



# WHITE DWARF

218

February

£3.50

**3 BATTLE  
REPORTS.  
YES THREE!**

**THE NECRON  
ONSLAUGHT  
CONTINUES!**

**DIGGA**

**DIGGA**

**DIGGA**

**DIGGANOR**

**GAMES  
WORKSHOP**

ISSN 0265-8712



9 770265 871059

**FREE GOI JEN DEMON POSTER!**



**FREE**  
**GOLDEN DEMON™**  
**WINNERS '97 POSTER**

# WHITE DWARF

## CONTENTS

### DIGGANOB

COVER

Artwork by Dave Gallagher

### GAMES WORKSHOP NEWS

2

Eager to find out what's released this month? Want to know if a GW games club is opening in your area? Take two bottles into the shower? (*Yes, shampoo and vodka – Paul Sawyer*) The answers await...

### A TALE OF FOUR GAMERS

39

All armed with the same amount of pocket money, four gamers set out into the Old World to start collecting Warhammer armies – this is their story.

### GAMES WORKSHOP STORES

70

As usual, the latest news straight from the frontline. Look for the Grand Openings elsewhere in this issue – these events can't be missed! Well, they can but we don't recommend it.

### GOLDEN DEMON '97

48

Here they are – the winners of the toughest painting competition in the world.

### THE J FILES

86

Jervis has been gibbering about 'multi-table battles' recently. Now it's your turn to hear all about JJ's latest passion.

### MAIL ORDER

108

Full of army deals, catalogue offers and large, smelly individuals on the lookout for food. Be careful when wandering around these pages – especially at mealtimes.

**DIGGA  
DIGGA  
DIGGA**

**DIGGANOB**



# THE NECRON ONSLAUGHT CONTINUES!

## WARHAMMER

### THE MINIONS OF CHAOS

7

There have been more Chaos miniatures released recently than you could shake a cloven hoof at! We spend a few pages unashamedly showing them off.

### ARMY OF DARKNESS

78

Our Scandinavian sales team entered the realm of the Undead recently. When they returned, they brought this huge Undead army with them.

### TRIAL BY MAGIC BATTLE REPORT

92

The High Elves are desperately trying to stop an invasion force of Chaos Daemons. Find out if they're up to the task in this month's battle report.

## WARHAMMER 40,000

### NECRON ONSLAUGHT

24

You thought it was all over? How wrong you were. More mechanoids to flay the life from the mortals!

### MASSACRE AT SANCTUARY 101 BATTLE REPORT

28

We couldn't resist trying out the new Necrons in battle, so we told them the co-ordinates of an Adeptus Sororitas outpost. Heh! Heh! Heh!

### MASSACRE AT BIG TOOF RIVER

64

Details of the Massacre at Big Toof River display, that many of you saw at Games Day '97.



## GORKAMORKA™

### DIGGANO!

14

Gav Thorpe introduces you to the world of Diggamobs, Muties and the Gretchin Revolutionary Committee.

### DIGGANO!

### BATTLE REPORT

18

Gav Thorpe and Andy Kettlewell do battle in the wastes of Gorkamorka, with the Badskars against one of the new Diggamobs – Zog's Bad 'Unz.

### HOW TO PAINT YOUR DIGGAMOB

22

The easy way to prepare your Diggamob for the trials of Gorkamorka.

## WARHAMMER® EPIC 40,000

### THE COMING OF THE GREAT DEVOURER

80

Warwick Kinrade puts on his chitinous carapace and mandibles, to refight the attacks of the Tyranid Hivefleet Kraken in 3 historical scenarios.



Product Code: 60249999218





## SOAPBOX!

**Campaigns, why bother?  
Jim Butler gets it off his chest...**

The Warhammer world is a big place, and you can be pretty sure that just about all the different races have fought each other at some point. This makes coming up with ideas for campaigns very easy. In fact, it gets to be a habit.

I haven't played in a major campaign for a while, but last month I made a new gaming table and was itching to try it out. I challenged a friend of mine, Nick Kristofoli, who happens to be a Wood Elf general, to test his skills against the might of the Empire. Since his army wasn't as large as mine, we decided to play the 'Ambush' scenario, with his Wood Elves ambushing (in this scenario the attacker only gets two thirds the points of the defender). This also seemed to fit the characters of the two races, and it was easy to imagine a column of

Empire troops marching arrogantly through Loren forest, when suddenly, out of the trees a hail of deadly arrows heralded the Wood Elf attack.

We never meant to make up any background for the battle, but neither of us could get away from the question; "Just what was the Empire general after?" Since my army has plenty of wizards and magic items, we decided that the general was in the pay of the Colleges of Magic in Altdorf, and had been sent on a mission to steal some Elven relic.

And that was it - one sentence of background and suddenly the battle seemed all the more real. It turned out to be a cracking game, with the ranks of Halberdiers advancing stoically into a hail of arrows. My troops held their nerve and the warriors of Loren (what was left of

them!) slunk away to lick their wounds.

We couldn't leave it there and decided to fight another battle after a few weeks. The battle had fired up my opponent and he assured me he would have enough troops painted to fight a much larger battle the next time we met. I suggested we play the 'Last Stand' scenario, as I'd never fought it, and Nick readily agreed.

Again, we couldn't help but flesh out the battle with a story. As I would be defending, I would have only half my opponent's points. I decided my Wizard Lord would have to be left out, but apart from that I would be fielding much the same army as before (though with only one of my beloved Hellblaster volley guns). As a campaigning force, I couldn't change the content of my army too much. We decided that my army would be fighting a rearguard action, while my Wizard Lord made his getaway with the plundered relic. Needless to say, my opponent had learnt from the previous battle, and

despite my best efforts, my last remaining defenders perished in the final turn.

That was our campaign. A draw really, with the Wizard getting his relic, but at the cost of an army. The background to the battles took no time or effort, it seemed to us that the story was obvious. What it did was turn a couple of evenings into a really memorable and exciting mini-campaign. As I write this, I'm painting a Dwarf army. My Empire force contains a unit of Dwarf Warriors, and I'm just wondering if my Dwarf general just happens to have a brother who was foully slain by tree dwelling savages while in the service of the Empire...



*[Signature]*

## A TALE OF FOUR GAMERS



This month sees the beginning of a new series that we are going to be running in White Dwarf. Games Workshop gave four guys from around the company £50 and let them loose to collect an army. The articles will follow them as they collect their forces, from buying, to painting, to playing. Roy Barber, Richard Gunson, Richard Hobson and Paul Sawyer all rose to the challenge and we'll be keeping track of how their armies develop over the next few issues of White Dwarf.

**Left:** Paul pretends to order from Mail Order but we know he's ringing the local pizza house!

**Right:** Richard Hobson raids the Mail Order racks for Wood Elves.





## SPIKY DEATH

Hot on the heels of the Chaos Warrior Warhammer Regiment comes the Chaos Knights Regiment. This boxed set contains everything you need to put together a regiment of the hardest shock troops in the Warhammer world. As well as plastic Chaos Warrior torsos and arms, the box contains metal parts so that you can make your regimental champion, standard and musician models.

## CHAOS MARAUDERS

Foot troops are really important to back up your Knights and fielding Chaos Warriors is a good idea, but their points cost is high. An alternative way to bulk out your Chaos Warrior army is to invest in some of the new Chaos Marauders. At only 12 points each, you can have a big unit with plenty of ranks to soak up missile fire as they charge forward. They are armed with flails (particularly nasty hand weapons) and are available with command models so you can put together a regiment straight away.

## CHILDREN OF CHAOS

Reinforce your Beastmen army with the elite Bestigor. These are the most powerful troops in the army, hand-picked to guard the Beastlord.

The new Beastman Chariot, pulled by ravenous Tuskgors, brings some hard-hitting support to the army. Send it thundering up the flanks to crush the enemy beneath its wheels.

The Minotaurs are really impressive models. They come with two-handed weapons or additional hand weapons, but even these dudes look like wimps compared to the new Minotaur Lord. This beast is a monster!

No Chaos army should be without Chaos Spawn. These multi-part creatures of Chaos are available with a multitude of different heads and limbs which can be put together in any combination you want. Just let your imagination run riot.

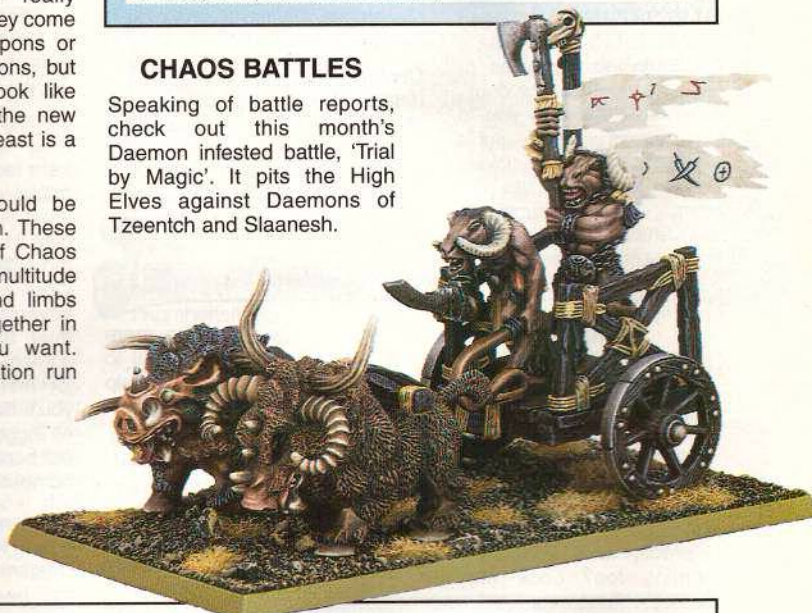
## This month's Warhammer releases:

### CHAOS

Chaos Knight Regiment	
(Boxed set with 5 plastic models and metal accessories)	£10.00
Chaos Marauders with flails (Three models per blister)	£5.00
Chaos Marauder Command (Two models per blister)	£4.00
Chaos Champion (One model per blister)	£4.00
Beastman Bestigors (Three models per blister)	£5.00
Beastman Bestigor Command (Two models per blister)	£4.00
Beastman Chariot	
(Boxed set with 1 complete chariot)	£12.00
Minotaur with two-handed weapon (One model per blister)	£8.00
Minotaur with additional weapon (One model per blister)	£8.00
Minotaur Lord (One model per blister)	£12.00
Chaos Spawn (One model per blister)	£5.00

## CHAOS BATTLES

Speaking of battle reports, check out this month's Daemon infested battle, 'Trial by Magic'. It pits the High Elves against Daemons of Tzeentch and Slaanesh.



**Right: Beastman Chariot.**  
Turn to page 7 to see all the new Chaos models.

**Right: What's in the box, Mr. Gunson? Bretonnians!**

**Below: Aha! Roy Barber has been scurrying around and found a horde of Skaven to join the ranks.**



**Below: Looks like Paul's spent too long in Bugman's Bar!**





# GORKAMORKA

## HEAD OFFICE GAMES CLUB NOW OPEN!

From the 10th December Games Workshop's Head Office gaming club will be open. Meeting every Wednesday night from 6.30pm to 10.00pm, the club is open to members of staff and the public alike (age 15+). Tickets cost £2.00 and are available in advance from either the Nottingham (0115 9480651) or Head Office (0115 916 8021) Games Workshop stores, or can be brought 'at the door'. As well as allowing you to play games on the club's gaming tables, the tickets also allow access to the already infamous Bugman's Bar, which happens to be adjacent to the gaming hall.

Who knows, you may even get to meet some of the designers, or play-test some new rules.

As well as the Head Office Club, we'll be opening official GW Clubs in the following locations soon:

Birmingham, Bournemouth, Bristol, Edinburgh, Leeds, Manchester, Milton Keynes, Newcastle and Oxford.

Contact the local store for details of when and where their Games Workshop Club meets. There's a full listing of the stores and their addresses in the Frontline News section later in this issue.

### DIGGANOB!

So da 'oomies wanna get in on the action do they? Let's see if they're 'ard enough then...

I don't know, humans who think they're Orks, Gretchin Revolutionaries (Equal Rights for Grotz!), Muties and other wierdos, what is the planet coming too? Look out for Gretchin Revolutionaries, with their Cutters and Big Luggers in the near future. Also keep a beady eye open for the dreaded Muties riding the most twisted and deformed mounts this side of the Eye of

Terror. There are even more bizzare characters for you to hire or who can turn up to help when you least expect it.

### DIGGAMOB

The new boxed supplement to Gorkamorka has the first of its denizens released this month. Diggamobs are really characterful and excellent fighters, as Gav Thorpe demonstrates in this month's Gorkamorka battle report, 'Da Convoy'. I'm not sure that Andy Kettlewell's 'Da Badskars', who took on 'Zog's

### This month's Gorkamorka releases

Digganob (Boxed supplement)	£19.00
Digganob (One model per blister)	£3.00
Digga-Boyz (Three models per blister)	£5.00
Digga-Trukk (Boxed set of one model)	£12.00
Digga-Yoofs (Four models per blister)	£5.00
Digga Shaman (One model per blister)	£3.00
Nazgrub Wurrzag (One model per blister)	£6.00

'Ard Boyz' would agree! Just like Orks, Diggas fight from their own vehicles, Digga-Trukks, which are even more ramshackle and poorly maintained than the Ork's Trukks, if that's possible.

### 'OOMIE SCUM

Let's face it, Diggas are simply not as 'ard as Orks so they are more liable to get hurt in a fight. However you do get a lot more Diggas for your teef than Orks, which is a definite advantage. They can swamp their foes in hand to hand combat as well as bringing a lot more guns to bear. And you'll have to take down a lot of Diggas to make them bottle out because of this strength of numbers.

You can get all the models you need to make a complete Diggamob, this month. There's the heavily-armed Digganob leading the Digga-Boyz and the young Digga-Yoofs, as well as a brilliant Digga-Trukk to cart them around in. The most mysterious Digga of all is the Digga Shaman, whose Wierdo

Powers set him apart from ordinary Diggas. Someone else with latent Wierdo Powers is the new Ork special character Nazgrub Wurrzag, Scrap Prospector. He is the first of a whole bunch of special characters 'out of Digganob that we will be releasing. Armed to the teeth and carrying a huge pile of scrap on his back, the mighty Nazgrub can be seen in action alongside Zog's 'Ard Boyz in the battle report.

### DA CONVOY

In order to report on 'Da Convoy' scenario properly, we took loads of photographs of the action as it happened. Unfortunately we could only squeeze a handful of photos into the article. So to wet your appetite for the Orky/Digga carnage to come, we've included some photos here.

### PAINTIN' TIME

As well as 'Da Convoy' we show you how to paint up your new Digga models. A lot of the techniques used to paint Diggas are the same as those for Orks. There are some differences however - Diggas aren't Orks so they aren't all green for a start off. Painting them up couldn't be simpler though, just follow this easy guide and soon your new mob of Diggas will be ready to take on the toughest Ork mob and win.





# Scribblings from the Black Library



## LOOK OUT FOR CITADEL JOURNAL 24

In this latest issue of the Citadel Journal we ask, 'Who's Afraid of the Dark?' Special night fighting rules for Warhammer, ideas for night battles and a rather eerie scenario, Mousillon by Night.



Facial hair is mandatory in the Imperial Guard with, 'Brute Force', tactical advice and handy hints which come complete with their very own 'Beardy Rating'!

There's good news for Blood Bowl fans, hot on the heels of Stuart Woods' article from CJ 21 comes Stadiums II, a maelstrom of murder and mayhem on the terraces – where else?

## OO'S NICKED ME LUNCH?

A new character for Warhammer Quest? Of course, it's the long awaited Halfling Thief character, for which the Mail Order Trolls have devised, using their extreme cunning, an expanded 'Roolz n' Figga' special deal which is only available through Mail Order.

Also, we have a look across the World Pond at some seriously barmy Yanks and see what they've been up to... sanity beware!

## OVERWATCH

The Club Focus commences in earnest as a new regular feature, putting the spotlight on gaming clubs around the country. Following on from Jervis' brave scrutiny of the GW Lincoln club, we went armed with camera and kitted-out in Kevlar armour to the infamous den of iniquity, run by the notorious Gary James, to find out first-hand what it's really like.

For the modellers amongst you there's some quite literally 'monster' conversions as Tyrannid Hive Fleet Kraken pays a visit. Dok Butcha brings you the all new 'Bitz n' Tipz', a comprehensive guide to model conversions. Each issue we'll focus on a specific subject, with a list of all the Bitz you'll need, along with helpful Tipz from our Troll experts. This issue's dark theme is Chaos Space Marine Champions.

So, if you haven't read the Citadel Journal yet, maybe you

should consider dying your hair orange and seeking an honourable death!

## INFERNO!

So, what else is happening in the Black Library at the moment? Well, we're busy slaving away at the next issue of Inferno! Fortunately it isn't all hard work for the Emperor's finest, we had a visit from comic scriptwriter and author extraordinaire, Dan Abnet, seen left with Simon Coleby, comic artist and incinerator of heretics, and editor Andy Jones (apparently on the look out for Citadel Journal 24!)

Dan, whom some of you may recognise from 2000AD's Sinister Dexter, last worked on the story, Gaunt's Ghosts, which appears in Inferno! issue 4. As for Inferno! 4, it's near to bursting with sixteen extra pages and unbelievably, it's still available!

Simon was informing us of his forthcoming project for Inferno!, he was planning on

**CENSORED! NOT FOR RELEASE UNTIL WHITE DWARF 219!**

## SPECIAL EVENTS PLANNED FOR 1998

Many of you have asked if you can have a bit more advance notice of the events Games Workshop have planned for 1998, so you can plan things like holidays safe in the knowledge that you won't miss out on a special gaming event. So to help out here is the schedule of what we've got planned for 1998 with

dates, venues and descriptions of the events. Please note that you can only book places at these events when they are advertised properly in future issues of White Dwarf. Also, please note that some dates may change, although we will try to avoid this if at all possible.

Date	Event	Location	Description
28 February - 1 March	Test Of Legends	Games Workshop Head Office, Nottingham	Warhammer & 40K Tournament
21-22 March	Mighty Empires	Games Workshop Head Office, Nottingham	Warhammer Campaign Weekend
25-26 April	Trail By Combat	Games Workshop Head Office, Nottingham	Warhammer & 40K Tournament
2 May	Young Bloods	Games Workshop Head Office, Nottingham	Under 15's Warhammer & 40K Tournament
30-31 May	Council Of War	Games Workshop Head Office, Nottingham	Team/Club Challenge Tournament
27-28 June	Battles of the 41st Millennium	Games Workshop Head Office, Nottingham	40K, Gorkamorka & Necromunda Tournament
11 July	Young Bloods	Games Workshop Head Office, Nottingham	Under 15's Warhammer & 40K Tournament
15-16 August	The Grand Tournament	Leicester University	40K & Warhammer tournaments, and anything else we can fit in!
27 September	Games Day & Golden Demon	NIA, Birmingham	Da Big One!



### METAL MAYHEM!

After painting up last month's free Necron Raider you'll be wanting to get together a complete force of these steel killing machines. As well as the boxed set of Necron Raiders released last month, you can now buy them in blister packs so you can add them to your free Necron to make a whole new squad of mechanical warriors. Also available are the all important Scarabs (see

your opponent's face drop as he suddenly finds his troops can't shoot straight!) and a deadly new support vehicle too. The Necron Destroyer boasts the Gauss-Cannon, a heavier version of the Gauss-Flayer gun carried by Necron Warriors. Amidst the massed ranks of robot warriors stands the army's leader, the Necron Lord. It is armed with a mysterious but deadly weapon named the Staff of Light.

### This month's Warhammer 40,000 releases

#### NECRONS

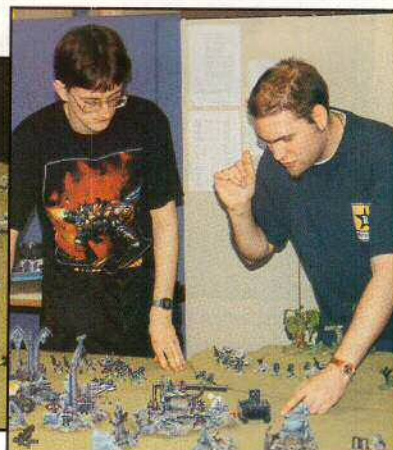
Necron Raiders (Two models per blister)	£4.00
Necron Scarabs (Four models per blister)	£3.00
Necron Leader (One model per blister)	£4.00
Necron Destroyer (One model per blister)	£5.00

We've included a whole article on the new rules for these deadly additions to the army. The first set of rules was published last issue, which of course included the free Necron Raider.

### MASSACRE AT SANCTUARY 101

We've unleashed the Necrons against the valiant Sisters of Battle in a literal fight to the death, called 'Massacre At Sanctuary 101'.

This game is also a special scenario that you can re-fight using your own Sisters of Battle and Necron armies or, if you prefer, the forces used in the battle report. The game features German bloke Markus Trenkner who controls the steel monsters and White Dwarf's Ian Strickland who leads the troops of the Order of Our Martyred Lady. See the chaps fighting it out, and get the full story later this issue.



## A GOOD CAREER MOVE IN ANY LANGUAGE

Games Workshop is now a £200m company employing more than 1500 people and with 150 of its own stores around the world. Its products are also available globally through independent toy and hobby retailers thanks to our multi-lingual sales team.

Now our successful and dynamic sales department is looking for new sales staff to expand the team.

If you are:

- Addicted to all things Games Workshop
- Speak English as a 1st or 2nd language
- Aged over 18

- Able to work in England
- Think you can sell
- Fluent in any of the following languages

Polish, Japanese, Swedish, Finnish, Norwegian, Danish, Czech, Slovakian, Dutch

and would like a job in the most exciting games company on the planet, send us your C.V. with full details of your current gaming involvement to:

Human Resources,  
Games Workshop, Willow Road,  
Lenton, Nottingham NG7 2WS, U.K.



# WARHAMMER® Realm of Chaos™

This month sees a huge range of superb Chaos miniatures hitting the shelves of your local store (yes, and Mail Order). Over the next few pages we unashamedly show off the troops that form the Hordes of Chaos, including all the splendid new stuff, from powerful Daemon Princes to proud Bestigors and from gribbly Chaos Spawn to savage Chaos Marauders.



## DAEMON PRINCES

A Champion of Chaos, should he survive the ravaging mutations and eternal conflict, may be rewarded by his god and elevated to immortality as a Daemon Prince.

Striking terror into all who gaze upon their awe-inspiring countenances, Daemon Princes are amongst the most powerful creatures on the Warhammer battlefield. Pray to those gods in whom you find solace that you never face these mighty commanders.



## DAEMONS OF NURGLE

Following the contagions spread by their master, Daemons of Nurgle carry disease and death to mortals. Great Unclean Ones are huge masters of foulness. Plaguebearers, raised from mortals who have died from the dread disease, Nurgle's Rot, wield infectious Plagueswords capable of killing with a single cut. Nurglings' tiny statures belie their malevolence. Miniature versions of the Great Unclean One (and therefore Nurgle himself), Nurglings are a thorn in the side of opponents as their multiple Wounds give them staying power in the heat of battle.



Nurglings



Great Unclean One



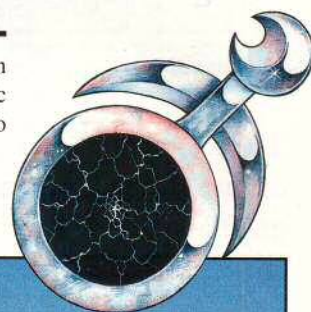
Plaguebearers



## DAEMONS OF SLAANESH

**D**isturbingly unnatural, Daemonettes face their foes with a deadly agility. They often take to the field of battle on weird bipeds – Steeds of Slaanesh. This daemonic combination couples frightening speed and multiple attacks, and sweeps many foes to oblivion.

Fiends of Slaanesh, with their lashing, poisonous tails and vice-like pincers, are quick and deadly in hand to hand combat.



Daemonettes of Slaanesh



Daemonettes on Steeds of Slaanesh



Fiends of Slaanesh



## DAEMONS OF TZEENTCH

The hordes of Tzeentch, Changer of the Ways, are marshalled by the wisest and most manipulative of all Greater Daemons – the Lord of Change.

Flamers of Tzeentch can not only bound over obstacles, but also have one of the few ranged attacks in a Chaos army, spewing flames from their arms.



Lord of Change



Flamers of Tzeentch



Pink Horrors of Tzeentch

Wild, hopping creatures of raw magic, Pink Horrors are insane even for daemons. As a Pink Horror is destroyed it emits a soul-piercing squeal and splits into two Blue Horrors!



Blue Horrors of Tzeentch



# CHAOS WARRIORS

Champion  
of Chaos



## CHAMPIONS OF CHAOS

Those followers of Chaos who excel in the service of their dark deity may catch the interest of their god, and have the title of Champion of Chaos bestowed upon them. Chaos Warriors are fearsome opponents and Champions of Chaos even more so. Be very afraid!

Chaos Lord riding  
Chaos Steed



Chaos Sorcerer of Nurgle



Chaos Sorcerer of Slaanesh

## CHAOS SORCERERS

In return for his soul, a Chaos Sorcerer will receive many rewards from the Dark Gods. In their quest for immortality, Chaos Sorcerers provide the magical power for Chaos Warrior armies.



Chaos Sorcerer of Tzeentch

## CHAOS KNIGHTS

Supremely powerful in combat and very fast, Chaos Knights are excellent shock troops. When equipped with Chaos Armour they become almost invulnerable to most attacks. Many believe them to be the ultimate cavalry in Warhammer.





## CHAOS WARRIORS

The most powerful of all mortal warriors, Chaos Warriors are fighters of exceptional skill. Most are bored nobles from human kingdoms and those who have excelled in the Marauder tribes.

Encased in ornate armour, these corrupt fighters are exceptionally strong, very resilient and savage hand-to-hand opponents.

Chaos Warriors



Chaos Marauders



## CHAOS MARAUDERS

Formed in tribes from the hardest, desperate and most degenerate humans, Marauders are powerfully built warriors who follow their own aspect of the Chaos Gods. Savage in attack, Marauders are stronger than the average human.

# MONSTROUS HOST

Fickle to the core, the Gods of Chaos are as likely to disadvantage the beneficiary of their favours as to help them by bestowing strength, speed, beauty and the like. A recipient of a blessing can equally find himself as a sluggish, mutated mound of tentacles and spines. Such unfortunates are the Chaos Spawn who are as unpredictable as they are dangerous.

As Chaos warbands increase in power and notoriety, they attract a variety of dreadful creatures. Heralding from the dawn of time, the vastly powerful Dragon Ogres are terrible opponents to face.

The scavenging Harpies find courage in numbers and often prey on the weak and dying.



Dragon Ogre



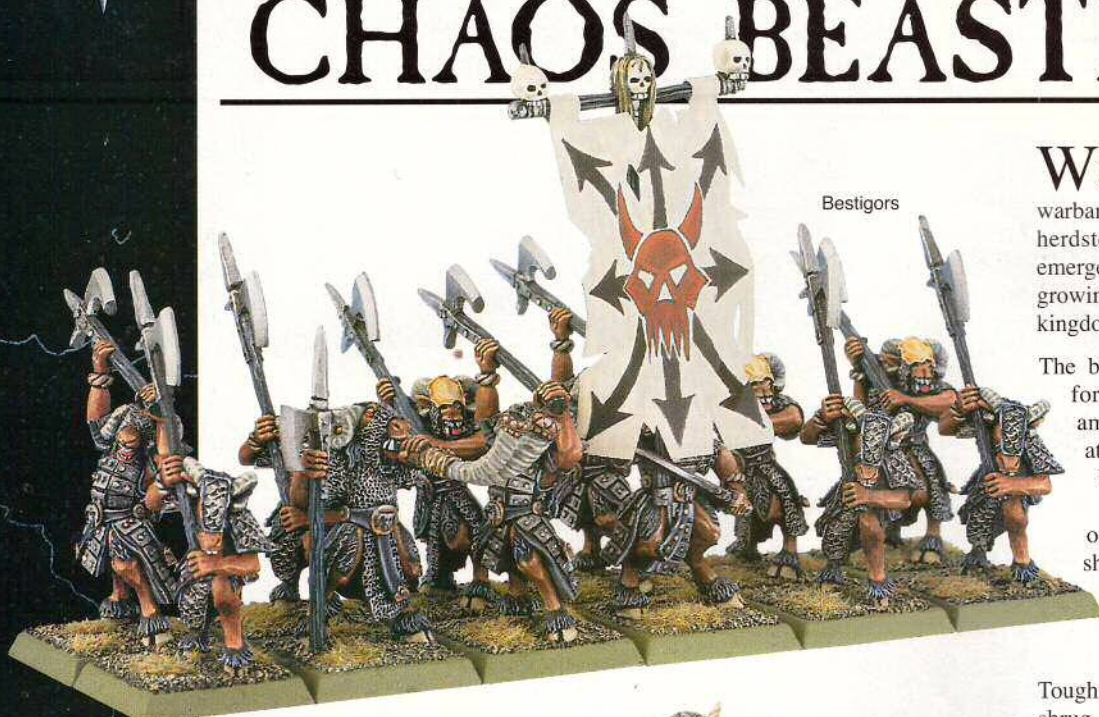
Harpy



Chaos Spawn



# CHAOS BEASTMEN



Bestigors

When the tide of Chaos rises, the fragmented Beastman warbands gather noisily around their herdstones. A powerful leader emerges from the fray to lead the growing army against the sprawling kingdoms of the Warhammer world.

The bulk of a Beastman horde is formed of Ungors. An amalgamation of the worst attributes of man and beast, Ungors are easily capable of defeating their foes by overwhelming them with sheer numbers.

Gors are the largest of the Beastmen and are very resilient. With Toughness 4 and 2 Wounds, Gors shrug off the worst missile fire. They often make devastating attacks in Tuskgor-drawn chariots.

The strongest and most powerful of the Gors are the Bestigors who either lead lesser Beastmen into battle or form elite regiments of their own kind. Bestigors are proud, arrogant creatures and as such do not suffer from the infighting that affects their ill-disciplined cousins.



Beastmen Gors



Ungors



Beastlord



Beastman Shaman



Beastman Chariot



## MINOTAURS

The gigantic, bull-headed Minotaurs are twice the height of a man and many times bulkier.

Fierce beyond comprehension, when Minotaurs taste blood they become insanely violent, tearing at their

enemies with weapons, teeth, horns and claws. This blood greed make Minotaurs extremely dangerous opponents as they gulp down chunks of raw meat torn from the carcasses of their defeated enemies.

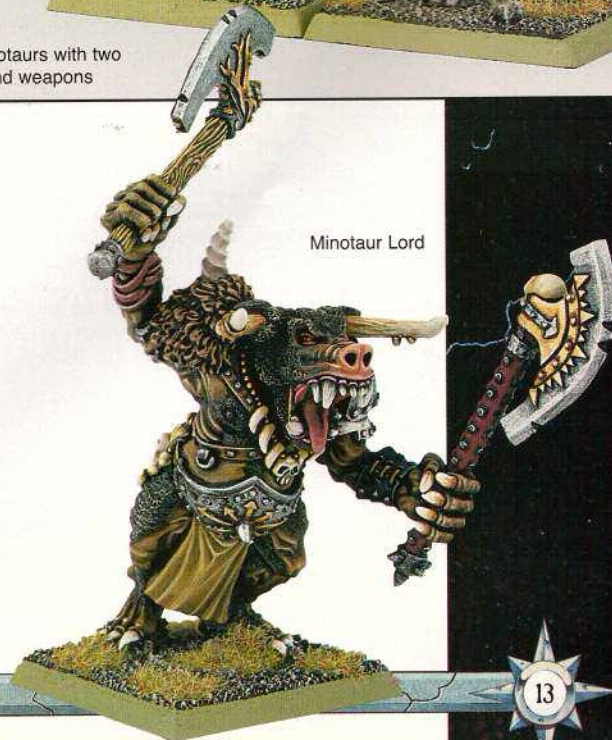
Minotaur with double-handed weapon



Minotaurs with two hand weapons



Minotaur Lord

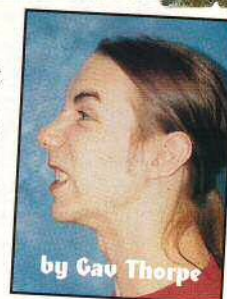




DIGGA  
DIGGA  
DIGGA

# GORKAMORKA

**A**s if the savage slaughter of Gorkamorka wasn't enough, this month sees the release of *Digganob*, which introduces even wider vistas of mayhem and glory. *Digganob* (much like *Outlanders*, the *Necromunda* supplement) brings you new mobs to collect and fight with: the tribal Diggas, raiding Muties and, of course, the Gretchin Revolutionaries – Freedom for Grots! There are also exciting new scenarios, a selection of special characters and some truly amazing card terrain to provide cover for your mob.



# DIGGANOB

## THE ODDMOBS

The bulk of *Digganob* is dedicated to the three new mob types that you can lead into battle. These foes of the Orks are mentioned briefly in *Da Uvver Book* from the *Gorkamorka* box. Yes, I'm talking about Diggas, Rebel Grots and Muties.

The strengths and weaknesses of the different mobs are many and varied, and pose different problems and provide unique opportunities in battle and a campaign. The background section for each of these mobs expands the history and geography of the barren world of Angelis and provides an insight into the origins of these strange inhabitants.

## DIGGAS

Of the three Oddmobs, the Diggas are the most similar to the Orks. Buried beneath ancient alien pyramids by the crash of the Ork hulk, the Diggas ancestors rapidly devolved into primitive savages. Through a series of wars their society evolved and they started the long, painful process of clawing their way back to the surface. Unbeknownst to the Diggas, the Orks had discovered the Pyramids and were digging down. The inevitable happened and one day the Orks and Diggas broke into each others' tunnels and met. Eternally grateful for their salvation, and awed by the greenskins' technology, the Diggas attempt to emulate the Orks as much as possible.

The massive physique, fast vehicles and devastating weapons of the Orks are an inspiration to the Diggas, who try to act as Orky as possible. The Diggas form mobs like Orks, they trade scrap with the Meks like Orks, and they race around the desert in buggies and trukks looking for a fight like Orks.

However, Diggas are very different from Orks in many respects. Diggas aren't as big and burly, and nowhere near as tough to hurt. However, they can enlist the aid of one of their powerful Shamans. Digga Shamans have special mental abilities that allow them to 'tune in' to their surroundings. They are very aware of what is going on





around them, and can feel the way other creatures, scrap and buried artefacts resonate within the environment. As the Shaman grows in power, he is able to pick up the thoughts of others, reading their intentions and warning his fellow warriors when danger is approaching.

Although Diggas go to Mektown like Orks, to trade in scrap and buy new guns and vehicles, they must battle hard against the Orks' disdain of all other creatures. Until they can prove their mettle in battle, Diggas are hard-pressed to make the Orks give them a fair price, do their kustomisin' jobs and so on. In addition, the Diggas have no teknikal know-wots of their own and no Spanner Boyz, so rely on the Meks for even the simplest of patch-ups and gubbins.

However, the Diggas have a source of special equipment that Orks could never get (though they tried once and forever hold the Diggas' homes in dread). Deep in the Digga tunnels below the pyramids, alien artefacts from distant ages can be found. Weapons, armour and strange devices from long-dead races can be uncovered and used in battle – if you dare! These bizarre technological miracles are arcane and unpredictable, and can just as well unleash devastation amongst your own warriors as the enemy.

## REBEL GROTS

Long ago, in their wisdom, the Meks devised the tag system. This was in realisation of the fact that Gorkamorka, whatever it was going to do when it was finished, it wouldn't be able to do its thing for everybody all at once. By introducing tags, the Meks came up with a way that industrious Boyz who worked hard for Gorkamorka could ensure their place when the big Waaagh! started again. Of course, in the afterglow following this intellectual feat, the Grots started wondering where they came in to the bargain. Orks being Orks, the truth of the matter was that Grots didn't come into it anywhere – they weren't allowed tags!

As you can understand, the Grots didn't like this one little bit. They protested, and the protest turned to bloodshed. However, after the Orks had given them a good kickin' most of them decided to keep their mouths shut in future. A few hundred brave souls were determined to seek justice though, and they slinked out of Mektown to establish themselves in Skid Row. This was the birth of the Gretchin Revolutionary Committee.

The Rebel Grots are fighting a guerrilla war against the Orks in an attempt to make the Meks recognise their demands. They launch hit and run raids on Ork forts, ambush convoys on their way to Mektown and generally try to give the Orks the hardest time possible.

Without the mechanical expertise of the Meks, the Rebel Grots are forced to improvise, to scratch and save every last bullet and scavenge for funds from the leaders of the Revolution – the dreaded Kommittee headed by the Red Gobbo himself. This means that they rely on their home-built Cuttas and Big Luggas.

Cuttas are fast sail-driven vehicles, but they are frail and likely to come off badly in a protracted shoot-out or a ram with a larger vehicle. However, they are perfect for speeding around, full of Grots blasting away with their weapons, ready to launch a boarding action or to pick on isolated enemies. They're also pretty handy for running down warriors on foot, leaving a trail of mangled bodies in the wake of their scythes!

Big Luggas are powered by their crew, who propel it across the desert with sheer Grot-power. As quirky and unpredictable as it gets, Big Luggas lurch erratically towards the foe, crushing warriors and smashing into buggies. Most Big Luggas are armed with a Splattapult. This devastating weapon lobbs its ammo high across the sky to crash onto the enemy. It is a versatile armament, able to fire crushing Rocks, flaming Burnas that set light to their target, or even Rippa Pots which can force an enemy crew to abandon their vehicle as they are engulfed by a swarm of stinging and biting beasts!



*Gretchin Revolutionaries mount a lightning attack on a Diggamob encamped by a piece of space hulk wreckage.*



## MUTIES

Muties are very different from Orks. Very, very different. Cursed and twisted by the billowing gases and pall of radiation that spread across the desert after the space hulk crashed, the Muties have come to loathe the greenskins and the Diggas who mimic them. They quest out from the deepest desert in their war against the Orks, and in their eternal search for the technology of their ancestors.

Muties are radically different from Orks. For a start, they don't have any vehicles at all! Instead of relying on crude, polluting, noisy combustion engines, the Muties have vicious scaly beasts, which carry them vast distances across the desert. In battle, the Muties are fast and manoeuvrable, attacking isolated pockets of the enemy and annihilating them completely.

The Muties have to use these tactics to outweigh their foes' numbers, as they themselves are few. Most Mutie mobs have only four or five warriors to start with, compared to an Ork mob with perhaps twice this number of Boyz and a vehicle or two. The main strength of the Muties is their superior technology. Sustaining the wisdom of the ancients, the Muties are able to construct powerful guns which fire hails of energy bolts, roiling balls of plasma or powerful, slicing lasers. Their hand-to-hand weapons are equally awesome, slicing through armour and flesh with ease.

## NEW SCENARIOS

There are three new scenarios in Digganob, which every mob can take part in. Firstly, there is *Da Trap*, which sees one mob laying a cunning ambush for another. The ambushin' mob uses counters to show where its warriors are hidden (and where booby-traps have been laid!) and thus keeps their victims off-guard and unsure what they are facing.

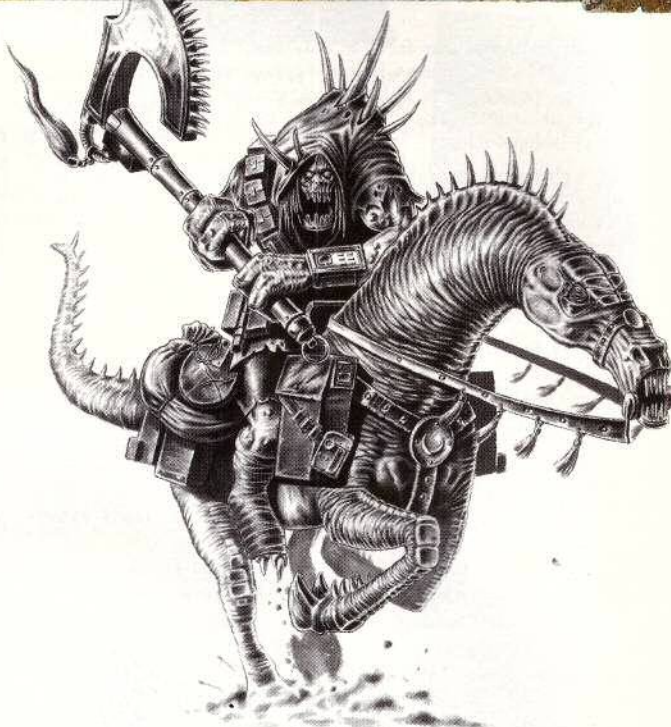
In *Convoy*, the attackers are lying in wait for another mob to make a trip to Mektown with their scrap. When the moment comes, they attack. The defenders are outnumbered and must fight hard to get off the table with their hard-won gains.

In the third scenario, *Gotcha*, one mob has stumbled on the other while it is in its camp. The attackers launch their assault without a moment's hesitation, taking the unfortunate enemy by surprise as they go about their business. The unlucky defenders must hold out until help arrives and a proper defence can be mustered.

## SPECIAL CHARACTERS

The last section of Digganob is devoted to some special characters. These itinerant individuals wander the desert looking for employment. A mob can search for these weirdos and try to enlist their help (for a suitable number of teef, of course!). Orks and Diggas can enlist the aid of the following special characters.

**Nazgrub Wurrzag** is a scrap prospector who searches far and wide for a massive scrap haul that will see him rich beyond avarice (and Orks are a pretty avaricious lot). He has been forced from Mektown because of his erratic mind powers, which can manifest themselves in random and devastating bolts of energy that can fell warriors and cripple vehicles! Just hope that it's your enemy's warriors and vehicles and not your own!



**Bad Doc Dreggutz** fled Mektown after one of his more outrageous medical experiments went hideously wrong – well, his pursuers said it went wrong, to him it was a complete success! He is quite willing to patch up your warriors for free but has limited resources and is even more crazed than your average Doc...

**Dregmek Blitzkart** misappropriated some bits of Gorkamorka to build his lovingly crafted Deth Kopta. This airborne vehicle sweeps across the battlefield, unleashing a hail of fire from its linked kannons. However, the Deth Kopta isn't the most heavily-armoured of vehicles and a good shot can see it come crashing down into the sand with a tearing of metal and howls of frustration. Being a Mek, Dregmek charges well above the odds for his services.

**Da Krusha** was once an ordinary Ork. However, after several generations of Meks tinkering and adding bioniks, there's not much of his original body left. As Da Krusha stomps into battle, his multiple bionik bits allow him to smash aside enemy warriors and pull apart bikes and trukks. Shoota shells patter harmlessly off his armoured body as he strides relentlessly towards the foe, his shoota arm spreading destruction around him.

Rebel Grots can be bolstered by the unheralded appearance of...

**Da Red Gobbo** is the figurehead of the entire Gretchin Revolutionary Committee, and an inspiration to rebel Grots everywhere. The Red Gobbo is strange in that he is different every time he turns up – in fact he is most likely a different Gretchin. This means he can range from a vicious close combat foe to an ace shot, a highly skilled warrior to a... well, erm, to put it politely not a highly skilled warrior...

## AND DA REST

Digganob also contains an excellent piece of crashed hulk, designed by our cardboard genius Simon Burton and painted by Neil Hodgson. A set of four tents is also included for you to decorate the battlefield (most appropriate for Muties, but everyone uses them to keep the night-horrors at bay on Gorkamorka). As well as these, there are the counters and templates needed for the new rules in Digganob.

Well, I could go on forever, but if you really want to know about Digganob, you'll just have to go and look at it!



# DIGGANOB™

## DIGGANOB

Digganobs are the most adventurous and Orky Diggas around, so other Diggas naturally look to them for leadership. Digganobz act the most Orky and constantly bash heads and shout a lot to improve their reputation. All but the most timid Diggas aspire to be Digganobz one day, so Digganobz are always on the look out for would-be usurpers.



## DIGGA SHAMAN

Digga Shamans are remarkable individuals. Through some unknown quirk, their minds and bodies are highly attuned to their environment. The reason for this has never been explained, but a Digga Shaman invariably knows exactly where he is in relation to other places such as the Pyramids and Mektown – Digga Shamans never get lost...

## DIGGA-BOYZ

Digga-Boyz are ordinary Diggamob warriors – adventurous spirits who have ventured forth from the Diggas' tunnels to seek fame and fortune. Violent and as Orky as possible, Digga-Boyz seek to prove their worthiness, and aspire to the vaunted position of Digganob.



## DIGGA-YOOFs

Digga-Yoofs are young inexperienced Diggas. They are the most foolhardy of their race – desperate for a life of Orky adventure across the Upside.



## NAZGRUB WURRZAG SCRAP PROSPECTOR



If any scrap is about you're more than likely to find Nazgrub too. With his weird powers, Nazgrub has a knack of knowing fings, and often turns up just before a good fight starts.

Below: A Digga-trukk. Even more than Orks, Diggas need vehicles to move around the Upside, due to their lesser tolerance of Gorkamorka's blazing twin suns. Unlike their Ork counterparts, Diggamobs have no Spanner Boyz to mend and maintain their vehicles. This can lead to them getting dilapidated very quickly if they are not attended to by the Meks.

## DIGGA-TRUKK





## Game Report by Gav Thorpe and Andy Kettlewell



**Gav:** Throughout the development of Digganob I played lots of games with the Diggas and so was quite looking forward to this scrap with Andy's

Badskars. Diggas aren't as tough as Orks, and they can get pinned by enemy fire which stops them moving and shooting effectively. However, they can get the advantage of greater numbers and I've found that it's important to concentrate on one part of an Ork force at a time.

With any starting mob, it is hard to tell which way they're going to develop – some warriors become brutal close combat fighters, others are better shots, and so on. For this reason, it's best to take a selection of weapons, both ranged and hand-to-hand, so that as your mob members show their skills, you can swap weapons about and maximise any increases or skills you receive. So, for Zog's Bad 'Unz I chose a mix of sluggas, six shootas, shootas and kannons, as well as giving a couple of my warriors a club or choppa. This would enable me to put up a good fight from a distance or up close. My biggest investment was in Grotsmasha, a truckk with an 'eavy shoota. Although an 'eavy shoota costs the same as three Digga-Boyz with

blunderbusses, it can be worth much more than this once it gets shootin'! I've seen plenty of 'eavy shootas run out of ammo in the first or second salvo though, so I gave the gunner a shoota so that he would still have quite a lot of ranged fire potential if this happened.

As I have a painted model of Nazgrub Wurrzag (well – there's one in the Studio cabinets!), I'm allowed to roll to see if he turns up and helps out against the Badskars. As the Badskars' mob rating is 56 higher than mine, I would need to roll a 5 or 6 on a D6. Luckily, I roll a 6 and this erratic scrap hunter turns up to lend a hand to the underdogs!

In the Convoy scenario I get to set up some warriors on foot and the rest turn up as random reinforcements. I've split the mob into two parts – ranged shooters and close combat fighters. The longer-ranged warriors will lie in wait and take potshots as the Orks try to escape with their scrap. When the reinforcements turn up, the Trukk will be able to bring their

sluggas and six shootas into range more easily, and they can let loose with a devastating fusillade (or so I hope...)

[illegible]

As you can see, my advance force is divided into two pairs of warriors. Getting pinned by enemy fire can be really bad news, but if a warrior has a friendly warrior within 2" at the start of their turn, they can test to recover and not suffer any ill-effects. This helps keep the mob fighting in the long run and so I'd recommend anyone with Diggas or Grots in their mob to do the same.



## Zoq's Bad 'Unz





Andy Kettlewell

## DA BADSKARS

**Andy K:** After Da Badskars's recent success they have been chosen to fight against the new Diggas, commanded by Gav. For all of you who remember

my run of three Gorkamorka games back in White Dwarf 215, I managed to save up enough teef to buy a new bike and Spanner after my great victory over the Grand Warlord Adrian Wood. Along with the new bike, Da Badskars have spent their teef on lots of kustom jobs for their weapons and vehicles in the course of the three games. Both Barkdreg and Bosskart have had their gunz kustomised and the mob's Trukk has had some extra armour nailed to it to make it 'eavier. Of course, not everything has gone Da Badskars way, Barkdreg (Da Boss) has had to fight off two leadership challenges from Gorsnik which cost Gorsnik a point of Toughness. Barkdreg however has come out of the contests with extra control of his mob by advancing to a Leadership of 9 and gaining the *We is Orks* skill. Nobody will be challenging Da Boss for a while.

The only other real problem with my mob was that none of my drivers had any gunz, in fact they were all armed with knives! I am hoping to rectify this by showing Zog's Bad 'Unz who's da boss on Gorkamorka and then nicking all their scrap to buy some weapons.

As for tactics, I'm just going to get stuck in to the Diggas! "Yer see, da 'oomans are softa dan Orks so if we git inta hand ter hand den we should win." Though Diggas try to be Orky they are really just humans, so they only have Toughness 3 and can get pinned. Having said that, there will be lots of them so the best way to kick them out of the desert that I can think of is to drive at them as quickly as possible, shooting a bit as Da Badskars close, and then charge into hand to hand combat to finish them off. Simple and effective. The only real problem may be the scenario. The Digganob book contains lots of new scenarios for Gorkamorka and some of them can be very nasty for larger, more powerful mobs. I suspect that Da Badskars are going to have the higher mob rating in this game so Gav will probably get the choice of scenario. I'll just have to hope Da Badskars don't find themselves in a tricky spot right from the outset.

At the start of the game I conjure up some fairly abysmal dice rolls to see how many warriors from Da Badskars

GORKAMORKA									
MOB NAME: DA BADSKARS									
MOB RATING: 176									
TEST BOARD: 1 TOOF									
NAME	M	MU	BS	S	T	W	I	A	L
BARKDREG (BOSS)	4	4	4	3	5	2	3	1	8
BOSSKART (SPANNER)	4	3	3	3	4	1	2	1	7
KUDAMEK (SPANNER)	4	3	3	3	4	1	2	1	7
GARDRUB (BOY)	4	3	3	3	4	1	2	1	7
GORSNIK (BOY)	4	3	3	3	4	1	2	1	7
GORSNIK (BOY)	4	3	3	3	4	1	2	1	7
LURUL (VOYD)	4	2	2	3	3	1	2	1	7
SWAGITT (VOYD)	4	2	2	3	3	1	2	1	7
GRANER (SPANNER)	4	3	3	3	4	1	2	1	7
TOTAL PRINTS COST AND EXPERIENCE 12.5 505									
VEHICLE TYPE: TRUCK DRIVER: GARDRUB SPANNER: BOSSKART COST: 2.2									
Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage
1 9 CREW	4 9 WHEEL								
2 9 CREW	5 9 DRIVER								
3 11 ENGINES	4 11 ENGINES								
VEHICLE TYPE: TRUCK DRIVER: GORSNIK SPANNER: KUDAMEK COST: 1.5									
Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage
1 8 CREW	4 8 TRACK								
2 8 CREW	5 8 DRIVER								
3 10 ENGINES	4 10 ENGINE								
VEHICLE TYPE: BIKE DRIVER: GARDRUB SPANNER: GARDRUB COST: 1.0									
Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage
1 9 CREW/DRIVER	4 8 WHEEL/TRACK								
2 8 WHEEL/TRACK	5 8 DRIVER								
3 10 ENGINES	4 10 ENGINES								
VEHICLE TYPE: BIKE DRIVER: GORSNIK SPANNER: GORSNIK COST: 1.0									
Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage	Score Armour Location Damage
1 9 CREW/DRIVER	4 8 WHEEL/TRACK								
2 8 WHEEL/TRACK	5 8 DRIVER								
3 10 ENGINES	4 10 ENGINES								

will turn up for the fight. In the scenario I am allowed to use D3 warriors per vehicle, and I roll a 1, 1 and 1! Things aren't quite as bad as they seem however as Da Badskars have three vehicles in their mob which is more than most mobs of similar size. Anyway I am allowed to choose my three warriors so of course I pick the 'ardest ones in the mob, which makes me feel a little better. With that it's time to get goin'.

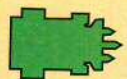
Before this battle Andy added a bike but he was still painting it when we took this photo.





# GORKAMORKA™

## ANDY'S MOB - DA BADSKARS



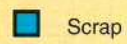
Trukk 'Badkart'  
driven by Gorsnik



Trak 'Gofkart'  
driven by Gargrub



Bike 'Snagakart'  
driven by Gazmek



Scrap



Barkdreg



Bosskart



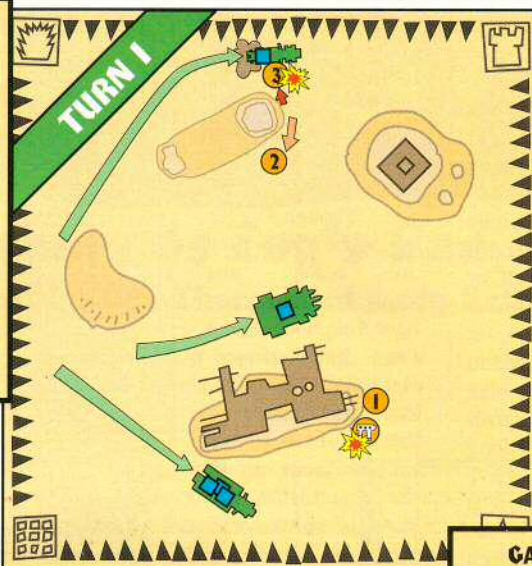
Goffgit

The Badskars were chugging their way across the desert in a merry fashion, heartened by the piles of scrap on their vehicles. The Meks would pay well today! Then a sudden change in the wind direction brought a strange whiff across the desert. Not an Orky smell at all – the smell of Diggas! Ambush!

