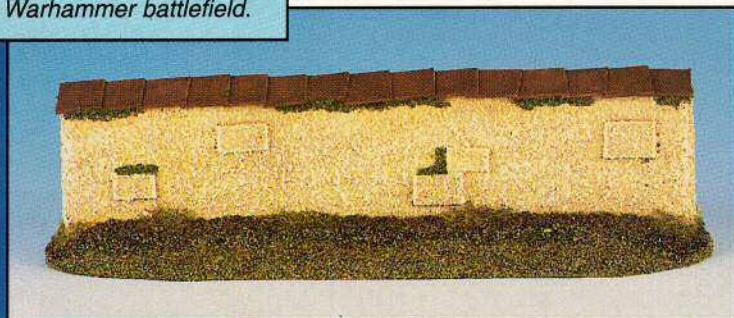


This is the biggest and most impressive ruin in my collection to date. You'll need to buy several boxed sets to make this one (Nice sales pitch – Ed).



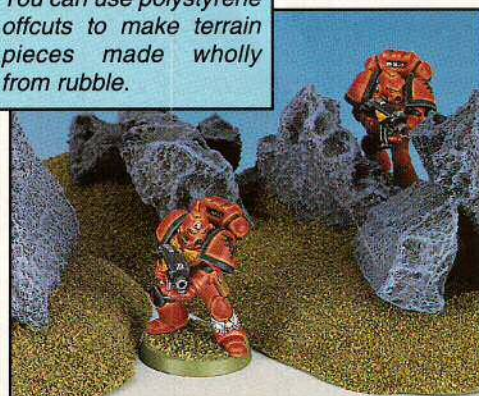
GO FOR THE BIG TIME

You don't have to stick to making ruins either, grab yourself a ruler (preferably a metal one) and cut your packing tray up to create untouched walls. I used this technique to make some villa type walls that would probably look best on a Warhammer battlefield.



This larger ruin was made from several packing trays. Apart from being really big, the interesting thing about this ruin is how it is built into the side of a hill. All buildings have foundations and underground thingies, like cellars. This was quite straight forward. First I made a two tiered, "L" shaped hill, out of 3/4" polystyrene. Then I got two packing trays and sort of worked out where they would sit in the hill. This done, I

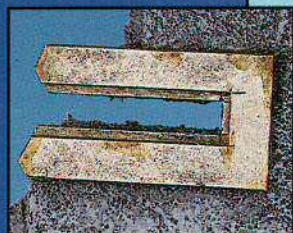
You can use polystyrene offcuts to make terrain pieces made wholly from rubble.



roughly cut a couple of squares into my hill. Don't worry about getting an exact fit, just make the holes too big and you can fill in the gaps later. After that I just built up a really big ruin using lots of different bits of cut up packing tray, making it up as I went along really. On this one I went to town and used everything I had learnt to date. So you'll see bits of Necromunda bulkhead, artboard cut to represent an armoured vision slit and bits of wire for concrete reinforcing rods. I still haven't quite got to grips with flocking large areas, and so it still looks a bit rough in places, although luckily you can't see the rough bits in the photographs!

Make your buildings look more real by cutting out square and rectangular shapes to represent doors and windows. Leave these areas with flat, hard edges so that they contrast with the rubble and broken walls of the rest of the ruin. Real

fanatics can go the whole hog and put in window and door frames made from balsa wood or matchsticks, and complete nutters can use clear plastic to make realistic looking broken windows.



Next I might go totally underground and make a hill with an underground bunker that has been blasted into. Well, I've got enough packing tray terrain to cover a sizeable corner of the games table. But there is still plenty to do – eventually I would still like to be able cover the entire table with ruined buildings, rubble, craters, and blasted road sections. Maybe I could even throw in a few wrecked tanks, to really capture the feel of battling by Commissar Yarrick's side through the ruins of Armageddon.

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THUNDERING HOOVES



**By Tuomas
Pirinen**

Swift as lightning and deadly as a serpent, fast cavalry are one of the most effective troop types in Warhammer.

Led by a Hero and a Champion, a High Elf fast cavalry regiment uses its manoeuvrability to outflank a regiment of Dwarf Miners. Threatened from the front by High Elf infantry, the Dwarfs cannot turn to face their mounted enemies.

Well met, warrior! I am Arandir of Tor Caranth, lord of the cavalry wing of the Defender Host of the High Elf realm of Ellyrion.

I see that your eyes are set on the magnificent steeds and the tall lances of the Silver Helms. But, young lord, there is far more to commanding cavalry than massing your bravest knights and charging the enemy. As a future general you must understand how to use all the weapons of war at your disposal. Today we will discuss the best use of fast cavalry.

SWIFT AS LIGHTING

Speed will prevail when brute force fails.

Of all the regiments available to a Warhammer general, fast cavalry regiments are perhaps the most flexible. Mounted models with a saving throw no better than 5+ and a movement rate of at least 6" over open ground are classed as fast cavalry. Fast cavalry can make

any number of turns without penalty and may change formation once during their movement by any number of ranks. Their manoeuvrability is so great they can do this even while marching. All this means that fast cavalry is ideally suited for lightning-fast flanking attacks and harassing the enemy advance, as well as chasing fleeing troops. Because you are allowed to change your formation by any number of ranks, the fast cavalry can easily travel through terrain where other troops would get bogged down. Simply field your fast cavalry in snaking formation and make your way through any gaps between difficult and impassable terrain.

SKIRMISHING TROOPS VERSUS FAST CAVALRY

You are a commander of your men, and thus you must decide how they can serve you best.

You might notice that many troops that fulfil the requirements of fast cavalry also have an option



to *skirmish*. People almost always prefer to field these regiments as skirmishers. However, I believe that this is not always the best option. True, the skirmishers are blessed with even more manoeuvrability than the fast cavalry and are harder to shoot at, but they cannot use the Leadership of any accompanying characters or nearby General, nor can they get any benefits from standards, including the re-rolls for break tests granted by the battle standard. This, combined with their lack of rank bonus, means that hand-to-hand combat is almost totally without hope for them. Fast cavalry, on the other hand, get all the benefits of regular regiments (ranks, standards, leaders), and are practically as manoeuvrable as skirmishing units.

DRESSED FOR SUCCESS

Aside from bravery and skill, a cavalryman needs weapons and armour that suit his needs.

The army lists normally allow mounted troops to use all sorts of trinkets and toys like barding, heavy armour and shields. With fast cavalry, you don't need to spend so many points on these, which makes the regiments more affordable compared to most mounted troops.

I like to equip my fast cavalry with magical banners that increase their effectiveness in battle. For example, when I use my fast cavalry to attack, I use the *Banner of Might* which increases their chances to hit. If you take a look at the list of the fast cavalry regiments above, you'll notice that many of the troop types are not allowed to carry a magic standard. This, however, can be overcome by fielding a Battle Standard Bearer and attaching him to the fast cavalry regiment.

STEEL FANGS

Fast cavalry armed with missile weapons are perhaps the most commonly used regiment of their type. Such troops include the Pistoliers of the Empire and Goblin Wolf Riders with bows.

You can probably get away with a smaller regiment, as massed archery should really be left to foot troops. This does not mean that you should not use your bows! Because their manoeuvrability is so great, these troops can get into positions where they can pick off suitable targets like those annoying Night Goblin Fanatics, Skaven Jezzails and so on. They are also ideal for harrying enemy infiltrators with their arrows, and getting in their way to prevent these nuisances from charging your war machines.

These missile-armed troops can also use their great speed and manoeuvrability to get within 8" of an enemy regiment and thus prevent them from marching. Imagine the frustration of those Chaos Knights when miserable Goblin Wolf Riders slow them down. The important thing here is once again to stay out of your enemy's field of vision. Remember that you cannot charge what you cannot see, but being within 8" of your enemy is enough to prevent them from marching.

SOUND THE CHARGE!

The other type of fast cavalry is the strike force. These troops combine speed with raw striking power, and are usually armed with lances and other weapons suited to close combat. This type of fast cavalry includes my trusty Silver Helms, and (believe it or not) Skeleton Horsemen equipped with lances (just as long as they are carrying the *Doomrider Banner* that lets your Skeletons hit automatically when charging!). These troops can hit hard enough to break even the most stubborn enemy regiments and their enormous manoeuvrability means that they should be able to catch their enemies from flank or rear. I always field reasonably large regiments of attacking fast cavalry. This allows the regiment to take the advantage of the rank bonus as well as giving them more resilience against missile and war machine casualties.

Fast cavalry that is geared for attacking cannot afford to be bogged down in hand-to-hand combat. Their armour save means that even second-rate troops can kill quite a lot of them, given a half a chance. So don't give them any! When you commit yourself to charge, you must be reasonably sure that your troops will break the opposing regiment, and preferably ride them down as well! Your speed should allow you to catch most fleeing opponents.

CAVALRY COMMANDERS

Fast cavalry regiments need good leaders just as much as a fully-fledged unit of heavily armoured knights. Perhaps even more so, as they must compensate somehow for their lower armour save. I prefer to have both Heroes and Champions to lead my regiments, as well as buying a standard bearer. This gives my troops a better Leadership and increases my combat resolution. I generally equip the characters with magic items that affect or protect the whole regiment, like the *Sword of Fortitude* to make them immune to fear and terror, or the *Amulet of Fire* to dispel

RIDERS OF RENOWN

Here is a list of all troops in the Warhammer game that can be fielded as fast cavalry.

HIGH ELVES

Reaver Knights
Silver Helms

EMPIRE

Pistoliers
Kislev Horse Archers

ORCS & GOBLINS

Forest Goblin Spider Riders
Goblin Wolf Riders

UNDEAD

Skeleton Horsemen
Mounted Wights

DARK ELVES

Dark Riders

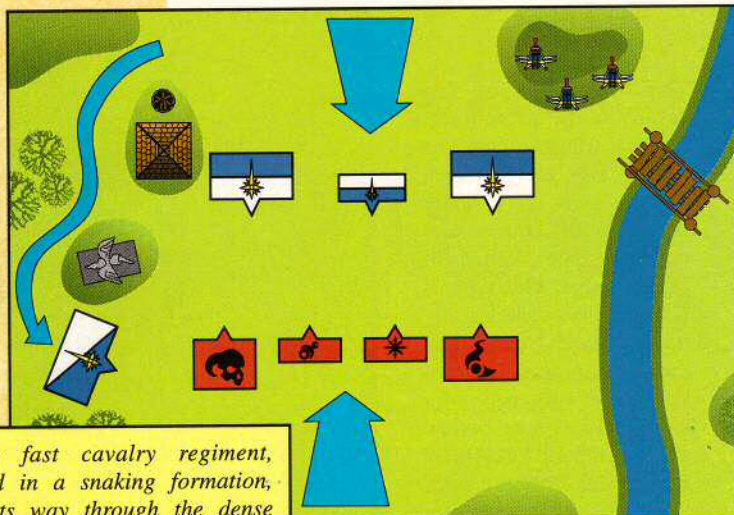
WOOD ELVES

Glade Riders

CHAOS DWARFS

Hobgoblin Wolf Riders





Here a fast cavalry regiment, deployed in a snaking formation, makes its way through the dense terrain on the left flank, changing formation at the end. Now they threaten the flank of the enemy, while the rest of the army advances. This way the enemy is attacked in the flank, whichever way they turn.

incoming magic. If I have points to spare, I will also put a lower level mage with my fast cavalry, as this allows me to use *Rebound* and *Destroy Spell* cards against spells directed at my precious regiment.

Another good reason to charge from flank or rear is that your enemy cannot choose to stand and shoot as they can't see you!

THE BEST OF BOTH WORLDS

Some fast cavalry regiments can be tooled up with both missile and melee weapons. Units such as Reaver Knights and Forest Goblin Spider Riders are good examples of these troops. Using them is extremely tricky: you must choose when to fight and when to use your bows. I usually give these units a Champion as a leader instead of a Hero, and use them to fight enemy skirmishers and infiltrators. As they can both shoot and fight

in hand-to-hand (a bit) they can spend their first turn shooting their opponents and then charge once they are close enough. I myself sometimes field Reaver Knight units armed with both spears and bows and let them act as guardians of my prized Repeater Bolt Throwers against Gutter Runners, Dark Elf Scouts and such.

WEAKNESSES

The chief weakness of the fast cavalry is their lack of armour. If a sizeable regiment armed with missile weapons unleashes a volley against your fast cavalry regiment, you might as well cross them from your army list. Skirmishers are perfect troops if you wish to form a missile screen in the front of your core units, but this is not the case with the fast cavalry! Remember that the enemy does not suffer any additional penalties when shooting at your fast cavalry, so advancing in a plain sight of enemy archers is foolhardy indeed. Please don't try this at home! I already have, and suffered for it.

So how to avoid death by arrows? You might want to look to magic for answers. The *Ruby Chalice* will give a -2 penalty for shooting as soon as your regiment suffers at least one casualty. The Grey Magic Spell *Radiance of Ptolos* is also handy, making it impossible for the enemy to target the regiment protected by this spell. If Cannons and Bolt Throwers are the thing you fear, you might want to advance in formation with only one rank to reduce the number of casualties suffered by cannonballs, as there will be no extra ranks for the enemy missiles to plough through. In later turns you can change the formation to a more suitable one, as the fast cavalry rules allow you to do this without any inconvenience.



THE ORACLE OF ABSOLUTE RULES KNOWLEDGE

Before finishing this article I visited the Oracle of Absolute Rules Knowledge that lives in the upper floors of the Design Studio (incidentally, the Oracle is also known as Rick Priestley). The fearsome thing gazed down at me with baleful eyes and with a booming voice it demanded to know the reason for

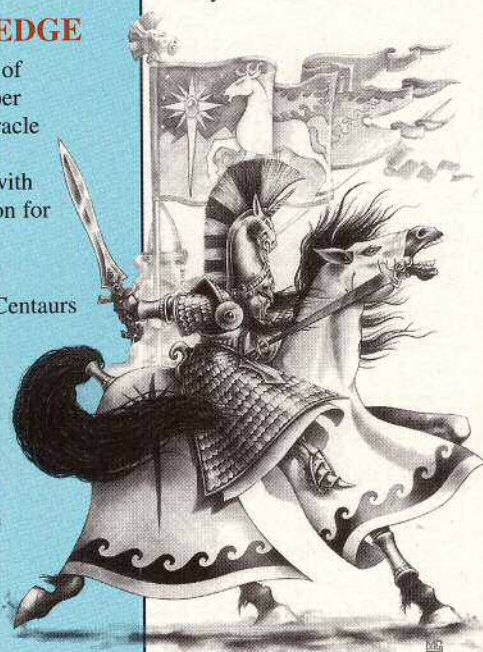
my presence in its lair. With trembling hands I presented the traditional offering: a pint of beer and a large bacon butty, and asked my question:

Q Oh all-knowing one, are Chaos Centaurs and Chaos Dwarf Bull Centaurs considered fast cavalry?

To my great relief the creature began to wolf down my sacrifice instead of me, and from amidst the sounds of devouring came his answer:

A No! (Growl!) The fast cavalry rules cover only mounted troops. (Slurp!) The word cavalry is to be used only with troops mounted on horses and equivalent steeds with one Wound, like Giant Wolves and Cold Ones. (Munch!) Both Bull Centaurs and Centaurs are actually single models on cavalry bases, not real cavalry.

After that the Great Oracle gulped down the last of the beer and turned its hungry eyes on me, I decided that discretion was the better part of valour and made my tactical (if somewhat hasty) retreat from the Oracle's abode.



COUNTERMEASURES

So what if you play Dwarfs or Skaven and cannot get any fast cavalry? Don't despair for fast cavalry has several weaknesses that you can exploit.

When it comes to stopping fast cavalry altogether, there are couple of good countermeasures. The first is, of course, missile troops. Arrows, cannonballs, crossbow bolts – all are extremely deadly against fast cavalry due to their low armour save, and low toughness. The Chaos Dwarf Earthshaker Cannon deserves a special mention – its ability to kill *and* slow down enemies is absolutely perfect for stopping fast cavalry from running rampant.

Magic is a good solution. The *Pipes of Doom* is absolutely devastating against fast cavalry regiments, because it both stops them from charging and causes crippling casualties. Anything else that hinders movement, like the Dwarf *Master Rune of Dismay* and the talismanic *Rune of Slowness* can easily leave fast cavalry exposed for your archers to pick at. The Skaven *Warpscroll* is another item which can easily wipe out an entire regiment. Attacking fast cavalry must rely on breaking their opponents when they charge, as they are very vulnerable in a protracted fight. The *Crown of Command*, a runic standard with the *Rune of Courage* or the *Rapturous Standard* will protect your regiments against break tests. This means that in the following hand-to-hand combat phases, without their charge bonuses you will probably defeat the fast cavalry.

The Company of the Bright Lances.

This was my fast cavalry regiment that I fielded in a recent Warhammer staff tournament (see WD 199 GW News). The regiment (and the army) was undefeated in the Tournament, mainly because my Silver Helms were too fast and manoeuvrable for my enemies to pin down!



10 Silver Helms with lances, light armour and the *Banner of Might*. The unit is accompanied by a **Champion** carrying the *Black Gem of Gnar* and is led by **Arandir**, a **High Elf Hero**. He is equipped with a lance and light armour and rides an Elven Steed. He carries the *Battle Stone of Le Marquis* and the *Power Stone of Le Marquis*. Also with the regiment is **Master Mage Cyran** riding an Elven Steed and armed with two hand weapons. He carries a *Dispel Magic Scroll* and the *Skull Staff*.

"The gods favour the army with the fastest cavalry."

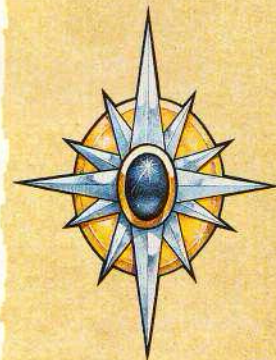
High Elf Commander Arandir.

Spells also offer plenty of choices to hurt the annoying horsemen.

Aside from spells like *Plague* and *Dwellers Below* that wipe out the fast cavalry regiments altogether, the *Curse of Anraheir* and *Ash Cloud* are useful as they limit the manoeuvrability of their target. Transportation spells like *Bridge of Shadows* and *Hand of Gork* are also good, as they allow you to charge the elusive fast cavalry and probably break them or wipe them out.

You can also get fast cavalry of your own by fielding suitable allies. In the case of Skaven and Chaos, Harpies can serve in similar roles because of their great manoeuvrability and extra ranks.

I have done all I can for you. Now lead your troops to victory!



FAST CAVALRY TIPS

Pick your fights! The manoeuvrability of your troops allows you to choose opponents that you can defeat, and avoid being charged by enemies who are too powerful for you!

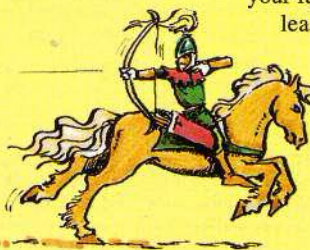
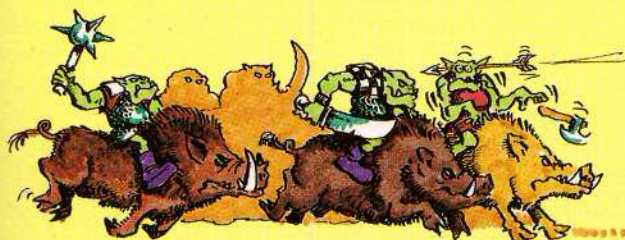
Outflank your opponents! Regiments of fast cavalry are perfect for flanking manoeuvres. You should use your first movement phase to get yourself into position where you can charge your opponent's flank. Alternatively, you can spend two movement phases manoeuvring into the right position and charge your enemies from the back!

Chase fleeing enemies! Fast cavalry regiments have high charge moves, so if you can charge fleeing enemies you have a good chance of catching them or driving them off the table.

Watch the skies! Fast cavalry is extremely vulnerable to attacks from above. Intercept enemy flyers with your own, and consider investing in the *Orb of Thunder* or the *Talisman of Ravensdark* to protect your troops.

Strength in numbers! The trick with attacking fast cavalry is to support its advance with other regiments. To do this, use supporting troops to march towards your opponents from the front, while your fast cavalry threatens their flanks. By attacking the enemy from two directions, you'll guarantee one of your regiments being able to charge him in the flank.

Support other troops! When one of your core regiments is engaged in a close combat that could easily swing either way, your fast cavalry regiment (if it is still at least five models strong) might consider charging the enemy regiment in rear or flank. No matter what, you will get a bonus on your combat resolution and this might be enough to give you the battle.





WARHAMMER



EGRIMM VAN
HORSTMANN
DARK
SORCERER
OF CHAOS
RIDING CHAOS
DRAGON



CHAOS BEASTMEN

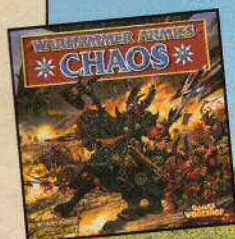


Box contains self-adhesive banner.



Box contains self-adhesive banner.

ARBAAL THE
UNDEFEATED



CHAOS WARRIORS



Box contains self-adhesive banners.

CHAOS KNIGHTS



From the desolate Northern Wastes the Chaos hordes march upon the world. Champions of the Dark gods lead their warriors against the realms of men, mighty Sorcerers weave terrifying spells of destruction and horned Beastmen bray and bellow in anticipation of the slaughter that is to come. Behind them, riding upon a wave of devastation, come the dread Daemons of Chaos themselves, foul and unholy creatures that hate mankind and seek to enslave all living things!

All models supplied unpainted. Both Egrimm Van Horstmann and Arbaal the Undefeated are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. WARNING! Except for the Chaos Warriors and Beastmen, these products contain lead and 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**

MAGIC ITEM

50 POINTS

THE CLOAK OF ISHA

The Cloak of Isha was woven from the leaves of the sacred rowan trees of the Grove of Isha by Queen Ariel herself.

When Orion goes forth into battle he wears the Cloak of Isha as his only protection. The Cloak acts as both shield and armour for Orion and gives him a special save of 4+ against every kind of attack. This is not an armour save and so even saves against war machines, breath attacks and magic weapons that normally allow no save.

ORION ONLY

MAGIC SPELL

50 POINTS

THE HORN OF THE WILD HUNT

Orion carries an enormous hunting horn crafted from the horn of a mighty aurochs, the gigantic wild ox of the forest.

Orion may blow the horn in the magic phase. The sound echoes through the forest and over the battlefield signalling that the Wild Hunt is on. When the horn is sounded, the nearest enemy unit within 12" becomes filled with impending doom and must take a Panic test. Orion may not sound the horn if he is in hand-to-hand combat. The blast from the horn is a magic spell and so can be dispelled as normal.

ORION ONLY

NO THE ASHURE FOR COMPLETING EVENT

5-6 Mouldering Pox - the Warrior breaks out in bright green and purple blotches. He will no longer be admitted to settlements.

3-4 Pustulant Fungosity - the Warrior's body erupts in sores and warts, which constantly bleed and ooze pus. Any time the Warrior is healed, he only regains half the Wounds indicated (round fractions up).

next turn as they fester in disgust.

1-2 Odorous Blight - the Warrior's flesh begins to rot, and a small cloud of flies gathers around him. Any other Warrior standing in a square next to him at the end of the Exploration Phase must lose their turn as they fester in disgust.

the Septile have infected one of the Warriors. Pick a Warrior counter to decide who falls ill, and then roll a dice to see which illness that Warrior contracts.

the Septile have infected one of the Warriors. Pick a Warrior counter to decide who falls ill, and then roll a dice to see which illness that Warrior contracts.

AFFLICTION OF NURGLE

E

E

MAGIC ITEM

50 POINTS

THE SPEAR OF KURNIOUS

The hunting spear can be thrown like a missile weapon and always returns to Orion's hand. When thrown it has a range of 8". There is no penalty for throwing at targets over half range. If the spear hits an independent model roll a number of dice equal to the original Wounds characteristic of the target. Each dice that scores 4+ causes a wound. If the spear hits a unit, roll a dice for each rank of models in the unit. Each score of 4+ causes a wound on the unit. In hand-to-hand combat roll to hit and to wound as usual. Orion cannot throw the spear when he fights in hand-to-hand combat. Instead he stabs with it like a normal spear. Roll to hit and wound as normal. Only magic armour can save against wounds inflicted by the Spear of Kurnious, whether it is thrown or used in hand-to-hand combat. For full rules see Warhammer Armies Wood Elves.

ORION ONLY

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Space Marine Rider	See Below	10
3-6	Bike	10	10

D6

Bike Damage Table

- 1 The bike's twin bolters are destroyed and may no longer be used.
- 2 The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
- 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the rider is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The bike's front wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the rider is killed using the normal shooting rules by comparing the attacking weapon's Strength to the rider's Toughness, and making any armour saving rolls as normal. If the rider is killed then the bike will move out of control for one turn, and then flip over and be destroyed.

SPACE MARINE BIKE

VEHICLE DATA

CREW:

1 SPACE MARINE

RAM VALUE:

STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 15"
FAST SPEED: 30"
TYPE: BIKE



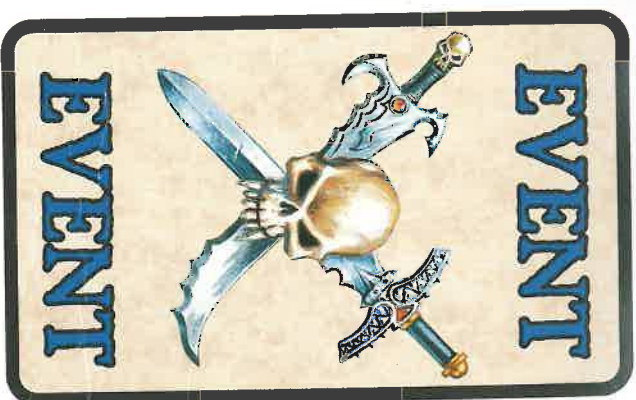
WEAPONS

Twin linked bolters fitted with a targeter firing forward in a 90° arc of fire. The bike may be fitted with auto-launchers loaded with either frag or krak grenades at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR		SPECIAL
	SHORT	LONG	SHORT	LONG			MOD.	PENE.			
Bolters	0-12	12-24	+1	-	4	1	-1	-	D6+4	-	-
Auto-launcher	6	-	-	-	As Grenade Type	-	-	-	-	-	-
Frag Grenade	-	-	-	-	3	1	-1	-	D6+3	2" Blast Marker	-
Krak Grenade	-	-	-	-	6	D6	-3	-	2D6+6	-	-

POINTS COST: 20 points + rider



MAGIC ITEM



MAGIC ITEM

MAGIC ITEM



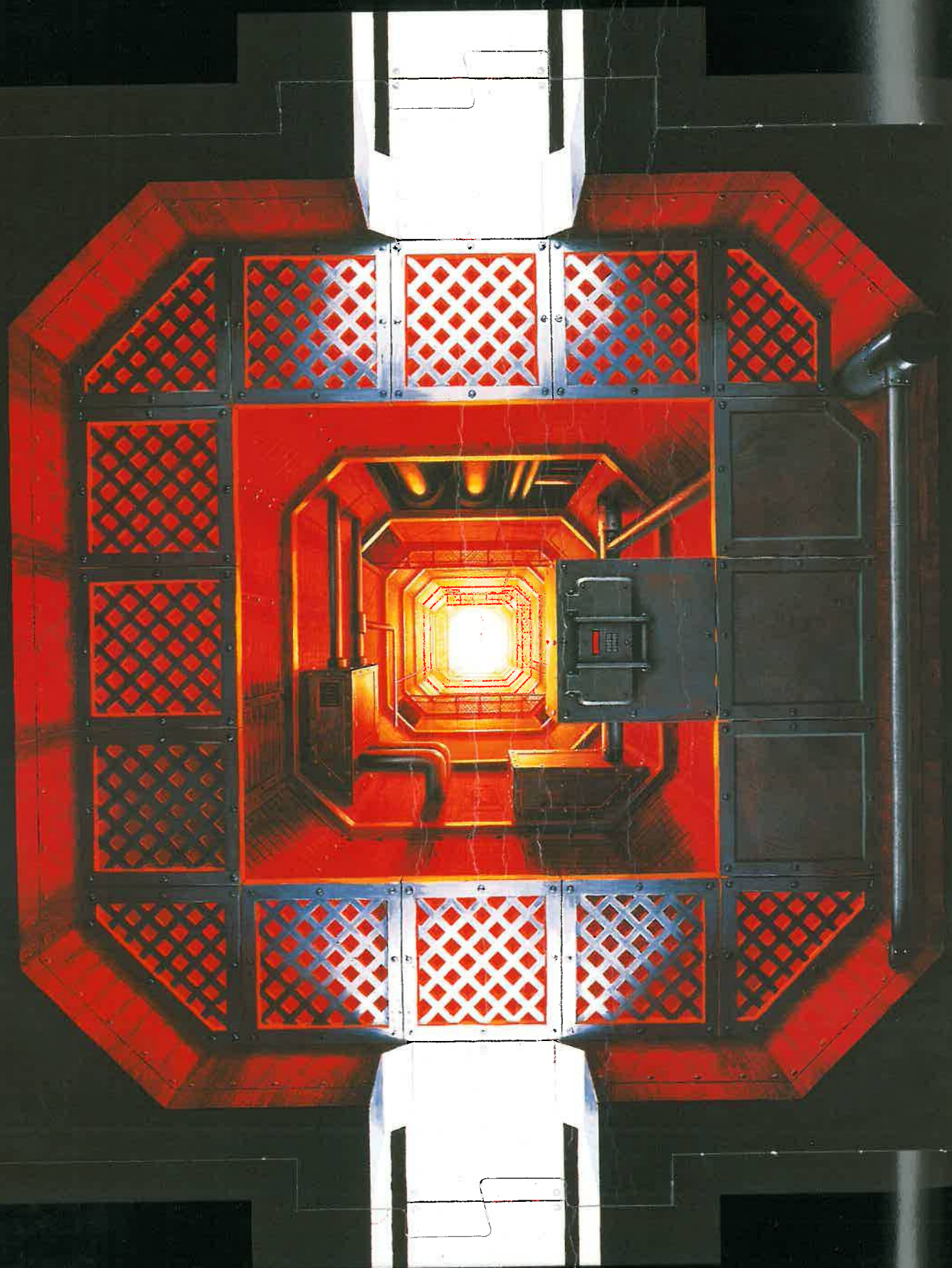
MAGIC ITEM

MAGIC ITEM



SPELL





SPACE HULK

DUTY AND HONOUR



by
Dean Bass

Amongst all the chapters of the Legiones Astartes, the fame of the Ultramarines is unrivalled. They are the greatest and the most powerful chapter of the Space Marines, renowned throughout the galaxy for their strict adherence to the Codex Astartes as laid down by their Primarch, Roboute Guilliman, ten millennia before.

The Ultramarines suffered greatly during the First Tyrannic War, and their Terminator company perished to a man when fighting against hordes of Tyranids and Genestealers, a grievous loss from which the chapter has not yet fully recovered. Because of this legacy of hatred, the Ultramarines are implacable foes of the Genestealers. Any opportunity to fight against these foul aliens is a much sought-after honour amongst the Ultramarines.

Such an opportunity came during the great Forian Crusade. A gigantic, lumbering space hulk, named *Hunter of the Void*, appeared from the warp space near the homeworld of the Ultramarines, Macragge. Unfortunately, most of the Ultramar fleet was fighting the Emperor's War, and thus only one ship could be spared to stop the heinous aliens.

