



WHITE DWARF

219

March

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- Gorkamorka Rebel Grots
- 40K battle report – Eldar vs Blood Angels
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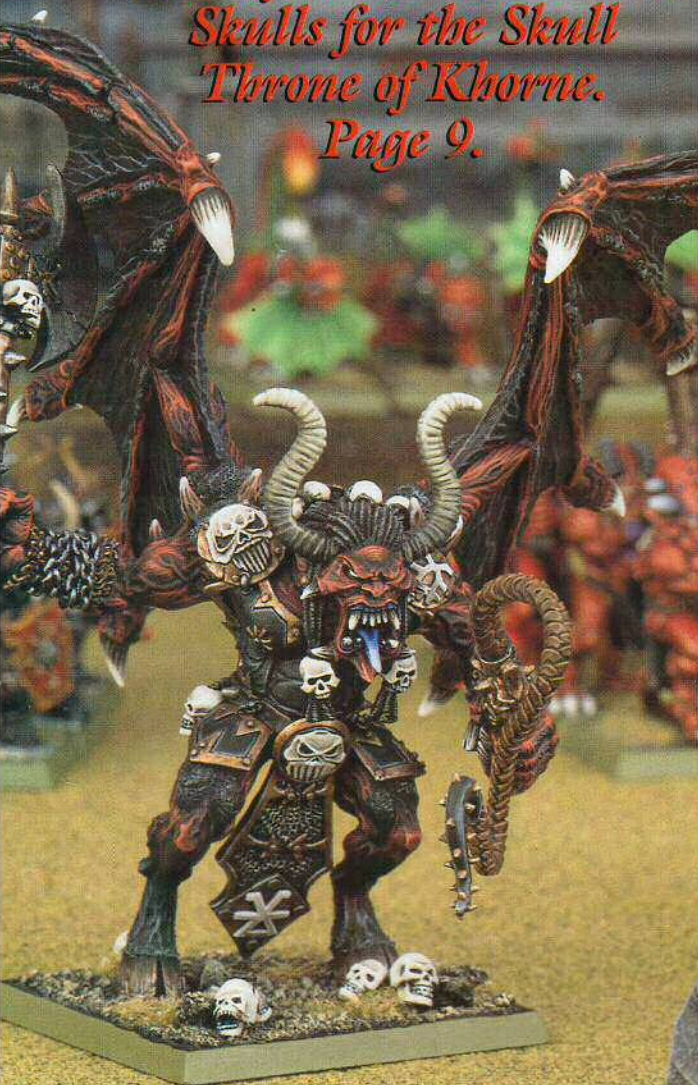
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FREE
WARHAMMER MONTHLY
ISSUE ZERO!

Khorne Karnage!

*Blood for the Blood God.
Skulls for the Skull
Throne of Khorne.
Page 9.*



WHITE DWARFTM CONTENTS

SPACE MARINE BIKE

COVER

By Richard Wright.

GAMES WORKSHOP NEWS

2

Eager to find out what's released this month? Want to know about special events here at Games Workshop? Want to see a mugshot of Ian Strickland? Yeah? You need help, mate!

A TALE OF FOUR GAMERS

30

The tale continues as our four intrepid gamers buy the second installment of their armies. The question remains, do they have the generalship to back up their painting skills?

GAMES WORKSHOP STORES

40

More of the latest news straight from the front line. Check out the Grand Openings in this issue – there's the Games Workshop Lenton Grand Opening, which is at our H.Q. site. Miss it at your peril...

YOU AND WHOSE ARMY?

48

Find out what happened when the chaps from Electronic Arts came to Games Workshop to take on GW's Warhammer Staff Champion Gordon Davidson at their new 'Dark Omen' computer game!

MAIL ORDER

84

Enter the abode of the Trolls to swipe the latest deals on armies and miniatures.

FIRE PRISM GRAV TANK

**Warning! More firepower
for the Eldar army on
page 18!**

WARHAMMER

KHORNE KARNAGE!

7

Foul servant of the Dark Gods, Tuomas Pirinen musters a mighty Chaos horde worthy of the Lord of Skulls. Also featured is the amazing new Bloodthirster of Khorne – this daemonic being is so huge it has to be seen to be believed!

THE MINIONS OF CHAOS

16

Ungor skirmishers, Minotaur standard bearer, Chaos Marauders, Chaos Warriors...

STILLMANIA: QUESTING FOR THE GRAIL

60

When Nigel Stillman starts collecting a brand new army, he doesn't mess around. Follow Nigel's progress as he delves deep into medieval history, raves about film directors and does some serious modelling.

WARHAMMER 40,000

ELDAR FIRE PRISM GRAV TANK

18

Just when you thought the Falcon was the deadliest vehicle in the Eldar arsenal, along comes the Fire Prism. Gulp. Also – check out the complete studio Biel-Tan Eldar army.

AMBUSH AT VOLSCI GORGE

67

The dastardly Biel-Tan Eldar lead the Blood Angels Space Marines into a trap! Can the Space Marines triumph or will the Eldar overcome the Imperium's finest?

GORKAMORKA™

STARTIN' DA REVOLUTION

24

Gav Thorpe introduces you to the dreaded Gretchin Revolutionary Committee. He also takes a look at the most infamous denizen of Skid Row, the Red Gobbo. 'Power to the Grots!'



Da Red Gobbo

HOW TO PAINT YOUR GROTS

28

Grand Warlord Wood explains how he paints his members of Da Revolution!

SAND, NOTHING BUT SAND...

53

Not only has he been painting Grots, but Woody has gone terrain-making mad! He's been making scrap and rock piles in every spare moment. Strange chap.



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SOAPBOX!

Love 'em or hate 'em, Special Characters are part and parcel of Games Workshop armies. Ian Strickland bangs on (and on and on and...).

This is about the way people structure their armies – what I think are the most important elements in an army and how they should all come together as a cohesive fighting force.

Now this sort of thing may seem straightforward, but stop and think for a minute. How many times have you been tempted to dispense with your 'standard' troop types altogether and go for the more specialised stuff in your army book?

When I worked in the GW stores one of the things I most enjoyed doing was helping customers work out their armies. But a lot of armies that came under my scrutiny were top heavy with mega-hard super characters and loads of heavy support, while regiments or squads were treated as a necessary evil. "Nooooo!" I used to cry, "This is not the true path!" You see, my personal philosophy when building an army, is that troops should come first, and the more that you have the better.

In battle, the brute force of massed troops will almost always triumph over the might of an individual. Characters and tanks can be taken out with a single, lucky shot; war machines are rendered useless without their crews; but it will take a lot more effort for your opponent to whittle down a large regiment or squad of troops, and thus weaken your army's battle line.

Just look at the great conflicts of history to see what I mean. How many armies have you heard of that were made up entirely of Generals and Captains, lots of tanks and cannons but hardly any troops to back it all up? Sure, all these elements are important, for it's the General and officers of the army who come up with the winning tactics and direct the troop movements that help to win the battle, but without any troops to command they would have no battle to fight!

Another fatal flaw (which is also very unrealistic) is to take loads of elite units. To be an

elite means to rise above your comrades in stamina and fighting ability. Very few soldiers actually make it to this status, and this should be reflected in the number of elites that you have in your army. Many elite troops are only any good in a specific role, so for example, while they may be brilliant at scouting ahead and harassing the enemy's flanks they might be quite flimsy in a protracted fight. And think about how your army will perform on the field of battle. An army where all the emphasis is placed on characters, elite troops and war machines will be very small and therefore easy to outflank and outmanoeuvre. However, an army where regiments are given priority will have a stronger battle line and therefore be harder to break.

The key to achieving success in battle is to have a balanced force whose elements work in a co-ordinated fashion, and at the core of your tactics should be your ordinary troops. They should form the basis of your army's defensive and offensive capabilities and should be able to bear the brunt of an enemy assault whilst lending support to the more specialised troops.