The Badskars' drivers hit the thrusters and picked their escape routes, splitting up to zoom around the intervening terrain. The bike, Snagakart, had a bit of trouble with some loose sand though, and its clean getaway was marred by a spectacular skid and a dizzying spin.

Da Badskars opened up with their guns, blazing away at the concealed warriors, generally doing more damage to the landscape than to the enemy mob. However, Goffgit took careful aim and the hail of bullets from his six shoota firmly plugged the Digganob in the back, taking him down.

Zog's Bad 'Unz realised quickly that their trap had been sniffed out and moved in on the escaping Orks. Hieronymek the Shaman leapt at the bike screaming past, but misjudged his attack badly and was sent



crashing to the desert floor by a well placed fist. Covering his head with his hands, the Shaman cowered in momentary fear. The other Bad 'Unz desultory fire failed to even scratch the Badskars' vehicles, and things took an even lousier turn when Zogtavius groaned feebly and then passed out for the rest of the battle...

Snagakart again ran into bother, skidding and slipping through the shifting desert sands, while the rest of the Badskars tried to break for it. Gofkart fared no better, its thrusters spinning the truck out of control as the sands shifted beneath its weight. Overcome with sheer exuberance, Bosskart leapt into combat with the scrap hunter, Nazgrub Wurrzag. Hoping

## PINNING

Diggas and Grots are nowhere near as hard as Orks, and an enemy blasting away at them with a shoota or slugga is likely to send them ducking for cover. Grots and Diggas not wounded by a hit are *pinned*. Pinned models can do nothing in their next turn, unless they are within 2" of a friendly unpinned model, in which case they can make a test to recover from pinning at the start of their turn. This means Grot and Diggas mobs can be suppressed by enemy fire, so Orks, who aren't pinned, can try to cut down on their advantage of numbers.

## GAU'S MOB - ZOG'S BAD 'UNZ



Trukk 'Grotsmasha' driven  
by Enogg



Digganob  
Zogtavius



Nazgrub  
Wurrzag



Gazziah



Hieronymek,  
Shaman



Geronimek,  
gunner



Gitruff



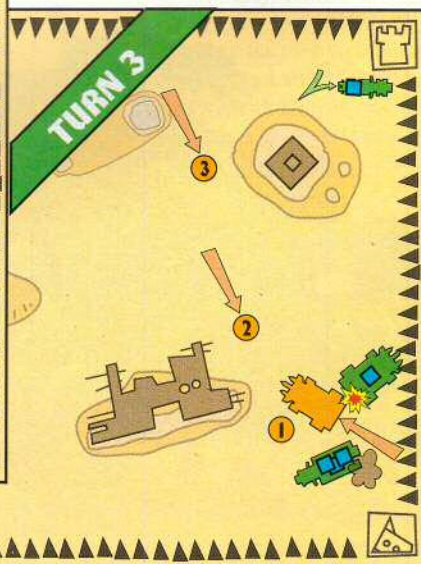
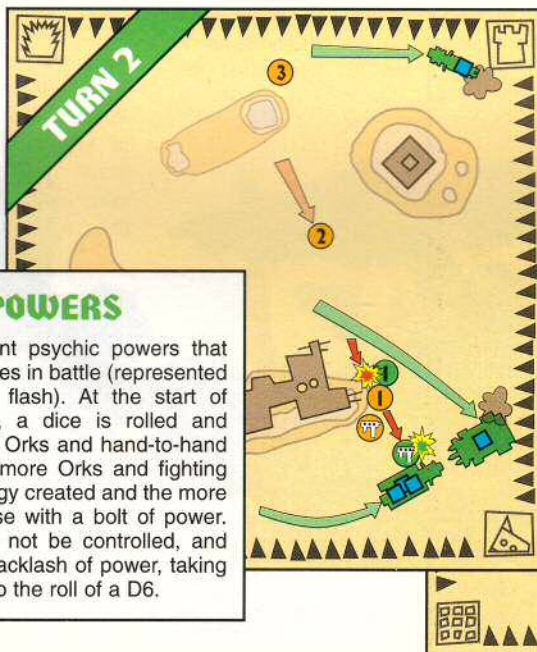
Gorblag

to join in the fun, Barkdreg vaulted over the side of the thrusting trak, but lost his footing and ended up on his face in the sand.

Screaming "Mork! Mork! Mork!", Bosskart launched himself at Nazgrub. With a gruff "My zoggin' scrap!", the scrap hunter brought his choppa round in a hefty uppercut that caught the Badskar dead on the chin. As the Ork fell like a pole-axed sand gulper, the scrap hunter stepped on his neck and brought his axe down in a brutal killing blow.

## WIERDO POWERS

Nazgrub Wurrzag has latent psychic powers that randomly manifest themselves in battle (represented on the maps by a green flash). At the start of Nazgrub's shooting phase, a dice is rolled and compared to the number of Orks and hand-to-hand fights near Wurrzag – the more Orks and fighting nearby, the greater the energy created and the more likely Nazgrub is to let loose with a bolt of power. However, this may or may not be controlled, and Nazgrub always suffers a backlash of power, taking a hit with a Strength equal to the roll of a D6.





Incensed by the thought of a bunch of Morkers escaping with so much scrap, Nazgrub gripped his choppa tightly and charged into Barkdreg. Hieronymmek, the Digga Shaman, cast a glance around to see if the rest of Zog's Bad 'Unz were going to turn up anytime soon, but there was no sign of the trusty Grotsmasha. Shrugging, the Shaman got to his feet and dusted off his fine robes.

As Barkdreg prepared to take on the charging prospector, he saw a startling change come over Nazgrub. Green sparks of energy began flickering around his head and suddenly a wave of raw Orky energy burst from the scrap hunter's eyes. The blast smashed into the Morker Nob's chest, hurling him to the ground. As he shook his head to clear it, he saw Nazgrub's choppa swinging down towards him, claiming another victim.

While the drivers of Snagakart and Gofkart crunched their gears and turned themselves slowly around, Badkart spun out of control! The Badskars were going nowhere fast and nobody could even shoot at the approaching Diggas.

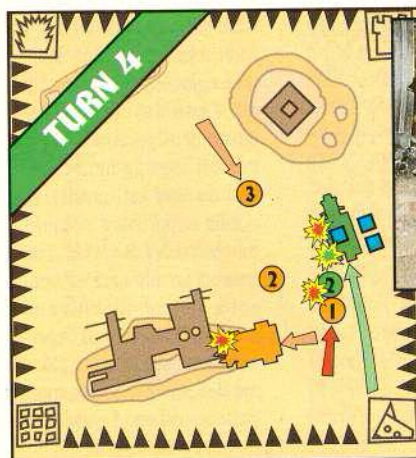
With a roar of engines, Grotsmasha plunged over a dune, the driver aiming for the Orks' trak. Reacting quickly, Gorsnik managed to swerve Badkart aside, but Gargrub was not so fast and Grotsmasha piled into his truck with a scream of tortured metal. Gargrub smashed his head on the steering wheel under the impact, and felt Gofkart lurch

as one of its wheel hubs was buckled. Over on Grotsmasha, Xathug lost his grip and fell to the metal flooring, winding himself.

Overcome by the sheer Orkiness of the situation, Nazgrub's weird powers burst forth again, sending a ball of green energy vomiting from his mouth across the dunes. Shaken but not hurt, Nazgrub staggered for a moment before standing firm once again. The newly arrived Diggas fired their weapons at the Ork vehicles, sending shells ricocheting around in an impressive manner. However, for all the spectacle of it, their fusillade failed to inflict any damage on the harried Orks!

With an insulting gesture, Gazmek gunned his bike into a wheelie and sped off in a cloud of smoke, the Gofkart following shortly after. Having narrowly avoided being rammed himself, Gorsnik pulled his trak round and promptly shunted into the rear of the Grotsmasha, damaging the gas engines on the Diggas' truck. Goffgit flung himself at the Digga crew, but the thrusting truck proved too difficult to grab hold of and he crashed into the desert floor with an audible crack of ribs.

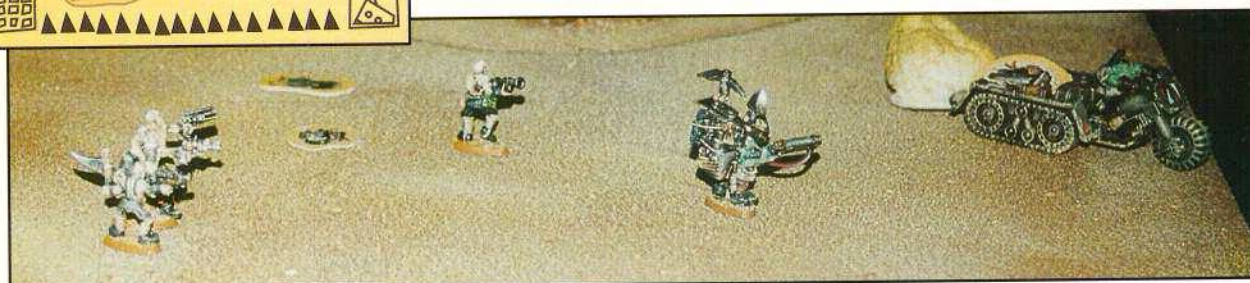
Reduced to using his thrusters, Enogg tried to manoeuvre around the hulk wreckage in front of Grotsmasha. However, his skills proved to be unequal to the task, as he sent the truck hurtling into the debris, trashing the gas engines and immobilising the Diggas' only vehicle! Hungry for more blood,



Unable to manoeuvre the vehicle properly, Enogg sends Grotsmasha skidding into a huge pile of wreckage!

Nazgrub whirled his choppa around its head and charged at Goffgit. As his psychic powers swelled again, he sent a bolt of energy into the Badskars' trak, dislodging one of the piles of scrap and sending it clattering to the ground. Gazziah's blunderbuss belched a cloud of pellets, snapping one of the ropes securing the scrap to the Badkart and sending even more scrap tumbling out of the vehicle! The rest of the Bad 'Unz' fire clanged off the trak's well armoured chassis with no effect. In the savage struggle between Nazgrub and Goffgit, the Morker stood little chance against the enraged scrap hunter, whose bulky choppa cut him down with a flurry of blows.

Gorsnik had one last chance to flee for Mektown, but the Badkart wasn't inclined to co-operate as it spun wildly just as he tried the thrusters a second time. The jubilant Diggas poured a torrent of gunfire into the trak, but to little effect. Finally, Hieronymmek took careful aim at the careening trak with his slugga, placing a shot into the bowels of the vehicles. There was the klunk of a broken strut, followed by a loud sproing and one of the flooring panels gave way, dropping the last of the Orks' scrap onto the desert floor. Preferring not to risk his beloved trak in a clearly outmatched fight with an almost unscathed Diggamob, Gorsnik roared off into the desert leaving the Diggas cheering at their victory!



The whole Diggamob gathers its firepower to blast up the Trak, but only dislodge some scrap!



# GORKAMORKA™



## 'ERE WE GO!

Never say die! In the first couple of turns it looked like the Badskars were going to just roll off the table. However, a couple of bad thrusts slowed them up long enough for my reinforcements to arrive, and that swung things in my favour. I was a bit unfortunate with Grotsmasha getting its gas engines damaged and then thrusting into a piece of hulk wreckage, but in Gorkamorka you learn to live with these things. All in all, the thing that made me most happy was deciding, six months ago, to write the rules that allow you to shoot scrap off vehicles! Taking on the much harder Badskars really paid off in the end, as I'll be getting +7 experience points for each of my warriors. There are a number of scenarios in Digganob that allow a weaker mob to do in a larger mob – if they can pull it off!

Like Ork mobs, Diggas gain advances to their characteristics and skills that give them an edge in certain situations. First off, I had the opportunity to hire Nazgrub permanently, but since he charges 2D6 teef for signing up, I couldn't afford him (I had no teef left at all). As everybody got bonus experience points for taking on the much harder Badskars, all of my warriors gained an advance of some kind. My mob got a variety of skills and increases, most notably Geronimek can now rapid fire with his shoota and Hieronymek can use his special *Duck* Shaman power to avoid bullets and react quickly to charging foes.

Instead of digging in a mine for scrap, the Diggas search through their deep tunnels for ancient technology. This works in a similar way to mining, each able-bodied warrior generates D3 teef of income and I also get D6 teef per scrap counter. However, Nazzgrub may wander off with some of my scrap. I roll a D6 for each scrap counter, but I don't score any 1's, so Nazgrub keeps his thievin' hands to

himself. In addition, Hieronymek can perform a ceremony of searching, which will net me another 2D6 teef if he can pass a Leadership test. Unfortunately he fails, and after making the appropriate rolls and taking off booze, grub and ammo costs, I'm left with 12 teef. I'll think about how to spend that later...

As well as general bits and pieces of junk which the Diggas sell to the Meks, the searchers may also find some Archeotek – working guns, hand-to-hand weapons, armour or special 'gizmos'. This is a straight D6 roll based upon the number of models searching and whether you have a Shaman. I need to score a 4 or more, and I roll a 5. Rolling on the table, I find the mob has dug up an ancient hand-to-hand weapon. I won't know exactly what it does until I use it – it could end up blowing the warrior to pieces, or be really good at cutting up people, I just don't know! I decided to give it to Gazziah. He has to get close to the enemy with his blunderbuss and is likely to get into close combat.

# PAINTING MY DIGGAMOB

**A stage-by-stage guide by new White Dwarf'er Graham Davey, showing that it really doesn't take much effort to paint up your Diggamob for their first scrap.**

## I. PREPARATION AND BASECOATING

First things first, I work out my mob roster. After all, you only need to paint the warriors you have in your mob!

I usually paint in batches of around five models at a time, and finish painting one colour on all five models before moving on to the next colour. This way, by the time I come back to the first model, the paint will be dry. It also means that any colour I mix up will look the same on all the models. I have chosen five of the Digga-Boyz and Digga-Yoofs from my mob, saving more detailed models like the Digganob for later, once I've had some practice on these simpler ones.

I carefully clean off any mould lines and then glue the models into their bases with superglue. I fill any gaps that remain in the

slottabase, using plasticine or modelling putty, to give a uniform finish to the base.

Next comes the undercoat. The models will end up with mostly light colours – their skin and desert-colour clothes are the biggest areas – so the best colour undercoat is white. A couple of coats makes sure the models are well covered.

I start with the colour that will be used most on the models – in this case, Bronzed Flesh for the skin. I paint quickly – it doesn't matter that colour goes on areas that aren't skin, because I'll simply paint over those bits later.

I use Snakebite Leather to paint the trousers, wristbands, etc. as this is a good 'desert' colour. I try to make sure I don't get any of this paint onto the areas of skin I've already painted. If I do, I'll have to get the Bronzed Flesh out again and paint over my mistakes!

Next comes Chaos Black to paint belts, boots, bits of fur, wooden clubs and anything metal (guns, chains, etc.). I take care not to get black onto bits that need to stay flesh or leather coloured. It's worth taking some time over this stage because mistakes in black are hard to cover up.







### AFTER DA BASH

What went wrong? It all looked so easy before the Digga Trukk entered the board. I thought I was going to win the battle without any problems, but things started to get out of control almost from the beginning of the game.

In the battle I followed my pre-game plan and raced towards the Diggas (and the board edge) to try to give them a good stuffing in hand-to-hand combat before racing off the board edge to win the game in glorious fashion. The first part of the plan went well. The Digga Boss was taken out of action by a well aimed shot from Gofgit and my vehicles were easily running rings around Gav's foot slogging Diggas. It seemed like nothing could go wrong. It was about this time I made my big mistake.

Little did I realise what a thorn in my side this scrap prospector would turn out to be! Nazgrub Wurrzag was incredibly hard in combat and held my entire mob up long enough for the rest of the Diggas to move onto the board and help him out. As the game was nearing its end I became almost obsessed with trying to harm him, which only reinforced his Weirdo Powers as I moved more and more Orks closer to him. When I finally realised that I was outnumbered I tried to get all Da Badskars off the table with their scrap, but even this manoeuvre went sadly awry. There were a couple of turns where Gorsnik and his Trak were left on the board all alone to face the entire Diggamob. With some lucky dice rolls Gav poured shot after shot into the Trak and knocked off all the Scrap counters to win the game. At the end of the game I was tempted to hop Gorsnik off his Trak to pick up the scrap but I had a feeling that he would get shot to pieces if he left his vehicle. So I ran Snagakart off the board as quickly as I could.

Losing the game was not that much of a problem, most of my mob was intact and I had three scrap counters for my efforts (I could see the teef pouring in). Before I worked out how many teef I earned however, I had to roll for three injuries that my warriors had sustained, and that's when things started to go very wrong. Barkdreg lost his left eye and therefore a point of Ballistic Skill, and Bosskart managed to get a head wound from his close combat battering from Nazgrub Wurrzag. That could cause some problems, either Bosskart will be turned into an enraged killing machine with *Frenzy* or he'll become a slobbering dolt subject to *Stupidity*. A double edged injury if ever I saw one. Last, and certainly worst, my hero of the battle Gofgit was found to be dead! Noooo, my best warrior gone, all those skills! I end up with 8 teef to spend replacing Gofgit. Shall I get a Yoof or an Ork? Hmm, I'll have to spend some time considering what I'm going to do next with my mob...

### 3. TEXTURED BITS AND DETAILS

Next I paint the large textured areas, using Bestial Brown for fur and wooden clubs, etc. and Chainmail for guns. I take an oldish brush, dip it into the paint and then wipe it off on a piece of tissue until it is almost dry. Then I lightly draw the brush across the fur, or whatever. The paint slowly builds up on the raised areas, showing off the detail. This useful method is often called 'drybrushing'.



I don't drybrush things like gun butts surrounded by fingers, or smaller details like chains, because paint is bound to brush off onto other bits of the model, surrounding whatever I am trying to paint (ie. the hand holding the gun). I leave these for the next stage...

I paint Chainmail onto all the chains, buckles, knives, gun butts, bullets, etc. but leave some black around the edges and in recesses of these bits, to give the impression of shadow.

### 4. SHADING AND BASING

I mix some Chestnut Wash with about the same amount of water and paint it liberally over the areas of Bronzed Flesh. The wash runs into the creases and folds of the figures to create areas of shade around the muscles and faces (I don't let the wash dry in pools as it will dry blotchy). It doesn't matter if the wash runs onto black or brown areas as it won't show on these dark colours.

Finally, I paint the bases with Snakebite Leather, and my first five warriors are ready to leave their tunnels and make a name for themselves in the deserts of Gorkamorka.

**Digga! Digga! Digga!**



### EXTRA STUFF

After a bit I decided to come back to my Diggas and do a few things to improve them – some work on the skin, as this is the one feature of Diggas that sets them apart from Orks, and some tatoos.

**SKIN:** I mix some Bronzed Flesh and Bleached Bone (thinned down with water, so the paint doesn't build up and dries smoothly). I paint this onto the raised areas of muscle and bone, where the light would naturally fall, and leave recesses and other areas of shadow untouched (the wash acts as a guide because it is already darkest in these places). This emphasises the contours of the skin and make the shadows appear deeper.

**TATOOS:** You can add tatoos or mob markings in any patterns you choose and they are a great way of individualising your mob. I used same design on each warrior to show that they all belong to the same Diggamob.





The Machine is our Lord and our succour. Kneel before his mighty rod. Prostrate yourself before the glory of his power. There is none greater than our Lord. His is the greater place in our hearts. Metal to the bone and in mind. Metal in hand and eye. Our father and master for eternity. Hail the Machine!

*from Incantation Ex Celsius, Magos Galbadeus*

# NECRON ONSLAUGHT

+++by Rick Priestley

File entry Nr.1511997.k: **NECRON LORD**



The Necron Lord is much like the Necron warrior in form. Its armoured shell is made of the same resistant materials, and like the more common warriors, its internal mechanisms remain impenetrable to Imperial technology.

The Necron Lord carries a remarkable weapon, the functioning of which is a matter of pure speculation. It appears to work by drawing energy from the sub-atomic structures around the Necron Lord, causing a drop in temperatures within two or three meters sufficient to kill humans. However, this is probably a side-effect of the weapon's function rather than its primary intent, for the energy drawn in this way is released in an arc of white lightning. The effect is horrendous – living targets literally explode from within, blasted apart by the discharge of their own physical matter. This weapon has been dubbed the Staff of Light.

## Special Rules

Note that unlike Necron Warriors, a Necron Lord does not have to be within 2" of other Necrons to be able shoot.

**Repair or "I'll be back!"** If a Necron Lord loses its final wound and fails its saving throw then it falls to the ground as if destroyed. Do not remove the model but lay it down instead. The Necron Lord takes no part in the game whilst on the ground and cannot be harmed in any way – it's body is just another piece of wreckage littering the battlefield. At the start of each Necron turn roll a dice:

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	4	5	5	3	4	3	10	2+

On a score of 6 the Necron Lord is repaired. It rises to its feet and can immediately move and fight as normal.

On a score of 1 the Necron Lord is beyond repair and it fades away and vanishes. Remove the model permanently.

On a score of 2-5 the Necron Lord remains on the ground. Roll again at the start of the next Necron turn.

**Leadership/Defeat.** Necrons don't take leadership tests – any test they would normally be required to take they automatically pass. A Leadership value of 10 has been allotted as a convenience.

Although leadership is unimportant to Necrons, if the entire force is reduced to 25% or less of its original number at the start of any Necron turn, then the whole army will mysteriously fade and vanish in the same way as Necron casualties – the Necrons are judged to have been driven away and defeated! Necrons which have fallen down but not yet been removed are not counted as part of the remaining force, so a Necron army can be defeated if enough models are knocked down even if they are not permanently destroyed.

**Disruptor Zone.** Enemy technical devices, machines, and constructions which employ electrical or magnetic energy are liable to be affected by the mysterious power of the Necrons. Any enemy model within 6" of a Necron suffers the following penalties.

If a vehicle or dreadnought is within 6" of a Necron at the start of its turn then it must roll a 4+ on a D6 to move that turn. If successful its movement is halved that turn. If unsuccessful it cannot move at all.

Any weapon attempting to shoot suffers a -1 to hit penalty for each Necron within 6". This applies to all weapons, including Tyranid weaponry which relies on biological electro-magnetic fields and is considered comparable to other weapons.

Enemies in hand-to-hand combat against Necrons may not use the Strength of any hand-to-hand weapons they carry when resolving hits, they must use the Strength of the model itself.



**T**he Necrons are machine-warriors constructed to raid and leave behind nothing that would identify them to their enemies. That they have a purpose, a plan, a greater and more sinister purpose, is without doubt. They carry weaponry of a sophisticated and mysterious type, unlike anything known in the Imperium and far in advance of anything even from the Dark Age of Technology.

These rules represent two special kinds of the Necrontyr race or Necrons. The first of these are the Necron Lords – individual Necrons of unusual appearance and power. The second are the Necron Destroyers. These rules enable players to stage Necron raids for Warhammer 40,000 using these latest additions to the new Necron range of models.

## File entry Nc.af1: NECRON DESTROYER

Necron raiding forces are accompanied by numerous machines including swarms of aerial attack vehicles or Destroyers. The Destroyer and its rider appear to be integrated together in such a way that they form a single machine – although this is purely speculative as no Necron Destroyer have been closely observed to date.

The Destroyer mounts a large and powerful version of the weapon carried by Necron Warriors. According to the data recovered by Imperial adepts this most likely uses some kind of Gauss principle – and has been named the Gauss-Cannon.

**Repair.** If the Necron Destroyer is destroyed, the Necron rider repairs in the same way as described for Necron Warriors. If it successfully repairs, the rider emerges from the wreckage as a Necron Warrior armed with a Gauss-Flayer.

**Leadership/Defeat.** No Necrons take leadership tests – the value of 10 allotted to leadership is provided on the off-chance that we will, at some future time, unthinkingly invent some special rule that requires it.

**Disruptor Zone.** Necron Destroyers disrupt enemy shooting, movement and hand-to-hand combat in the same way as described for Necrons.

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	4	4	5	1	2	1	10	2+

The Necron Destroyer is treated as a vehicle and follows all the normal rules for skimmer type vehicles as printed in the Warhammer 40,000 rulebook.

See Datafax printed in this article.

As Necron Destroyers cost less than 100 points they operate in vehicle squadrons. See Dark Millennium for more details.



## File entry Nc.9971129.Rc: NECRON GAUSS-CANNON



Necron Destroyers carry a weapon which the Imperial adepts have dubbed the Gauss-Cannon. Its effect

appears to be the same as the smaller Gauss-Flayers with which Necron Warriors are armed, and it is assumed to utilise the same technology. The closest analogy within the Imperium is the gauss-teleporter principle, by which matter is de-structured and replicated over a distance of up to 0.0/57.3 atto-

parsecs – or nearly 14 circs in an anhydrous orbiting field (taking standard planetary diameter as given).

### Special Rules

**Metal Flayer.** The Gauss-cannon makes little distinction between flesh and solid material such as metal. If it strikes a tank it tends to strip away a small section, and the amount of damage caused depends upon where the weapon hits. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration on either dice then add a further D6 to the penetration score.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
12	36	+1	-	6	D6	-3	2D6+6	Metal Flayer





## File entry Nc.9971202.Icp: STAFF OF LIGHT

This mysterious device can be employed at a distance to wreak destruction upon the Necron Lord's

foes. It can also be used in hand-to-hand fighting. In this instance it causes such a chill to form about it that flesh freezes and limbs snap and fall to the ground.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
6	18	+1	-	5	D3	-2	D6+D3+5	Close combat

*"What is it that drives these things to our shores? What can it be that they are searching for? Is it something we possess or can it be another, more sinister, need – is it us they want?" – Inquisitor Videon*

## File entry Nc.0815.e: NECRON RAIDERS ARMY LIST

### CHARACTERS

**NECRON LORD** ..... 84 pts each  
It is not known whether these Necrons are simply the leaders of Necron raids or whether they serve some more sinister purpose. Known only as Necron Lords, each one carries a devastating Staff of Light, a weapon that is as deadly in close combat as it is at longer ranges.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron Lord	4	4	4	5	5	3	4	3	10

**WEAPONS:** Staff of Light

**ARMOUR:** The Necron Lord appears to be constructed of the same hyper-alloy that the Necron Warriors are made of and has a basic 2+ save on 1D6.

**WARGEAR:** The Necron Lord has no further wargear.

**STRATEGY:** Necron Raiders strike without warning, appearing where once there was nothing, avoiding guards and warning systems. A Necron player always deploys last and always gets the first turn.

### SQUADS

**NECRON WARRIORS** 44 points per model  
Necron Warriors are super-tough robot killing machines of unknown origin, armed with the deadly and equally mysterious Gauss-Flayer gun. Their raids are becoming more and more frequent and they are laying waste to outposts and colonies before disappearing without a trace.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron	4	4	4	4	5	1	2	1	10

**SQUAD:** The squad consists of between 3 and 10 Necron Warriors.

**WEAPONS:** Necron Warriors are armed with a weapon of unknown origin known as a Gauss-Flayer gun.

**ARMOUR:** Necron Warriors appear to be constructed entirely from a super hard hyper-alloy. A Necron Warrior has a basic save of 2+ on 1D6.

**SCARABS** ..... 30 points per model

The Necron Scarab is a small insect like droid that can scuttle across the battlefield at remarkable speed, or use its wings to propel itself over obstacles and terrain. Although it is unarmed, it almost always accompanies the Necron warriors using its close proximity to cause weapons and wargear to fail and to weaken large targets allowing the Necron warriors to move in for the kill.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron	8/16	1	0	3	8	1	2	1	10

**ORGANISATION:** You may include up to two Necron Scarabs for every 5 Necron Warriors in your force. Necron Scarabs do not form units and operate independently on the battlefield.

**WEAPONS:** The Necron Scarab does not have any weaponry.

**ARMOUR** Although only small, the Scarab's tough shell is impervious to almost all weapons. The Scarab has a basic save of 2+ on 1D6.

### SUPPORT

**NECRON DESTROYER** ..... 75 points per model  
Necron Destroyers are a commonly seen supporting large raids made by the mysterious raiding forces of the Necrons. Using an anti-gravity motive device of unknown origin, they hover above the ground, making dangerous attack runs, blasting with deadly Gauss-Cannons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron	4	4	4	4	5	1	2	1	10

**CREW:** One Necron Warrior

**WEAPONS:** Gauss-Cannon

**ARMOUR:** The Necron Warrior is constructed of super hard alloy of unknown origin and gets a basic save of 2+ on 1D6.

#### NECRON RAIDER SELECTION

<b>Characters</b>	50%	Up to half the points value of the army may be chosen from the Characters section of the army list.
<b>Squads</b>	25%+	At least a quarter of your points must be chosen from the Squad section of the army list (more if you want).
<b>Support</b>	50%	Up to half the points value of the army may be chosen from the support section of the army list.



D6		Location	Front	Side/Rear
1-2	Necron Warrior		see below	
3-6	Destroyer		12	12

### D6 Necron Destroyer Damage Table

- The Gauss-Cannon is destroyed and can no longer be used.
- The motive power is damaged – the Necron Destroyer can only travel up to slow speed from now on.
- The controls are damaged making the Necron Destroyer difficult to fly. Roll a D6 at the start of each of the Necron Destroyer's movement phases. On a 4, 5 or 6 the Necron retains control and can move normally. On a 1, 2 or 3 the Necron Destroyer moves out of control for that turn as described in the rules for Skimmers.
- The Necron Destroyer moves out of control and crashes to the ground, where it is destroyed. Anybody under the Necron Destroyer takes a D3 Strength 6 hits with a -2 saving throw modifier.
- The Necron Destroyer plummets straight to the ground and is destroyed. Anybody under the Necron Destroyer takes a D3 Strength 6 hits with a -2 saving throw modifier.
- The Necron Destroyer moves out of control and then explodes spectacularly. Anyone beneath the fireball takes D6 Strength 6 hits with a -4 saving throw.

### Necron Warrior Damage

Roll to determine if the Necron is killed using the normal shooting rules and Necron profile. If the Necron is killed the Necron Destroyer moves out of control, and continues to move out of control until it leaves the table, is destroyed, or until the Necron makes a successful "I'll be Back" roll, in which case he regains control of his vehicle.

## NECRON DESTROYER

### VEHICLE DATA

#### CREW:

One Necron Warrior

#### RAW VALUE:

STRENGTH: 5

DAMAGE: D4

AVE MODIFIER: -5

#### MOVEMENT:

SLOW SPEED: 8"

COMBAT SPEED: 20"

FAST SPEED: 30"

TYPE: SKIMMER

#### WEAPONS

One Gauss-Cannon with a 90° fire arc to the front.



### WEAPON DATA

Weapon	Range		To hit		Sr.	Dam.	Save		Armour		SPECIAL
	Short	Long	Short	Long			Mod.	Pene.			
Gauss-Cannon	0-12	12-36	+1	-	6	D6	-3	2D6+6			Metal Flayer

### +++ANALYSIS ALPHA+++ INSUFFICIENT DATA...

Program CP-12: Magos Statisticos Prentice

'Blessed are the facts, for they are my meat and drink.'

Probably 25.054 standard deviation +/- faction 15

Motivation Analysis: They come in search of the time that has gone.

Tarot Matrix:

Mankind falls at the hand of his father.

Insufficient data at this time – further investigation necessary. Dispatch force '6' to gather information. All records to be psyfaxed to Inquisition point Sanctuary. All transmitters to be unburdened of this life.

+++Their Number is Legion+++Their number is Legion+++

POINTS COST: 75 Points





# Massacre at Sanctuary 101

In this month's Warhammer 40,000 battle report, White Dwarf's very own Ian Strickland and Markus Trenkner battle it out. The Sisters of Battle fight a desperate rearguard action to hold back the unstoppable tide of the Necron Raiders. This special scenario is by Rick Priestley.

+++Psygnostic Trace

Alpha+++Searching+++Searching+++Searching

Sister at Watch report 210897. M41. The Hour of Durelias. It is my duty to report that at exactly 3 Zero 5 of the Hour of Durelias, the Light of the Astronomican was extinguished in Sanctuary 101. 4 hours of prayer followed upon the alarm but there was only darkness. The Choir stood down at 8 Double-Zero. End Report.

+++Searching+++Searching+++Searching+++Data Not Found+++Data Not Found+++Data Not Found+++Data Not

On the outskirts of the galaxy lies the tiny outpost of Sanctuary 101. Though the planet is barren and lifeless it is not uninhabited. Many centuries ago the Sisterhood of the Emperor Deified built a small community here. Today Sanctuary 101 is home to those of the Order of our Martyred Lady who seek to redeem the sins of mankind by means of rigorous prayer, self-denial, and ritual mortification of the flesh. The harsh mistress of Sanctuary 101 is Sister Purity. A strict disciplinarian and demanding leader, she is also the most devout and holy of living Sisters. She is adored and respected by the Sisterhood, and Sanctuary 101 is regarded as a place of great holiness.

## THE SCENARIO

Massacre at Sanctuary 101 is a scenario between a small force of Sisters of Battle and a substantial number of Necron Raiders. The objective of the Necron Raiders is to destroy the defenders before their Astropath has time to send a warning beacon to the Imperium. The objective of the Sisters of Battle is to delay the Necrons long enough to send this beacon.

## SETTING THE TABLE

Sister Purity has led her small force of Battle Sisters to an old abandoned ruin. As well as ruins there are numerous rocks, gullies and places to defend. She hopes to hold the Necron Raiders here whilst the Sanctuary's Astropath attempts to relay a psychic message beacon, warning the Imperium of the Necron attack. The Astropath is not represented on the table – it is assumed that this individual is back in the Sisterhood's fortress some distance away.

## THE FORCES

The Sisterhood can choose any of the Adeptus Sororitas characters, troops or support from the Sisters of Battle army list. Sanctuary 101 is a strictly female Reclusium so only female squads, characters and female controlled support weapons from the Sisters of Battle army list can be used. The player may choose 1,000 points. We decided to allow 25% support instead of the usual 15% because the force is a highly defensive one.

The Necrons can choose 2,000 points of troops from the lists in WD 217/8.

## DEPLOYING THE SIDES

The Sisters of Battle deploy first anywhere within their half of the table. Any squad may set up hidden and any squad or vehicle can be set up in overwatch.

The Necrons move onto the table in their first turn. They enter along the opposite edge to the Sisterhood. Measure the Necrons' movement in the first turn from the table edge.



## WHO GOES FIRST?

The Necrons have the first turn.

## THE WARNING BEACON

At the start of the Sisterhood's turn 2, and at the start of each subsequent Sisterhood turn, roll a dice. If the dice scores a 6 then the Astropath has successfully prepared the psychic beacon that will warn the Imperium of the Necron attack. The beacon is automatically despatched at the end of the following Necron turn unless the Necrons can destroy all remaining Sisters of Battle before that time. This means that the Necrons always get 1 turn to finish off the Sisterhood after a 6 is rolled.

## SISTERS SWORN TO DIE

The Sisterhood will automatically pass any leadership test they are required to take. They will not run from the conflict but will stand and die as necessary.

## HOW LONG DOES THE GAME LAST?

The game lasts until the last Sister is slain or until the Necrons are forced to withdraw under the 25% rule (see WD217).

## WHO WINS?

Normal victory conditions are ignored. Instead the Sisterhood player gains 1 point at the end of each turn that there are Sisters remaining, plus 5 points if the beacon is launched successfully. Total up the points at the end of the game.

1-5 Points	Total Necron Victory!
6-8 Points	Necron Victory
9-11 Points	Sisterhood Victory
12+ Points	Total Sisterhood Victory!

Of course, if the Necrons are forced to withdraw, the result is automatically a Total Sisterhood Victory.

## SPECIAL CHARACTER

**SISTER PURITY – cost 40 points.**

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	5	3	4	2	5	2	9	3+



## TABLE SETUP

When setting up the battlefield for this scenario its a good idea to bear one or two things in mind. The planet is meant to be quite barren and featureless so you could for instance go for a Gorkamorka type table top with sand instead of grass. The planet is devoid of all vegetation as well so don't bother with any trees, just use as many rocks and craters as you can. The wall sections from the Warhammer 40,000 boxed game is perfect cover for this scenario, the more the better. Why not combine two sets of wall sections together from two sets of Warhammer 40,000? Alternatively you might want to use a Firebase, Bastion or the new Battle Bunker terrain models. You might want to use the Ruined Shrine from WD 212 as this will fit in well with the Sisters of Battle theme for the scenario.

Remember that only one half of the battlefield needs to be covered in terrain, the half where the Necrons come onto the board is barren and featureless. This means that even a relatively small amount of terrain suddenly becomes very important to the defending side, to make full use of that you've got!





Markus Trenkner

## NECRON RAIDERS

**Markus:** The scenario Ian and I are going to play tells the story of a Necron Raid on a defended position. We are going to set up the terrain in a way that reflects the fact that the Sisters of Sanctuary 101 will have chosen their defensive positions carefully: my Necron

Raiders will have to assault the Sisterhood over open ground. This, and the fact that the selection of troop types available to the Necrons is very limited, makes the army selection very straight forward for me.

Firstly I pick a Necron Lord as leader for my raiding force (not that they would need one, thanks to them being machines and ignoring all Leadership based tests). As there are no options for the Necron Lord, this is very straight forward and so I move swiftly on...

Next I want a lot of normal Necron Warriors for the main assault – having a lot of troops when you expect a lot of casualties is a very obvious tactic. I do expect a lot of casualties, as I will have to stage an attack without any cover whatsoever! I start with six squads of five Necron Warriors each and one squad of three, to act as a bodyguard (or in this case – machineguard) for my Necron Lord.

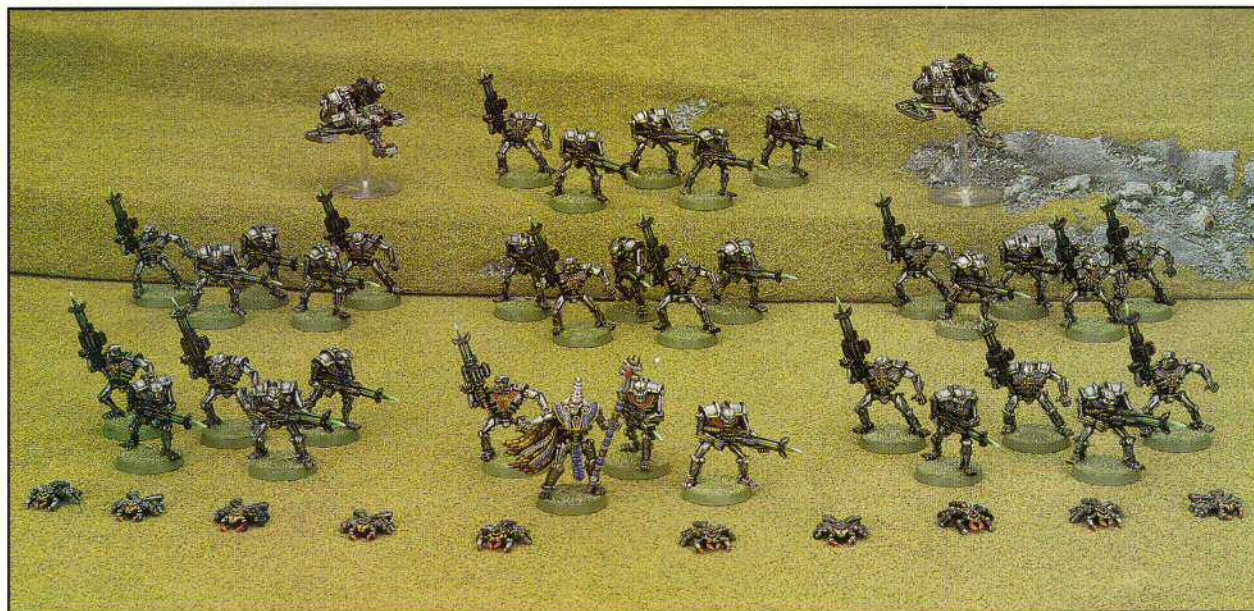
Taking thirty-three Necron Warriors allows me to include up to twelve Scarabs in the force (the Necron army list allows two per five Necron Warriors). Scarabs are an excellent tool to drive your opponent mad (although Ian's slightly unhinged already!), as all models suffer a -1 to hit modifier on all shooting for every Scarab within 6". Having a screen of Scarabs in front of your Necron force means a lot less incoming fire, as more shots miss. Also, their Toughness of 8 makes them very hard to kill (it is actually impossible to kill them with a bolter!), so they should have an easy time just sitting around the Battle Sisters and annoying them good and proper.

To spearhead the attack I pick ten Scarabs, which leaves me



with enough points to include two Necron Destroyers in the raiding force. Necron Destroyers carry a massive Gauss-Cannon and are able to fly around the battlefield like any normal skimmer. The Destroyers should be able to deal with vehicles and tough character models the Sisterhood are liable to throw at me.

That's it: A Necron Lord, 33 Necron Warriors, 10 Scarabs and 2 Necron Destroyers. 1986 points ready to bring terror and death upon the forces of the Imperium!







Ian Strickland  
(A.K.A. Mutie Boy)

## THE SISTERS OF BATTLE

**Ian:** So, I have to face the full onslaught of the dreaded Necrons with only half the points. However I do have the superb Adeptus Sororitas Battle Sister and Seraphim squads. I'm not bothered that I'm deprived of any mad, religious types of the male persuasion!

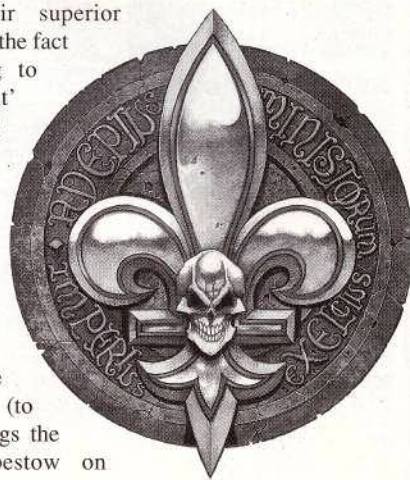
Reminding myself that most great commanders have to rely on limited forces at their disposal, I peel back the pages of that ancient, forbidden tome known as Codex: Sisters of Battle, and begin to muster my forces.

First on the Characters section shopping list is Sister Purity, a souped-up Veteran Sister Superior with +1 Attacks and +1 Wounds who functions as the army commander. She should prove to be a useful warrior in close combat. As is usually my custom when choosing an army, I start with the squads so that I could get a core force and then build around it with characters and support units. Naturally my first choice is to have two Battle Sister squads, Squad Sanctoras and Squad Sistina to hold my (mainly defensive) battle line, which will be the ruined cathedral where my troops have chosen to make their final stand. I decide to arm Squad Sanctorus with a multi-melta and flamer combination. The multi-melta will provide the squad with some hard hitting firepower, and I choose the flamer because it definitely fits the feel of the army to have the Sisters cleanse the enemy in the righteous fires of retribution! I arm Squad Sistina with a heavy flamer and a melita-gun, as its short range and high Strength makes it an excellent defensive weapon.

Next I pick a Seraphim squad, Squad Angelica, who will use their jump packs to move around and harass the steel monstrosities. They can throw their krak grenades, and use their deadly skill of being able to fire both their twin bolt pistols or hand flamers at the same time, to really hammer the robots. I decide to arm both the Battle Sister squads with krak grenades, but in the end the squad armed with the multi-melta has to relinquish its supply (amidst much howling and cursing) because of a lack of points.

Next up I recruit two Veteran Sister Superiors (Karena for Squad Sanctorus and Iollata for Squad Sistina) and a Veteran Seraphim Superior, Aemillia, to lead my squads, mainly

because of their superior Ballistic Skill and the fact that I am going to need all the 'to hit' rolls I can get! Taking these characters to lead my squads will also give me the added bonus of a +2 modifier to my rolls on the *Sacred Rites* table before the battle (to see which blessings the Emperor will bestow on my forces).



Last things to buy are a Rhino troop carrier, which I plan to speed around the board causing as much damage as possible (Can't kill 'em with guns? Run 'em over in tanks!), and the totally 'must have' Immolator tank with its awesome twin heavy flamers (eat hot flame death, alien scum!) which I hope will keep the enemy at bay for a couple of turns at least, whilst my squads pour firepower into them.

Last of all I have to roll on the *Sacred Rites* table for each of my squads. First I roll a 2 for Seraphim Squad Angelica which is modified to 4 because of my Veteran Seraphim Superior, which gives the squad +1 to its Leadership, a good result although rather spoilt by the fact that the scenario states that my entire force are immune to all break tests and psychology during the battle! Pressing on I roll for the Battle Sister Squad Sistina, which contains the heavy flamer, again using their Veteran Sister's +2 modifier and get a 7, which means that the squad automatically passes all psychology and break tests. Again, sadly useless!

Bowed, but not broken (yet!) I valiantly make my last roll, for Squad Sanctorus, containing the multi-melta, and get an 8 – which means that the squad ignores the normal *Choosing a Target* rules and can shoot at whichever squad or vehicle they choose. Cool! This result will come in really useful, much more so than the others! And with that I close the pages of the musty tome, and the forces of Sister Purity prepare to sell their lives to defeat an unknown foe...





## TURN 1

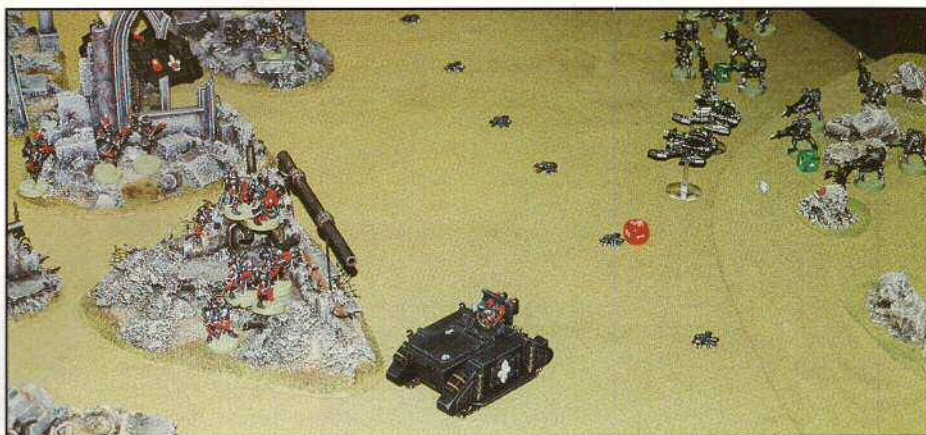
### NECRON RAIDERS

The Battle Sisters had taken their positions in the ruins of an industrial complex and an old cathedral. They expected the Raiders any second and held their weapons ready to fire upon anything that moved. Suddenly the wind fell silent and only a heartbeat later the rays of the orange sun of Sanctuary 101 broke upon a huge number of metallic objects stalking towards them. They seemed to appear out of nowhere.

"Squad Sanctorus, hold your fire, ignore the small droids, engage the metal walkers at maximum range, Squad Sistina and Squad Angelica remain in position," Sister Purity spoke the order calmly into her comm-link, "Concentrate all your fire on one target until it is destroyed." Seconds later the first Necron Warriors came into range and Squad Sanctorus opened fire. A hail of bolter shells struck home with unerring accuracy and exploded against the metallic carapaces of the Necron Warriors, but to the Sisters' disbelief none of the mechanoids went down – they simply marched on. Several of the insect-like Scarabs came flying down and landed just in front of the ruined cathedral.

Moments later a hissing roar interrupted the staccato bolter fire, as Sister Elana from Squad Sanctorus fired her multi-melta at the advancing Raiders. One of the mechanoids was engulfed in a fireball and went down, the first visible effect the Battle Sisters' weaponry was having on the Necron Warriors.

Squad Sistina and Angelica remained hidden in their positions, while the Immolator and the Rhino started their engines – their



*The Immolator moves into position to purge the Necrons with the flames of purity.*

orders were to mercilessly attack the advancing Necrons and hopefully cause confusion, if something like that was at all possible amongst those mechanoid monstrosities.

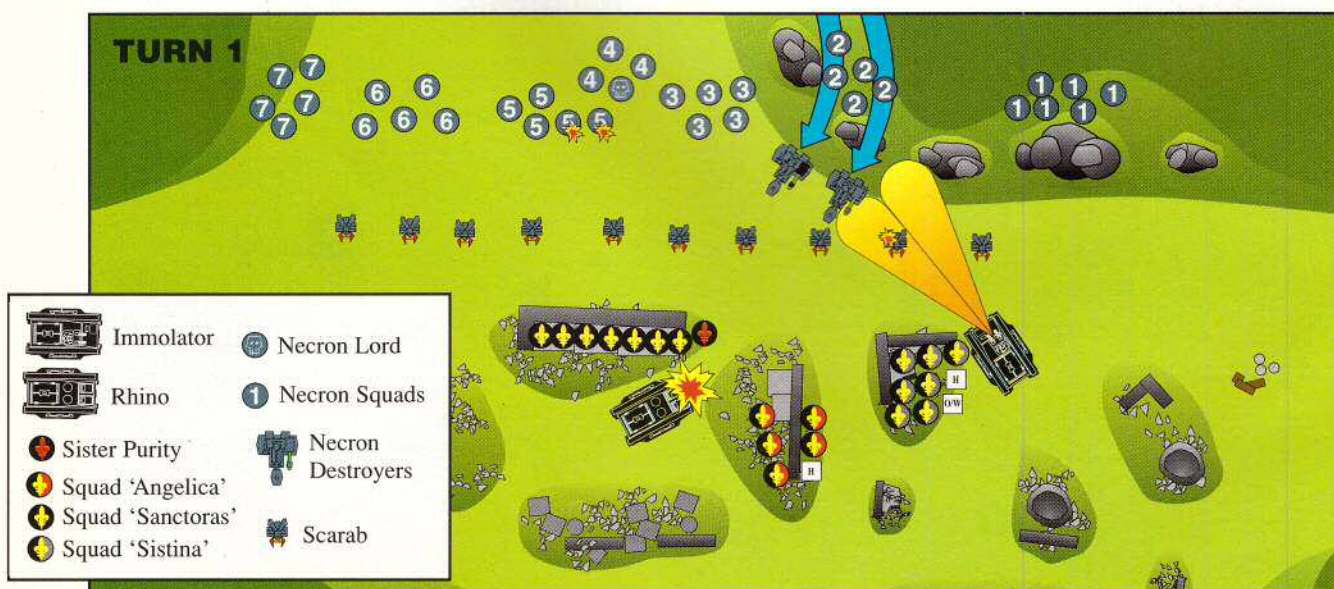
The Necron Destroyers came out of nowhere. Swooping down over the battlefield, one of them immediately opened fire on the Rhino. With deadly precision the Rhino's bolters were hit and exploded, causing ammunition in the hull to detonate, killing the Sister driving the vehicle.

### SISTERS OF BATTLE

The Battle Sisters were outraged by the sudden Necron onslaught and poured bolter fire into the advancing mechanoids – still to no effect, despite several visible impacts. Even Sister Superior Karena from Squad Sanctorus was unable to inflict any damage, despite scoring a direct hit on one of the Necron Destroyers. Only Sister Elana with her multi-melta managed to down another Necron Warrior, leaving behind only a molten slag of metal.

Then the Immolator rumbled into action. Unfortunately the crew misjudged the range of their heavy flamer and the sprouting flames didn't come close to the Necron Warriors. However, one Scarab was set on fire.

## TURN 1





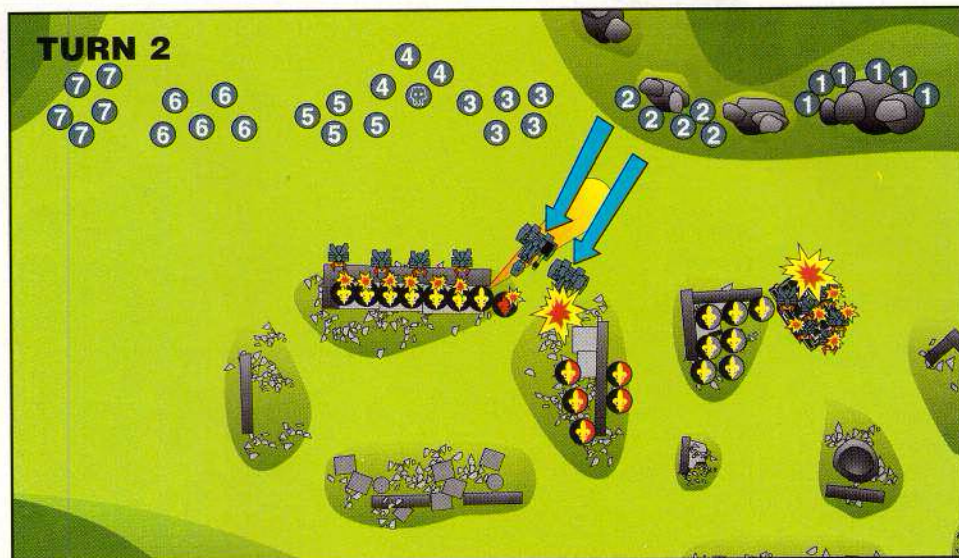
## TURN 2

### NECRON RAIDERS

The Battle Sisters offered up a prayer to the Emperor as they saw one of the two downed Necron Warriors simply vanish, while the other one stood up again and rejoined the steady Necron advance!