This ship, the *Will of the Emperor*, carrying several squads of elite Terminators, was dispatched immediately to deal with this threat.

Upon reaching the hulk, the Ultramarines set to the task with zeal. The unremitting fighting raged deep inside the dark corridors, but the aliens proved to be extremely tenacious, as if there was something they were guarding, some dark secret hidden deep within the core of the space hulk. The scanners of the *Will of the Emperor* could not



penetrate the shielded chambers deep within the ancient ship, so Commander Troilus decided to send the most seasoned veterans of his command to challenge the vastness of the hulk and lift the veil of secrecy of the lower levels. Two squads were assigned to the task, and they prepared with their customary efficiency, chanting their prayers and reciting the litanies of hatred.



Mission 1

VEIL OF DARKNESS

As the battle raged, the probes of the *Will of the Emperor* scanned the enormous space hulk, and yet the alien ship was reluctant to yield up its secrets.

The Space Marines were unable to determine the number of Genestealers aboard, nor could they tell exactly where the clawed monstrosities were emerging from. There was a large area near the reactor core that was impenetrable to the scanners of the Space Marines' ship. Commander Troilus decided that the time had come to cut through the veil of darkness and reveal the secret of the hulk.

The Techmarines aboard the *Will of the Emperor* had found a way to shut down the ionisation shielding that interfered with the ship's scanners. A fully functional computer terminal had been detected that could be used to disable the shielding. Two squads of Terminators were assigned to locate the computer panel and access the computer. Due to the massive radiation leaks from the nearby reactor, the squads' teleporters would not work anywhere near the computer terminal, so the Terminators would have to fight their way out after accomplishing their dangerous mission.



BACKGROUND

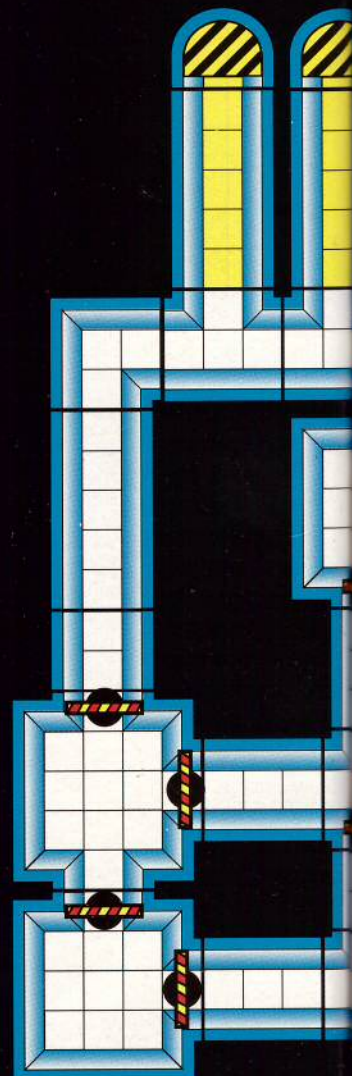
The Space Marines must reach the Gantry Room computer, shut down the shielding, and move out of the section. If you are playing this Mission as part of the campaign, note whether the Space Marines are successful at the computer and whether two or more Space Marines make it off the board.



GENESTEALERS

FORCES: The Genestealer player begins the game with a single Blip in the Gantry Room entry area. Each turn another Blip enters at the Gantry Room.

BRIEFING: The Space Marines are trying to access the computer in the Gantry Room and get two of their men out of the exit point. The Genestealers win if they can stop either from happening.



THE GANTRY ROOM

This campaign uses a new 5x5 room with gantries round the edge of a deep drop in the middle. You can find this room in the card section of this issue.

Special Rules: At the end of any close combat fought in the Gantry Room, the remaining model (or both in the case of a draw) rolls a D6. On a roll of 1, the model has lost its footing and plummets to its death! A model cannot move diagonally across the corners of the Gantry Room.

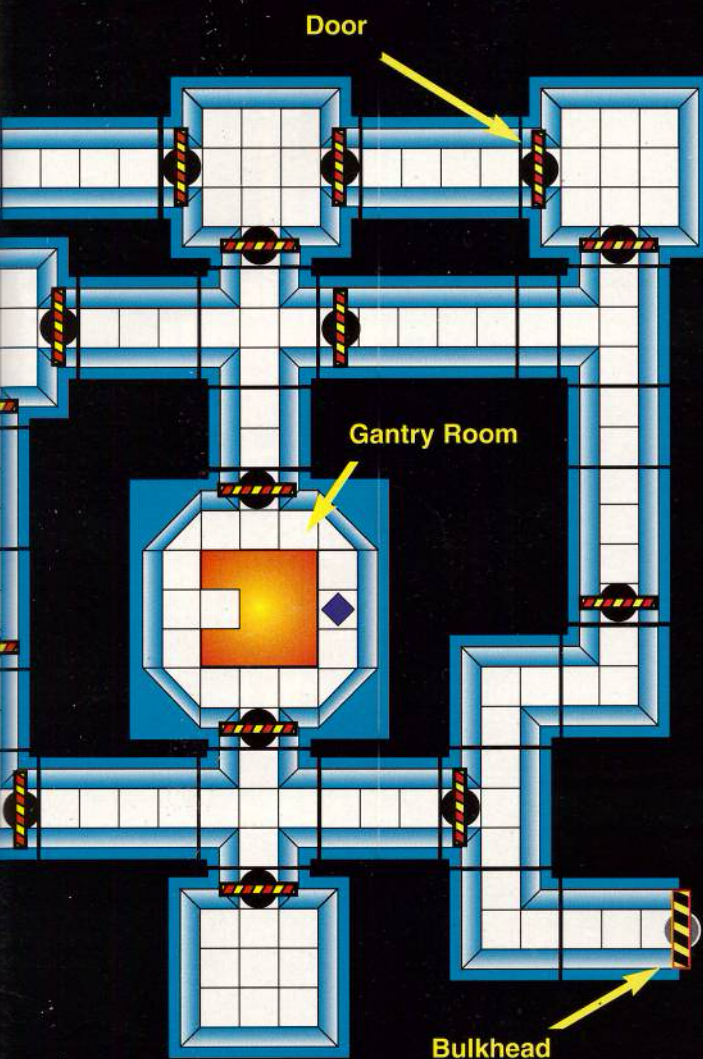
The Genestealer entry point in the Gantry Room is the square directly opposite the gantry square that sticks out over the drop.

If a Space Marine is in the Gantry Room at the start of the Genestealer turn, the Genestealer reinforcements must lurk for 1 turn. Any blip entering play must be converted and the Genestealers must enter at the entry point, one at a time. Any models from the same blip that cannot enter in the same turn are lost.

All flamer counters on the gantry square are removed at the end of the Space Marine turn, even if there are two or more counters on one square. There is nothing to keep the fire burning.

A model in a doorway cannot see the corner squares at that end of the room.

The two squads of Space Marines deploy on the yellow corridors



The purple diamond marks the Genestealer entry area



ULTRAMARINES

FORCES: 2 squads of Space Marines – Squad Notaras and Squad Gorius (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine must access the computer and get two or more Space Marines out of the exit point to win. Each turn a Space Marine spends standing next to the computer terminal without any Genestealers in the Gantry Room, roll a D6. On a roll of 4 or more the ionisation shielding is shut down.

The bulkhead at the exit point is sealed and can only be opened by spending 1 AP when a Space Marine reaches the last square of the board section.

The Space Marines move first in this mission.



Mission 2

TO KILL THE BEAST

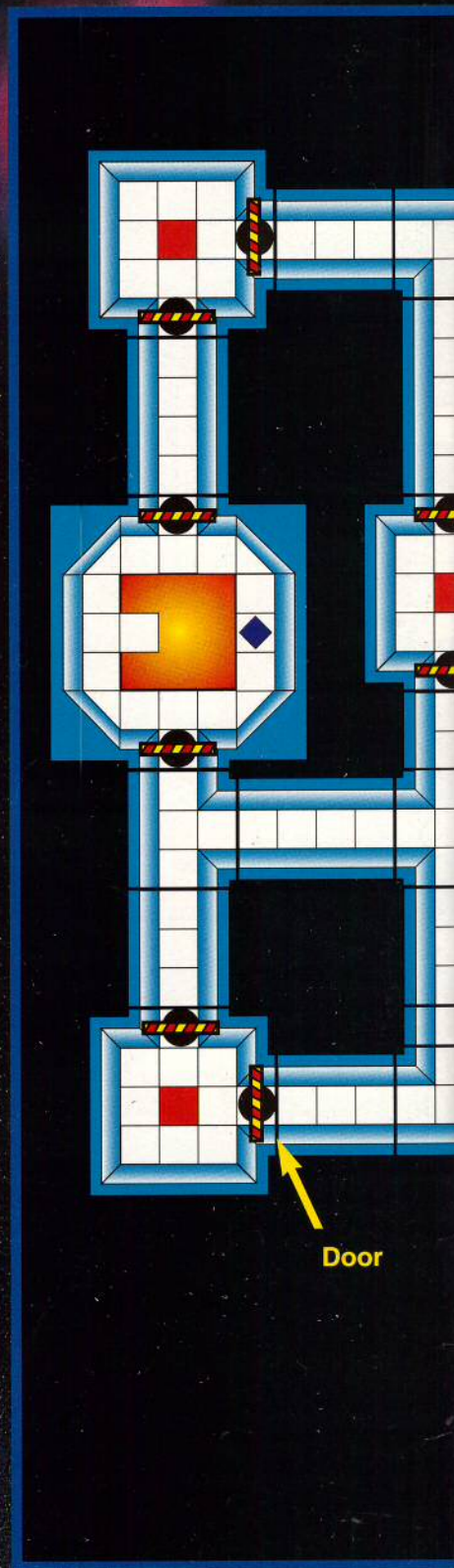
The heroism of Squad Notaras and Squad Gorius had paid off, and the shielding of the hulk collapsed. The scanners of the Space Marine mothership swept the inner levels of the hulk, and the results were horrifying: the entire inner core of the *Hunter of the Void* was infested with teeming swarms of Genestealers. The few remaining squads of Terminators didn't stand a chance against the numberless alien horde that lurked in the vastness of the hulk and the *Will of the Emperor* did not carry sufficiently powerful weaponry to destroy the ship. And still the hulk continued on its inexorable course towards Ultramar.

When all seemed lost, the Techmarines aboard the *Will of the Emperor* found a solution to the problem: Terminators carrying powerful anti-matter bombs could fight their way to a level above the reactors and drop the explosives down the shafts. The chain-reaction of explosions would then tear the space hulk apart, along with its deadly cargo.

Commander Troilus ordered all his remaining Squads to make a diversionary attack, while two squads, commanded by sergeants Gladius and Adrianus, would carry the explosive charges to a point where they could be dropped down to the vulnerable reactor core and seal the fate of the hulk.

BACKGROUND

The Space Marines must reach the Gantry Room and drop their explosive charges down the deep drop in the middle. If you are playing this mission as a part of the campaign, note whether the Space Marines are successful or not.





GENESTEALERS

FORCES: The Genestealer player begins the game with one blip counter in each of the eight starting points marked with red squares. During the game, the Genestealer player receives one reinforcement blip per turn. This blip is placed in the Gantry Room.

BRIEFING: The Space Marines are trying to get to the Gantry Room and must be stopped.



"The Emperor is with us and thus we cannot fail!"

Last words of Sergeant Adrianus

The two squads of Space Marines deploy on the yellow corridors

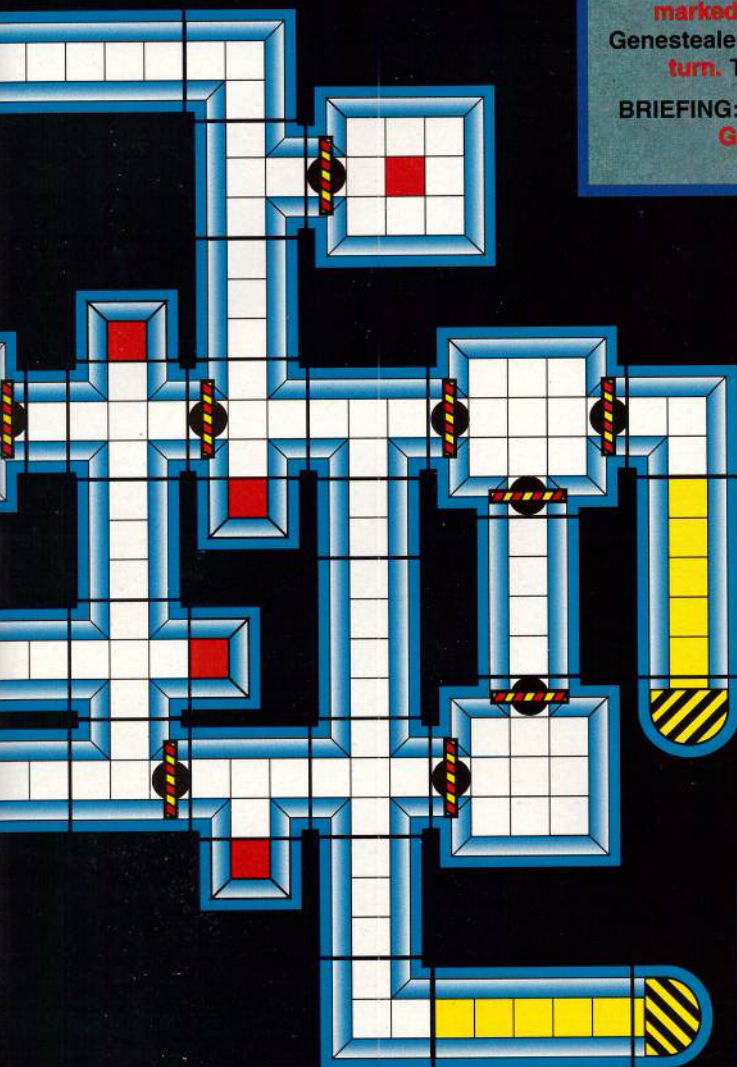


ULTRAMARINES

FORCES: 2 squads of Space Marines – Squad Gladius and Squad Adrianus (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins if at least one Space Marine reaches the gantry in the Gantry Room and survives through a Genestealer turn.

The Space Marines move first in this mission.



The purple diamond marks the Genestealer entry area



Mission 3

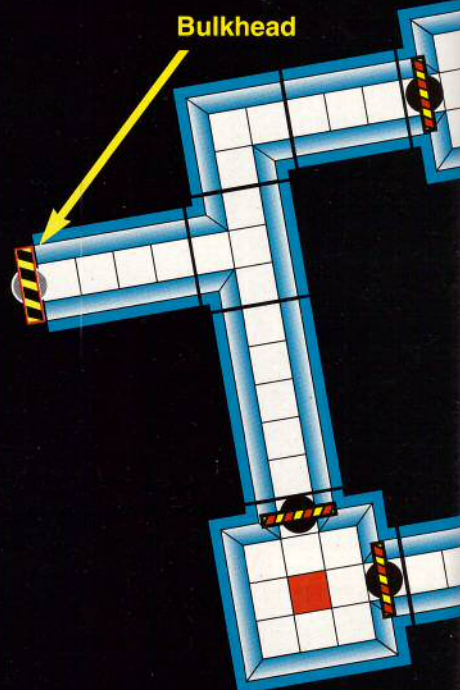
BACK FROM DARKNESS

The series of explosions began to tear the space hulk apart. Time was running out, but two squads of veteran Terminators still remained aboard the dying monstrosity, including the personal bodyguard of Commander Troilus, led by Sergeant Constantius. Allowing the battle brothers and their irreplaceable Terminator armour to perish on the hulk was unthinkable. The *Will of the Emperor* defied the danger and remained within the range of the Terminator's teleporters, while Sergeant Constantius summoned all his strength to lead his men out of the shielded area of the space hulk. Dying in the service of the Emperor was one thing, but losing the priceless Terminator armour and the gene-seed carried by all Space Marines was a sin and heresy in the eyes of the Emperor.

The retreat was orderly and precise, but it faced the most ferocious assaults by the clawed Genestealers. It was time to pit the might of the Ultramarines and their weapons against the inhuman strength of the alien foe.

BACKGROUND

The Space Marines must get through the exit point before a whole section is destroyed. If the Space Marines failed Mission 2, an extra two Genestealer Blips start in the Gantry Room. If the Space Marines failed to get at least two of their men out in Mission 1, the Space Marine player starts with one less Space Marine armed with a storm bolter. If the Space Marines failed to access the computer in Mission 2, the destruction of the section begins on turn 5.



ULTRAMARINES

FORCES: 2 squads of Space Marines – Squad Primus and Squad Constantius (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters. The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins by getting at least two Space Marines off the board alive.

Move the turn marker at the start of each Space Marine turn, the board sections start to be destroyed at the end of turn 6.

The bulkhead at the exit point is sealed and can only be opened by spending 1 AP when a Space Marine reaches the last square of the board section.

The Space Marines move first in this mission.

The purple diamond marks the Genestealer entry area

Door

The two squads of Space Marines deploy on the yellow corridors.



"Failure is not an option! Onwards to victory!"

Sergeant Constantius



GENESTEALERS

FORCES: The Genestealer player begins the game with 1 blip in each of the rooms marked with a red square, and receives 1 reinforcement blip per turn in the Gantry Room.

BRIEFING: The Space Marines are trying to get out of the space hulk before it is destroyed.

The destruction of the hulk is simulated by removing board sections, starting from the Space Marine entry end and removing all adjacent pieces to the last one removed, each turn.

At the end of the sixth Genestealer turn the Genestealer player removes both Space Marine entry areas. At the end of the next turn remove the room and the crossroads. After that remove the L-corridor, the 4-section, and so on.

NECROMUNDA™



REDEMPTIONISTS



RATSKIN RENEGADES



SCAVVIES

Minatures supplied unpainted.

WARNING! These models contain lead and may be harmful if chewed or swallowed.
These Citadel Miniatures are not recommended for children under 14 years of age.

Each boxed set contains 8 finely detailed Citadel Miniatures. These models require assembly and painting. We recommend that parts are cleaned and trimmed with a modelling knife, and that the models are undercoated before painting with Citadel Colour paints.

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**GAMES
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BORN TO RUNE

THE HOLISTIC VIEW

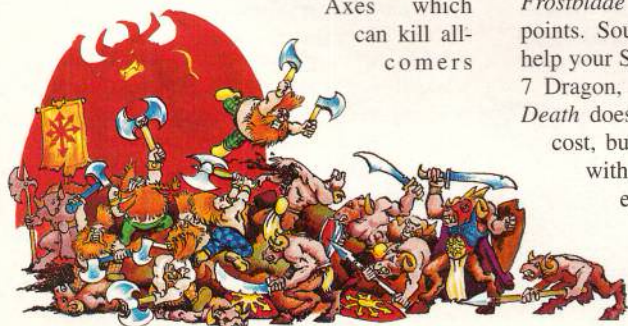
As with any magic items, choosing Rune items for your Dwarf army is a task that shouldn't be approached lightly. Venerable Runesmiths have laboured long and hard to bring you magnificent weapons of destruction and all manner of magic panoply, so you don't want to offend their honour by squandering it, do you? You must consider all sorts of things, such as your overall strategy, where the character bearing the Runes will fight, the phase of the moon, the sites of nearby sources of magical interference... *(I think you're getting a little carried away – Ed).* OK, but hopefully I've made my point.

If I was to go on about every possible tactic and stratagem open to a Dwarf General I'd soon fill up the next two or three issues of White Dwarf. Instead, I'll have to limit myself to some general principles which normally apply regardless of your particular tactical foibles.

POTENT STUFF

Dwarfs like their magic items the same way they like their ale – strong enough to flatten everything within arm's reach! Some of you, perhaps many of you, will disagree with my suggestions on the next pages, sitting there in your glittering Hold proclaiming "Ha, what weedy items, my pet pony could choose more destructive weapons!" and you'd probably be right. Well, bully for you! When I pick my Runes I put myself in the position of the Runesmith making the actual weapon, armour or whatever. I want to be individual and original, yet keep to the buyer's specifications.

Axes which
can kill all-
comers



By
Gav Thorpe

and armour which is nigh-on impenetrable can be forged, but where's the fun in that? Besides, if you create the perfect Rune item, your customer isn't going to come back next week to pay out his gold for the new, improved version... I find that a few, well thought out Runes will win through just as often as the 300 points worth of Death Axe. Anyway, enough of that, if you already disagree with me, my arguments probably won't persuade you otherwise.

COMBINATIONS

Individually, many of the Dwarf Runes simply replicate the effects of other magic items, giving bonus attacks, killing anything they wound and so on. Nothing spectacular. However, your bog-standard, day-to-day magic item does that thing and only that. Yup, that's it, nothing else. This is of course where Runes come into their own. The player has the chance to customise his weapons to have abilities in specific combinations which are more powerful than the sum of their parts.

An example of this – the *Frostblade*. The *Frostblade* kills anything it wounds, for 100 points. Sounds good doesn't it? But it doesn't help your Strength 4 General wound a Toughness 7 Dragon, does it? A Dwarf's *Master Rune of Death* does the same thing for the same points cost, but also has the ability to be combined with a couple of *Runes of Cleaving* which each add +1 to your Strength. It costs an extra 40 points, but compared to the cost of a Dragon (450 points or more!) it's a neat investment, don't you think?

Although notoriously distrustful of wizards and their like, there are few races more adept at forging magical items and weapons than the doughty Dwarfs. Though, as Gav explains, raw power isn't always enough.

WEAPON RUNES



The easiest way to talk about Runes is by sorting them out by their form – Weapon, Armour, Protection, Talismanic and Engineering Runes. Let's deal with the most prolific of these categories first – Weapon Runes.

When it comes down to it, no self-respecting Dwarf Lord is going to go to battle without at least a couple of Runes on his hammer or axe. Precisely what these are varies greatly depending on the

role you have in mind for him and your army as a whole. Rather than talk about this forever, I'm going to go through some of my favourites from past battles and talk a little about them (and, if I can remember, their effect on the battle). First of all, I'll point out that my army generally veers towards the defensive (remember the Castle tactic from WD 185). I'm well aware that Dwarfs have stumpy little legs and frequently get outpaced by snails, so I usually sit and wait for the enemy to come to me and then give them a jolly good smacking (well, sometimes I might give them a jolly good smacking...).

In one memorable battle I was facing off against a Wood Elf host and I was pretty sure I would be facing at least one Treeman and possibly two. For this reason, my twenty-strong Slayer regiment was led by a Daemon Slayer with a Rune Axe geared to eliminating any Treeman foolish enough to get into combat with him. Because the axe was wielded by a Daemon Slayer there was no need for *Runes of Cleaving* to counteract a Treeman's Toughness, since Slayers have their special skill when rolling to wound high Toughness opponents. Instead I went for a *Rune of Smiting* which inflicts D6 Wounds with each successful hit.

This would probably be enough – my Slayer could hopefully get two hits per turn, one of which would wound and therefore cause D6 Wounds. Combine this with a +3 rank bonus for twenty Slayers and the combat resolution is looking pretty good. However, for a measly 10 extra points I added a *Rune of Fire* so that the D6 Wounds would be doubled! And finally, just to make extra sure of the result, I gave the Daemon Slayer an extra attack with a *Rune of Fury*!



As it turned out, my opponent (the renowned 'Eavy Metal painter Dave Perry) had taken not one, but two Treemen in his army, one of which was Durthu. Durthu got stuck in a battle against 30 Dwarf Warriors with a couple of *Runes of Battle* on their banner, while the other rather luckily charged straight into my Slayer unit. What happened next isn't too difficult to imagine, and ended with me shouting "TIMBER!" in a very loud voice...

Another favourite choice of mine, which you'll see in the Battle for Peak Pass (see page 94), is for a character leading a unit of troops armed with double-handed weapons (Hammerers for preference). The problem with double-handed weapons is that you have to strike last and usually you'll lose at least a couple of models to the enemy attack before you get to hit. By the way, I'm a great fan of double-handed weapons for Dwarfs as they almost invariably get charged so striking last isn't a problem. That's why this Rune combination is actually quite useful for any Champion, double-handed weapons or not.

Anyway, the best way to stop your regiment losing some of its return attacks through casualties is to inflict some damage on the enemy first – the *Master Rune of Swiftness*. With this Rune, your character will always strike first (well almost always, if the enemy have a similar ability it goes on Initiative). With a *Rune of Fury* and a *Rune of Cleaving* you can thin down the numbers facing the rest of your unit.

Well, that's just a couple of examples from my own collection, let's move onto...

ARMOUR RUNES

I have only two things to say about armour Runes – *Runes of Iron* and *Runes of Fortitude*. That's it.

No really, they're the only Armour Runes I'm going to bother with from now on, especially the *Rune of Fortitude* (+1 Wound!). You can forget your additional armour saves and all that, when it comes to the crunch Wounds and Toughness is where a Dwarf should place his trust. Sorry, but that's it. Now, let's talk about...

RUNES OF PROTECTION

Magical banners are popular, but Dwarfs are one of the few races that can have one in *each and every unit* (except Slayers, but they don't wear armour and aren't "proper" Dwarfs...). My favourite Rune of Protection has to be the *Rune of Slowness*. This reduces the enemy's charge by D6", hopefully leaving them standing within your

"I only ever use Rune items or magic items forged by Dwarfs. Anything else just isn't the Dwarf way of doing things. Hmph, the very thought of using someone else's magic trinkets boils my blood!"

Grimdal Iron-nose



A Daemon Slayer with a suitable Rune axe can make short work of large enemies such as this Treeman.

own charge range so that you can charge back next turn. This is particularly effective when used on the banner of a missile regiment – Thunderers or Crossbowmen. This enables them to stand and fire as the chargers close in and then pepper them with shots or return the charge in the next turn.

The *Master Rune of Valaya* is also a good one – probably the most potent anti-magic device in the Warhammer World. Stick one of these in your big unit of Ironbreakers and watch them munch through the enemy without hindrance. No spell can have a lasting effect on them so they'll only be vulnerable (well fifty-fifty vulnerable with the banner's dispel) to "instantaneous" spells like fireballs, which they can probably weather under their own steam. However, including the points of the Battle Standard Bearer to carry it, the *Master Rune of Valaya* costs about 250 points. That's a lot of points in a model which only has the profile of a Champion... I'd rather invest in some *Runes of Spellbreaking*, but more of that later.

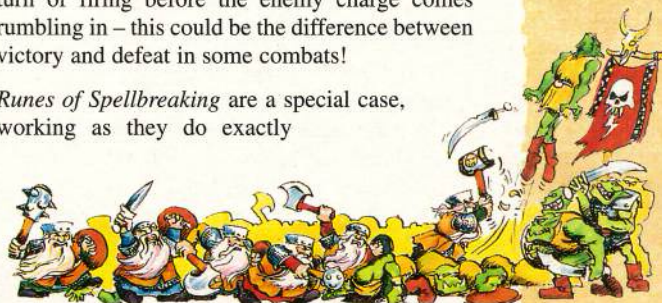
Lastly, but far from least, we come to the glorious *Rune of Courage*. For 75 points this will make your regiment completely immune to panic, fear, terror and stupidity, not to mention break tests. Yes, you too can have heavily armed Slayers! So, your magnificent Ironbreakers are weathering the storm of enemy attacks and a huge Manticore comes tearing into the unit. Who cares? Just get your Champion with his tasty Rune axe to step up and deal a few blows with his *Rune of Swiftness*,

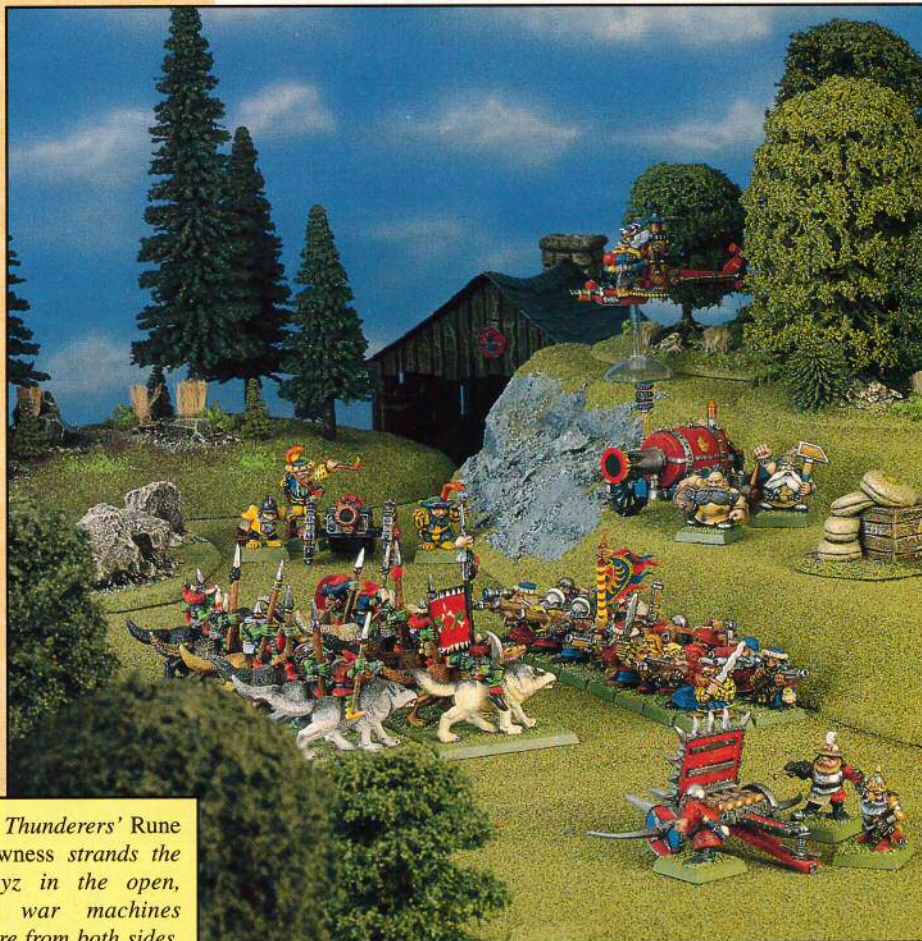
Rune of Cleaving and *Rune of Fury* and the job's done. If by some chance you don't have such a character and lose the combat, it doesn't matter – you're immune to break tests remember. To get those victory points, your opponent is going to have to kill every last member of the unit! Not a particularly inviting task, is it?

TALISMANIC RUNES

Talismanic Runes won't kill lots of the enemy, and most of them won't stop the blows of your enemy from felling your brave warriors. What they will do is infuriate your enemy's plan and make a complete shambles of his tactics! In particular, the *Master Rune of Dismay* can halt your opponent in his tracks, especially if you're facing a low Leadership army such as Goblins or Skaven (or humans for that matter). This is particularly effective if your army is mainly missile troops, who may be able to get an extra turn of firing before the enemy charge comes rumbling in – this could be the difference between victory and defeat in some combats!

Runes of Spellbreaking are a special case, working as they do exactly





As the Thunderers' Rune of Slowness strands the Wolfboyz in the open, Dwarf war machines open fire from both sides, raking the unfortunate enemy regiment with devastating fire.

"I can forge the best armour and weapons, but a true Dwarf's power is forged in the intense heat of battle."

Snorri Spangelhelm

like *Dispel Magic Scrolls* that other races carry. I always take a Runesmith (not a Master or a Lord, just an ordinary Runesmith) and give him at least a couple of these. Not only will they protect your army against the malicious effects of enemy magic, they can be infuriating for your opponent if he places too much emphasis on teleporting units or some other mystical trickery.