Your characters should lead and inspire the troops and

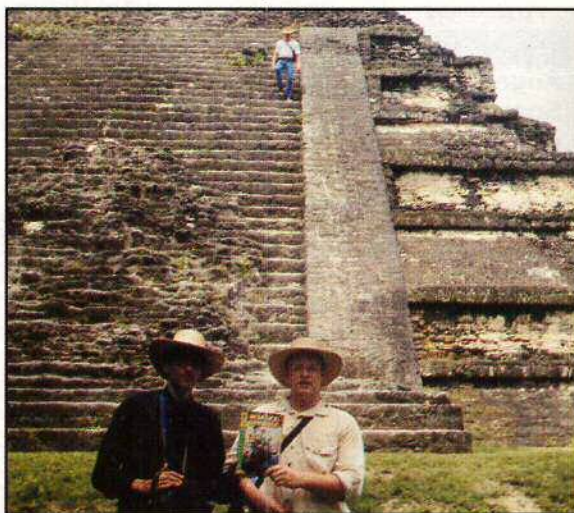
lend them small advantages, but it should never be a total catastrophe if a character dies. Likewise, your army's support should lend covering fire and try to prevent the enemy's war machines pounding your brave troops into the dirt. But again, your support should not be the most important part of the army, and therefore it should never be too much of a disaster if say, your Leman Russ or Empire Great Cannon gets blown up!

So, that's it, time to sign off and do some real work before Fat Bloke plies the lash to all of us whimpering souls who toil under his malevolent gaze. What's that Mr Sawyer, sir? Another forty-eight hour day with no pay and only a coal sandwich for tea...?



Ian Strickland

Warhammer: Dark Omen. This is the latest computer game from Electronic Arts and it looks fantastic. Keep an eye out for more about this superb computer game later this issue. Dark Omen will be out during March for both the PC and Playstation. You can order it on Electronic Arts' direct line: 01753 546465



Below: Explorers from the Old World (the Netherlands to be exact) plunder the lost Lizardman city of Xahutec. Warhammer fanatics Paul and Frank sent us this photo from the Mayan city of Tikal in Guatemala.

This month sees the release of another huge horde of models for the armies of Chaos. Whether you have a Chaos Warrior, Beastman or Daemon army, there's something very nasty coming that you are going to love...

MORE CHAOS SPIKY DEATH!

Marching into battle to reinforce your Chaos Warrior Warhammer Regiment, come metal Chaos Warriors – elite fighters ready to chop your enemies into little bits. In fact, they'd be quite happy to chop up your friends and family too!

CHAOS MARAUDERS

More Chaos Marauders charge into the fray, armed with two-handed weapons. This means they attack with Strength 6, and they still only cost 14 points! Ideal for taking on tough or well-armoured opponents.

BEASTMAN HORDES

Beastman Ungor Skirmishers rampage across the battlefield, scouting out the land and overwhelming any enemies with sheer weight of numbers. Skirmishing Ungors are perfect for protecting the flanks

of your more valuable regiments, and as their points cost is very low, it's well worth having a couple of units in your army.

Also released for the Beastman army is the Minotaur Standard Bearer. The Standard Bearer will complete your Minotaur regiment and as you can give him a magical banner it'll give that extra edge in combat.

BLOOD, BLOOD, BLOOD

Ready to provide torrents more blood for the Blood God, the Daemons of Khorne are here. Ferocious Bloodletters form the backbone of any Khorne army, and you can now field a standard bearer, a musician carrying the

This month's Warhammer releases:

CHAOS

Beastman Ungor Skirmishers (Four models per blister)	£5.00
Ungor Skirmishers Command (Two models per blister)	£3.00
Chaos Marauders with two-handed weapons (Three models per blister)	£5.00
Chaos Warriors (Two models per blister)	£4.00
Bloodletters (Two models per blister)	£4.00
Bloodletter Champion (One model per blister)	£3.00
Bloodletter Command (Two models per blister)	£4.00
Minotaur Standard Bearer (One model per blister)	£8.00
Bloodthirster (Boxed set)	£25.00

Bloodhorn, and a mighty Bloodletter champion (known as a Blooded One). The Bloodhorn allows a unit to march relentlessly forward, even when there are enemy troops within 8" – very useful for Daemons that rely on getting into close combat.

you have a Beastman or Chaos Warrior army, don't forget that you can still summon the Bloodthirster to help tear apart your foes.

Chaos Warlord Tuomas Pirinen reveals his tactics and tips for choosing and winning with a Khorne Daemon army in Khorne Karmage. Read on...

NEW ARMIES

The Tale of Four Gamers continues as Roy, the two Richards and Fat Bloke each buy their next installment of figures, feverishly paint them up and take them to battle.

Elsewhere in this issue, Nigel Stillman, author of Warhammer Armies: Bretonnia, writes about his own, unique approach to putting together an army. Full of tips and interesting ideas, this is the first installment detailing the growth and evolution of Nigel's own Bretonnian force.



Chaos Marauders with two-handed weapons

Dwarfing everything else in the army (in most armies for that matter) comes the long-awaited Bloodthirster. Trish Morrison has designed a frighteningly huge model and if you're not already convinced that you need one, check out the Bloodthirster's stat line and look at all those tens. If

WATCH THIS SPACE

Games Workshop special events for 1998

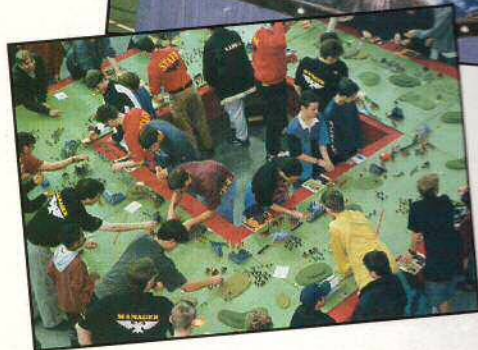
Games Workshop HQ's new gaming hall will see its first real action on 28th February and 1st March when 'The Test of Legends' Warhammer and Warhammer 40K tournament will be held. This inaugural event will be closely followed by the 'Mighty Empires' Warhammer campaign weekend on 21st to 22nd March. If you're interested in taking part, give the Mail Order Trolls a call – they may just have a few tickets left!

Check out the back cover of this issue and you'll see that we are holding a very special day indeed – 'The Warhammer Open Day'. For further details of the day, which will be held on 3rd May you'll have to call the Mail Order Trolls.

Watch this space for details of even more exciting goings on in the future!

NEWS

Warhammer OPEN DAY SUNDAY 3RD MAY 1998



On Sunday, May 3rd we'll be holding the first **Warhammer Open Day** in the purpose built gaming centre at our new Nottingham H.Q. – come along and:

- See great displays of new art
- Meet the White Dwarf team
- See the armies & terrain featured in White Dwarf battle reports
- Chat to the guys who develop and write GW games
- Preview forthcoming game releases
- Join in fantastic participation battles

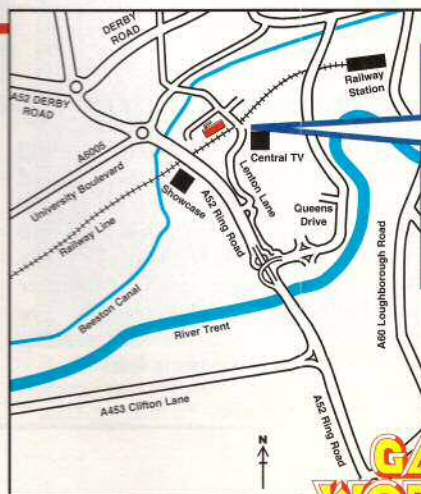
Due to the size of the venue, numbers are limited so call GW Mail Order on (0115) 91 40000 to book your tickets NOW! Only £4.00 each!

The Store at our **Nottingham HQ** is open seven days a week and in addition to the full range of GW books, miniatures and games, you can also purchase any miniatures from our Mail Order service on the spot. In fact even if a model is not in stock, they'll find the moulds and cast some for you there and then!

The Nottingham HQ Store also offers guided tours of the **GW Museum**, where you can see the fantastic Games Day mega-displays and many games and miniatures from the early days of Games Workshop.

Opening Times are:
Mon-Fri 12am-6pm, Sat 10am-6pm, Sun 10am-4pm

Please phone (0115) 9168410 to check that the Museum is open before you visit.



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WARHAMMER

40,000

SCARY TANKS

Hurting over the landscape comes the sleek form of an Eldar grav tank equipped with an awesomely powerful weapon. Hot on the heels of



A plastic Eldar Guardian painted in Saim Hann Craftworld colours, with the new metal shuriken catapult.

the Falcon, the Fire Prism carries a devastating prism cannon. This is just as powerful as the Falcon's pulse laser, but with a 2" blast! This thing will vapourise Dreadnoughts with one shot, and Imperial Guard commanders can say goodbye to their heavy armour.

Eldar players are going to love using this tank to tear through their enemies. Check out the full rules later in this issue. You can also see how the Fire Prism performs against the ferocious Blood Angels Space Marines in this month's battle report.