Furthermore, the Necrons were swift to react to the potential danger of the Immolator on the right flank. Six Scarabs swooped down onto the tank's hull and started to eat away its armour plating with frightening speed. When the Necrons opened up on the tank, only minutes later, it blew up as if it was merely a toy. All the Scarabs but the one that was already on fire were destroyed in the explosion – but it was a small price to pay for the easy destruction of the tank.

At the same time Sister Purity observed that one of the Necron squads had started to move down the left in an attempt to outflank her and Squad Sanctorus in their position in the ruined cathedral. Peering out of her cover to watch the Necrons would cost her dearly – a lightning bolt fired by the Necron Lord, who had recognized her as leader of the defence, missed by mere inches. In the space of a heartbeat, Sister Purity heard the high-pitched shriek of the Necron Destroyers' turbines, and took a direct hit from one of their Gauss-Cannons. The hit was randomised between members of Squad Sanctorus and Sister



Purity, who was close enough to benefit from squad coherency. Unfortunately it was Purity who was hit. The Battle Sisters of Squad Sanctorus could only watch in terror as Sister Purity was flayed before their eyes. But their resolve was unshakeable – in the service of their dead commander and the Emperor, they would fight to the death.

And death came quickly.

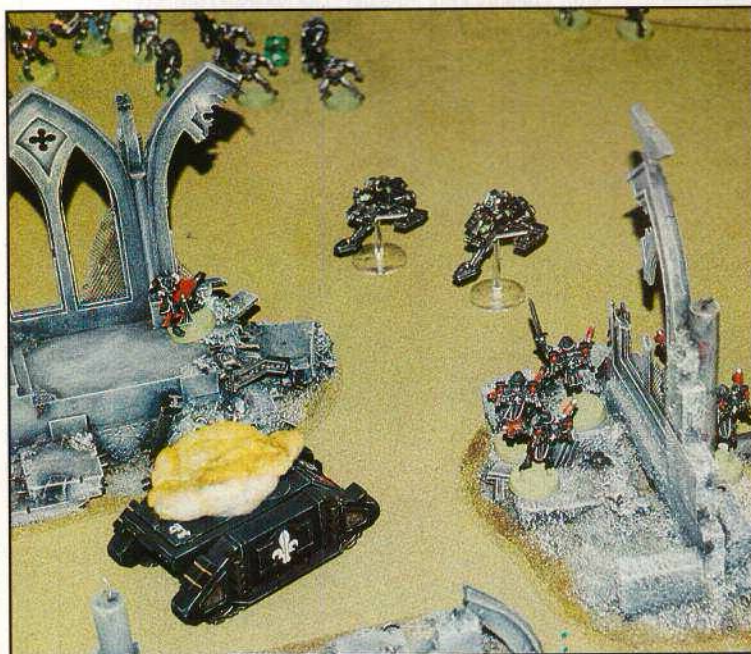
Seconds after Sister Purity's horrifying end, four Necron Warrior squads that had been advancing steadily, along with the second Necron Destroyer, opened up on the Battle Sisters' position in the ruined cathedral. The hissing noise of the Gauss-Flayer guns mingled with the dying screams of the brave Battle Sisters. Within moments Sister Sledge, clutching her smoking flamer, realised she was the only woman in the cathedral alive.

### SISTERS OF BATTLE

The Warning Beacon hadn't been dispatched so the combat went on. Despite the death and terror that surrounded her, Sister Sledge leapt back into the attack. She brought her flamer to bear on one of the hovering Destroyers and squeezed the trigger, but the burning chemicals had no effect on the flying machine.

On the far flank, Squad Sistina gave up their hidden position and started to pour bolter fire into the advancing Necron ranks and one of the Necron Destroyers, but all the explosive shells just bounced off the Necron Warriors' armour. Only the Sister carrying the melta-gun proved lucky and finally destroyed the already burning Scarab.

Squad Angelica, defending the centre of the battle line, proved more successful in stemming the mechanoid tide. Four of them were in positions to throw krak grenades at one of the Necron Destroyers and amazingly all of them hit. The Skimmer's mechanisms were damaged and, more importantly, the Necron pilot was blown apart and the vehicle veered off, uncontrolled.



One of the Destroyers is hit by a hail of krak grenades from Squad Angelica.



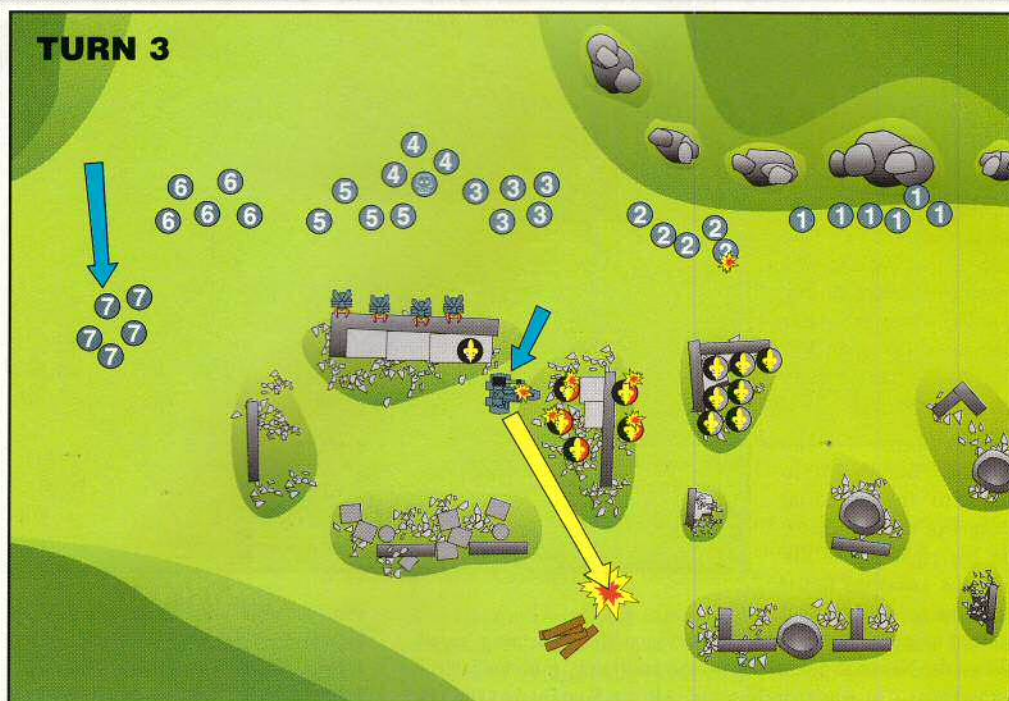
### TURN 3

#### NECRON RAIDERS

Out of control, one of the Necron Destroyers smashed straight into the smoking Rhino wreck and both vehicles disappeared in a giant fireball. The second Necron Destroyer slowed down and turned on the obviously dangerous Seraphim squad, flaying one of them with its massive Gauss-Cannon. Two Necron Warrior

squads also turned their attention to the Seraphim and opened fire. All but one of the elite Battle Sisters vanished in the Gauss-Flayer cross-fire.

On the left flank, two Necron squads broke into a jerking, mechanical run. Obviously they no longer considered the single remaining Sister from Squad Sancturus as any kind of threat. Still, two Necron Warrior squads and the Necron Lord with his Staff of Light advanced on Sister Sledge, and poured an enormous amount of fire into her position amidst the ruined cathedral. The Battle Sister dropped down just in time, as large chunks of her cover started to disintegrate. Several rays from Gauss-Flayers even struck her power armour, but didn't penetrate. Sister Sledge was unharmed.



On the right flank, the Necrons continued their steady advance and started to fire on Squad Sistina, that had given away its position by firing at the Necrons earlier. Being in a defensive position, the Sisters were well in cover by the time the Necrons shot back, and none of them were hit.

#### SISTERS OF BATTLE

The Warning Beacon still hadn't been dispatched (much to Ian's consternation!). The surviving Necron Destroyer was now between the last of the Seraphim and Sister Sledge, the only survivor of Squad Sancturus. Before Sister Sledge could bring her flamer to bare, the Seraphim pelted the alien craft with a deadly krak grenade. The Necron Destroyer careered out

of control and smashed into the ground. Thick black fumes rose from the turbine exhausts, before the wrecked machine exploded seconds later.

The Battle Sisters from Squad Sistina also struck back; their sustained bolter fire finally downed a mechanoid from one of the several Necron Warrior squads advancing towards them. The squad's melta-gun missed, which was unfortunate as it was the weapon most likely to inflict any damage on the Necrons.



*The last stand of Squad Angelica, with the resolute Sister Sledge looking on.*



## TURN 4

### NECRON RAIDERS

Suddenly there was movement amidst the sea of fire that still engulfed the crashed Necron Destroyer. And then, to the disbelief of the Battle Sisters, the Necron Warrior who had piloted the machine came walking out of the fire, its red, glowing eyes scanning its surroundings. Its gaze fixed on Sister Michaela of Squad Sistina in the ruined industrial complex, then it started running towards her.

The Necron squads on the far left flank kept running as well, ready to swamp the ruined cathedral (which was by now only defended by one Battle Sister). The rest of the Necron army continued its steady advance and opened fire on squad Sistina, the last Seraphim and Sister Sledge. The Sisters of Squad Sistina were still in good cover and sustained no losses from the Gauss-Flayers, but the last remaining Seraphim died a horrible death in the rays of the Necron weapons. Although several squads, including the Necron Lord himself were now firing on Sister Sledge in the ruined cathedral, somehow she survived again. In a silent prayer she thanked the Emperor for her seemingly impenetrable power armour!

### SISTERS OF BATTLE

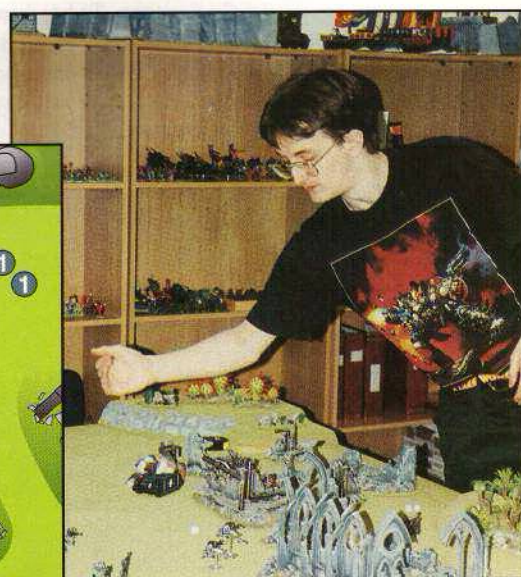
The situation was getting desperate, the Warning Beacon still hadn't been dispatched. Waiting until the hostile fire died down, Sister Sledge took a deep breath and jumped up to fire her flamer at the nearest squad of Necrons, which was



*The Necrons now turn their full attentions to Squad Sistina.*

frighteningly close. Two of the metal monstrosities were engulfed by flames but didn't seem to suffer any damage. Despairing, Sister Sledge ducked back into cover.

Squad Sistina didn't fare much better; three Sisters fired on the Necron pilot who was running towards their position, but the presence of several Scarabs disturbed the firing mechanisms of their weapons and all of their shots went astray. Two more Sisters with bolters and the Sister with the melta-gun suffered the same misfortune – their weapons seemed to go haywire and they couldn't hit any of the advancing Necrons. The only weapon that didn't seem to be affected was the heavy flamer, which promptly downed one of the mechanoids, leaving only a smouldering wreck.



*Ian desperately tries to find some dice that roll sixes so he can get the Warning Beacon to go off!*



## TURN 5

### NECRON RAIDERS

Still unharmed, the Necron Pilot now charged Sister Michaela of Squad Sistina. The Necron squads that were slowly advancing on the position kept moving and firing, killing two more of the Battle Sisters. The situation grew more and more desperate, and it didn't look like any of the brave Battle Sisters would see another day.

On the far left flank the Necrons also continued their relentless advance. The squad furthest to the left had rounded the cathedral by now and opened fire on Sister Sledge from behind, but still she escaped injury. The Necrons right in front of the ruined cathedral were also firing at her, this time at close range – but almost miraculously, none of the deadly Gauss rays were on target. Still cowering down between large chunks of stone and metal, Sister Sledge awaited the next onslaught – this time from the Necron Lord himself and his accompanying squad of Necron Warriors. But again all of their shots went astray or bounced off her power armour.

In the ruined industrial complex on the right, the struggle between Sister Michaela and the charging Necron pilot was brief and one-sided; the human warrior stood no chance against the merciless onslaught of the machine. Disposing of the broken body, the mechanoid stormed into the next unfortunate Battle Sister.

### SISTERS OF BATTLE

By this stage in the battle the beacon still hadn't been dispatched. Ian knew that if he could hold out for one more turn things could still go in his favour.

Back in the cathedral, the shooting seemed to die down for a moment. Sister Sledge used the opportunity to jump up again, finding herself almost face to face with some of the advancing Necrons. She squeezed her flamer's trigger and engulfed four of the steel monsters in a deadly firestorm. To her dismay none of the warriors showed any damage, and the skeletal steel constructions were coming closer and closer.

In the ruined industrial complex, the bolter fire of Squad Sistina was still disrupted by the presence of several Scarabs



*"Why can't I kill Sister Sledge?" Markus rolls low! (Again!)*

just beyond the ruins. Again, it was only the Sister with a heavy flamer that actually hit any targets, but although one of the Necron Warriors was set on fire, they all carried on advancing.

The Necron pilot still seemed unstoppable, killing the second Battle Sister in close combat and following up into the Sister with the heavy flamer.

It appeared the struggle would be over soon.

## TURN 6

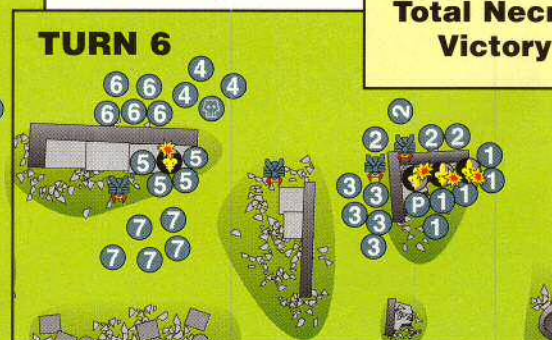
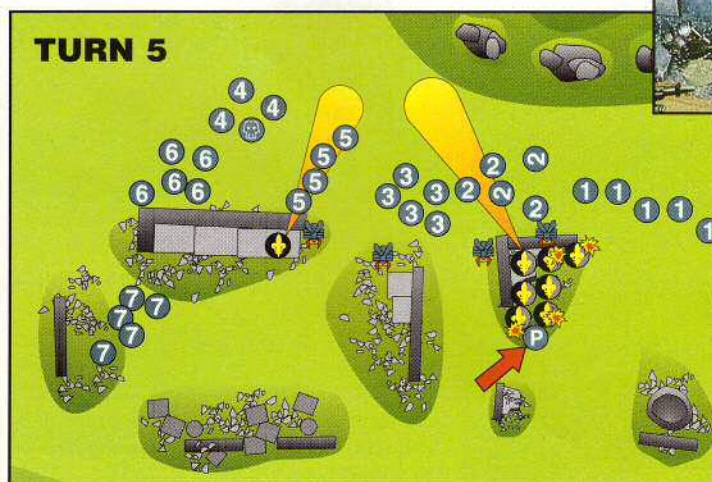
### NECRON RAIDERS

Most of the Necron squads were now in range to engage the last human warriors in close combat. The struggle in the industrial ruins was brief and bloody, as the defensive position was swamped with Necron Warriors. All of the brave daughters of the Emperor perished and weren't able to better a single Necron Warrior in hand to hand combat.

In the ruined cathedral, Sister Sledge was the last living being on the battlefield. She saw how easily her fellow Sisters on the far flank of the now shattered battle line were overcome by the inhuman, steel monstrosities. Then the first Necron Warrior closed in on her. Embracing death with no fear, a prayer on her lips and her gun blazing, the last thing she saw was a pair of red glowing eyes.



**Final Result**  
**5 VPS**  
**Total Necron**  
**Victory**





## EXTERMINATE!

**Markus:** Hmmm... This battle left me very thoughtful. Although I managed to completely annihilate the Sisters of Battle, I think it actually took me longer than it should have. There is one main reason for this: my initial movement. During the first two turns it looked like the battle would be a walkover and everything would be over by turn 4. But I made one very simple mistake: I didn't send any troops running down the right flank, like I did on the left one. To make things worse, I had a lot more luck with my shooting on the left hand flank, so all the opposition was wiped out before my flanking force came into action (not taking into account the single flamer-armed Sister that refused to die – but she was only a nuisance and didn't have any effect on the outcome of the game).

If I had sent a similar flanking force down the right I would have been able to engage the Sisters in close combat much earlier than I actually did. As close combat turned out to be far more effective than shooting at troops in hard cover, the game would probably have been over a turn or two quicker! I know, I know – I should have realised right from the start that close combat is far more effective than shooting at troops in cover, but I had no experience with the Necrons whatsoever, and didn't really know what to expect in this game.

In a way, the Sisters doomed themselves when they shot down the second Necron Destroyer. The Necron Warrior piloting the machine self-repaired and found itself behind enemy lines, all on his own. Being isolated, it was unable to use its Gauss-Flayer until it rejoined a unit, but in every other respect could fight normally, so I decided to charge it straight into Squad Sistina. When it dispatched the first Battle Sister so easily, I realized the Necrons' potential as close combat killing machines. They have a Weapon Skill of four, which makes them superior to many 'normal' troop types of other races. But even if they lose a close combat, their opponent can only use their own strength, not that of any close combat weapons. And with a Toughness of 5 and a 2+ armour save it becomes very difficult to kill a Necron Warrior in close combat!

My army hardly sustained any damage. The length of the game was a direct result of the fact that I didn't send my troops in fast enough, especially on the left flank, as I've said. The only losses I suffered were six Scarabs (okay, maybe it was over the top to pile six of them on one tank, but I wanted to be one hundred percent sure of destroying it), the two Necron Destroyers and a couple of Necron Warriors. In total only one Necron pilot and one Necron Warrior vanished completely, two others repaired themselves and two were down at the end of the game. The Necron Destroyers were an unfortunate loss, but they had done their share of destruction: they destroyed the Rhino (which could have been more lethal to my army than any gun if it had started running over my Initiative 2 Necrons), killed one of the Seraphim Sisters and Sister Purity herself!

All in all I enjoyed the game, and the fact that Ian knew beforehand that his whole army was going to die made him very relaxed, because all that counted was how dearly the Sisters of Battle would sell their lives. He (they) certainly did a good job, especially the accursed Sister Sledge, although her survival was down to my ridiculously bad dice rolling when it came to hitting her, and Ian's "I am personally protected by the Emperor" armour saves!



*Hasta la vista, baby.*

Necrons certainly are rock hard and I'm looking forward to collecting my own force and playing more games with them. Necrons look great, they cost a lot of points so you don't need a huge army, and they have a strikingly simple colour scheme – what more could you want?

## DAMNATION!

**Ian:** Boy that was so close, if only I had survived for another turn and the beacon had gone off (6 VPs), I could have won. Its not as if my troops failed in their duty (especially Sister Sledge, who valiantly defended the ruined temple right up until the very last turn – a true heroine of the Imperium). I just couldn't roll a six!

As with all battles where the enemy happens to be a new race I was faced with a bit of an unknown quantity when choosing my army, and in retrospect I think it would have been wiser to have taken a third Battle Sister squad and armed every squad with krak grenades, rather than take the more expensive Seraphim who remained static for the entire game – taking assault troops was an odd choice in a game where I would be playing a defensive role.

The guidelines of the scenario we were playing allowed me to spend 25% of my points on vehicles instead of the usual 15% for Ministorum forces, and after Graham Davey pointed out that Necrons had an Initiative value of only 2 I decided that I would try to weaken the Necron advance by crushing as many of the alien scum under my tank tracks as possible!

Alas, it was not to be, as Markus swiftly despatched the Rhino with his skimmers and the Immolator was engulfed by a swarm of those totally hideous Scarabs! Tank commanders watch out!

My main successes during the game were taking out the Necron Destroyers and managing to hold out until the sixth turn! Unfortunately the Warning Beacon didn't go off, so I still lost the battle. The main body of the Necron forces were really hard to even wound, let alone kill, despite a hail of bolter fire from the Sisters (I needed 5s to wound and then they had a 3+ save!). The flamer weapons which are so characterful of Ministorum forces were just as ineffective against the Necron's Toughness of 5.

All in all, my small band of righteous fanatics were possibly too few and ill-equipped to deal any effective damage against the superior numbers and technology of their mysterious foes, but for now I'll take heart in the knowledge that I'll have my revenge, sometime, in the future, far from now, maybe...





“ For too long have I slumbered! For too long have I dreamed! Now I awaken, and such nightmares will I unfold before you! Nightmares of war and death and chaos such as you cannot begin to imagine! Cover your eyes mortals, hide where you will, but be sure of this.....

I will find you, for there can be no escape from my tortured visions! ”



# WARHAMMER

## A TALE OF FOUR GAMERS

By Robin Dews

As we all know, Games Workshop is all about collecting, painting and gaming with armies of Citadel miniatures. However, many if not all of the armies we show in *White Dwarf* and our other books and publications are fully developed armies that have been painted by the Studio 'Eavy Metal team. They're jolly nice display armies and not really meant for playing battles with. So, what we needed was real gamer's armies...

When you or I start out in the hobby, or start collecting a new army, we put it together over a period of time. We buy some models here and there, or more likely start with one of the armies from the Warhammer, Epic 40,000 or Warhammer 40,000 boxed sets.

We test the mettle of that army in the fiery crucible of battle, and depending upon the outcome, scuttle back to the store or Mail Order catalogues for further recruits.

Each week before my 'friendly' weekend game, I would always make a point of painting up a new regiment or war machine with which to terrorise my regular opponent, Phil. He in turn would always turn up with something equally unexpected. This is known in the hobby as the 'escalation theory of wargaming'. Robin thinks... "I'll put paid to that War Wyvern. By next week I'll have two more Great Cannons painted up!" Phil thinks... "He's going to get some more cannons... better get some more Doom Divers!" and so it goes on.

In order to show this process of how real gamers go about collecting, painting and gaming with an army, we got four chaps from around Games Workshop - Roy Barber from GW Trade Sales, Richard

Gunson from the stores, Richard Hobson from GW Mail Order and our very own fat bloke, *White Dwarf* Editor, Paul Sawyer - to put together an army from scratch and tell us how they did it.

The rules of the game were very simple. We would start them off with £50 which they could spend as they liked on any Warhammer Army (we assumed that they had access to a copy of the relevant Armies book.) Over each of the subsequent four months, we would allow them a further £25 (about £6 per week) which they could use to build up their force. Thus over a period of five months they each will have created a new Warhammer army with a value of £150. All they had to do was to make sure that all of the models they'd bought each month were painted up ready for *White Dwarf* and that they reported on any battles and scraps their new army had fought! Easy, eh?

Other than that it was up to them. Over the next four or five issues of *White Dwarf* you'll be able to see these armies develop and grow, watch them battle on the tabletop and follow their fates and fortunes. So that's it from me. Let's introduce the crew and see how they got on with their initial purchases.



BEASTMEN



WOOD ELVES



SKAVEN



BRETONNIANS



# IT'S A BEAST, MAN!

## A Chaos Beastman army by Paul Sawyer

I'd been in my new job as White Dwarf Features Editor for just a few hours and was checking out the essential facilities (coffee machine, how to put my feet on the desk and still use my computer, and, of course, where to get food) when I was blinded by a momentary flash of light. Rubbing my eyes frantically I dared to take another peek to see what had impaired my vision. To my relief it was simply the sunlight glinting playfully off the polished pate of none other than Robin Dews, grinning maniacally as he strode ever closer. Robin cleared his throat. "Fat Bloke," he announced "we've been talking about this great army collecting idea and as you're here you can get involved can't you?" Seeing this as a chance to avoid doing any real work I eagerly agreed...

### DECISIONS, DECISIONS...

I drew up a short list of the armies I liked the look of and mulled them over for a few days. The list included Skaven, Chaos and Bretonnians. I discounted Skaven as they are similar to the greenskins I've collected for years in that they are very, very cheap points-wise and would need loads of models painting. This left deadly Chaos and the valiant Bretonnians – I just couldn't decide. I even asked my daughter, Catherine which she liked but she just wanted to colour in my catalogue. Oh well, daddy would have to be a big boy and make up his own mind! Then, as I despaired of ever

making a choice, Tzeentch took an interest in my paltry little life – the first copies of Warhammer Armies: Realm of Chaos were delivered to Games Workshop.

Excitedly flicking through the pages of the rulebook I knew my choice was made and I hurriedly sold my soul to the Chaos gods (all of them – particularly Slaanesh.). Chaos it was then. My problems didn't end there, however, as there are now three Chaos armies to choose from: Chaos Warriors, Beastmen and Daemons. I didn't mind which army it was to be until I saw a photo of the new Minotaur Lord miniature. This immense beast grabbed me by the lapels, slapped me firmly across the face and bellowed "Weak Human! All will fall before the Children of Chaos! The herdstones will run red with the blood of those who dare to stand against us!" Beastmen it was then.

### NOOOOO! MORE DECISIONS!

The first thing to do was to find out just what was available for the Beastmen. I was collecting a brand new army so there was a limited number of models available to me. The only units I could get my hands on were the metal Beastman Gors or the plastic Beastman Gors, which luckily form the mainstay of the Beastman army. I could get quite a few plastic Beastmen for my money but I really like the metal miniatures with their multitude of poses. This being said, the new Warhammer Regiment boxed sets are fantastic and I hope the chaps produce a Beastman regiment soon. £50 spent solely on Gors wouldn't be a lot of fun to paint so I needed to find a way around this little obstacle. My old pals in Mail Order held the answer (bless 'em!) and so I gave them a call to see if they had any pre-release miniatures.

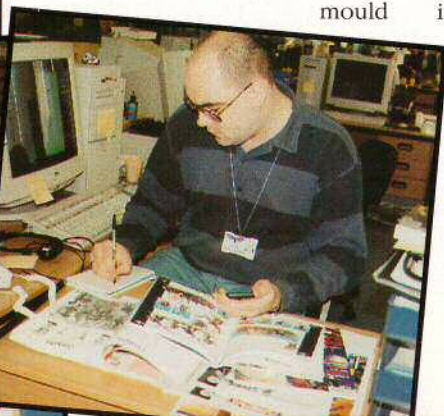
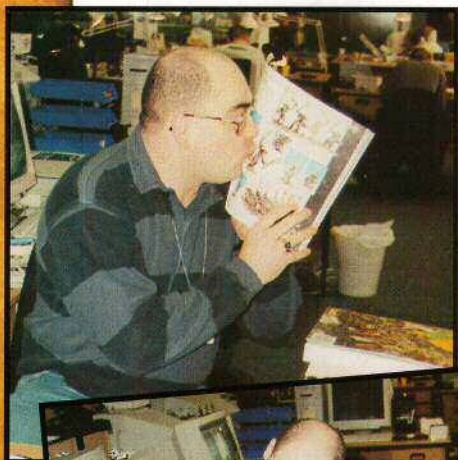
When a new mould is cut for a new miniature, the caster will run a small number of test spins to check the mould is

okay. The by-product is a number of miniatures that Mail Order tell those customers that give them a call all about. The pre-release service is an ace way to get your mitts on new miniatures months, before they are released. I would need to move fast if I was to get hold of any relevant miniatures so I gave them a call. I was in luck, they had just received the new Ungor with spears, the awesome new Beastlord and even the miniature that persuaded me to collect Beastmen – the Minotaur Lord! I hastily checked the Realm of Chaos book and worked out what I would get for my £50.

In my opinion Warhammer regiments should ideally be at least 4 ranks deep to get the maximum rank bonus and always include standard bearers and musicians. Not only is this useful in the game but looks really cool on the battlefield! So, armed with this ethic I started to work out what to get.

I could get my hands on a Beastlord to lead my first retinue and possibly be my army warlord. As the Chaos army is built as a collection of a number of warbands I'd have to be careful not to overdose on character models. The Beastlord is quite an imposing figure and for £6.00 I had to buy him. I'm not too sure about his axe though – a bit girly for me. What he'd need is a REALLY big axe! So after perusing the catalogues for a few minutes I decided on a Dragon Ogre's axe. Yep, that was big enough. Heh! Heh! Heh!

The new Ungor models are excellent and at 4½ points as opposed to the Gors at 10 points they provide a cheaper way to field more units. Luckily Mail Order had just enough spear armed Ungors to create a 19 strong Ungor regiment including standard bearer and musician. This left enough space in the ranks for a Beastman champion which I could convert so he was armed with a spear like the rest of his unit. I bought the Champion model with axe raised above his head and cut off the axe head. I then took the spearhead from an Orc boardboy and pinned it onto the base of the Gor's weapon haft. I'm really pleased with this conversion as it's quite dynamic.





I'd been very careful to leave enough cash for the Minotaur Lord (bless his little horns!). I was a bit disappointed that I couldn't take this monstrous creature as a Warlord but I was happy enough just owning him!

This left me with £1.25 which I could save towards next month's installment (yeah, right). With £1.25 burning a hole in my pocket the only course of action was to pay a visit to the snack shop across the road – cue one large bacon baguette with extra lard!

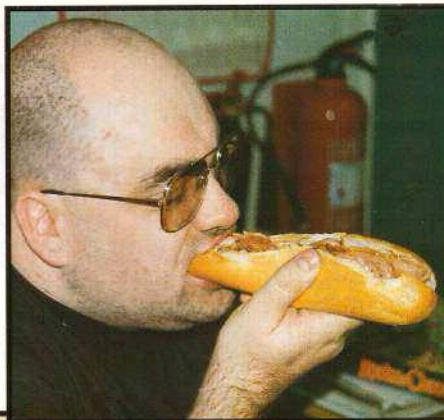
### BLACK! BLACK! THEY TELL ME TO PAINT THEM ALL BLACK!

What colour scheme would I choose? Anything but Goblin Green! I fancied doing something a little different and so plumped for an entirely black colour scheme. I'd only deviate from this for an elite unit of Bestigor which I'd paint white (when I got round to collecting them!). I find it useful to think about a whole armies colour scheme rather than just the regiments.

### WHAT NEXT?

One regiment of Ungor and a Minotaur, albeit a very big Minotaur, is far from a balanced force and I'd need to flesh it out a bit. As far as the arms race goes, I'm definitely falling behind the others as they have a greater selection of plastics to choose from. This means their armies are already looking quite imposing. I seek solace in my principles and decide to stick to metal models. I fully intend my army to look great on the battlefield and I just can't justify to myself that the treacherous, feral, in-fighting Beastmen would all strike the same pose halberds, to the ready. No, that wouldn't do at all.

As for adding to my army I'm torn between taking a unit of Harpies from the Monstrous Host section of the army list to give me a bit of speed and a unit of metal Gor to give the army a bit of staying power. One model I am going to add to the army is a Beastman Shaman, as I can't bear the thought of going to war without any spellcasting ability. Being an inherently chaotic person I'll probably roll a dice to decide what to get on the day!



## WARHAMMER ROSTER SHEET

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
<b>BEASTLORD</b> Heavy armour, double-handed weapon	4	7	6	4	5	4	6	4	9	5+
<b>MINOTAUR LORD</b> Light armour, extra hand weapons	6	7	6	5	5	5	6	5	10	6+
<b>BEASTMAN CHAMPION</b> Spear, shield	4	5	4	4	4	2	4	2	7	6+
<b>19 BEASTMAN UNGOR</b> Spear, shield, unit contains musician and standard	4	3	2	3	4	1	3	1	6	6+



17 Ungor with spears	£21.25
1 Ungor Command Group	£3
1 Beastmen Champion	£3
1 Boarboy spear	£1.50
1 Minotaur Lord	£12
1 Beastlord	£6
1 Dragon Ogre axe	£2
<b>TOTAL COST</b>	<b>£48.75</b>
1 Bacon Baguette	£1.25





# THE HORNED RAT INCARNATE

A Skaven army by Roy Barber



So, where do I start? Well, first off I begin my army from a totally unique position amongst 'the four' – I have absolutely no experience whatsoever with Warhammer! All of my Warhammer experience lies in the savage war-torn universe of the 41st Millennium with my trusty Eldar warhosts, so adapting to sword-wielding, magic-using hordes of troops will truly be a new battlefield experience for me.

Well, here we are with our first fifty smackers to spend on building a Warhammer Army to be proud of, and hopefully one that will also serve to do me justice on the battlefield and crush all-comers underfoot. What a challenge!

To begin with I obviously have to choose my army – I certainly wouldn't get very far otherwise! Scanning my Warhammer rulebooks gave me a dozen or so armies to choose from, each one unique in its own way both in appearance and effect on the battlefield. Hmm – maybe not such an easy choice as I first thought! After a good browse however, I decided to plump for something different to my normal, organised, sleek legions of Eldar troops. So what better army to choose than an army of grubby, smelly, lice-infected rats who spread disease and horror wherever they tread – the Skaven.

Ha, haaaaahh world, here we come!

So, armed with my Warhammer boxed game, my essential Warhammer Armies Skaven book and £50, it's time to choose my first batch of troops...

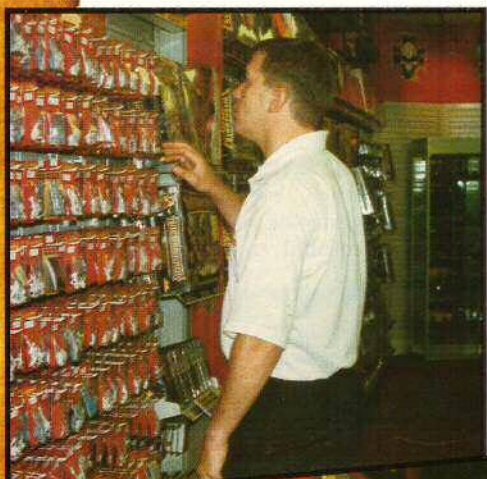
£50 is a good amount to spend on a starting army because it gives you a wide choice of figures, from stacks of blisters to several decent boxed sets. If you take a range of character models it also means you can alter the amount of points that the army is worth very easily. Characters can be left with normal equipment or be given magic items of varying points

value. This enables them to vary in cost from game to game.

I'd be buying my first £50 worth of stuff from the Games Workshop store in Nottingham. For the main bulk of my army I chose 2 boxes of Skaven Clanrats, bolstered by a command group. These would form the backbone of my initial army and spearhead my Skaven assault force with one or two magic items. Next I chose deadly Clan Eshin assassins to skulk amongst the rank and file and leap upon the enemy at crucial moments (when a poisoned dagger in the belly would cause the most disruption). Then I picked a couple of the deadly Clan Skryre Poison Wind Globadiers to add some fearful, close quarters punch to the force, along with a Warp Fire Thrower for a bit of devastating firepower (more nasty tricks to keep up my sleeve, heh, heh, heeehh). Finish this off with a Jezzail to lend some extra support, a pack of rats and my general and my army is more or less ready – and all at bang on fifty quid!

For my general, I chose the Skaven champion model, he would lead my clanrats to give them some bite (excuse the pun), backing him up would be the evil chief assassin and prime agent of Clan Eshin's Lord Sneek himself – Deathmaster Snikch. Although not a mighty warrior or spell wielding sorcerer, I chose him to round out my mysterious, dark army and because I love nothing more than the intrigue of assassins. Opponents had better keep a beady eye open. Ha ha haaa...

Overall, my initial army was picked with variety in mind. I have quite a large core regiment with plenty of punch and a few decent characters in there. Round these characters off with a good selection of magic items





and they might prove to be a potentially lethal force. For support I have chosen a rat swarm and the Jezzail crew who hopefully can sort out any knights or similar cavalry as they charge. Snikch is a shadowy threat with his sneakiness and powerful weapons and should prove to be the bane of enemy characters.

I did want to equip my army with a Grey Seer, but on checking the resulting points value my regiments were way under the 25% minimum value allowed, so out went the Seer until next time! What a wonder!

So, armed with a Games Workshop bag full of Skaven, I set off to my trusty painting table to give the ratmen a first lick of colour and to work my evil plans for the future. No conversions, no major sorcerers, no tricks (yet), just a good, basic, meaty selection to start my foray into the world of Warhammer Fantasy Battle.

Victory here we come! (accompanied by evil, maniacal laughter...)

## WARHAMMER ROSTER SHEET CHILDREN OF THE HORNE RAT

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
<b>DEATHMASTER SNIKCH</b> Three weeping blades, poisoned throwing stars	6	8	6	4	4	3	10	5	9	4+ Dodge
<b>24 CLANRAT WARRIORS</b> Light armour, shield, hand weapon, unit contains musician and standard	5	3	3	3	3	1	4	1	5	5+
<b>1 CHAMPION</b> Light armour, shield and hand weapon	5	4	4	4	3	1	5	2	5	5+
<b>2 POISON WIND GLOBADIERS</b> Hand weapons and poison wind globes	5	3	3	3	3	1	4	1	5	none
<b>WARPFIRE THROWER TEAM</b> Heavy armour, hand weapons and a warp fire thrower	4	3	3	3	3	1	4	1	5	5+
<b>JEZZAIL TEAM</b> Hand weapons and a Jezzail	4	3	3	3	3	1	4	1	5	5+
<b>RAT SWARM</b>	6	3	0	3	2	5	1	5	10	none



2 Skaven box sets	£10
1 Skaven Command Group blister	£4
1 Skaven Champion blister	£3
1 Assassins blister	£5
1 Rat swarm blister	£3
2 Poison wind Globadiers blister	£6
1 Warpfire thrower team blister	£7
1 Jezzail team blister	£6
1 Deathmaster Snikch blister	£6
<b>TOTAL COST</b>	<b>£50</b>





# DEFENDERS OF THE REALM

A Bretonnian army by Richard Gunson

I have to admit, I'm a bit of a Warhammer addict. Over the course of the last eight years I've collected and gamed with most of the Old World's races – from my very first Undead army (see White Dwarf 142 for those of you with long enough memories!), to my latest spawning of Lizardmen. In between I've amassed over six thousand points of Orcs and Goblins and four thousand points of Dark Elves (with which I've won the last seven games straight).

So, when I was approached with the idea of collecting a new army I was determined to go for a force I've never used before. This along with the fact that out of all the Games Workshop figure designers, I really love everything that the Perrys produce, made my

choice an easy one: Bretonnians.

When it came to selecting my army I decided to go for a starting force containing a lot of commoners. I felt that for small skirmishes your average Bretonnian army would consist of fairly lowly troops. This way I can play games immediately, as I would already have a nice balance of troops for smaller battles.

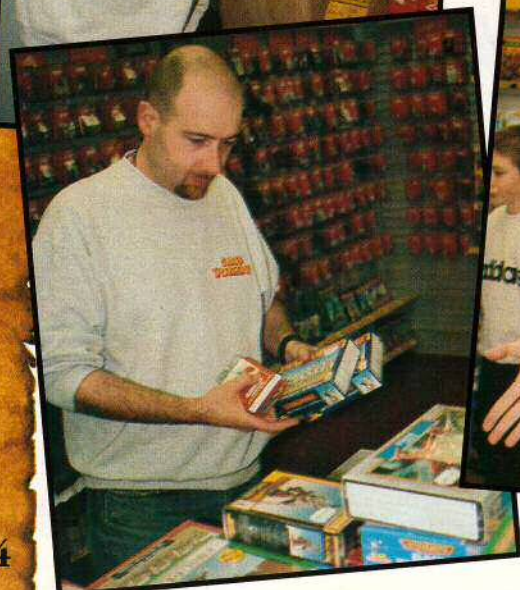
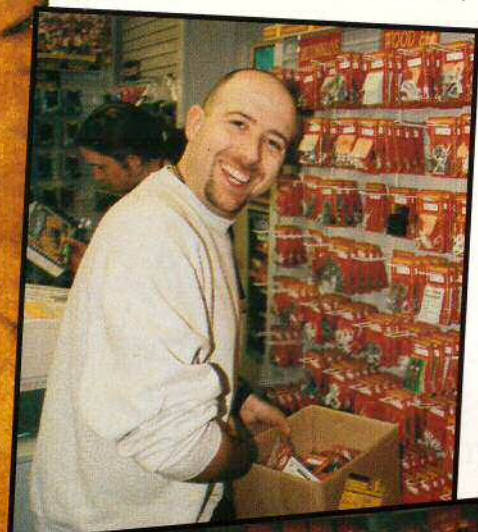
The archers should lend support to the cavalry (bow fire being much more dangerous the smaller the points value of the game). The mounted squires are extremely flexible in this force, being armed both with bows for harassing enemy troops and spears to make them decent in close combat, especially when manoeuvred to hit the enemy in the flanks while the Knights Errant engage to the front. I wanted to make sure I included squires for my knights; although my main motivation is more to do with the fact that the squire models are my favourites in the entire range. Sometime you can just tell when a figure sculptor really enjoyed making a set of miniatures, and this really shines through with Alan Perry's squires (I think I'll enjoy painting them just as much). The foot squires are also on my shopping list for the future. Finally one of the gorgeous sorceress models is included to round out the force with her destructive repertoire of spells. I want to

work towards about three thousand points

of troops, containing a couple of cavalry wedges of about ten knights each and a lot of infantry. I have a vision in my head of how the army should look on the battlefield – skirmishing squires ranging ahead, bastions of archers at the rear, protected by halberdiers, and the units of knights formed into wedges ready to deliver the killer blow.

I haven't put together an army list yet, as this will develop as I play some games and the history of the army grows. What I am looking for is a body of troops flexible enough for me to be able to fiddle around with it from game to game as I learn from my mistakes and get a feeling of what works for me.

The next big choice was where to start. With fifty pounds to blow I wanted to get the maximum I could for my money and, living in London, I knew that Enfield was having a Grand Opening. A quick trip on the tube, and with all the 3 for 2 offers, my fifty quid suddenly multiplied to seventy-eight pounds worth of soldiers. Here's what I got...







## WARHAMMER ROSTER SHEET

### DEFENDER OF THE REALM

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
<b>BRETONNIAN SORCERESS</b> Magic level 1	4	3	3	3	4	1	4	1	7	none
<b>6 KNIGHTS ERRANT</b> Bretonnian Warhorse Heavy armour, shield, barding, Hand weapon, Lance, unit contains musician and standard	4 8	3 3	3 0	3 3	3 3	1 1	3 3	1 1	7 5	2+ -
<b>6 MOUNTED SQUIRES</b> Hand weapons, spears, bows, unit contains musician and standard	4	3	3	3	3	1	3	1	7	6+
<b>12 BOWMEN</b> Hand weapons and bows	4	3	3	3	3	1	3	1	7	none
<b>12 BOWMEN</b> Hand weapons and bows	4	3	3	3	3	1	3	1	7	none

3 Knight Errant blisters	£10.50
1 Knight Errant Champion blister	£3.50
1 Knight Errant standard bearer blister	£3.50
1 Knight Errant musician blister	£3.50
4 Mounted Squires blisters	£12
1 Mounted Squires standard bearer blister	£3
1 Mounted Squires musician blister	£3
2 Bretonnian Archer box sets	£10
5 Bretonnian Archer blisters	£25
1 Bretonnian Sorceress	£4

**TOTAL COST** £78

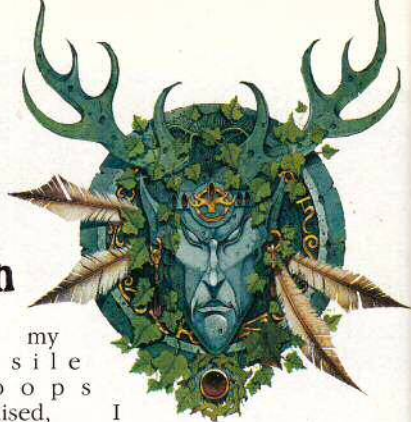
Total paid at a grand opening £50





# THE WATCHER IN THE WOODS

A Wood Elf army by Richard Hobson



It's not often that you are issued a challenge like this. Build an army for £150 over a few months, paint it, play with it and write about it. It all started in October when we were summoned to the Studio to talk about the project. So, first things first – what would I collect? The other guys had chosen their armies and there was already two foul and evil forces hell bent on destruction and domination for their dark masters. I was determined to combat this as a champion of light and goodness (*What a big girl!* -Paul Sawyer). As I already have a large, painted force for all the Warhammer armies and having just finished a 10,000 point Bretonnian army (and never wanting to see another horse in this life time), I opted for an army that I haven't visited for many a year – the deadly Wood Elves.

I decided to work out my army list first and buy and paint around that. This meant that I should have a full 3,000 point army finished and painted in 4 months, for £150. Not bad, eh? The first things down on my list were two big bowman regiments. These would give me a total of 40 longbow shots per

turn and both (if I could position them on a hill) would give me a whopping +4 in close combat (3 ranks and a standard). No one is going to find these easy to break, as they are sure to kill a few troops when charged. My general would accompany one of these units along with my army standard bearer (giving even better bonuses).

On the subject of these two characters, my general carries his full compliment of magic items. The first two I take for every general in every army I field. The *Crown of Command* (unmodified Leadership of 10) means that he and his unit are going to hang around until cut down to a man (or elf), and *Armour of Protection* which gives him two saving throws. His magical weapon would be the *Bow of Loren*. I am expecting these 4 shots a turn to be devastating. The army standard bearer would fight next to him, which is wholly fitting and means that I can re-roll my break tests within 12 inches of the standard, using my general's Leadership. He would carry the *Dread Banner* to make the unit even more deadly. My main wizard would be a Master Mage and her purpose would be to deal with hostile magic. She was equipped with a *Dispel Scroll* and *Skull Staff* (a bargain at just 35 points) and to keep her alive, the *Golden Crown of Altrazar*.

I then decided to take another couple of units of missile troops. These would be Waywatchers and Scouts. Waywatchers are a pain to fight. If you can get them into a wood early in the battle, they are nearly impossible to shift. The Scouts would be used as skirmishers deploying well onto the battlefield and used to harry enemy cavalry. Their champion will have a *Hail of Doom Arrow* just for nuisance value.

With my missile troops

organised, I turned my attention to close combat units. Wood Elves are never going to have the same heavy punch as most other armies. Instead their strengths lie in unusual troop types and devious tactics. The first close combat unit I chose were Wardancers (show me a Wood Elf army without any). These are included to hold up any powerful enemy units or to drive off skirmishers. The Dryads and Treeman are included to provide a distraction to my opponents and because they can do a lot of damage in combat. My two units of fast moving cavalry would be a shock unit of Glade Riders (armed with lances) and 5 Warhawks. These units will be used for front and rear attacks. Neither will pack a big enough punch to defeat a unit on their own but they are fast and can certainly tip the balance in a close fight. Both of these have a low level wizard to give a bit of magical firepower across the battlefield.

My army is designed as a gamer's army. I know that I am by no means going to win Golden Demon so I wanted a force that would give anyone a tough challenge. With this in mind, I picked my first £50 worth, and with money in hand, I set off round the Mail Order racks. My first purchase was three pre-release models. These were the new Wood Elf Mage on foot, Mage on Warhawk and a new Scout. I then picked up two boxes of plastic archers to give some weight to the army and my unit of 6 Wardancers. I got the Treeman because I fancied painting something juicy. So there we have it – my approach to building a force may be more planned out than most folk but I will finish up with a crackin' army (I'm just too organised to be a Troll).





# HERE IS RICHARDS COMPLETE WOOD ELF ARMY LIST (THE GUARDIANS OF THE WOODS)

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes
<b>WOOD ELF GENERAL</b> Shield, hand weapon	5	7	7	4	4	3	9	4	10	4+	<i>Bow of Loren</i> <i>Armour of Protection</i> <i>Crown of Command</i>
<b>MASTER MAGE</b> Hand weapon	5	4	4	4	4	3	8	2	8	3+	<i>Golden Crown of Altrazar,</i> <i>Dispel Magic scroll, Skull staff</i>
<b>BATTLE STANDARD OF ATHEL LOREN</b> Light armour, shield, hand weapon	5	5	5	4	3	1	7	2	8	5+	<i>Dread Banner</i>
<b>WOOD ELF HERO</b> Long bow, shield	5	6	6	4	4	2	8	3	9	4+	<i>Armour of Fortune</i> <i>Bone Blade</i>
<b>MAGE CHAMPION</b> War hawk, hand weapon	5	4	4	4	4	2	7	1	8	6+	<i>Jade Amulet</i> <i>Staff of Flaming Death</i>
<b>MAGE</b> Elven steed, hand weapon	5	4	4	3	4	1	7	1	8	6+	<i>Parrying Blade</i>
<b>17 ARCHERS</b> Hand weapon, long Bow	5	4	4	3	3	1	6	1	8	none	Unit includes musician and standard, <i>Banner of Sorcery</i>
<b>17 ARCHERS</b> Hand weapon, long Bow	5	4	4	3	3	1	6	1	8	none	Unit includes musician and standard, <i>Valourous Standard</i>
<b>5 GLADE RIDERS</b> Shield, light armour, Elven steed, barding, hand weapon, lance	5	4	4	3	3	1	7	1	8	2+	Unit includes standard, <i>Standard of Shielding</i>
<b>5 WARHAWKS RIDERS</b> <b>WARHAWK</b> Shield, light armour, spears	5 2	5 4	4 -	3 3	3 3	1 1	7 5	1 1	8 7	4+	
<b>1 CHAMPION</b> Long bow, hand weapon	5	5	5	4	3	1	7	2	8	none	<i>Hail of Doom Arrow</i>
<b>9 SCOUT</b> Long bow, hand weapon	5	5	5	3	3	1	6	1	8	none	Unit includes musician and standard
<b>6 WARDANCERS</b> Two hand weapons	5	5	5	3	3	1	6	1	8	6+	
<b>6 WAYWATCHERS</b> Long bow, hand weapon	5	5	5	3	3	1	6	1	8	none	
<b>5 DRYADS</b>	5	4	3	4	4	2	4	2	8	5+	
<b>TREEMAN</b>	6	8	3	6	7	6	2	4	9	5+	



# • GOLDEN DEMON •

## WINNERS 1997

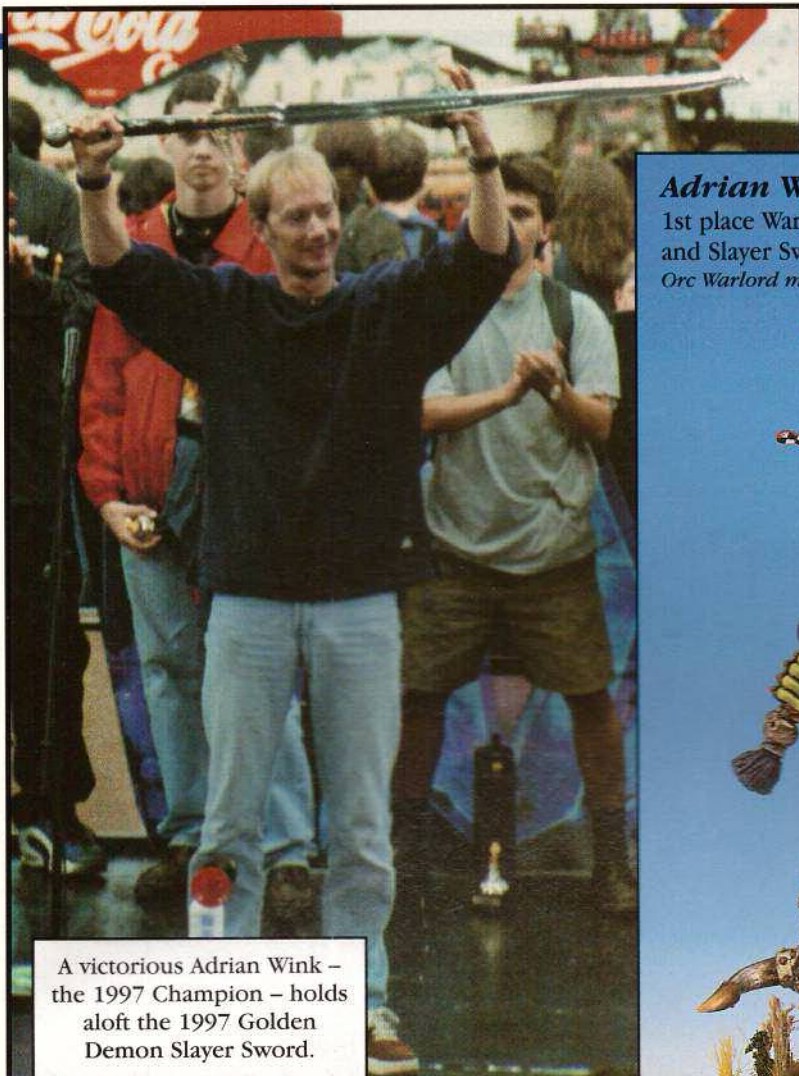
*Golden Demon is Games Workshop's painting competition, held each year as part of Games Day – the premier GW gaming event of the year. Literally thousands and thousands of entries were booked in on the day and placed on display for all to see. It was then up to the judges to somehow pick the winners of each category and choose an overall champion. This was obviously an extremely difficult process, especially when the overall standard of painting and modelling was so high. The next few pages will give you a glimpse of this year's excellent winning entries, but our thanks go to everyone who entered for making it a memorable Golden Demon competition.*



Dave Andrews casts an appreciative eye over some of the entries.