One last mention before the next section – the *Master Rune of Spite*. Along the same lines as the *Rune of Immolation*, this is just downright sneaky and any good Dwarf General who has a grudge to bear will be found with one of these little items about his person. When you announce what you have the look on your opponent's face is worth the 50 points alone!

ENGINEERING RUNES

Before I start waffling on about tactics, I want to clear up something. It concerns the *Rune of Forging*. Some people (myself included, until recently...) think that the wonderful *Rune of Forging* can be applied to Flame Cannons and Organ Guns. WRONG! As it says in the description, this Rune only applies to Cannons, and nothing else. This also goes some way to explaining why Organ Guns seem so cheap in

comparison to Cannons. Well, their points costs reflects the fact that they are going to misfire, sooner or later.

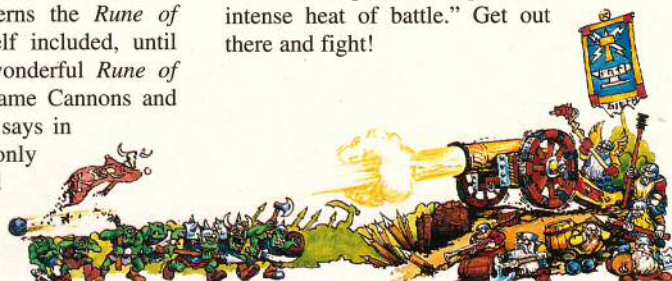
Although the *Rune of Forging* is out, there's no reasons why you can't apply a *Rune of Fortune*, a good buy for your Organ Guns. When that inevitable misfire occurs, there's no need to accept the cataclysmic explosion when 25 points buys you a re-roll. This applies to any of your war machines, especially Flame Cannons which can be particularly temperamental when damaged.

If your opponent likes lots of flying beasts like Griffons or Wyverns, the odd Bolt Thrower with a *Rune of Seeking* and maybe a *Rune of Penetrating* would go some way towards curbing their freedom. Myself, I much prefer the models of the Cannons to the Bolt Thrower, and generally don't think Dwarf artillery is any good unless black powder is involved (call me radical if you like, but there it is!).

Another favourite of some people, but one I've never used (or am likely to use) is the "Stealth Gyrocopter". This involves placing a *Rune of Disguise* on a Gyrocopter so that it can swoop in on the enemy whilst invisible. How mad can you get? People get so distracted by this notion they forget that you can put these onto your other war machines too. There's nothing so disheartening as not getting the first turn and having half your war machines blown away by enemy artillery.

Well, that's just a brief insight into Runesmith Thorpe's half-crazed mind. As I said earlier, many of you will think I'm a complete novice at this sort of thing, but hopefully I will have sparked off some ideas even for you veteran Dwarf Lords out there. As the great Snorri Spangelhelm was often quoted as saying:

"I can forge the best armour and weapons, but a true Dwarf's power is forged in the intense heat of battle." Get out there and fight!



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?

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IT CAME FROM THE SUMP

BY "PAPA" STEVE ANASTASOFF

MORE TALES FROM THE UNDERHIVE

So juve, ya made it back then... where've ya been? I thought the Thing had got ya. What d'ya mean what thing? You had your head stuck in a gunk tank or somethin'? The Thing from the Sump. Stranger things may have happened in the Hive before, but not in my time. This blob just rose right up from the Sludge Sea an' started dissolvin' people away. And ain't nobody been able to stop it. But I've lived in this drain pipe for longer than I can remember, an' it's gonna take more than a walkin' slime bucket to move me. Hey kid, what're ya looking at, you've gone all pale... Where're you goin'? Why the rush? Was it somethin' I said... What d'you mean it's behind me? Uh-hh, now you mention it, maybe it is time for a move. Never did like this scumsuckin' pipe anyhow. Wait for me kid... Papa Steve comin' through!

It's not often that I get as much feedback from an article as I did from last month's *Tales From the Sump*. Ever since I finished it people have been

coming up to me with suggestions for all kinds of weird and wonderful new scenarios based around their own favourite B-movies. This all got me so enthused that I just couldn't resist carrying on the theme in this month's article!



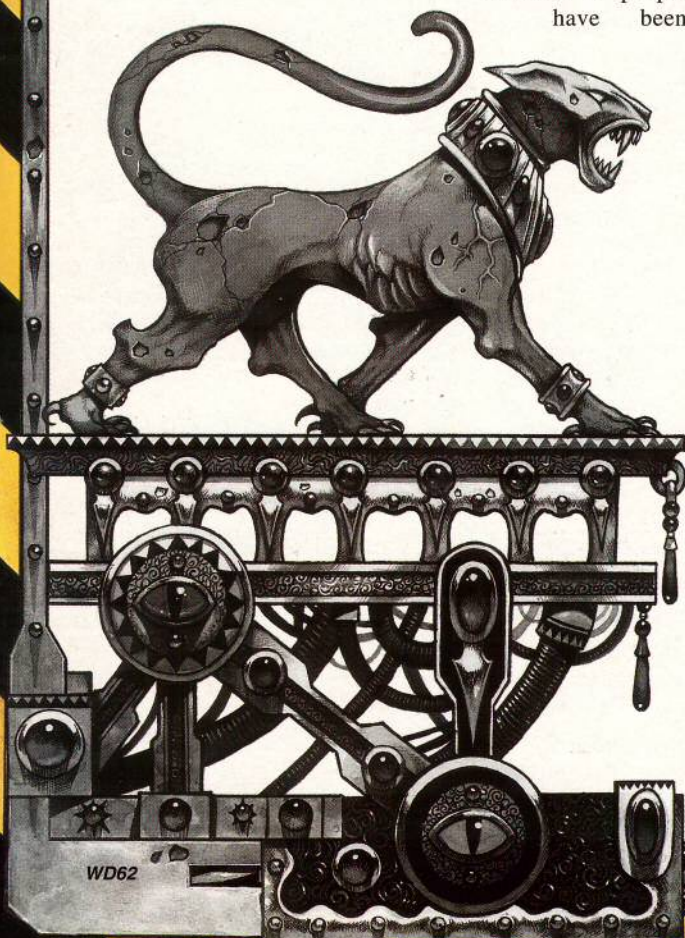
You might remember that last month, I mentioned some scenarios that I'd been playing which had gangs being hunted down by a Lictor. Well, this got me thinking about what other sorts of horrific and terrifying creatures might inhabit the deepest, darkest corners of the Underhive. The bestiary section of the *Outlanders* book gives a whole host of Hive denizens, but I wanted something more – an horrific mutant monstrosity, independently capable of taking on a whole gang, or even several gangs at once. Something like the horror from the film *The Thing*, where the creature is shot, axed, burned, and even savaged by dogs – but still keeps on coming. After bouncing a few ideas around the rest of the White Dwarf crew, a suitably nightmarish plot began to form...

IT CAME FROM THE SUMP

The first thing to do would be to create the monster itself. This could perhaps be a giant arachnid, like the beast from *Tarantula*, a foul reptilian that lived and bred deep in the sludge of the Sump like the *Creature from the Black Lagoon*, or maybe a swarm of smaller creatures that existed as a single colony, a plague of insectoids that could strip the flesh from a living target in seconds, like *Them*. Eventually, however, I decided that the monster would be an amorphous, tentacled blob. This seemed to me to be just the sort of thing that might live in the depths of the Sump, carrying itself further Uphive in its constant search for food.

This time I wanted something more than just a one off scenario. I wanted something that would become more of an inherent part of the campaign. Again, after trying out a couple of ideas, and throwing some suggestions around the rest of the crew, I'd worked out how this was going to happen.

The Thing from the Sump is moving Uphive, and has started entering your players' territories. Each week, at the same time that you generate a random campaign event, roll randomly to see which gang's territory the Thing has moved into that week. You should also select one of their territories, which is the one that the Thing has turned up in. The gang cannot claim any



When playtesting this scenario, I used one of the Chaos Spawn models from the Studio Chaos army to represent the Thing. There are all sorts of bits and pieces that you can use to model your own creatures like tentacles from Beasts of Nurgle, parts from Great Unclean Ones, or almost anything from a Lictor!

income from this territory this week unless they manage to drive off the monster. If they fail to drive it off or kill it (using the special scenario rules given below) then it will destroy that territory completely – cross it off the gang's list! If they drive it off, they may keep the territory and use it normally from that point on. However, the Thing is still alive and still hungry, and in the next week it will move into another territory – or perhaps even back into the same one!

THE SCENARIO

The Thing from the Sump is a unique and extremely tough creature. Being largely made up of slime and gunk, it is completely immune to most normal weapons. The best you can hope for with a regular weapon is to drive it back slightly. The only way the gangs can think to destroy it is by submerging it in a particularly noxious toxichem pool. Fortunately for the gangs such pools are not uncommon amongst many parts of the Underhive. The only problem is how to push it in...

This scenario should be played whenever a gang tries to fight off the Thing from the Sump, with the Arbitrator setting up the table and controlling the Thing. When setting up for this scenario you should place something to represent the toxichem pool that the gang is trying to drive the Thing in to. This should have several gantries and walkways overhanging it for the Thing to be blasted off – it's not so stupid that it will just walk into the pool! The toxichem pool should be placed about in the middle of the gaming area. Anything falling into the toxichem is instantly killed, and any equipment is lost permanently!

Randomly select a table edge – the Thing will start in the middle of this edge. The gang may then set up anywhere within 8" of the opposite table edge. The gangers have two objectives. Ideally, they would like to destroy the creature, so that they can claim the bounty on it, and not have to worry about it attacking any more of their territories. However, if they cannot destroy it, they at least want to drive it off out of their territory. The Thing is destroyed if any hit forces it back so that it cannot avoid falling into the toxichem. It is driven off if any hit forces it off a table edge and out of the playing area. See the following section for rules on driving the Thing back with weapon hits. The gang must take bottle tests as normal when they have suffered 25% casualties, but must also test each time the Thing devours one of the gang.

The Thing just wants to eat as many gangers as possible. It always takes the first turn in this scenario.



THE THING FROM THE SUMP

A number of special rules apply to the Thing from the Sump, making it a unique adversary.

Wounds: The Thing from the Sump starts with six Wounds. In fact its entire profile starts at six. However, every time it suffers a Wound its entire profile gets reduced by one, so that the whole profile will always remain at the same level as the number of Wounds it has remaining.

	M	WS	BS	S	T	W	I	A	Ld
The Thing	6	6	6	6	6	6	6	6	6

Regeneration: The Thing from the Sump can regenerate Wounds (and the rest of its profile) during the recovery phase. During each of its recovery phases, roll a dice for each Wound that the Thing currently has missing. On a roll of 4, 5, or 6, the Wound is regenerated. Remember that the rest of the profile will also regenerate at the same time. The Thing from the Sump will continue to regenerate even if reduced to zero Wounds. The only way it can be killed is by submerging it in the toxichem.

Movement: The Thing from the Sump can neither run nor charge. It therefore always moves at its Movement characteristic speed. Note, however, that this will drop if the Thing suffers any wounds. The Thing may freely move over any obstacles without penalty, and may climb up or down walls as if they were ladders.

Pinning: The Thing from the Sump cannot be pinned. Nor can it be taken man down, man out, or suffer flesh wounds. The only way to stop, or damage, it is by the methods described above. Also, it need never take agility tests to avoid falling off heights if hit.



Shooting: The Thing from the Sump may lash out with one tentacle for each of its Attacks. Note that this means that as it suffers wounds it will be able to throw out fewer tentacles each turn. Each tentacle has a range of 12". Roll to hit as normal. For each hit, pull the target 1" closer to the Thing. If it is pulled into contact, then fight as normal in the hand-to-hand combat phase. These attacks can pull gang members off high levels. Any hit by a tentacle will cause that gang member to become pinned, even if it does not pull them into the Thing itself. The Thing has a 360° line of sight.

The last three members of the gang are ambushed by the Thing, and those that can flee for their lives...

Hand-to-hand combat: The Thing from the Sump cannot charge. Instead, it automatically fights a round of hand-to-hand combat against

anything that it is in contact with during the hand-to-hand combat phase. However, both the Thing and its hand-to-hand opponents may move off freely in their movement phases – they are not locked in combat. Any gang member unfortunate enough to be absorbed by the Thing is lost permanently, along with all his weapons and equipment!

Push-backs: Every time the Thing from the Sump suffers a hit (even if it can't damage it), from shooting or hand-to-hand combat, it is driven back 1". It is particularly susceptible to hits from flamer weapons, which drive it back 1D6" instead of just 1". Move the model of the Thing directly away from the attacker. If this pushes it over the edge of a high level, then it will fall to the ground and suffer damage as normal.

Feeding Frenzy: When the Thing from the Sump senses food nearby, it will sometimes go into an uncontrollable frenzy to get to it. Roll 1D6 at the start of each Thing turn. On a 1, 2, or 3, it is controllable and may be played as the Arbitrator wishes. However, on a roll of 4, 5, or 6, the Thing is affected by its Feeding Frenzy. It must move at full speed towards the nearest visible gang member, but will always select a target in the open over one in cover. The Thing will always lash with as many tentacles as possible at this one target. Note, however, that even when in a frenzy the Thing will not move into a toxichem pool voluntarily, and will try to move around it. The only way to force it into a toxichem pool is to blast it there!

Leadership: The Thing never bottles out and is immune to all psychology. It is assumed to automatically pass any Leadership test it is required to make, and so its Leadership value is never actually used.

IF THEY SURVIVE

As the Thing stomps and slimes its way around the Hive, bounty on its metaphorical head gets bigger and bigger. Every time the Thing is involved in a battle which it survives (whether it gets driven off or not) its bounty increases by the roll of a dice times ten. This amount is added to the income of whichever gang eventually manages to kill it.

Experience is awarded to gang members fighting the Thing as follows:

+D6 Survives. Each surviving gang fighter earns D6 experience points. Even fighters who are taken man down or man out receive experience for taking part.

+D6 Driving off the Thing. If the Thing is driven off, each surviving gang member gets a further D6 experience points, on top of the D6 for surviving. This bonus is also awarded if the Thing is killed.

+10 Killing the Thing. If the Thing is killed, the gang member who blasted it into the toxichem pool gains 10 experience points.



MORE THINGS

During playtesting of this scenario one thing became clear – the Thing is tough! Most novice gangs got two or three gangers taken out without any chance of killing the Thing! For this reason you can allow more experienced gangs to come hunting for the creature. If a novice gang can find someone to fight the scenario for them, in exchange for cash or purely for the glory and bounty, then you may allow them to try and fight off the Thing instead of the appointed gang. Note that the territory under attack does not change, so if they fail to drive off or kill the Thing it is still the original gang that suffers the loss.

Also during playtesting we played around with a few other ideas that you might like to try. One of the most dangerous was having the Thing split into several smaller Things if it got hit by a particularly high Strength weapon, such as a lascannon. These would then quickly regenerate into full-sized Things, which could each go off and attack other territories! Another idea was to have the Thing grow larger and tougher every time it consumed a gang member, with its profile permanently increasing by one for each victim devoured. Note that both these abilities make the Thing even more deadly, so should only be considered if you have a lot of very experienced gangs in your campaign.

ADRIAN'S MONSTER ON THE LOOSE SCENARIOS

Adrian: Steve and I were talking about the *It Came From The Sump* scenario and the conversation triggered off a whole load of ideas for alternative scenarios you could try based on other B-movies. My favourite idea was for a more sinister plot, with an unseen creature preying on gang members. The monster attack could be a random event, or organised by the Arbitrator. Every game there is an increasing chance of a single ganger being snatched and killed during any turn, with both gangs immediately bottling out when the killing happens. Perhaps the event is triggered when one of the gangs bottles out. The beast lashes out as the gang runs for it, enraged at the cowardice being displayed (how like a Khorne Bloodletter or a Spyrrer to slay a coward, for example), cutting down a random gang member. Whichever way you do it, the beast's actions have no apparent pattern to them (at least to start with), in order to increase the tension. The creature doesn't have to be something you invent yourself – it could be a Genestealer, a Bloodletter, a Spyrrer, a Psyker or even a mysterious plague of some kind!

The deaths could increase in regularity as the campaign continues and the gangs become subject to psychological effects such as *fear* or *frenzy*. Gangers are reduced to gibbering wrecks or transformed into blood-mad fiends desperate to uncover the beast responsible for the deaths. Suspicion is rife on all sides. Convinced that the other gangs are somehow involved in the attacks, full scale war breaks out between Houses. Fighting is fierce as gangers set upon gangers, but still the deaths go on. The level of fear amongst the gangs would become very real.

Yet another idea is for the Arbitrator to finally reveal the monster through clues left over the course of several games, or a single event during a normal game. A reward is posted for the death or capture of the beast, the gangs competing to track it down as quickly as possible. Maybe, as more and more games are played, gangs acquire clues, a glimpse of the beast, a footprint, anything that might give the gang an idea about the creature. The gang with the most clues earns the right to try to capture or kill the monster. In order to lure the creature out into the open a lone juve is used as bait, the rest of the gang either trapping it with web pistols or blasting it with a lascannon, dependant on how greedy they are or how desperate they are to see it dead!

OTHER MONSTERS

Of course, there's no reason why you have to make your monster B-movie scenarios the same as mine. There are all sorts of other creatures that you could use instead, and all sorts of different ways of incorporating them into your Necromunda campaigns. Adrian had a whole host of ideas for having a more sinister, hidden creature hunting gang members over the course of a campaign, which he's outlined below. You can take any of these ideas as a starting point for your own campaigns – just let your imagination run wild. Necromunda is the perfect setting to capture that sense of dark foreboding that is such an essential component of any B-movie, so make the most of it!



SPACE HULK™

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.



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In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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**GAMES
WORKSHOP**

GAMES DAY '96

GOLDEN DEMON



THREE MEN AND A GAMES DAY

By Jervis Johnson

It was a few months ago that Robin Dews (the Studio Manager, aka "our beloved leader") came up to my desk with a worried look on his face. "Jervis", he said, "could you go to American Games Day with Aly Morrison? Wayne's had to drop out from the trip, and I can't find anyone else at such short notice..." Would I?

TWO DAYS TO GO

Well of course I would, and so it was that at the end of June I found myself at Gatwick airport, a Thunderhawk Gunship model under one arm, trying to explain to the security staff that it wasn't a bomb! Fortunately, my photo in the copy of White Dwarf magazine, which I'd brought along for just such an eventuality, seemed to convince them I wasn't a terrorist, and soon enough Aly Morrison, myself, and the Thunderhawk were winging our way off to America for US Games Day. Having used the White Dwarf ploy to talk us onto the plane, it proved its worth again at the other end after the Thunderhawk and Aly's large selection of ear and nose rings attracted the attention of the American Immigration officials. Good old White Dwarf came through once more, and before we knew it we were being chauffeured to Games Workshop US's head office.

As might be expected with Games Day only 48 hours away, the place was a hive of activity. I'd been lucky enough to go to the first American

Games Day three years ago, and I'd been very impressed with the quality of the participation games I'd seen there. So, Aly and myself made a beeline for the workshop where the finishing touches were being made to the terrain for this year's show. I must admit my ramblings about how great the terrain at the first show had been had rather built up Aly's sense of anticipation about what he'd find, but luckily Mark Gregory and his amazing terrain-making team didn't let me down. On entering their workshop, Aly and myself were confronted by some truly mouth-watering purpose-built pieces of terrain. If it wasn't for the fact that the guys were in the middle of crating the stuff up for the show, and even though we'd been travelling for the best part of 15 hours, I think that we'd have sat down and had a game right there and then, the terrain was that inspiring!

"Soon enough Aly Morrison, myself, and the Thunderhawk were winging our way off to America for US Games Day."



GAMES DAY '96

GOLDEN DEMON

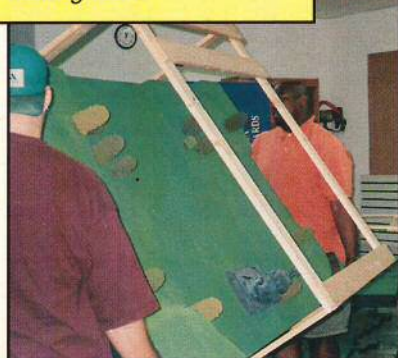


ONE DAY TO GO

Thursday was, fortunately, our rest day. I staggered down for breakfast, after all too brief a sleep, to find Aly and Robin wide awake and cheerful. After breakfast we spent the morning hanging around with the guys at US head office. In the afternoon Aly and myself left Robin to do some work, while we did touristy stuff in downtown Baltimore.

In the evening we met up with Robin again, who took us to meet the infamous Outriders. This isn't a sponsored rodeo act, but is rather a group of very dedicated players that run participation games for us in stores and at shows all over

Just a few of the absolutely superb terrain tables crafted by Mark Gregory and his amazing terrain making team.



Sadly the photos I took simply don't do it justice. I'll have to try and convince Jakę to send Ian Pickstock (who's getting to be rather a good photographer in his old age) and myself over to do a special report about how they make the stuff...

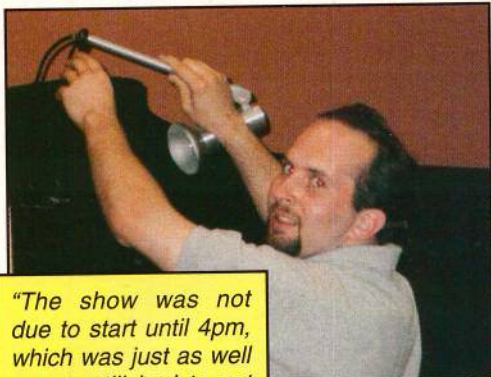
Anyway, I'd been looking at the terrain for the show for a while when Tim Hucklebury came over and grabbed me to take part in an "on-line" chat on the Internet. Technobuffs will know what I mean.

After an enjoyable hour or so of "on-line chat", Robin tracked me down, and said it was time to go to our hotel. Robin, who had already been in US for a few days, took us to our hotel and then out for dinner. After the meal we all headed back to our hotel, and once safely ensconced in my room I discovered I could watch the film *Broken Arrow* on pay per view in my room. This was great, because I love John Woo films and hadn't had a chance to see this one. Unfortunately I was just so tired that I fell asleep and missed the end! Oh well, I guess I'll just have to take it out on video back in the UK (well, that's my excuse...).



GAMES DAY'96

GOLDEN DEMON



"The show was not due to start until 4pm, which was just as well as we still had to set up our stand."

America. All 80 or 90 of

them had been brought out to Baltimore for American Games Day, and they were going to run most of the participation games at the show. On the Thursday night, though, they had the rather dubious pleasure of being allowed to pick our brains about anything they could think of. This actually turned out to be great fun, as the Outriders are quite exceptionally enthusiastic about our games. It has to be said that it does the ego a power of good to meet a roomful of people who really like some of the work you've done, and get really excited about the new things you're working on.

After this we got taken out on the town, ending up in a restaurant where you order shrimp by the pound(!), and later on in a bar that served 125 proof bourbon! My last memories of the evening are of playing darts (of all things!) in a bar. Sadly, despite the best efforts of my team-mate John, he couldn't save us from losing all three of the games that we played.

8 HOURS TO GO

So it was that I was somewhat the worse for wear for the first day of Games Day. I should explain here that American Games Day is a two day event, starting on Friday afternoon and finishing on Saturday evening. When I awoke, however, thoughts of Games Day were far from the first thing on my mind. After a long shower I managed to stagger down to the restaurant in time to find Aly and Robin finishing their breakfast and looking horribly cheerful and wide awake. I decided that a couple of glasses of orange juice and lots of coffee were all I needed! Fortunately, by the time we headed out to the Baltimore Convention Centre at noon I was raring to go. Players were already starting to congregate outside the hall, and we had a particularly fun chat with one player who explained that the *real* reason for Games Workshop's success was due to the showmanship of legendary baseball star Babe Ruth (you had to be there!).

The show was not due to start until 4pm, which was just as well as we still had to set up our stand, unpack all of the miniatures and glue the Thunderhawk Gunship back together (it tends to fall apart under its own weight).



The hordes begin to gather.

3... 2... 1... GAMES DAY!

Then all of a sudden it's 4pm and US Games Day is officially opened. The gathered hordes charge in, and to my horror I realise that Robin and Aly have left me all alone at the stand while they "have a little bit of a look round". I prepared to man the barricades, sorry, the Studio Stand all on my own, but fortunately the 7th Cavalry in the form of my two errant companions arrived in the nick of time. The next 5 hours blur into one long Q&A and autograph signing session in my memory, with the most popular questions being: a) what Army Books/Codexes are you working on, b) is there going to be an Epic Fantasy game (prompted by the Epic Fantasy test pieces I'd brought along...), and c) what's in the Chaos Codex? As many of the readers of White Dwarf would probably like to ask the same questions if they could, the answers are, in order: a) we're working on Codex Imperial Agents for Warhammer 40,000, and the Bretonnian and Lizardmen Army Books for Warhammer, b) Rick has a very early prototype set of rules for Epic

As none of the Americans could understand Aly's Scottish accent, he asked us to print a few words on his behalf: *"I'd just like to thank everyone that attended the US Games Day (including the staff), for making it such a wonderful weekend - we all had a great time, thanks."*



"I prepared to man the barricades, sorry, the Studio Stand all on my own..."

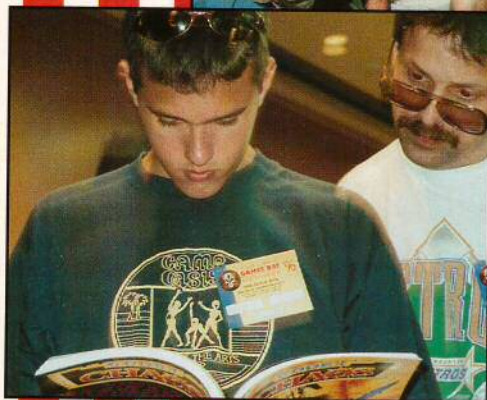


GAMES DAY '96

GOLDEN DEMON



Robin pauses to think hard before answering a "new product" question!



"...why don't you have a look! (I'd brought along a few advance samples of the Codex for the show, and they saved me a lot of talking)."

Fantasy, but don't expect to see anything in print for 2-3 years at least (contrary to popular opinion we do like to playtest a game before we release it!), and c) here's a "copy of Codex: Chaos, why don't you have a look! (I'd brought along a

few advance samples of the Codex for the show, and they saved me a lot of talking).

In all, everyone we spoke to appeared immensely happy with the show, and we certainly had a great time during the afternoon (after all, having people ask for your autograph is another great ego-boost!) Almost before we knew it, it was already past 9pm and the first "day" of American Games Day was over!

Or I should say, over apart from the infamous "staff meal"! After some discussion we all ended up at the Baltimore Brewing Company restaurant (at least, that's what I think it was called!). By the time Aly and myself arrived it had already been taken over by our staff, and things were getting rather raucous. Still, one has to set an example under such circumstances, so we did our best to join in, drinking beer, telling stories, and attempting to eat intimidatingly large portions of food! Ah, the sacrifices one has to make for the sake of the company (not!). We finally managed to get away just after midnight, only slightly worried by the fact that our designated driver appeared to enjoy drinking his beer by the pitcher-full (hello Bob!)

12 HOURS LATER

For the third morning in a row I woke up slightly the worse for wear, and staggered down to the restaurant only to find Aly and Robin all awake

and cheerful (damn them!). However, this morning I did manage to eat my breakfast, along with plenty of coffee and orange juice!

With breakfast out of the way we made our way to the convention centre in time for the 10am start. The morning whizzed by, taken up with signing autographs and answering pretty much the same questions as the first day. One of the highlights was when Graeme Davis, a name that some of the more veteran readers of White Dwarf will remember, and his charming American wife visited the stand and dragged me off for a soda and a chat about the "old days". Unfortunately I had to cut the conversation all too short because it was time to go off with Aly and Robin to judge the American Golden Demon competition. This was a tough process (see my description of how we picked the winners later), but we managed to avoid coming to blows (just!).

The judging took a lot longer than we'd planned, and left us with only a short time back at the stand answering questions before it was time for the awards ceremony. As usual when I attend events like this, I had failed miserably to get a chance to wander about much and look at what was going on, but we heard excellent reports about the standard of the participation games, and especially Jeremy and Drew's (the US White Dwarf staff) "Squig Hoppa Race game", which proved spectacularly successful! I did get a chance to take a look at the Necromunda final for a couple of minutes though, and it looked like a lot of fun, but I really didn't get nearly enough time just to have a look around. Next time I think I'll get a lookalike to work on the stand, so that I can wander about and have a proper look at the show! But I digress. The award ceremony was compered by Robin "Give Me A Microphone And I'll Speak For An Hour" Dews, and went pretty much without a hitch. Finally a special mention should go to Blair who did a magnificent job as Master of Ceremonies for the day.

And with that, Games Day itself was over, and all that was left to do was pack everything away ready for next year. Of course, for many of the players that had come along to the show, this didn't mean that the weekend itself was over – far from it. Many had taken the opportunity to meet up with old friends, and organise their own gaming sessions and get-togethers to fill up the rest of the weekend. One such group consisted of 30 or so players from the Warhammer 40,000 mailing list on the Internet. This die-hard group of Warhammer 40,000 fanatics had booked themselves into a hotel near the convention centre with a room where they could play games over the weekend. Anyway, after the show was over I foolishly agreed to go out for a drink or two with these guys, who promised me *faithfully* that their hotel was "just down the road". Of course, I'd forgotten what "just down the road" means in a country the size of the USA, and their hotel actually turned out to be down the road, then the



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freeway, somewhere outside the city limits, near the airport! However, thanks to my generous nature I forgave them, especially after they offered to buy me dinner that night!

After the meal we strolled over to the gaming room the guys had sorted out for themselves at the hotel, and after hanging around a bit longer chatting about games and stuff, Pat Marstall (of Eversor poem fame) gave me a lift back into town so that I could join up with the rest of the Games Workshop staff for the Games Day party. Unfortunately we got hopelessly lost, and after driving round some of Baltimore's seedier areas we were forced to give up and head back to the hotel. In any case, by the time I got back to my room I was well and truly knackered! It had been worth it though. Boy, what a day it had been!

COMING HOME

Next morning I strolled down for breakfast (no hangover for once!) to join Robin and Aly, who as ever were cheerful and chatty. It seems I missed a second wild night at the Baltimore Brewing



Company, which ended up with quite a few of our staff literally dancing on the tables! Robin had baled out at this point, but Aly held on in there, drinking most of the GW US staff under the table. Irritatingly he appeared none the worse for his wild night. Where does he put it all, I wondered (and he's only little too!).

As our flight didn't leave until the evening, Richard Ellard, who heads up the US operation, had promised to take us out to lunch. We ended up in a very nice restaurant in Annapolis which had an awesome unlimited salad bar and provided free champagne with our meal, all for only \$19! It was at this point that I seriously started thinking about emigrating to the good old US of A. After the meal we strolled around the town, and Aly picked up a new pair of extra-cool shades to go along with all of the other extra-cool stuff he'd bought during the trip. Robin and myself contented ourselves with soaking up the rays and looking at all the pretty, erm..., boats, yes that was it (we're both married men you know!).

But all too soon it was time to go off and catch our flight. The journey home was uneventful and before I knew it I was back home, distributing prezzies to the wife and kids. I was exhausted, but it had been *well* worth it, and I'll remember the trip (well, most of it anyway), for a jolly long time to come. Now all I have to do is make sure that someone drops out next year, so that I can go again. Hmmmm, where *is* that list of the people we'll be sending... (cue sound of evil laughter).