Also this month, the plastic Eldar Guardians boxed set is being

This month's Warhammer 40,000 releases

ELDAR

Fire Prism grav tank (Boxed set of one model)	£19.00
Eldar Guardians with shuriken catapults (Boxed set of six models)	£5.00

equipped with newly designed shuriken catapults. Let's face it, these are far better than lasguns (although you'll still get those on the sprue). This is an ideal way to collect the foot troops of your army for the minimum of expense, saving you money to get... ooh, let me think... a big grav tank perhaps!

EVEN MORE BLOOD

The Bloodthirster is always worth another mention and it is just as deadly in Warhammer

40,000 as it is in Warhammer. There's no surer way to kill an enemy model than to charge it with a Bloodthirster, and don't forget its armour save is not negated by force weapons like other Daemons. Include one in your Chaos army along with Abbadon or some Veterans to get stuck into combat quickly and earn the summoning points. Alternatively you could choose a Champion of Khorne to be possessed by the Greater Daemon. Then sit back and enjoy the carnage.

Scribblings from the Black Library

STOP PRESS

To celebrate the launch of Warhammer Monthly we've organised a special event at our London Plaza store. Come along on Friday 6th March, and don't miss this chance to see new artwork, comic strips and meet the likes of Simon Coleby, Kev Hopgood, Simon Davis, Karl Kopinski, Simon Harrison and many more of the writers and artists from Warhammer Monthly.

For more details call the Plaza store on 0171 436 0839

For ages we have known that the background in which our games are set would be ideal for comic strips. Well, it's been over ten years in the making but this month we proudly announce the launch of Warhammer Monthly, Games Workshop's very own comic! Out every month, Warhammer Monthly will be 36 pages of action packed Warhammer and Warhammer 40,000 comic strips. But rather than us telling you how splendid it is, why don't you take a look for yourself? Included free in this White Dwarf is a special Issue

Zero of Warhammer Monthly to give you a taste of what is to come.

When we started gathering contributors for Warhammer Monthly, we were amazed by the response from writers and artists who were all keener than a Troll Slayer's axe to do something for our comic – names such as Kev Walker, Simon Davis, Gordon Rennie, Dan Abnett, Pat Mills, Colin MacNeil and John Hicklenton to name but a few. These talented individuals have worked on ABC Warriors, Judge Dredd, Nemesis, BLAIR 1, Predator, Batman, Sinister Dexter, Iron Man, Slaine, Missionary Man, Punisher and just about any other strip you care to mention! But that isn't all, because we have found some incredible, new talents that we will be revealing over the coming months, as well as re-visiting some of your favourites from the pages of Inferno!

Working on a regular comic means that we've had to get lots and lots of comic strips completed and on the go before Issue 1 hits the shelves. After all, each month we have 36 pages to be filled with new stories. Stored away in our secret vaults here at the Black

Library we've got all sorts of ace new stuff. We've got Space Marines and Chaos Champions, Sisters of Battle and Vampires, all hell bent on death, destruction and mayhem in great, big bucketloads.

Warhammer Monthly Issue 1 hits the streets in early March, priced just £2.00, so make sure your news agent or local GW store reserves you a copy today!

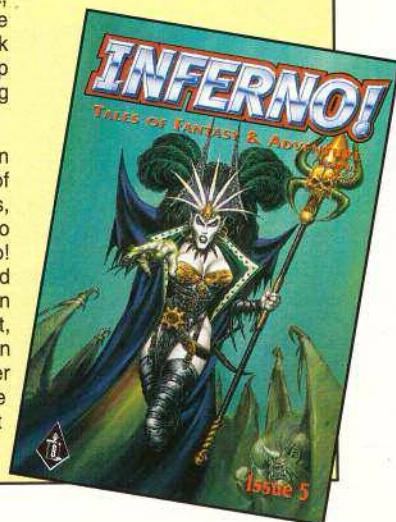
ENTER THE INFERNO!

All this frenzied activity for Warhammer Monthly doesn't mean that we've forgotten Inferno! Far from it, in fact; amidst all this chaos we have managed to steer the Black Library safely through the Warp to turn out another cracking issue of Inferno!

Kicking off Issue 5 is an awesome cover painting of Morathi – The Hag Sorceress, by Mark Gibbons. We've also got stories from Inferno! regulars Jonathan Green and Gav Thorpe. In Jonathan Green's story Dark Heart, barbarian mercenary Torben Badenov returns in a sinister mystery set in the heart of the Empire. Gav Thorpe's Last Chance gives us a taste of the

lowdown, mean and dirty side of the Imperial Guard, with his tale of a soldier in the 13th Penal Legion. Meanwhile, in The Dead Among Us, by James Wallis, a Priest of Morr is called to investigate a mysterious death in the streets of Middenheim.

Don't think that just because Warhammer Monthly is here, you won't be seeing any more comic strips in Inferno! We will continue to explore every conceivable way of portraying action and adventure from the worlds of Warhammer and Warhammer 40,000!



RIGHTS FOR GROTS

The Grots of the Gretchin Revolutionary Committee fight for a cause. They are battling for their rightful place onboard Gorkamorka when it leaves for the big Waaagh! Hiding out in the twisted wreck of Skid Row, they have made it their mission to give the Orks as hard a time as possible – wrecking trucks, stealing scrap and killing as many Orks as they can.

THE GROTS ARE REVOLTN'

Rebel Grots are the second new type of mob from the Digganob boxed supplement for Gorkamorka. The first thing you'll notice about them is how many models you get – a starting mob can easily afford fifteen warriors plus vehicles! This is largely because Grots only cost 2 teef to recruit (and they can still shoot just as well as Ork Boyz – just think how much firepower you can muster!).

Each Rebel Grot mob is led by a Head Honcho, a bitter and dedicated revolutionary. Second in command is the Banna Waver. As long as he is waving the Flag of Revolution, his comrades are inspired to fight on and the mob takes bottle tests on 3D6, choosing the lowest two results. Last and most definitely least are

the Snots. They are so small that even Grots can push them around, but at a cost of only 1 teef, it is well worth having some.

CUTTAS AND LUGGAS

Gretchin Revolutionaries don't have any Meks so they are unable to keep Orky motorised vehicles running. Instead they use sail-powered Cuttas and Grot-powered Big Luggas. Cuttas are light vehicles that harness the fierce desert winds of Gorkamorka. They are fast – unless the wind turns against them! Big Luggas are driven along by the crew frantically turning cranks that power the wheels or big

This month's Gorkamorka releases

Dregmek Blitzkart on Deth Kopta (One model per blister)	£8.00
Red Gobbo (One model per blister)	£4.00
Rebel Grots (Four models per blister)	£5.00
Head Honcho & Banna Waver (Two models per blister)	£4.00
Rebel Grot Cutta (Boxed set of one model)	£9.00
Rebel Grot Big Lugga (Boxed set of one model)	£14.00
Rebel Snots (Four models per blister)	£3.50

propellers. The more crew powering the vehicle, the faster it goes (Snots are really useful for this).

All the models you need are released this month, and look out for Gav Thorpe's article, later in this issue, giving

sensible 'I wrote the book so I should know' advice on starting a Rebel Grot mob.

SPECIAL CHARACTERS

Also released are two more of the special characters from Digganob. The Red Gobbo is the mysterious leader of the Revolutionary Committee, who on occasions turns up to help further the Cause. Dregmek Blitzkart is a renegade Ork Mek, builder and driver of Deth Kopta. This is a "ded good flyin' kart", on which Dregmek roars through the air, raining down a hail of bullets.

DESERT TERRAIN

Adrian Wood goes all 'Blue Peter' this month and shows us how to make Gorkamorka desert terrain out of bits and bobs you can find lying around. Not only does it look great, it costs next to nothing. Here's one he prepared earlier...



*Dregmek Blitzkart
and his infamous
Deth Kopta*

A CAREER IN SALES AT GAMES WORKSHOP?

Games Workshop is now a thriving company employing more than 1,500 people and with 150 of its own stores around the world. We also sell our products through independent toy and hobby retailers thanks to our international sales team based at our H.Q. in Nottingham.

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- Are over 18
- Can work in the U.K.
- Can speak Finnish or Norwegian (we are especially interested in these), and also if you speak Polish, Swedish, Danish, Czech, Slovakian or Dutch
- Believe you can sell and close deals

...then send your C.V. to:

Rob Griffiths, c/o Human Resources,
Games Workshop, Willow Road,
Lenton, Nottingham, NG7 2WS, U.K.