A victorious Adrian Wink – the 1997 Champion – holds aloft the 1997 Golden Demon Slayer Sword.

## Adrian Wink – Overall Champion

1st place Warhammer Single Miniature and Slayer Sword Winner

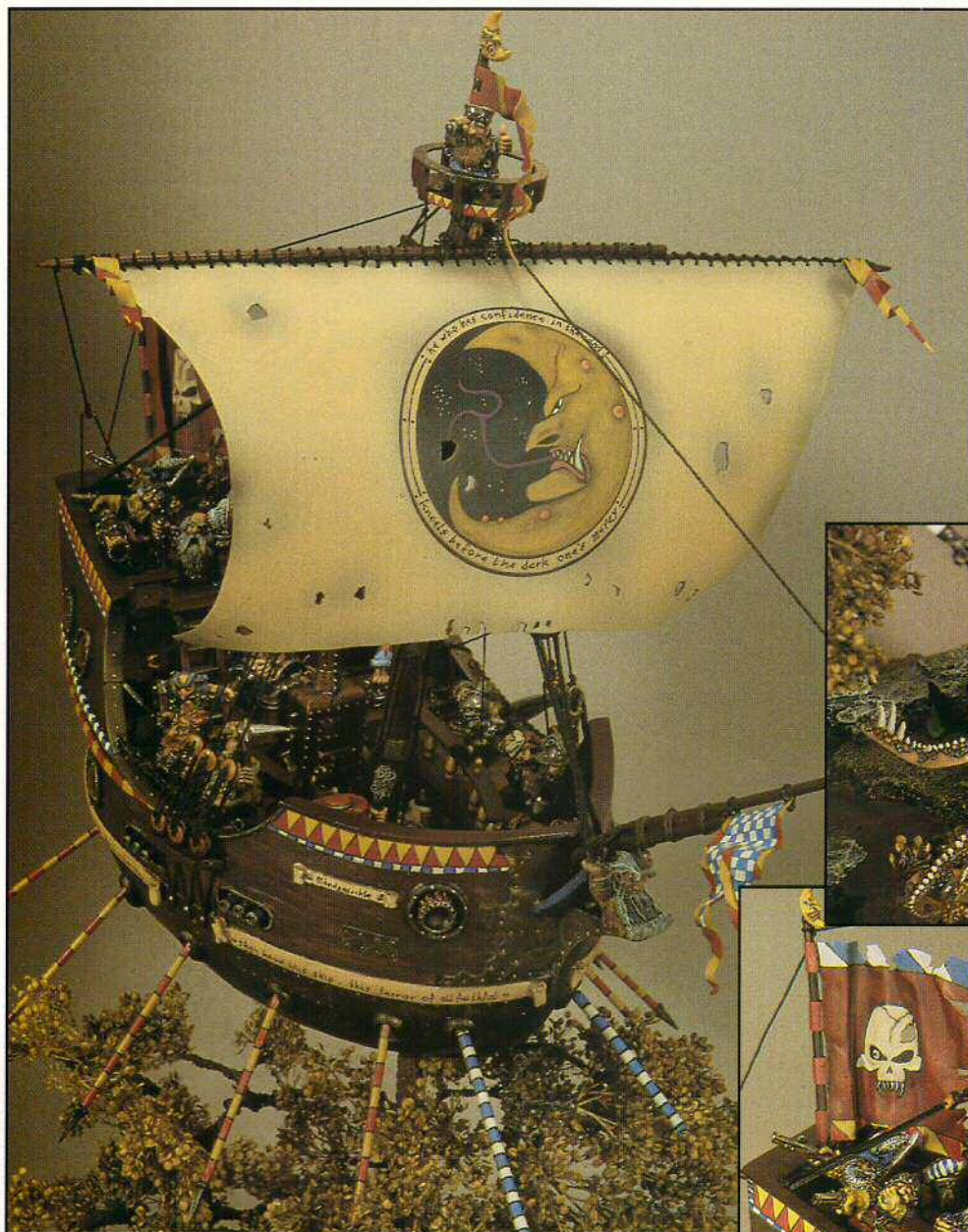
*Orc Warlord mounted on boar*



Adrian is quite obviously a highly skilled painter. For those of you with long memories you may perhaps have seen some of his work featured before in White Dwarf magazine. The exquisite painting and skilled modelling of this Orc Warlord on a boar stunned the judges as soon as they set eyes on it. Look out for more from Adrian in future issues of White Dwarf.



Michael Jacobsen's amazing model was inspired by an early John Blanche painting. Michael has gone to extraordinary lengths to make this model. For a start, the ship itself is entirely scratch built from plywood and stripwood. The sails and flags were made from a cut up beer can (or was that two? Cheers!) rather than paper.



The portholes are a quite ingenious piece of model making. Michael used some plastic shields and cut away the centres leaving just the rims. He then glued on some transparent plastic, cut from blister packs, which was beaten up and bent outwards.



**Michael Jacobsen**  
Open Category Winner  
*Flying Ship*





## Chris Blair

2nd place Warhammer Command Group  
Bretonnian command group

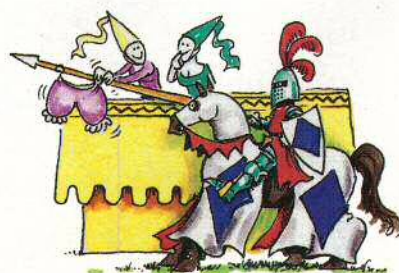


Just take a look at the Knight  
Chris has used as his leader.  
It's easy to see how he came to  
collect this category's top prize!



## Neil Langdown

3rd place Warhammer  
Single miniature  
Elf Ranger





**Neil Langdown**

1st place Warhammer  
Command Group  
*Wardancer command group*



**Karsten Radinski**

3rd place Warhammer  
Command Group  
*Skaven command group*

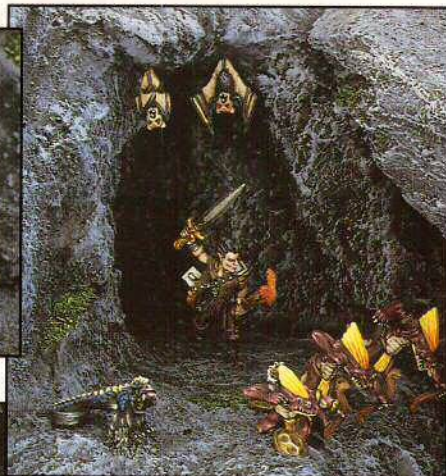




## Mark Leake

### 1st place Battle Scene

*Lizardmen ambush Dark Elf Scouts who are capturing Cold Ones under the Black Spine Mountains*



Mark, ex-Games Workshop 'Eavy Metal painter, is Dark Elf mad and has a sizable army. He's always wanted Dark Elf Scouts, particularly after reading a story in the Warhammer Battle Book about them. Mark decided to make a Battle Scene based on the story and sculpted and converted nearly all the miniatures. It took about two and a half weeks to make in his spare time.



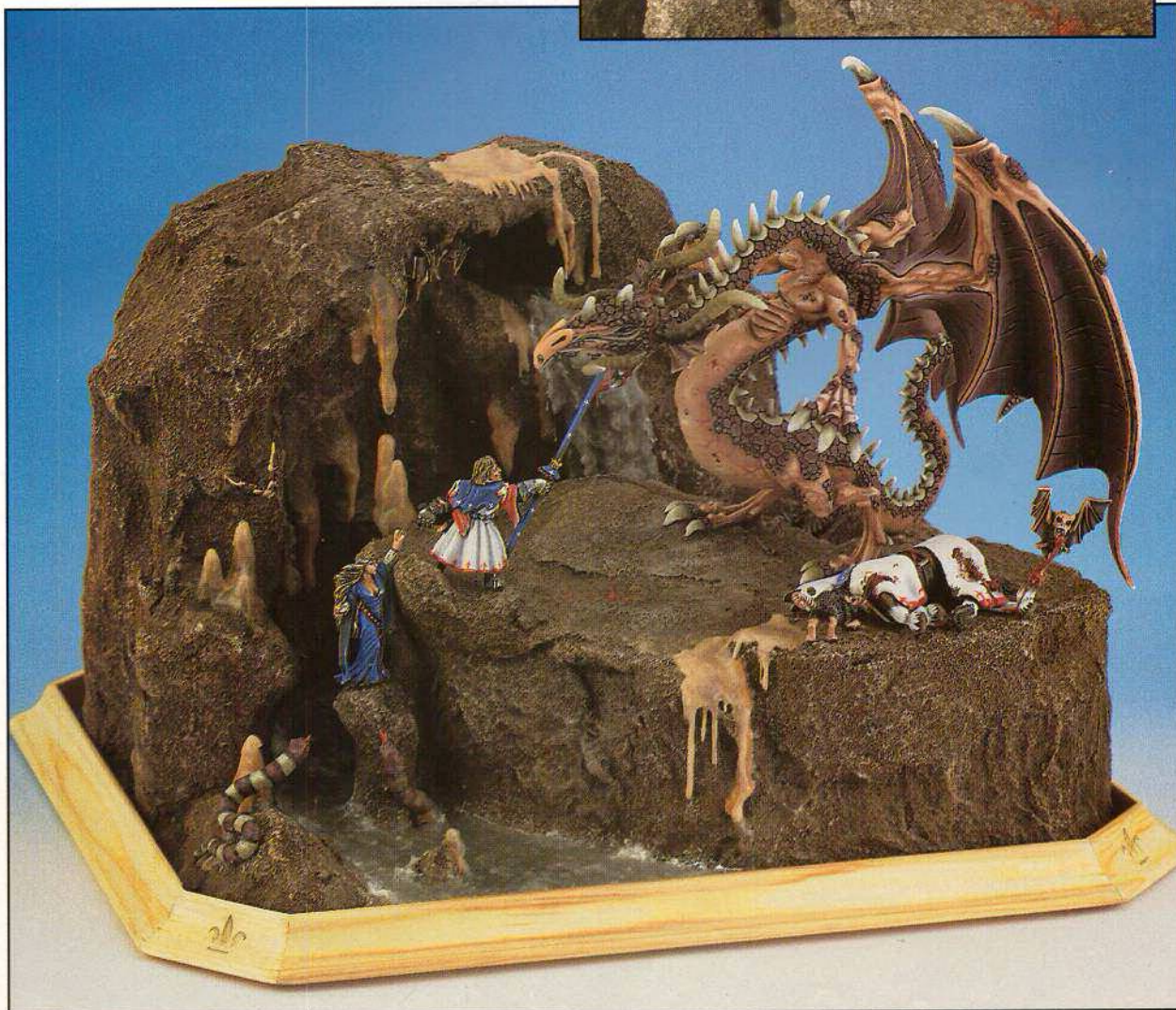


**Cliff Kendall**

2nd place Battle Scene  
'Death of the Dragon'



The river and slime are made from PVA and the rocks themselves are made around a base of 40 empty paint pots!



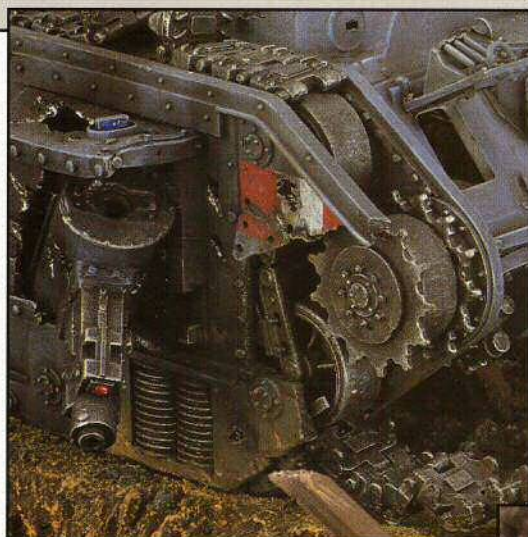


## Kevan Downey

3rd place Battle Scene

*"Stand fast and die like Guardsmen!"*

Mordian Iron Guard and a wrecked Leman Russ



Kevan spent untold hours on this powerful battle scene. As well as the huddle of valiant Mordian Iron Guardsmen, the Leman Russ has been extensively converted. The battle damage is very authentic as Kevan used photographic reference of wrecked tanks from World War II to get the right look.







**Jonas Wideen**

2nd place Warhammer

40,000 Vehicle

Death Company Space Marine

Dreadnought – Nathanor



**Lee Rawcliffe**

3rd place Warhammer 40,000 Vehicle

Falcon Grav-Tank.

Lee's conversion is made from 2 Vyper Jetbikes, parts from a Leman Russ and plasticard





**Anthony Warrington**  
1st place Warhammer 40,000 Squad  
*Space Wolves command squad*



*We've photographed Anthony's Space Wolves away from the exquisite base he has made for them. Just take a look at the detail on each miniature – stunning! Anthony decided he wanted the leader to be Bjorn the Fell banded before he was encased in his ancient Dreadnought armour.*





## Mark Boardley

2nd place Warhammer 40,000 Squad  
Shadow Falcon Terminator squad

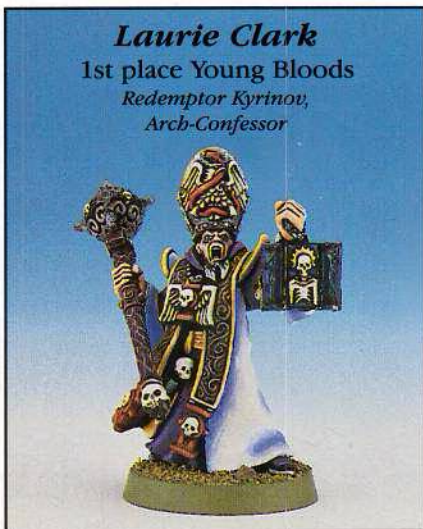
*The Shadow Falcons are a Space Marine Chapter of Mark's own devising*



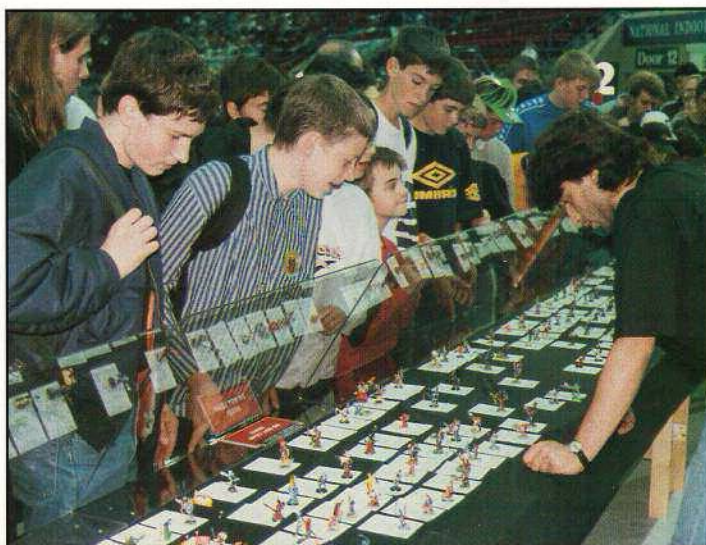
## YOUNG BLOODS COMPETITION 1997

### Laurie Clark

1st place Young Bloods  
Redemptor Kyrinov,  
Arch-Confessor



The popular Young Bloods competition is separate to the rest of Golden Demon and allows the under 14s to show what they can do. Over the last few years entries to the Young Bloods have been restricted to plastic miniatures only, but this year we decided to allow metal miniatures as well. Laurie's is just such an entry, I'm sure we'll be seeing more from him in future Golden Demon competitions.





### John Cook

1st place Epic Battle Force  
Ork army – Gbazgbkull Thraka  
with Gargant support



### Colin Souness

2nd place Epic Battle Force  
Dark Angels Space Marine detachment  
'Laurel Platoon'



Colin's Land Speeders and bikes are all scratch built.

### Hans Peter Earwaker

3rd place Epic Battle Force  
'Heartbreakers' Space Marine detachment

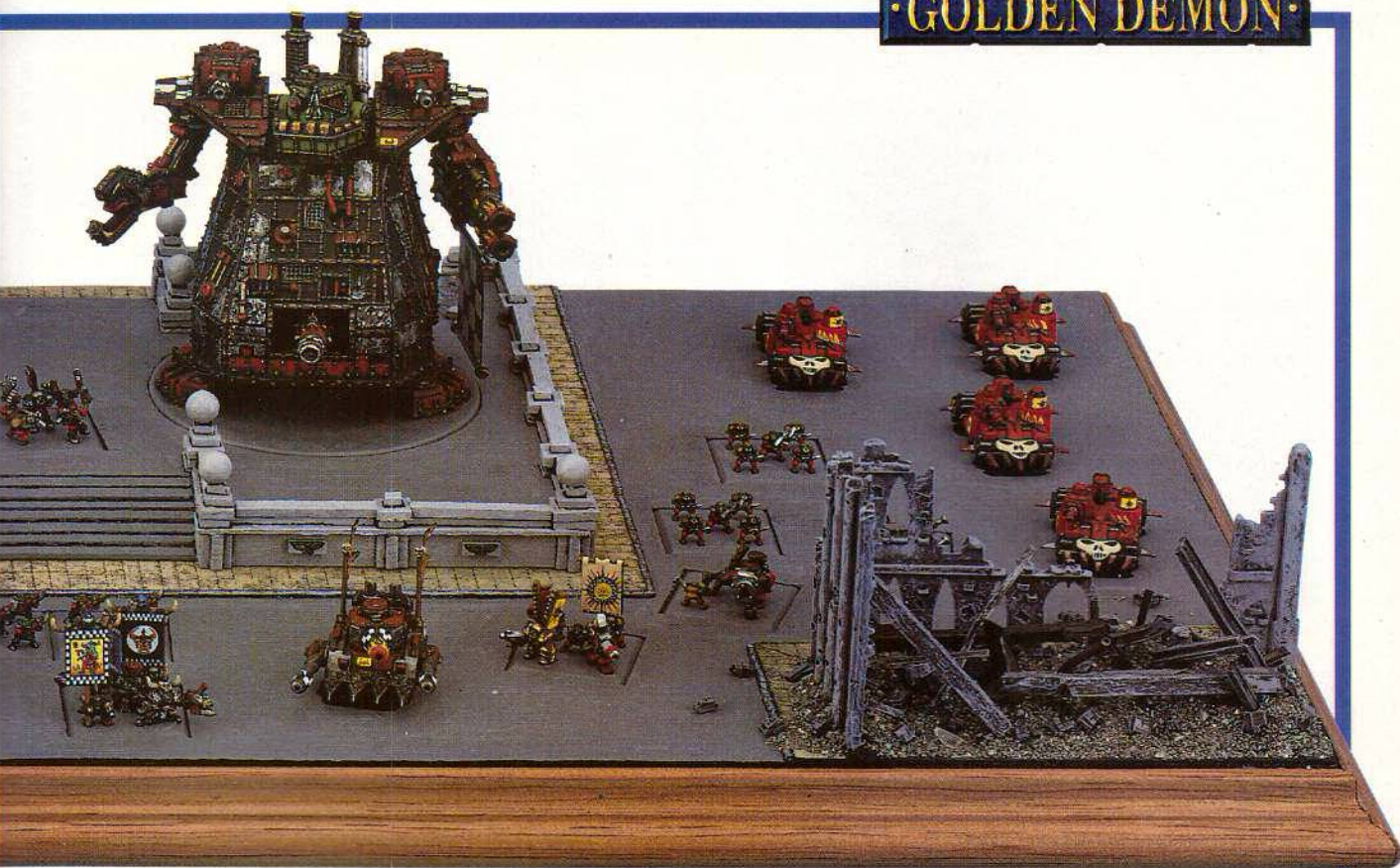


### Neil R Thomason

1st place Epic 40,000 Titan  
Phantom Titan –  
'Autumn of our Days'







**Jonas Wideen**  
2nd place Epic 40,000 Titan  
*Warlock Titan*



**Karsten Radzinski**  
3rd place Epic 40,000 Titan  
*Warlock Titan*





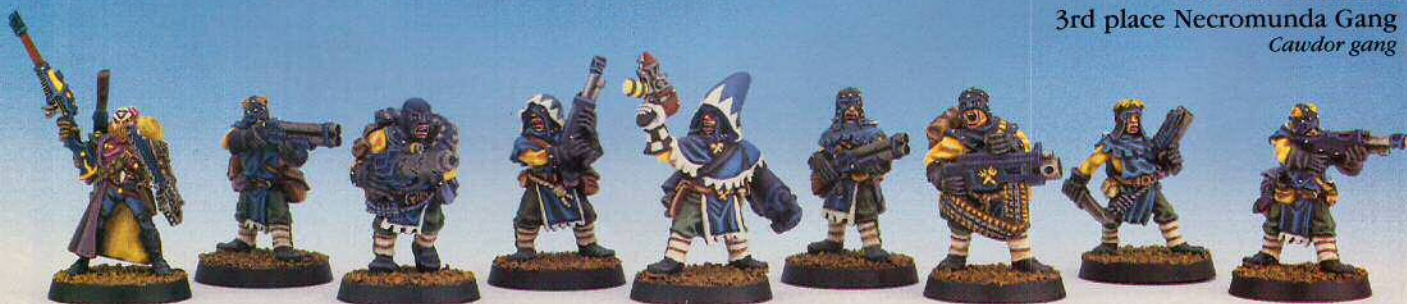
**Mark Harrison**  
1st place Necromunda Gang  
*Van Saar gang*



**Michael Jacobsen**  
2nd place Necromunda Gang  
*Escher gang 'The Mean Babes'*



**Ned Gladdis**  
3rd place Necromunda Gang  
*Cawdor gang*





# CAN YOU AFFORD TO MISS OUT?

**W**e just can't wait to get our hands on the world's most exciting hobby mag each month, can we? You don't need to be told what great value each issue of White Dwarf is – but do you realise the worth of 12 issues? Well, if you take out a White Dwarf subscription now, we'll not only have your copy delivered to your door, ensuring that you get to know what's new in the hobby, as well as articles on army building, painting, etc., but we'll even give you a choice of one of our special deals and save you £2 into the bargain! Well, what are you waiting for – pick up the phone and give Mail Order a call!

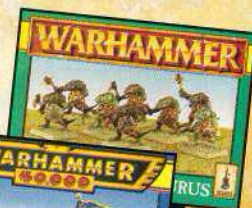
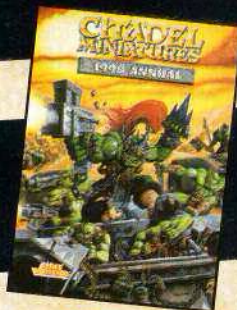
## DEAL 1

Take a one year White Dwarf subscription and get a limited edition White Dwarf T-shirt absolutely FREE!



## DEAL 2

Take a one year White Dwarf subscription and get a 1998 Citadel Annual absolutely FREE!



## DEAL 3

Take a one year White Dwarf subscription and get any ONE £5 Citadel boxed set absolutely FREE!



Subscribe **NOW** by phoning  
**0115-91-40000**

### PRICES

UK & BFPO: £40.00 for 1 year (12 issues)  
Europe: £50.00 for 1 year (12 issues)  
Rest of the World: £80.00 for 1 year (12 issues)

### METHODS OF PAYMENT

You can pay by cheque or postal order, made payable to Games Workshop Ltd. Alternatively, we take Access/Mastercard, Visa, and (in the UK) Switch. If you wish to pay by credit card, please fill in the relevant details on the form below. If you have a credit card, you can place an immediate order by phoning our Mail Order Hotlines – but make sure you have your card with you when you phone.

Save even more by taking out a subscription for 2 years. Contact Mail Order for details of this month's special 2 year offer.



# WHITE DWARF





# MASSACRE AT BIG TOOF RIVER



By Andy Sharman

One of the star attractions of Games Day '97 was the colossal 'Massacre at Big Toof River' display. This massive undertaking depicts the annihilation of a huge Imperial Guard army by the vast horde of Warlord Bullgarg and his Bloody Hand Orks. Thousands of hours of work went into this display, which had Games Workshop staff from across the world contributing to make this one of the most stunning dioramas ever. Andy Sharman tells us all about it...

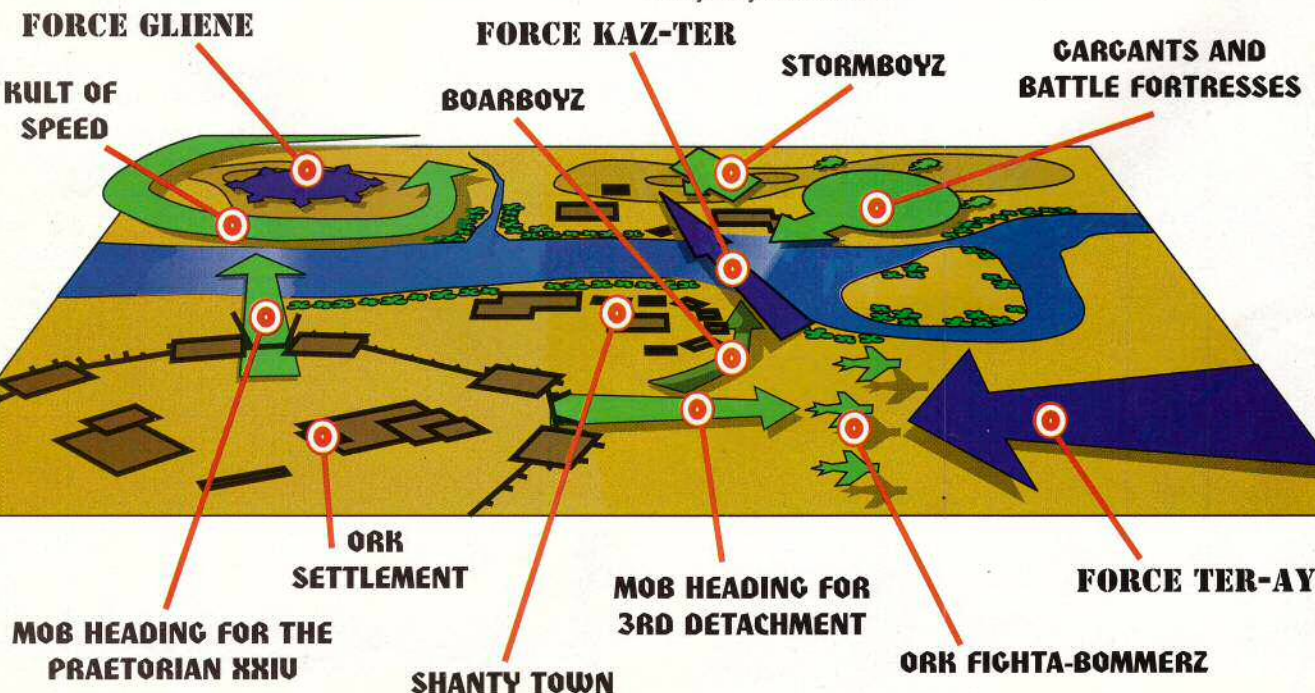
As I dug into the murky depths of Games Workshop's Imperial archives, I uncovered the long lost history of how this massive display came about. I headed straight for the top and spoke with the man who first had the vision, Sales Director John Stallard. "Because Gorkamorka had just been released, we were all on one huge Waaaaagh! Games Day was coming up fast and ideas for new, bigger, better Mega-displays began to surface."

He wanted to show that Gorkamorka is not the only place in the Warhammer 40,000 universe infested by Orks so he thought of doing a display with Orks (lots and lots of Orks) versus the hated 'Oomans of the Imperial Guard. With this basic idea in his head, John went off to talk with Fabricator General Paul Robins and Factory Manager Lloyd Morgan. Between the three of them, they decided that a display of this size and magnitude should always depict a event with an epic under-lying story – and the

Massacre at Big Toof River is no exception.

The first concepts started with the Imperial force trying to stop the Orks from building a Gargant. Then the idea of a large encampment came up (so the huge fortress was born and created with the help of Paul Cross, Colin Grayson, John Manders, Danny Waples, Mick Wheatley, Darall Ballam, Daren Parr and Anthony Epworth, all who work for Games Workshop making master moulds), and maybe a last stand, with hordes of Orks encircling a company of guardsmen (the Praetorian XXIV's last stand against the Kult of speed). At the same time, lurking in the back of everybody's minds, were images of the Little Big Horn and Rourke's Drift ("Orks sir, thousands of 'em"). Many parts of Massacre at Big Toof River were moulded around these evocative ideas.

Well, enough background – let's have a look at what got everybody so excited...



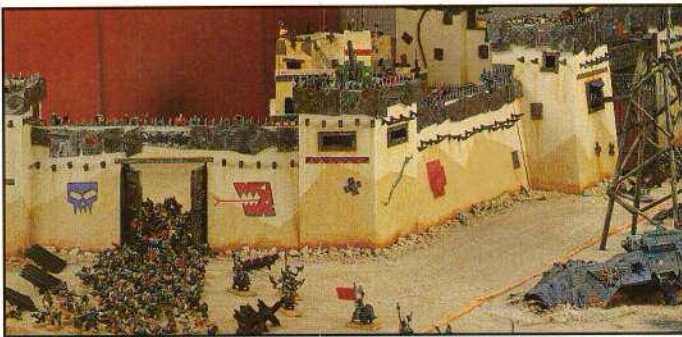


# THE ORK FORTRESS



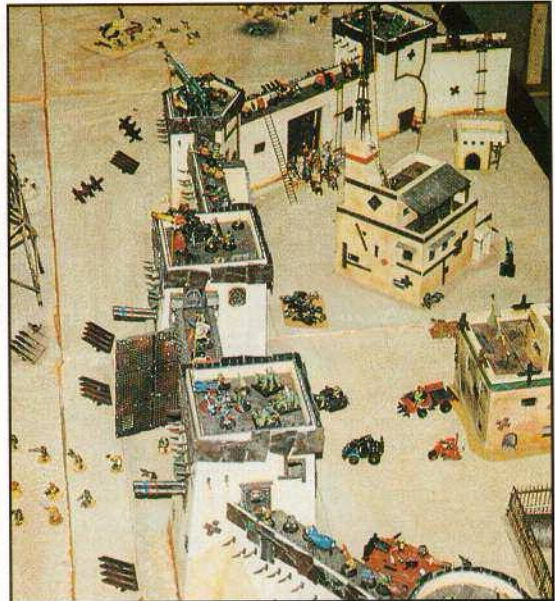
ABOVE: Gary Pearson (GW Head office) made the assault course and brilliant crashed Thunderhawk gunship which litters the front of the Ork fortress. Look out for Gary's craters, which he burnt out with a blow torch all over the battle field.

LEFT: En masse, the huge Ork mob pushes it way through the massive, iron gates (Well, Necromunda plastic bulk heads and card, as I was told by Colin Grayson in the mould room) on its way to smash the Imperial Guard.



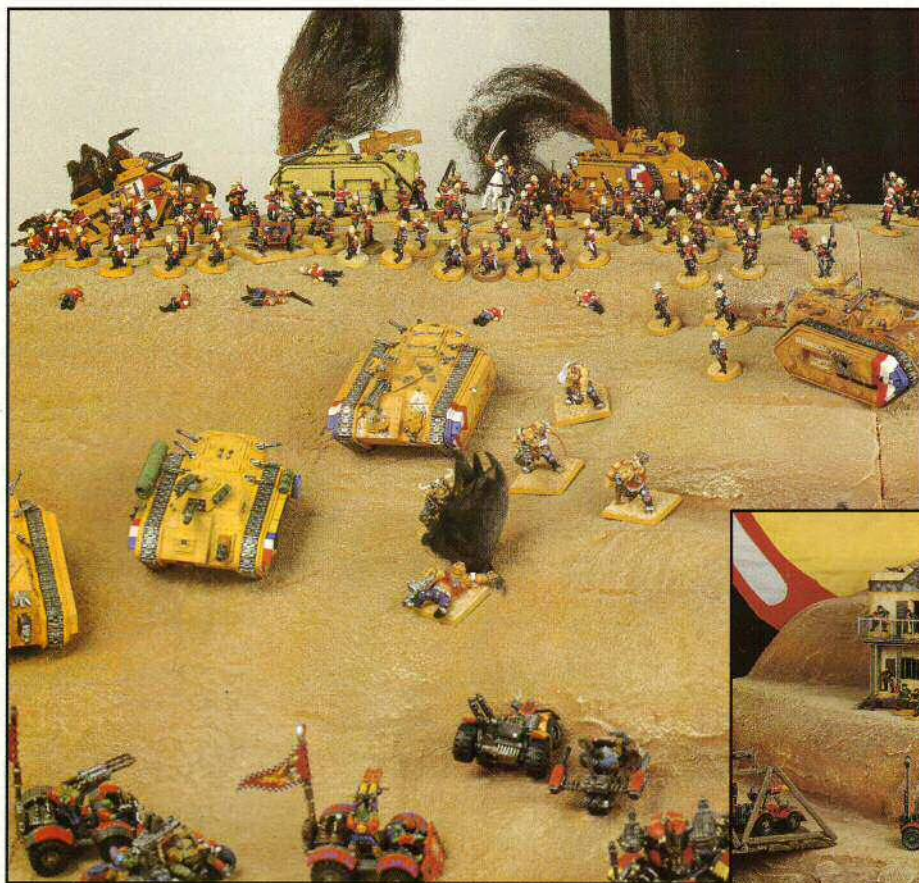
The guys (Paul, Daren, Colin, John, Danny, Mick, Darall and Anthony) from the Games Workshop factory's master mould room really out did themselves this year, constructing this massive Ork fortress out of wood, card, and anything else they could get their hands on. It took over 200 man-hours to build, from the card mock-up to the final wood cut version, with no problems at all (how very un-Orky).

The thousands of Ork Boyz came from all over the country, tirelessly painted up by Games Workshop's retail staff.





# THE PRAETORIANS LAST STAND

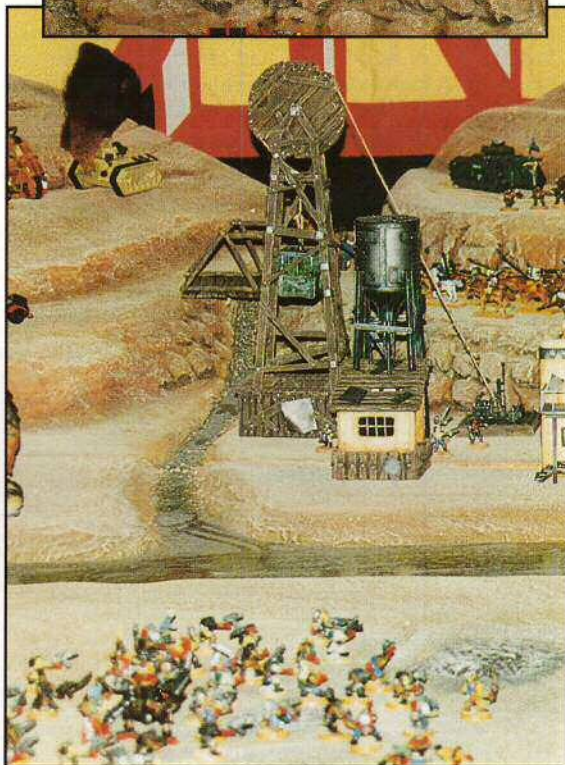


The Praetorian Imperial Guard and hundreds of Ork war buggies painted by our retail staff really caught everybody's eye. The pictures here shows the vast Ork horde crossing the river and the Kult of Speed closing in for the kill, as the guardsmen prepare to sell their lives dearly.

A small part of Force Gliene (Cadian Shock Troops and Ratling Snipers) hold up in one of the Daren Parr scratch-built buildings, as the Kult of Speed destroy their Chimera in a hail of melta fire.



The Praetorian XXIV Imperial Guard regiment was one of the hot topics at Games Day '97. So many of you asked where and how you could get your hands on them, we decide to release them as a special limited boxed set. Citadel designers Michael and Alan Perry re-modelled the Mordian Iron Guard turning them into the Praetorian XXIV specially for Big Toof River. These models generated so much excitement, we've since had to release them as a limited edition boxed set

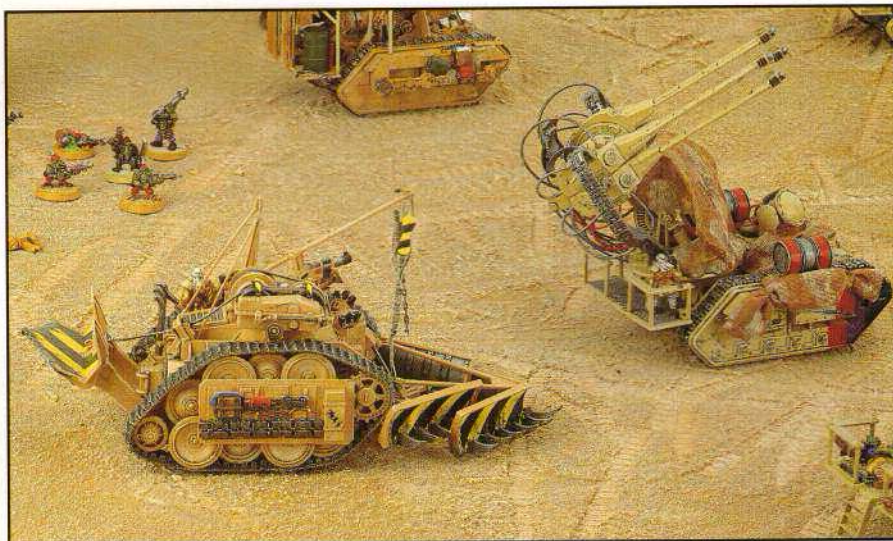




# 3RD REGIMENT ANNIHILATED

Fred Reed (GW stores) helped the Imperial force along, by providing anti-aircraft fire with two of his marvellous, scratch-built Hydra flak tanks, and ground support with a recovery vehicle and bridge layer support vehicle.

Richard Steadman (from our Poole store) and Gosep Virgós (from the Games Workshop Spanish Studio) felt that the Orks needed some air power, so they made four very cool Ork Fighta Bommerz (see below.)

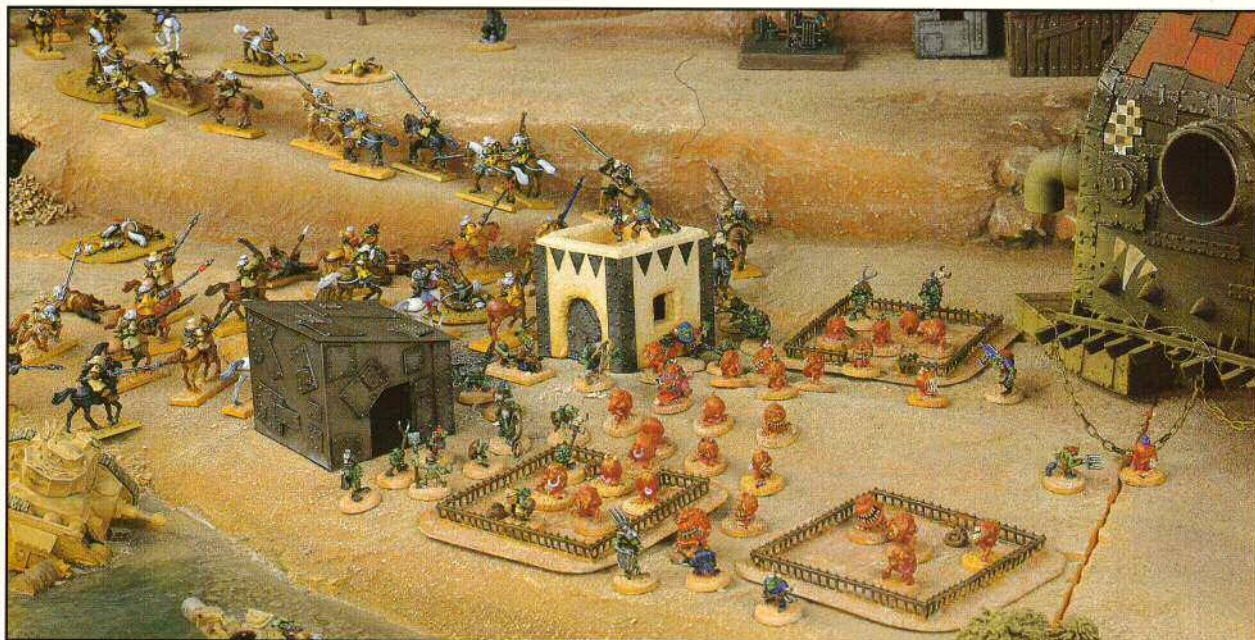


Below, leading the vast 3rd Tank Detachment was this mammoth, hand-made Baneblade super-heavy tank. Noel Dyer from Games Workshop Canada spent 6 weeks bringing this incredible tank to life, which was one of the centre points of the Imperial Guard army.

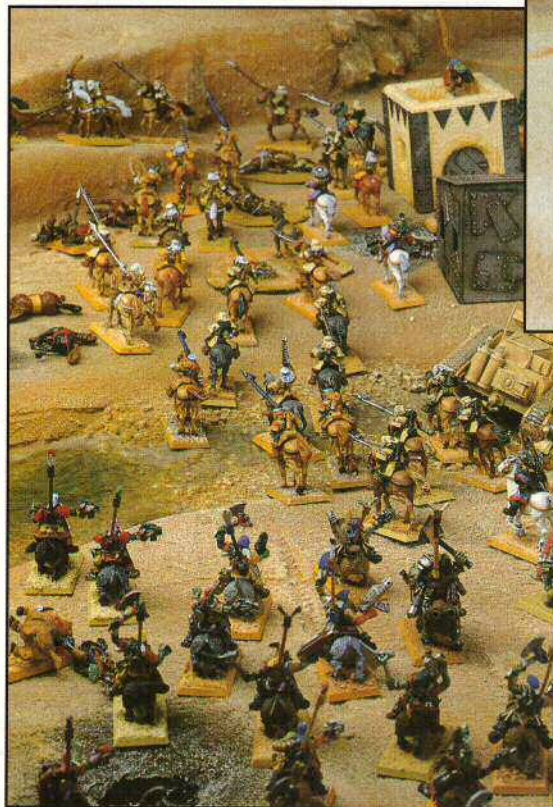
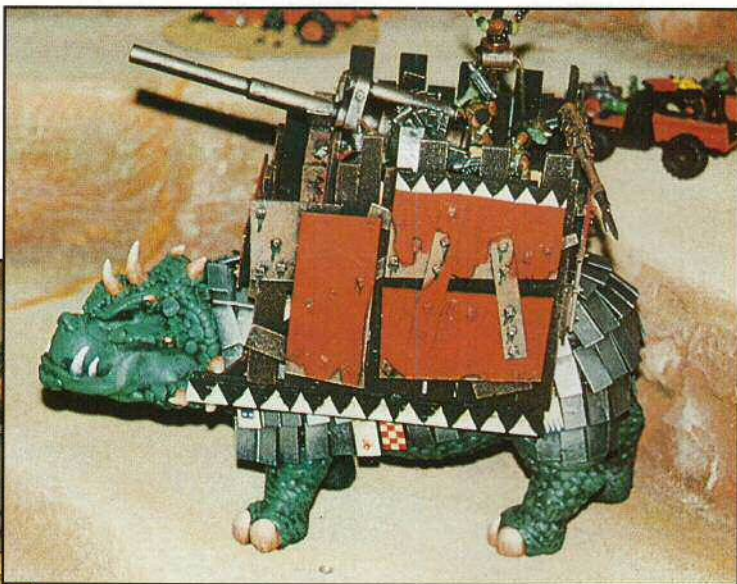




# THE SQUIG REVOLUTION



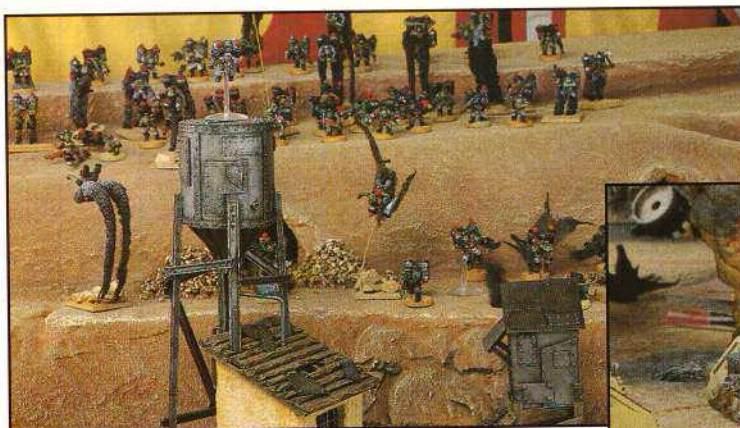
The Rough Riders of Force Kaz-ter flee past the Ork shanty town, (the town was designed and made by Daren Parr, GW mould-maker) closely followed by the Boarboyz. The Squigs break loose and add more confusion to an already chaotic situation in the town, as the Gargant thunders even closer. The shanty town and mine building were all made by Richard Steadman.



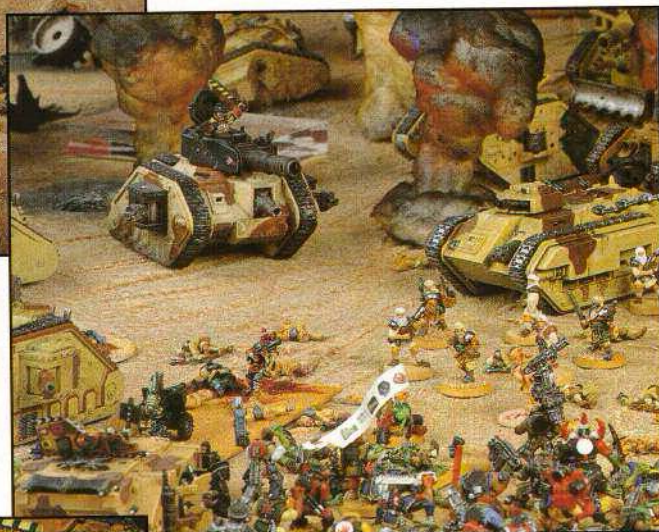
(ABOVE) The Squiggoth was made by Matt Weaver (GW Oz Mail Order Manager) and Dave Taylor (GW Oz Studio guy). Matt Weaver worked on the Squiggoth itself, basing it on a large plastic rhinoceros model. He cut off the offending horns and completely resculpted the head using loads of Milliput. Once this was finished Matt completely covered the body in small, overlapping scales of plasticard (giving the Squiggoth scale mail armour). Dave worked on the howdah, adding lots of big plasticard plates to the balsa wood frame and constructing bolts and rivets from more plasticard and bits. Next the big gunz were added. These were supposed to look quite ramshackle and this was quite successful (ie. they didn't take much time over them). Finally, when it was painted, Matt and Dave decided that these Bloody Hand Squiggoth Boyz wouldn't be that neat and would also paint using their hands, so there is the occasional hand print here and there about the Squiggoth. Bold zig-zagging was used to edge the howdah and give it a nasty, sharp, and evil look.



# NO SURRENDER!



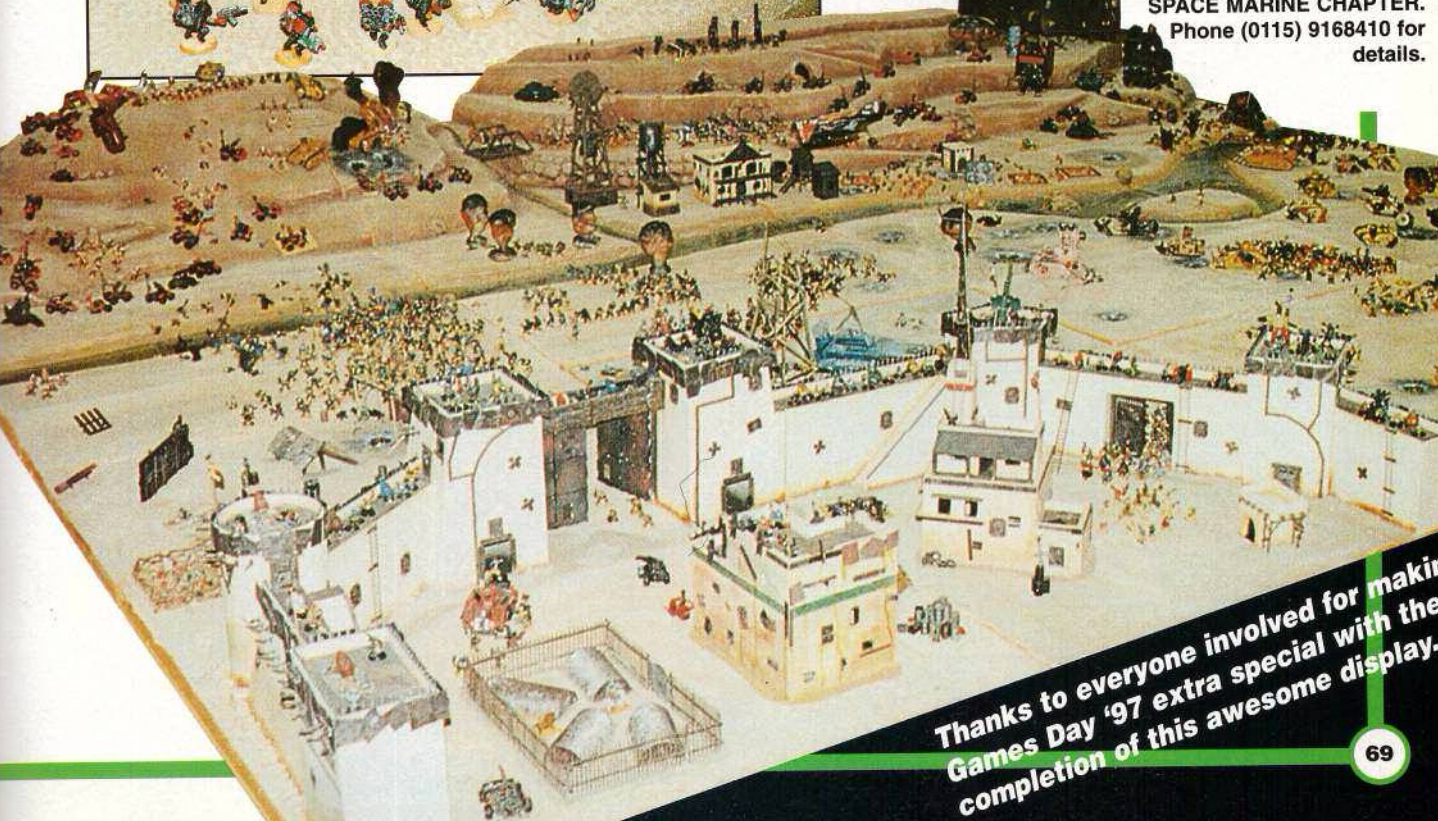
With indomitable vigour, Commissar Bone (in his personal Leman Russ battle tank) leads the remains of the 3rd Tank Regiment in a suicidal charge into the Ork battle line. This excellent model was sent by Chris Bone all the way from France.



A huge mob of Stormboyz blasts off over the hills and river, straight into the fleeing Tallarn Rough Riders. This regiment of Stormboyz was modelled and painted for Games Day '97 by Gerrit Janssen, Igor Schiminsky, Christian Lonsing, Jens Geffert, Maik Khnopf, Knut Bochnert, Lars Kettler, Marcus Rauchfub, Heiko Biege, Thomas Brininghans, Stefan Pfuhler, Peter Gegenheimer and all the rest from the German GW Mail Order and Studio departments.



This huge display can only really be fully appreciated close up. So why not come down to the museum in our new Lenton head office to see all the mega-displays. On show are THE MASSACRE AT BIG TOOF RIVER, PLAINS OF ANTOCH and the entire ULTRAMARINES SPACE MARINE CHAPTER. Phone (0115) 9168410 for details.