GAMES DAY '96 GOLDEN DEMON

THE U.S. GOLDEN DEMON AWARDS

One of the duties that Robin, Aly and myself had to perform was judging the entries to the US Golden Demon painting competition. Not to onerous a task you might think, after all how unpleasant can it be to spend a couple of hours looking at some of the best painted Citadel miniatures in the world? Well if we were only *looking* at the miniatures then it would have indeed been a delightful job, but as it was we had to choose the *winners*, and that's where things started getting tough. For a start the overall standard was very good which made picking the top three models very difficult. Secondly, three judges with rather different tastes had to agree on who the winners were! In order to explain how we got around these problems, and to give an insight into how we judged the competition, here's how we went about picking the winners.

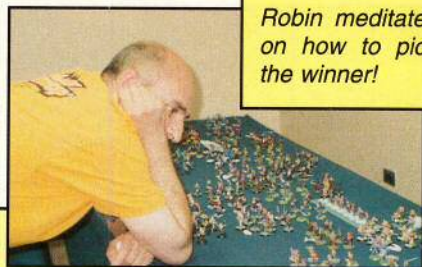
The system we used is one that is sometimes called the "wheat & chaff" method. We first went round and picked out what we considered to be the top ten models in each category. This was tough enough, especially in the categories that had a lot of entries (the Warhammer 40,000 Single Miniature category must have had over a hundred entries, for example), but nowhere near as demanding as the next stage, when we went round again and picked the top three entries from the ten that had made it through the first stage.

Part of the reason for this difficulty was that each judge had slightly different criteria as to what made a well-painted miniature. Personally I judge events like this very subjectively. Basically I say to myself "if I could take home ten (and then three, and finally one) of these models, which would I take?" I therefore pick out the models that appeal to me the most in a

"general" way, in other words as a combination of technique, style and imagination. Robin, on the other hand, looks very much at the painter's technique and ability, in other words, at how well painted the miniatures are. Robin's many years of experience as the editor of *White Dwarf*, where he spent many, many hours examining photographs of well-painted miniatures, has made him supremely able at this task, and he was able to spot examples of great painting technique which I (a second rate painter at best) had simply failed to notice at all. Aly fell somewhere halfway between these two extremes. He is a Golden Demon standard miniature painter himself, and so can spot and admire good technique. However, in Aly's case this is tempered by his sheer enthusiasm for models that show a degree of imagination and flare.

The difference between my style of marking and Robin's caused a certain amount of friction, it has to be said, but fortunately with Aly to mediate between us we were able to pick all the winners without too much argument. Tough though the judging was, at the end of the day I think we did a good job, even if it did take us twice as long as we'd planned!

Finally I would like to take this opportunity to congratulate all of the people that took part in the competition, and helped make picking the winners so difficult! It takes a lot of bottle to enter a competition like this and know that your efforts will be looked at and commented on, not only by the judges, but also by hundreds of spectators. So, a big thank you to all of the people who took part and helped make the US Golden Demon competition such a success, and we look forward to seeing your entries at next year's show. Now, on to those winners...



Robin meditates on how to pick the winner!

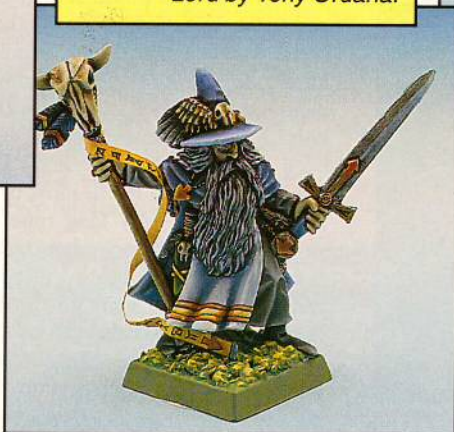
BEST WARHAMMER SINGLE MINIATURE



1st place: Grey Wizard by Anthony DePasquale.

2nd place: Witch Hunter by David Taft Cole.

3rd place: Chaos Lord by Tony Ordana.



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BEST WARHAMMER 40,000 SINGLE MINIATURE



1st place: Maugan Ra by Brian Shaw. A brilliant all-round job, and deserved winner in a tough category.

2nd place: Captain Al'Rahem by David Taft Cole.

3rd place: Space Marine Captain by Stephen Douglas.



"Despite Jervis' and my disagreements over the finish on some of the painted miniatures, the one thing that really staggered me was the overall quality and inventiveness of the entries.

Over the two days, many people asked me whether the painting standard for the Golden Demon awards was better in the UK or in the US? I have to say that many of the models the US entries were not only of a generally higher standard but showed a level of inventiveness in their modelling, conversion and attention to detail that really made them a pleasure to look at..."

Robin

BEST WARHAMMER 40,000 SQUAD



1st place: Legion of the Damned by Jim Borsisch. Excellently painted unit with great "tabletop" presence.

2nd place: Wolf Guard Terminators by Ken Failor.

3rd place: Swooping Hawks by Chris Borer.



Outstanding technique – white is a very difficult colour to paint and highlight!



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BEST WARHAMMER REGIMENT



GOLDEN DEMON SLAYER SWORD WINNER

1st place: Dryads by David Upham. Simple conversions and careful attention to the bases makes these miniatures really stand out.

2nd place: Orc regiment by William Stillwell.

3rd place: Dwarf regiment by Tony Ordone.



2nd place: Space Marine Dreadnought by Chris Borer.

BEST WARHAMMER 40,000 VEHICLE

1st place: Nurgle Predator by Keith Hoffman. A great conversion on a classic theme.

3rd place: Dark Angels Rhino by Chris Hayes.



YOUNG BLOODS COMPETITION



Blood Angels Chaplain by Daniel O'Toole. If he's this good now, what'll he be like in a few years!

Eldar Phantom Titan by Joe Gallipeau.



BEST EPIC TITAN

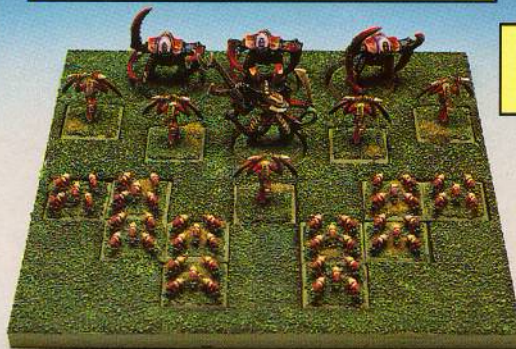
GAMES DAY '96 GOLDEN DEMON '96



Space Wolves Diorama by Rocco Mazzella. A nice uncluttered diorama, a brilliantly executed model.

OPEN COMPETITION

BEST EPIC BATTLEFORCE



Tyranid Swarm by Tony Ordone.

BEST NECROMUNDA GANG



1st place Necromunda Gang: House Escher gang by Thomas Schadle.

An outstanding category, and very difficult indeed to pick out the winners!



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WAAAGH GRISHNAK!

Warboss Grishnak Ironhide of the Evil Sunz:

We're da Evil Sunz and we are the fastest, meanest Boyz with da best weapons and gadgits in the 'ole ooniverse. Doze dratted Eldar and Space Marines are my favourite enemies ya know, an' Waaagh Grishnak 'as fought 'em loadsa times. Sometimes we win an' dat's great, the rest of da time we die so it don't matter!

Adrian: Army lists for Warhammer 40,000 are brilliant, I always feel absolutely spoilt for choice. Each list is really more than a dozen armies in one, and the Ork army list is the perfect example of this! You can have an army based around a specific clan: Goff hand-to-hand maniacs, Snakebites with their cyboars, speed freaked Evil Sunz, wealthy Bad Moons, Blood Axes with their Imperial equipment or ace scavengers: the Deathskulls. You can also combine the clans. Why not have an army of Freebooterz or a mechanised force, whatever takes your fancy.

It's actually quite nice to be able to chop and change an army, particularly when, like me, you like to play smaller games of Warhammer 40,000, say 1000 points or so. Over the last few years I

have painted about 2,500 points worth of Orks, including Goffs, Blood Axes and Snakebites on boars. I can pick and choose a Waaagh! with whatever troops I favour at any time. However, a 1,000 points of Evil Sunz on Warbikes is my favoured Waaagh!

I must have a secret love of really fast cars and motorbikes (driven rather badly at breakneck speeds) because the Evil Sunz, with their amazing selection of light vehicles and love of wacky equipment, are my favourite Ork clan. I think it is always best to remain true to the character and background of the clan. The Evil Sunz have a fast attack style of play I prefer with the Orks. Hit 'em hard, hit 'em fast, and don't give 'em a chance to shoot back, that's what I say!

The following is my 1,000 point force which is my core clan. I've tried to go for a balance of speed and firepower, with the foot troops to hold objectives and the vehicles with heavy weapons to crush the enemy. It consists of Warboss Grishnak Ironhide, his Battle Standard Bearer, a Shokk Attack Team, Weirdboy, Warbike mob, Boyz mob, Gretchin mob and a Dreadnought.



By
Adrian Wood



Warboss Grishnak Ironhide, Squeak the Battle Standard, Misery the Weirdboy and Speedo's Boyz.



Force 2 Range: 24"

SQUISH

The Weirdboy grunts as he exerts his powers on a single model within 24". Glowing lights trap the victim, solidify, constrict, and crush the life out of it. The target suffers 2D6 minus his own Strength SS hit. Vehicles deduct their ram value Strength characteristic from the number of hits inflicted.

Force 1 Range: 36"

'EADBUTZ

The Weirdboy smashes one of the enemy psykers with an 'eadbutz of pure Waaagh!-power. Both players roll a D6 and add the mastery levels of their respective psykers to their score. If the enemy player loses he suffers 1 wound and can't use any powers until the next psychic phase (though he can continue to use warp cards to nullify etc. as normal). If the psyker is drawn or the Weirdboy loses the 'eadbutz has no effect.

My favourite Waaagh! powers are 'Edbutz and Squish. I like 'Edbutz because it smashes enemy psykers and Squish because you can use it to kill models who are hiding.

GRISHNAK IRONHIDE

Da Boss is da greatest 'e is. Wiv 'is Kustom Shoota, power sword an' mega armour made by Bodgit and Scarpa, Warboss Grishnak Ironhide is an amazin' sight ta bring terror to da hearts of the foe, if they could see 'im behind da wall dat is...

Squeak the Gretchin Battle Standard Bearer has absolutely no idea how important he is to Waaagh! Grishnak. It's just as well really, he's big headed enough about his exalted rank as it is! Any Ork player worth his salt will tell you that the whole Ork army needs a well 'ard Warboss shoutin' orders to keep going on the battlefield and more often than not only survives if its Warboss does. Unfortunately, any foe of the Orks also know this. As a result, Grishnak has spent most of his time in the past standing behind a wall in order not to be picked off by some tooled up scummy enemy character. This isn't cowardice by the way, he just knows that if he goes down, then the whole army will probably leg it too!

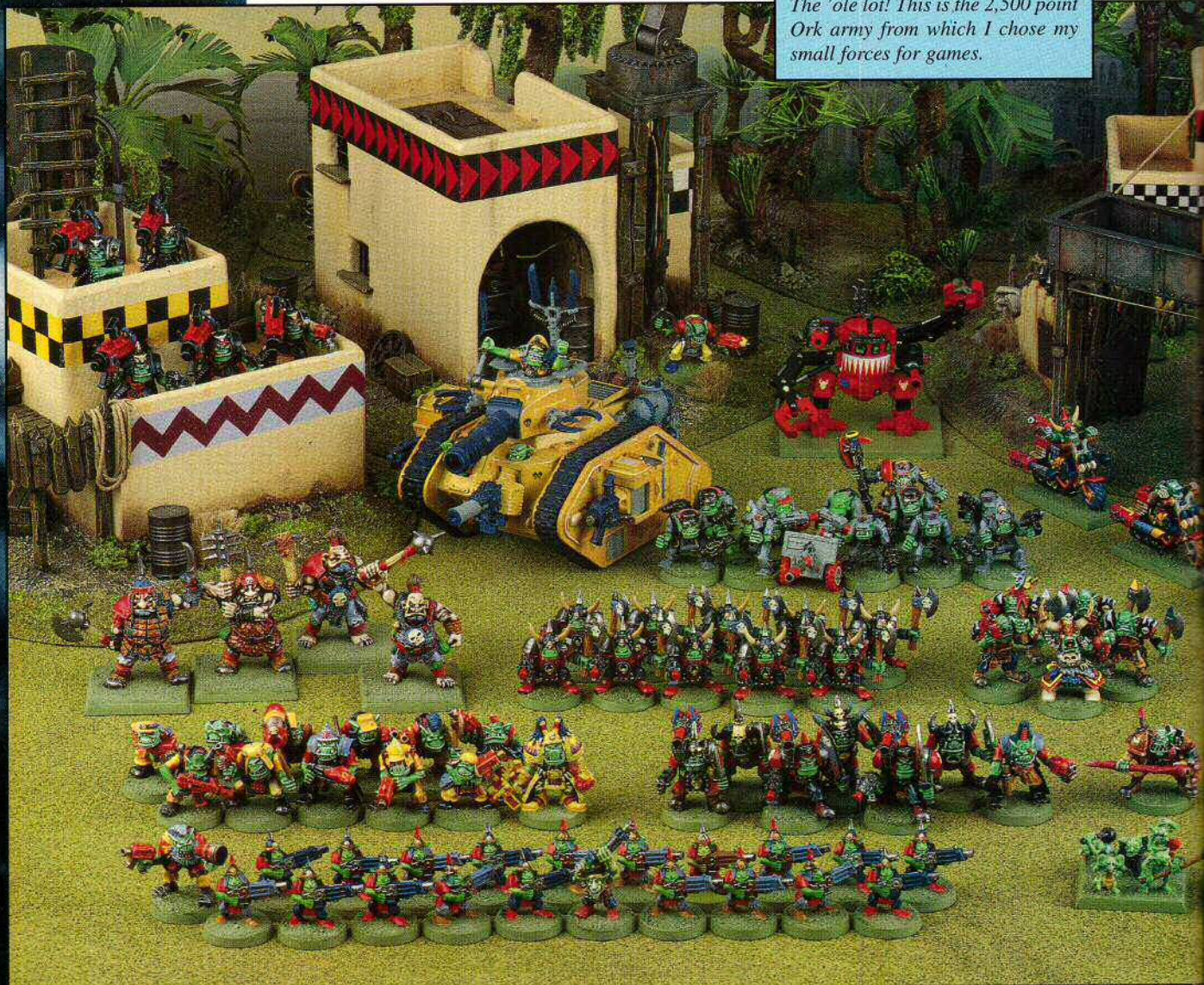
However, what with the plethora of Assassins and other powerful characters being unleashed onto the tabletop recently, staying out of the fighting is no longer a viable option for a Warboss. You might as well bite the bullet and get him out there where the fighting is thickest. For this reason, I've changed Grishnak's Bionic Arm to a Kustom Shoota. Wearing 'eavy armour and carrying a power sword, Da Boss is now ready to go and get a piece of the action!

MISERY

Misery by name, misery by nature. All dat Weirdboy does is mope about the camp with his Minderz makin' sure he don't run off. Anyone would think he was scared of his 'ead explodin' or somethin'! Still, he snaps out of it when the Waaagh! gets 'old of 'im and gives the enemy a taste of good ole Orky Waaagh! power.

This Weirdboy holds onto his Weirdboy Staff as if his life depended on it! I suppose it does really,

The 'ole lot! This is the 2,500 point Ork army from which I chose my small forces for games.



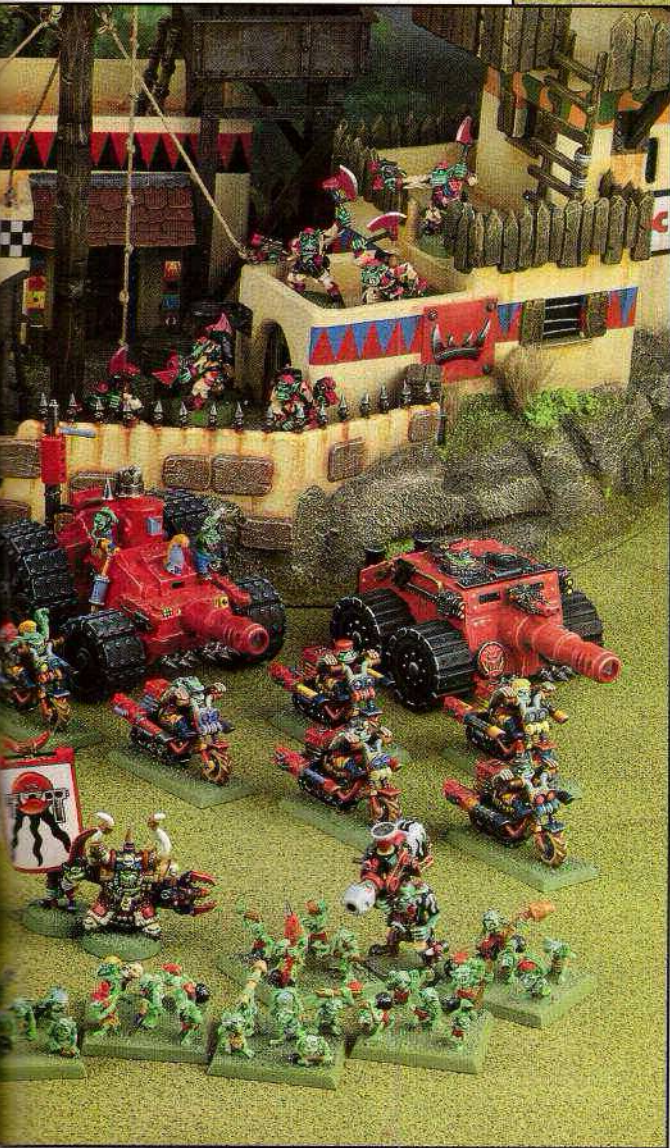
this simple piece of wargear has certainly saved his neck (or is it brain?) on more than one occasion. In larger games (1500 points or more) I'll use him as a Warhead with extra Minderz, but I usually find that a Weirdboy is sufficient to keep enemy psykers at bay in smaller battles. Even so he usually suffers the dreaded 'Edbang! still there's plenty more Weirdboys were he came from!

DA WARBIKES

Ya can't beat a good fast Warbike (painted red of course). They're great if ya wants to make a mess of them panzee Space Marines and pointy-headed Eldar cretins. Wiv two great gunz strapped to the sides and a fearless rider on the back ya gonna ride those scum into the ground. Just make sure ya give 'em a good kickin' from a distance first before ya gets too close though...



Adrian's Big Gunz are Bodgit and Scarpa's Dreadnought together with the massed Evil Sunz Warbikes.



The Warbike is my favourite shock weapon and probably the most important part of Waaagh! Grishnak, after Grishnak himself of course! I know some opponents of mine who have a totally over the top fear of my Warbikes, or should I say the twin-linked autocannon they carry! Well if they insist on standing their Space Marines out in the open as if nothing could harm them they can expect to see their troops get blasted to pieces! We all know Orks can't hit a barn door on their own, but if you get enough of them shooting at the same time in the same direction, (particularly with sustained fire weapons like autocannons) it's a different story, believe me.

My favourite tactic is to attack an enemy flank in force with my bikes, blast as many enemy troops as I can both in the open (preferably) or in cover (nowhere near as easy). The bikes also attract as much fire as they can whilst the rest of the army covers the 24" killing ground between them and the enemy. Close range then puts the enemy troops at the mercy of my massed firepower. Generally I prefer to keep the Warbikes back a bit in order to avoid small arms fire cutting down the riders before they can charge in behind the enemy. Like Grishnak, the Warbikes were painted up quite some time ago and are therefore old models. Even so, they've won me many battles.

Da Boss is da greatest 'e is. Wiv 'is Kustom Shoota, power sword an' mega armour made by Bodgit and Scarpa, Warboss Grishnak Ironhide is an amazin' sight ta bring terror to da hearts of the foe, if they could see 'im behind da wall dat is...

The Shokk Attack Team together with Skumbo and the rest of the cannon fodder!



WARHAMMER
40,000
WAAAGH! GRISHNAK!

WARBOSS 90 pts	GRAND 20 pts
PROFILE M WS BS S T W I A Ld	PROFILE M WS BS S T W I A Ld
4 4 4 4 4 1 2 2 7	4 4 4 4 4 1 2 2 7
Marked	Parley
Equipment and Weapon: 40 pts	Equipment and Weapon: 40 pts
Shokk attack gun, bolt pistol, and tank armour (Shokk)	Shokk attack gun, bolt pistol, and tank armour (Shokk)
and long armoured the body	and long armoured the body
BATTLE STANDARD 35 pts	WARRIOR 10 pts
PROFILE M WS BS S T W I A Ld	PROFILE M WS BS S T W I A Ld
4 4 4 4 4 1 2 2 7	4 4 4 4 4 1 2 2 7
Gretchin	Wendy
Equipment and Weapon: 40 pts	Equipment and Weapon: 40 pts
Shokk attack gun, bolt pistol, and tank armour (Shokk)	Shokk attack gun, bolt pistol, and tank armour (Shokk)
SHOKK ATTACK TEAM 90 pts	WARRIOR 10 pts
This team consists of 10 Orks armed with a Shokk attack gun, bolt pistol, and tank armour (Shokk)	Shokk attack gun, bolt pistol, and tank armour (Shokk)
and long armoured the body	and long armoured the body
1. Shokk attack gun	1. Shokk attack gun
PROFILE M WS BS S T W I A Ld	PROFILE M WS BS S T W I A Ld
4 4 4 4 4 1 2 2 7	4 4 4 4 4 1 2 2 7
Skumbo	Wendy
Equipment and Weapon: 40 pts	Equipment and Weapon: 40 pts
Shokk attack gun, bolt pistol, and tank armour (Shokk)	Shokk attack gun, bolt pistol, and tank armour (Shokk)
and long armoured the body	and long armoured the body
1. Shokk attack gun	1. Shokk attack gun
PROFILE M WS BS S T W I A Ld	PROFILE M WS BS S T W I A Ld
4 4 4 4 4 1 2 2 7	4 4 4 4 4 1 2 2 7
Gravelling Field	Wendy
Equipment and Weapon: 40 pts	Equipment and Weapon: 40 pts
Shokk attack gun, bolt pistol, and tank armour (Shokk)	Shokk attack gun, bolt pistol, and tank armour (Shokk)
and long armoured the body	and long armoured the body
1. Shokk attack gun	1. Shokk attack gun
PROFILE M WS BS S T W I A Ld	PROFILE M WS BS S T W I A Ld
4 4 4 4 4 1 2 2 7	4 4 4 4 4 1 2 2 7



I must have a secret love of really fast cars and motorbikes (driven rather badly at breakneck speeds) because the Evil Sunz, with their amazing selection of light vehicles and love of wacky equipment, are my favourite Ork clan. I think it is always best to remain true to the character and background of the clan. The Evil Sunz have a fast attack style of play I prefer with the Orks. Hit 'em hard, hit 'em fast, and don't give 'em a chance to shoot back, that's what I say!

BODGIT AND SCARPA

Doc Bodgit is a genius, whatever one o' them is, that's what he always calls himself anyway. 'Is shokk attack is great for disposin' of little distractions, like enemy Dreadnoughts, tanks, Titans, orbiting spaceships... Wot? You arguin' wiv me? OK, the spaceship part's an exaggeration.

Scarpa the Painboy, 'e's always cooin' over the Dreddy too. Sez it's his pride an' joy. Even so, every battle it gets totalled, so he and Bodgit have to put it back together again! If only Bodgit was a bit better wiv da shokk attack...

The shokk attack gun has proved itself again and again to be the Dreadnought and large vehicle killer. For just 96 points you get seven bases of Snotlings, a Mekaniak and a Runtherd. What a bargain!

No Ork army is complete without a Dreadnought, built with the co-operation of Mekboy Bodgit and Painboy Scarpa. It's a pretty tough customer although mine usually gets destroyed by the end of the battle. Maybe Bodgit and Scarpa had better add some extra Armour Plating or a Kustom Force Field. Bodgit and Scarpa may cooperate in the camp, but on the battlefield Bodgit hangs around with Shouter the Runtherd with the Snotlings for the shokk attack gun whilst Doc Scarpa stalks the battlefield getting up to no good with his tools and bolter.

DA GROTZ

Gerrou the way ya lil' tiddler or you'll feel my iron toecaps! WAK! Ya won't be so slow when you're on the battlefield will ya? Remember, keep runnin' towards the enemy and don't worry about

ya mates if they fall over, they're only pretendin'! Just follow Skumbo, 'e'll show ya were ta go.

Gretchin are my star performers, particularly Skumbo, their self-appointed leader. Their cheapness makes them invaluable in soaking up enemy fire, hits which would otherwise be tearing my more expensive Ork mobs to pieces. I like a ratio of at least two Gretchin to each and every Ork in my army, but don't always manage it. The plastic Gretchin in the original box are really fun models and perfect for massed ranks of cheap cannon fodder. By the time they get to the other side of the battlefield they might even kill a few enemy troops through sheer weight of numbers (if there are enough Gretchin left over that is!).

SPEEDO'S BOYZ

Some o' my Boyz ain't got enough wheels an' parts to build any Warbikes to ride on yet. Bodgit keeps usin' all the best bits on his Dread. They have to do loadsa leg work to keep up with the Waaagh! Still, Bodgit did make 'em an 'eavy plasma gun to blast the git across the battlefield. Speedo their Nob got a plasma gun as well, but 'e's not as well shooty with it as da Boyz with da 'eavy plasma gun.

Although Ork mobs are pretty flexible in size ranging from five to twenty Orks, I prefer to balance flexibility with staying power and go for ten Boyz. They are armed with bolt pistols and bolters together with a heavy weapon and a Nob carrying a special weapon.

DA END

I think it's always best to stick to a theme when you start to put your army together, regardless of what it is. I've been fighting with my Evil Sunz for ages now and never cease to be wildly entertained by their antics. WAAAAAAGH!

GAMES WORKSHOP®

FRONTLINE NEWS MORE FOR YOUR ARMY

One of the most enjoyable parts of our hobby is building up an army. Over a period of time you can see your chosen force grow in size and prowess, or sent away in defeat to lick its wounds. But persevere you must, to improve your army both tactically and by adding reinforcements, marching forward showered with glory from its great victories. As of the 1st of August Games Workshop is launching an exciting new way to help you to collect your force. All you have to do is pop down to your local store.

The **ARMY COLLECTING CARD** is a great new scheme to help you collect your forces by giving you **EXTRA** miniatures as your army grows!

You can pick up a card with the first purchase you make for your new army. Initially the armies covered will be High Elves, Orcs and Goblins, Space Marines and Orks and Gretchin. The cards are only valid until 31st January 1997 and we only have a limited number, so if you don't get down to your local store today you will miss out!



ARMY COLLECTING CARD ORCS & GOBLINS



ARMY COLLECTING CARD HIGH ELVES



ARMY COLLECTING CARD ORKS & GRETCHIN



**GAMES
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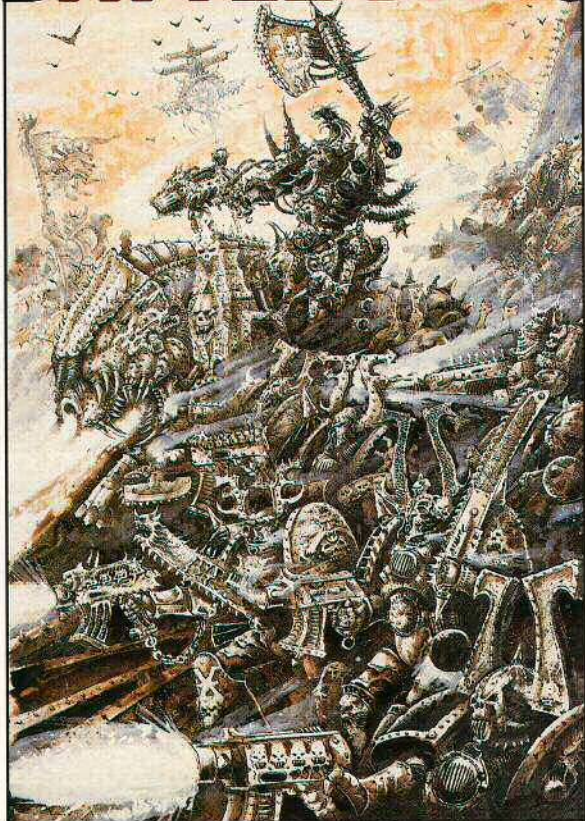
ARMY COLLECTING CARD SPACE MARINES



**GAMES
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BATTLE DAYS



REDEMPTION DENIED

The Summer holidays are nearly over and this month we are running a spectacular gaming event throughout the UK. Hot on the heels of our Warhammer Battle Day, *Temple of the Damned*, which took place on the 3rd and 4th of August, we are looking forward to our

new Warhammer 40,000 Battle Day: *Redemption Denied*. This event takes place on the weekend of the 31st of August and the 1st of September and features the newly released Codex Chaos forces in a cataclysmic game. To get involved in this desperate battle against the forces of Chaos just pay your local Games Workshop a visit and ask the staff for details.

GAMES DAY & GOLDEN DEMON '96

Games Day & Golden Demon '96 is one month away and candles are burning far into the night as all the staff at Games Workshop prepare for what will be our greatest event ever. We are preparing a very special display for Warhammer that will be the largest ever built. It has taken all the departments of the company as well as all the stores in the world three months of hard work to complete. Now is also the final time for you to get your coach ticket from your local Games Workshop store and a ticket for the event if indeed there are any left! Remember that if you miss out on a ticket you'll have to wait another twelve months until Games Day 1997.

MANCHESTER

Due to the recent bomb in Manchester, our store there will be closed until further notice. We will re-open as soon as repairs are completed, but in the meanwhile our stores in Stockport, Altrincham, Bolton and Warrington will be more than happy to help with any of your gaming needs.

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MANAGER OF THE YEAR

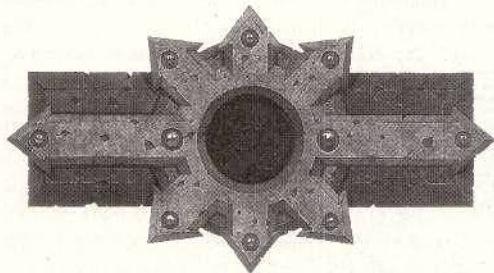
At our annual National Managers Meeting, Games Workshop retail managers from all over the world descended on Centre Parcs in Nottinghamshire. All the managers took part in a massive Warhammer tournament won by Steve Siddal, the manager of Stockport, in a nail-biting finish.



*The ever-youthful
Fred Reed.*

At the end of the three day meeting, Fred Reed of our Bristol store became the first Manager of the Year for his outstanding store. Not only that but he also received a special prize, an amazing model to display in his store. Fred has been featured in past

issues of White Dwarf for his painting so it's going to be a great looking model. We'll be featuring it in next month's issue, but if you want a sneak preview why don't you pop into the Bristol store and see what's going on.