Master of Spiky Things, Tuomas Pirinen waxes lyrical about the Daemonic hordes of Khorne, the Blood God. With the release of the absolutely awesome, new Bloodthirster model and the Bloodletter command group, he takes the opportunity to tell us about the strengths and strengths of a Khornate army in Warhammer.

BLOOD FOR THE BLOOD GOD!

"I am Khorne. I am the Blood God. I am the Lord of Skulls. I am the Great Hound of War. Go forth and summon my legions. Gather my armies and break the back of my enemies once and for all. Be victorious and all that you can wish will be yours: entire nations for slaves, whole planets for you to rule. Power beyond your imagination. Fail me and your skull shall be added to those that already rest at my feet."

These were the words of Khorne the Blood God, spoken to me in the darkness of Khorne's realm. I had been charged to assemble and command a Daemonic army of Khorne and descend upon my enemies. Now ahead of me lay the task of designing the army!

The first thing was to set a theme for my army. As a fanatical follower of Khorne, I would definitely have no wizards in my Daemonic warband dedicated to the Blood God! Khorne hates and despises the weaklings who put their trust in treacherous magical tricks instead of the might of arms. In game terms this would put me at a disadvantage, but this is no tournament army, and I want to retain the flavour of a Khornate army as much as possible.



Tuomas



KHORNE KARNAGE!

DAEMON WARLORDS

I survey the legions of my master. At their head come the Lords of Chaos: the Greater Daemons and the winged Daemon Princes. These will be the commanders of my Daemonic hordes on the field of battle.

Bloodthirsters are arguably the most powerful creatures available to any Warhammer army, and the sheer presence of the model is so awesome that it rightfully deserves to be the leader of my Daemonic legion.


I shall give it the *Axe and Whip of Khorne*, the traditional weapons of a Bloodthirster. These will maximise its potential in melee, and they also match the model. I could also give him *Daemonic Robes*, *Chaos Armour* or the *Ward of Chaos* to give him additional protection against shooting (as I firmly believe that he will crush any and all opposition in hand-to-hand combat!). There is also an option for buying the Daemonic Reward *Spellbreaker* to help me deal with enemy magic.

I will now need a retinue worthy of this awesome being. First I will call upon the Bloodletters, the foot soldiers of Khorne. I will need a strong cohort, attired to battle by the armouries of the Lord of Skulls.

A huge legion of some twenty Bloodletters led by a Bloodletter Champion, U'zhul the Blooded One will form the core of this retinue. I



Flesh Hounds of Khorne



can arrange them into a deep formation, and combined with their ability to cause *fear*, this makes them very dangerous indeed. They will automatically break any enemy they outnumber if they beat them in hand-to-hand combat! If I could, I would take Bloodletters mounted on Juggernauts, but the forges of the Blood God have not yet completed these mighty beasts of war. Oh well, the Blood Crushers will have to wait for the next call to arms...

I always give large formations such as my twenty Bloodletters a standard to bolster their fighting ability, and decided to make it a magic standard as well. What would be more appropriate for them to carry to battle than the Banner of Rage? With this crimson standard they will become subject to frenzy which gives them 4 attacks each!

A Bloodletter musician is also a must. Not only does he give all the usual advantages of a musician, but you also get the special abilities of his Bloodhorn which allows the Bloodletters to march even if any pesky skirmishers come within 8" of these minions of Khorne. Nothing will stop the march of the legions of the Blood God!

Next the Flesh Hounds will hear the call of the Bloodhorns. These Hunt dogs of the Blood God are my vanguard, and they shall bring down the coward's that shoot my minions with bows and crossbows, or war machines such as cannons and bolt throwers.

Flesh Hounds are also ideal for flanking movements. They are so fast that they can even outmanoeuvre cavalry. Their high Toughness, multiple Wounds and immunity to magic go a long way toward increasing my respect for these hunting beasts of Khorne.

Groups of 5-8 seem to work best for me. They are capable of negating the enemy rank bonus if attacking from the flank or rear and yet they are small enough that the enemy might well ignore them and concentrate on other troops. Just to be sure I will take two such packs.

Lastly, some Chaos Spawn (failed Champions of Khorne, no doubt) are in order. They are great for protecting my flanks and absorbing missile casualties. I also love the Chaos Spawn models, as they really sum up the horror of Chaos. This rounds up my Retinue nicely, and I can proceed to summon more Daemons to my standard.

Strength for maximum carnage, and *Radiance of Dark Glory* to make the Terror test the enemy has to take a little bit harder.

Now I shall pick a retinue to follow Morthon to battle. As a Daemon Prince of Khorne, Morthon shall command a second group of Bloodletters. Another twenty should suffice, and they will also include a standard and a musician as well as a champion. I give them the *Standard of Shielding* to give them some additional protection. Now I have two solid, rock-hard units that can engage enemy infantry.

INFERNAL TACTICS

Daemons are vulnerable to magic and shooting. This means that the Daemons must close on their enemies as quickly as possible, and take out the enemy war machines and archers with their fastest troops. If the Daemons can do this their enemies are in trouble! There are few troops that are more dangerous in hand-to-hand than Daemons!

Once the Bloodletters carrying the Banner of Rage get into melee, they can be expected to take on and beat almost any enemy. With their four Strength 4 attacks and the lethal Hellblades, they are easily a match for any and all opponents.

Chaos Spawn are perfect holding units. As they are unbreakable, they can receive the charge of things that would otherwise cause disastrous damage to my core units. Chariots, heavy cavalry, it does not matter: the Chaos Spawn will fight to the last. They are also very resistant to shooting with their 3 Wounds and Toughness 5, so I'd rather have my enemies shoot at the Spawn than my core units.

The fastest units in the army, such as the Flesh Hounds and the flying Daemon Prince should engage the enemy archers and war machines as quickly as possible. This will make advancing across the battlefield much safer for the Bloodletters. As for the Bloodthirster... Well, it's sufficient to say that I have an utmost faith in his ability to squash anyone in close combat. Now I only have to scream: 'Blood for the Blood God!' and charge into combat!

DAEMONIC REWARDS

It is vitally important for a Daemonic Warband to choose the right combination of Daemonic rewards for the Daemon Princes and Greater Daemons. If, for example, you are facing an army that relies heavily on shooting, such as the Wood Elves, protective Rewards like 'Ward of Chaos' and 'Daemonic robes' are your best bet. When facing heavily-armoured troops such as Bretonnian Knights, 'Daemonblade' is perfect for dealing with the high armour saves. When dealing with troops that have a low Leadership, such as Goblins, Rewards like 'Radiance of Dark Glory' and 'Warp Staff' can work wonders. This is especially true in conjunction with the Chaos Gift 'Allure of Slaanesh'!

DAEMON PRINCE'S RETINUE

Daemon Princes are the linchpins of Daemon warbands. They are flexible, relatively cheap, and you can modify them to a larger degree than Greater Daemons. I will now call one of these awesome beings to battle. Morthon, a former Champion of Khorne shall be my second in command. He has a Mark of Khorne, making him frenzied and giving him Chaos armour. He will be given the Daemonic Rewards of *Daemonic*

KHORNE, THE BLOOD GOD

Khorne is the Blood God, the god of battle, the angry god whose bellows of insatiable rage echo throughout time and space. He sits upon a mighty throne of brass atop a vast mound of skulls. A sea of splintered bones extends infinitely in all directions, the remains of those slain by his conquering champions. Khorne is a god of warriors, and his gaze is drawn towards battles. He shows favour to those who fight for what they desire, to great warriors, and to mighty war leaders. Khorne respects strength, honour, and martial skill.

Khorne wears ornate armour of black chaos metal and brass. He leans upon a mighty double-banded sword made from the same black substance. His body is broad and muscular and his head has the features of a fierce dog superimposed over human form. Upon his fingers

he wears many brass rings, some embossed with his own skull rune. Thus he appears in visionary form to his worshippers, but who can say what shape the gods may assume for their own fell purposes?

Khorne is the most powerful of all the Chaos Gods. His chief rival is Tzeentch, the Great Sorcerer. Tzeentch is the patron of wizards just as Khorne is the patron of warriors. Of course, this rivalry does not prevent Khorne making common cause with Tzeentch when it is convenient to do so. Combined, the two gods are always more powerful than the others. Of all his brother gods Khorne most despises Slaanesh, whose prancing fopperies are an affront to Khorne's sense of honour and martial pride. Even so, Khorne makes use of the Prince of Chaos when necessary, as much as it may gall him to do so.