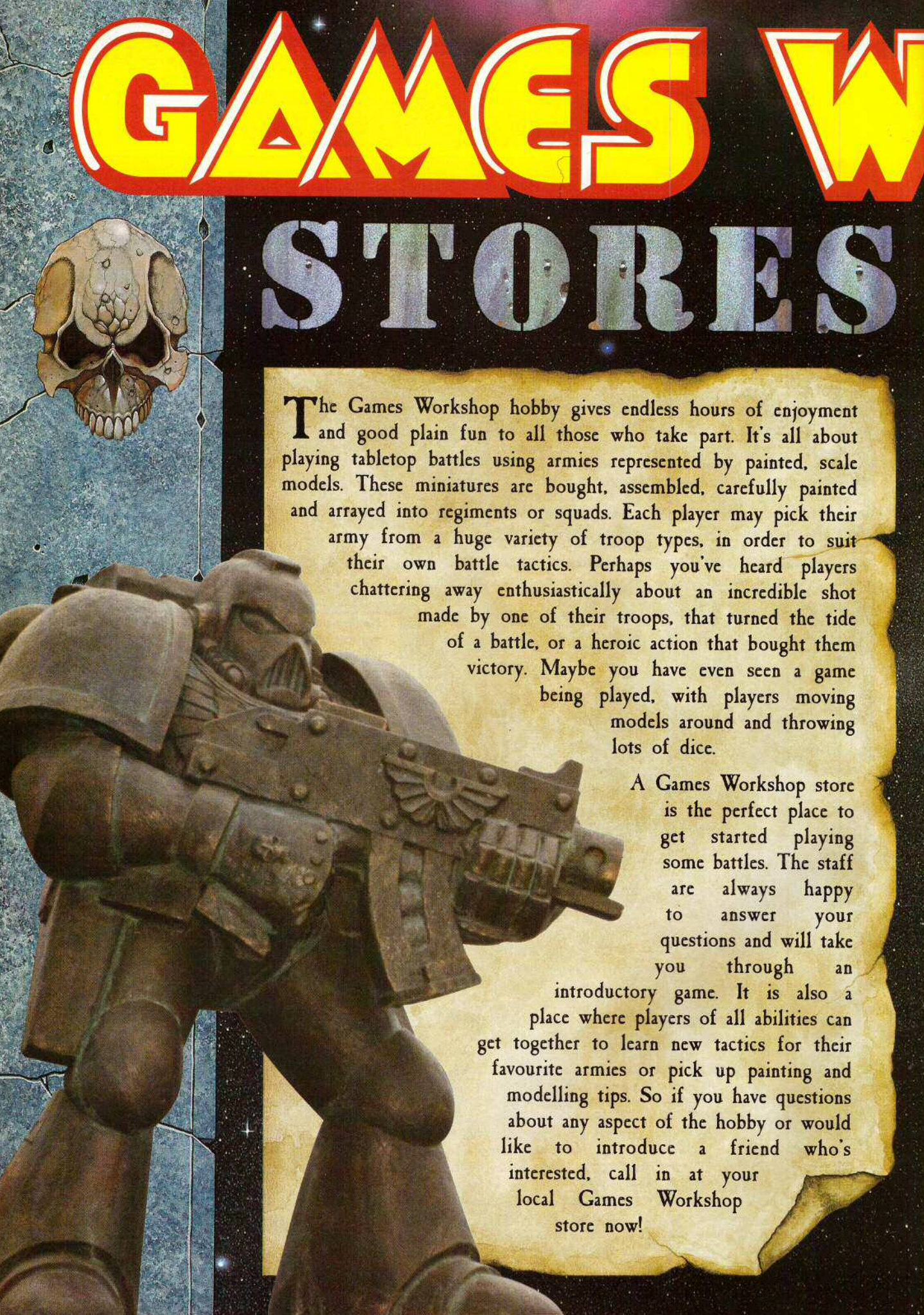


Thanks to everyone involved for making Games Day '97 extra special with the completion of this awesome display.



# GAMES W

## STORES



The Games Workshop hobby gives endless hours of enjoyment and good plain fun to all those who take part. It's all about playing tabletop battles using armies represented by painted, scale models. These miniatures are bought, assembled, carefully painted and arrayed into regiments or squads. Each player may pick their army from a huge variety of troop types, in order to suit their own battle tactics. Perhaps you've heard players chattering away enthusiastically about an incredible shot made by one of their troops, that turned the tide of a battle, or a heroic action that bought them victory. Maybe you have even seen a game being played, with players moving models around and throwing lots of dice.

A Games Workshop store is the perfect place to get started playing some battles. The staff are always happy to answer your questions and will take you through an introductory game. It is also a place where players of all abilities can get together to learn new tactics for their favourite armies or pick up painting and modelling tips. So if you have questions about any aspect of the hobby or would like to introduce a friend who's interested, call in at your local Games Workshop store now!



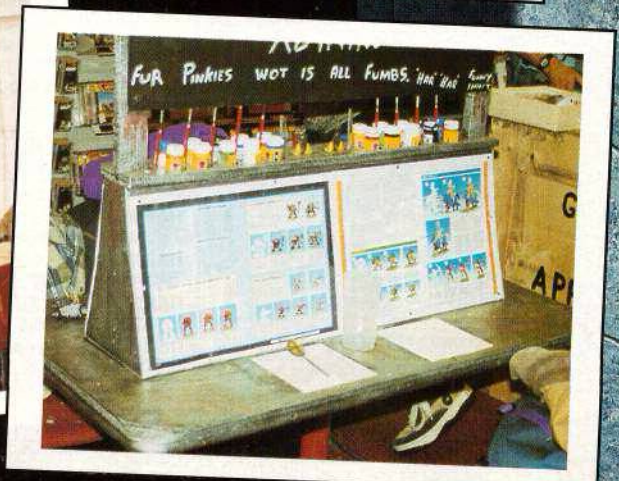
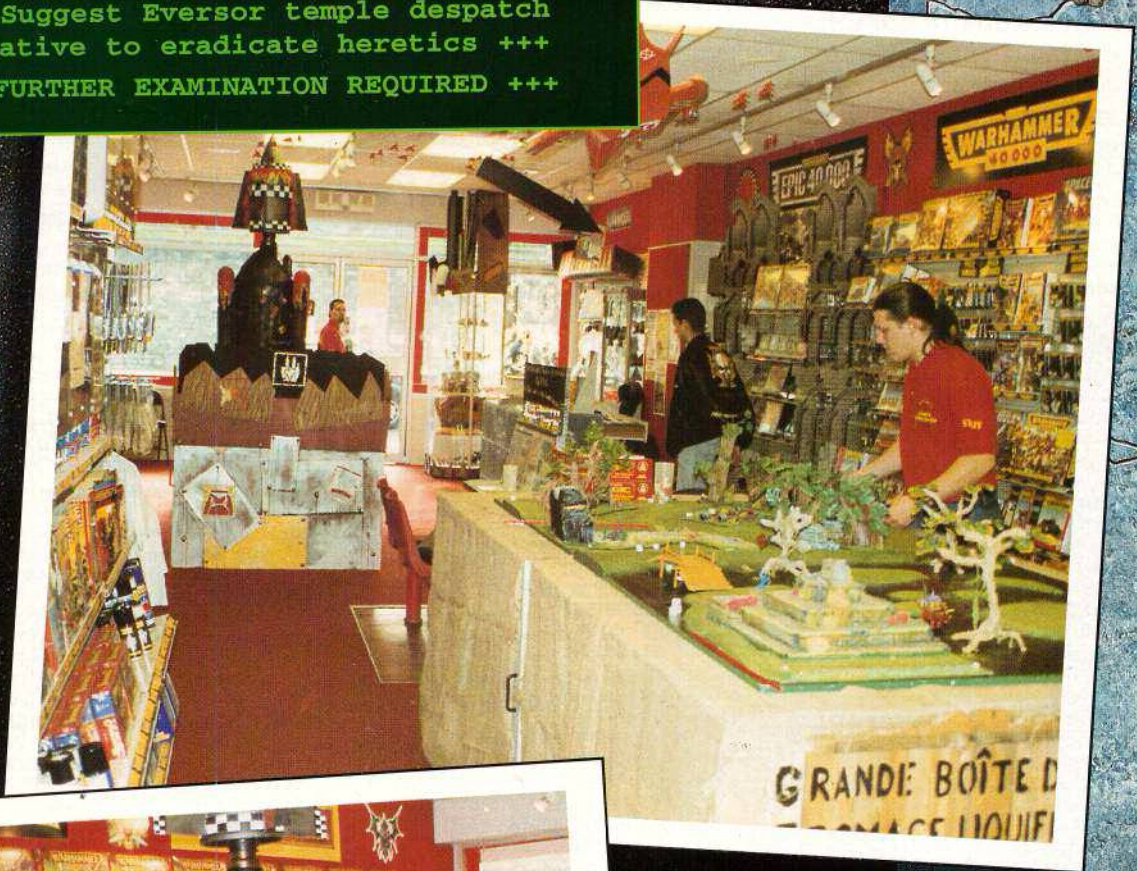
# ORKSHOP

+++ TARGET ACQUIRED +++

Location: Games Workshop Bristol store  
Subject: Heretical tendencies (shop design)  
Features: Incredible Warhammer swamp & jungle terrain, stunning Orky Gorkamorka table, remarkable Imperial Guard display cabinet, Dok Butcha's Paintin' & Konvershun Klinik...

+++ Suggest Eversor temple despatch operative to eradicate heretics +++

+++ FURTHER EXAMINATION REQUIRED +++





# GAMES WORKSHOP™

## WHERE TO FIND YOUR LOCAL STORE

*Want to know where your nearest store is and what's happening there?  
Just look at this list and drop in or give them a call.*

*Shops with marked ● also have a Games Workshop Gaming Club. Contact the local store for details!*

### UK STORES

Check out this list of Games Workshop stores to find the nearest one to you.

**ABERDEEN:** Unit 1, 30/40 Kirkgate.  
Tel: 01224 621261

**ALTRINCHAM:** 19 Grafton Street.  
Tel: 01619 299896

**AYR:** 10 Arran Mall, Dalblair Arcade (behind Hourstons dept. store). Tel: 01292 610673

**BASINGSTOKE:** 3 Potters Walk, Wote Street. Tel: 01256 466050

**BATH:** 30 Upper Borough Walls.  
Tel: 01225 314414

**BEDFORD:** 10 Greyfriars.  
Tel: 01234 273663

**BELFAST:** 20A Castle Court (towards back of the centre). Tel: 01232 233684

● **BIRMINGHAM:**  
116 Corporation Street.  
Tel: 0121 236 7880

**BLACKPOOL:** 8 Birley Street.  
Tel: 01253 752056

**BOLTON:** Unit 25, First Floor Gallery, Shipgates Centre. Tel: 01204 362131

● **BOURNEMOUTH:**  
24 Post Office Road.  
Tel: 01202 319292

**BRADFORD:** 5 Broadway.  
Tel: 01274 739353

**BRENT CROSS:** Unit F9, Lower mall (near Fenwicks), Brent Cross Shopping Centre.  
Tel: 0181 202 4979

**BRIGHTON:**  
7 Nile Pavilions, Nile Street.  
Tel: 01273 203333

● **BRISTOL:** 13 Broad Weir.  
Tel: 0117 9251533

**BROMLEY:** 8 Bromley Mall.  
Tel: 0181 466 0678

**CAMBRIDGE:** 8 Bridge Street,  
Tel: 01223 313350

**CANTERBURY:**  
5 Iron Bar Lane. Tel: 01227 452 880

**CARDIFF:** 31 High Street.  
Tel: 01222 644917

**CARLISLE:**  
2 Earls Lane, Lowther Street.  
Tel: 01228 598216

**CHELMSFORD:** Unit K5, The Gallery (upper floor near the main entrance), The Meadows Centre. Tel: 01245 490048

**CHELTENHAM:** 16 Pitville Street.  
Tel: 01242 228419

**CHESTER:** 112 Foregate Street.  
Tel: 01244 311967

**COLCHESTER:** 2 Short Wyre Street.  
Tel: 01206 767279

**COVENTRY:** Unit 39, Upper Level, Cathedral Lanes Shopping Centre  
Tel: 01203 227311

**CRAWLEY:** 11 Broadway.  
Tel: 01293 552072

**CROYDON:**  
Unit 35, Drummond Centre (outside at the back of the centre), Keeley Road.  
Tel: 0181 680 4600

**DERBY:** 42 Sadler Gate.  
Tel: 01332 371657

**DONCASTER:**  
Unit 10, The Colonnades.  
Tel: 01302 320 535

**DUDLEY:** Unit 36, Merry Hill Centre.  
Tel: 01384 481818

**DUNDEE:** 110 Commercial Street.  
Tel: 01382 202 382

**EALING:** 52D St Saviours Mall (towards back of the centre), Ealing Broadway Centre.  
Tel: 0181 8400171

**EAST KILBRIDE:** 4 Righead Gate (at the back of M&S). Tel: 01355 224 680

**EASTBOURNE:** 13 Terminus Road.  
Tel: 01323 641423

● **EDINBURGH:** 136 High Street.  
Tel: 0131 220 6540

**ENFIELD:** 3/5 Genotin Road  
Tel: 0181 363 3238

**EXETER:** 37 Princess Hay.  
Tel: 01392 490305

● **GLASGOW:** 66 Queen Street.  
Tel: 0141 226 3762

**GLOUCESTER:** 35 Clarence Street.  
Tel: 01452 505033

**GUILDFORD:** 12 Tunsgate.  
Tel: 01483 451793

**HAMMERSMITH:** 161 King Street.  
Tel: (0181) 846 9744

**HARROGATE:** 29 Beulah Street.  
Tel: 01423 564310

**HARROW:** 296 Station Road.  
Tel: 0181 861 2350

**HEMEL HEMPSTEAD:** 16 Bridge St.  
Tel: 01442 249752

**HIGH WYCOMBE:** Unit 29, The Balcony, The Octagon Centre.  
Tel: 01494 531494

**HULL:** 30 Paragon Street.  
Tel: 01482 589576

**IPSWICH:** 2nd Floor, Debenhams, Westgate Street.  
Tel: 01473 210031

**KINGSTON ON THAMES:**  
33 Fife Road.  
Tel: 0181 549 5224

**LEAMINGTON:** 22 Park Street.  
Tel: 01926 435 771

**LEEDS:** 12-16 Central Road.  
Tel: 0113 2420834

● **LEEDS (WHITE ROSE CENTRE):** Unit 28D (near Debenhams), White Rose Centre, Leeds. Tel: 01132 723470

**LEICESTER:** 16/20 Silver Street.  
Tel: 0116 2530510

● **LINCOLN:**  
Unit SUA, Saltergate (on outside of Waterside Centre). Tel: 01522 548027

**LIVERPOOL:** 47 Lord Street.  
Tel: 0151 258 1404

**LONDON (CENTRAL):** Unit F10, The Plaza Shopping Centre, 1st floor, 116-128 Oxford Street.  
Tel: 0171 436 0839

**LOUGHBOROUGH:** 22 Biggin Street.  
Tel: 01509 238107

**LUTON:** 12 Park Street.  
Tel: 01582 417474

**MAIDENHEAD:** 2 Blandy House, 3/5 King Street.  
Tel: 01628 21854

**MAIDSTONE:**  
Unit 6, 1-9 Pudding Lane.  
Tel: 01622 677435

● **MANCHESTER:** 69/70 Marsden Court (lower level near Argos), Arndale Centre.  
Tel: (0161) 834 6871

**MEADOWHALL CENTRE SHEFFIELD:** 91B High Street, Upper Mall (next to entrance near Boots). Tel: 0114 2569836

**METROCENTRE NEWCASTLE:** Unit B14, First Floor (near the Mediterranean Village). Tel: 0191 461 0950

**MIDDLESBROUGH:** 39 Dundas Street.  
Tel: 01642 254091

● **MILTON KEYNES:** Unit 2, West End Extension, Silbury Boulevard, Milton Keynes Shopping Centre (on outside of centre near M&S). Tel: 01908 690477

NEW  
BIGGER  
STORE!



# GAMES WORKSHOP

## OPENING TIMES:

### MON-TUE & FRI-SAT: 10AM TO 6PM

### WEDS-THURS: 12PM TO 8PM

### SUN: 10AM TO 4PM

● **NEWCASTLE:** 63 Clayton Street.  
Tel: 0191 232 2418

**NEWPORT:** 25 Skinner Street.  
Tel: 01633 256 295

**NORTHAMPTON:** 6/7 The Friary,  
Upper Level (near Sainsburys), Grosvenor  
Centre. Tel: 01604 636687

**NORWICH:** 12-14 Exchange Street.  
Tel: 01603 767656

**NOTTINGHAM (CENTRAL):** 34a Friar Lane.  
Tel: 0115 9480651

● **NOTTINGHAM (LENTON):** Games  
Workshop Head Office, Willow Lane,  
Nottingham (near Central TV studios).  
Tel: 0115 916 8021

● **OXFORD:** 1A New Inn, Hall Street.  
Tel: 01865 242182

**PETERBOROUGH:**  
3 Wentworth Street.  
Tel: 01733 890052

**PLYMOUTH:** 84 Cornwall Street.  
Tel: 01752 254121

**POOLE:** Unit 12 Towngate Centre,  
High Street. Tel: 01202 685634

● **PORTSMOUTH:** 34 Arundel Street.  
Tel: 01705 876266

**PRESTON:** 15 Miller Arcade.  
Tel: 01772 821855

**READING:** Unit 3, Cheapside.  
Tel: 01734 598693

**RICHMOND:** Unit 8, Westminster House,  
Kew Road.  
Tel: 0181 9486122

**ROMFORD:** 12 Quadrant Arcade.  
Tel: 01708 742140

**ST ALBANS:** 18 Heritage Close,  
High Street. Tel: 01727 861193

**SALISBURY:** 1b Winchester Street.  
Tel: 01722 330955

**SHEFFIELD:** 16 Fitzwilliam Gate.  
Tel: 0114 2750114

**SHREWSBURY:**  
Unit 2, Bridge Street.  
Tel: 01743 362007

**SLOUGH:** 101 High Street  
Tel: call Reading store for details

**SOLIHULL:** 690 Warwick Road.  
Tel: 0121 705 7997

**SOUTHAMPTON:** 23 East Street.  
Tel: 01703 331962

**SOUTHEND:** 12 Southchurch Road.  
Tel: 01702 461251

**SOUTHPORT:**  
Unit K2, Marble Place.  
Tel: 01704 501255

**STAINES:** 52D Elmsleigh Centre (at back of  
M&S). Tel: 01784 460675

**STIRLING:** 14 Barnton Street  
Tel: 01786 448263

**STOCKPORT:** 32 Mersey Square.  
Tel: 0161 474 1427

**STOKE ON TRENT:** 27 Stafford Street,  
Hanley. Tel: 01782 205287

**SUNDERLAND:** 253 York Street, (just off the  
high street near M&S). Tel: 0191 5673646

**SUTTON:** Unit 26, Upper Mall,  
Times Square Shopping Centre.  
Tel: 0181 770 9454

**SWANSEA:** 45 Princess Way.  
Tel: 01792 463969

**SWINDON:** 17 Fleet Street.  
Tel: 01793 436036

● **THURROCK LAKESIDE:**  
Unit 415, Level 3/Food Court, Thurrock  
Lakeside.  
Tel: 01708 867133.

**TORQUAY:** 12 Market Street.  
Tel: 01803 201036.

**TUNBRIDGE WELLS:**  
4A Camden Road.  
Tel: 01892 525 783.

**WALSALL:** 39 Freer Street.  
Tel: 0192 272 5207

**WARRINGTON:**  
Unit 20, Time Square (near Currys). Tel:  
01925 651 984

● **WATFORD:**  
Unit Q1A, Harlequin Centre,  
Queens Road.  
Tel: 01923 245388

**WINCHESTER:** 6 St Georges  
Street. Tel: 0196 286 0199

**WOKING:** Unit 3 Cleary  
Court.  
Tel: 01483 771675

**WOLVERHAMPTON:**  
Unit 98, Mander Centre.  
Tel: 01902 310466.

**WORCESTER:** 4 Charles  
Street.  
Tel: 01905 616707

**YORK:** 13a Lendal.  
Tel: 01904 628014

## IRELAND

**BLANCHARDSTOWN:** Unit 249,  
Blanchardstown Centre (near the yellow  
entrance), Co. Dublin. Tel: 01 822 3868

**DUBLIN:** Unit 3, Lower Liffey Street,  
Dublin 1 Ireland.  
Tel: 01 872 5791

## DENMARK

**COPENHAGEN:**  
FREDERIKSBORGGADE 5,  
Tel: 33 12 22 17

## NETHERLANDS

**ROTTERDAM:** VAN OLDENBARNEVELT  
PLAATS 452  
Tel: 104 121 407

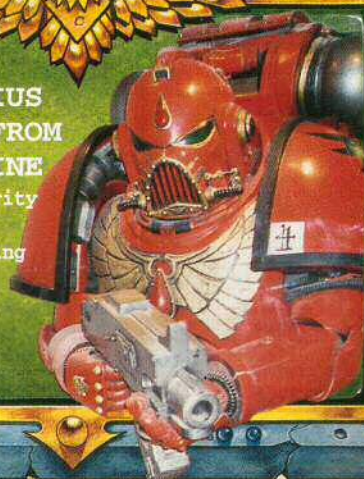
The opening times above  
are for ALL of our stores.  
However, those that are  
situated in shopping  
centres may have  
variations to their  
opening hours – please  
give the stores concerned  
a call for more  
information.





## BROTHER GAIVUS REPORTING FROM THE FRONTLINE

+++Incoming priority  
messages from  
Canterbury, Reading  
and Edinburgh+++  
+++Stand by for  
transmission+++



## Invasion of Cantabria

Six month ago Cantabria, Ecclesiarchal way point between San Leor and Okassis, and famous resting place of the Blessed Lady of the Undercroft, was invaded by a tendrill of the Tyranid Hive fleet Kraken. After a bitter struggle the Imperial defenders were driven out, but not much of the Tyranid invasion force was left. Two month later Imperial forces, with the aid of the nearby Iyanden Craftworld, mustered a counter-invasion of the jungle world and utterly destroyed the Tyranids.

New settlers were sent to reclaim the ruined cities for the Imperium, but with the settlers came the seed of Chaos – Cultists who seek to free the spirit of the Black Prince who lies entombed in the Cathedral of Cantabria's capital city. Adeptus Arbites forces soon discover the plot and summon reinforcements, just before they are annihilated by malevolent creatures of the Warp.

Shortly afterwards, the Adeptus Ministorum sends in the Sisters of Battle, to recover the body of the Blessed Lady of the Undercroft and stop the Cultists from raising the spirit of the Black Prince. They are joined by Imperial Guard troops and a Space Marine assault force. Can the Imperial Forces re-take the Cathedral of Cantabria before the Chaos cultists complete their sinister plot?

Come and join in when we re-create the struggle for Cantabria between the 17th & 22nd February 1998. For details call the Canterbury store on 01227 452 880.

## THE BATTLE FOR STALINVAST IV

This massive Warhammer 40,000 battle was recently fought in Edinburgh. Imperial forces valiantly defended the world of Stalinvast IV from the dark forces of Chaos, but were eventually swept aside by the merciless onslaught. The Imperial defence was spearheaded by nothing less then a massive Baneblade super-heavy tank, but even a giant war machine like that proved to be no match for a Bloodthirster of Khorne!



## RHANA DANDRA

### The Battle for the Webway

Games Workshop Reading is running a mammoth game of 40K at 12 noon on Saturday 21st February, lasting at least 5 hours! A huge host of Khorne (including the new Bloodthirster!), led by Khârn the Betrayer, clashes with Phoenix Lords and grav tanks over awe-inspiring scenery, making this a battle to remember!

*The game is set around an entrance to the webway on a long forgotten Daemon World in the Eye of Terror. The adventures of Inquisitor Draco and Imperial Fists Captain Lex D'Arqebus within the webway have led to the seal on the entrance being broken.*

*Farseers of many craftworlds have foreseen the horrors that would befall the Eldar should Daemons from the Realm of Chaos flood into the webway through the gaping portal. They have therefore despatched a large Eldar force to hold the perimeters of the entrance whilst explosive charges are placed to bring the mountain down around it.*

*Should their efforts fail, the Eldar will be brought to the brink of destruction, making this 'The Final Battle' (or Rhana Dandra in the Eldar Tongue).*





# GRAND OPENINGS

**28th February  
& 1st March**

## HULL STORE

**30 Paragon Street, Kingston Upon Hull**

From Paragon Railway Station cross Ferensway and head up Jameson Street. At the Post Office turn right into Chapel Street and right again into Paragon Street. Games Workshop is a few yards down on the left.

For more information, call the store on:  
**01482 589576**

## SOUTHEND STORE

**12 Southchurch Road, Southend**

From Southend Central Railway Station head towards the High Street. Turn left up the High Street and then right into Southchurch Road. Games Workshop is a few yards down on the right

For more information, call the store on:  
**01702 46 1251**

## BRENT CROSS STORE

**Unit F9, Brent Cross  
Shopping Centre, London**

Go to the large island at the end of the M1 and follow the signs to Brent Cross Shopping Centre. Games Workshop is situated on the ground floor opposite Fenwicks at the entrance to Mall 3.

For more information, call the store on:  
**0181 202 4979**

## STIRLING STORE

**14 Barnton Street, Stirling**

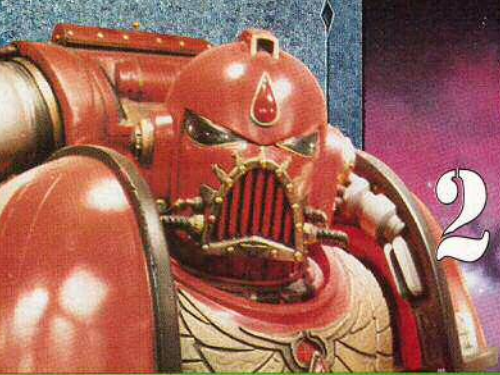
Leave Stirling Railway Station and head up Station Road. Turn right at Murray Place and walk towards the Post Office. At the fork in the road take the left hand road into Barnton Street. Games Workshop is a few yards down on the right.

For more information, call the store on:  
**01786 448 263**



**Check out the next couple of pages. There are some amazing offers for these Grand Openings!**





# GRAND OPENING 28TH FEBRUARY &

**£15  
OFF**

**WARHAMMER or  
WARHAMMER 40,000 or  
WARHAMMER QUEST**

Redeemable at Games  
Workshops **Brent Cross, Hull,  
Southend & Stirling** on the 28th  
February & 1st March 1998.

ONLY ONE VOUCHER PER PRODUCT. NOT  
TO BE USED WITH ANY OTHER OFFER.

**£10  
OFF**

**GORKAMORKA or  
NECROMUNDA or  
SPACE HULK**

Redeemable at Games  
Workshops **Brent Cross, Hull,  
Southend & Stirling** on the 28th  
February & 1st March 1998.

ONLY ONE VOUCHER PER PRODUCT. NOT  
TO BE USED WITH ANY OTHER OFFER.

**£5  
OFF**

**ANY 1  
ARMY BOOK!**

Redeemable at Games  
Workshops **Brent Cross, Hull,  
Southend & Stirling** on the 28th  
February & 1st March 1998.

ONLY ONE VOUCHER PER PRODUCT. NOT  
TO BE USED WITH ANY OTHER OFFER.

**£5  
OFF**

**ANY 1  
CODEX!**

Redeemable at Games  
Workshops **Brent Cross, Hull,  
Southend & Stirling** on the 28th  
February & 1st March 1998.

ONLY ONE VOUCHER PER PRODUCT. NOT  
TO BE USED WITH ANY OTHER OFFER.

**ON THE 28TH FEBRUARY &  
1ST MARCH 1998 WE ARE  
HOLDING GRAND OPENINGS IN  
THE FOLLOWING STORES:**

- **BRENT CROSS**

**Unit F9, Brent Cross Shopping Centre,  
London. 0181 202 4979**

- **HULL**

**30 Paragon Street, Kingston Upon Hull.  
01482 589576**

- **SOUTHEND**

**12 Southchurch Road, Southend.  
01702 46 1251**

- **STIRLING**

**14 Barnton Street, Stirling.  
01786 448 263**

**DON'T MISS THEM AS YOU CAN  
PICK UP A VARIETY OF  
INCREDIBLE BARGAINS!**

Cut out the coupons and take them along to one of these Grand Openings to take  
advantage of these special deals. Coupons cannot be used for boxed supplements. All  
offers subject to availability and only available on 28th February & 1st March 1998 at the  
following Games Workshop stores: Brent Cross, Hull, Southend & Stirling.



# SPECIAL OFFERS

## 1ST MARCH 1998



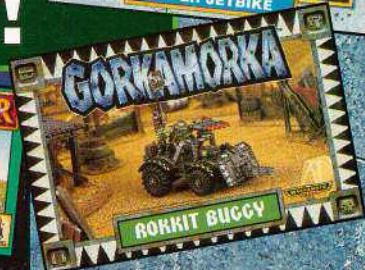
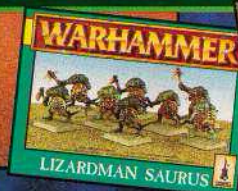
Buy three  
blister packs  
and get the  
one with the  
lowest price  
**FREE!**



Gamers travel far and wide to Grand Opening,  
so don't be too late or you may miss out!



Buy three boxed  
sets and get the  
one with the  
lowest price  
**FREE!**



**DOORS OPEN 9AM SATURDAY  
& 10AM SUNDAY**

See previous pages for addresses,  
directions and telephone numbers!



In that dread desert, beneath the moons' pale gaze, the dead men walk. They haunt the dunes in that breathless, windless night. They brandish their weapons in mocking challenge to all life, and, sometimes, in ghastly dry voices, like the rustling of sere leaves, they whisper the one word they remember from life, the name of their ancient, dark master. They whisper the name *Nagash*.

By Abdul ben Rachid, translated from Arabic by Heinrich Kemmler

# Army of



Bo tots up the points (he's the only one that can count!)

This massive Undead army was painted by the irrepressible Bo Tolstrup and some of his colleagues from the GW sales team in just 14 days. That's right a 12,000 point Warhammer army in just 14 days! Bo along with Jonas Faering, Martin Jensen, Lars Ragnvaldjord, Lars Laurent, Oskar Andersson, Erik Molier and Mans Henningsson looked like they were in need of therapy throughout the process as they painted long into the night and gradually took on the appearance of the very Undead they were painting!

This remarkable effort represents part of the great Undead army that invaded Araby in -1152 (Imperial Calander). The first Undead assault on the realm of the Priest Kings was defeated, but after Nagash unleashed a plague upon the land, the folk of Araby died in droves and nothing could stop a renewed invasion by the armies of undeath (check out Warhammer Armies Undead for more details).

The chaps mainly painted during night hours and the colour scheme is mainly black & white. Note the banners – the black and white are stripes are simple but striking.



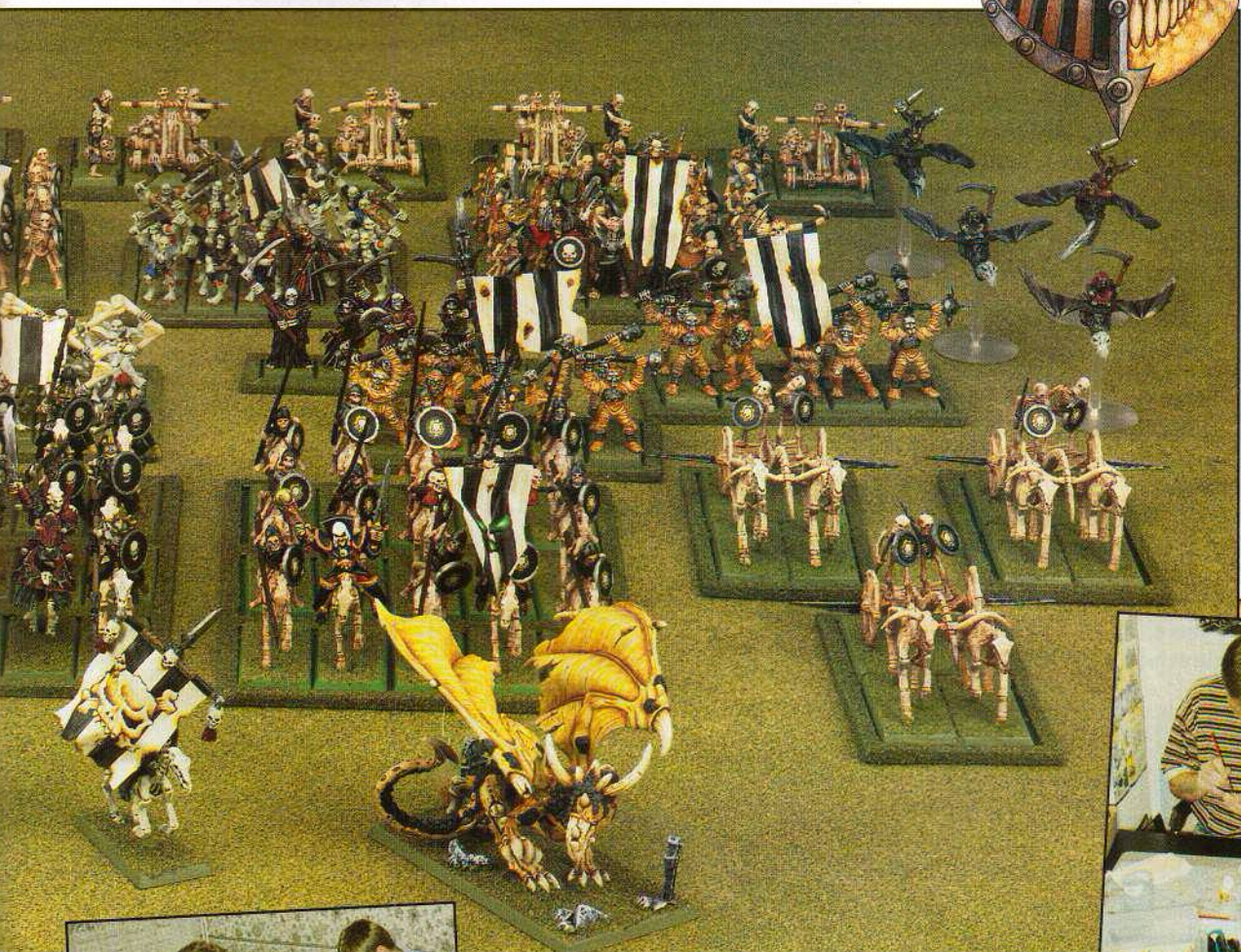
Bo & Erik pick the army from Mail Order (No Erik, you should have gone before you started!)



Now that's a lot of miniatures!



# Darkness



The lads burn the midnight oil, modelling and painting into the small hours.

The Army of Darkness will be ravaging its way across Northern Europe as part of the 'Fanatics' tour this year. If you get chance take a look at it, it's awesome.

Well done guys!



Beardmeister Faering inspects the army

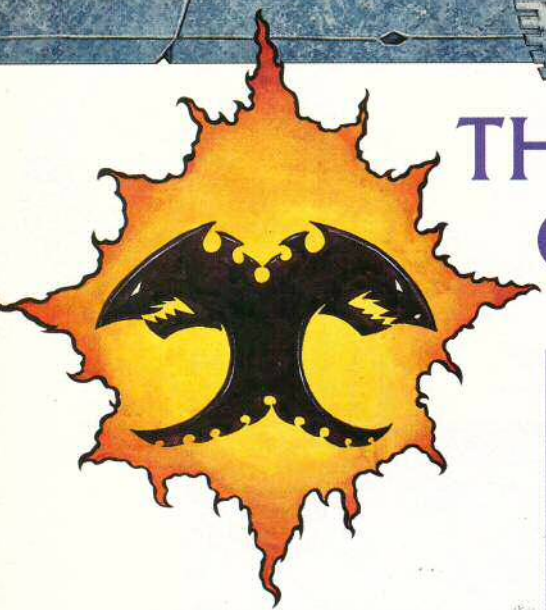


Keep going, keep going...!



The necrotic horde (and the Undead army!)  
Say Cheese boys!





# THE COMING OF THE GREAT DEVOURER

by Warwick Kinrade

**E**pic 40,000's potential as a game involving huge columns of tanks, massed infantry, flier squadrons and titanic war machines allows players not just to refight battles but whole wars.

Warwick (inspired by the background material in Codex Tyranids) has put together an example of what is possible with a bit of imagination. What follows are three scenarios that chronicle the devastating advance of Tyranid Hive Fleet Kraken. Obviously a lot more went on in the war to halt its advance but you can add more scenarios yourselves can't you?

Lord Commander Ralshap was looking at his worst nightmare. The holo pit was filled with a sector map of the Eastern Fringe. Threads and dots of light marked out the sub-sectors, icons wavered in the positions of worlds of primary, secondary and tertiary magnitude. The Imperium controlled systems were scattered across the void like jewels on sumptuous black velvet. This much was familiar, this he had seen almost unchanged every day of his sixty years service.

Now the harsh red tendrils of alien incursion showed everywhere. They snaked inwards from the edge of known space, here bypassing worlds, there coiling about them in a strangling grip. In truth most of the reports were weeks or months out of date. As the alien hive fleets closed in on a system, all communication ceased, the surging energies of the Immaterium whipped into impenetrable storms which blocked Astropathic contact and placed nearby ships in grave danger. And there were so many ships; luggers, barques, warships, galleons, liners, merchants of all kinds, all carrying refugees fleeing the alien fleets in their tens of thousands.

It was difficult to conceive of fighting on such a scale; whole worlds battling for survival, entire populations teetering on the brink of extinction, not just at a few critical points but across whole sectors. At the furthest edge of known space were the blank white icons of systems believed entirely lost. If the Inquisitor was right, these had been stripped down to their bedrock by the insatiable hunger of the alien swarms. Reports indicated that the aliens were attacking everything in their path, even other aliens. The Eldar Craftworld in subsector US/1304/231.091 was alleged to be under attack and its survival had been deemed unlikely.

Already the Imperial war machine was in motion. Imperial Guard regiments were being gathered and armed, Space Marine Chapters were already committing themselves to the fighting. Every world in the path of Hivefleet Kraken was turning itself into a fortress. The ripples of alarm should have reached even Ancient Terra by now and in perhaps a year the response of the High Lords would arrive. For now the battle would have to be fought with every gun, ship, blade and rock at hand.





# DEFENCE OF THE IYANDEN CRAFTWORLD

The Avatar had risen. The Seers predicted only doom and despair. Iyanden craftworld stood at the crossroads between existence and extinction. In the shrines of the Exarchs ancient weapons were readied, the Wraithbone sang of death. War had come to Iyanden and defeat would mean destruction.

Hive Fleet Kraken had descended upon the Iyanden Craftworld. Despite the brave efforts of her Wraithship fleets the Tyranid fleet had reached the Craftworld and the Eldar fought for their very survival. Mycetic spores began smashing through the delicate domes, disgorging hordes of monsters into the Craftworld. Amongst the tall and slender wraithbone towers and across their beautiful garden halls the Eldar sought out every Tyranid creature. Tyranid swarms rampaged through the Craftworld, killing everything they found. In the great wilderness dome a fierce battle raged, Vypers soared high into the sky above advancing Titans. The screams of Tyranid creatures echoed before the advance of the warhost.

Before the Dome of Crystal Seers, Farseers and Warlocks stood sentry, driving back the Tyranids with their witchblades and singing spears. Powerful psychic blasts shook the wraithbone trees within as a Hive Tyrant tried to force entry into the Eldar's most sacred sanctum. Deafened by the Hive Mind's psychic scream the Warlocks were helpless, and only the arrival of the Avatar prevented disaster. It threw itself into the midst of the swarming bio-creatures. Slaying all before it with great swings of its sword, the Avatar plunged the Wailing Doom into the Hive Tyrant. Their link with the Hive Mind severed, the Tyranids soon broke before the Eldar's renewed psychic onslaught.

Battles raged through the corridors and domes for many weeks, for Iyanden Craftworld is an enormous construct. The wilderness dome alone would take days to traverse on foot, and the Eldar warhost scoured every inch in search of the Tyranids. Only when the Tyranids had been exterminated could the Eldar count the cost and mourn their dead. Iyanden had paid a terrible toll for her survival: many domes lay in ruins, her Wraithfleet was decimated, and in all, a full four-fifths of her population had been sacrificed to the Great Devourer. Iyanden had become a shadow of her former glory.

## FORCES

The forces that took part in the battle for Iyanden are listed below. Feel free to change the exact composition of the forces, or even pick your own. The historical forces given here are for a 1,500 point battle, but you should change this to suit your own collection of models.

The following special rules are used in this scenario: *Objectives, Army Morale, Fate Cards*.

## SET UP

1. For this battle it is probably simplest if you use your entire table as part of the wilderness dome, and mark out one corner as the dome of Crystal Seers.

Alternatively, to make the interior of the Craftworld you could use sheets of white card cut into large circles for the domes. Overlay the circles to create interlocking domes. One of the circles should be the Dome of Crystal Seers, complete with wraithbone trees; another can be a large wilderness dome full of hills, rivers and forests; another can



be a habitation dome full of towers and buildings. You can make this layout as large as you like. A nice touch would be to cover your table in a black cloth before setting up the craftworld, to represent space outside the domes.

2. The Eldar player places his objectives.

3. The Eldar and Tyranid players take turns to set up a detachment. Roll a dice: the highest score goes first. Detachments may be placed anywhere within the Craftworld. No units may be placed with 30cm of an enemy unit that has already been set up.

## OBJECTIVES

The Eldar player chooses 1 objective per 500 points of his force (historically this would be 3). These may be chosen from Cleanse, Rescue, Take & Hold or Capture. There are no restrictions on placing these objectives except they must be further than 30cm from each other, and no Eldar detachment may set up within 20cm of a Rescue, Capture or Take & Hold objective.

## GAME LENGTH AND VICTORY CONDITIONS

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn then it is the player who has the most units in the dome of Crystal Seers that wins the game.

## Eldar of Iyanden Craftworld

### Supreme Commander

Avatar. Bodyguard of 4 Wraithguard units.

### Supreme Commander

Farseer. Bodyguard of 4 Aspect warrior units, all include a Warlock and an Exarch.

### Titan

1 Phantom Titan.

### Warhost

Farseer. 5 Aspect Warrior units, 2 upgraded to heavy weapons.

4 Dreadnought units. 2 Wraithguard units.

### Warhost

1 Jetbike command. 9 Jetbike units. 5 Vypers.

### Warhost

1 Aspect Warrior unit, with Exarch and Warlock.

1 Falcon. 6 Guardian units. 3 Wave Serpents.

### Harlequins

Great Harlequin. 4 Harlequin units,

2 include Death Jesters.



## Hive Fleet Kraken

### Tyranid Swarm

1 Hive Tyrant. 5 Tyranid Warrior units.

3 Assault Spawn. 2 Exocrines.

### Tyranid Swarm

1 Hive Tyrant. 6 Tyranid Warrior units.

5 Termagant units. 2 Lictors. 2 Carnifexes. Zoanthrope.

### Tyranid Swarm

2 Hive Tyrants. 4 Tyranid Warrior units.

4 Hormagaunt units. 2 Genestealer units. Carnifex.

### Mycetic Swarm

6 Tyranid Warrior units. 5 Termagant units.

5 Hormagaunt units. 2 Lictors.

2 Genestealer units.

### Bio-Titan

Hierophant.





# THE GIANT'S COFFIN, MIRAL PRIME (DURING THE TYRANNIC WARS)

The Legio Astartes, Scythes of the Emperor, had been utterly overwhelmed by Hive Fleet Kraken. Their homeworld of Sotha lay directly in the Hive fleet's path and after many savage battles had been lost, stripped bare by the unending Tyranid swarms.

Most of the Chapter's battle brothers were lost defending their fortress monastery on Sotha, but not all. Chapter Master Thorcyra led a successful break-out, and fell back to the Miral system.

But there was no escape from the tendrils of the Kraken and before long the Tyranids had also reached Miral. Mycetic spores darkened the skies above the tropical jungles of Miral Prime.

The Chapter's remaining battle brothers, along with local Imperial Guard regiments, became trapped on the deathworld of Miral Prime. At a huge mesa of rock rising out of the jungle, known locally as the Giant's Coffin, the remaining Imperial forces prepared to make their last stand. The Giant's Coffin was a formidable natural fortress; steep sides slowed down the attackers, and clefts in the rock provided good firing positions for the defenders' heavy weapons teams. They would sell their lives dearly.

The jungle below came alive with monsters. Surrounded and besieged, the defenders fought daily against the raging hordes of bio-killers. From their vantage points they poured fire into the Tyranid swarms. Wave after wave came on, but always the tide was turned, and with each new day the Tyranids attacked again. Thorcyra knew there could be no retreat and there would be no reinforcements. His men were on their own. The Chapter Master did not expect a rescue, only a hero's death for each of his brothers, in the name of the Emperor.

To this date Imperial forces have been unable to reach the Miral system, and there has been no communication with the Scythes of the Emperor since the destruction of Sotha. The fate of those trapped at the Giant's Coffin remains unknown to the Administratum.

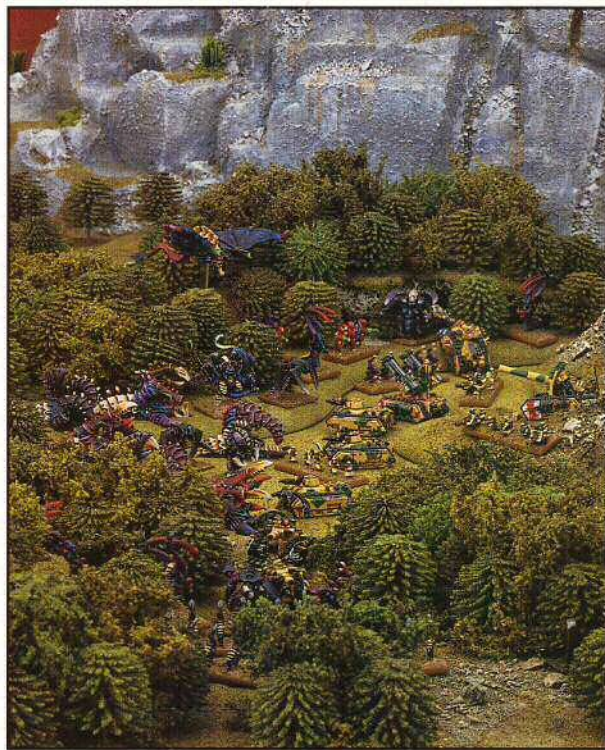
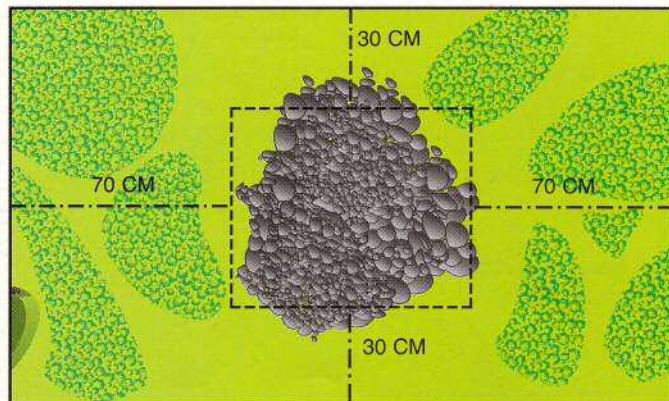
## FORCES

The forces which fought the last stand are listed below. This battle represents one Tyranid attack against the defenders' position. There were many such attacks, so feel free to change the exact composition of the forces to represent different attacks. Each player picks a force worth 1,500 points, neither player may use any war engines and the Imperial force may not use any flyers either.

The following special rules are used in this scenario: *Army morale*, *Objectives*, *Fate Cards*.

## SET UP

1. To set up the terrain, place a good sized pile of rocks in the centre of the board. This is the mesa. The rocks should be approximately fist sized, piled on top of each other to create the jagged clefts and caves. Troops on the mesa count as in fortifications, and it is dangerous terrain to vehicles.



Imperial forces valiantly attempt to stave off yet another Tyranid assault on the Giant's Coffin

Alternatively you can make the mesa out of an up-turned washing up bowl or a pile of books, covered by a cloth. Another suggestion is to use a normal hill and treat it as fortified.

2. The rest of the board can be set up in any mutually agreeable manner. Miral is a jungle deathworld so you could roll up the terrain on the deathworld table. The more jungles you can place, the better. Remember that jungles are dangerous terrain on deathworlds.

3. The defender then places his objectives.

4. The defender sets up his all his forces in an area in the centre of the board, no closer than 70cm to either of the short board edges, and no closer than 30cm to the long board edges.

5. The attacking player's detachments move on from either of the short board edges. Place the detachment HQ unit on the board edge and all units from that detachment move on from that place.

## OBJECTIVES

The defending player must place one objective per 500 points of his force (historically this would be 3). These objectives may either be Cleanse or Rescue. The defender may choose a maximum of 1 Rescue objective. The Tyranids do not use objectives. Any rescue objective must be placed at least 50cm from the defender's deployment zone.

## GAME LENGTH AND VICTORY CONDITIONS

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn, or if both army morale totals fall below 0 at the same time, then the player with the highest army morale is the winner.

## HISTORICAL FORCES

One of the Tyranids' daily attacks was fought between the forces listed on the next page.



## Defenders of the Giant's Coffin: Scythes of the Emperor and Imperial Guard

### Supreme Commander

Chapter Master Thorcyra in Rhino.

### Space Marines

Space Marine Captain in Razorback. 6 Space Marine units in 3 Rhinos. 6 Space Marine Devastator units in 3 Rhinos. 4 Scout units. 2 Whirlwinds.

### Space Marines

Space Marine Librarian in Rhino. 6 Space Marine assault units in 3 Rhinos. 3 Attack Bikes.

### Space Marine Armour

Space Marine Captain in Land Raider. 2 Space Marine unit. 3 Predators. 2 Razorbacks.

### Imperial Guard

2 Command units, 1 includes a Captain. 6 Imperial Guard units, 1 includes a Commissar. 3 Heavy Weapons units. 3 Ratling Sniper units. 1 Hellhound. 1 Leman Russ.

### Imperial Guard Artillery

1 Basilisk HQ. 2 Basilisks. 2 Imperial Guard units.

### Imperial Guard

2 Command units, 1 includes a Captain. 6 Imperial Guard units. 3 Heavy weapons units. 2 Hydras.



## CONTINUING THE STAND

You might like to chart the end of the Scythes of the Emperor Chapter as a mini campaign. This is quite easily done. At the end of the game, roll to see what forces the defender gets back. (They weren't actually dead; some squad members managed to hide, others are just injured, ad-hoc squads are formed from survivors, vehicles are repaired by the tech marines, etc.) If the Imperial forces won then they recover each unit on a roll of 2+. On a 1 it was destroyed. If the defenders lost the game then they only recover units on a roll of 4+.

Then simply refight the scenario. Each battle the Tyranids may spend an extra 500 points on troops, which will start in reserve.

The first player to win 3 battles wins the campaign.

Alternatively you might like to throw in some Warhammer 40,000 games, as the defenders seek to repel smaller Tyranid probes against their defences, or perhaps Tyranids could have infiltrated into the caves in the mesa, and the Space Marines are hunting them down. Perhaps Thorcyra leads a counter attack – in the end it's up to you.



Chapter Master Thorcyra of the Scythes of the Emperor prepares to sell his life dearly against overwhelming odds on the Giant's Coffin.

## Hive Fleet Kraken.

### Tyranid Swarm

2 Hive Tyrants and 3 Tyranid Warrior units. 7 Termagant units. 5 Hormagaunt units. 4 Genestealer units. 2 Carnifex. 3 Lictors.

### Tyranid Swarm

1 Hive Tyrant and 6 Tyranid Warrior units. 5 Hormagaunt units. 5 Termagant units. 2 Carnifex. 1 Zoanthrope. 4 Assault spawn. 3 Exocrine.

### Tyranid Swarm

5 Tyranid Warrior units. 3 Biovores. 3 Termagant units. 3 Dactylis.

### Tyranid.Mycetic Swarm

1 Hive Tyrant. 4 Warriors. 4 Genestealer units. 1 Zoanthrope. 1 Carnifex. 1 Lictor. 2 Termagant units.

### Tyranid Flight Swarm

1 Harridan. 5 Gargoyle units.



Thorcyra climbed to the top of the bare rock mesa and surveyed the jungle below. Beside him the Chapter's tattered honour banner fluttered forlornly in the breeze. He had ordered it placed here, and had sworn to defend it to the last man. He felt sadness wash over him; the Chapter would be lost, its geneseed gone forever. Its glorious deeds would be remembered as legends, but first he must earn a place at the Emperor's side. There was glory in death and he was not afraid to die, his brothers had fought well – their Emperor would reward them soon.

From his vantage point Thorcyra could see for miles across the tree tops. The steaming viridian jungles stretched to the horizon in every direction. Within that jungle lurked the enemy. As he watched he saw the sky streaked with fire, another Tyranid spore flashed above him and plunged into the jungle canopy, the crashing sound of ripping branches echoed to him moments later. He memorised its position. That was the ninth spore today – the enemy must be preparing for a new assault.

He turned his attention to the defenders. From here he could see the long barrels of Basilisks protruding from their hiding places on the side of the mesa. Still further down the slope was a ring of make-shift firing pits, with heavy bolters ensconced behind boulders, sandbags and ammunition crates full of rocks. When the attack came they would rain down fire on the foul enemy, driving them back into the jungles. But with each attack he lost more men, more equipment and they expended more ammunition. Inevitably the time would come when the last shell was fired and the last grenade thrown, and then his wait would be over.