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 to you is, 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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Warhammer Quest™

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

A GREEN AND PUSTULANT LAND

By Steve Anastasoff and Tuomas Pirinen

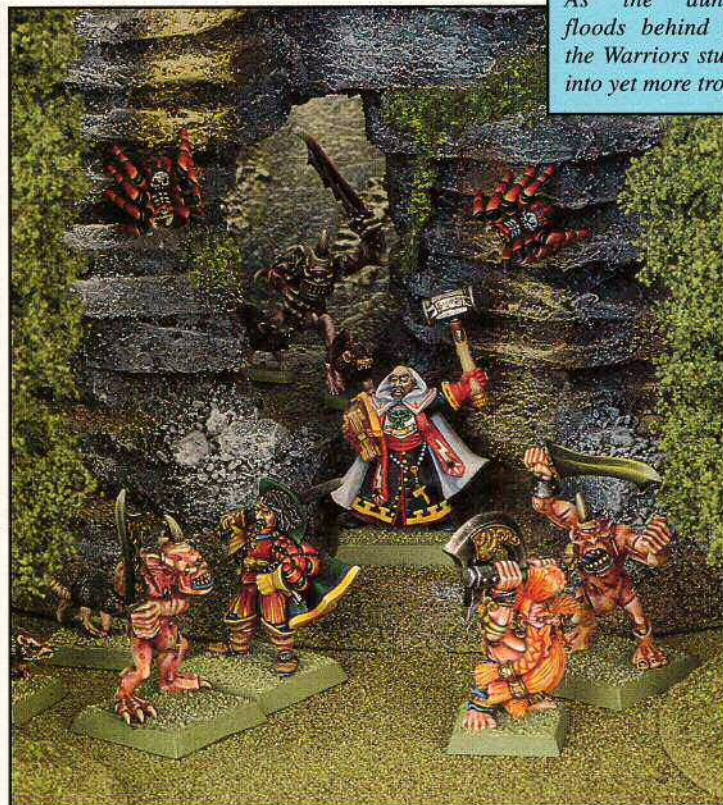
A horrifying disease for which there is no apparent cure threatens to wipe out the entire population of an Empire town. A cry for help spurs the Warriors to find a way to save the innocents, but the origins of this plague are shrouded in mystery and legend. The Warriors must find a way to save the town – and perhaps themselves!

THE ADVENTURES

The three quests described on the following pages allow the Warriors to battle against the most foul of all the Chaos powers – Nurgle, the lord of decay and disease.

Commanding the followers of Chaos is a pestilent Sorcerer of Nurgle, Festasmus the Septile. The quests are designed to be played as a mini-campaign, with each one leading into the next as the Warriors track down and destroy Festasmus and the source of the plagues he is spreading across the Empire.

As the dungeon floods behind them the Warriors stumble into yet more trouble.



Each of the three quests is played using its own special rules described below. In each, you should shuffle the Affliction of Nurgle Event card (from this month's card section) into the Events deck. This reflects the exposure that the Warriors will have to Festasmus' plagues, and the chance of one (or more) of them contracting some foul illness of his creation. In between quests the Warriors may travel to settlements as normal (provided that they have not contracted the *Mouldering Pox* affliction). In addition to the extra Event card, you will need a model to represent Festasmus himself.

When the Warriors reach each of the three Objective Rooms, you can either roll on the normal Objective Room Monster Table to determine their guardians, or, better, you can roll on the special Plague Room Monster Table given in this article. This will add more character to the quests, but you will need some additional miniatures, such as Nurgle Plaguebearers, to do so.

PLAGUE OF SALSBURG

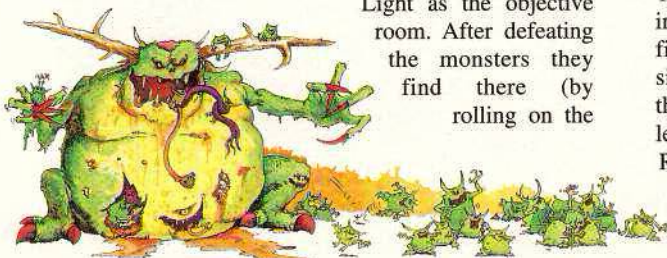
The Warriors have arrived at the town of Salsburg near the Black Mountains, and head for the local tavern to spend their hard-earned money. The tavern of the town seems strangely deserted,

except for a man who approaches the Warriors and offers them a quest. The man is Johann Mannstein, the mayor of the town. He explains that for several months now, ever-increasing numbers of inhabitants of Salsburg have fallen ill, and suffered a painful, wasting death. Worse, it seems that the disease is spreading at an alarming rate. The town healer has been powerless to stop this strange affliction, and he swears that the disease is a magical, not natural illness and thus incurable by his talents. The foresters of Salsburg suspect that the origin of the disease is a great cavern complex located high in the Black Mountains. They have witnessed many Giant Rats emerging from the forbidding place, biting animals and men who later succumb to the disease. Johann pleads with the Warriors to investigate the caverns and find a way to seal or cleanse them so the disease can be kept in check. If the Warriors agree to undertake this dangerous mission, Johann will provide them with a map of the surrounding area, including the mouth of the cavern that the diseased creatures have been emerging from.

Special Rules

This adventure uses the Fountain of Light Objective room from the Warhammer Quest box. It also uses the Stairway board section. In order to cleanse the caverns of Giant Rats, as well as all the other foul denizens that inhabit the place, they must be sealed and flooded. The only way to do this is by blocking off the outflow of a spring in the depths of the caverns. The Warriors must then find a way to escape.

Before starting you should remove the Stairway Dungeon card and set it aside. Then prepare the Dungeon deck as normal, with the Fountain of Light as the objective room. After defeating the monsters they find there (by rolling on the



FESTASMUS THE SEPTILE

Festasmus is a Chaos Sorcerer of Nurgle, with the profile of a standard Chaos Sorcerer as follows:

Wounds	15
Move	4
Weapon Skill	6
Strength	4
Toughness	5 (6)
Attacks	2
Gold	840

At the start of each Monster phase, Festasmus can cast one spell. Roll on the Nurgle magic table to determine which spell he casts each turn. In addition, Festasmus is particularly able to resist the effects of magic. He may shrug off the effects of any spell

cast at him on a roll of 4+ on a D6. Also, Festasmus may parry the Warriors' attacks. Any attack will be parried, negating all its damage, on a roll of 5+ on a D6.

Festasmus wears *Plague Armour*. This increases his Toughness by one. Additionally, any time a blow is struck against this armour, the attacker risks catching one of Festasmus' horrible afflictions. Roll a dice each time a Warrior hits Festasmus successfully. On a roll of 1 the Warrior permanently loses 1 point of Toughness. Any Warrior reduced to 0 Toughness is dead and should be removed from play.

Festasmus is armed with the *Scythe of Septicity*. If a Warrior is reduced to 0 Wounds by the Scythe his Toughness is permanently reduced by 1 point. Any Warrior reduced to 0 Toughness is dead and should be removed from play.

Festasmus has been blessed with *Nurgle's Foul Odour*. The horrible stench that surrounds him means that anyone attacking him suffers a -1 penalty to hit for all their hand-to-hand attacks. However, any Warrior suffering from *Odorous Blight* is immune to this – they can hardly notice Festasmus' stench over their own!

The Warriors may not take any of these items. They are so evil and corrupted that they would destroy any Warrior who tried to make use of them.



Objective Room (Monster Table) any Warrior may then block off the spring by spending a turn standing adjacent to the fountain. This will then start the dungeon flooding. The entrance the Warriors came in by will have already been sealed off, so they must instead find the stairs deeper in the Dungeon that lead up to safety, since the flood level will not get that high. Place a doorway at the far end of the Fountain of Light room – the Warriors can leave through this and carry on searching for the Stairway. Roll a D6, and shuffle this many Dungeon Cards together with the Stairway card. Place these cards after the exit from the Fountain of Light. The Warriors must search through this deck to escape.

The flood level will gradually rise as the Warriors race to find the exit. At the end of each exploration phase, roll 1D6. On the first 6 the water has reached the Warriors' knees – subtract 1 from their Movement as they are forced to wade through the water. On the second 6 the water is up to their waists – subtract a further 1 from their Movement. On the third 6 the water has reached their necks – subtract a further 1 from their movement. On the fourth 6 the Warriors must drop all their equipment and treasure to stop themselves drowning, and they continue moving with the above penalties. Further sixes have no more effect. Note that the Movement penalties apply to both Warriors and Monsters. Once all the Warriors have reached the end of the Stairway they can leave the dungeon safely, the quest is complete.

On returning to Salsburg after completing this quest, Johann Mannstein will reward each of the Warriors with D6x50 Gold and a towel.

CLEANSING FLAME

Despite the efforts of the Warriors, the diseases of Nurgle are spreading and soon the entire southern Empire will be in grave danger unless something is done quickly. The healers and herbalists are not able to find a cure, but luckily a learned priest of Sigmar has found an answer from one of his arcane tomes: according to legend, during bygone ages Sigmar himself blessed a brazier deep in a dungeon located in the Black Mountains. The flame now burns eternally and its warmth will cure any disease of Nurgle. Johann Mannstein promises a sizeable reward if the Warriors bring back the flame so that it can be used to cure Festasmus' afflictions. The Warriors probably also have a personal reason to seek the cure. The chances are that one or more of them may have already been infected with some of the dreaded diseases and plagues themselves!

Special Rules

This adventure uses the Idol Chamber Objective room from the Warhammer Quest box. Play the quest as you would a normal Warhammer Quest game. The Warriors must get to the sacred flame, located at the brazier in front of the daemon statue, and recover it. However, the only way that the Warriors can carry it is to use it to light their lantern. Roll on the Objective Room Monster Table when the Warriors find the Idol Chamber to determine its guardians. Once all the monsters are dead, the Warrior carrying the lantern may take the sacred flame by spending a turn standing next the brazier. The Warriors must then escape the dungeon the same way they came in. However, if the Warrior carrying the lantern is reduced to zero wounds, the flame will flicker and go out. The Warriors must then return to the Idol Chamber to re-light the lantern with the sacred flame.

If the Warriors complete the quest and return to the surface successfully, then they will each be rewarded with 1D6x100 Gold. In addition, any afflictions already caught by Warriors will be cured in time for the next Quest. However, until then the results still apply, so any Warriors suffering from the *Mouldering Pox* affliction will not be admitted to any settlements until the end of the next Quest.

PLAGUE ROOM MONSTER TABLE

- | | |
|---|--|
| 1 | 6 Plaguebearers of Nurgle, 1D6 Nurglings and 1D6 Giant Rats. |
| 2 | 1D3 Plaguebearers, 1D3 Plague Censer Bearers and 4 Plague Monks. |
| 3 | 1D3 Plaguebearers, 1D6 Nurglings and 1D6+2 Skaven. |
| 4 | 2D6 Skaven, 1D6 Plague Monks and 1D3 Plague Censer Bearers. |
| 5 | 6 Skaven, 6 Giant Rats and 6 Plague Monks. |
| 6 | 6 Skaven and 12 Giant Rats. |

PERMANENT CURE

The Warriors are hailed as the heroes of the Empire after returning with the Cleansing Flame of Sigmar. The flame is used to cure the sick, and soon all of the victims of Festasmus' afflictions are on the road to recovery. The grateful townspeople throw a huge banquet in honour of the Warriors in the town hall. But in the middle of the feast, a horribly disfigured man stumbles into the great hall where the celebrations are taking place. The man falls upon the floor in his death-throes, crying "You promised I would be healed, Master! I have done what you have asked! Have mercy on me! Master..." Within seconds the man is dead. In his hand he clutches a decaying scroll. After it is pried from his fingers the



Warriors can read a message: *"The Time of Disease shall return. The next blessing that Lord Nurgle grants to you will not be curable by your feeble gods. Thus swears Festasmus, the most favoured of the servants of the Lord of Decay."* Who knows what sort of calamity Festasmus the Septile will unleash on mankind next? He must be stopped once and for all, so that the Townsfolk can sleep peacefully at night. The magician of Salsburg, a Celestial mage of great skill, uses his powers of divination to scry the location of the lair of Festasmus. The Warriors must track down Festasmus in his lair and slay him, thus ending this threat permanently.

Special Rules

This adventure uses the Fire Chasm Objective room from the Warhammer Quest box. In addition to the Monsters rolled on the Objective Room Monster Table, Festasmus the Septile will also be here. Festasmus is a Chaos Sorcerer, with the profile given in the Bestiary section of the Warhammer Quest Roleplay book. However, instead of casting Chaos magic, Festasmus casts Nurgle magic. Roll on the special Nurgle magic table below when Festasmus casts a spell. All of Festasmus' profile and special abilities are summarised on the previous page for your convenience.

The normal rules for using the Fire Chasm apply. When the Warriors have killed all the Monsters, including Festasmus, they will find a concealed exit on the far side of the chamber through which they can escape back out of the dungeon. Once they have returned, the Warriors will have all their afflictions cured in time for their next quest, although anyone suffering from *Odious Blight* may still not enter a settlement until after their next adventure (the symptoms take a while to clear after the cure is



Using appropriate plague-type monsters like these will add extra colour to your quests. You can write up your own Event cards with them on, or just use the Plague Objective Room Monster table from this article.



administered). Note, though, that Toughness lost through attacks from Festasmus or a Plaguebearer cannot be recovered. The Warriors are then rewarded with 1D6x100 Gold and a magic item each.

CHAOS SORCERER OF NURGLE MAGIC

At the start of each Monsters' Phase a Chaos Sorcerer of Nurgle may cast one of the following spells. Roll a D6 on the following table to determine which spell is cast. If a spell affects only a single Warrior then pick a Warrior counter at random to determine who is affected.

1 Cloud of Flies: The target Warrior is surrounded by an impenetrable mass of flies. The victim can see nothing and can neither move nor shoot in the following Warriors' phase. They may, however, still fight as normal in hand-to-hand combat.

2 Plague Wind: A damp and foetid wind howls through the dungeon, bringing with it the most foul diseases. Each Warrior on the same board section as the Sorcerer suffers 1D6 Wounds, modified for Toughness, but not for armour.

3 Rancid Visitation: The target Warrior begins to rot and putrefy, fingers and toes fall off, skin blisters and decays, and eyes drop from their sockets. The Warrior suffers 2D6 Wounds with no modifiers for Toughness or armour.

4 Stench of Nurgle: All Warriors on the same board section as the Sorcerer are nauseated by this disgusting odour. All victims must lose 1 attack in the following Warriors' phase.

5 Stream of Corruption: The Sorcerer vomits forth a jet of putrid blood, maggots, excremental slime and other indescribable foulness. The target Warrior is overwhelmed by the revolting muck. Roll two dice and subtract the Warrior's Initiative as he tries to dodge out of the way of the disgusting stream. The Warrior suffers this many Wounds with no modifiers for Toughness or Armour.

6 Fly Swarm: The Sorcerer is surrounded by a black mass of flies which absorb blows with the depth of their odorous and squashy bodies. The Sorcerer's Toughness is increased by one until the start of the next Monsters' Phase





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

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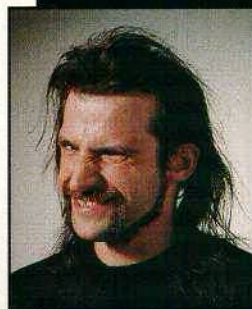
THE BETRAYER

Khârn has dedicated his millennia-long existence to unleashing bloody carnage upon anyone and anything within reach. He is drawn by the scent of war as a hungry hound is drawn by fresh meat and it has become impossible to tally his slaying. Even in the Great Crusade when he fought in the assault companies of the Worldeaters Legion he was known to be a brilliant but unstable warrior. Indeed, the whole Worldeaters Legion was viewed as excessively bloodthirsty and dangerously over-zealous in the suppression of planets that had not even defied the Emperor's will. When the Heresy came Khârn gladly led his warriors against his brother Marines, most notoriously in the drop site massacres in the Istvaan V Campaign.

In the siege of the Imperial palace he was at the forefront of every assault. When Horus was defeated Khârn already lay dead and horribly

mangled upon a mound of corpses at the walls of the inner palace. His fellow Worldeaters carried his corpse away with them as they fought their way back to their ships. Once on board they discovered that by some dark miracle Khârn still lived. Whether Khorne himself breathed life back into the Berzerker's body or whether the relentless clamour of war revived his indomitable spirit remains a mystery, but since the Heresy Khârn has survived the bloodiest battles of his age and never come so close to death again.

He is called the Betrayer because he will slay those that follow him almost as readily as those that oppose him. The Worldeaters legionaries learned that bitter lesson shortly after they reached the Eye of Terror as they fought against the Legion of the Emperor's Children for possession of a daemon world called Skalathrax.



By Andy Chambers

THE WORLDEATERS

The Worldeaters were created in the First Founding of the Legions and still regard themselves as such. It is the later foundings under the false "Emperor of Mankind" which have turned from the true path and become decadent and depraved. Even before the Heresy the Worldeaters were noted for their savagery. They were censured by the Emperor for their use of psycho-surgery on new recruits to turn them into frothing madmen. Nonetheless the Worldeaters were invaluable terror troops in the Great Crusade and fought at the forefront of all the greatest campaigns. It was a simple matter for Horus to pervert the Worldeaters' bloody Legion rituals to the worship of Chaos. Under his corrupting influence the Worldeaters quickly became devoted to Khorne the blood god.

Once renowned for their unswerving loyalty to the Emperor, the name of the Worldeaters became a byword for carnage and terror during the Heresy. They always fought in the vanguard of the Traitor Legions and their Legion records show that it was they and not the Sons of Horus who first breached the walls of the Imperial palace. The Worldeaters retreated from Terra only grudgingly and fought their way to the Eye of Terror, carving a bloody swathe through anything that tried to stand in their way.

The Worldeaters continued and strengthened their blood traditions while in exile, tying themselves ever closer to Khorne

and his daemons. All pretence of forming balanced, tactical forces fell away as the Worldeaters armed themselves entirely with pistols and close combat weapons, chain-axes and chainswords becoming the favoured tools of bloodshed. In battle the Worldeaters squads charged directly into close combat, roaring their praise of Khorne as they pounded forward.

As more and more of the Legion's officers became fully fledged champions of Khorne or were possessed by daemons all discipline broke down. Finally, at the end of the savage Skalathrax campaign an individual who became known as Khârn the Betrayer, an exalted and utterly insane berzerker-champion of Khorne, set upon his brethren with such bloodlust that the whole Legion tore itself apart in a great battle which lasted days and nights without end. By the time the smoke cleared the Legion had been shattered into dozens of warbands of crazed berserkers, which now move relentlessly through the Eye of Terror seeking out battle and bloodshed.

Some of these warbands are hundreds strong, others are no more than a lone champion leading his Berzerkers on a quest for carnage. Such warbands will join their forces with any Chaos lord who is gathering his forces for conquests, asking nothing more than to spill blood and take skulls for their lord Khorne. However, even Chaos lords must be wary in case their own heads are added to the tally of the fallen.





On Skalathrax howling winds carved and received an endless landscape of black rock and white ice. Stark black cities of twisting towers clutched at the leaden skies like winter-struck trees. The Legions fought and the Worldeaters drove the Emperor's Children back from city after city with their bloody assaults. At the last and greatest city the Worldeaters sensed that victory was near: they needed to inflict just one more defeat on the Emperor's Children to claim the planet as their own. The battle had to be won soon, before Skalathrax's long, dark night drew in and froze victor and vanquished alike if they were not in shelter.

Flames lashed the skies and blood ran in the streets as the Worldeaters hurled themselves at the foe. Every arched door and slitted window seemed to spit fire at the berzerk warriors but they stormed onward, chain-axes biting into armour and flesh as they overran their foes. Sonic blasters swept streets clear again and again but the chosen of Khorne fought on with the strength of madmen until only a few pockets of resistance survived. There the attack was halted as darkness fell.

Khârn cursed his fellow warriors for seeking shelter while their enemies still lived. Seizing a flamer, he span around and torched the nearest buildings in a gesture of contempt. When his brother Marines tried to stop him he cut them down like corn and disappeared into the gloom, the serpent's tongue of his flamer bursts licking out again and again to consume the city. The

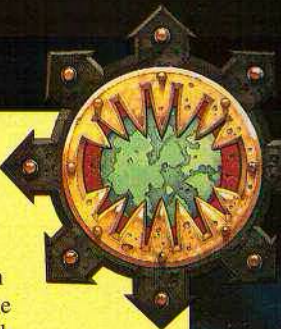
howling winds spread the fires quickly and soon pure anarchy prevailed as the Legionaries fought each other and the fires for what shelter remained. Through the mayhem strode Khârn, slaughtering any that he found, friend or foe, the bright flames flickering from his blood-splattered armour as he wielded his shrieking chain-axe in an arc of whirling death.

KHORNE BERZERKERS

Khorne Berzerkers are Chaos Space Marines who have dedicated themselves to the Chaos God Khorne. Most famous of the Khorne Berzerkers are the Chaos Space Marines of the Worldeaters, but they are joined by followers of the Blood God drawn from all of the Traitor Legions. The link between bloodshed and pleasure has become so strong for these followers of Khorne that they are virtually uncontrollable either on or off the battlefield.

Khorne Berzerkers are savage fighters who revel in the bloodiest hand-to-hand combats. In their eagerness to offer blood and skulls to Khorne they carry many vicious close combat weapons into battle. Often they wield an axe – or the deadly chain-axe – as these are the preferred weapons of the Blood God himself, although the chainsword is almost as equally favoured.

Khorne Berzerkers relish their role as the sacred destroyers of Khorne the Blood God and are fanatical in the extreme. Their delight in death and pain is so strong that they have been known to fall on their own chainswords as sacrifices to the Blood God!



Khârn the Betrayer

Blood-drenched and exalted in the eyes of Khorne, Khârn the Betrayer is an unstoppable maelstrom of savagery on the battlefield. Khârn is known as the Betrayer due to his berserk fury, which is so all-consuming that he has been known to turn upon his own followers when all others lie dead before him.



"Khorne cares not from whence the blood flows. Neither do I..."

KHÂRN AT THE BETRAYAL AT SKALATHRAX



KHÂRN THE BETRAYER



**"Kill! Maim! Burn! Kill!
Maim! Burn! Kill! Maim!
Burn! Kill! Maim! Burn!"**

KHÂRN OF THE WORLD EATERS

After that night of madness the Worldeaters were scattered into separate companies fighting all across the Eye of Terror. Many still bear a burning hatred of Khârn for his actions, but others admire his single-minded devotion to slaughter. Khârn has led warbands of Khorne Berzerkers and other forces in

uncounted battles, victory is always his but his followers seldom survive to see it. Now only the most dedicated, or insane, warriors will follow him, but this is of no consequence to the Betrayer who lives only to slay in Khorne's name.

Khârn is a blood-soaked ravager, favoured by Khorne the lord of battles as one of his most insane and deadly Berzerkers, an exalted champion of butchery and mayhem.



KHÂRN THE BETRAYER157 points 217 points including Wargear

Your Chaos force can include Khârn as an Exalted Chaos Champion. Alternatively, if the force is worth 1,000 points or less or is composed entirely of Khorne Berzerkers and daemons, Khârn may be its commander.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Khârn	4	9	7	6	5	3(6)	7	3	10

WEAPONS Khârn is armed with a Mk1 plasma pistol and a bolt pistol, plus frag and krak grenades

ARMOUR Khârn wears power armour which has been blessed by Khorne as part of his Mark of Chaos giving him a 2+ saving throw on a D6.

WARGEAR & CHAOS REWARDS As an Exalted Chaos Champion Khârn may have up to 3 Wargear or Chaos Reward cards. These must be the *Praise of Khorne*, *Blood Fury of Khorne* and *Gorechild*, Khârn's trusty chain-axe.

MARKS OF CHAOS Khârn proudly bears the Mark of Khorne the Blood God. This gives him +1 on his armour saving throw and makes him frenzied in combat.

STRATEGY RATING Khârn has a strategy rating of 3.

SPECIAL RULES

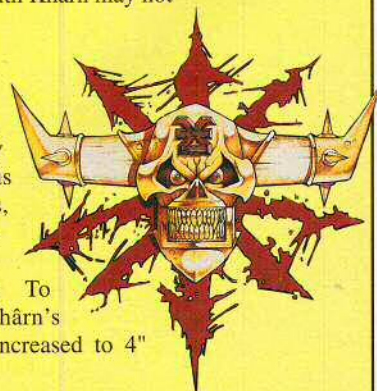
CHAOS SPACE MARINE. Khârn is a Chaos Space Marine and the usual Rapid Fire rules apply.

PSYCHOLOGY. Khârn is subject to *frenzy*. He is immune to all other psychology and cannot be broken.

FURIOUS CHARGE. Such is Khârn's ferocious enthusiasm to get to grips with the enemy that he triples his charge move instead of doubling it. He can only use this bonus if it will actually get him into hand-to-hand combat that turn – it may not be used if he will not reach the enemy.

UNSTOPPABLE ATTACK. In combat Khârn rains heavy blows upon his enemies so hard and so fast that it is impossible to even think about parrying them. Because of this models in hand-to-hand combat with Khârn may not make any parries.

IMPETUOUS. Just as Khârn is keen to get into hand-to-hand combat he is equally ferocious as he makes his follow-up moves, leaping over the bodies of the fallen to find more foes to slay. To represent this, Khârn's follow-up moves are increased to 4" instead of the usual 2".



BATTLE TOUR BATTLE TOUR BATTLE TOUR BATTLE TOUR



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FURNACE OF HASHUT

By
Tuomas Pirinen
and
Gavin Thorpe

Jake: During the last few weeks we've been busy playing the *Assault on Black Skull Mountain* from last month's issue. This has been so much fun that we decided to feature one of these clashes as this month's battle report. I originally planned to do this myself, but being otherwise occupied, I delegated the responsibility to Gav and Tuomas.

This battle was slightly unusual, with the clash between Chaos Dwarfs and Dwarfs being fought

on two separate tables. Gav and Tuomas fought both battles simultaneously, making maps and scrawling notes in between turns. They complained that this actually doubled the amount of work they had to do, but I would have nothing of this! We also thought that this battle was an apt chance to test out the new Warhammer rules, so if you notice Gav or Tuomas doing anything unusual in the battle, the reason is probably the new rules they're using.

The Dwarf shieldwall stretched across the entire pass. Here and there the crossbowmen, taking a great risk, crept over the barricades to collect bolts that had been shot during the clashes in the days before. Ammunition was in short supply, but then so too was medicine, food and especially the priceless Dwarf ale. The day was hot, as if the Furnaces of Hashut himself were blazing with unbound fervour. An evil omen thought Borri, the General of the Dwarf forces. Still, he knew that he would hold. He had to – Grombrindal the White Dwarf had promised to destroy the magical anvil that made his enemy immortal. Today was the day that he would reach Black Skull Mountain and seal the fate of the Black Dwarf.

The enemy outnumbered the Dwarf host at least three to one. Many of the younger Dwarfs shuffled their feet nervously. Borri sensed that this was the right time to speak a few words of encouragement to his weary troops. "Remember lads," he said, "don't get too greedy when you start slaying your enemies! Otherwise, I'm not sure that there'll be enough for all of us!" A bellowing laughter rose from the Dwarf line. Heartened, the warriors gripped their axes and, raising their runic standards, called upon their ancestors to witness their bravery and prowess in the forthcoming battle. All doubts were driven from their minds. Even the wounded Dwarfs threw their crutches aside and loudly demanded their weapons. His brief speech made, Borri took his place at the head of the Miners, and shook his axe angrily at the assembling tide of greenskins and their dark masters. He breathed a silent prayer to Grungni, the Father of Forges, to deliver him and his followers in their hour of need.

The Chaos Dwarf Sorcerer studied the battlefield. His patience was at an end. He had gathered all his best troops for this final assault: mighty Black Orcs, the Chaos Dwarf Warriors of his own clan, swift Wolf Riders, and Bull Centaurs, the most powerful and terrifying of his troops. The Black Dwarf walked slowly to his command post. His legs were starting to stiffen, a sure mark of the Sorcerer's Curse. Over the years the corrupting power of magic would

slowly turn him into stone. But the thought held no fears for the Black Dwarf – he was willing to pay the price for his immense power. And there would be countless more centuries before the Curse would petrify him, and he would join his brothers who now stood guarding the great temple of the Father of Darkness. He had more than enough time to fulfil his plans.

And such a great plans they were: the sacking of Praag and Salzemand, seizing all the major passes to the Western Old World and thus controlling the trade routes to the mystic lands of Cathay and Indhi. The dragging of thousands of chained slaves to the plains of Zharr to work in the factories and forges of the Chaos Dwarfs until the end of their days. With such conquests his place in the Great Council of the Sorcerer Lords would be secured. Time would pass, and everyone knew that the supreme lord Ghorth would have to step down one day. And the Black Dwarf would be waiting. Now the only things that stood before him were these pitifully few impudent Dwarfs.

Barukh, the captain of the Bull Centaurs galloped towards the Black Dwarf and bowed his proud head before the Sorcerer. "My Lord!" exclaimed the great beast, "Your troops have assembled. We are ready to march within the hour!" The Black Dwarf nodded his head, pleased with the swiftness with which his most trusted servant had carried out his orders. "One hundred slaves are to be immersed in molten gold in the name of Hashut the Father of Darkness," the Black Dwarf told Barukh. "We must make sure that the God of Zharr-Naggrund favours us today. We must not fail!" The great Bull Centaur sped to fulfil his masters wishes.

The Black Dwarf fixed his gaze on the defiant Dwarfs sheltering behind their barricades. "You will fall," he promised himself, "I will bring you down, all except one who shall live to tell the tale to the trembling world."

The air tasted salty and hot like blood. For a moment there was silence. Then the horns and drums began to sound, calling the warriors to meet their fate.



MAY THE DARKNESS PREVAIL!

Tuomas: When I heard that I would have a chance to command an army of black-hearted Chaos Dwarfs in a battle report, I was overjoyed. Now, I know that everyone always says that when they come to fight a battle report, but this time I really was overjoyed! My own Chaos Dwarf army has been growing steadily during the last few months, so this battle would be an apt chance for me to test some of the tactics I had devised for my "Big Hats". I thanked Hashut for this chance to crush my hated Dwarf cousins, and rushed to the Studio cabinets to choose my army.

The scenario we were playing set severe limitations on my choice of troops, and I also had

to divide my army in two. Most would attack the Dwarf lines, but some had to stop the White Dwarf from reaching the magical anvil where the soul of my General was bound. I would have to balance my troops so that I would have sufficient strength to both break through the Dwarf line, and protect the anvil hidden in Black Skull Mountain.

The first regiment I chose was the one compulsory unit of the Chaos Dwarf army, the Chaos Dwarf Warriors. I took a 20-strong regiment, the Skull Cleavers, and equipped them with the *Dread Banner*. With this, if they managed to win a round of hand-to-hand combat against a regiment smaller than themselves, their opponents would automatically fail their break test. Next choice was my favourite regiment in the entire Chaos Dwarf Army – the Bull Centaurs!





**"Bull Centaurs!
Give me more
Bull Centaurs!"**

**Evil Chaos Dwarf
Lord Tuomas**

Point for point, I believe these to be amongst the best all-round regiments in the Warhammer world, and my Chaos Dwarf armies never, ever leave the Plain of Zharr without at least one of these awe-inspiring regiments. I took all eight Bull Centaurs from the Studio army, and upgraded their leader to a Champion. They were given the singular honour of carrying the *Banner of Might*. The bonus given by this standard would double their chances to hit the Dwarfs over the defended obstacles. Black Orcs are a powerful regiment as well, and once again I emptied the Studio cabinets. This left me with a 25 strong regiment with a Boss armed with the *Blade of Darting Steel*. This would completely negate the effect of the defended obstacles, as it would allow my champion to hit automatically! I equipped the Black Orcs with additional hand weapons as well, to give them a bit of extra bite in melee.

The scenario prevented me from taking any other Chaos Dwarf Sorcerers apart from the Black Dwarf, but this was not going to stop me from taking the *Crown of Sorcery*. I gave this magic item to Barukh, the champion of my Bull Centaur Unit, making him a level 3 Necromancer. With his high Leadership of 9, I was confident that he would not be hindered by the special rule of the Crown that forces its user to test against his Leadership each time he casts a spell.