Below I've included an introduction to all troops available to a Chaos General who wants to field a force consisting solely of Khornate Daemons and Chaos Spawn. It should give an idea to any aspiring Daemon Prince of the Blood God how to go about picking the right Daemons for the job.

BLOODTHIRSTER

The major strengths of the Bloodthirster can be summed up in two words: killing power. High Wounds, Toughness and Strength, combined with ten attacks means that very few opponents can stand against a Bloodthirster. Give him the right Daemonic Rewards and you truly have an unmatched killing machine. *Whip and Axe of Khorne* are a classic and very effective combination, especially when fighting against large monsters with multiple wounds.

DAEMON PRINCES OF KHORNE

Daemon Princes of Khorne are the former Champions of the Blood God, great warriors who have been elevated to the status of Daemonhood. They might lack the durability of the Bloodthirster, but then again they are nowhere as expensive as the Greater Daemons. Like all Daemon Princes, the

Daemon Princes of Khorne are able to fly, and cause *terror*. This means that you can shift psychological pressure from one point of the battlefield onto another very quickly. They also have very impressive fighting skills with their 10 attacks (5 attacks, doubled because of *frenzy*). Their charges can be devastating, and there are very few opponents they need to fear in a straight fight.

Daemon Princes need protection. Unlike Greater Daemons, they are incapable of surviving a bombardment of cannon balls. Daemonic Rewards like *Daemonic Robes* and *Ward of Chaos* are especially good for keeping your Daemon Princes alive for a little longer, allowing them to cause maximum havoc.

DAEMONIC BATTLE STANDARD OF KHORNE

Your army may also include a Bloodletter champion who proudly carries the personal standard of Khorne to battle. The War Banner of Khorne gives you a long-range attack which can be surprisingly useful when facing armies with lots of archers and war machines.

Mounting the Battle Standard Bearer on a Juggernaut is usually a good idea, as it gives the Daemon protection against missile fire, and allows him to move faster, so the War Banner of Khorne can be used for greater effect. He can also then join a unit of Bloodcrushers to gain some additional protection.

BLOODCRUSHERS

The Bloodcrushers are the awesome cavalry of Khorne. Deadly



Daemon Prince

Bloodletters mounted on massive Juggernauts. They have all the killing power you can hope for, plenty of wounds, high Toughness, and they cause fear as well! On the downside you may only have one unit, though this can be smaller than the normal minimum of 5. In smaller games this is very useful as you can have a small unit, which is more than enough against most enemies.

Bloodcrushers are far more resistant than Bloodletters on foot when it comes to withstanding enemy archery. The massive Juggernauts will soak up most of the casualties and their high movement value will get them to battle quickly. Bloodcrushers are capable of carrying a magic standard, and with the Banner of Rage they become potent beyond comprehension.

BLOODLETTERS

Bloodletters are the foot soldiers of Khorne. They form the core of the Daemonic armies of the Blood God. Though expensive, they are still cheaper than most Daemons, so you can field them in proper-sized regiments. Khorne hates and despises magic and the weaklings who use it, so the Bloodletters have no magical powers.

Bloodletters are armed with deadly Hellblades, which cause D3 Wounds instead of just one. This means that foes with multiple wounds such as Ogres and Kroxigors are very vulnerable to them. They have two attacks which means they can slay many foes.

Bloodletters work well as reasonable-sized units, led by a Blooded One, a Bloodletter champion. Magic standards such as the *Banner of Might* or the *Standard of Shielding* make the unit far more potent in combat.

The main weakness of the Bloodletters is their low Toughness and vulnerability to missile weapons. Getting them to combat as quickly as possible is essential, so they can do what they do best (shed blood and take skulls, that is).

FLESH HOUNDS

Flesh Hounds are the bloodhounds of Khorne, hunters of the living. Fast and deadly, they all have heavy, brass collars around their necks which protect them against cowardly spells.

They are extremely fast and strong, and their Collars of Khorne make them completely immune to magic spells and weapons!

Flesh Hounds work best when taking on archers and enemy wizards, as their high Toughness, immunity to magic and daemonic save helps here enormously. They have only one attack each, so they cannot be used to take on the enemy core units, but they can certainly help with important combats as a flanking unit.

CHAOS SPAWN

The Chaos Spawn in the Daemonic army of Khorne represent the failed Champions of Khorne. They are nightmarish monstrosities, mutated beyond the ability of their frames to endure.

Chaos Spawn are unbreakable and totally immune to psychology (as you might expect from insane, dribbling monsters), so they make excellent units for protecting your flanks. Their Toughness 5 and 3 Wounds ensures that most shooting attacks will cause them no trouble, and most light troops such as Dark Elf Dark Riders won't cause them too much trouble. They are also quite powerful in combat, so they are fully capable of taking on and beating any medium enemy troops.

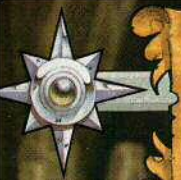


Blood Letters of Khorne

WARHAMMER ROSTER SHEET, EXAMPLE ARMY LIST

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
RAUR'H GHAR BLOODTHIRSTER OF KHORNE	6	10	10	8	7	10	8	10	10	4+	<i>Axe and Whip of Khorne, Spellbreaker</i>	855
BLOODLETTER CHAMPION Hellblade	4	6	6	5	3	1	7	3	10	4+	Unit includes musician - Bloodhorn, <i>Banner of Rage</i>	530
THE BLOODSWORDS 19 BLOODLETTERS Hellblade	4	5	5	4	3	1	6	2	10	4+		
BLOODLETTER CHAMPION Hellblade	4	6	6	5	3	1	7	3	10	4+	Unit includes musician - Bloodhorn, <i>Standard of shielding</i>	505
THE BLOOD BLADES 19 BLOODLETTERS Hellblade	4	5	5	4	3	1	6	2	10	4+		
MORTHON THE RAVAGER DAEMON PRINCE	6	7	7	(6) 7*	5	4	8	5	10	4+	<i>Mark of Khorne, Daemonic Strength* Radiance of Dark Glory</i>	390
THE CRIMSON MAWS 5 FLESH HOUNDS	10	5	0	5	4	2	6	1	10	4+		175
THE BLOODJAWS 5 FLESH HOUNDS	10	5	0	5	4	2	6	1	10	4+		175
THE TORMENTED ONES 2 CHAOS SPAWN	206	3	0	4	5	3	3	06	10	none		140

TOTAL **2,770**



RAUR'H GHAR'S DAEMONIC HORDE

A Daemonic army of Khorne, the Blood God



FLESH HOUNDS

Two units of Flesh Hounds are always better than one! Taking two allows me to cover both flanks, or attack two missile units at once, which is essential against armies with an abundance of missile troops such as Wood Elves.

I can also use the Flesh Hounds as a mobile missile screen for my Bloodletters. With their high Toughness, multiple Wounds and good armour saves, I can't think of a unit better suited for this purpose.

If I face an army which is less missile-intense I can easily put the Flesh Hounds in a single unit with a +1 rank bonus.