# ASSAULT ON IKKYO

## (DURING THE TYRANNIC WARS)

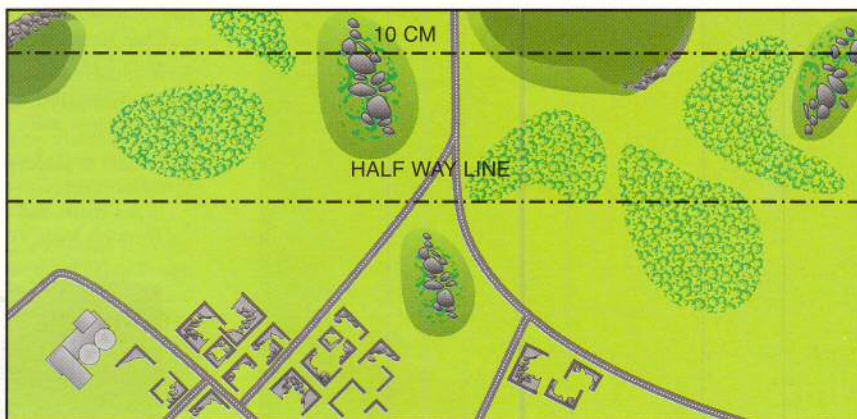
Ikkyo is a small, sub-tropical, forested world with a population of human colonists. It lies at the very limits of Ultramar, close to the projected route of the Iyanden craftworld. The people of Ikkyo pay tribute to their rulers on distant Macragge with good cause, for their world also lies in the path of Hive Fleet Kraken.

The defence forces, guided by a small detachment from the Ultramarines 4th company, had made ready for the expected attack as best they could. Widespread panic amongst the population had resulted in much looting and arson, so the city of Ikkyo was already covered in a veil of smoke, and many buildings had been burnt to the ground.

One wild night, as a tropical storm lashed the tall trees, the planet's nightmare began. The sky was streaked red as mycetic spores began to descend through the atmosphere. Soon the steaming forests were haunted by the screams of monstrous creatures.

As the monsoon rains poured down, the Tyranids launched their first attacks. Despite the threat, the defenders of Ikkyo worked through the night, clearing great swathes of forest with flame tanks to create killing fields for the Ultramarines Devastator squads. The engagements became more ferocious as the Ultramarines simply refused to give ground, and missiles and plasma blasts tore into the forest edges, keeping the rabid swarms at bay. Meanwhile the Hive Mind gathered its strength for one overwhelming attack. For the defenders there was no hope, they would sell their lives dearly and pray for a swift death.

Hope came, unlooked for, on the winds of the storm. As if from nowhere, jet bikes and grav tanks came speeding across the tree tops. Iyanden had come to the rescue of Ikkyo. Why? Few could



have guessed that the planet had been seeded by the Eldar's ancestors eons before, and now they had come to save their world.

Amidst the tropical storm's downpour the Eldar launched lightning strikes against the gathering Tyranid swarms. Jetbikes flashed through the dense forests as Aspect Warriors began to reinforce the Imperial positions. When the Tyranid assault finally came, it was met and driven back with equal savagery by the Ultramarines and Eldar. The makeshift barricades and fortifications around the city became piled high with the dead, but the Space Marines held firm. Ikkyo was safe for now.

### FORCES

Both sides pick forces to an agreed points value. Historically this was 2000 points, but you should feel free to alter this to suit your collection of models.

The following special rules are used in this scenario: *Army Morale, Objectives, Fortifications, Fate Cards, Reserves.*



All looks lost as the Imperial Guard defenders look certain to be crushed by a massive Tyranid assault



## SET UP

1. Set up the terrain in any mutually agreeable manner. The defender's side of the board should contain mostly man-made structures like buildings, factories and roads, whilst the attackers side of the board should contain mostly natural features such as woods and hills. This is just a guide though.

2. The defender places his objectives. He then deploys all his Imperial forces in his half of the table. He may also set up fortifications.

3. The attacker can deploy all his forces up to 10cm on from his board edge.

4. All the Eldar detachments start the game in reserve. They may enter the board from the Imperial table edge or up to halfway along the two side edges.

## OBJECTIVES

The defending player must choose one objective per 500 points in his army. Historically this is 4. They must be either Cleanse, Capture or Take & Hold objectives. The Tyranids do not use objectives.

## GAME LENGTH

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn, victory goes to the player with the highest army morale.

## HISTORICAL FORCES

The actual forces that took part in the defence of Ikkyo are listed below.

## Defenders of Ikkyo: Imperial Forces

### Ultramarines Detachment

**Space Marine Captain in Land Raider.** 1 Terminator unit in Land Raider. 4 Space Marine units in 2 Rhinos. 4 Devastator units in 2 Rhinos. 1 Dreadnought. 2 Vindicators. 1 Predator.

### Imperial Guard

2 Command units, 1 includes a Captain and Primaris Psyker. 8 Imperial Guard units. 2 Heavy units. 3 Hellhounds.

### Imperial Guard Armour

1 Leman Russ HQ. 2 Leman Russ. 2 Demolisher.

### Imperial Guard Super Heavy tanks

1 Baneblade HQ. 1 Baneblade.



## Eldar of Iyanden Craftworld

### Supreme Commander

Farseer in Falcon.

### Warhost

1 Jetbike unit with Warlock command.

4 Jetbike units. 5 Vypers.

### Warhost

1 Jetbike unit with Warlock command.

4 Jetbike units. 5 Vypers.

### Warhost

1 Aspect Warrior including an Exarch and Warlock.

4 Aspect Warriors,

2 upgraded to heavy weapons.

5 Falcons.

### Warhost

2 Aspect Warriors upgraded with Exarchs and jump packs. 2 Aspect warriors upgraded to jump packs.



## Hive Fleet Kraken

### Supreme Commander

1 Dominatrix.

### Tyranid Swarm

2 Hive Tyrants. 3 Tyranid Warrior units. 15 Termagant units. 4 Genestealer units. 5 Hormagaunt units. 3 Carnifexes.

### Tyranid Swarm

3 Tyranid Warrior units.

6 Biovores.

3 Dactylis.

### Mycetic Swarm

1 Hive Tyrant. 4 Tyranid Warrior units.

6 Lictors.

10 Hormagaunt units.

10 Termagant units.

2 Genestealer units.

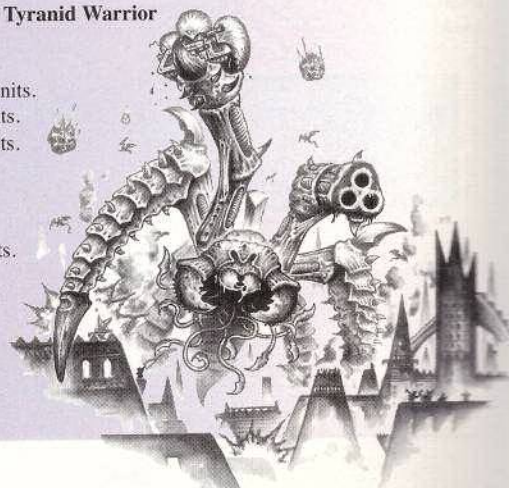
### Flight Swarm

1 Harridan.

5 Gargoyle units.

### Bio-Titan

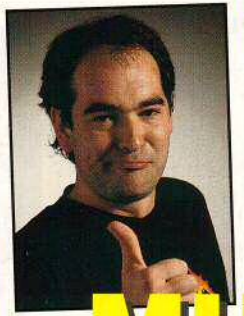
1 Hierodule.





the

by Jervis Johnson



# Jfiles

## MULTI-TABLE GAMES

**Jervis bangs on about huge multi-table campaigns.**

**This subject is dear to his heart at the moment. So much so that he's even gone and organised a campaign weekend...**

**file  
J/218-1**

It was Ian Pickstock's fault really.

There we were, dry-brushing some of the hundreds of building sections needed for the 40K tables at last year's Grand Tournament, when Ian said "You know, if these buildings were grey instead of sand-coloured, and you laid them out on a whole bunch of grey gaming tables, then it would look like a ruined city. We could call it Stalinvast or something, and play a huge game on all the tables..." The idea was such a good one that we chatted for a while about how the game would work, and decided that we really should try a big 'multi-table' game one day.

And that was as far as things got until we moved into our new Head Office building last November. Part

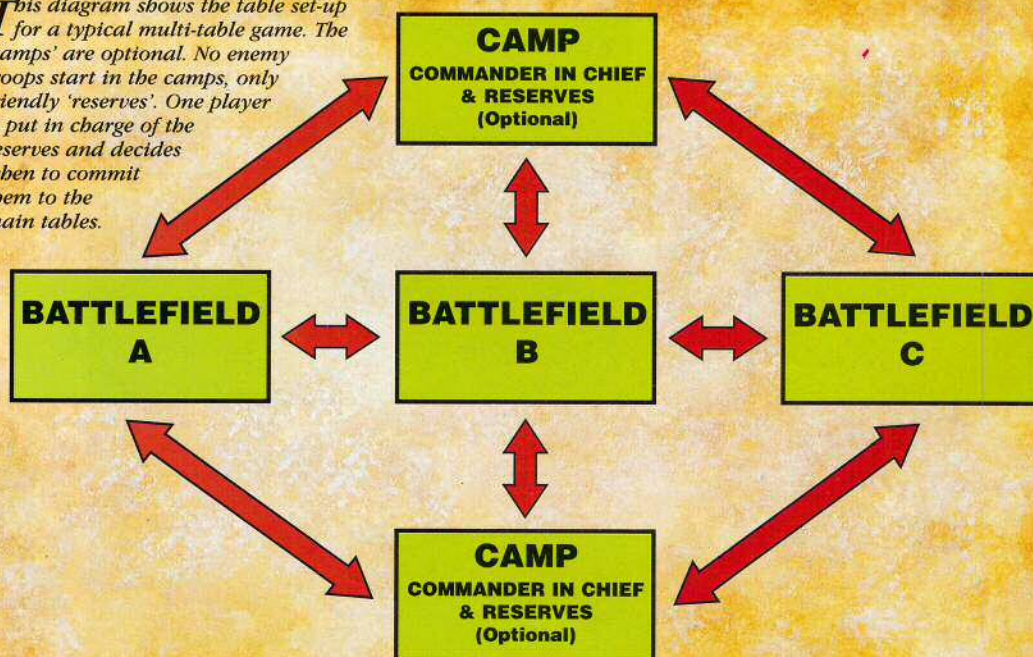
of the premises include a huge gaming hall, which is simply crying out for tournaments and special events to be played in it – one of which just had to be a multi-table game along the lines that Ian and I had discussed. I brushed off the ideas and started to work them up, and over the weekend of March 21-22 we'll be holding the first Campaign Weekend in the Head Office gaming hall. You'll find details of how you can take part in the game later on, but the fact of the matter is that anybody can play games like this, as long as they have space to set up several gaming tables. This makes them an ideal project for clubs or gaming groups, so I thought I'd use this J Files to explain how such games work.

### HOW IT WORKS

Basically, instead of playing a game on a single table, you play several games on several tables all at the same time (this of course requires teams of players). Troops can move from table to table, so if you finish off one opponent you can send troops to help out an allied commander on an adjacent table. I'll use as an example a simple three table game, played between two teams of three players.

The tables are laid out in a row, so that troops on table A can move to table B, but not to table C, while troops on table B can move to either A or C, and so on. Battles are fought on each table using the normal game rules. Sometimes players try to make sure that the games on all the tables follow the proper sequence of play, so if you were playing 40K for example, nobody could do any shooting until all units on all three tables had finished their moves. While this is more 'realistic', I have to say that in my experience it simply slows the game down horribly, and it is better to allow players on each table to carry on at their own pace. If this means that some players get through more game turns than other players, then so be it. After all, the pages of history – and the

*This diagram shows the table set-up for a typical multi-table game. The 'camps' are optional. No enemy troops start in the camps, only friendly 'reserves'. One player is put in charge of the reserves and decides when to commit them to the main tables.*





annals of the Warhammer and 40K worlds – are replete with tales of slothful commanders that took considerably longer to get tasks done than their more able fellow commanders or opponents.

## MOVING BETWEEN TABLES

Of course, what makes multi-table games so interesting is not that you've got several games going on at the same time, but rather that troops can move from one table to another. There are actually two ways of doing this, one most suitable for multi-table games with only a few tables (up to half a dozen or so), and one more suitable for larger games. The first of these allows players to move units of troops from table to table, so I'll call it the Unit By Unit method, while the second method means that a player moves his whole army from table to table, so I'll call it – wait for it, wait for it – the Army method.

## UNIT BY UNIT METHOD

Under this system, units of troops can move from one table to another by simply moving off the appropriate table edge in their movement phase. They then appear on the next table along at the start of the next friendly movement phase on the new table. For example, using the table lay-out shown earlier, a unit could move off the right edge of table A to appear on the left edge of table B in the next turn. We normally say that troops can appear anywhere on the appropriate table edge that is at least 8" away from any enemy troops, and are allowed to move normally on the turn they appear. Units that can't get on the table because enemy troops are too close may arrive on a future turn. Some players prefer to rule that troops can't charge (and sometimes even can't shoot) on the turn they appear, but I prefer to let them get stuck in straight away, as I think it is more exciting and fun. Still, some players get really upset if they get no chance to react to the appearance of a new enemy, so use the method that suits you best.

A problem with the Unit By Unit method is who is 'in command' of the troops on each table. The most common way of dealing with this is for units sent off to fight on another table to come under the command of the allied player in charge on that table. The only exception is that if a player wipes out all the enemy troops on the table where he's playing, then he can

move 'with' his troops and take command of them on the new table. An alternative method is to appoint one player as Commander-in-Chief, and allow him to decide who commands which units at any given time.

## ARMY METHOD

This system is more suited to very large games where 10 or more tables are being used, and where using the unit by unit method would be very unwieldy. It tends to give more of a large scale, 'strategic' feel to the game, as opposed to the 'tactical' feel of the Unit by Unit method. It has to be said that the army method takes much longer to use and is really only suited to games that last a whole day, or even a whole weekend.

As its name implies, with the Army method a player moves his whole army from table to table. In order to do this, the players on each table must fight a battle to its conclusion before they can move. We tend to use the standard victory conditions for the game being used, so for 40K we'd pick missions and play a normal 4 turn game. At the conclusion of the game the loser must retreat back to an adjacent table that is not occupied by any enemy troops and is not connected to the winner's table edge. If he can't do this then the army is wiped out and out of the game! After the loser has retreated, the winner can move to any adjacent table, chasing after the loser if he so desires.

If the winner moves to an empty table he can move on again at any time after a 15 minute wait (this 15 minute delay ensures that players can't 'zip round' unoccupied tables in an irritating fashion, and also gives the opposing side a chance to launch an attack before the player moves off again). If the winner meets an enemy force, a new battle is started, using the standard set-up rules and victory conditions, or whatever variation

file  
J/218-2



*This photograph shows a multi-table battle being played in our factory as part of the Ichar IV campaign a couple of years ago.*

of them you care to use. If he comes upon an existing battle then he can join in, his troops appearing 'en masse' on the appropriate table edge as described above for the unit by unit method. It's a good idea to limit the number of armies that can fight on each table to maximum of 2-3 per side, otherwise you'll find yourself with a dozen players taking part in a single huge battle on one table. If you use this rule then players are not allowed to move to a table with too many players already on it.

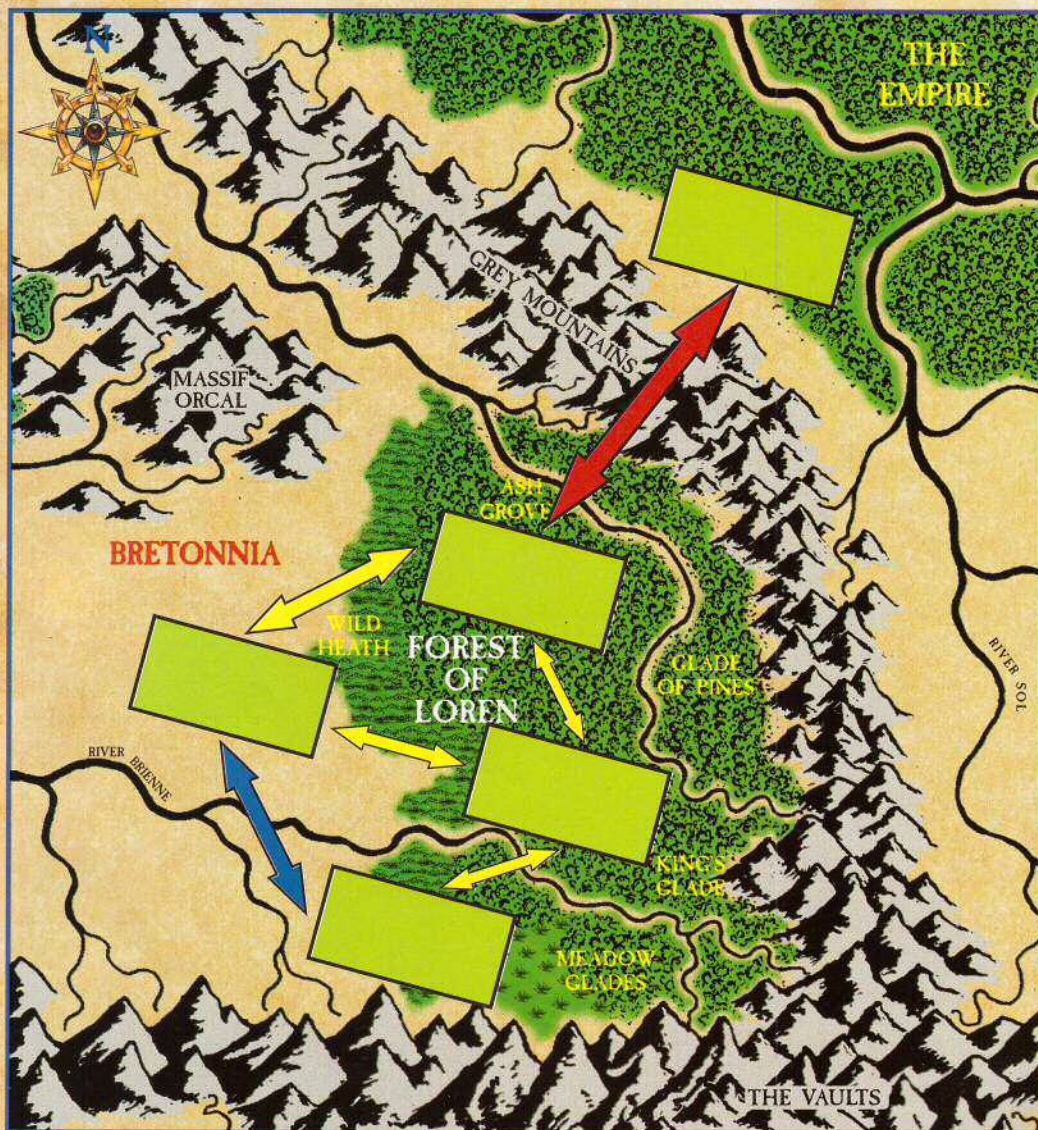
## CASUALTIES

One of the problems you'll find using the army method is that most armies are a very pale shadow of their former selves at the end of even their first battle – in other words you'll be left with armies that consist of a handful of models. To get round this I simply allow armies to return to full strength at the conclusion of a battle, with the exception that the winner can choose one regiment (not character) from the opposing army that is not allowed to fight in its next encounter. Players that prefer more complex systems can come up with all kinds of variations on this theme. But if you do this I highly recommend you allow the bulk of each force to be replaced after each battle, as otherwise you'll end up with some very sorry looking armies!



# LAYOUT FOR A STRATEGIC MULTI-TABLE GAME

*This map shows an example layout of the tables for a strategic multi-table game. As you can see we've based it on part of the Old World, but any map will do. Armies can move from table to table along the arrows marked on the map. Note that your game tables don't have to be set out in the same pattern as the map (i.e. they can be in a row), as long as you know which table represents which space on the map.*



## USING A MAP

Included with this article is part of a map lay-out for a multi-table Warhammer game, using the Army method of movement. Notice how we've gone for a strategic flavour on the map, and that the lines between some tables are colour coded to show that that special rules will apply if a battle is fought. For example, a player moving over a mountain pass (along a red line) must roll a D6 for each war engine, and can't use it in the battle if he rolls a 1, because the war engine has fallen off a cliff while making the crossing. You can use ideas like this in Unit by Unit games too, of course, perhaps saying that two tables are

separated by a fast flowing river which is dangerous to cross, or a forest where units may get lost for a turn or two before they appear, and so on.

## GIVE IT A TRY

Multi-table games offer all kinds of opportunities for interesting and varied games that are rather different to your run of the mill, face-to-face battle, and this article really only brushes the surface of what can be done. If

you are a member of a club then I really recommend you get some players and give a multi-table battle a try. If you don't have a local club, why not come along to the first big multi-table game that I'll be holding here in our gaming hall (but be quick - there are only a limited number of places).

*Denis Loh*



# MIGHTY EMPIRES

## A Warhammer Campaign Weekend

**M**ighty Empires is the very first Campaign Weekend we've ever held (well, as long as you don't count the staff 'dry-runs' used to test out the rules). The idea is simple – you turn up on Saturday 21st of March with a 2,000 point, fully painted, Warhammer army. Then we split you into teams, and you battle away all weekend to expand your starting empire!

Here's how it will work. Our huge purpose built gaming hall will be laid out with 80 gaming tables, arranged to represent all the important areas in the Old World. Armies will be able to move from table to table using the rules for 'army movement' described in the J Files article. Players will be able to fight battles, conduct sieges, make sea-borne invasions, and all kinds of other cool stuff too.

Pausing only for food, the occasional drink and a few hours sleep, this titanic clash will last the whole weekend. Then we'll see which team has done the best, hand out prizes and certificates, and take pictures to appear in White Dwarf!

So, if the thought of carving out a Mighty Empire sounds like your idea of a fun weekend, and you have a painted 2,000 point Warhammer army, then fill in the form below or phone our Mail Order department to book a ticket. We'll post you a copy of the full rules by return of post, and you can start making your battle plans immediately. But be quick – tickets for this unique occasion are going to sell out quicker than it takes a wild gnasher squig to gobble down a snotling...

### MIGHTY EMPIRES CAMPAIGN WEEKEND APPLICATION FORM

If you are interested in attending this Games Workshop campaign weekend at our new site, then please fill out your details on this form and send it back as soon as possible.

We can arrange accommodation for you if you wish but you must let us know now. For accommodation details you will need to give the Mail Order Trolls a call on 0115 91 40000. There will be no facilities for camping on site, as this is strictly not allowed.

The cost for the event is £25 which includes entry into the tournament and lunch on Saturday and Sunday. Bugman's bar will be open on the Saturday, from which you will be able to order bar meals (prices range from £1.00 to £4.00). You must be aged 15 or over to take part in this event.

*Tick where appropriate*

I will make arrangements for my own accommodation ☐

I require breakfast on the Sunday morning (additional cost £2.50) ☐

#### PLEASE FILL IN THIS FORM WITH BLOCK CAPITALS!

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

Country: \_\_\_\_\_ Post code: \_\_\_\_\_

Telephone Number: \_\_\_\_\_

**I am paying by:**

Cheque ☐

Postal Order ☐

Visa ☐

Access/Mastercard ☐

Switch ☐

Card No.

Switch Card Issue No. \_\_\_\_\_

Card expiry date: \_\_\_\_\_

Cardholder's Name & Address (if different from above): \_\_\_\_\_

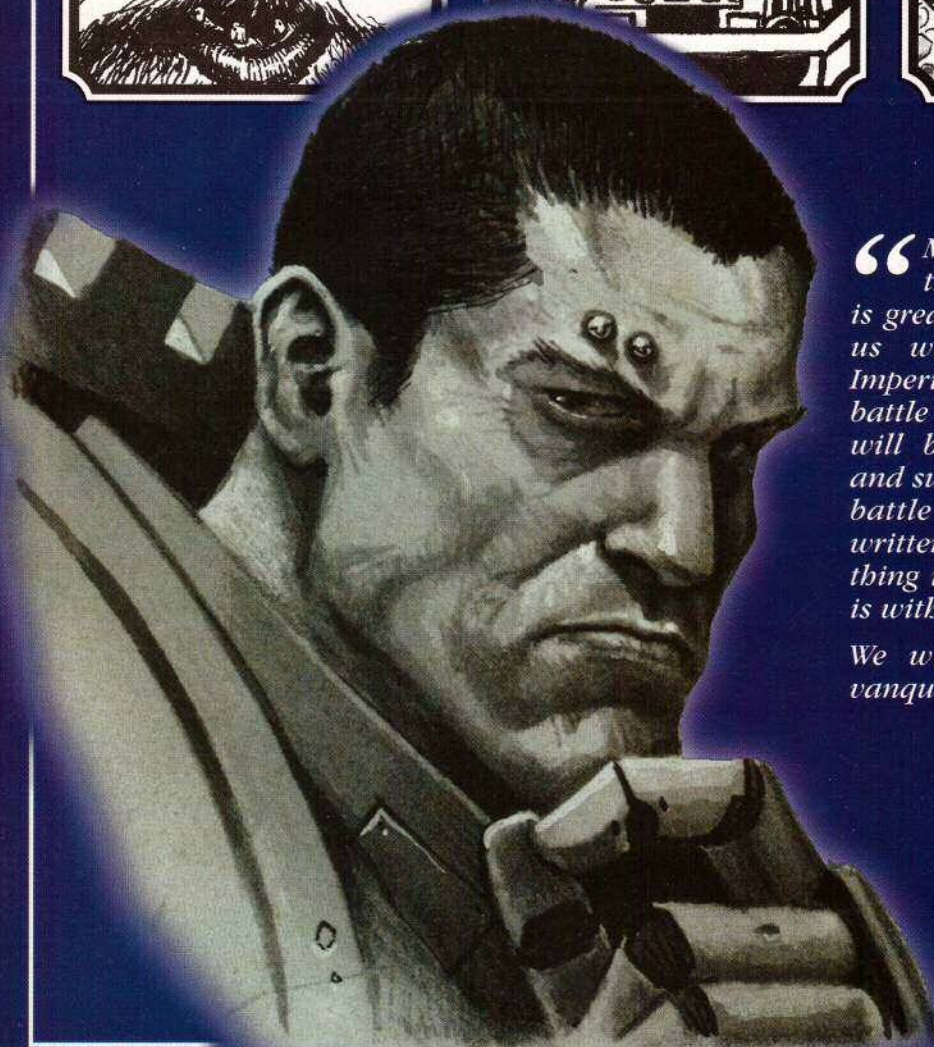
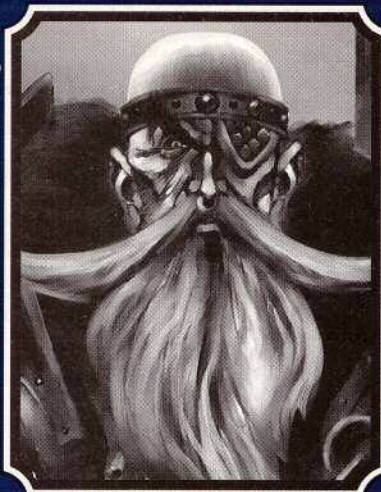
\_\_\_\_\_

Signature: \_\_\_\_\_

*Send this form (or a photocopy) to:*

**Mail Order, Games Workshop Ltd,  
Willow Road, Lenton, Nottingham, NG7 2WS**





*“ My vigilance is justified. The threat is great, yet our faith is greater still. The time is upon us when the heroes of the Imperium must stride forth to do battle with the ultimate enemy. I will be amongst that number, and such stories of glory, honour, battle and courage will be written of our mighty deeds. One thing is sure, whilst the Emperor is with us....*

*We will endure. We will vanish. WE WILL WIN!* ”

**HAVE WE GOT A SURPRISE  
FOR YOU NEXT MONTH!**

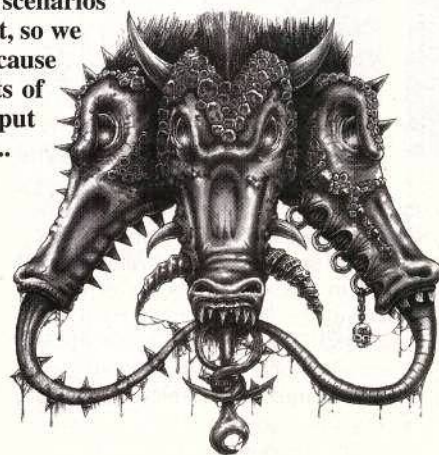




# TRIAL BY MAGIC

by Nick Davis, Andy Sharman and Andy Kettlewell

This Warhammer Battle Report is going to be a tad different. We generally use the *Pitched Battle* scenario for our battle reports but there are eight other great scenarios in the Battle Book to choose from. A change is as good as a rest and all that, so we decided to have a crack at Flank Attack because... because... well, because we could! The combatants, Daemons and High Elves, conjure up all sorts of fantastic images (*the Slaanesh images are best!* – Paul Sawyer) and so we put our fevered imaginations to work on a plot as cunning as a cunning thing...



**T**he night before the battle, the High Elves of Chrace were visited by the Chaos Gods. Over their camp a storm of unholy power crashed across the sky. Blood fell like rain upon the High Elves, staining their proud uniforms. Thunder like mocking laughter rolled through the hills and a howling wind momentarily twisted and contorted the clouds into the shapes of snarling Daemons, before becoming mere clouds again. The High Elves watched, transfixed by the heavens, praying to their gods and heroes for courage and guardianship.

As if it knew that it had failed to touch the Elves, the raging storm lashed out with anger. Arcs of black lightning crashed indiscriminately into the camps of both armies. Where it hit the ground, it exploded with the sound of dying souls. With eyes still alert to the skies, the High Elves watched in horror as the spectres of two towering Chaos Daemons clashed and fought above them. While these apparitions battled in the air, black clouds formed twisted images of Chaos-tainted Ulthuan, mocking the Elves and their home.

These dark hours the High Elves endured. Towards dawn the storm calmed, as if the approaching light of the Sun cleansed the air. At daybreak the High Elves rose and gave their thanks to their gods. No warrior had been beaten by the storm, though the vile corruption carried by the rain of blood had already infected many.

## FLANK ATTACK

The battle is set in Ulthuan during the reign of Phoenix King Finubar the Seafarer. It is one of the many battles against Chaos during the Great Chaos Incursion that ravaged the land of Ulthuan at that time. The war was won and lost at the Plain of Finuval where the desperate remnants of the armies of the High Elves gathered to make their last stand in the defence of their land. Armies from all over Ulthuan met at the plain to face the horrific forces of their great enemies, the Dark Elves and their Chaos allies. Just as the High Elves flocked to the plain, so did the Chaos and Dark Elf forces, and many smaller battles were fought as enemies met on their travels. One such encounter involved the High Elves from the kingdoms of Chrace and Saphery. As

they sped towards the Plain of Finuval their scouts reported a large Daemon warband rampaging towards the inner sea. Eager to cut down the numbers of Daemons that plagued their land, the two High Elf armies planned, using their scouts to relay communiqués, to attack the Daemons and wipe them out before they reached the Plain of Finuval and reinforced the already overwhelming Dark Elf and Chaos army. The forces of Chrace were chosen to meet and hold the Daemons as they were closer to the evil horde. The army of Saphery would arrive as quickly as possible to deliver a surprise attack on the Daemons by hitting them unexpectedly in the flank. If the army of Chrace could hold the Daemonic horde for long enough, the day could bring a valuable victory for the High Elves.

White Dwarf's own Elven general Andy Sharman was to take control of the High Elves and Nick Davis, the Daemons. In addition to this I wanted to impose some restrictions on Andy's High Elf army to give it even more character. The two halves of the Elven army are from specific kingdoms of Ulthuan so, for this battle, I decided to limit Andy to regiment types from only these two regions. An army from the kingdom of Chrace would start the game on the table, and the flanking force would contain regiments only from Saphery. This meant that although Andy could still choose his Archers, Spearmen and Silver Helms freely, he was limited in which special High Elf regiments he could take. The only special units from Chrace and Saphery are the Sword Masters of Hoeth and the White Lions of Chrace, which meant no Dragon Princes, Ellyrian Reavers, Shadow Warriors or Tiranoc Chariots! In addition to this, mainly to give each High Elf force a balanced feel, the two Bolt Throwers Andy had chosen could not be from the same kingdom, so one of them would not start on the table.

## TERRAIN

To give the impression that Ulthuan was a ravaged land, half corrupted by Chaos, we decided to mix the brilliant new Chaos terrain with our High Elf spires. By mixing models of dead trees with living ones I hoped to give the impression that the presence of Chaos was slowly killing not only the High Elves, but their land as well.



## DAEMON ATTACK



Nick Davis

When Paul Sawyer first loomed over me to ask if I would like to do battle report I was a little shocked (he's a big bloke, you know, and is a natural

loomer!) but of course, after I

had calmed down I could not resist the challenge. Especially when I was told it was against Andy Sharman – my long time arch-nemesis at Warhammer. Added to this was the bonus of using Daemons, an army I am considering collecting. This upcoming battle would be a test run for me to see just how good a Daemon army is and whether an army of Daemons would suit my playing style. The points were set at a whopping 3,000 points. I grabbed a copy of the Realm of Chaos book and set about planning my army of damnation.

When picking an army I usually find that if you come up with a battle plan first, you can build the army around it. In this case I am fighting the High Elf army who often prove to be the most difficult for Chaos to defeat – especially for Daemons. High Magic, combined with the solid disciplined troops and some extremely nasty elite units, can spell doom for any budding Daemon Warlord.

I need a cunning plan. I already know that we are playing the *Flank Attack* scenario which I have always found makes for an extremely exciting game. My army must be formed with hard-

hitting and fast-moving troops. Fortunately Daemons excel at both. At first I considered using Khorne daemons as they are the first (and last) word in shock attack troops, but then I plumped for Slaanesh, the natural enemy of the High Elves. Another reason for this choice is my own grim memories of my High Elf army being picked apart by a single unit of Daemonettes on Steeds of Slaanesh. With this in mind I sat down to consider my army selection.

Chaos armies are broken down into warbands, each one the loyal retinue of a Warlord. This gives a Chaos army loads of flexibility and, if you vary the warbands, a lot of colour as well. The first thing I need is a Warlord to act as the general of my glorious army of Daemons. At first I considered one of the Greater Daemons, each an awesome fighter in its own right, around whom I could form the army. But instead I choose a mighty Daemon Prince, as I felt that this would let me bring more individuality to the Daemon warband.

So my first Warlord is a Daemon Prince who I name Lerion the Denied. Now he's already an effective fighter, but I want to make sure anything he hits will stay down. The first Daemoniac Reward I buy is a *Daemonblade* and as the model carries a huge axe this seems appropriate. He is also a Prince of Slaanesh so I must give him the Mark of Slaanesh, this gives him immunity to all psychology and break tests which helps enormously in battle. The bane of Daemon armies is the Daemon Animosity rule, so to counter this I reward my Prince with the *Lord of Chaos*. This will keep daemons of different powers from squabbling with each other.

*"So you finally found them!"*

*G'garl Ul'rhan bristled with anger as the Daemon Prince Lerion addressed him like a lackey!*

*"The Elves we have been pursuing will turn and fight us on the morrow," the Daemon of Tzeentch replied with a growl. "They seek to prevent us from joining our Dark Elf allies on the plain beyond the Keep."*

*"Then we must prepare to thwart them," hissed Lerion the Denied."*

My Warlord is ready so now it's time to form a warband around him. His retinue must be the same value or more than the Warlord leading it.

My first choice are the formidable Daemonettes of Slaanesh mounted on Steeds of Slaanesh. These are some of the fastest daemons you can use in combat and will form the flank of my main strike force. There are 6 models available so I've grabbed all of them. The unit also gets a standard to help bolster it in hand-to-hand combat – if there are any enemies left to fight!

My main strike force is ready so now I need something to back it up and soak up the inevitable missile casualties. I choose another regiment of Daemonettes, this time on foot to help mop up any resistance (again I took all 10). I then gifted this regiment with the *Rapturous Standard* to give them some real backbone in hand-to-hand combat by ignoring all psychology (*but not break tests* – Paul Sawyer).



*The combined forces of Tzeentch, led by G'garl Ul'rhan, and of Slaanesh, led by Lerion the Denied.*



# WARHAMMER ROSTER SHEET

## SOUL THIEVES OF SLAANESH

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
<b>LERION THE DENIED, DAEMON PRINCE</b>	6	7	7	6	5	4	8	5	10	4+	<i>Mark of Slaanesh, Daemon Blade, Lord of Chaos, Cause terror</i>	365
<b>SOUL HUNTERS 6 DAEMONETTES 6 STEEDS</b>	4 12	6 3	5 0	4 4	3 5	1 1	6 6	3 1	10 10	3+	<i>Includes standard, Magic level 1, Cause fear</i>	395
<b>SOUL DANCERS 10 DAEMONETTES</b>	4	6	5	4	3	1	6	3	10	4+	<i>Includes standard - Rapturous Standard, Magic level 2, Cause fear</i>	435
<b>SOUL FIENDS 6 FIENDS OF SLAANESH</b>	6	3	0	3	3	1	3	3	8	4+	<i>Scorpion Tail, Soporific Musk, Cause fear</i>	180

## THE HANDS OF TZEENTCH

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
<b>G'GARL UL' RHAN, GREATER DAEMON OF TZEENTCH</b>	8	9	10	7	7	7	10	6	10	4+	<i>Daemonic Robes, Magic level 4, Cause terror</i>	795
<b>FLAMERS OF TZEENTCH 5 FLAMERS</b>	9	3	5	5	4	2	4	2	10	4+	<i>Cause Fear, Move over obstacles</i>	250
<b>TWISTERS OF TZEENTCH 11 PINK HORRORS 1 CHAMPION BLUE HORRORS</b>	4 4 4	5 6 3	5 6 3	4 5 3	3 3 3	1 1 1	6 7 7	2 3 1	10 10 10	None None None	<i>Includes standard and musician, Blasted Standard, Drum of Change, Splits into 2 Blue Horrors, Magic level 3, Cause fear</i>	580

**TOTAL 3,000**



This makes a small but powerful warband able to strike at the enemy and hit it very hard. To bolster my numbers and to give the Elves something else to shoot at, I go for a unit of my favourite daemon models – the Fiends of Slaanesh. These are just plain weird; big claws, scorpion tails and long lashing tongues. They are fast enough to support any of my units that get bogged down in combat, so I just have to have them.

It's important to take a step back from your Warband and take a look at it for any sign of weaknesses. I have the power I need to win in hand to hand as well as two wizards, one level 1 and one level 3 in the form of the Daemonettes on Steeds and the Daemonettes on foot. I think I need more magic to counter the threat of the High Elf mages. Luckily Chaos has the perfect answer to this in the form of the arch-sorcerer Tzeentch.

*“It's worth taking Pink Horrors for the look on your opponent's face when the unit grows as it is destroyed instead of shrinking”*

As I have mentioned before, the Chaos army is made up of individual warbands each led by a Warlord. I have already chosen my General and the core of my combat troops. My next warband is to be magic based. Not only is the Lord of Change a brilliant miniature, but it's also one of the most potent sorcerers in the Old World. I can rely on it to counter most enemy magic, and I can also use it to troubleshoot, countering any enemy threats that appear (it is a very formidable and mobile opponent). The Lord of Change model wears long flowing robes, so I reward it with *Daemonic Robes* which deduct 1 from the Strength of enemy attacks and should help to protect it. Fearing problems with Daemonic Animosity, it may be a good idea to make this Warlord a *Lord of Chaos* as well. However, I think it is inappropriate to have two *Lords of Chaos*, so I don't!

I now had my second Warlord who I name G'garl Ul'rahn. A quick check of the

Random Daemon name chart from the classic Realms of Chaos books (not to be confused with Realm of Chaos!) helped. This warband is aligned to a different god of Chaos so I must remember to keep all the Daemons well away from their Slaaneshi rivals, unless they are within 12" of my general. Otherwise my army will tear itself apart.

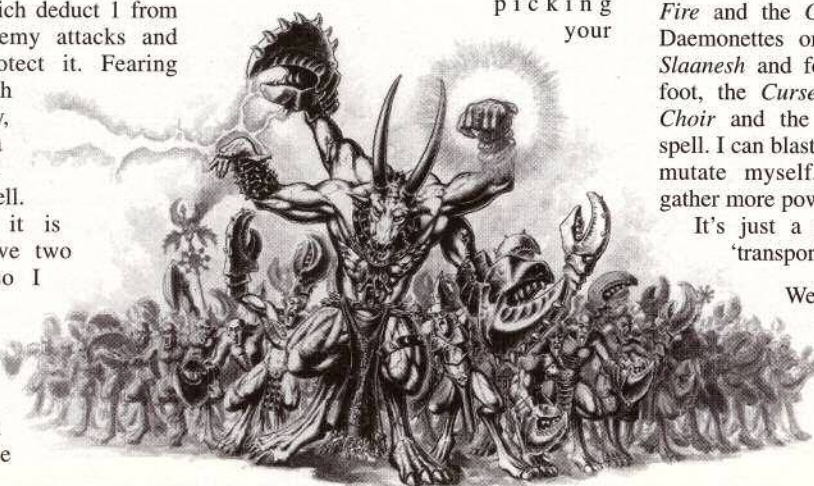
It is now time to pick the units that will join my new warband. The first one is the Flamers of Tzeentch. I really like the idea of them bounding across the battlefield setting the place alight. They are also powerful fighters so I'll use them on one flank to encircle the enemy.

The final element to add to this warband is the essential Tzeentch unit – Pink Horrors! What I really like about the Horrors is their ability to split into two Blue horrors when they are killed. It's worth it for the look on your opponent's face when the unit grows as it is destroyed instead of shrinking. This unit

has pride of place in the centre of my army to help soak up any missile fire. I blow my remaining points on this unit by giving it a Pink Horror champion, a musician with the *Drum of Change* and a standard bearer carrying the *Blasted Standard* (giving the unit a powerful ranged punch in case I need it). This brings my army up to 3,000 points and gives me a formidable fighting force.

### MY CUNNING PLAN

As I said earlier it's always a good idea to have a plan before picking your



army (*No! Really? – Paul Sawyer*). This ensures you pick the troops that are right for the job and that suit your fighting style. I want a fast force, capable of taking the battle to the enemy before they pick my army apart with missile fire.

My cunning plan is to advance in an 'oblique line' with the Flamers of Tzeentch and G'garl Ul'rahn on my right far flank. The Daemonettes on Steeds will set up on the opposite flank while the Pink Horrors, Daemonettes on foot and the Fiends will advance up the centre. Lerrion will advance just behind the main force, keeping animosity under control with his *Lord of Chaos* power and dealing with any threats that might drop behind my line. I will then crush the delaying force of High Elves as fast as possible so I'm ready to fight the flanking force – I do not want to be fighting on two fronts at the same time. The only minor problem is that I have no idea which side the flanking force will arrive on. I elect to set up almost in the dead centre of the table to give myself as much time as possible to react to the flanking force. If I do not crush the delaying force in time I can always turn any units not engaged in combat to face the threat of the flanking force. G'garl Ul'rahn or Lerrion will help counter this threat.

One last word about Magic. I now have 4 wizards on the table, all of varying levels, leaving almost the entire Slaanesh and Tzeentch deck open to me to choose from. I am confident that if I gain the upper hand in the magic phase, I'll have more spells than I know what to do with! The spells I draw are *Incandescent Assassin*, *Blue Fire of Tzeentch*, *Pink Fire of Tzeentch* and *Boon of Tzeentch* for the Greater Daemon of Tzeentch. For the Pink Horrors the *Bolt of Change*, *Shield of Fire* and the *Gift of Chaos*. For the Daemonettes on Steeds, the *Lash of Slaanesh* and for the Daemonettes on foot, the *Cursed Caress*, *Cacophonic Choir* and the deadly *Chaos Spawn* spell. I can blast the enemy, panic them, mutate myself, protect myself and gather more power cards from the deck.

It's just a pity I didn't get any 'transport' spells.

Well not to worry, my plan is set and my Warbands are ready. It is time to crush the puny High Elves between my claws...

Bwah! Ha! Ha! Ha!



## THE HIGH ELF TRAP



Andy Sharman

I'm using my own High Elf army in a campaign that the White Dwarf team are running at the moment, and I have been collecting and playing High Elves for longer than I can remember. So when I was asked to play with Games Workshop's High Elf army against the Daemon army, I jumped at the chance to match the highly skilled Elven warriors against the army of my old adversary, Nick Davis.

We are fighting a Flank Attack scenario that involves two High Elf armies rapidly converging upon an enemy force from different directions. One High Elf army ('Guardians of the Pass' from Chrace) will be deployed onto the battle field, while the second High Elf army ('Watchers of the Tower' from Hoeth) arrive on one flank and hopefully crush the Daemon Army between the two forces.

As I look over the troops I have to pick from (within Andy Kettlewell's limitations), I begin to see a plan forming. A High Elf army has two main strengths. One is a strong defence with its ranks of well-trained spearmen and archers, and devastating repeater bolt throwers. The other is that it has some of the Old World's best elite infantry and cavalry, ranging from my personal favourite the Sword Masters of Hoeth

## WARHAMMER ROSTER SHEET

### GUARDIANS OF THE PASS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
<b>PRINCE ELERION</b> <b>ARMY GENERAL</b> Hand weapon, shield, Pegasus	5	7	7	4	4	3	9	4	10	4+	<i>Dragonblade Lance, Armour of Protection, Amulet of Fire</i>	326
<b>THANAN</b> <b>MAGE CHAMPION</b> Hand weapon	5	4	4	4	4	2	7	1	8	none	Magic level 2 , <i>2 Dispel Magic scrolls</i>	171
<b>HUNTERS OF THE WOODS</b> <b>15 WHITE LION</b> Double-handed weapons, heavy armour, lion pelt, shields	5	5	4	4	3	1	6	1	8	5+	Unit includes musician and standard	255
<b>WHITE LION CHAMPION</b> Double-handed weapon, lion pelt, shield	5	5	5	4	3	1	7	2	8	5+	<i>Armour of Endurance</i>	56
<b>STORM OF LACOI</b> <b>19 ELVEN SPEARMEN</b> Heavy armour, shields, spears	5	4	4	3	3	1	6	1	8	4+	Unit includes musician and standard, <i>Valorous Standard</i>	308
<b>CHAMPION</b> Heavy armour, shield, spear	5	5	5	4	3	1	7	2	8	4+		53
<b>ARROWS OF URITHAIR</b> <b>14 ELVEN ARCHER</b> Long bows	5	4	4	3	3	1	6	1	8	none		154
<b>ARROWS OF ELTHRAI</b> <b>14 ELVEN ARCHER</b> Long bows, light armour	5	4	4	3	3	1	6	1	8	6+		182
<b>TEARS OF THALUI</b> <b>REPEATER BOLT THROWER</b> Crew Hand weapon, light armour	5	4	4	3	7 3	3 1	6	1	8	6+		100

TOTAL 1,605



The Guardians of the Pass, led by Prince Elerion.



(one of the hardest hitting regiments in the Elven army, because they ignore the restriction that double-handed weapons always strike last), White Lions of Chrace (their lion pelts enhance their armour save), mighty Dragon Princes of Caledor, to the fast and deadly Silver Helm cavalry.

My plan involves using both of these elements within the High Elf army. A main core of missile troops, probably Elven Archers or Shadow Warriors, backed up with a large regiment of Elven Spearmen or Seaguard. Two or three repeater bolt throwers to knock out larger targets or Greater Daemons are also a must. This army will hold its ground and do as much damage to the daemon army as possible. I foresee most or all the holding force being wiped out to an elf, but this should buy time for the flanking army to arrive. Their job is to destroy the remaining daemon regiments.

Well that would be the ideal force – now it's time to look at what troops are available. The first thing I had to do is work out the High Elf army from Chrace, which is the holding force. The main strength of the force is two regiments of Elven Archers, armed with longbows for the extra range, so I can get an extra turn of shooting in. I back these units up with a single repeater bolt thrower. This is an ideal war machine to use against large, tough targets by means of a single shot, or multiple weaker targets with a volley of darts. The added bonus is that the bolts pierce several ranks at a time, and no armour saves are allowed which makes the repeater bolt thrower a deadly weapon to face on the tabletop. Hopefully this amount of firepower should slow down

the Daemon Army enough to allow the High Elf flanking force to arrive just in time. To support the archers' flank I include a 20 strong spearman unit with the *Valourous Standard* (this lets you roll 3D6 when making a psychology test, and take the two best scores). This should ensure they do not flee the battlefield when faced with all the *terror*

and *fear* tests I will undoubtedly have to make. The other flank is held by a regiment of the elite White Lions, with their special skills (*Lion Rampant* – used to defend against an enemy charge, *Lion Leaping* – used by charging White Lions to barge over opponents, and *Lion Claw* – can be used against large monsters or any foes with multiple wounds). Armed

## WARHAMMER ROSTER SHEET

## WATCHERS OF THE TOWER

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
<b>BEL-HOTH THE ETERNAL, MAGE LORD</b> Hand weapon, Elven steed, barding	5	4	4	4	4	4	9	3	9	5+	<i>Potion of Knowledge, Skull Staff</i>	420
<b>SILENT ONES</b> 10 SWORD MASTERS OF HOETH Double-handed weapons, heavy armour, shields	5	5	4	3	3	1	7	1	8	5+	Unit includes musician and standard	357
<b>SWORD MASTER CHAMPION</b> Double-handed weapon, heavy armour, shield	5	5	5	4	3	1	7	2	8	5+		54
<b>TOWER RIDERS</b> 9 SILVER HELMS Light armour, shields, Elven steeds, lances	5	5	4	3	3	1	7	1	8	3+	Unit includes musician and standard <i>Standard of Shielding</i>	388
<b>SILVER HELMS CHAMPION</b> Light armour, shield, Elven steed, lance	9	3	0	4	3	1	4	1	5			56
<b>THE BRINGER OF SORROW</b> REPEATER BOLT THROWER Crew Hand weapon, light armour	5	4	4	3	3	7	3	1	6	1		100

TOTAL 1,375



The Watchers of the Tower, led by Bel-Hoth the Eternal.



with double-handed axes they should be a match for any enemy regiment.

The holding force is led by Prince Elerion, my army general. Astride his Pegasus he can match the speed of any winged daemon and is armed with the *Dragonblade Lance*. This allows him either to hit his opponent automatically or use the special Dragonblade attack – the magic lance keeps on going through rank after rank. Elerion can fill gaps that appear in the Elf battle line or take the fight to the Daemons.

I am sure Nick will have a very strong Magic presence so I take a Mage Champion with two *Dispel Magic* scrolls to ensure I can stop anything he throws at me.

### FLANKING FORCE!

My flanking force consists of the strongest units at my disposal. A regiment of ten Silver Helms armed with lance, shields, light armour and

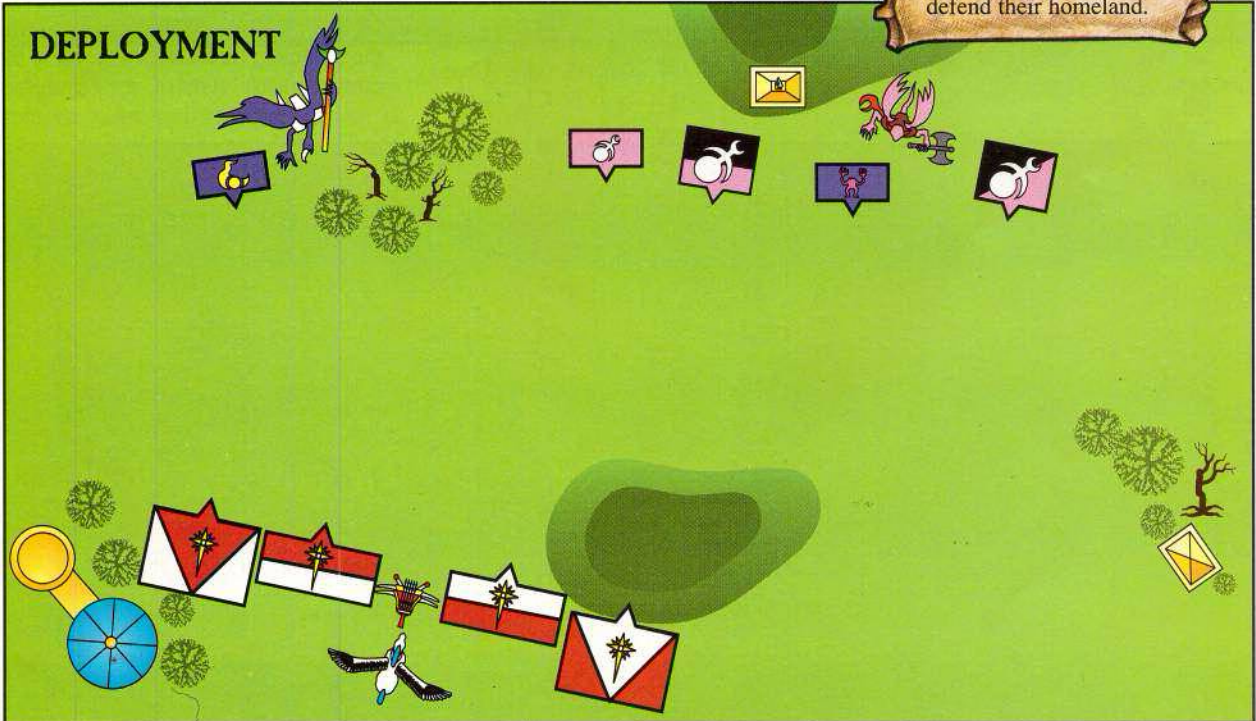
carrying a *Standard of Shielding*, are fast and deadly enough to smash any Daemon regiment that tries to stop them rejoining the holding force. After joining with the rest of the army they can attack with the support of both the White Lions and Spearman regiments. A huge regiment of Sword Masters of Hoeth back up the Silver Helms, this regiment can take on most of the daemon army and stand a more than fair chance of winning. They don't suffer the usual penalties for using double handed weapons and their ability to deflect arrows or crossbow bolts (any foe attempting to shoot at the Sword Masters from their front must deduct -1 from their roll to hit) is usually really useful – though not against Chaos as they don't have missile weapons!