The next regiment I picked was a unit of Sneaky Gits. Their Big Boss, Slygit, was given the *Crown of Command* to make sure that they would not break,



because their special rule always allows them to lap around their enemies – even if fighting over defended obstacles!

For cavalry, I took 5 Hobgoblin Wolf Riders with bows to act as skirmishers, and seven Wolf Riders led by a Big Boss which I sent through the secret pathway. If I got lucky with the dice they would turn up early in the battle, and could then charge the Dwarfs from behind and negate their rank bonus. (In the new Warhammer rules a unit charged in the flank or rear loses its rank bonus, as long as the charging unit is at least 5 models strong!)

I then rounded up my points by choosing two regiments of goblins, 20 and 32 strong, both with standards. Both regiments were led by Bosses, and the Boss of the smaller regiment carried the *Ring of Volans* containing the *Destruction* spell from the new Warhammer Magic, which does 2D6 strength 4 hits on the target unit.

MOULDING THE PLANS

Knowing full well how powerful the White Dwarf is in hand-to-hand combat, I sent three regiments to slow him down: sixteen Hobgoblins led by a Big Boss with the *Black Amulet*, and two regiments of ten Orc Archers, one of which was led by a Boss carrying the *Heart of Woe*. With my choice of magic items I hoped I could actually bring down the White Dwarf once and for all!

Hashut smiled on me as I drew my spells. In the new Warhammer you are not allowed to swap your spells for random replacements, instead you must keep the first spells you draw. Thus I laughed cruelly when I drew *Shadows of Hashut*, *Flaming Hide*, *Sorcerer's Curse* and *Doomroar* for the Black Dwarf. With Barukh wearing the *Crown of Sorcery*, things were a bit different: Necromancers can now pick their Necromantic spells, so I chose *Curse of Years* and the *Gaze of Nagash*, and the random draw from the Dark Magic Deck gave me the dreaded *Arnizipal's Black Horror*. With the new rules, having Dark Magic would enable me to use dispel cards to "power up" spells.

My plan was to concentrate all my attacks against one or two Dwarf regiments at a time, hopefully supported by flank and rear attacks from the Wolf Riders. As soon as there was a gap in the Dwarf line, I would cross the wall and pour reinforcements through. Then, storming to left and right, I could dislodge the Dwarfs from their defensive positions. Both the Black Dwarf and Barukh were to blast the Dwarf battle line with all the destructive magic granted to me. This was all-out war. Only by wiping out virtually every Dwarf could I hope to win. May Hashut, the Father of Darkness bless my weapons!





SLAVES OF THE BLACK DWARF (3000 points)



The Black Dwarf – Chaos Dwarf Sorcerer Lord carrying the *Chaos Tomb Blade*, *Wand of Jet*, *Warpstone Charm* and a *Power Scroll*.



Hashut's Chosen – 8 Bull Centaurs including a standard bearer carrying the *Banner of Might*. They are led by a **Bull Centaur Champion**, **Barukh** wearing the *Crown of Sorcery*.



Skubbo's Snivalaz – 20 Goblins including a standard bearer, led by a **Goblin Boss** with the *Ring of Volans*.



Karna's Wolfboyz – 8 Hobgoblin Wolf Riders including a standard bearer and led by **Karna**, **Hobgoblin Chieftain** equipped with a hand weapon, light armour, riding a *Giant Wolf*. *This regiment was sent through the secret path.*



Itcha's Backstabbers – 19 Hobgoblin Sneaky Gits including a standard bearer and a musician and led by **Itcha**, **Hobgoblin Chieftain** equipped with a hand weapon, light armour, shield and wearing the *Crown of Command*.



Dorak's Wolfboyz – 5 Hobgoblin Wolf Riders with short bows and shields.



Skull Cleavers – 20 Chaos Dwarf Warriors with heavy armour, shield and double-handed axes. The regiment includes a musician and a standard bearer carrying the *Dread Banner*.



Gnashrak's Destroyers – 25 Black Orcs equipped with light armour, and two hand weapons. The regiment includes a standard bearer, musician and is led by a **Black Orc Boss** armed with the *Blade of Darting Steel*.



Wortgub's Stikkas – 32 Goblins equipped with spears and shields. The regiment includes a standard bearer.



GUARDIANS OF THE MOUNTAIN

2 Regiments of 10 Orc Archers. One of the regiments is led by an **Orc Boss** with the *Heart of Woe*.

16 Hobgoblins including a standard bearer and a musician, led by a **Chieftain** with the *Black Amulet*.

TOGETHER WE STAND

Gav: I had helped to playtest the *Assault on Black Skull Mountain*, so I had a pretty good idea about what type of force to pick. There were a number of things to keep in mind when doing so. Firstly, it doesn't matter how many casualties you inflict on the enemy if you get pushed from the wall. Secondly, the number of casualties you take are very important and a wide spread of units gives you the best chance of having some survive with at least five members still standing. Thirdly, the bad guys are coming to get you, and you're going nowhere. Due to this, and the cover the wall provides, your missile fire will be vastly superior to your enemy's. Lastly, the White Dwarf is a really hard character and any followers you send with him are just there to make up the numbers, so don't go overboard with his entourage – you could end up sending fighters who would be more valuable manning the wall in Peak Pass.

So, that's the basic summary, but what does it actually mean? Well, crossbows are going to be particularly effective as you don't have to move anywhere and your foes are going to start within range. I took as many of these doughty warriors as I could: two regiments, 11 and 12 strong, both with Champions, musicians and standard bearers. These units would work quite well in hand-to-hand combat too, since the Black Dwarf's army would (hopefully!) be attacking over a defended obstacle, meaning that Tuomas would need to roll sixes to hit. Firepower alone wasn't going to win this battle though, I needed some sturdy foundations to bolster my slightly

weaker missile troops. Dwarf Slayers would be a pretty good bet. With a nice big wall to give them some cover, their lack of armour wouldn't matter too much (as they usually fall prey to enemy shooting). Their immunity to break tests would mean that every last one of them would have to be killed, as well! Exactly the sort of troops I needed for this defensive battle!

I continued this theme with my unit of Warriors, giving their banner a *Rune of Courage* to make them immune to the nasty psychology effects and break tests. Again, each of them would have to be struck down in any hand-to-hand combat. I needed a reserve unit and I opted for some Miners, mainly because I think they look dead Dwarfy and no self-respecting Dwarf army should be without them (I'm painting my own unit at the moment). To offset their double-handed weapons (which means they always strike last) I put Borri the General in this unit, with a *Master Rune of Swiftess*. This would mean he would always attack first, which would hopefully kill enough of the enemy to make their attacks pretty inconclusive, leaving me with some sturdy Strength 5 hits to deal out!

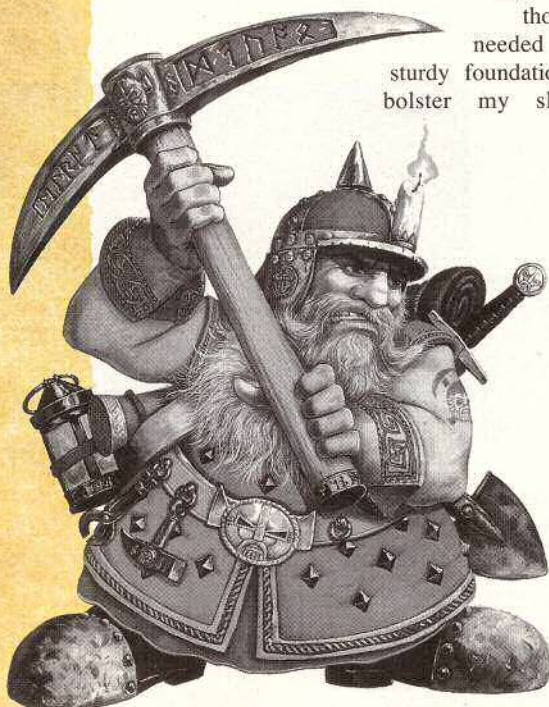
I started a bit of controversy when I announced that I wasn't going to field any war machines! "Why not?" they cried, "Why bother?" I replied. My war machines would start with only three crew apiece – not enough to count for a victory. Added to this would be the menacing threat of the two Earthshaker Cannons lurking in the Studio Chaos Dwarf army. These machines could not only smash my own artillery to pieces, but their devastating Earthshake effect could render them unable to fire, for turn after turn after turn. So I repeat, why bother? Better to put your trust in doughty Dwarf Warriors and some nice runes.

My plan was simple, as this is a pretty straightforward battle. I would wait for the oncoming tide, trying to do some damage with the crossbows as the enemy closed in. Once the fighting started it would probably be down to the gods to decide. My best weapon would be the wall and the defended obstacle penalty it incurs, and hopefully my reserve unit of Miners would be able to get into the best position to help, moving to receive the strongest enemy charge once I saw how the Black Dwarf's army had deployed.

As for the White Dwarf and his attendant Warriors, they'd just head for the forge as quick as their stumpy legs would allow, cutting through anything in their path! With the venerable Grombrindal leading them, I had very few doubts about their capability to smash aside any puny greenskins before them.



"I started a bit of controversy when I announced that I wasn't going to field any war machines!"





LORD BORRI'S DWARF FORCE

2250 point Dwarf Army



Grubkuli (Goblin Hunters) – 12 Dwarf Crossbowmen with light armour, crossbows, standard bearer, musician and Champion. The standard is inscribed with a *Rune of Slowness* and 2 *Runes of Battle*.



Throng a Drynwyn (Drynwyn's Clan) – 14 Warriors with light armour, shield, standard, musician and Champion, **Drynwyn**.



Dammaz-Doki (Grudgewatchers) – 11 Crossbowmen with standard bearer, musician and Champion. The standard bears a *Rune of Slowness*.



Dum Drengi (Slayers) – 14 Trollslayers armed with a mixture of axes, double-handed axes and additional hand weapons. They are led in battle by a **Giant Slayer**.



Azul-Grugni (Sturdy Miners) – 16 Dwarf Miners with heavy armour, double-handed weapons, standard, musician and Champion. The standard bears a *Rune of Courage*. The unit is led by the **Dwarf General, Borri**. He is armed with a runic axe with the *Master Rune of Swiftness*, a *Rune of Might* and a *Rune of Fury*. He wears heavy armour inscribed with a *Rune of Iron* and 2 *Runes of Fortitude*. Borri also has a runic talisman bearing a *Rune of Passage*.



Walking wounded – 1 Trollslayer, 1 Miner, and 7 Crossbowmen (2 from the Grudgewatchers and 5 from the Gobbo Hunters regiments).



WHITE DWARF'S RETINUE

The White Dwarf's Retinue consists of 10 Dwarf Warriors from the Throng a Drynwyn. They are led by **Grombrindal, the White Dwarf**. Grombrindal wears *Armour of Glimril Scales*, *Rune Cloak of Valaya* and the *Rune Crown of Zhufbar*. He is armed with the *Rune Axe of Grimnir*.

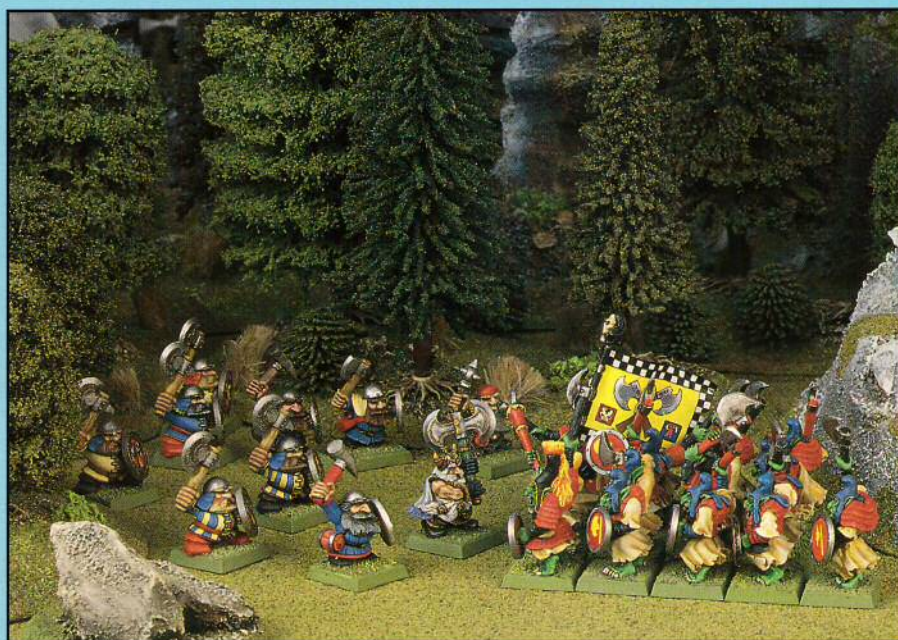
DWARF TURN 1

Gav: The Dwarf army held firm behind its rough barricades, and prepared to meet the attack of the Chaos Dwarfs and their allies. This time the Black Dwarf himself would be leading the attack against them, and they could only pray that the White Dwarf would be able to battle his way through the defenders of Black Skull Mountain in time to save

them from his foul magic. As the Chaos Dwarf army readied itself for the final assault, the Dwarf crossbows let loose. Volleys of quarrels dropped from the skies to fall amongst the Chaos Dwarfs, felling a single black-beard and wounding one of the cursed Bull Centaurs. Meanwhile, Borri led his regiment of Miners to the right, judging that the Bull Centaurs presented the greatest threat, and deploying his reserves to face them.

THE WHITE DWARF'S QUEST

Gav: The journey had been arduous, but Grombrindal and his faithful retinue had finally reached the foot of Black Skull Mountain. Now lay the last dash, the moment of glory, or everlasting dishonour and shame. Scanning the ragged slopes, the



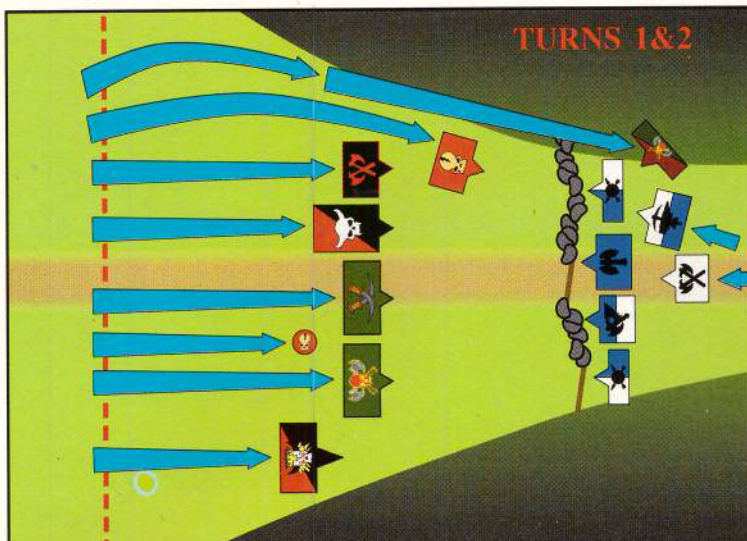
White Dwarf led his band up the long path, toiling hard through the ash-choked scree. The sun was already well on its way to its zenith when they reached the first plateau (I was delayed the maximum 3 turns!). A force of Hobgoblins lay in ambush, led by a burly, scarred leader. Screaming their battle cries the Dwarfs charged into the unit to keep them busy, while the White Dwarf set off towards the next path, intent on his quest. Unfortunately, the relatively well-ordered ranks of the Hobgoblins proved too much for the skirmishing warriors and they were driven off.

Meanwhile, the Hobgoblin Big Boss left the unit in pursuit of the White Dwarf, trying to slow him down with the ominous threat of his presence alone.

The Dwarfs mustered themselves again and received the Hobgoblin charge. However, the trek had been long and wearying and their spirits were low. Leaving the White Dwarf to his fate, the thrice-cursed beardslings fled back down the mountain to seek cover in the blasted wastes of the Dark Lands. For his part, Grombrindal charged into the skulking Big Boss, his magical axe glittering with power. He suddenly took a step back in dismay as his hardest blows rebounded from the *Black Amulet* hung about the Hobgoblin leader's neck. He had taken three quarters of his blows himself, leaving himself with only a single Wound for the rest of the battle! The Hobgoblin was still alive too, and would tie up the venerable ancestor for another turn, though his accursed talisman had thankfully run out of power.



The great hero of the Dwarfs bellowed in anger and sliced the Hobgoblin from topknot to gizzard with one mighty blow, before turning to bound up the roughly hewn steps that led to the forge.



CHOICE OF TROOPS

Tuomas: Astute readers may notice that I took very few regiments of normal Orcs and Goblins. This is because of the intense hatred that Dwarfs feel towards all Orcs and Goblins. Not so in the case of Hobgoblins, Bull Centaurs and Chaos Dwarfs! Fighting over a defended obstacle was going to be hard enough, so I could do without all my enemies having an unmodified Leadership of 10 and re-rolls for their attacks in the first round of combat.

corrupt powers of the *Crown of Sorcery*, and cast the dreaded *Curse of Years* against the Slayer regiment in the centre of the Dwarf line.

CHAOS DWARF TURN 1

Tuomas: Whips cracked and brazen horns blared as the Chaos Dwarf army began its assault against the Dwarf line. Under the baleful eyes of the Black Dwarf, no Hobgoblin warrior dared to show any signs of animosity, and the other greenskins were too busy guarding their backs against the treacherous Hobgoblins to squabble amongst themselves. Dorak's Wolfboyz on the extreme left surged ahead of the rest of the army, followed by the mighty Bull Centaurs. All the infantry regiments marched as fast as they could, determined to get through the hail of crossbow bolts as soon as possible.

The winds of magic granted seven cards. Barukh, the Bull Centaur Champion, called upon the

The Black Dwarf called upon his patron deity Hashut, and was granted the *Flaming Hide* for protection. The awful *Curse of Years* took its toll on the Slayers, and three of them, including their Champion, died as shrivelled corpses. A bad end for the Dwarfs who were seeking a glorious death in battle thought the Black Dwarf, as he laughed at the unfortunate Slayers.

DWARF TURN 2

Gav: Again the crossbows of the Dwarfs sent out a shower of quarrels, killing a Bull Centaur but inflicting no damage on the tough Chaos Dwarfs. By now Borri and his Miners had drawn alongside the Goblin Hunters and was preparing his regiment to face the mighty creatures that pounded down the valley towards them.



The Chaos Dwarf and Dwarf armies face each other across the pass while the destiny of the Empire hangs in balance!

The Hobgoblin Wolf Riders arrive through the secret path to attack the Dwarfs from behind!

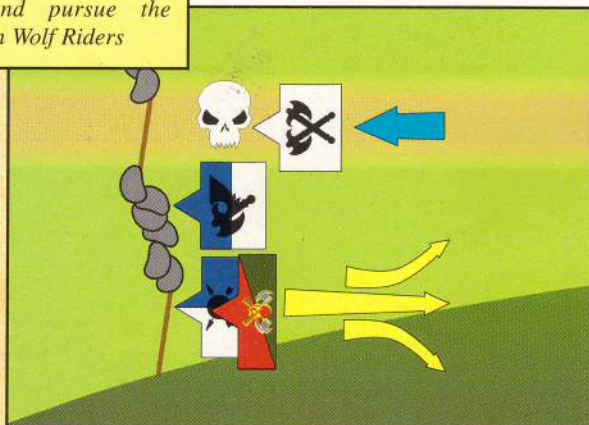


The *Curse of Years* worked its magic on the Slayers once more, as their worst nightmare came true and five of them aged, sickened and died before the eyes of their comrades. The surviving Slayers moaned in distress, sensing a death of old age looming, rather than a glorious end locked in battle with a worthy foe!

CHAOS DWARF TURN 2

Tuomas: The turn began with the howling of the Giant Wolves that announced the arrival of the Hobgoblins I had sent through the secret path. Barukh, the mighty Champion of the Bull Centaurs, bellowed to his brothers to follow him, and charged against the crossbow regiment. The earth shook under the hooves of the Bulls of Hashut, but the silvery runes of the Dwarf standard gleamed. The *Rune of Slowness* disrupted the charge of the cruel creatures and they fell short of their target. A ragged cheer (echoed by Gav) rose from the Dwarf lines. Heartened by the failure of their

Brave Dwarf Crossbowmen defeat and pursue the Hobgoblin Wolf Riders



foes, the Dwarfs unleashed a volley of bolts as a response to the charge of the Bull Centaurs, but the great brutes proved too tough for them to wound.

The Black Dwarf snarled orders to the rest of his troops, and the Chaos Dwarfs and their slaves marched ever onwards, still unhindered by animosity. Gobbos, Sneaky Gits, Black Orcs and Chaos Dwarfs advanced en masse, bellowing their war-cry "*Hashut! Vogrund! Zharr-Naggrund!*" The skirmishing Dorak's Wolfboyz darted behind the crossbow regiment and positioned

themselves ready to charge in the next turn. Karna's Wolfboyz took advantage of the fact that they were fast cavalry, and nimbly positioned themselves behind the Grudgewatchers.

The winds of magic howled with rage as I rolled the maximum 12. I began my volley of spells with the *Shadows of Hashut* killing a single Dwarf Warrior. The *Crown of Sorcery* whispered words of power to Barukh who unleashed the terrible *Arnizipal's Black Horror*. The dread spell dragged three crossbowmen of the Goblin Hunters regiment to their graves, and it horribly mauled Azul-Grugni, the Miner unit, slaying ten Dwarfs! Finally, the *Curse of Years* killed three of the Slayers. Despite this wholesale slaughter the Dwarf regiments passed the numerous panic tests they were forced to take.

DWARF TURN 3

Gav: Having failed their charge, the Bull Centaurs were standing invitingly close to my battle line. As a Dwarf player I recognise a golden opportunity to get the charge and when they come round I usually take them! Holding aloft his *Rune of Passage*, Borri led his Miners through small gaps in the wall, crashing into the Bull Centaurs with their pickaxes swinging from left to right. The rag-tag regiment of walking wounded headed towards the left flank to bolster this end of the Dwarf line, as the hapless Slayers slowly succumbed to the *Curse of Years*.

The Grudgewatchers changed their aim, unleashing a volley of quarrels into the smaller Goblin regiment advancing in their direction. Four of the diminutive greenskins fell to the salvo, but this was a mere drop in the ocean of bodies tearing towards the beleaguered Dwarfs.



Battle is joined. The crossbow regiments see off the attacks of the Wolf Riders while the Dwarf Miners bravely charge the Bull Centaurs.

Chanting his battle cry, Borri brought his rune axe down in a glittering arc, chopping cleanly through the body of one Bull Centaur. His comrades were not so fortunate however, their blows falling amiss or failing to cause any injury at all. Snorting madly and stamping their hooves, the Bull Centaurs attacked back with their immense double-handed axes. Their Champion managed to fell three valiant defenders, but the others were too shocked by the surprising Dwarf charge to aim their blows properly. The heavy press of Miners began to push forward, but the stubborn beasts of Hashut dug their heels in and carried on fighting regardless.

Again there was nothing I could do in the magic phase, as yet another five brave Slayers fell to the *Curse of Years*. Would anything rid me of this insidious spell?

CHAOS DWARF TURN 3

Tuomas: Goaded by the smell of the Dwarf blood, the Wolf Rider regiments of Karna and Dorak both charged the Dwarf crossbows from behind. The Sneaky Gits charged the lone surviving Trollslayer. Nineteen against one, these were odds that the Sneaky Gits liked!

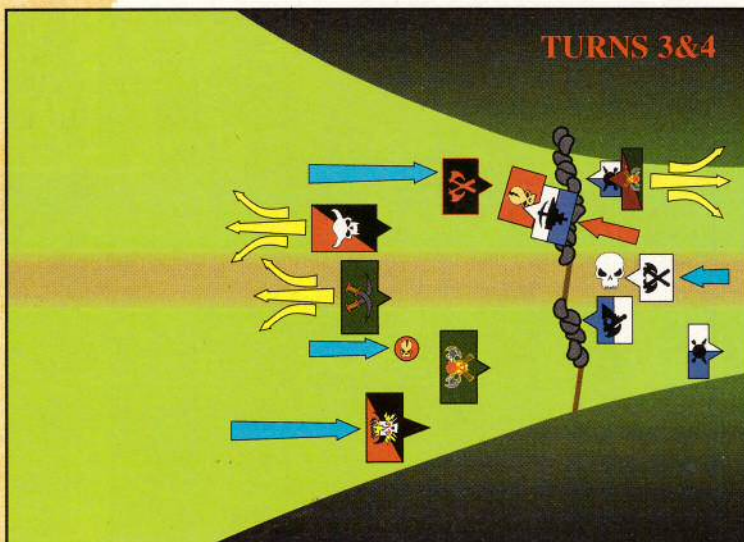
The rest of the Chaos Dwarf army continued its advance. The horrible threats that the Black

Dwarf had made before the battle kept even the unruliest greenskins in line, and the whole army advanced without any sign of animosity.

Bloody melee raged across the battlefield. Karna's Wolfboyz managed to disgrace themselves, missing all twelve of their attacks! In response the Dwarfs killed two Wolf Riders and their Champion wounded Karna himself. Terrified by this unexpected resistance, the Wolf Riders broke and fled towards the mouth of the pass, but the Dwarfs, forgetting their orders to stand firm, pursued their enemies, and in a stupendous show of Dwarf athletics they ran after the swift Giant Wolves. With little legs churning madly they actually caught the fast creatures and cut down each one of them! Aaarghh!

GAV'S INSIGHT (OR HINDSIGHT?)

Isn't hindsight a wonderful thing! If only I had sufficient foresight too! I took a big gamble charging the Bull Centaurs when it might have been better waiting behind the wall, thus getting the benefit of a defended obstacle. There were a few reasons why I did this, not all of them particularly good ones, but reasons nonetheless. Firstly, as a regular Dwarf player I constantly dream of being able to charge my enemy. It happens perhaps once in a battle and I get so carried away by the moment that I don't always stop to consider the consequences, rash person that I sometimes am. This also goes some way towards explaining my almost irrational obsession with the *Rune of Slowness*, but that's another matter entirely. Also, both the units involved had double-handed weapons. Against such tough opponents, I feared my General would be insufficient protection against the wrath of the Bull Centaurs and wanted to get as many hits in as I could before the inevitable counter-blows started sweeping aside my bold Miners. As it turned out, I rolled a pretty dubious handful of dice and came up with nothing. I was quite fortunate that the Bull Centaurs fared the same and it was only their Champion that evaded out the combat resolution. However, once that initial "impetus" had been lost I was fighting a losing battle, what with the *Banner of Might* and everything else. Another factor was the positioning of the attacking army. By holding up the Bull Centaurs, the Black Orcs were also delayed, which was something quite important to consider. I needed time, and anything I could do to buy it would hopefully prove worthwhile in the end.



Dorak's Wolfboyz repeated the disastrous failure of Karna's Wolf Riders, and missed the Dwarfs completely. Due to the runic standard of their enemies they lost the battle, were broken, and fled wildly across the field. I shook my head in utter disbelief at the incompetence of my Wolf Riders.

The Sneaky Gits fared a bit better with their Big Boss, Slygit, in true Hobgoblin fashion, stabbing the lone Trollslayer in the back while his lads kept the Dwarf otherwise occupied.

The main battle between the Bull Centaurs and the

Miners led by the Dwarf General Borri was more even. The Dwarf General struck with his great rune axe, killing one of the monstrous creatures. Barukh and his brothers struck back, killing two Dwarfs and leaving the Dwarf General standing alone against the Bull Centaurs. The Dwarf Lord stubbornly refused to give any ground and the furious battle continued.

The broken Wolf Rider regiments forced the whole Chaos Dwarf army to take panic tests. Most of the regiments held their ground, but the Sneaky Gits and big Goblin mob fled for their lives, having lost any appetite for further battle.

In the magic phase, the Black Dwarf called the *Sorcerer's Curse* upon the Dwarf General. Borri felt the corrupt power turning him into stone, but gritted his teeth and snarled "I don't believe in magic!". Miraculously, the spell was dispelled by the sheer stubbornness of the Dwarfs!

Meanwhile the Boss of the smaller Goblin regiment played around with his shiny new ring. Unwittingly the greenskin unleashed the *Destruction* spell held in the ring, and the raging energies slew four Dwarf Warriors.

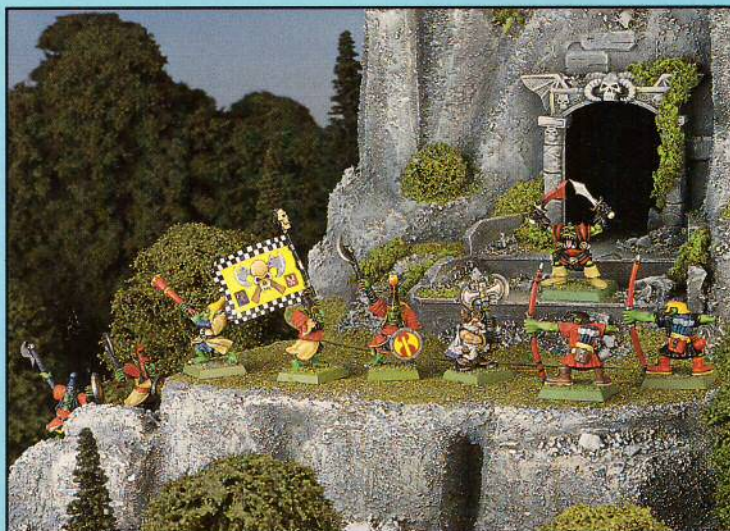
Barukh gathered his might to cast *Arnizipal's Black Horror* once again. The impenetrable blackness engulfed the Dwarf General Borri. The mighty Dwarf Lord struggled against the evil magic, but to no avail. The black tentacles tore the

ACCURSED WIZARDS!

Gav: With Tuomas taking a second magic user (his Bull Centaur Champion with the *Crown of Sorcery*) I would be hard-pressed to counter the magical onslaught. This was especially deadly since users of Dark Magic (ie the Bull Centaur) can treat special cards – dispels and their like – as if they were power cards. An avalanche of mystical attacks would be pouring towards my line and only the odd dispel card would help me – oh dear!

MEANWHILE IN THE DARK LANDS...

Gav: Meanwhile, the White Dwarf was battling his way through another regiment, this time the Orc Arrer Boyz, who were cut down in short order. However, the Hobgoblins were closing in behind the venerable ancestor,



and there was no end in sight of foes to face. Even if things went exceedingly well, I couldn't envisage the anvil being dropped into the magma pool for at least another five turns. The fight at Peak Pass was going very badly and there was little hope for the Empire at the moment. Still, Dwarfs are renowned for their stubborn ability to ignore facts that are as plain as the beard on their chins and carry on regardless, so we carried on fighting to the last.



OPTIMISM

Gav: Optimism is a wonderful thing, and changes your perspective considerably. The battle was lost, that much was plain to tell. Yet I couldn't help trying to give the Chaos Dwarfs a bloody nose before my last defender turned up his toes and croaked his last. As sight of the bigger victory slips from view, you start to take pride in the smaller matters. Every spell you thwart, every wound caused, every bolt shot becomes an object of pride. We all need something to hang on to, otherwise what's the point in playing?

Besides, I'm a stubborn git sometimes and when I go down, I'm gonna go down swinging as hard as possible, and don't forget it!

commander of the Dwarf host apart. A ripple of panic passed through the Dwarf ranks (in the new Warhammer your entire army must test for panic when their General dies), but in true Dwarf fashion they held their ground.