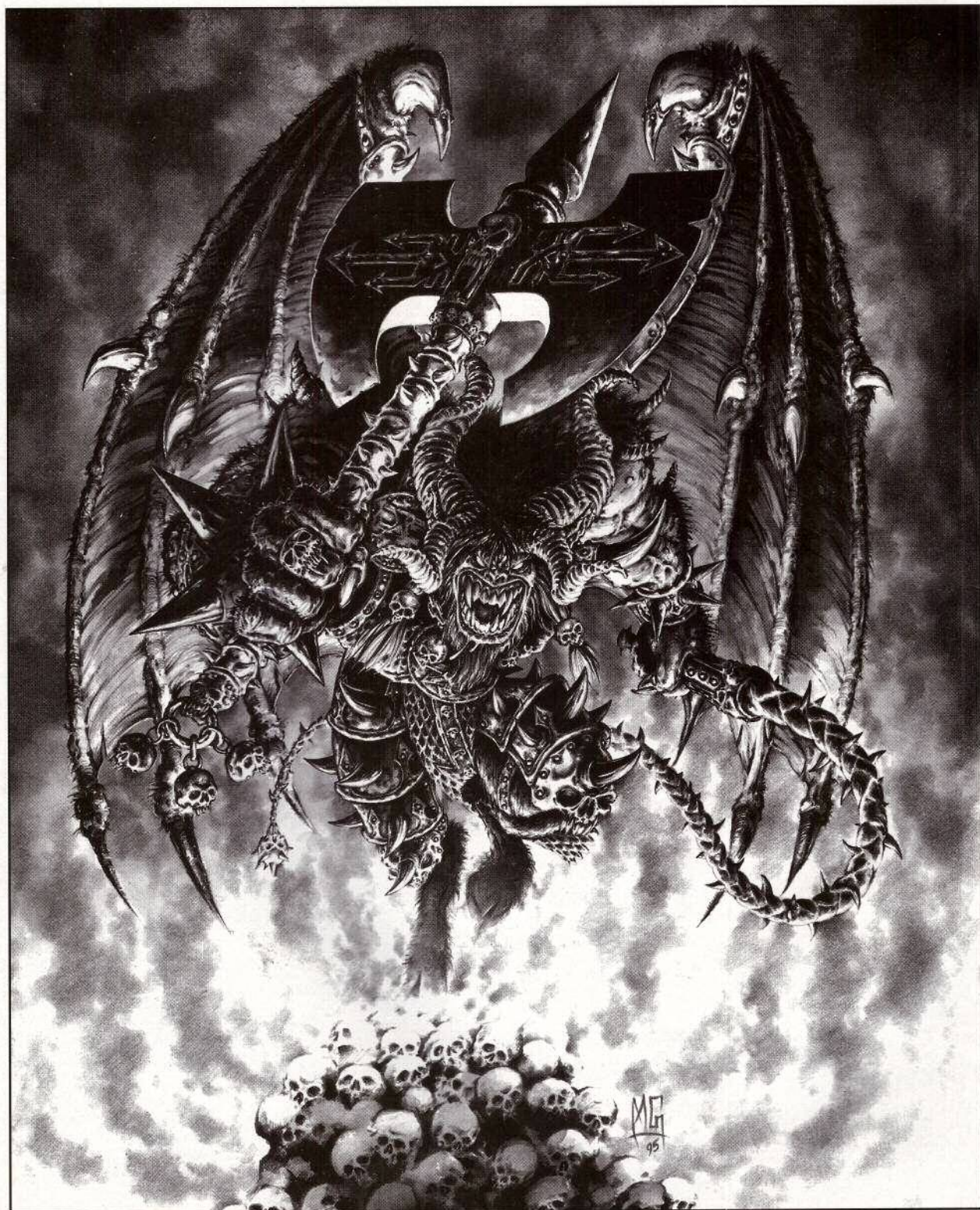
THE BLOODLETTERS

If possible I always include a standard bearer, musician and champion in my Bloodletter units. A Blooded One (a Bloodletter champion) increases my hand-to-hand potential, while the Bloodhorn carried by the musician will allow me to ignore nearby troops that would otherwise slow the unit down. Standards are useful for virtually every unit, simply because they give +1 combat resolution bonus. The Bloodletters are allowed to take a magical standard, and the *Standard of Shielding* is one of my favourite options as it improves the save of my (slightly) vulnerable daemons. Alternatively, the *Banner of Rage* is very characterful for a Khorne army as it makes the unit subject to *frenzy*!



BLOODTHIRSTER

Greater Daemon of Khorne





BLOODTHIRSTER RULES

Bloodthirsters exist purely for combat. They are huge, terrifying monsters, the greatest and most deadly of all Khorne's Daemons. Their master is the Chaos god of battle, and Bloodthirsters are the greatest fighters of all daemon-kind. They are savage, bellowing creatures of immense size, filled with the barely contained energy of Chaos. Their bloodlust extends far beyond mortal comprehension, and they will attack anything within their reach with terrible ferocity.

Their blood-stained fur is either red or black, and their gaping maws are full of teeth like murderous blades. They usually wear Chaos armour of ruddy bronze and black iron. A Bloodthirster often carries two weapons, an Axe of Khorne and a long, barbed lash. The axe is an enchanted Daemon weapon, a living thing that thirsts for blood and slaughter. Although Bloodthirsters never have magical powers, they are exceptionally strong and savage fighters, and a single Daemon of this kind is a match for an entire mortal army.

	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10

SPECIAL RULES

Greater Daemon

All the special rules for Daemons apply as described in the Chaos Daemons section of Realm of Chaos and the Warhammer rulebook. In particular, note that the Bloodthirster has a daemonic saving throw of 4+.

Terror

The Bloodthirster is amongst the most terrifying of all monsters, and causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember that monsters which cause terror automatically cause *fear* as well.

Fly

The Bloodthirster has wings and can *fly* as described in the Warhammer rulebook.

DAEMONIC REWARDS

WHIP AND AXE OF KHORNE

The Daemon carries two weapons: the great Axe of Khorne and a mighty blood-drenched whip. The Axe of Khorne causes D3 wounds in hand-to-hand combat, and the whip gives the Daemon one extra attack. (This extra attack is from the whip and causes only 1 wound if it hits.)

CHAOS WARRIORS



Chaos Warriors are the most powerful of all mortal warriors. They are imbued with the raging power of Chaos, making them superhuman in strength and battle-prowess. They wear all-enclosing Chaos armour which gives them a superior protection from missile fire compared to ordinary armour.

Chaos Warriors are rare troops, but very flexible. Not only do they form elite units of their own, but they also can serve as Champions in units of Chaos Marauders! In a tightly fought combat, a Chaos Warrior can make all the difference between winning and losing.



CHAOS MARAUDERS



Chaos Marauders with two-handed weapons

Chaos Marauders are the grim barbarians of the north that follow the Chaos Gods. Chaos Marauders offer a cheap and flexible element to Chaos Warrior warbands. Though nowhere near as tough and powerful as Chaos Warriors, normal mortals will still tremble when faced with Chaos Marauders.

Chaos Marauders can be armed in variety of ways: they can wield flails or two weapons at once, or carry brutal double-handed weapons. All these have their uses in combat, and many Chaos players value their Marauders above all other troops.

CHAOS BEASTMEN

MINOTAUR STANDARD BEARER

A standard gives Minotaurs an extra edge in combat in two ways: it automatically gives them a +1 combat resolution bonus, and it also gives the Chaos player the opportunity to buy a magic standard. Magic standards that boost the Minotaurs' hand-to-hand combat abilities, such as the *Banner of Might*, are especially useful. As Minotaurs are Children of Chaos, they are allowed to carry a magic banner of one of the Chaos gods. This makes the Minotaurs an exceedingly versatile unit.



UNGOR SKIRMISHERS

Ungors serve a vital role in the Beastman army, shielding the units of mighty Gors from enemy bowfire. With the penalties of shooting at skirmishers combined with their Toughness 4, Ungors excel in this role. They can also travel quickly through difficult terrain, and occupy key features on the battlefield.

Though skirmishers do not normally benefit from standards and musicians, the unit may reform after it has reached the enemy lines and then benefits from these as normal.



ELDAR FIRE PRISM GRAV TANK

by Gav Thorpe and Ian Pickstock

TO: Magos Xenologis Frantix

TRANSMITTED: Vida's World

RECEIVED: Sherilax

DATE: 4263846.M38

TELEPATHIC DUCT: Astropath-terminus Iuvart

AUTHOR: Tech-Engineer Pilamist

PURITY AUTHORISATION: Inquisitor Abhorrun



My mission arrived on Vida's world after receiving word that a near-intact Eldar war machine had been secured, following the expulsion of an Eldar army from the World's third moon. Equipped with vacu-thermal shielded suits, we were able to investigate the crash site of the alien engine, which had been brought down during the final battle between the vile Eldar and the stalwart warriors of the Pain Bringers Space Marine Chapter. The vehicle was found in a crater on the moon's dark side, during the post-battle cleanse operations, its crew killed in the crash.

The design of the vehicle is consistent with our existing reports and data concerning the anti-gravity vehicles the Eldar employ. Sergeant Gressil of the Pain Bringers informed me that it was an example of a heavy support skimmer designated as the 'Fire Prism' by our military forces.