In addition to all this I choose a Mage Lord to hopefully tip the balance of play in the last couple of magic turns. I gave him the *Skull Staff* (+1 bonus to dispel) and the *Potion of Knowledge* (cast spell

for no power cost) which in my view is an amazing item that helps me cast spells even if the winds of magic are low. This mastery of magic should be enough to inflict crippling damage on the weakened Daemon army. The last thing to add is another repeater bolt thrower to pick off lone regiments too far away for my cavalry to engage. Now to put my plan into action...

The Daemons were almost upon them. Elerion put aside the maps and strode forth to address his warriors. But standing before them it was written across every face – there were no words he could say that would make them any more determined to defend their homeland.

### DEPLOYMENT



G'garl Ul' rhan,  
Greater Daemon  
of Tzeentch



5 Flamers of Tzeentch



12 Horrors of Tzeentch



Lerion the Denied,  
Daemon Prince



6 Fiends of Slaanesh



10 Daemonettes of  
Slaanesh



6 Daemonettes of  
Slaanesh mounted  
on Steeds



Thanan, Mage  
Champion, with White  
Lion Champion and 15  
White Lions of Chrace



14 Armoured Archers



14 Unarmoured Archers



Spearman Champion  
and 20 Spearmen



Prince Elerion,  
High Elf General



Repeater Bolt  
Thrower



## CHAOS TURN 1

Before the battle started, Nick rolled a huge hand of Chaos Gifts and was eager to mete out some destruction to the High Elves and gain an advantage. First he infected the proud White Lions of Chrace with *Nurgle's Rot*, reducing their movement by -1". Next he summoned a *Storm of Chaos* over the battlefield, but instead of striking down the Elves, the fickle Chaos Gods struck the Daemons instead,



causing one Wound on the Flamers of Tzeentch! Last of all Nick started a *Feud of the Gods* and a Daemon Prince and Horror champion immediately fought as mere pawns for their gods.

*"With terrible screams and howls, the Daemonic horde poured towards the waiting High Elves."*

Both struggled to gain advantage but neither won the contest and were returned to the battlefield to face the Elves.

With terrible screams and howls, the Daemonic horde poured towards the waiting High Elves. G'garl Ul'rhan, the Greater Daemon of Tzeentch, led the Flamers towards the spearmen guarding the towers. The Daemon Prince, Lerion the Denied, marched the rest of the Daemonic horde into battle, eager to smash and slaughter his foe.

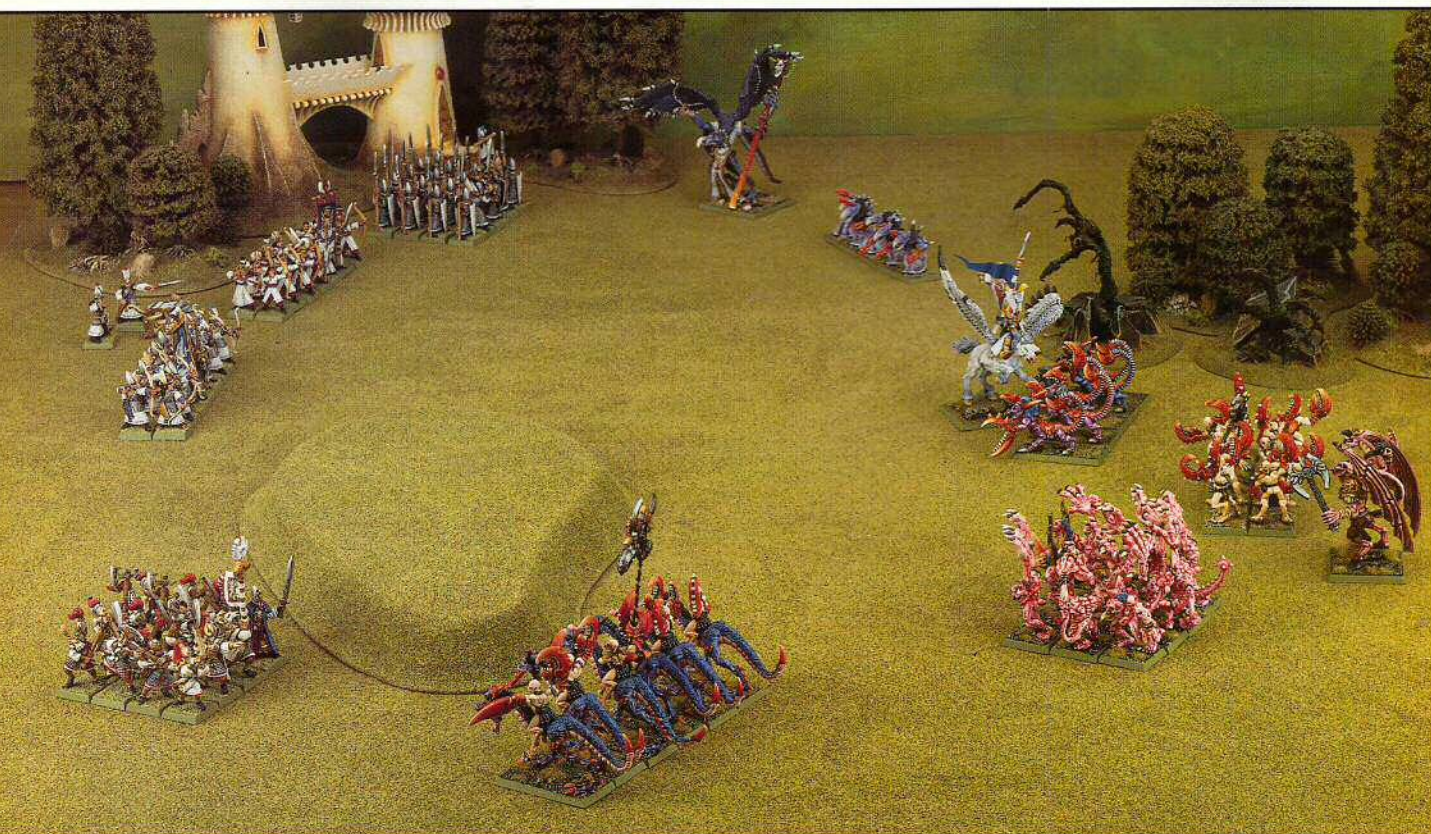
Not close enough to attack the Elves directly, the Chaos horde launched a magical

assault upon the enemy. Calling to its master, G'garl Ul'rhan cast *Boon of Tzeentch* and received three more magic cards for Nick's hand. Using this new found power the Greater Daemon cast

*Blue Fire of Tzeentch* at the spearmen, and two of them were consumed in cobalt flames. After this onslaught, the High Elf Mage strained to contain the next blast of energy but was overwhelmed by its power. *Incandescent Assassin* shot across the battlefield towards the High Elf general and would have killed him if not for the power of the general's *Amulet of Fire*.

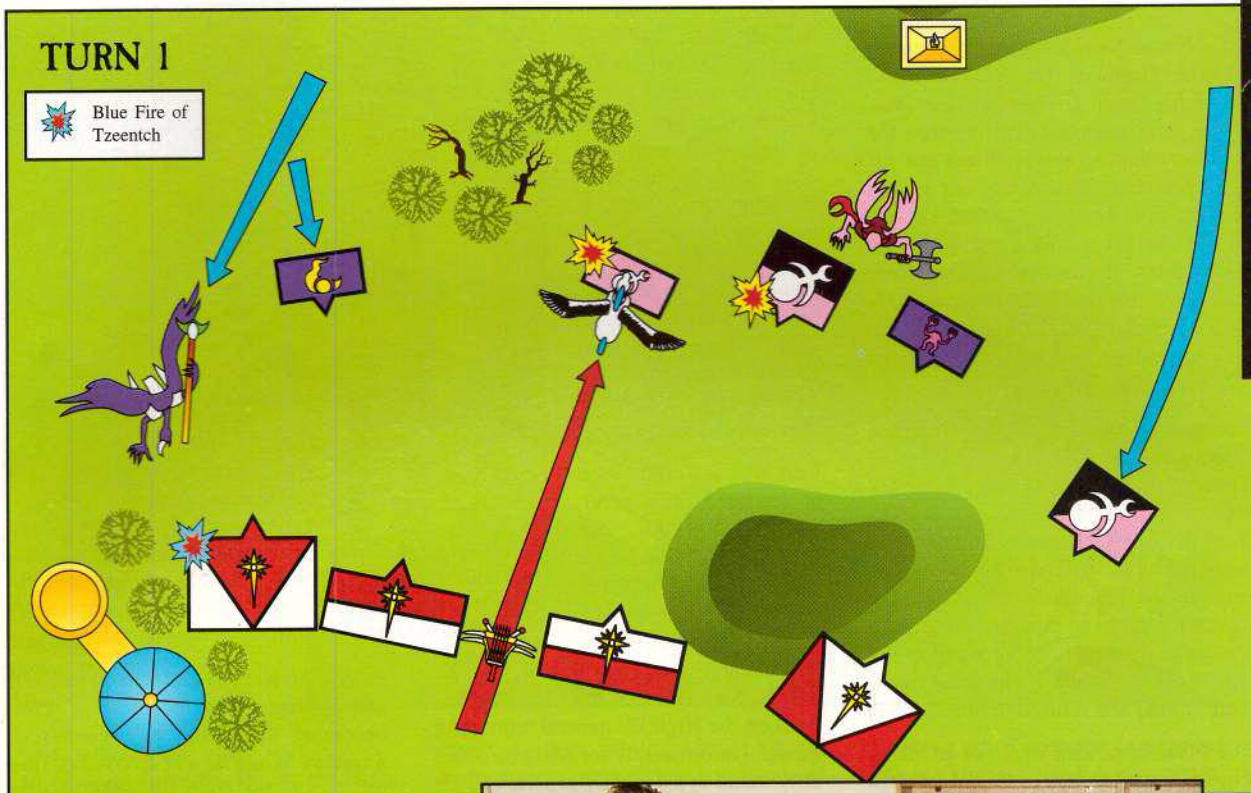
## HIGH ELF TURN 1

Recovering from the blast, Prince Elerion, general of the army of Chrace, let out a battlecry and charged towards the oncoming Chaos host. The rest of his army, already sure of their purpose,



*The Chaos army sweeps across the battlefield in the face of heavy missile fire.*





deployed for a defensive stand. Many prayers went up for Prince Elerion; if their leader could slow the Chaos advance, the High Elves would gain an advantage. Seeing the danger that the High Elf general posed, Nick played the *Allure of Slaanesh* Chaos Gift on him as he took his *fear* test to charge the Fiends. Prince Elerion's mind was strong however and he passed the leadership test even with the -1 penalty imposed by the card.

As their general attacked the foul Daemons, the High Elf archers aimed their long bows high into the air and a cloud of arrows fell upon the Flammers and Daemonettes. But much to the dismay of the Elves, only one Daemon from each regiment fell to the arrows. The bolt thrower then released its missiles at the Daemonettes but again, as if some dark power guarded them, only one Daemon was killed!

In combat Prince Elerion slew three of the Fiends of Slaanesh with his Dragonblade Lance, but the Daemons refused to flee from his charge and swarmed around his Pegasus mount, hissing and snapping with their claws.

High Elf Mage Thanan cast *Coruscation of Fineir* upon himself and rose up so he



Nick unleashes his dread Tzeentch magic.

*"Prince Elerion slew three Fiends of Slaanesh with his Dragonblade Lance, but they refused to flee from his charge."*

could view the battlefield. Seeing the might of the Daemonic horde, Thanan attempted to protect the Elven army by casting *Hand of Glory*, but the power was dispelled when Nick played the

*Wrath of Khorne* card. Unfortunately for Thanan, the Chaos God of War lashed out at the magic caster and drove the spell from his mind.



## CHAOS TURN 2

Now in range to storm into combat, the Daemons became more and more frantic in their howling. With a great scream, G'garl Ul'rhan led the Flamers, crashing into the Elf spearmen. Carried by their steeds, the Soul Hunters smashed into the White Lions. With the sound of combat, the rest of the Daemonic horde marched even faster towards the High Elves, their growling and screaming becoming louder the closer they got.

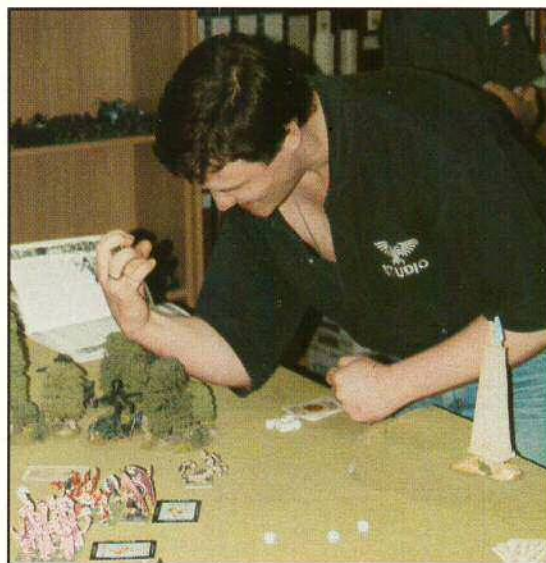
Facing the charge of the mounted Daemonettes, the White Lions of Chrace used their Lions Rampant special ability to defend themselves from the foul Daemons. The onslaught was great however and six White Lions fell to the unnatural claws of the Daemonettes. Even though their general was away fighting in another part of the battlefield the White Lions grimly held their ground and refused to break.

The Elven spearmen were not so lucky. The combined charge of G'garl Ul'rhan and the Flamers killed eight spearmen including their champion. Waves of blue and pink fire swept around the combat with every attack from the Daemons in this mighty slaughter and the spearmen, seeing their champion slain, turned and fled. Both the Flamers and G'garl Ul'rhan pursued the spearmen, but were unable to catch them!

Hearing the slaughter behind him, Prince Elerion renewed his efforts against the Fiends, who had started to fight back with fury after their initial loss. Hacking left and right at the foul creatures the High Elf general managed to wipe them out and then turned his gaze upon Daemon Prince Lerion the Denied, eager to revenge the death his warriors.

Lerion stared right back at the High Elf general, and as he did, the Daemonettes launched a magical bolt towards Prince Elerion with such power that Thanan was completely unable to stop it. Nick had cast the *Chaos Spawn* spell on the High Elf general with Total Power. Unfortunately for Andy he could only watch as his mighty general and his loyal mount were moulded together by dark magic into a hideous, gibbering Chaos Spawn! Not a bad start to the Chaos magic phase!

Once again Mage Thanan defended the High Elf army from a barrage of magical power from the Chaos army. Preparing his mind, Thanan dispelled



Nick exults over the death of the High Elf general. It was decided that the Elven Steed would be consumed by the Chaos Spawn as well as its rider.

*Lash of Slaanesh*, but was then forced to use a *Dispel Magic* scroll to avoid becoming the victim of *Incandescent Assassin*. While he was recovering from this attack, the High Elf army was left exposed to the Daemons, and G'garl Ul'rhan launched a *Pink Fire of Tzeentch* at the High Elf archers, consuming 4 of them.

## CHAOS TURN 2

Pink Fire of  
Tzeentch



Prince Elerion felt elated with victory as he slew the last of the Fiends. But it was then that he spied Lerion's glare.

Lerion leaned over to his beloved Soul Dancers. "Prove you are worthy of my affection," he whispered.

Magical energy twisted and warped the prince and his mount into a mass of tentacles and legs. "Now you are truly beautiful," gloated the Daemon Prince.





## HIGH ELF TURN 2

Meanwhile the slaughter of combat proved too much for the crew of the bolt thrower. Seeing the spearmen fleeing and a Greater Daemon bearing down on them, they fled from the battlefield believing all was lost. Completely unaware of this the spearmen rallied and turned ready to retake their standard from the Daemons.

The archers of Lacoï and Urithair showed their resolve and moved closer to the oncoming Chaos horde. At the signal of Mage Thanan, who was still magically flying high above the battlefield, the Archers released their arrows towards the Daemonettes. Once again a hail of death filled the sky as the High Elf arrows sped to their targets and cut down 4 Daemons.

On the right of the High Elf battleline the White Lions of Chrace battled on against the Daemonettes and their steeds. Refusing to give up their



position the White Lions fought furiously against the frantic onslaught of the Daemonettes. Four White Lions fell under the claws of the Daemons, but one Daemonette was dragged from its steed and killed. Though the slaughter between these two opponents was great, the White Lions held their ground and stared grimly into the face of death.

Looking down upon the carnage below, Mage Thanan tried to summon up enough power to aid the brave White Lions, but the magical energies released by the Chaos horde had weakened his strength and he was unable to do anything, much to his despair! He could do naught but await the next attack from the Daemons.



*The Elf spearmen flee, before rallying to face the Daemons anew.*





### CHAOS TURN 3

Revelling in its obvious magical superiority over the weak mortals, G'garl Ul'rhan charged into the nearest regiment of High Elf archers. Howling with the expectation of further combat and slaughter, the Flamers charged again into the High Elf spearmen, but this time the spearmen were ready for the attack and, levelling their

weapons, braced themselves for the coming impact.

The Flamers crashed into the spearmen and pushed them back, crushing 3 Elves as they attacked. Reeling from the attack the spearmen could do no damage to the Daemons, but held their ground. The

Meanwhile the Greater Daemon turned to face the other regiment of archers and, with an arm stained with High Elf blood, the huge creature pointed a boney claw and screamed a terrible, unearthly sound. With horror filling their hearts the archers turned, almost to ready to

*"G'garl Ul'rhan ploughed into the Elves, sending broken bodies through the air with every swing of its terrible staff."*

archers were not as prepared for the attack of the Greater Daemon of Tzeench. G'garl Ul'rhan ploughed into the Elf regiment, sending broken bodies through the air with every swing of its terrible staff. In sheer terror of the huge creature, the archers fled. Such was their dread, they ran towards the rest of the Daemonic horde, but the huge Greater Daemon hacked and slayed them all as they fled.

The White Lions once again launched an attack on the Daemonettes surrounding them. The attack was bold but left them exposed and the Daemons, ever ready to pounce on the weakness of mortals, slayed the brave High Elves and forced them to run from the battle. Cackling with pleasure, the Daemonette cavalry watched the Elves run from the field and then turned to find another target.

break, and then they saw the White Lions of Chrace being slaughtered by the Daemonic cavalry. Their courage failed them and they ran from the horror.

Once again the Daemons launched a huge magical attack upon the broken High Elf army but this time Mage Thanan was up to the challenge. Seeing his comrades killed by the Daemons had strengthened his mind and he lashed back at all the Daemons' attempts to cast spells. Once again *Incandescent Assassin* was launched at Thanan and was dispelled. A *Blue Fire of Tzeench* shot across the battle field towards the remaining archer unit but was also dispelled. In frustration G'garl Ul'rhan called for a *Boon of Tzeench* and used the extra power to cast a *Bolt of Change* at Thanan. With no chance to dispel it, never-the-less Thanan survived!



*With magical power, the hill crashes forward to smash the Daemonettes and the Pink Horrors!*





## CHAOS TURN 3



Sword Master champion  
and 19 Sword Masters of  
Hoeth



Silver Helm champion  
and 9 Silver Helms



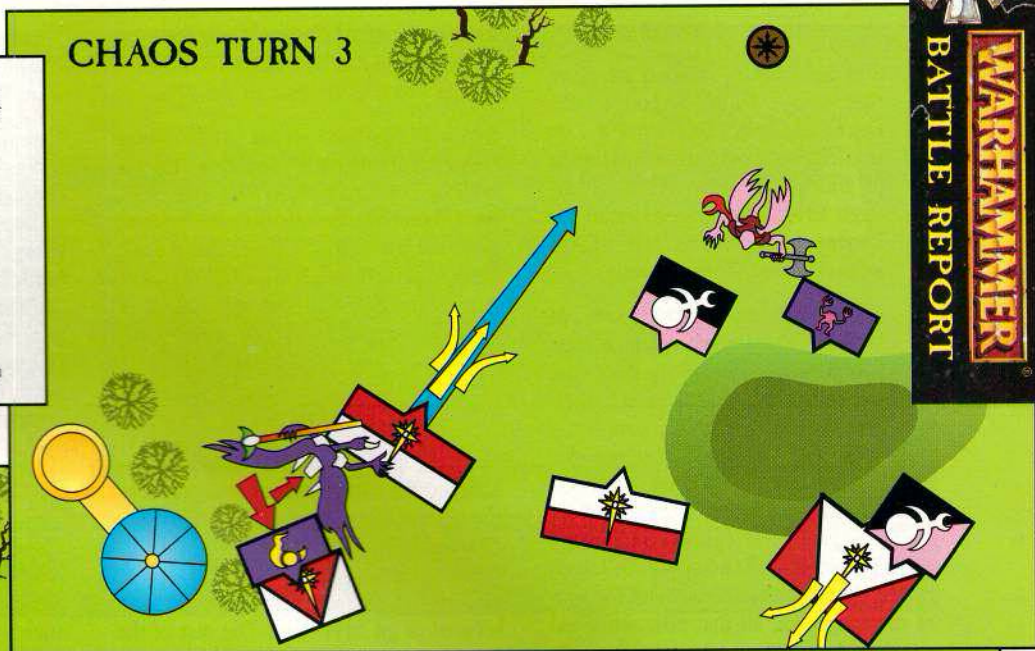
Bel-Hoth, Mage lord



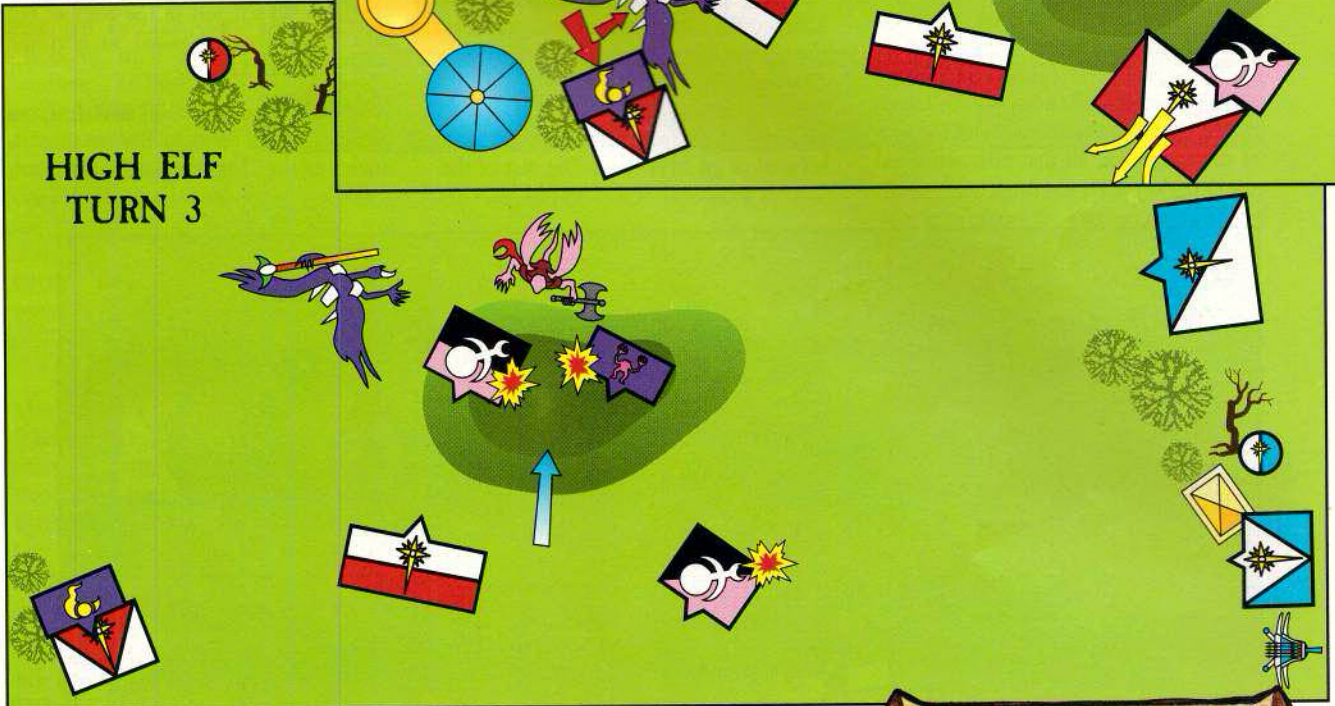
Bolt Thrower



Thanan, Mage Champion



## HIGH ELF TURN 3



### HIGH ELF TURN 3

With the rhythmic thudding of galloping cavalry and the sounding of horns, the High Elves of Saphery entered battle led by Mage Lord Bel-Hoth. Immediately despair hit the army of Saphery as they saw the remains of the Chrace army, but the despair quickly turned to resolve as they spurred their steeds on towards the Daemonic horde, swearing revenge for their fallen comrades.

The bolt thrower, Bringer of Sorrow, launched its bolts towards the Daemonette cavalry and killed one of the beasts. Taking heart from the arrival of the reinforcements, the spearmen renewed their attack on the Flamers and after some savage fighting the combat was won with the help of the Spearmen's musician.

Attempting to aid the forces of Chrace as quickly as possible, Mage Lord Bel-Hoth the Eternal summoned up great waves of magical power to cast *Assault of Stone* on the hill to crush the Daemonettes and Pink Horrors. The spell destroyed all the Daemonettes and killed 5 Horrors under the landslide. Next Bel-Hoth cast *Fiery Convocation* at the Daemon horde but Nick played *Drain Magic* to dispel the power and end the magic phase. The powers of Lord Bel-Hoth may have turned the battle in the favour of the High Elves but no celebration was heard from the Elven warriors. Their features were set in a grim stare. No cheer would leave their lips until Chaos was forced from their land forever.

Upon his arrival on the field of battle, Bel-hoth the Eternal surveyed the devastation. The forces of Chaos were driving back the remnants of Prince Elerion's army as it retreated in tatters. Seeing the balance of power tipping in favour of Chaos, he invoked all the awesome magical energies that his many years of training had granted him. Summoning the very elemental powers of the earth to join the fray, Bel-hoth buried the Daemonettes and Pink Horrors under a mountain of earth.



## CHAOS TURN 4

Surprised by the sudden attack of the army from Saphery, the Daemonic horde turned to challenge the new arrivals. Hoping to finish off the remains of the High Elves of Chrace, Lerion the Denied charged the last of the archers, eager for slaughter.

Crashing into the Arrows of Urithair, the Daemon Prince slew two High Elves but with their rank and standard, the archers held their ground. Next to them the spearmen, still fighting against the Flamers, were cut down by a furious assault. Five spearmen were killed by the Flamers and the regiment was forced to flee from the table, rapidly followed by the pursuing Daemons. With the rout of the spearmen, all that now remained

from the army of Chrace was a regiment of archers. It was now up to the forces of Saphery to win the day for the Elves.

Sensing danger from the Elven reinforcements, the depleted Horror regiment cast a *Shield of Fire* upon itself for protection against the devastating High magic. G'garl Ul'rhan once again called for a *Boon of Tzeench* and then cast a *Blue Fire of Tzeench* at the Silver Helms, but it failed to cause any wounds.

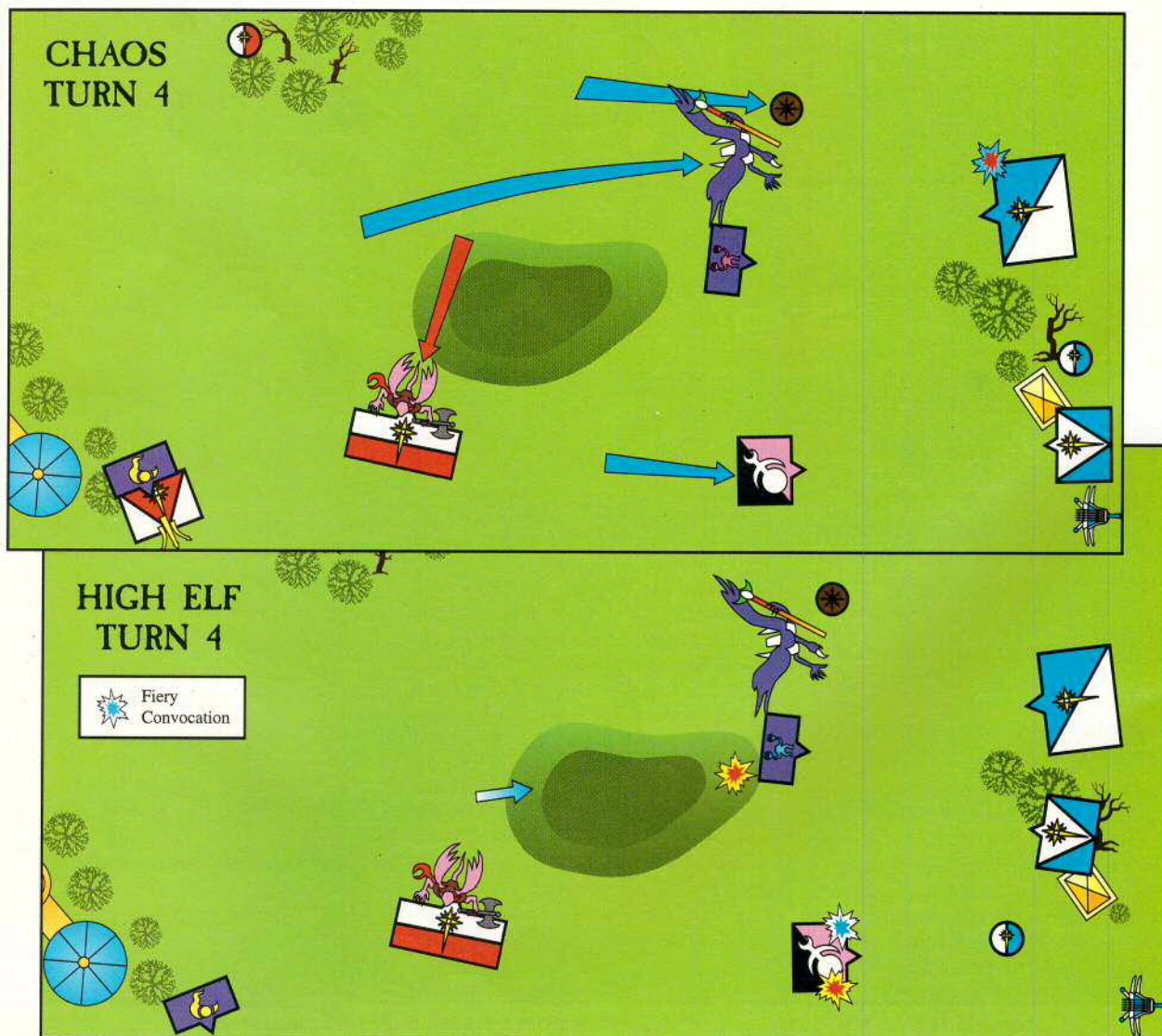
## HIGH ELF TURN 4

Spurring their steeds, the Silver Helms charged the Horrors, but at the sight of the Daemonic creatures and the waves of magical fire rippling over them, their mounts refused to attack. The Silver Helms had failed their Fear test and refused to go anywhere! The rest of the

Saphery army advanced towards the Daemonic horde eager to rid Chaos from their land.

The Saphery bolt thrower fired first, felling two of the Daemonette cavalry in revenge for the slaughter of the White Lions. As the Silver Helms had failed to charge, the only combat on the battlefield was between Lerion the Denied and the Arrows of Elthrai (the last of the army of Chrace). The Daemon Prince fought furiously but the hearts of the High Elves were filled with hope at the arrival of their cousins and the archers gave no quarter to the foul creature. No Elf fell in the combat but their swords again failed to hurt the thrice damned Lerion.

With the failure of the Silver Helms, the battle was still held in the balance so once again Mage Lord Bel-Hoth







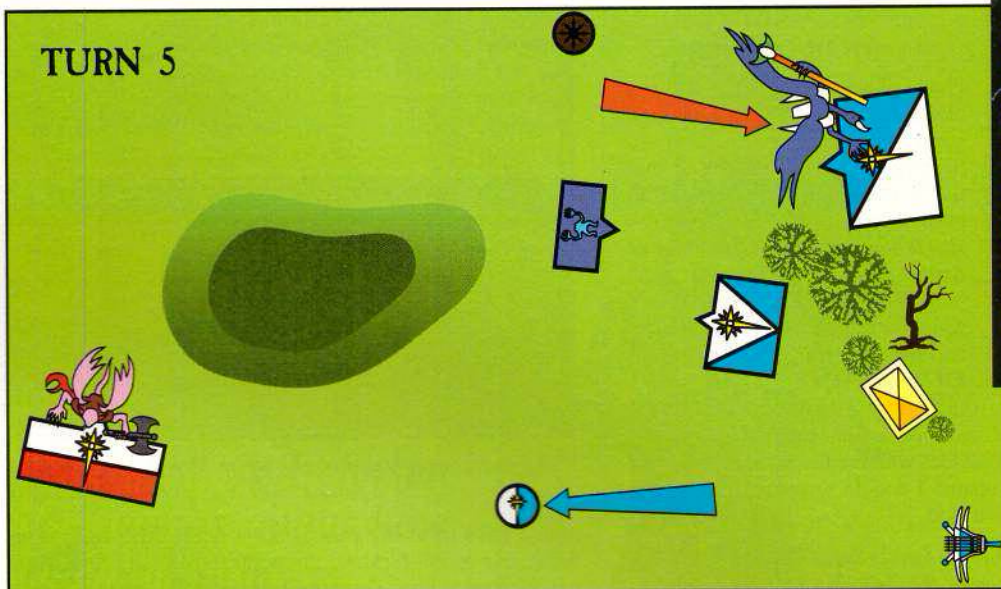
summoned all his magical power and cast an *Assault of Stone*. Nick looked on in disbelief at the cards as Andy cast the spell with *Total Power* again! This time only the Horrors were hit by the falling stone but they were crushed utterly and destroyed, their *Shield of Fire* failing them! Out from the rubble a gibbering mass of Blue Horrors emerged to take the place of their Pink brothers. The High Elf army looked on in dismay as the Daemon regiment doubled in size! Finally the last of the cursed Daemonette cavalry was destroyed by a *Fiery Convocation* cast by the Mage Lord. The White Lions were avenged!

### CHAOS TURN 5

Mocking the Silver Helms for their fearful behaviour G'garl Ul'rhan charged them, but the Elven knights stood their ground and met the attack. Elsewhere Mage Lord Bel-Hoth spurred his steed on towards the beleaguered Chrace archers in the hope of aiding them and finally destroying the Daemon Prince.

Six times, the Greater Daemon swung his great staff at the Silver Helms and three knights fell, crushed by the sheer force of the blows. The remaining Elves steered their steeds away from the rampaging Daemon but held their ground and refused to give way. Fighting the archers, Lerion the Denied smashed one with his mighty axe but it was not enough to break the Elven line and they held, waiting for the help of the Mage Lord.

Realising the danger the Mage Lord posed to the Daemon Prince, G'garl Ul'rhan cast an *Incandescent Assassin* in his direction but the power was dispelled by the Mage Lord as he galloped to the archers.



### HIGH ELF TURN 5

Believing the battle could still be won, the Elves renewed their efforts and charged towards the Chaos horde with renewed vigour. The Sword Masters of Hoeth burst from the corrupted trees towards the gibbering masses of the Horrors, but their charge was short and they failed to reach their target.

The Greater Daemon, surrounded by brave knights and panicked steeds swirled and smashed his staff, killing four more proud Elven knights. Against all odds the few remaining Silver Helms stood their ground once more, filled with a grim determination to banish the Lord of Change from their land.

Still galloping towards the archers, Mage Lord Bel-Hoth cast *Assault of*

*Stone* once more but Nick played *Drain Magic* to dispel the awesome power and ended the magic phase and the game!

It had been a hard fought battle for both sides but the weary High Elves were forced to leave the battlefield as the victory points were counted up to find Chaos the winners by 13 points to 11! How much closer can you get?

### FINAL RESULT

**DAEMONS: 13**

**HIGH ELVES: 11**

Such delight shall we take  
in their pale Elven flesh...



The Lord of Change smashes into the Silver Helms but the Elf knights remain resolute.





## DIE, WEAK MORTALS!

Phew! That was a little bit too close. Andy gave me a really tough game and came very near to beating me. I was convinced that the High Elves had managed to claw it back in the last 2 turns – snatching victory from the jaws of defeat (especially with the ineptitude of the Daemon Prince trying to kill the remaining archers and the power of the dratted High Elf Mage). Although I have to say I really enjoyed turning the High Elf general into a Chaos Spawn (a move I think that won me the game) it was just a shame I couldn't use him against his own side.

For the first 3 turns my plan worked, though the delaying force managed to hang around a little longer than I expected, especially the White Lions.

*"I gave in to my frustration at not being able to kill the High Elf Mage and threw far too much magic at him."*

I'd forgotten just how stubborn High Elves can be. The biggest mistake I made was concentrating that hail of magic on the High Elf Mage in my third

turn; I gave in to my frustration at not being able to kill him and threw far too much magic at him. This left me open to the more powerful mage that came on with the flanking force. He just started

to pull my army apart, especially with Andy's luck getting *Total Power* twice and casting *Assault of Stone* with it (A word of warning, never stand to close

hills with High Elves about). This killed my remaining Soul Dancers and if it was not for the Pink Horrors' ability to change into Blue horrors I would have lost them too.

I was able to react quickly to threat of the flanking force and my army was able to move with incredible speed, turning the whole battleline to face the foe. I have never seen an army react to a threat as quickly as that.

However I miscalculated and brought my Soul Hunters around to within 12" of the Pink Horrors and the Greater Daemon of Tzeentch. I almost fell prey to the dreaded Daemon Animosity as I had sent my Daemon Prince to finish off the remaining archers (and didn't he make a hash of it!).

'Luckily' for me the High Elves solved that problem by killing the remaining Soul Hunters – I was saved by my opponent from the Animosity rule!

The entire game was dominated by magic, and in the last two turns the High Elves had the upper hand. If the Mage Lord had been on from the beginning I might not have been able to get away with as much as I did. I am never going to underestimate the effect that magic can have on a game. It was the single biggest factor and almost cost me victory.

As I said at the beginning this game gave me a chance to test run the new Daemon army and to convince myself they are a good fighting force. All I can say is that they were totally outstanding: they are fast, hard hitting and can react well to any threat (I was able to turn my entire battleline in a single turn). The Lord of Change excelled at the troubleshooting role I gave him, and if the Silver Helms had not been so lucky I would have romped home with a great victory all thanks to the Greater Daemon! In fact, if it was not for the huge Daemon's prowess in hand-to-hand combat I think I would of lost the game in a single Silver Helm charge. So will I be collecting a Daemon warband in the future? I can honestly say "Yes!"



*Andy congratulates Nick with a firm handshake, a forced smile and a very distressing beard.*







## BLOODIED AND BROKEN

This was one of the hardest fought battles I have ever played. There were times when all seemed lost, and times when it could easily have gone so differently.

With the game over, I thought the overall plan worked well. I still had one regiment of the holding force left (the Elven archers from Chrace) and the flanking force had clearly saved many an Elven warrior by smashing the centre of the Daemon horde (two attacks with

Flamers of Tzeentch, Steeds of Slaanesh and the Greater Daemon of Tzeentch. The investment of 35 points for the *Valorous Standard* worked perfectly, and saved the spearmen for a number of turns, as well as tying up the Lord of Change and Flamers for a turn or two.

Magic! Well, what can I say, the first three turns I was pounded by every possible spell known to the Chaos gods, even if I did have some amazing luck on my dispel rolls. However the damage

*"I may just have a few well chosen words to say to Tuomas about how hard the new Daemon army is!"*

the High magic spell *Assault of Stones* really did the trick). Still, the clincher was the loss of my General to magic which turned him into a Chaos Spawn, and my mage champion having his spells destroyed on the first turn by the Chaos Gift *Wrath of Khorne*. At these points, all hope seemed to fade away. But true to form, my Elven warriors did pass most of their Panic tests and fought for every inch of ground. I must admit I was caught out by how fast the Daemon horde was! By turn two, my holding force was already being mauled by the

could have been much worse had Nick not concentrated most of his magic onto my High Elf Champion Mage (he just would not die). Things improved when my Mage lord arrived, but the way Daemon regiments can store magic cards is just nasty (at one point Nick was storing 7



magic cards to use in the next magic phase). I was also very lucky at the start of the game went Nick played his Chaos Gifts, and the only effect was *Nurgle's Rot* slowing down my White Lions.

What would I do given another chance? Well, ignoring scenario restrictions for a moment, I would set up both repeater bolt throwers together and possibly get another. This amount of fire would have knocked out the Steeds of Slaanesh and freed up the White Lions to do some real damage to the Daemon army. Starting with my Mage Lord in the holding force might have tipped the balance of power in the magic phase to my side as well. Also, it might have been worth risking the threat of the Lord of Change and bringing on my flanking force from the other side. They could have marched straight on and been in combat the next turn (unlike my Sword Masters of Hoeth, who spent most of their time having a picnic in a small wood for the last two turns of the battle).

In the end it was an enjoyable game, but I may just have a few well chosen words to say to Tuomas about how hard the new Daemon army really is!



Andy would cry into his beer, if only he could hold it!





**GAMES WORKSHOP®**

# MAIL ORDER

**Mail Order is only a phone call away, from 6am to Midnight (UK time) seven days a week**

CALL US NOW ON:  
**0115 91 40000**

OR FAX US ON:  
**0115 916 8002**

**ANYFING AT  
ALL, JUST GIVE  
US A KALL!**

**YOU CAN SEND YOUR  
ORDER TO US AT:  
Games Workshop Mail Order,  
Willow Road, Lenton,  
Nottingham, NG7 2WS**

Games Workshop Mail Order is a unique experience – we're not just here to get you all the great miniatures and games you want, both new and old – we're here to help and give advice on any aspect of the Games Workshop hobby. So what are you waiting for? Give us a call!

- *We're fast and efficient – we'll despatch your order to you the same day we receive it in most cases.*
- *We're flexible. You're not confined to box sets and blister packs because we're next door to the factory! For a free components price list just call the trolls.*
- *Want to know what's coming out soon? Then call for details of our advanced order deals and make sure you get yours first!*
- *Games spoiled by disputes? You and your mates confused by a rule? Call the Roolz Boyz on 0115 91 40000 and although their rulings are not official they should be able to help you out.*



*Pointy eared  
death!*

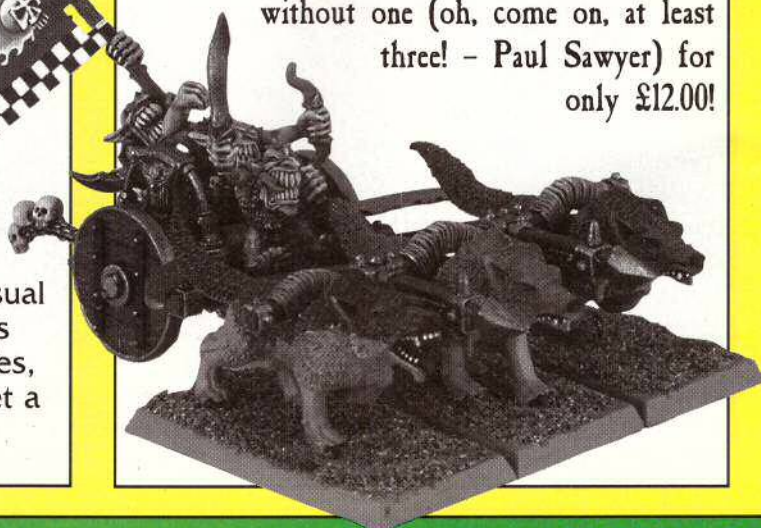


**E**ldar commanders rejoice! The new Falcon Grav Tanks can now be joined by the vicious firepower of the Fire Prism Grav Tank! Advance order yours now for £19 (+ £2 p&p (UK only)) and as usual we'll despatch it three days before it's in the stores! Yes, you can order two and get a third at 1/2 price!



This superb 3-wolf Goblin Chariot is exclusive to Mail Order – so exclusive you can't even buy its components separately!

No Goblin Warlord can dare be without one (oh, come on, at least three! – Paul Sawyer) for only £12.00!



**MAIL ORD**

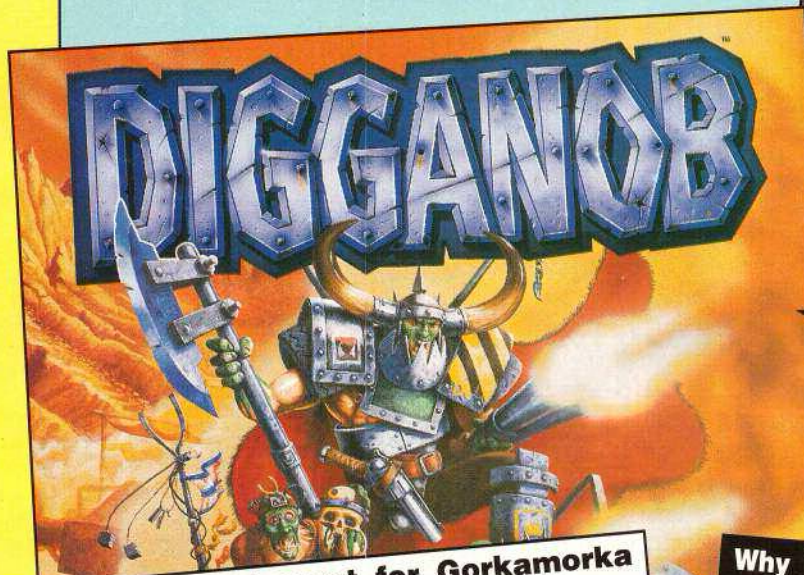




Lizzen up or  
weel fump yoo

TROLL IS EXCITIN !  
TROLL'S GOT DA  
NEW STUFF !  
TROLL'S GOT DA  
GRATE CLASSICS !  
TROLL IS FREE !  
GIVE US A KALL !

Call the Trollz on 0115 91 40000  
and ask for Troll!

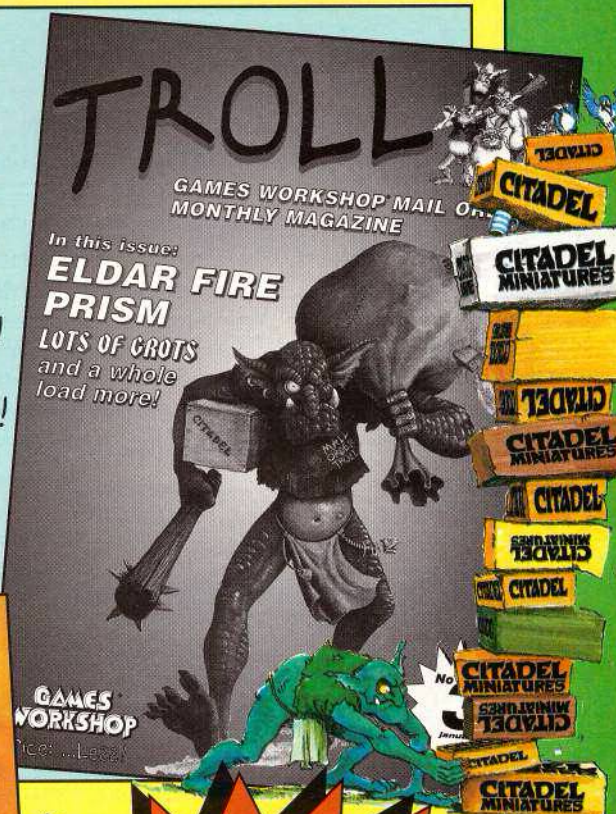


The new supplement for Gorkamorka is called Digganob! Unleash Human Digga mobs, Gretchin Revolutionaries and horrible Mutie Raiders on your unsuspecting foes. Expand your tabletop scenery with 4 Mutie tents and spaceship wreckage. All this and more for only £19! Call up now to take advantage of our Digga mob deal. "Sorted or what?"

If you're looking for a Digga mob then here's just the Deal for you:

1 Digga Nob, 1 Digga Shaman, 1 Digga truckk (with Digga Boy driver), 3 Digga Boyz and 2 Digga Yoofs

Order the mob along with your copy of Digganob, the supplement, all for the great deal price of £39 - save over £5.



In this issue:  
**ELDAR FIRE PRISM**  
LOTS OF GROTS  
and a whole  
load more!

GAMES  
WORKSHOP



Why not advance order your Rebel Grot mob now - here's one we think you'll like. Order them now, and not only do you get a great deal price but when they're all available (which will be 18th February) we will send them to you for 1/2 price 1st class postage, which is only £2 (UK only). So call us today and ask to join Da Kommittee!

**Rebel Grot Mob -  
'Da Squeeko Warriors'**  
1 Red Gobbo, 1 Head  
Honcho, 1 Banna Waver,  
1 Big Lugga, 2 Grot  
Cuttas, 10 Rebel Grots,  
5 Rebel Snots

**ADVANCE  
ORDER**

Great Advance Order Deal price of £50!  
Equal rights for Gretchin!



# WARHAMMER Realm of Chaos

## THE TIME FOR CHAOS

Chaos has sunk its silky tendrils deep since the release of the Realm of Chaos Army boxed set last month, and everywhere the wicked cackling of demented warlords echoes across ravaged wastelands and through destroyed buildings - but that's Mail Order all year round! With the new releases this month, let's take a look at some groovy army deals just for you!

**BUY THIS  
DEAL NOW!**

### Beast Lord Naran-Ek's Beastman Warband

BEASTLORD NARAN-EK'S RETINUE £25

Naran-ek wields a 2 handed axe  
11 Bestigor, including  
standard bearer and musician

BRAGAR, BEASTMAN  
SHAMAN'S RETINUE £24

9 Beastman Ungor with Spears,  
including standard bearer  
and musician  
and 1 Beastman Chariot

GUNGOR, BATTLE  
STANDARD BEARER'S  
RETINUE £34

4 Minotaurs with  
additional hand weapon

You can buy these warbands  
separately, or get the whole  
of BeastLord Naran-Ek's  
army for £75 and we'll  
give you Naran-Ek and  
Gungor free!



### Lord Luxor Drak's Chaos Warrior Army

CHAOS LORD DRAK'S RETINUE £28

Drak rides a barded Chaos steed  
10 Chaos Knights, including standard bearer and  
musician

CHAOS SORCERER FEN'RORN'S RETINUE £15

12 Chaos Warriors, including standard bearer and  
musician

WARRIOR CHAMPION OF  
CHAOS KARRASH'S  
RETINUE £28

15 Chaos Marauders, including  
standard bearer and musician,  
carrying flails

GORAK, BATTLE STANDARD  
BEARER'S RETINUE £12

12 Chaos Warriors, including  
standard bearer and musician

You can buy these warbands  
separately, or get the whole of  
Lord Drak's army for £75  
and we'll give you Lord  
Drak free!



It really needs no introduction. You can  
advance order the new Bloodthirster, the  
Greater Daemon of Khorne, direct from  
Mail Order for £25 (+ £2 p&p (UK only) and  
we will send it to you 3 days  
before it's released in the  
stores! An essential for  
any self respecting  
Chaos general, ring  
us to advance order  
yours now!

**Blood for the  
Blood God!**

**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 White Dwarf, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS.

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!

You can find Games Workshop on the World Wide Web at the following internet address: <http://www.games-workshop.com>

**SUBMISSIONS** All material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned by the author as beneficial owner and with full title guaranteed to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way!

#### COPYRIGHTS AND TRADEMARKS

All subject matter in White Dwarf is  
© Copyright Games Workshop Ltd 1998.

All artwork in all Games Workshop products, and all images contained therein, have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Ltd. © Copyright Games Workshop Ltd 1998. All rights reserved.

#### REGISTERED TRADEMARKS

The following are all registered trademarks of Games Workshop Ltd. Armageddon, Blood Bowl, Chivalry, Citadel, the Citadel logo, Dark Angels, Dark Future, Deathwing, Dungeonquest, Heavy Metal, Eldar, Eldar Attack, Epic, the Games Workshop logo, Games Workshop, the GW logo, The GW Flame logo, Genestealer, Slottabase, SpaceFleet, Space Hulk, Space Marine, Talisman, Tyrant, Warhammer and Warhammer, Marauder is a registered trademark of Marauder Miniatures Ltd. Used with permission.

#### TRADEMARKS

The following are all trademarks of Games Workshop Ltd. Aspect Warrior, Attila, Avatar, Blood Angels, Bloodletter, Bloodthirster, Cadian, Catachan, Codex, Daemonette, Dark Reaper, Death Zone, Digga, Digganob, Exo Armour, Exarch, Eye of Terror, Falcon, Farseer, Fire Dragon, Fire Prism, Flesh Hound, Gargant, Gobbo, Golden Demon, Gorkamorka, Great Unclean One, Gretchin, Grey Knight, Grot, Hunter Slayer, Inferno, Journal, Keeper of Secrets, Khorne, Knights Panther, Leman Russ, Lichmaster, Lightning Claw, Lord of Change, Madboy, Man O' War, Mekboy, Mighty Empires, Mordian, Necromunda, Necron, Nob, Nurgle, Nurgling, Ogryn, Old World, Ork, Painboy, Plaguebearer, Plague Fleet, Psyker, Ratling, Ravenwing, Sea of Blood, Skaven, Slaanesh, Slann, Snottling, Space Wolves, Spanner, Squat, Squig, Swooping Hawk, Striking Scorpion, Tallarn, Terminator, Thunder Hammer, Troll Slayer, Tzeentch, Ultramarines, Valhalla, Warhammer Quest, Weirdboy, White Dwarf and the White Dwarf figure, Knights of the White Wolf, Worldleader, Yool.