DWARF TURN 4

Gav: Those rebellious crossbow Dwarfs, the Grudgewatchers, turned back towards the wall and trudged wearily to where they had come from. Meanwhile, as the tide of the Black Dwarf's host came ever onwards, intent on crossing the barrier before the headstrong defenders could get back to their post. To their right, the stubborn wounded took position in the centre, protecting the road against the oncoming horde.

The winds of magic veritably howled through Peak Pass, yet all I could do was dispel the Black Dwarf's *Flaming Hide*, as the Bull Centaur's *Arnizipal's Black Horror* scooted towards the horizon (*off the table you mean - Ed*).

CHAOS DWARF TURN 4

Tuomas: Already gorged, but thirsting for more Dwarf blood, Barukh and the Bull Centaurs charged the Goblin Hunters sheltering behind the wall. Meanwhile, the huge Gobbo regiment fled away from the battlefield, but the Sneaky Gits, who were still within 12" of the Black Dwarf, rallied and faced their enemies once again. Meanwhile, Dorak's Wolfboyz fled from the battlefield through the mouth of the pass that the Dwarfs were guarding. Gits! They would get to the Empire before the rest of my troops!

Struggling with the defensive works of the Dwarfs, Barukh managed to kill only a single one of his foes, and while his opponents didn't manage to even scratch the Bull Centaurs, the potent runes in the standard of the Dwarf crossbow unit caused the Bull Centaur regiment to lose the combat. Intoxicated by the battle, the

Bull Centaurs refused to flee, passing their break test.

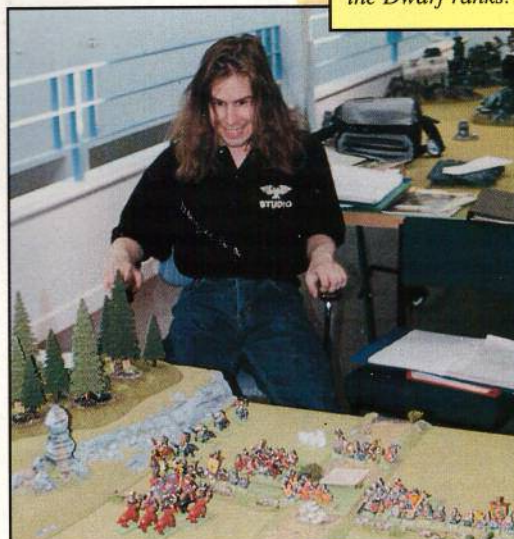
The winds of magic blew strongly once again, allowing the Black Dwarf to cast *Shadows of Hashut* on the hapless Goblin Hunter crossbows. One of the warriors was trampled to death by the shadowy apparition, and the nerve of the regiment broke, sending them fleeing 4". Next, Barukh summoned the *Gaze of Nagash*, but the natural resistance of the Dwarfs caused the deadly enchantment to dissipate harmlessly. Enraged, Barukh called upon the dire power of *Arnizipal's Black Horror*, but once again the stubborn resistance of the Dwarfs scattered the dark magical energies of the Bull Centaur.

DWARF TURN 5

Gav: The sick and weary Dwarfs continued their relentless defence, their unit of wounded veterans advancing further up the road to await the inevitable charge of the oncoming horde. The crossbows continued their long trip back to the wall, in a desperate bid to reach the carefully prepared defences before their enemies. The other remaining Dwarfs held their ground, preparing their weapons for the inevitable charges.

The magic phase allowed Tuomas to store yet more power for the coming turns. Considering the vast arsenal of spells at his disposal, things looked bleak indeed.

Tuomas (without his Chaos Dwarf hat) revels in the destruction the Bull Centaurs cause in the Dwarf ranks!



GLORIOUS BULL CENTAURS

Tuomas: Thanks to the sheer brutality and power of the Bull Centaurs, I was able to create gaps in the Dwarf line, thus stretching the defenders too thin. This allowed me to break through the Dwarf lines with the Black Orcs and Chaos Dwarf Warriors. I could have charged the Dwarfs right away while they were sheltering behind their walls, but with a little patience I was able to outflank the Dwarf regiments and destroy them one at a time.

CHAOS DWARF TURN 5

Tuomas: The Bull Centaurs were freed to rampage through the battlefield and, following the rallying cry of Barukh, they charged the wounded Dwarfs who had staggered back to the field. The Dwarfs stood their ground and unleashed a volley of bolts against the Bull Centaurs, but the huge creatures ignored the puny missiles and were soon

amongst the Dwarfs. The rest of the Chaos Dwarfs and greenskins scrambled over the Dwarf defences, led by the Black Dwarf himself. Only Skubbo's slaves stood their ground, for the Dwarf Warriors in front of them were well protected by sturdy stone walls.

The wounded Dwarfs fought with the desperation of condemned men, but to no avail. The bellowing Bull Centaurs brushed the feeble strikes of the Dwarfs aside, and hacked five Dwarfs to pieces with their brutal axes. The remaining Dwarfs staggered back, and the Bull Centaurs were about to give chase, but a lone figure blocked their path: a single wounded Trollslayer defiantly stood his ground. The bellowing Bull Centaurs encircled the doomed Dwarf who prepared to sell his life dearly.

The Black Dwarf called upon his patron deity, and once again Hashut answered. A roaring shadow of a Bull charged through the Throng a Drynwyn, leaving yet another Dwarf dead. The rest of the regiment passed their panic test and jeered at the cowardly Chaos Dwarf Sorcerer Lord, goading him to engage them in melee. Incensed, the Black Dwarf raised his fist and cursed his enemies: "Before the day ends, all of you shall stand before the Burning Throne of Hashut! Thus swears the Black Dwarf of Zharr-Naggrund!"

Barukh, in his eagerness to please his master, cast the *Curse of Years* over the insolent Dwarf warriors of Throng a Drynwyn, leaving yet another Dwarf dead.

DWARF TURN 6

Gav: Victory was out the question, but there was a very, very, very slim chance of a draw (with perhaps a few more verys for good measure). The only intact Dwarf unit worth bothering with (the Grudgewatchers) resolutely marched back towards the wall as far as they could. If they were to die, it would be defending their post rather than running from the foe. The only survivor of the wounded unit, a lone Trollslayer, chanted his deathsong as the ring of Bull Centaurs closed around him. The last anyone saw of him was his axe waving in their air as he cried joyously "I go to visit my Ancestors in the halls of Grugni!". And then he was slain, as the Bull Centaur's massive axe-heads cleaved into his battered, bloodied body, leaving nothing but an unrecognisable, ruinous mess. And still the Dwarfs fought on against the deadly enchantments of the Black Dwarf's legions, bravely dispelling the *Curse of Years* placed on their ranks.

CHAOS DWARF TURN 6

Tuomas: Hastening to the side of their master, the Bull Centaurs turned to face the Dwarf Warriors and the remaining crossbow regiment. Gnashrak's Destroyers and the Skull Cleavers barged their way over the Dwarf barricades, eager to loot the many Dwarf corpses that littered the open field behind them.

Skubbo's Slaves, on the other hand, cowered back and still did not dare to charge the Dwarf warriors who were the last guardians of the Dwarf line. The Dwarfs' eyes, burning with hatred, were more than enough to frighten the cowardly greenskins.

The winds of magic granted nine cards this time, and amongst these I received *Total Power!*

THE WHITE DWARF'S QUEST

Gav: The White Dwarf hacked and slashed to his left and right, severing heads and cutting off limbs. His axe left red ruin in its wake, and no greenskin struck by it recovered. Finally the sounds of battle ceased, for Grombrindal had slain the last Hobgoblin that dared to oppose him, while the rest fled over the edges of Black Skull Mountain, and fell howling to their deaths.

Now only a single regiment of Orc Arrer Boyz blocked the White Dwarf's path. Their leader, an enormous Orc, drew his blade and invited the mighty Dwarf to test his mettle against the Orc warrior.

Gritting his teeth together Grombrindal accepted a challenge to single combat by the scarred Orc Champion. A single mighty stroke of his axe separated the Orc's head from its body. In response, the strange red amulet that the greenskin had carried around its neck exploded with blinding light. Miraculously the White Dwarf emerged unscratched. Bounding to his feet, the venerable one entered the hidden chamber inside Black Skull Mountain. He could already see the dull red glow that the magical forge inside emitted. His quest was about to end. But the hour was getting late...



Truly Hashut, Father of Darkness favoured me today! Barukh immediately used this to cast the *Gaze of Nagash* and the foul sorcery burned two of the Throng a Drynwyn into unrecognisable piles of ash. Barukh's steely nerves kept his concentration on the battle, despite the dark influence of the *Crown of Sorcery*, and he summoned the *Curse of Years*, killing the Champion and one more Dwarf from the regiment, reducing the number of Dwarfs left in the unit to four.

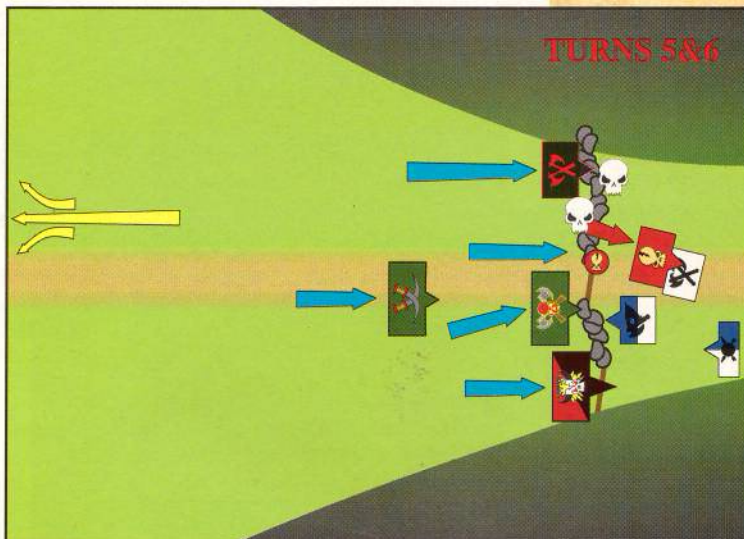
DWARF TURN 7

Gav: This is the end (as a famous song goes). The lone crossbowman fled from the table, unable to rally. The remaining Dwarfs of the Grudgewatchers unleashed their final salvo of bolts at the Chaos Dwarf Warriors. However, their tough adversaries were unharmed (only one was wounded, and his armour saved him!). The winds of magic blew strong again – this gave me the chance to dispel the dastardly *Curse of Years* (on a 2+), but with my typical bad luck I only managed to roll a one! However, only one more Dwarf fell to the magical onslaught of this evil Necromantic magic.

CHAOS DWARF TURN 7

Tuomas: Drunk with the heady wine of victory, Barukh and the Bull Centaurs charged the sorry remnants of the crossbow regiment in the flank. The Black Dwarf charged the remaining Dwarf Warriors, assisted by the Gobbos who engaged the Dwarfs from the front.

For the first time in the battle, I failed an animosity test, but even this resulted in a favourable "We'll Show 'em!" result which allowed my Sneaky Gits to scamper over the wall with amazing speed. Meanwhile, the Chaos



Dwarf Warriors and Black Orcs continued to scale the barricades, a slow process at best, but slowed even further in this instance by the presence of enemies within 8".

The hand-to-hand combat phase saw yet another horrible scene of butchery as the Bull Centaurs killed three of the crossbows. The survivors held their ground, but were instantly surrounded by the raging Bull Centaur warriors.

The Black Dwarf hacked and slashed, hitting two Dwarfs and wounding one, but his well crafted Dwarf armour protected him and the lucky warrior was unharmed. The Gobbos, struggling with the prepared defenses, failed to cause any damage, but the dispirited Dwarf warriors caused no wounds in return either. Due to the extra ranks of the Gobbos the Dwarfs still lost the combat badly, but

The Bull Centaurs, Goblins and the Black Dwarf himself assault the last survivors of the Dwarf army.



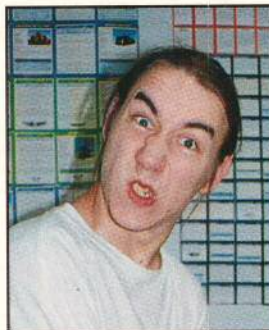
“The second-guessing and mental juggling of picking an army is a challenge in itself. Who is my opponent? What’ll he pick? How does he like to play? What are his army’s strengths and weaknesses?”

their intense hatred towards all Goblins kept them in the fight.

The winds of magic were not strong this turn, but fortunately I had saved two power cards from the last magic phase, allowing Barukh to cast the *Gaze of Nagash*. The spell burned the bodies and the souls of the last four Goblin Hunters. The *Curse of Years* devastated the Dwarf warriors, leaving no survivors. The Black Dwarf trampled the shrivelled corpses of his hated cousins beneath his iron shoes and bellowed with cruel laughter that sent shivers down the spines of everybody who heard it. Only one Dwarf remained alive on the battlefield, and he was hopelessly surrounded by the victorious Chaos Dwarf host. The day ended in darkness, blood and despair.

WARN THE EMPEROR!

Gav: What can I say? I was beaten – very firmly, and in every way! What was most notable about this battle was the



different approach Tuomas had to defending the anvil, when contrasted with Jake’s methods in playtesting. Jake firmly believed that there wasn’t much he could do to kill the White Dwarf and devoted his attention to slowing him down.

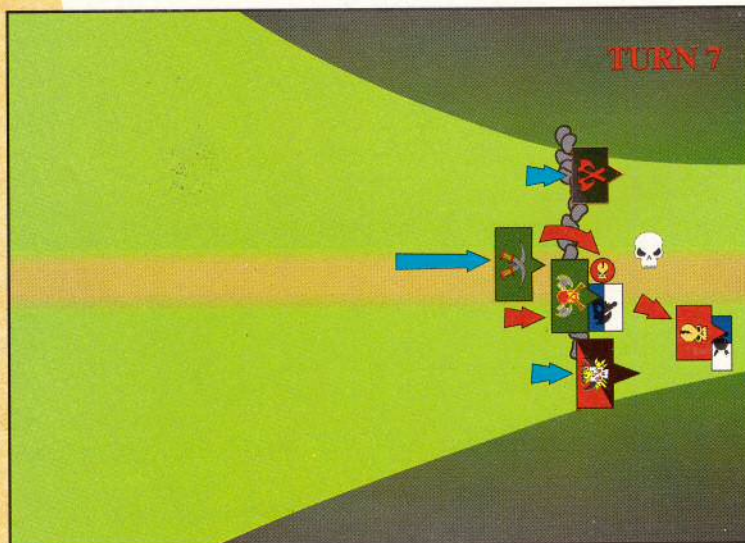
On the other hand, Tuomas decided that delaying the inevitable wasn’t his thing (*he can be very aggressive, you know – Ed*). Instead, he set about trying to kill Grombrindal and his retinue as quickly as he possibly could.

Anyway, all this led me to the following conclusion. There are a fair number of “character killers” available to a Warhammer general, in the form of various combinations of magic items and so on. However, part of the fun of this scenario is the tension that builds up as Grombrindal nears his goal. Can the Dwarf’s hold out for three more turns? What’ll happen if the White Dwarf gets nervous, his palms go sweaty and he drops the anvil, wasting a turn? All of this is lost if a character with the *Black Amulet* and *Dark Mace of Death* steps up to the White Dwarf in the first turn and goes KAPOW! You’re dead! It really all comes down to what kind of game you like. Do you want to capture the spirit of the scenario and have a laugh (even if it costs you the battle), or are you just out to win, regardless of anything else?

Something else which is quite well illustrated by this battle – half the game is choosing your army. I fixated on the threat of the Chaos Dwarf Earthshakers when choosing mine and got outfoxed by Tuomas when he didn’t pick any war machines at all (he says he always rolls Misfires and prefers putting his trust in rank bonuses that at least are always there when he needs them!).

The second-guessing and mental juggling of picking an army is a challenge in itself. Who is my opponent? What’ll he pick? How does he like to play. What are his army’s strengths and weaknesses?

It is the interplay of all these different factors that makes Warhammer battles so exciting. From the moment you sit down and start thinking about choosing your army, you’re involved. If you’re not on top form from that point on, you might end up getting a good kicking. Unfortunately, my top form can sometimes rate as “fair to middling” on other people’s scales!



PRAISE HASHUT!

Tuomas: The furnaces of Hashut will burn red late into the night! The rich lands of the Empire are mine to plunder and the untold number of slaves shall live forevermore in misery and slavery! Countless victims shall end their lives as sacrifices for Hashut! Truly it is a privilege to serve the Father of Darkness! (*Here endeth thy compulsory gloat – Ed*)

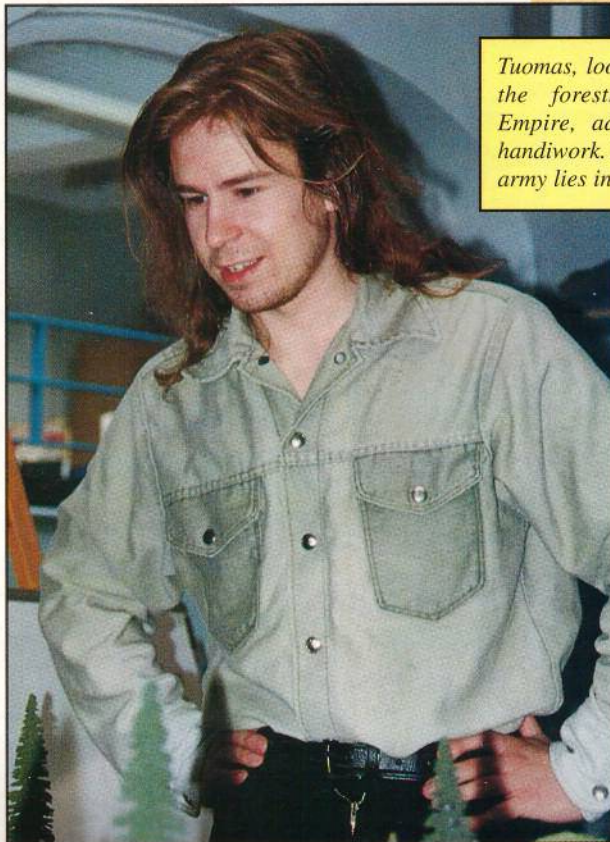
This time everything went according to my plan. The investments I made in magic (especially the *Crown of Sorcery*) paid off handsomely. Spells decimated Gav's army, and there was really very little he could do, given the fact that he almost never got any dispel cards from the winds of magic and the general inability of the Dwarfs to cast any spells!

The heroes of this battle were undoubtedly the Bull Centaurs, led by Barukh, the Scythe of Hashut, as I have now named him. They slaughtered all the Dwarfs who dared to stand before them, and once they return to the Plains of Zharr, they will surely be rewarded by supreme lord Ghorth. The *Banner of Might* was absolutely the right choice for them, allowing them to hit the Dwarfs even when they sheltered behind those pesky walls. The excellent performance of the Bull Centaurs then enabled me to disrupt Gav's battle line and deal with each regiment individually, allowing me to bring an overwhelming force to bear. Concentration of forces is vital, and this time my troops were just all in the right places at the right times!

There were setbacks, too. Both of my Wolf Rider regiments failed abysmally, managing to miss their enemies entirely, and being chased off the battlefield in short order. Well, once Barukh and the Bull Centaurs track those traitorous Hobgoblins down there will be a reckoning. The guardians of Black Skull Mountain failed as well, even though they should have been equipped to deal with the White Dwarf.

Looking at things from the other side, I really can't judge Gav too harshly. While I think that the charge the Miners and the Dwarf General made, out of the safety of the walls was a bit foolhardy, the main problem Gav had was his luck with the dice. He must be the unluckiest Warhammer general of all time! When it came to actual dice rolls, Gav usually managed to roll ones – even when needing just two or more to succeed! With dice rolls like this messing up Gav's plans I think I could only have lost the battle with an all Goblin army!

On the other hand, I failed only a single animosity test (and even that had beneficial results!) and Barukh passed each and every Leadership test that the *Crown of Sorcery* forced him to take! All in all, a satisfactory battle. Now I am planning a



Tuomas, looming over the forests of the Empire, admires his handiwork. The Dwarf army lies in ruins.

campaign featuring the Chaos Dwarf army rampaging through the Empire, with Barukh leading them (the Black Dwarf died when the anvil was finally dropped into the magma pool). Karl Franz beware!

"The heroes of this battle were undoubtedly the Bull Centaurs..."



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Simply give us a call on 01773-713213 and our Phone Ladz will tell you everything you need to know about all the exciting new releases that are coming up. They will be only too happy to take your order or discuss any aspect of the hobby!

So, if you can't bear the thought of not having the latest releases in your grasp as soon as they are available, then the Advanced Order service is just what you need!

**ADVANCE ORDER:
SPACE MARINE
PREDATOR
ANNIHILATOR
ONLY £15!**



WELCOME TO GAMES WORKSHOP MAIL ORDER!

Games Workshop Mail Order is a great way to purchase all the latest releases from Games Workshop and Citadel Miniatures. Our Mail Order staff are all Games Workshop enthusiasts and will be more than happy to advise you on any special character miniatures or other models that you might need for your armies.

THE FULL RANGE OF PRODUCTS!

Our Mail Order service can supply the full range of Games Workshop games and Citadel Miniatures, and we don't stop there! We can also supply any individual game and model component or miniature. If the models you want for your army aren't in your local store, or you are looking for an out of stock or hard to find range of miniatures, give us a call.

CONVENIENT!

Mail Order is convenient, with the entire range of Citadel Miniatures and Games Workshop games only a phone call away.

FAST!

Mail Order is fast. Most customers receive their orders within 3 days in the UK. (Some second class orders, or packages over 1kg may take a day or so longer). Plus, on any telephone orders received before 1pm, our **Special Delivery Service** guarantees you'll receive your order the very next day! We also have a special Troll who ensures that all **First Class** telephone orders received before

1pm are dispatched the same day! Please note that most overseas orders are delivered within 14 days.

ACCURATE!

Every order is hand-checked against the catalogues to ensure that each and every model is perfectly cast and that your order is exactly what you asked for.

PLUS!

No queues! No parking! No bus fare! No heavy lifting! And it's great fun using the catalogues to choose **exactly** the models you want for your favourite army.

MAKE FRIENDS!

We've also found that many gamers get together with their friends to place an order so that the £3.00 UK and BFPO postage is applied to the whole order and the money saved buys everyone a few extra miniatures. All *you* have to do is give us a ring...



MAIL ORDER POSTER DEALS

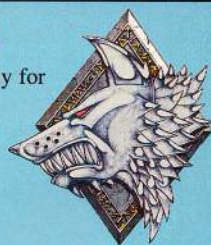
Every month we produce a new poster, usually with a fully detailed scenario including new rules, maps and a full historical background. If you would like us to send you any of these excellent posters, you can either give us a call on 01773-713213 or drop us a line at the usual Mail Order address.

THE LIBERATION OF ULTIMA MACHARIA

The planetary governor of Ultima Macharia has turned traitor and the Space Wolves will make him pay dearly for his crimes against the Emperor!

This poster deal contains armies for each of the three scenarios covered in this Warhammer 40,000 mini campaign. Not only can you buy these exceptional army deals as complete forces, but you can also purchase them a contingent or unit at a time.

Please note that the *Liberation of Ultima Macharia* cannot be used in conjunction with any other Games Workshop offer. The closing date for this offer is 23rd August 1996.



KILL! MAIM! BURN! KILL! MAIM! BURN!



Across the universe fell things stir. Subversive Chaos Cults are rising and the deviants who worship the dark gods of Chaos are becoming ever bolder in their forays against the Imperium. Chaos warbands are growing in size and might and it seems it will not be long before they unleash their foul doctrine on unsuspecting innocents...

With the release of Codex Chaos we thought it would be a great idea if we could show our extensive range of Chaos miniatures all on one poster, so we did! This poster not only contains army deals for each of the three armies covered in Codex Chaos, but also shows the massive range of Chaos (and related) models which are available in our extensive back catalogue of miniatures.

Please note that *Kill! Maim! Burn! Kill! Maim! Burn!* cannot be used in conjunction with any other Games Workshop offer. The closing date for this offer is 19th September 1996.

DWARF WARS

On this, our latest Mail Order poster deal, we chronicle two famous armies: the proud Dwarfs and their wicked kindred from the Dark Lands, the Chaos Dwarfs. Each of these diminutive races is presented both as a complete army deal as well as single regiments, allowing you to collect an impressive new Warhammer army at your own pace!

Please note that *Dwarf Wars* cannot be used in conjunction with any other Games Workshop offer. The closing date for this offer is 23rd October 1996.



WARHAMMER

WARHAMMER ARMIES – CHAOS	£17.00
WARHAMMER ARMIES – WOOD ELVES	£12.00
WARHAMMER ARMIES – DARK ELVES	£12.00
WARHAMMER ARMIES – DWARFS	£12.00
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WHITE DWARF PRESENTS: CHRONICLES OF WAR	£15.00

WOOD ELVES

NEW! ORION THE WOOD ELF KING (boxed set)	£12.00 each
GLADE RIDER HORN BLOWER	£3.00 each
GLADE RIDER STANDARD BEARER	£3.00 each
GLADE RIDERS	£10.00
Boxed set includes 4 complete Glade Riders	

ORCS

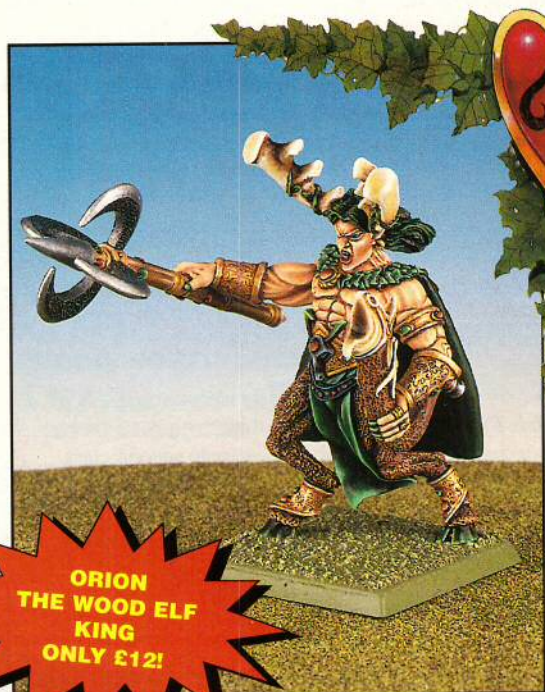
BLACK ORC COMMAND	£2.50 each
BLACK ORCS	£2.50 each

CHAOS DWARFS

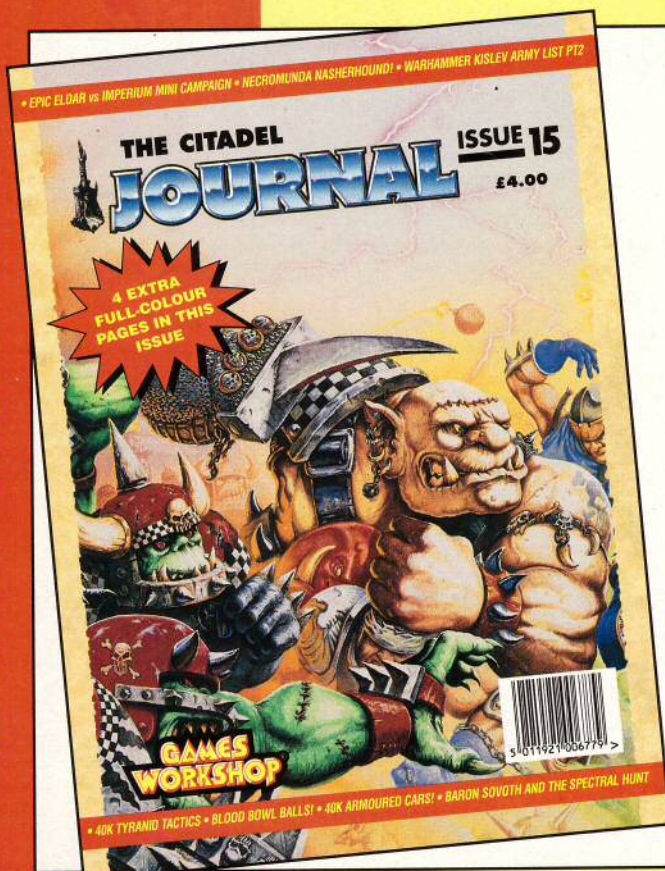
CHAOS DWARF COMMAND	£2.50 each
CHAOS DWARF WARRIORS	£1.75 each
HOBGOBLIN ARCHERS	£1.25 each
HOBGOBLIN WARRIORS	£1.25 each

DWARFS

THE WHITE DWARF	£5.00 each
TROLL SLAYERS	£1.25 each
GIANT SLAYERS	£2.50 each
DRAGON SLAYER	£4.00 each
DAEMON SLAYER	£5.00 each
DWARF FLAME CANNON (boxed set)	£15.00



**ORION
THE WOOD ELF
KING
ONLY £12!**



CITADEL® JOURNAL 15

Issue 15 of the Citadel Journal presents Kislev – the Claws of the Great Bear. This is the second part of Tuomas Pirinen's great new Kislev army list for **Warhammer** and covers the many and varied troops available to Kislev Generals. Also featured is an **Epic** mini campaign between Eldar and Imperial forces, and for **Warhammer 40,000** an amazing Imperial Armoured Car conversion with special rules and datafaxes. For Blood Bowl it's a whole new ball game with explosive balls, magnetic balls, floating balls and even ball squigs!

This issue has alternative tactics for Tyranids in **Warhammer 40,000** which will leave the commanders of other races cold, and in **Necromunda** there is a new beast terrorising the Underhive, the Nasherhound! All this plus painting guides, loads of excellent conversion ideas and 4 extra colour pages packed with even more great stuff!

Issue 15 of the **Citadel Journal** is available from Mail Order priced only £4.00 with FREE P&P within the UK and BFPO. Overseas please add £1 P&P.

BACK COPIES AND SUBSCRIPTIONS

The only back copies of the Citadel Journal we have left in stock are issues 12, 13 & 14, and these are selling out fast! To be certain of a copy please place your order early or, even better, take out one of our special five-issue subscriptions available for only:

UK/BFPO – £20.00 Overseas – £30.00

With every five issue subscription we'll send you the huge Citadel Miniatures Annual 1995/96 absolutely FREE! Overseas subscriptions receive six issues for £30. Each Journal subscription will begin with the next issue to be published – unfortunately we can't include back copies in subscriptions as they are in such limited supply.