I myself have never encountered such a strange and unique artifice. Our first cursory examinations were unable to determine the exotic material used in its construction - a complex plasti-metallic alloy which seems to possess some form of pro-organic configurations. It was obvious that someone with more experience in this field was required and soon we were joined by Inquisitor Abhorrun, who brought with him extensive files concerning Eldar technology. With his expertise we were able to make the following deductions:

- The anti-gravitic propulsors are intrinsic to the hull of the craft, being a property of the exotic materials used and regulated by an as-yet unfathomable control system.
- The craft possesses, when fully operational, a remarkable self-repair facility which can only be likened to the healing properties of a biological unit.
- Various blisters on the armoured hull conceal complex detection and guidance systems, which link in to a sophisticated display in both the cockpit and the gunner's turret. This scanning array appears to have multiple retardation and triangulation matrices, providing the pilot and gunner with almost unerring information on the surrounding area and the whereabouts and status of potential targets.
- The crew use a combination of physical components and some kind of thought-impulse device to control their craft. The speed and flexibility of such a system would explain the rapidity with which Eldar craft can change course, target enemies and generally perform with greater-than-human reaction times in battle.
- The main armament itself is almost incomprehensible in its design. It consists of two main components which interact with each other. The first is a laser projection device, similar in many respects to our own laser weapons, but utilising far more efficient transmission and focusing materials.

The laser burst from this strikes the main prism, which unfortunately in this case was cracked by the impact with the ground. The prism itself has many peculiar features which will require specialised investigation and deconstruction, however we were able to note the following features. The prism is multi-faceted and can be rotated about its axis to present a variation of angle to the laser burst. The complex crystalline structure of the prism, which our current efforts would be unable to grow, momentarily stores and re-infuses the laser bolt, increasing its magnitude by an as yet unknown amount. This process takes a fraction of a second before the full blast projects from the prism's apex to strike the target.

By altering the angle at which the prism is oriented, minor changes in focus and direction can be made at the precise moment of firing, enabling the weapon to adjust minutely to the exact movements of the target even as it fires.

As you may guess, our investigations are but starting on this rare and valuable find and I shall keep you regularly informed as to any new conclusions we make concerning this potent weapon of war.

THOUGHT FOR THE DAY:

"Let faith light the darkness of your soul"

Oh dear. The next few pages are not very good news if you don't collect an Eldar army for Warhammer 40,000.

Eldar commanders could be seen weeping tears of joy with the recent release of the Falcon grav tank. Now, however, things have got even better for Craftworld commanders. This month sees the release of the devastating Fire Prism grav tank.

Enemies of the Eldar beware...



Below and left: An Eldar Fire Prism from the Biel-Tan Craftworld. The Fire Prisms of this Craftworld are used for long-range support, providing covering fire as Aspect Warriors close in on the enemy.



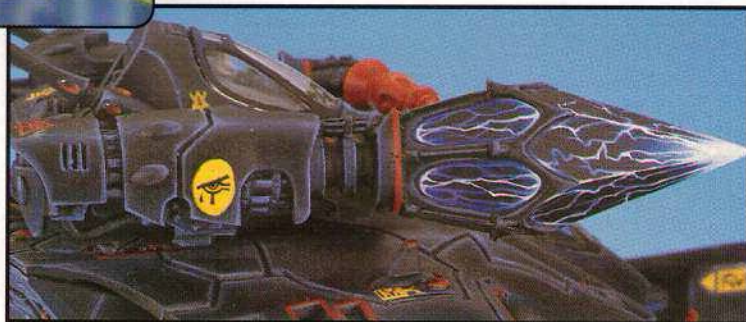
The Fire Prism provides Eldar armies with valuable mobile heavy support. Its massive prism cannon is equally useful for blowing apart enemy tanks or vaporising well-armoured enemy squads. Utilising the Eldar's sophisticated knowledge of anti-grav technology, combined with a highly accurate targeting system, it can pinpoint and destroy foes almost anywhere on the battlefield.

In battle, Fire Prisms lay down a deadly salvo of covering fire while the Falcons sweep forward and disgorge the squads of Aspect Warriors or Guardians they are carrying. Once the Eldar attack is established, the Fire Prism uses its mobility to hold back enemy forces trying to reinforce their beleaguered comrades. In this way, the Eldar can attack and utterly annihilate one portion of the enemy army, before focusing their assaults and firepower on another.

PRISM CANNON

The prism cannon is one of the most feared weapons deployed by the Eldar. With unsurpassed destructive power, it has earned a reputation as the ultimate tank killer.

The prism cannon replaces the turret-mounted pulse laser and scatter laser of the Falcon. It is fitted with a Targeter and a Crystal Targeting Matrix (so all shots ignore to hit modifiers for fast moving targets). The Fire Prism grav tank has no transport capability, as this area is used up by the prism cannon's power cells.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
20	60	-	-	9	2D6	-6	3D6+9	2" Blast marker

Captain Kraig slammed open the Chimera's turret hatch and looked out over the column. Smoke billowed along the canyon, ruddily lit in places by the burning tanks of his command. He raised the oculator to his eyes and used its artificial gaze to peer through the fumes. He could see some of the infantry squads holed up behind the rocks to their left, while the aura detectors identified alien shapes moving along the bottom of the gorge, some distance away yet. There was no sign of the strange vehicle that had appeared over the valley rim and raced along the column with its massive cannon firing, leaving the twisted wrecks that now surrounded the Imperial Guard officer. He switched on the hailers of the command Chimera.

"3rd Platoon, give covering fire across the escarpment, 4th Platoon advance on column head and search for survivors."

The turret gunner, Skel, drew his attention to the flashing light of the comm unit. After ensuring the Guardsmen were deploying to his orders he ducked his head back into the cupola and grabbed the comm-link.

"Yes?"

>This is Tiger One, we are immobilised but otherwise operational, thrown a track. Requesting orders.<

"Tiger One, there's enemy infantry moving in from counterspin, hold them back until 4th Platoon reaches you. Lieutenant Skast will then advise."

Another channel lit up and the Captain changed frequency.

>This is Tiger Four, surveyors detect armoured enemy moving in fast. Battlecannon destroyed, engine at 45 percent efficiency. Will attempt to gain the ridge, confirm?<

"Confirmed, watch for that tank destroyer Tiger Four."

Kraig tried to transmit on the long-range channel but

was met with an ear-piercing screech of feedback which made him hang up the link with a snarled curse. Satisfied that he'd done what he could, Kraig led his Command HQ out of the half-wrecked Chimera, pulling the semi-conscious driver with them. The transport's crewman was whimpering softly but incessantly, cradling the stump of his right leg in his hands.

"Shut him up! Give him a calmativ or something. And staunch that bleeding."

From behind them came a soft, whistling noise, and before he could turn, Kraig felt a rush of air wash over him. As he glanced up, the large alien machine swept overhead again. In the clearing smog he could see its turret tracking left and right for targets. With a blinding burst of energy that was followed by a hideous crackling noise, the enemy tank opened fire on the immobile form of Tiger One, even as the Imperial tank's turret slowly cranked round to aim. A blossom of fire erupted from the Leman Russ tank's engines, followed a couple of heartbeats later by a massive explosion that threw debris and bodies wide across the canyon floor.

No sooner had the Leman Russ exploded, the enemy vehicle was raining shots into the infantry platoons on the slopes. Men scurried to and fro, but as they emerged from cover to avoid this unforeseen attack, a hail of fire cut through them from the opposing infantry as it closed in. Five men went down in one burst of fire, then ten were dead, then twelve, fourteen – the enhanced vision afforded by the oculator made everything stand out in stark detail.

"Into the wreck!"

The Command HQ followed the Captain as he dived through the back doors of the Chimera, slamming them shut behind the last trooper.

"Stay silent! Don't move! They might just miss us!"



FIRE PRISM GRAV TANK

VEHICLE DATA

CREW:

1 ELДАР PILOT
1 ELДАР GUNNER

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 20"
FAST SPEED: 30"
TYPE: SKIMMER

WEAPONS:

One **prism cannon** mounted in the turret, with a 360° fire arc. One twin-linked **shuriken catapult** with 90° fire arc to the front of the vehicle. All weapons are fitted with targeters. The twin-linked **shuriken catapults** may be replaced with a **shuriken cannon** at an additional cost of +5pts.

SPECIAL:

The Fire Prism gunner is equipped with a **Crystal Targeting Matrix**. Any shots with the prism cannon may ignore all the to hit modifiers for firing at fast moving or very fast moving targets.

WEAPON DATA

WEAPONS	RANGE SHORT LONG	TO HIT SHORT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Prism Cannon	0-20 20-60	- -	9 2D6	-6	-6	3D6+9	2" Blast Marker
Shuriken Cannon	0-20 20-40	+1 -	5 D4	-3	-3	D6+D4+5	Sustained fire 2D
Shuriken Catapults	0-12 12-24	+1 -	4 1	-2	-2	D6+4	Sustained fire 2D

POINTS COST: 215 Points

D6	Location	Front	Side/Rear
1	Grav Motor	18	18
2-4	Hull	18	18
5-6	Turret	18	18

Grav Motor Damage Table

D6
1-4 The engines are damaged. The Fire Prism may only move at slow speed for the rest of the game.
5-6 The grav motors are destroyed, sending the Fire Prism crashing to the ground (see Crashing below).