The Citadel paint pot is UK registered design No. 2033236  
Scatter dice are UK registered design No. 2017484.



# WARHAMMER

WARHAMMER BOXED GAME	£50.00
WARHAMMER MAGIC	£25.00
PERILOUS QUEST (CAMPAIGN PACK)	£12.00
CIRCLE OF BLOOD (CAMPAIGN PACK)	£12.00
IDOL OF GORK (CAMPAIGN PACK)	£12.00
GRUDGE OF DRONG (CAMPAIGN PACK)	£12.00
WARHAMMER ARMIES – BRETONNIA	£15.00
WARHAMMER ARMIES – DARK ELVES	£15.00
WARHAMMER ARMIES – DWARFS	£15.00
WARHAMMER ARMIES – THE EMPIRE	£15.00
WARHAMMER ARMIES – HIGH ELVES	£15.00
WARHAMMER ARMIES – LIZARDMEN	£15.00
WARHAMMER ARMIES – ORCS AND GOBLINS	£15.00
WARHAMMER ARMIES – SKAVEN	£15.00
WARHAMMER ARMIES – WOOD ELVES	£15.00
WARHAMMER ARMIES – UNDEAD	£15.00
WARHAMMER ARMIES – REALM OF CHAOS	£17.00

## CHAOS

<b>NEW!</b> CHAOS KNIGHT REGIMENT	£10.00
Boxed set contains 1 complete regiment of 5 models	
<b>NEW!</b> CHAOS MARAUDERS WITH FLAILS	£5 for 3 or £1.75 each
<b>NEW!</b> CHAOS MARAUDER COMMAND	£2.00 each
<b>NEW!</b> CHAOS CHAMPION	£4.00 each
<b>NEW!</b> CHAOS BEASTMAN BESTIGORS	£5 for 3 or £1.75 each
<b>NEW!</b> CHAOS BEASTMAN BESTIGOR COMMAND	£2.00 each
<b>NEW!</b> CHAOS BEASTMAN CHARIOT	£12.00
Boxed set contains 1 complete chariot	
<b>NEW!</b> CHAOS MINOTAUR WITH TWO HANDED WEAPON	£8.00 each
<b>NEW!</b> CHAOS MINOTAUR WITH ADDITIONAL WEAPON	£8.00 each
<b>NEW!</b> CHAOS MINOTAUR LORD	£12.00
<b>NEW!</b> CHAOS SPAWN	£5.00
CHAOS BEASTMAN CHAMPION	£3.00 each
CHAOS BEASTMAN SHAMAN	£4.00 each
CHAOS BEASTMAN GOR COMMAND	£2.00 each
CHAOS BEASTMAN GORS	£5 for 3 or £1.75 each
CHAOS WARRIOR REGIMENT	£10.00
Boxed set contains 1 complete regiment of 12 models	
GREATER DAEMON OF TZEENTCH	£25.00
PINK HORRORS OF TZEENTCH	£2.00 each
BLUE HORRORS OF TZEENTCH	£3.00 for 2 or £1.75 each
PINK HORRORS OF TZEENTCH COMMAND	£2.00 each
PINK HORRORS OF TZEENTCH CHAMPION	£3.00

## HIGH ELF

SWORD MASTERS OF HOETH	3 for £5.00 or £1.75 each
SWORD MASTERS OF HOETH CHAMPION	£3.00
SWORD MASTERS OF HOETH COMMAND	£2.00 each

WHITE LIONS OF CHRACE	3 for £5.00 or £1.75 each
WHITE LIONS OF CHRACE CHAMPION	£3.00
WHITE LIONS OF CHRACE COMMAND	£2.00 each
KORHIL, WHITE LIONS OF CHRACE CAPTAIN	£6.00
SILVER HELM KNIGHT	£4.00 each
SILVER HELM KNIGHTS	£15.00
Boxed set contains 1 regiment of 4 models	
ELLYRIAN REAVERS	£15.00
Boxed set contains 1 regiment of 4 models	
EVERQUEEN & MAIDEN GUARD	£15.00
Boxed set contains 1 regiment of 7 models	
MAIDEN GUARD	3 for £5.00 or £1.75 each
MAIDEN GUARD CHAMPION	£3.00
MAIDEN GUARD COMMAND GROUP	£2.00 each
HIGH ELF TRANSFERS	£3.50
Blister contains 10 High Elf sheets	

# GORKAMORKA

GORKAMORKA BOXED GAME	£40.00
<b>NEW!</b> DIGGANOB BOXED SUPPLEMENT	£19.00
<b>NEW!</b> DIGGANOB	£3.00
<b>NEW!</b> DIGGA-BOYZ	£5 for 3 or £1.75 each
<b>NEW!</b> DIGGA-TRUKK	£12.00
<b>NEW!</b> DIGGA-YOOFs	£5 for 4 or £1.25 each
<b>NEW!</b> DIGGA SHAMAN	£3.00
<b>NEW!</b> NAZGRUB WURRZAG, SCRAP PROSPECTOR	£6.00
GORKAMORKA BIKER	£7.00
Boxed set contains 1 Gorkamorka biker	
SPEARGUN TRUKK	£12.00
Boxed set contains 1 Speargun Trukk	
HARPOON TRAK	£12.00
Boxed set contains 1 Harpoon Trak	
ORK BOYZ	£5.00
Boxed set contains 6 plastic figures	
ORK BOYZ WITH HAND WEAPONS	£5 for 3 or £1.75 each
GROTS	£5.00 for 4 or £1.25 each
SLAVER	£3.00
ORK NOBZ	£5.00 each
SPANNER BOYZ	£3.00 each
ORK BOYZ WITH SHOOTAS	£5 for 3 or £1.75 each
ORK YOOFs	£5 for 3 or £1.75 each
GORKAMORKA GUBBINZ BAG	£5.00
Assorted plastic Gorkamorka accessories	
ORK WEAPONS	£5.00
Blister contains 2 metal and 1 plastic weapon sprue	
ORK BOYZ WITH KANNONS	£5 for 3 or £1.75 each
ORK BOYZ WITH BLUNDERBUSS	£5 for 3 or £1.75 each
ORKS WITH KUSTOM BIONIKS	£5 for 3 or £1.75 each



# WARHAMMER 40,000

WARHAMMER 40,000 BOXED GAME	£50.00
DARK MILLENNIUM	£25.00
STORM OF VENGEANCE (scenario pack)	£15.00
WH40K BATTLEFIELD ACCESSORIES Bag of assorted plastic accessories.	£5.00
CODEX SISTERS OF BATTLE	£12.00
CODEX ULTRAMARINES	£15.00
CODEX ORKS	£15.00
CODEX SPACE WOLVES	£15.00
CODEX TYRANIDS	£15.00
CODEX CHAOS	£15.00
CODEX ELДАР	£15.00
CODEX IMPERIAL GUARD	£15.00
CODEX ASSASSINS	£5.00
WHITE DWARF PRESENTS: WARHAMMER 40,000 BATTLES	£12.00

## NECRONS

NECRONS	£12.00
<b>NEW!</b> NECRON RAIDERS	£2.00 each
<b>NEW!</b> NECRON SCARABS	£3.00 for 4 or £0.75 each
<b>NEW!</b> NECRON ATTACK SKIMMER	£5.00
<b>NEW!</b> NECRON LEADER	£4.00

## SISTERS OF BATTLE

BATTLE SISTER CANONESS	£5.00
SISTER SUPERIOR	£4.00
BATTLE SISTER	£5.00 for 3 or £1.75 each
BATTLE SISTER WITH MULTI MELTA	£4.00
BATTLE SISTER WITH HEAVY BOLTER	£4.00
BATTLE SISTER WITH HEAVY FLAMER	£4.00
BATTLE SISTER WITH MELTA GUN	£3.00
BATTLE SISTER WITH FLAMER	£3.00
SERAPHIM BATTLE SISTER	£3.00

# WARHAMMER EPIC 40,000

EPIC 40,000 BOXED GAME	£50.00
SPACE MARINE BATTLE FORCE Boxed set contains one Epic Space Marine army.	£45.00
WAA-GRODSNIK'S WHEELZ OF DETH Boxed set contains one Epic Ork army.	£45.00
ELDAR WAR HOST Boxed set contains one Epic Eldar army.	£45.00

# NECROMUNDA

NECROMUNDA BOXED GAME	£40.00
OUTLANDERS BOXED SUPPLEMENT	£20.00

# Warhammer Quest

WARHAMMER QUEST BOXED GAME	£50.00
BRETONNIAN KNIGHT WARRIOR PACK	£8.00
CHAOS WARRIOR WARRIOR PACK	£8.00
IMPERIAL NOBLE WARRIOR PACK	£8.00
PIT FIGHTER WARRIOR PACK	£8.00
ELF RANGER WARRIOR PACK	£8.00
TROLLSLAYER WARRIOR PACK	£8.00
WARRIOR PRIEST WARRIOR PACK	£8.00
WARDANCER WARRIOR PACK	£8.00
WITCH HUNTER WARRIOR PACK	£8.00

# CITADEL MINIATURES

MAIL ORDER PRESENTS: WARHAMMER MONSTERS	£1.00
MAIL ORDER PRESENTS: NECROMUNDA, THE CATALOGUE	£2.00
MAIL ORDER PRESENTS: ELДАР LEGENDS	£1.00
MAIL ORDER PRESENTS: SPACE MARINE LEGENDS	£1.00
FIGURE CASE	£20.00



**THE NEW!  
CITADEL  
MINIATURES  
1998 ANNUAL  
IS OUT NOW.  
£6.00**

# SPACE HULK

SPACE HULK BOXED GAME	£40.00
-----------------------	--------

# INFERNO!

INFERNO ISSUE 4	£5.00
-----------------	-------



# THE CITADEL JOURNAL

JOURNAL 23	£4.00
<b>NEW!</b> JOURNAL 24	£4.00



# CHAOS

## CHAOS SPAWN



CHAOS SPAWN BODY 1  
020104901



CHAOS SPAWN BODY 2  
020104902



CHAOS SPAWN NECK JOINT  
020104903



CHAOS SPAWN TAIL JOINT  
020104904



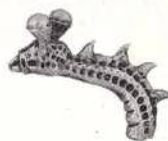
CHAOS SPAWN HEAD 1  
020104905



CHAOS SPAWN HEAD 2  
020104906



CHAOS SPAWN HEAD 3  
020104907



CHAOS SPAWN HEAD 4  
020104908



CHAOS SPAWN HEAD 5  
020104909



CHAOS SPAWN HEAD 6  
020104910



CHAOS SPAWN HEAD 7  
020104911



CHAOS SPAWN HEAD 8  
020104924



CHAOS SPAWN TAIL 1  
020104912



CHAOS SPAWN TAIL 2  
020104913



CHAOS SPAWN TAIL 3  
020104914



CHAOS SPAWN TAIL 4  
020104915



CHAOS SPAWN TAIL 5  
020104916



CHAOS SPAWN  
RIGHT LEG 1  
020104917



CHAOS SPAWN  
RIGHT LEG 2  
020104918



CHAOS SPAWN  
RIGHT LEG 3  
020104919



CHAOS SPAWN  
RIGHT LEG 4  
020104920



CHAOS SPAWN  
LEFT LEG 1  
020104921



CHAOS SPAWN  
LEFT LEG 2  
020104922

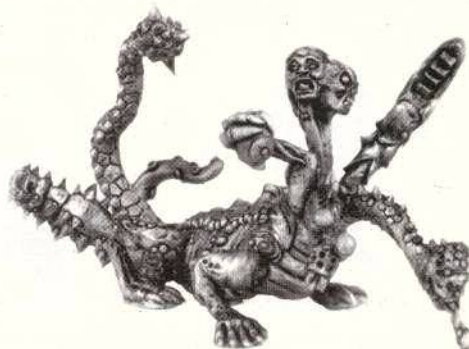
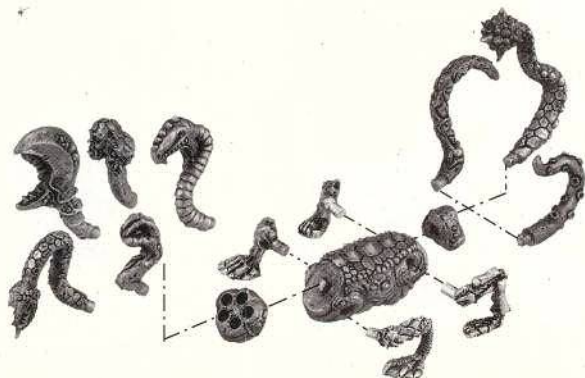


CHAOS SPAWN  
LEFT LEG 3  
020104923

### A COMPLETE CHAOS SPAWN CONSISTS OF:

- 1 x CHAOS SPAWN BODY
- 3 x PAIRS OF CHAOS SPAWN LEGS IF YOU CHOOSE BODY 1 OR
- 2 x PAIRS OF CHAOS SPAWN LEGS IF YOU CHOOSE BODY 2
- 5 x CHAOS SPAWN HEADS
- 3 x CHAOS SPAWN TAILS
- 1 x CHAOS SPAWN NECK JOINT
- 1 x CHAOS SPAWN TAIL JOINT

THE CHAOS SPAWN IS A CREATURE OF MANY RANDOM HORRIBLE FORMS AND DEFORMATIONS SO PLEASE FEEL FREE TO USE A TAIL AS A HEAD, A HEAD AS A LEG OR ANY OTHER COMBINATION YOU CAN THINK OF!



CHAOS SPAWN

Designed by Trish Morrison

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.  
© Copyright Games Workshop Ltd., 1998. All rights reserved.



# CHAOS

## BEASTMAN CHARIOT



BEASTMAN GOR  
CREWMAN WITH TWO  
HANDED AXE  
020106701



BEASTMAN GOR CREWMAN WITH  
WHIP SWORD ARM  
020106703



BEASTMAN GOR  
CREWMAN WITH WHIP  
020106702



BEASTMAN CHARIOT  
HAFT  
020106706



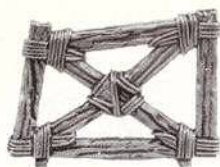
BEASTMAN  
CHARIOT BASE  
020106704



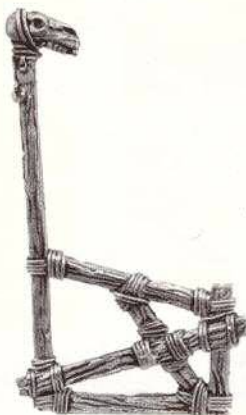
PLASTIC SPOKED  
WHEEL  
9939999059



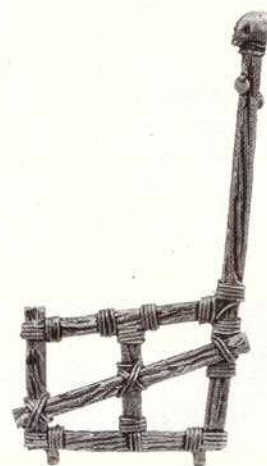
BEASTMAN CHARIOT YOKE  
020106705



BEASTMAN CHARIOT  
SIDE 1  
020106707



BEASTMAN CHARIOT  
SIDE 2  
020106708



BEASTMAN CHARIOT  
SIDE 3  
020106709



BEASTMAN CHARIOT  
TUSKGOR 1 HEAD  
020106710



BEASTMAN CHARIOT  
TUSKGOR 1 JAW  
020106711



BEASTMAN CHARIOT  
TUSKGOR 2 HORNS  
020106712



BEASTMAN CHARIOT  
TUSKGOR 2 HEAD  
020106713

Designed by Norman Swales, Trish Morrison and Michael Perry

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.  
© Copyright Games Workshop Ltd., 1998. All rights reserved.





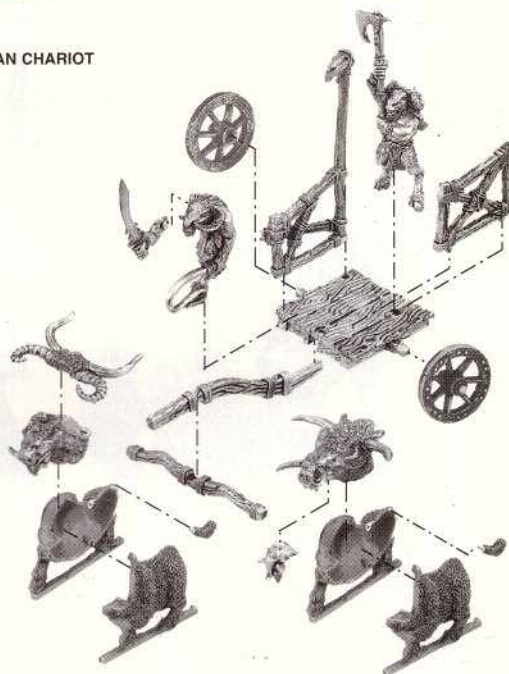
# CHAOS

## BEASTMAN CHARIOT



BEASTMAN CHARIOT

- A COMPLETE BEASTMAN CHARIOT CONSISTS OF:**
- 1 x BEASTMAN CHARIOT CREW WITH TWO HANDED AXE
  - 1 x BEASTMAN CREWMAN WITH WHIP
  - 1 x BEASTMAN CREWMAN WITH WHIP SWORD ARM
  - 1 x BEASTMAN CHARIOT HAFT
  - 1 x BEASTMAN CHARIOT BASE
  - 1 x BEASTMAN CHARIOT YOKE
  - 2 x BEASTMAN CHARIOT SIDES
  - 1 x BEASTMAN CHARIOT TUSKGOR 1 HEAD
  - 1 x BEASTMAN CHARIOT TUSKGOR 1 JAWS
  - 1 x BEASTMAN CHARIOT TUSKGOR 2 HORNS
  - 1 x BEASTMAN CHARIOT TUSKGOR 2 HEAD
  - 2 x PLASTIC BOARDS
  - 2 x PLASTIC SPOKED WHEELS
  - 1 x ADHESIVE COLOUR BANNER





# CHAOS

## BESTIGOR



**BESTIGOR 1**  
020105301



**BESTIGOR 2**  
020105302



**BESTIGOR 3**  
020105303

## BESTIGOR COMMAND GROUP



**BESTIGOR HORN BLOWER  
BODY**  
020105401



**BESTIGOR STANDARD  
BEARER BODY**  
020105403



**BESTIGOR STANDARD BEARER TOP**  
020105404



**BESTIGOR HORN BLOWER ARM**  
020105402



**BESTIGOR HORN BLOWER**

**A COMPLETE  
BESTIGOR STANDARD  
BEARER CONSISTS OF:**  
1 x BESTIGOR  
STANDARD BEARER  
BODY  
1 x BESTIGOR  
STANDARD BEARER  
TOP

**A COMPLETE BESTIGOR  
HORN BLOWER  
CONSISTS OF:**  
1 x BESTIGOR HORN  
BLOWER BODY  
1 x BESTIGOR HORN  
BLOWER ARM



**BESTIGOR STANDARD BEARER**



# CHAOS

## MINOTAURS WITH TWO HANDED WEAPONS



MINOTAUR WITH TWO HANDED  
WEAPON BODY 1  
020104201



MINOTAUR WITH TWO HANDED  
WEAPON BODY 2  
020104202



MINOTAUR WITH TWO HANDED  
WEAPON BODY 3  
020104203

### COMPLETE MINOTAUR WITH TWO HANDED WEAPON HEAD 1



MINOTAUR WITH TWO HANDED  
WEAPON HEAD 1  
020104205



MINOTAUR WITH TWO HANDED  
WEAPON HEAD 2  
020104207



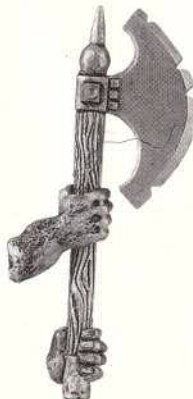
MINOTAUR WITH TWO HANDED  
WEAPON HEAD 3  
020104208



MINOTAUR WITH TWO HANDED  
WEAPON JAW  
020104206



MINOTAUR WITH TWO HANDED  
WEAPON LEG  
020104204



MINOTAUR WITH TWO HANDED  
WEAPON WEAPON ARMS 1  
020104209



MINOTAUR WITH TWO HANDED  
WEAPON WEAPON ARMS 2  
020104210



MINOTAUR WITH TWO HANDED  
WEAPON WEAPON ARMS 3  
020104211



MINOTAUR WITH TWO HANDED WEAPON

### A COMPLETE MINOTAUR WITH TWO HANDED WEAPON 1 CONSISTS OF:

- 1 x MINOTAUR WITH TWO HANDED WEAPON BODY  
1 OR 2
- 1 x MINOTAUR WITH TWO HANDED WEAPON  
COMPLETE HEAD 1 OR MINOTAUR WITH TWO  
HANDED WEAPON HEAD 2
- 1 x MINOTAUR WITH TWO HANDED WEAPON  
WEAPON ARMS
- 1 x MINOTAUR WITH TWO HANDED WEAPON LEG

### A COMPLETE MINOTAUR WITH TWO HANDED WEAPON 2 CONSISTS OF:

- 1 x MINOTAUR WITH TWO HANDED  
WEAPON BODY 3
- 1 x MINOTAUR WITH TWO HANDED  
WEAPON HEAD 3
- 1 x MINOTAUR WITH TWO HANDED  
WEAPON WEAPON ARMS



CITADEL  
MINIATURES



CITADEL  
MINIATURES

Designed by Trish Morrison

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.  
© Copyright Games Workshop Ltd., 1998. All rights reserved.



# CHAOS

## MINOTAURS WITH ADDITIONAL HAND WEAPON



MINOTAUR WITH ADDITIONAL  
HAND WEAPON BODY 1  
020104301



MINOTAUR WITH ADDITIONAL  
HAND WEAPON BODY 2  
020104302



MINOTAUR WITH ADDITIONAL  
HAND WEAPON BODY 3  
020104303



MINOTAUR WITH ADDITIONAL  
HAND WEAPON HEAD 1  
020104404



MINOTAUR WITH ADDITIONAL  
HAND WEAPON HEAD 2  
020104405



MINOTAUR WITH ADDITIONAL  
HAND WEAPON LEFT ARM 1  
020104410



MINOTAUR WITH ADDITIONAL  
HAND WEAPON RIGHT ARM 1  
020104407



MINOTAUR WITH ADDITIONAL  
HAND WEAPON HEAD 3  
020104406

### A COMPLETE MINOTAUR WITH ADDITIONAL HAND WEAPON 1 CONSISTS OF:

- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON BODY 1 OR 2
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON HEAD 1 OR 2
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON RIGHT ARM
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON LEFT ARM

### A COMPLETE MINOTAUR WITH ADDITIONAL HAND WEAPON 2 CONSISTS OF:

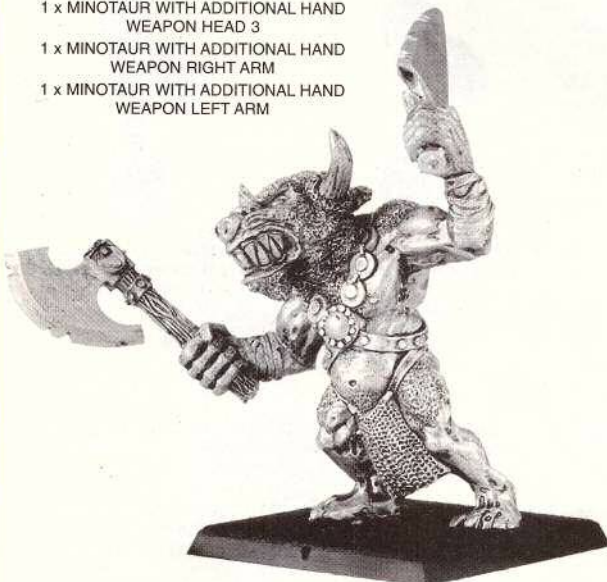
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON BODY 3
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON HEAD 3
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON RIGHT ARM
- 1 x MINOTAUR WITH ADDITIONAL HAND WEAPON LEFT ARM



MINOTAUR WITH ADDITIONAL  
HAND WEAPON LEFT ARM 2  
020104411



MINOTAUR WITH ADDITIONAL  
HAND WEAPON RIGHT ARM 2  
020104408



MINOTAUR WITH ADDITIONAL HAND WEAPON



MINOTAUR WITH ADDITIONAL  
HAND WEAPON LEFT ARM 3  
020104412



MINOTAUR WITH ADDITIONAL  
HAND WEAPON RIGHT ARM 3  
020104409



# CHAOS

## MINOTAUR LORD



MINOTAUR LORD LEGS  
020104505



MINOTAUR LORD BODY  
020104503



MINOTAUR LORD HEAD  
020104501



MINOTAUR LORD JAW  
020104502



MINOTAUR LORD SHOULDER  
020104504



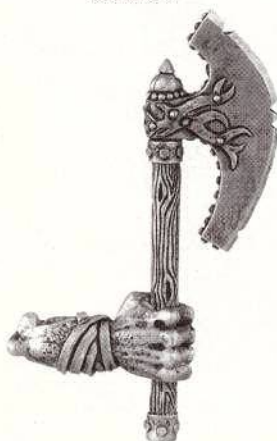
MINOTAUR LORD

### A COMPLETE MINOTAUR LORD CONSISTS OF:

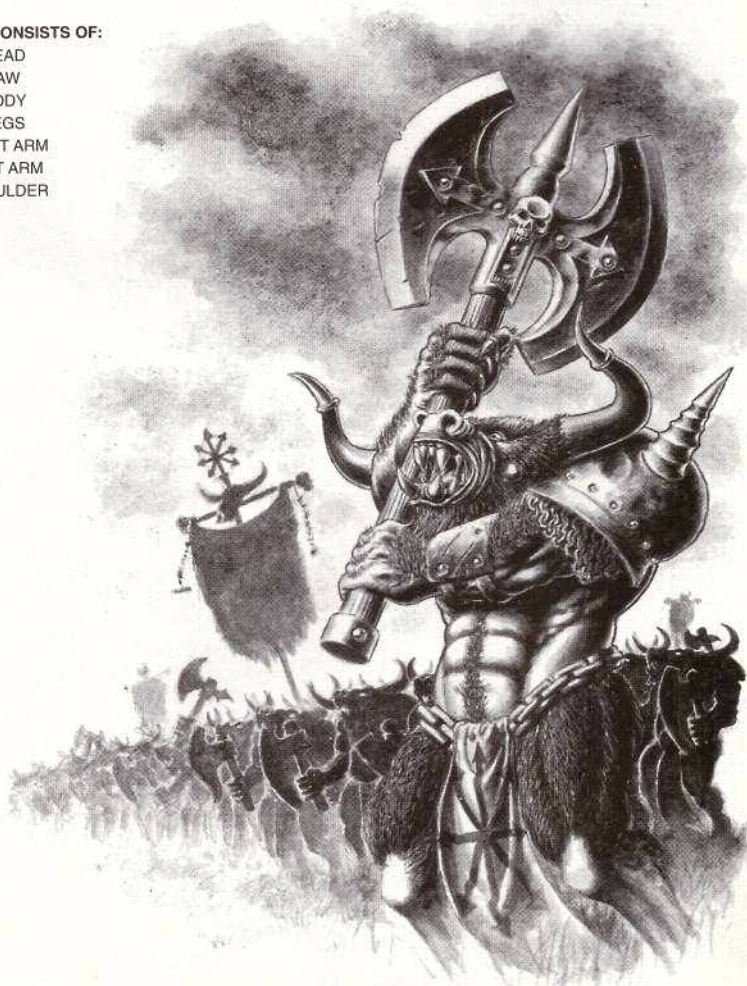
- 1 x MINOTAUR LORD HEAD
- 1 x MINOTAUR LORD JAW
- 1 x MINOTAUR LORD BODY
- 1 x MINOTAUR LORD LEGS
- 1 x MINOTAUR LORD RIGHT ARM
- 1 x MINOTAUR LORD LEFT ARM
- 1 x MINOTAUR LORD SHOULDER



MINOTAUR LORD LEFT ARM  
020104506



MINOTAUR LORD RIGHT ARM  
020104507





# CHAOS

## CHAOS MARAUDERS WITH FLAILS



CHAOS MARAUDER  
WITH FLAIL 1  
020105701



CHAOS MARAUDER  
WITH FLAIL 2  
020105702



CHAOS MARAUDER  
WITH FLAIL 3  
020105703



CHAOS MARAUDER  
WITH FLAIL 4  
020105707



CHAOS MARAUDER  
FLAIL TOP 1  
020105704



CHAOS MARAUDER  
FLAIL TOP 2  
020105705



CHAOS MARAUDER  
FLAIL TOP 3  
020105706

A COMPLETE CHAOS  
MARAUDER CONSISTS  
OF:

- 1 x CHAOS MARAUDER  
BODY
- 1 x CHAOS MARAUDER  
FLAIL TOP

## CHAOS MARAUDER COMMAND



CHAOS MARAUDER  
DRUMMER  
020105801



CHAOS MARAUDER  
STANDARD BEARER BODY  
020105802



CHAOS MARAUDER  
STANDARD BEARER



CHAOS MARAUDER  
STANDARD BEARER TOP  
020105803

A COMPLETE MARAUDER  
STANDARD BEARER CONSISTS OF:

- 1 x CHAOS MARAUDER STANDARD  
BEARER BODY
- 1 x CHAOS MARAUDER STANDARD  
BEARER TOP



# CHAOS

## CHAOS CHAMPION



CHAOS CHAMPION  
BODY  
020106101



CHAOS CHAMPION  
BANNER POLE  
020106103



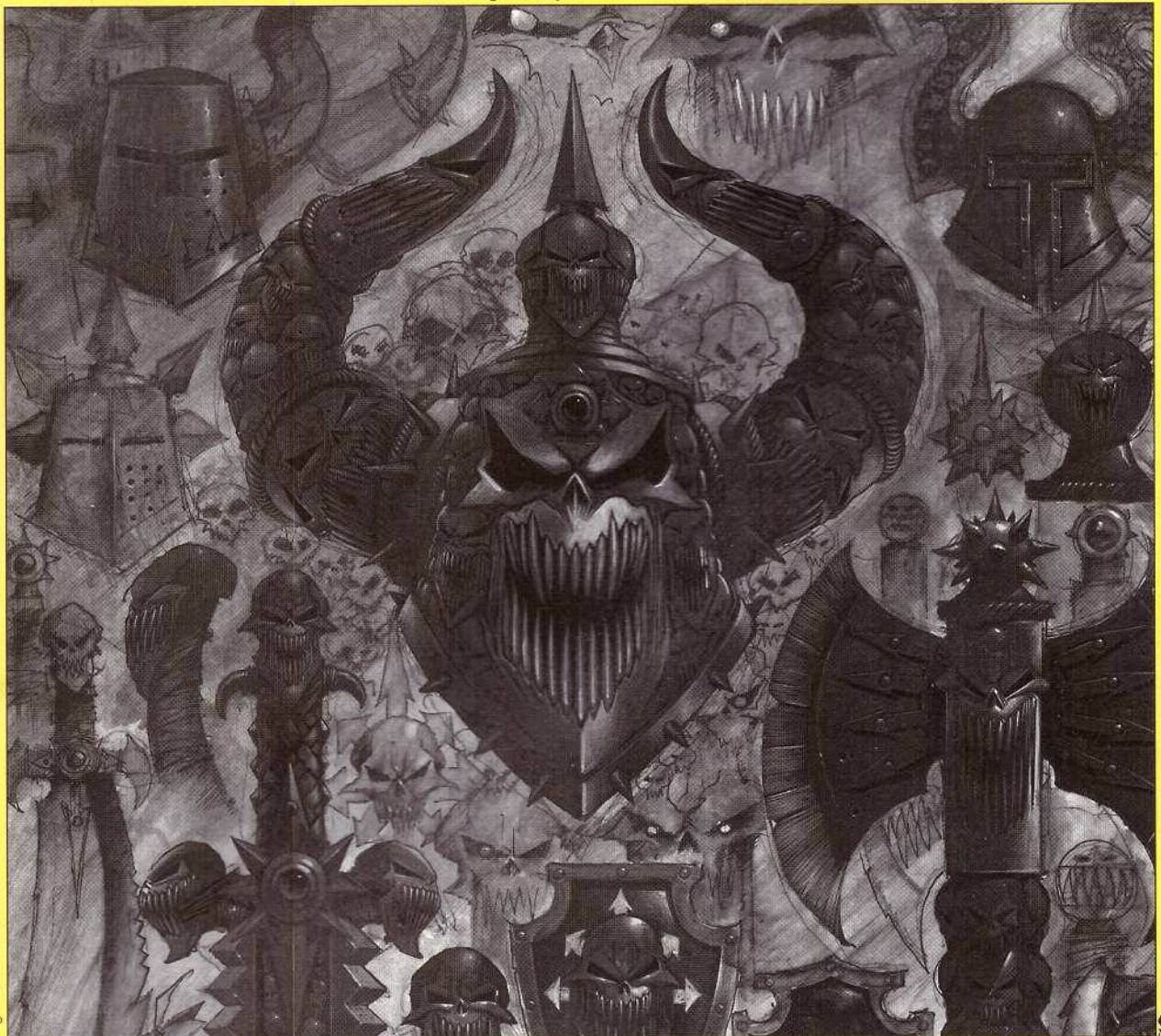
CHAOS CHAMPION  
MACE ARM  
020106102

THE COMPLETE  
CHAOS CHAMPION  
CONSISTS OF:  
1 x CHAOS CHAMPION  
BODY  
1 x CHAOS CHAMPION  
MACE ARM  
1 x CHAOS CHAMPION  
BANNER POLE



CHAOS CHAMPION

Designed by Dave Andrews



CITADEL  
MINIATURES



CITADEL  
MINIATURES



# WARHAMMER REGIMENT

## CHAOS KNIGHTS



CHAOS KNIGHT  
LEGS 1  
020107703



CHAOS KNIGHT  
LEGS 2  
020107704



CHAOS KNIGHT STEED  
HEAD 1  
020107701



CHAOS KNIGHT STEED  
HEAD 2  
020107702



CHAOS KNIGHT LANCE ARM  
020106601



CHAOS KNIGHT  
STANDARD TOP  
020106603



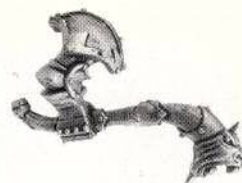
CHAOS KNIGHT  
CHAMPIONS HEAD  
020106605



CHAOS KNIGHT STANDARD ARM  
020106602



CHAOS KNIGHT  
CHAMPIONS SWORD ARM  
020106604



CHAOS KNIGHT HORN  
BLOWER ARM  
020106606



CHAOS KNIGHT CHAMPION



CHAOS KNIGHT



CHAOS KNIGHT STANDARD BEARER

### THE BOXED SET CONSISTS OF:

2 x CHAOS WARRIOR BODY SPRUES, 1 x CHAOS WARRIOR LEFT ARM SPRUE, 1 x CHAOS WARRIOR ACCESSORY SPRUE, 1 x CHAOS WARRIOR HEAD SPRUE,  
5 x ARMoured PLASTIC HORSES, 1 x CHAOS WARRIOR SHIELD SPRUE, 3 x CHAOS KNIGHT LEGS 1, 2 x CHAOS KNIGHT LEGS 2,  
5 x CHAOS KNIGHT LANCE ARMS, 1 x CHAOS KNIGHT STANDARD ARM, 2 x CHAOS KNIGHT STEED HEAD 1, 3 x CHAOS KNIGHT STEED HEAD 2,  
1 x CHAOS KNIGHT STANDARD TOP, 1 x CHAOS KNIGHT CHAMPION HEAD, 1 x CHAOS KNIGHT HORNBLOWER ARM,  
1 x CHAOS KNIGHT CHAMPION SWORD ARM, 1 x ADHESIVE COLOUR BANNER.

Designed by Dave Andrews

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

© Copyright Games Workshop Ltd., 1998. All rights reserved.





# NECRONS™

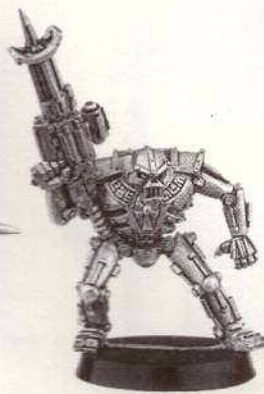
## NECRON WARRIORS



NECRON WARRIOR 1  
011000101



NECRON WARRIOR 3  
011000103



NECRON WARRIOR 2  
011000102



NECRON WARRIOR 5  
011000205



NECRON WARRIOR 4  
011000204



NECRON WARRIOR 6  
011000206

## SCARABS



SCARAB 1  
011000104



SCARAB 2  
011000105

Designed by Dave Andrews





# NECRONS™

## NECRON LORD



**NECRON LORD BODY**  
011000401



**NECRON LORD STAFF**  
011000403



**NECRON LORD HEAD**  
011000402

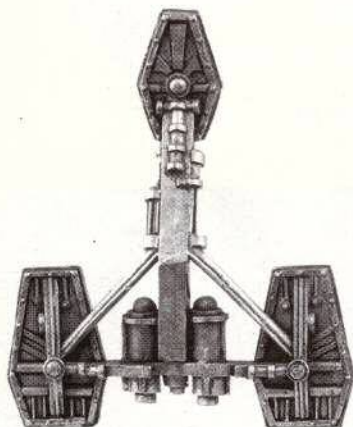


**NECRON LORD**

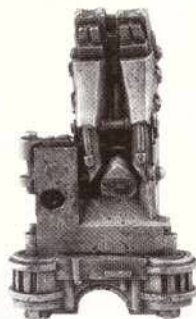
THE COMPLETE NECRON LORD  
CONSISTS OF:

- 1 x NECRON LORD BODY
- 1 x NECRON LORD HEAD
- 1 x NECRON LORD STAFF

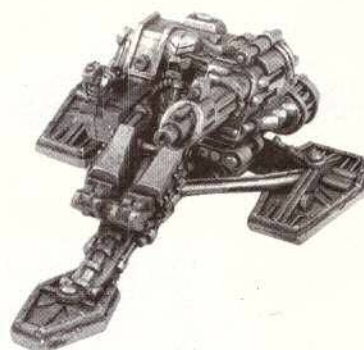
## NECRON DESTROYER



**NECRON DESTROYER PLATFORM**  
011000501



**NECRON DESTROYER SEAT**  
011000502



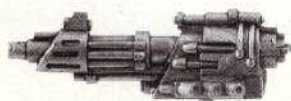
**NECRON DESTROYER**



**NECRON DESTROYER  
NECRON TORSO**  
011000504



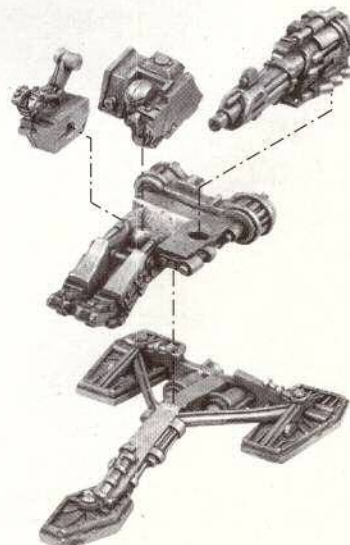
**NECRON DESTROYER  
CONTROL ARM**  
011000505



**NECRON DESTROYER  
GAUSS CANNON**  
011000503

THE COMPLETE NECRON ATTACK  
SKIMMER CONSISTS OF:

- 1 x NECRON ATTACK SKIMMER  
PLATFORM
- 1 x NECRON DESTROYER SEAT
- 1 x NECRON DESTROYER GAUSS  
CANNON
- 1 x NECRON DESTROYER  
CONTROL ARM
- 1 x NECRON DESTROYER  
NECRON TORSO





# GORKAMORKA™

## DIGGA TRUKK



DIGGA TRUKK ROOF  
040900101



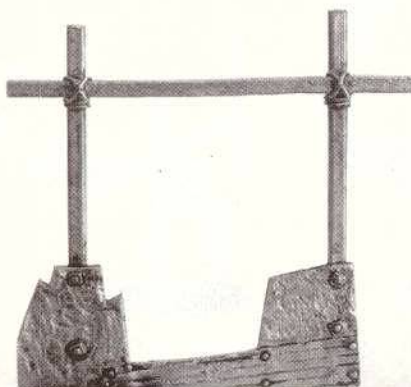
DIGGA TRUKK FRONT PLATE 1  
040900102



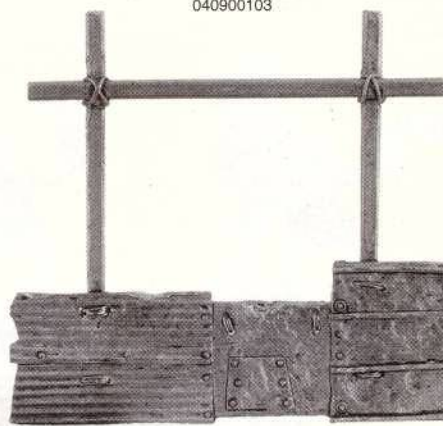
DIGGA TRUKK FRONT PLATE 2  
040900103



DIGGA TRUKK RAM  
040900104



DIGGA TRUKK FRONT ROOF SUPPORT  
040900105



DIGGA TRUKK BACK ROOF SUPPORT  
040900106



DIGGA TRUKK CREW LEGS  
040900107



DIGGA TRUKK GUNNER TORSO  
040900108



DIGGA TRUKK GUNNER ARMS  
040900109



DIGGA TRUKK DRIVER TORSO  
040900110



DIGGA TRUKK DRIVER ARMS  
040900111

### THE COMPLETE DIGGA TRUKK CONSISTS OF:

- 1 x DIGGA TRUKK ROOF
- 1 x DIGGA TRUKK FRONT PLATE 1 OR 2
- 1 x DIGGA TRUKK FRONT ROOF SUPPORT
- 1 x DIGGA TRUKK BACK ROOF SUPPORT
- 1 x DIGGA TRUKK RAM
- 2 x DIGGA TRUKK CREW LEGS
- 1 x DIGGA TRUKK GUNNER TORSO
- 1 x DIGGA TRUKK GUNNER ARMS
- 1 x DIGGA TRUKK DRIVER TORSO
- 1 x DIGGA TRUKK DRIVER ARMS
- 1 x PLASTIC WAR TRUKK SPRUE
- 2 x SMALL PLASTIC WHEELS
- 2 x LARGE PLASTIC WHEELS



DIGGA TRUKK

Designed by Norman Swales and Paul Muller

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.  
© Copyright Games Workshop Ltd., 1997. All rights reserved.



CITADEL  
MINIATURES



CITADEL  
MINIATURES



# GORKAMORKA™

## DIGGA BOYZ



DIGGA BOY WITH  
SIX-SHOOTA  
040900301



DIGGA BOY WITH  
BLUNDERBUSS  
040900302



DIGGA BOY WITH  
SLUGGA  
040900303



DIGGA BOY WITH  
KANNON  
040900304

## DIGGA YOOFs



DIGGA YOOF WITH  
SLUGGA 1  
040900401



DIGGA YOOF WITH  
BLUNDERBUSS  
040900402

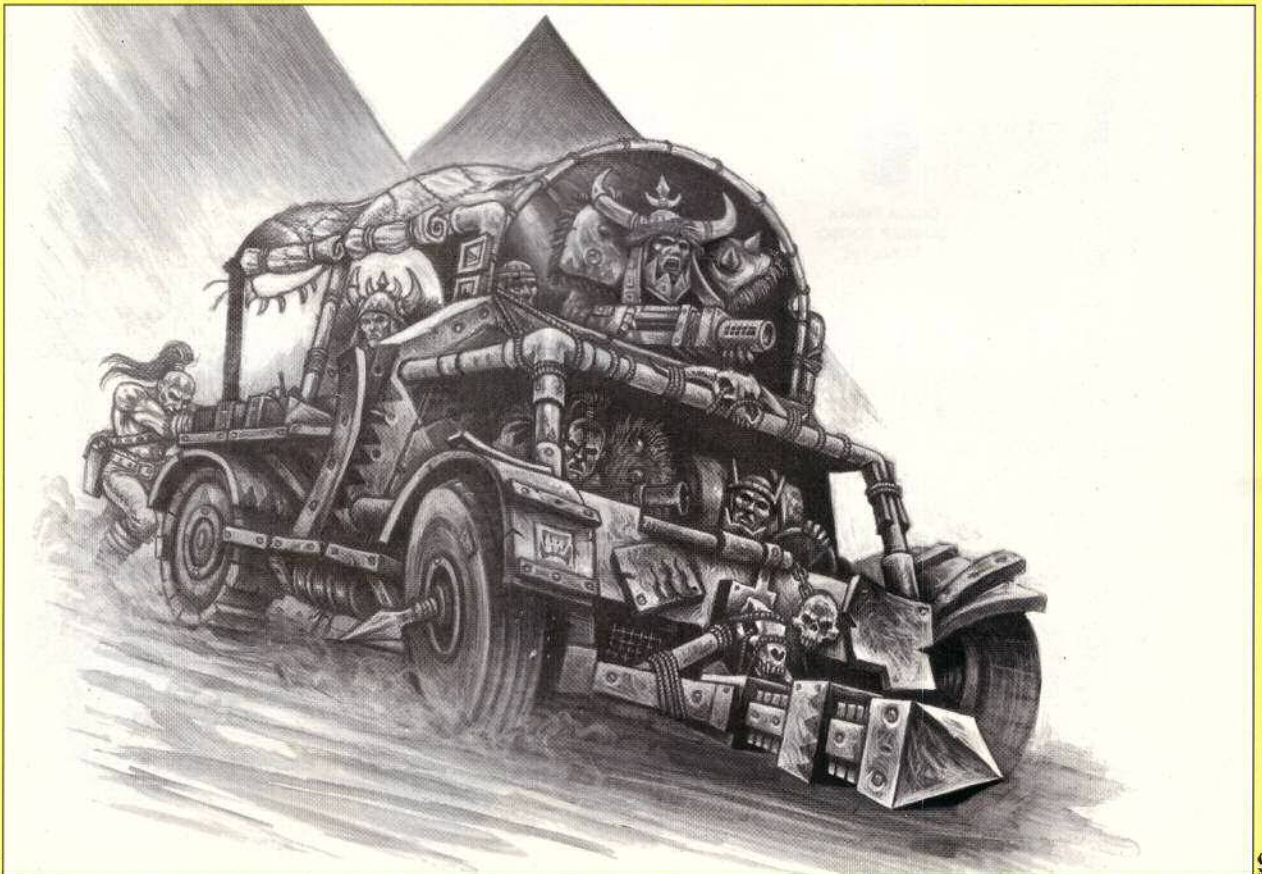


DIGGA YOOF WITH  
SIX-SHOOTA  
040900403



DIGGA YOOF WITH  
SLUGGA 2  
040900404

Designed by Paul Muller





# GORKAMORKA™

## DIGGANOB



DIGGANOB BODY  
040900201

THE COMPLETE DIGGANOB  
CONSISTS OF:  
1 x DIGGANOB BODY  
1 x DIGGANOB KANNON ARM  
1 x DIGGANOB BANNERPOLE



DIGGANOB



DIGGANOB KANNON ARM  
040900202

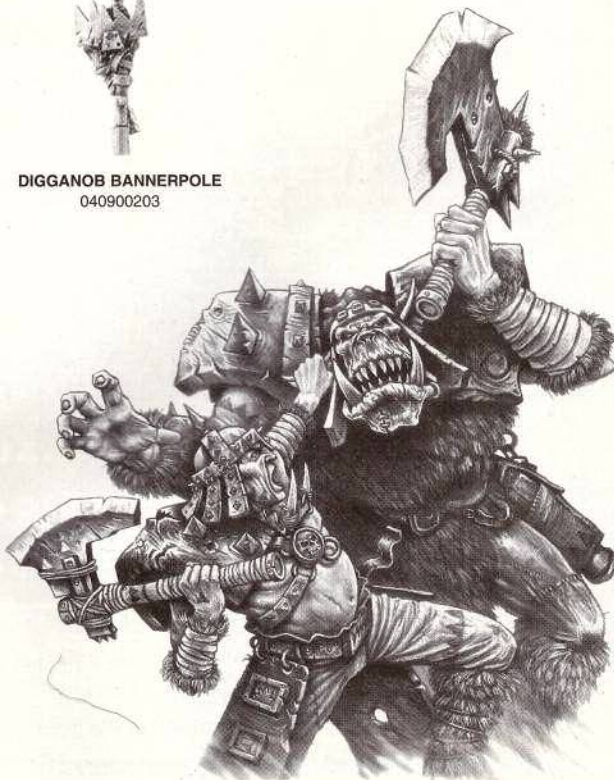


DIGGANOB BANNERPOLE  
040900203

## DIGGA SHAMAN



DIGGA SHAMAN  
040900501



## NAZGRUB WURRZAG - SCRAP PROSPECTOR



NAZGRUB WURRZAG'S  
BODY  
040302201



NAZGRUB WURRZAG'S  
BACKPACK  
040302204



NAZGRUB WURRZAG'S  
HEAD  
040302202



NAZGRUB WURRZAG'S  
KANNON ARM  
040302203

A COMPLETE NAZGRUB  
WURRZAG CONSISTS OF:  
1 x NAZGRUB WURRZAG'S  
BODY  
1 x NAZGRUB WURRZAG'S  
BACKPACK  
1 x NAZGRUB WURRZAG'S  
HEAD  
1 x NAZGRUB WURRZAG'S  
KANNON ARM



NAZGRUB WURRZAG

Digga's designed by Paul Muller. Nazgrub designed by Brian Nelson

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.  
© Copyright Games Workshop Ltd., 1998. All rights reserved.



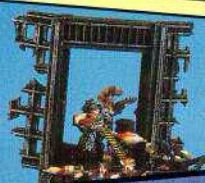






# THE CITADEL JOURNAL

**It came from the Sump**  
by D.J. Golby



This remarkable diorama was sent to us by D J Golby of Oxford. He told us that the inspiration behind his work was the Escher print.

## CITADEL JOURNAL 24

The new look Journal continues with issue 24 which is positively bursting with the good, the mad and the fuzzy! This issue features:

**Night Fighting rules for Warhammer...**

**Imperial Guard tactical advice...**

**Blood Bowl Stadiums II...**

**New strategy cards...**

**Dok Butcha's Bitz n' Tipz...**

**And many more new articles and features!**



**S**o you're a veteran Warhammer player, and you have an axe to grind? You have an Imperial Guard army that really kicks now that you've introduced your own special rules? You're part of a brilliant games club that deserves wider recognition? You've got all sorts of great ideas for converting miniatures, modelling terrain, running campaigns and tournaments? You want to see what other gamers are up to out there across the world?

Then pick up a copy of the Citadel Journal. It's written by Games Workshop gamers (that's you!) and is packed full of interesting, exciting articles and ideas from dedicated gamers.

### Write for the Journal!

Have you got any brilliant hobby ideas? Get your hands on a copy of a recent Journal and you'll see the sort of articles we are looking for. You'll need a copy of our submissions guides first, which you can get from:

#### The Citadel Journal

Games Workshop Publishing, Willow Road, Lenton, Nottingham, NG7 2WS

Or you can email us at [journal@games-workshop.co.uk](mailto:journal@games-workshop.co.uk)

Issue 24 of the Citadel Journal is available from Mail Order priced only £4.00 with £1 P&P within the UK and BFPO. Overseas please add £2 P&P. Please use the order form at the end of the magazine.

To be certain of your copy of the Citadel Journal you can now take out one of our special 6-issue subscriptions which is available for a remarkable £24 (UK & BFPO only or £35 overseas). With every subscription we'll give you the choice of either a limited edition mug or the 1998 Citadel Annual absolutely FREE! Each Journal subscription will begin with the next issue to be published - unfortunately we can't include back copies in subscriptions, but you can still order selected copies from Mail Order.

**Get a subscription and save yourself a lot of hassle! Ring Mail Order for details. Tel: 0115 91 40000 Fax: 0115 916 8002**



# SUN, SAND & SLAUGHTER - IT'S

# DIGGANOB

**D**igganob is the mayhem-packed supplement for the Gorkamorka game. Adorn your battlefield with fantastic card models of a crashed spaceship and four mutie tents. Check out the 96-page book crammed full of new rules and background for three new types of mob. There's the savage Diggas, hideous Muties and the rebellious mobs of the Gretchin Revolutionary Committee.

Lay cunnin' ambushes or attack your foes in their camp with the three new scenarios, Da Trap, Convoy and Gotcha! Enlist special characters for your mob including such Gorkamorka legends as Nazgrub Wurrzag, the half-insane Scrap Prospector.

So, if you've enjoyed Gorkamorka you'll love to get your hands on Digganob!