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NECROMUNDA BOXED GAME	£40.00
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CHAOS

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NEW! CHAOS SPACE MARINE TERMINATOR WITH REAPER	£4.00 each
NEW! CHAOS SPACE MARINE TERMINATOR WITH HEAVY FLAMER	£4.00 each
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KHORNE BERZERKERS	£5.00
Boxed set contains 5 plastic Khorne Berzerkers	
PLAGUE MARINES	£5.00
Boxed set contains 5 plastic Plague Marines	
CHAOS SPACE MARINES	£1.75 each

SPACE MARINES

NEW! SPACE MARINE BIKE SQUADRON	£18.00
Boxed set contains 3 Space Marine Bikes	

[illegible]

GRAND TOTAL (TOTAL + P&P)

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CHAOS SPACE MARINES®

FABIUS BILE



FABIUS BILE BODY
70308/1



ROD OF TORMENT
70308/3



CHIRURGEON
BACKPACK
70308/4



XYCLOS NEEDLER
70308/2



CHIRURGEON ARM 1
70308/5



CHIRURGEON ARM 2
70308/6

A COMPLETED FABIUS BILE CONSISTS OF:

- 1 x FABIUS BILE BODY
- 1 x CHIRURGEON BACKPACK
- 1 x ROD OF TORMENT
- 1 x XYCLOS NEEDLER
- 1 x CHIRURGEON ARM 1
- 1 x CHIRURGEON ARM 2



A COMPLETED FABIUS BILE

KHARN THE BETRAYER



KHARN'S HEAD
70318/2



KHARN'S
PLASMA PISTOL
70318/3



KHARN'S BODY
70318/1

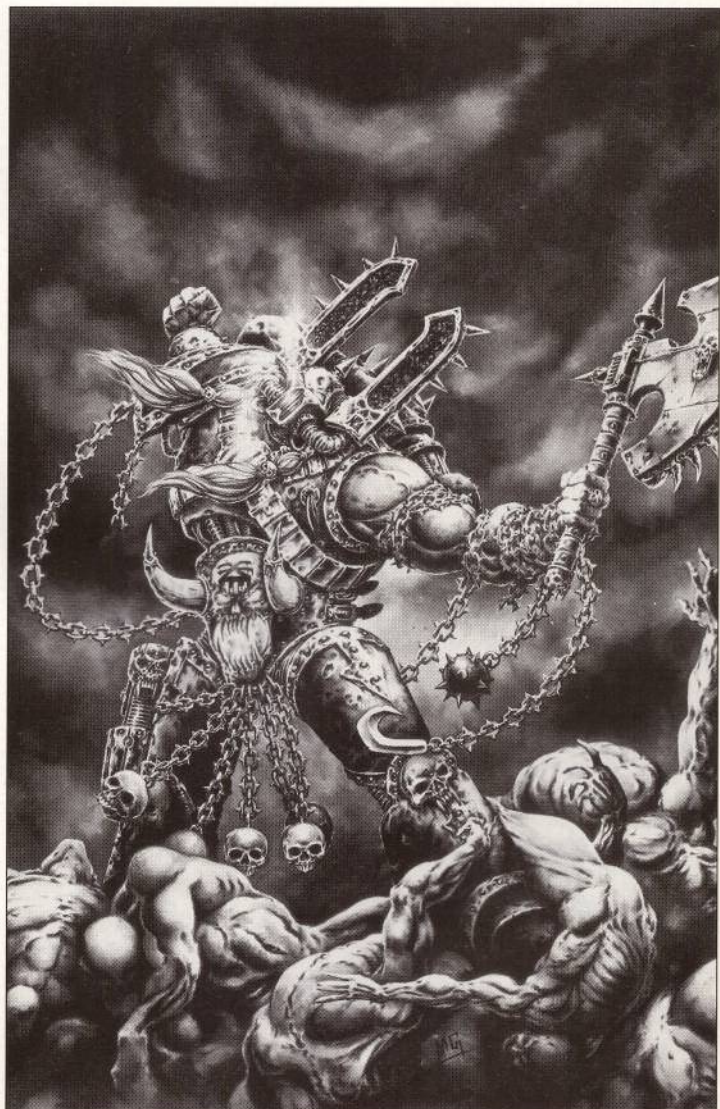
A COMPLETED KHARN THE
BETRAYER CONSISTS OF:
1 x KHARN'S BODY
1 x KHARN'S BACKPACK
1 x KHARN'S PLASMA PISTOL
1 x KHARN'S HEAD



KHARN'S BACKPACK
70318/4



A COMPLETED KHARN THE
BETRAYER



Designed by Jes Goodwin

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CHAOS SPACE MARINES®

CHAOS SPACE MARINE SORCERER



CHAOS SPACE MARINE
SORCERER BODY
70317/1



BOLT PISTOL ARM
70317/3



CHAOS SPACE MARINE
SORCERER BACKPACK
70317/2



A COMPLETED
CHAOS SPACE MARINE SORCERER

Designed by Brian Nelson



CHAOS SPACE MARINES®

CHAOS TERMINATORS



**CHAOS TERMINATOR
BODY 1**
70311/1



**CHAOS TERMINATOR
BODY 2**
70311/2



**CHAOS TERMINATOR
BODY 3**
70311/3



LEFT TROPHY RACK 1
70311/4



LEFT TROPHY RACK 2
70311/5

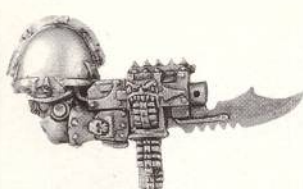


RIGHT TROPHY RACK 1
70311/6

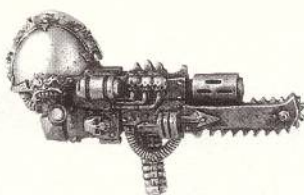


RIGHT TROPHY RACK 2
70311/7

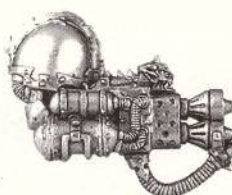
CHAOS TERMINATOR RIGHT ARMS



BOLTER COMBI-WEAPON 1
70311/13



**BOLTER AND MELTA-GUN
COMBI-WEAPON**
70311/14



HEAVY FLAMER
70312/22



HEAD 1
70311/8



HEAD 2
70311/10



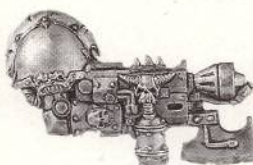
HEAD 3
70311/12



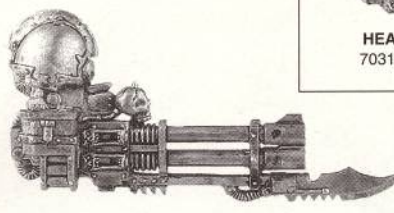
HEAD 4
70311/9



BOLTER COMBI-WEAPON 2
70311/15



**BOLTER AND FLAMER
COMBI-WEAPON**
70311/16



REAPER AUTOCANNON
70312/17



HEAD 5
70311/11

CHAOS TERMINATOR LEFT ARMS



CHAIN-AXE
70311/18



POWER FIST
70311/19



POWER MACE
70311/20



CHAINFIST
70311/21

**A COMPLETED
CHAOS TERMINATOR CONSISTS OF:**
1 x CHAOS TERMINATOR BODY
1 x CHAOS TERMINATOR LEFT ARM
1 x CHAOS TERMINATOR RIGHT ARM
2 x CHAOS TERMINATOR TROPHY RACKS
1 x CHAOS TERMINATOR HEAD



**AN EXAMPLE OF A COMPLETED
CHAOS TERMINATOR**



CHAOS SPACE MARINES®

CHAOS SPACE MARINES



CHAOS SPACE
MARINE CHAMPION
70304/1



CHAOS SPACE MARINE
WITH PLASMA GUN
70305/2



CHAOS SPACE MARINE 1
70306/3



CHAOS SPACE MARINE 2
70306/4



CHAOS SPACE MARINE 3
70306/5



CHAOS SPACE MARINE 4
70306/6



CHAOS SPACE MARINE 5
70306/7



CHAOS SPACE MARINE 6
70306/8

A COMPLETED
CHAOS SPACE MARINE CONSISTS OF:
1 x CHAOS SPACE MARINE
1 x CHAOS SPACE MARINE ARM SPRUE
1 x CHAOS SPACE MARINE BACKPACK SPRUE



EXAMPLES OF COMPLETED CHAOS SPACE MARINES

Designed by Aly Morrison

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CHAOS SPACE MARINES®

CHAOS SPACE MARINE WITH HEAVY BOLTER

A COMPLETED CHAOS SPACE MARINE WITH HEAVY BOLTER CONSISTS OF:

1 x CHAOS SPACE MARINE
HEAVY BOLTER BODY
1 x HEAVYBOLTER

1 x CHAOS SPACE MARINE
HEAVY BOLTER BACKPACK
1 x CHAOS SPACE MARINE
HEAVY BOLTER ARM



CHAOS SPACE MARINE
HEAVY BOLTER BODY
70314/1



HEAVY BOLTER
70314/2



CHAOS SPACE MARINE
HEAVY BOLTER BACKPACK
70314/4

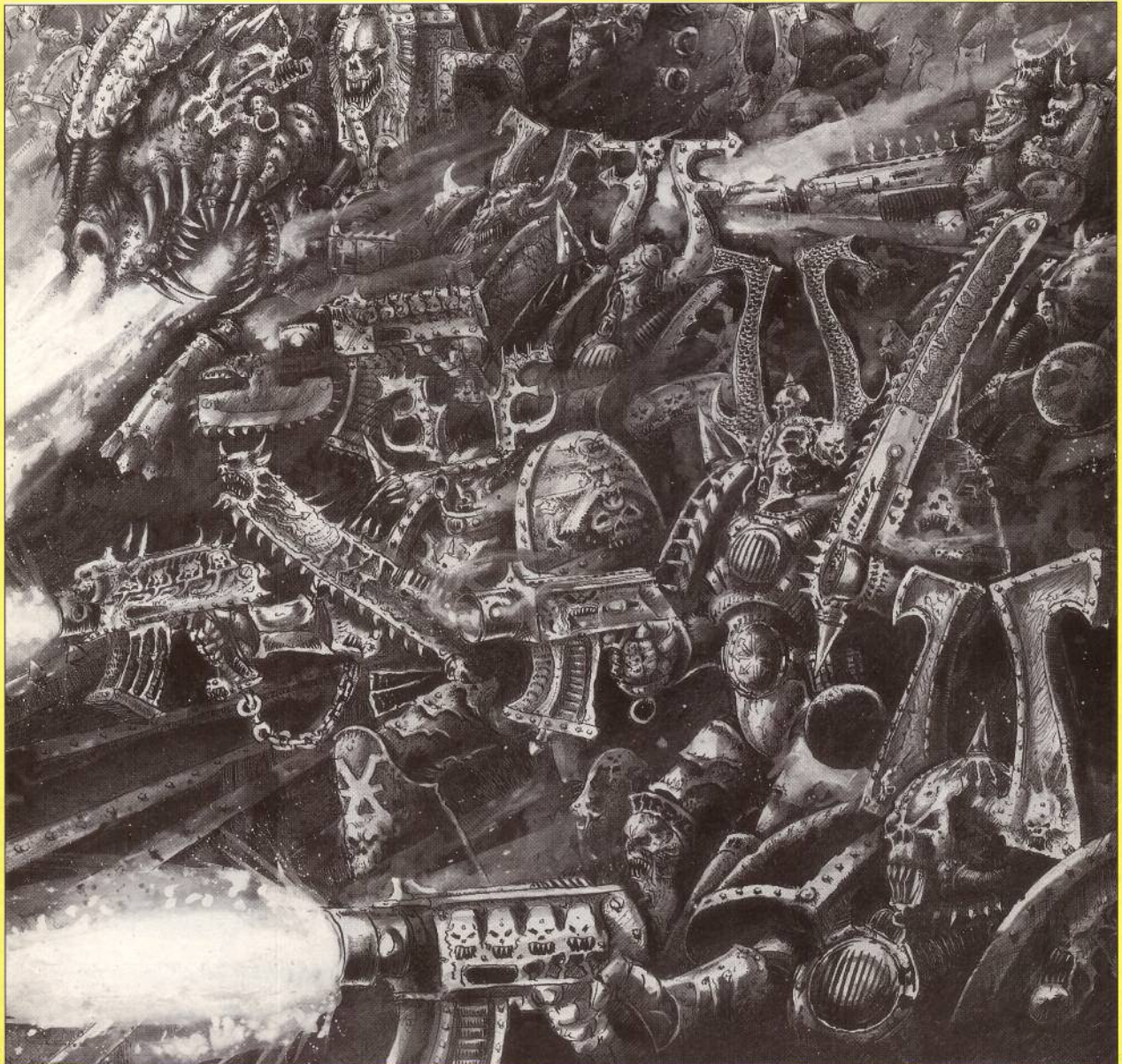


CHAOS SPACE MARINE
HEAVY BOLTER ARM
70314/3



A COMPLETED
CHAOS SPACE MARINE WITH
HEAVY BOLTER

Designed by Aly Morrison



CHAOS SPACE MARINES®

CHAOS SPACE MARINE SHOULDER PADS

THIS RANGE OF SHOULDER PADS PROVIDES THE OPPORTUNITY TO CUSTOMISE INDIVIDUAL MODELS OR ENTIRE SQUADS OF CHAOS SPACE MARINES. THERE ARE SPECIFIC DESIGNS FOR THE MAJOR CHAOS LEGIONS AS WELL AS LOTS OF NON-SPECIFIC DESIGNS THAT CAN BE USED ON JUST ABOUT ANY CHAOS SPACE MARINE MODEL.



EMPEROR'S CHILDREN
CHAOS SPACE MARINE
SHOULDER PAD



DEATH GUARD
CHAOS SPACE MARINE
SHOULDER PAD



WORLD EATERS
CHAOS SPACE MARINE
SHOULDER PAD



THOUSAND SONS
CHAOS SPACE MARINE
SHOULDER PAD



NIGHT LORDS
CHAOS SPACE MARINE
SHOULDER PAD



ALPHA LEGION
CHAOS SPACE MARINE
SHOULDER PAD



IRON WARRIORS
CHAOS SPACE MARINE
SHOULDER PAD



BLACK LEGION
CHAOS SPACE MARINE
SHOULDER PAD



WORD BEARERS
CHAOS SPACE MARINE
SHOULDER PAD



CHAOS SPACE MARINE
SHOULDER PAD 1



CHAOS SPACE MARINE
SHOULDER PAD 2



CHAOS SPACE MARINE
SHOULDER PAD 3



CHAOS SPACE MARINE
SHOULDER PAD 4



CHAOS SPACE MARINE
SHOULDER PAD 5



CHAOS SPACE MARINE
SHOULDER PAD 6



CHAOS SPACE MARINE
SHOULDER PAD 7



CHAOS SPACE MARINE
SHOULDER PAD 8



CHAOS SPACE MARINE
SHOULDER PAD 9



CHAOS SPACE MARINE
SHOULDER PAD 10



CHAOS SPACE MARINE
SHOULDER PAD 11



CHAOS SPACE MARINE
SHOULDER PAD 12



CHAOS SPACE MARINE
SHOULDER PAD 13



CHAOS SPACE MARINE
SHOULDER PAD 14



CHAOS SPACE MARINE
SHOULDER PAD 15



CHAOS SPACE MARINE
SHOULDER PAD 16



CHAOS SPACE MARINE
SHOULDER PAD 17



EXAMPLES OF CHAOS SPACE MARINES COMPLETED USING JUST A FEW OF THE CHAOS SPACE MARINE SHOULDER PADS

NOTE: THESE CHAOS SPACE MARINE SHOULDER PADS ARE ONLY AVAILABLE FROM OUR MAIL ORDER DEPARTMENT.

Designed by Aly Morrison

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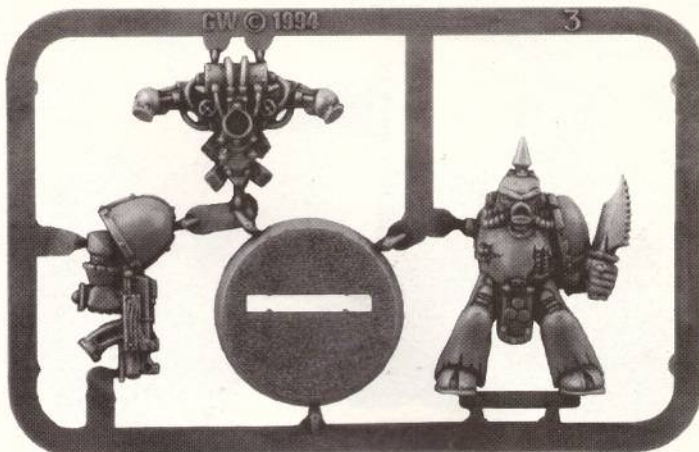
CITADEL
MINIATURES

CHAOS SPACE MARINES®

NURGLE PLAGUE MARINES



A COMPLETED NURGLE PLAGUE MARINE

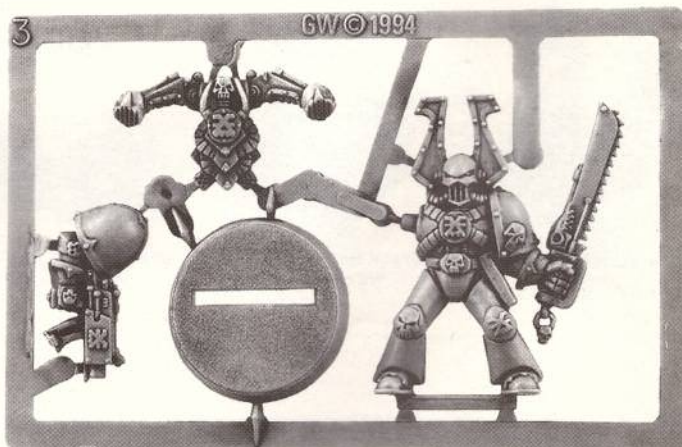


NURGLE PLAGUE MARINE SPRUE
102798

KHORNE BERZERKERS

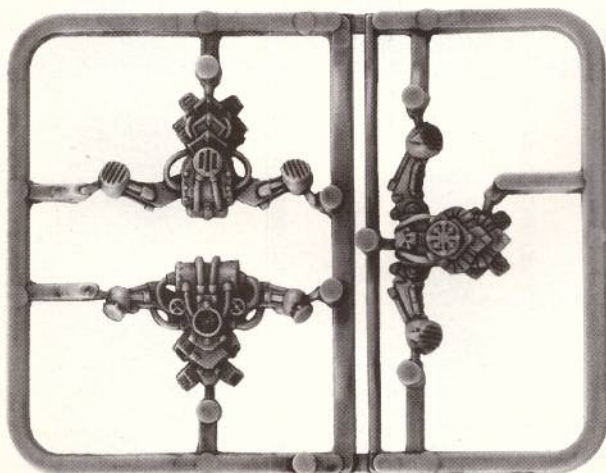


A COMPLETED KHORNE
BERZERKER

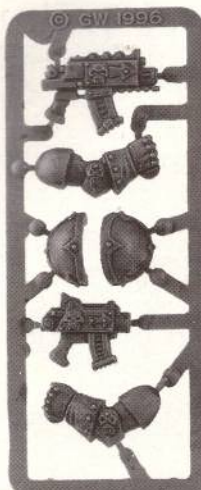


KHORNE BERZERKER SPRUE
102792

CHAOS SPACE MARINE SPRUES



CHAOS SPACE MARINE BACKPACK SPRUE
102794



CHAOS SPACE MARINE
ARM SPRUE 1



CHAOS SPACE MARINE
ARM SPRUE 2

SPACE MARINES®

SPACE MARINE BIKE SQUADRON



THE COMPLETED SPACE MARINE BIKE SQUADRON



SPACE MARINE SERGEANT
BIKER BODY
10463/1

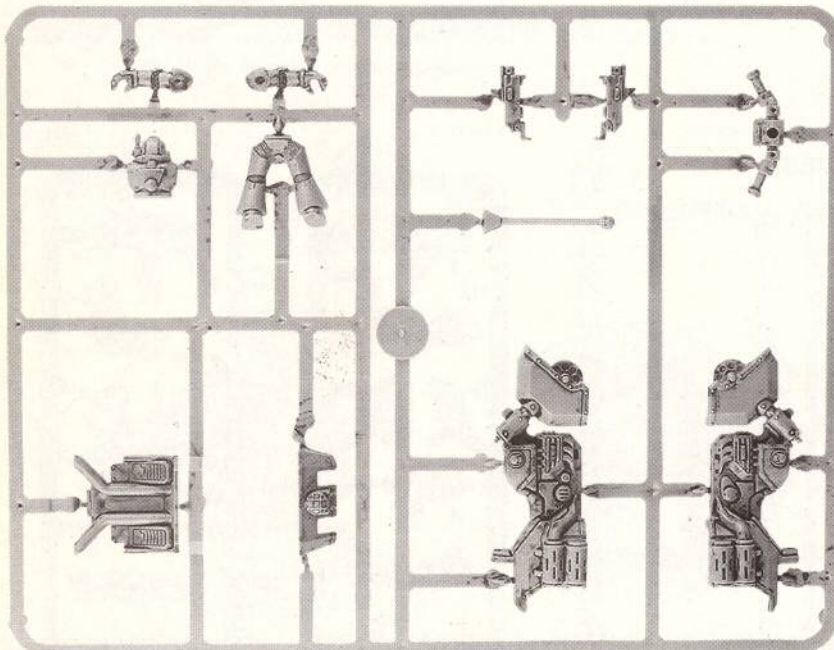


SPACE MARINE BIKER BODY
WITH PLASMA GUN
10463/2

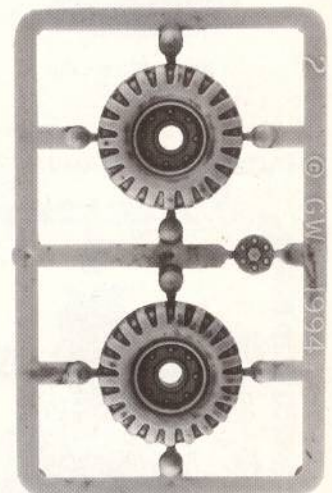


SPACE MARINE BIKER BODY
WITH MELTA-GUN
10463/3

A COMPLETE
SPACE MARINE BIKE SQUADRON CONSISTS OF:
6 x SMALL WHEEL SPRUES
3 x SPACE MARINE BIKE SPRUES
1 x SPACE MARINE BACKPACK SPRUE
3 x SHEETS OF BANNERS
4 x SHEETS OF TRANSFERS
1 x SPACE MARINE SERGEANT BIKER BODY
1 x SPACE MARINE BIKER BODY WITH MELTA-GUN
1 x SPACE MARINE BIKER BODY WITH PLASMA GUN



SPACE MARINE BIKE SPRUE (SHOWN AT 60% OF ACTUAL SIZE)
102807



SMALL WHEEL SPRUE
102791

CHAOS DWARFS

CHAOS DWARF COMMAND



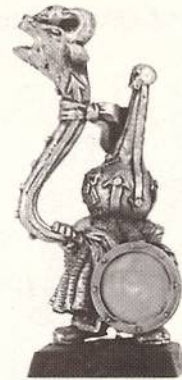
LEADER WITH SWORD 1
75805/1



LEADER WITH SWORD 2
75805/4



DRUMMER
75805/5



HORNBLOWER
75805/2



STANDARD BEARER 1
75805/3



STANDARD BEARER 2
75805/6

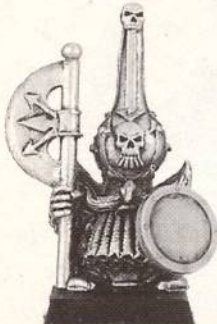
CHAOS DWARF WARRIORS



CHAOS DWARF
WITH AXE 1
75800/1



CHAOS DWARF
WITH AXE 2
75800/2



CHAOS DWARF
WITH AXE 3
75800/3



CHAOS DWARF
WITH AXE 4
75800/4



ORCS

BLACK ORC COMMAND



BLACK ORC BOSS
75260/2



BLACK ORC DRUMMER
75260/5



BLACK ORC STANDARD BEARER
75260/3



BLACK ORC STANDARD TOP
75260/4

A COMPLETE BLACK ORC
STANDARD BEARER CONSISTS OF:
1 x BLACK ORC STANDARD BEARER
1 x STANDARD TOP



BLACK ORC BIG BOSS
75260/1

BLACK ORCS



BLACK ORC WITH AXE 1
75255/4



BLACK ORC WITH AXE 2
75255/5



BLACK ORC WITH AXE 3
75255/6



**BLACK ORC
WITH SWORD AND CLEAVER**
75255/3



**BLACK ORC WITH
AXE AND CLEAVER**
75255/2



**BLACK ORC WITH
AXE AND SWORD**
75255/1

HOBGOBLINS

HOBGOBLIN ARCHERS



HOBGOBLIN
ARCHER 1
75855/1



HOBGOBLIN
ARCHER 2
75855/2



HOBGOBLIN
ARCHER 3
75855/3



HOBGOBLIN
ARCHER 4
75855/4



HOBGOBLIN
ARCHER 5
75855/5



HOBGOBLIN
ARCHER 6
75855/6



HOBGOBLIN
ARCHER 7
75855/7



HOBGOBLIN
ARCHER 8
75855/8

HOBGOBLIN WARRIORS



HOBGOBLIN
WARRIOR 1
75850/1



HOBGOBLIN
WARRIOR 2
75850/2



HOBGOBLIN
WARRIOR 3
75850/3



HOBGOBLIN
WARRIOR 4
75850/4



HOBGOBLIN
WARRIOR 5
75850/5



HOBGOBLIN
WARRIOR 6
75850/6



HOBGOBLIN
WARRIOR 7
75850/7



HOBGOBLIN
WARRIOR 8
75850/8



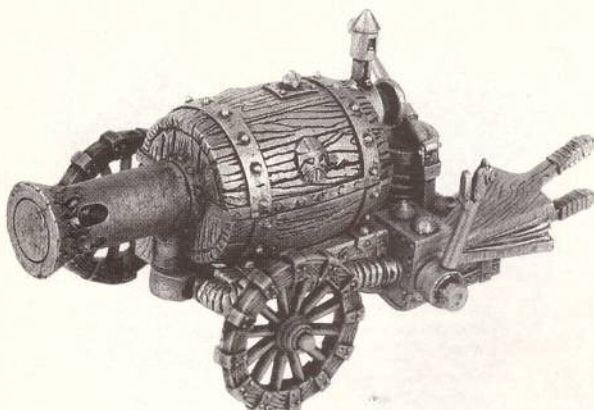
AN EXAMPLE OF A
COMPLETED HOBGOBLIN
WITH SHIELD

Designed by Alan Perry

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DWARFS

DWARF FLAME CANNON



A COMPLETED DWARF FLAME CANNON

A COMPLETED DWARF FLAME CANNON

CONSISTS OF:

- 1 x CREW
- 1 x CANNON
- 1 x UPPER BARREL
- 1 x LOWER BARREL
- 1 x LEVER
- 1 x BELLOWS
- 1 x PUMP
- 1 x STEAM WHISTLE
- 1 x INSTRUMENTS PANEL
- 1 x FRONT BASE
- 1 x REAR BASE
- 2 x PLASTIC SPOKED WHEELS



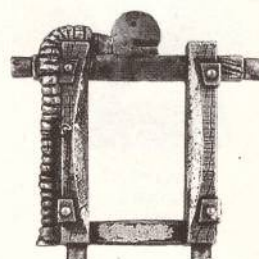
MASTER GUNNER
0837/1



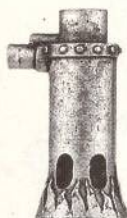
LOADER
0837/2



SWABBER
0837/3



FRONT BASE
0837/7



CANNON
0837/8



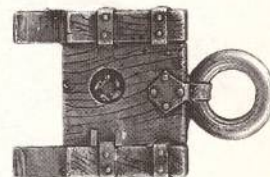
LEVER
0837/11



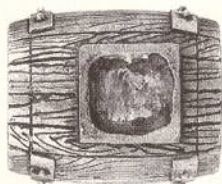
BELLOWS
0837/13



PLASTIC
SPOKED WHEEL
100557



REAR BASE
0837/6



UPPER BARREL
0837/5



PUMP
0837/10



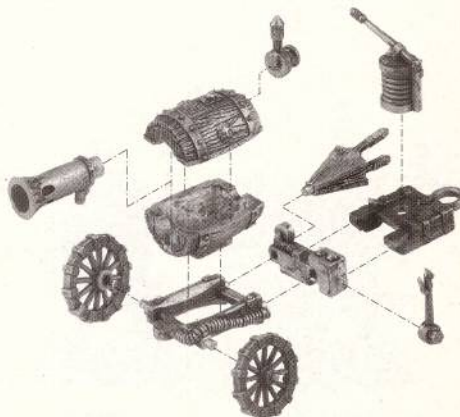
STEAM WHISTLE
0837/12



LOWER BARREL
0837/4



INSTRUMENT PANEL
0837/9



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Designed by Michael Perry and Norman Swales

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DWARFS

TROLL SLAYERS



TROLL SLAYER 1
88091/57



TROLL SLAYER 2
88091/51



TROLL SLAYER 3
88091/52



TROLL SLAYER 4
88091/11



TROLL SLAYER 5
88091/12



TROLL SLAYER 6
88091/13

GIANT SLAYERS



GIANT SLAYER 1
88092/54



GIANT SLAYER 2
88092/1



GIANT SLAYER 3
88092/53



GIANT SLAYER 4
88092/2



GIANT SLAYER 5
88092/3

DRAGON SLAYERS



DRAGON SLAYER 1
88097/5



DRAGON SLAYER 2
88097/1

DAEMON SLAYERS



DAEMON SLAYER 1
88098/56



DAEMON SLAYER 2
88098/1

WOOD ELVES

ORION, KING IN THE WOODS



A COMPLETED ORION, KING IN THE WOODS



ORION'S HEAD
00537/2



ORION'S CLOAK
00537/3



ORION'S HORN
00537/6



SPEAR HEAD
00537/4

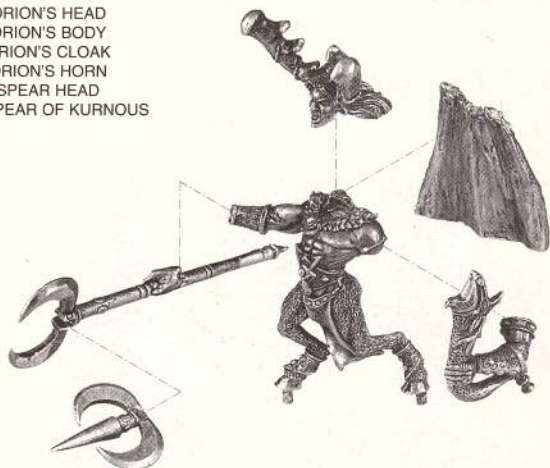


ORION'S BODY
00537/1



THE SPEAR OF KURNOUS
00537/5

AN ORION, KING IN THE WOODS
CONSISTS OF:
1 x ORION'S HEAD
1 x ORION'S BODY
1 x ORION'S CLOAK
1 x ORION'S HORN
1 x SPEAR HEAD
1 x THE SPEAR OF KURNOUS



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Designed by Gary Morley

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WARHAMMER

40,000

CODEX CHAOS



The army list in this Codex allows you to assemble a Chaos Space Marine force based on the dreaded raiders who emerge from the Eye of Terror. It includes all the different types of Chaos Space Marines, as well as a selection of special characters such as Abaddon the Despoiler and Khârn the Betrayer. As well as the main army list there are two extra ones: Chaos Cult and Daemon World armies. These have been included to allow players to field special armies as part of a scenario or campaign.



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CODEX CHAOS

From the Daemon Worlds of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. As they march to war, the foul warriors of the Chaos Gods call upon their dark masters who reward their loyal minions with hordes of daemonic creatures to fight at their side. Meanwhile, on thousands of Imperial worlds, Chaos Cultists plot and scheme, rising up in bloody rebellion when the time is right.

This book contains everything you need to know about Chaos Space Marines, as well as Chaos Cult and Daemon World armies. The most infamous of the Chaos Space Marine Legions are described, together with the four mighty Gods of Chaos and their misguided followers. There are also special rules for the Marks of Chaos and Chaos Rewards, bestowed upon worthy Chaos Champions by the Gods themselves. In addition, there are new rules for the archaic weaponry used by the dreaded Traitor Legions.



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WORKSHOP



In an avalanche of rattling armour plates, glistening fangs and gigantic claws, the hidden Imperial base falls to the Tyranid swarm.