Hull Damage Table

- D6**
1 The pilot is killed. If the gunner is still alive he will take over control of the Fire Prism. This means he will not be able to fire the turret guns if the Fire Prism moves.
2-3 A large explosion damages the Fire Prism's power cells. Roll a D6 at the start of each of the Fire Prism's movement phases. On a roll of 4, 5 or 6 there is enough power and the vehicle moves as normal. On a roll of 1, 2 or 3 the Fire Prism suffers a power fluctuation and moves out of control for that turn.
4 The Fire Prism's engines explode, killing all the models on board. The Fire Prism is spun round to face a random direction by the force of the explosion and then crashes (see Crashing below).
5 A criticality in the Fire Prism's power cells causes the vehicle to burst into flames, killing all the models on board. The flaming wreck crashes (see Crashing below) and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
6 The Fire Prism's crystal batteries explode, tearing the vehicle apart in mid air. The Fire Prism is destroyed and all models on board are killed. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

Turret Damage Table

- D6**
1 The prism cannon is damaged and may only be fired if you first roll a 4 or more on a D6.
2 The prism cannon is destroyed and may not be fired for the rest of the game.
3 The turret gunner is killed and the prism cannon may no longer be fired.
4-6 The turret explodes and the Fire Prism is destroyed and crashes (see Crashing below). All the models on board are killed and the turret is blown off, flying 2D6" in a random direction before it hits the ground. Anything under the spot where it lands takes D6 Strength 9 hits with -6 saving throw modifier.

Crashing

If the Fire Prism is flying at slow speed when it crashes then it will simply hit the ground. If any models on board have not been killed for some other reason, then they may dismount using the normal rules.
If the Fire Prism is travelling at combat or fast speed then it will crash into the ground and plough forward 3D6" before coming to a halt. Any models in the path of the swerving Fire Prism will be hit as if the Fire Prism had collided with them. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are killed in the crash. Surviving models may dismount using the normal rules.

ELDAR BIEL-TAN CRAFTWORLD ARMY

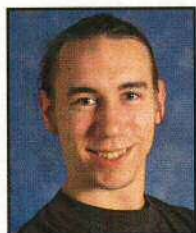


On the subject of Eldar, we couldn't resist the chance to show off Games Workshop's Eldar army which is painted in the colours of the Biel Tan craftworld. When we started this army we really wanted a good, all round tabletop force that could hold it's own against all comers. Check out the battle report later this issue to see how the Eldar perform against the Space Marines of the Blood Angels Chapter.



GORKAMORKA™

STARTIN' DA REVOLUTION



Gav Thorpe

By Gav Thorpe

Gav demonstrates how to put together a Rebel Grots mob for a game of Gorkamorka (and provides a few tactical hints for use on the battlefield). At the moment Gav is feverishly painting up his Rebel Grots so we've taken this golden opportunity to show the 'Eavy Metal miniatures instead!

For those of you who haven't rushed out to get your copy of Digganob yet (*why not? – Paul Sawyer*), here's a summary of what the Rebel Grots are all about. Rebel Grots are the warriors of the Gretchin Revolutionary Committee, and have waged a long and bitter war against the oppression of the Orks. In particular, they seek to force the Mekks to allow Grots to earn Gorkamorka tags which would give them the right to take part when the big Waaagh starts again. They are nasty, vindictive, spiteful and downright vicious – even to each other! They have long been down-trodden under the heels of their brutal Ork oppressors and they've had enough – it's time for the Grots to fight back! Unfortunately for the revolutionaries, a Grot is little match for even an Ork Yoof, and they must plot

and plan well to bring about the downfall of their large and mean enemies. However, on their side they do have zealous enthusiasm, various wacky weapons and vehicles, and an almost limitless supply of warriors!

DA FURST STUFF

Like all the other mobs, I have 100 teef to spend when creating my Rebel Grot mob, though it's likely I'll have a few teef left over. Like all mobs, there are certain things which a Rebel Grot mob must have, so it is best to start by choosing these. A Rebel Grot mob must have at least five warriors, one of whom must be the leader, called the Head Honcho, so I'll start with him.

The Head Honcho is the leader of the Rebel Grot mob and is the best fighter. Since most Grots are quite poor fighters, it's important that your Head Honcho gets the best equipment possible, so that he can bolster your attack with his abilities. Luckily, the Head Honcho has access to the best weapons, as he beats up anybody who tries to get in first! I want my Head Honcho to be a good, reliable fighter, so I give him a shoota –



Banna Waver



Head Honcho

MAKING BANNERS

Designing and making banners makes your models look 'Da Bizness'. To draw a banner use a sharp pencil and draw your banner design on a piece of paper. It's a good idea to measure the banner pole to see how big your banner will be. Don't forget to draw on the tabs or you won't be able to attach it to the banner pole! When you're satisfied with the finished result use a fine black pen to carefully trace over the design. Most black pens don't have waterproof ink so always photocopy your finished drawing. Also, if you make a mistake you won't have to draw the banner from scratch again. Paint the banner with Citadel paints and Bob's Your Uncle! You're the proud owner of a lovely finished banner! When you make a double-sided banner make sure it backs up against each side okay and you leave room for the tabs. When gluing this type of banner use superglue or a spray adhesive, which bond quickly. Next, carefully wrap the tabs around the banner pole and glue them to the back of the banner. If the banner is single-sided paint an appropriate colour, such as black, on the back.

STARTIN' DA REVOLUTION



Grot armed with two six-shootas



Grot with blunderbuss



Grot armed with blunderbuss



Grot with slugga and knife

GORKAMORKA																						
MOB NAME: Oskab's Guerrillas																						
MOB RATING: 132																						
TEEF BOARD: 3 teef																						
NAME	CHARACTERISTICS										WEAPONS, SKILLS AND INJURIES		WEAPONS SUMMARY							COST	EXP.	
	M	WS	BS	S	T	W	I	A	Ld	Short			Long	Range	To Hit	Short	Long	Sta	Short			Dist.
Oskab (Head Honcho)	4	4	4	3	3	1	3	1	5	63	Shoota, Slugga, Knife, Flak Armour	12	18	4	—	3	0	1	4+		12	61
Slugga (Banna Waver)	4	3	3	3	3	1	3	1	5		Shoota, Knife	12	18	4	—	3	0	1	4+		6	44
Smiff (Grot)	4	2	3	3	3	1	2	1	5		2 x Six-Shoota, Knife	6	12	4	—	3	0	1	4+	1 One One die 1 turn to reload	6	25
Smiffuff (Grot)	4	2	3	3	3	1	2	1	5		Blunderbuss, Knife	6	0	4	—	3	1	1	4+		5	24
Badguy (Grot)	4	2	3	3	3	1	2	1	5		Blunderbuss, Knife	6	0	4	—	3	1	1	4+		3	26
Shograt (Grot)	4	2	3	3	3	1	2	1	5		Slugga, Knife	6	12	4	—	3	0	1	4+		4	23
Shrank (Grot)	4	2	3	3	3	1	2	1	5		Choppa, Knife	0	0	—	—	4	0	1	—		3	26
Oppi (Grot)	4	2	3	3	3	1	2	1	5		Frag Shikbombox	—	—	—	—	3	1	1	Auto	2" Blast Meter	5	24
Spiti (Grot)	4	2	3	3	3	1	2	1	5		Blunderbuss, Frag Shikbombox, Knife	—	—	—	—	3	1	1	Auto	2" Blast Meter	6	25
Plappi (Grot)	4	2	3	3	3	1	2	1	5		Choppa, Slugga, Knife	6	12	4	—	3	0	1	4+		5	25

A mob must contain at least three members and may not exceed three half of the other mobs. No more than half of the mob may

GORKAMORKA														
MOB NAME: Oskab's Guerrillas														

A mob must consist of at least three models who lead. No more than half of the mob may be dead. No more than half of the mob may be dead.

GORKAMORKA																					
MOB NAME: Otskab's Guerrillas																					
MOB RATING:																					
TEEF BOARD:																					
NAME	CHARACTERISTICS										WEAPONS, SKILLS AND INJURIES		WEAPONS SUMMARY							COST	EXP.
	M	WS	BS	S	T	W	I	A	Ld	Short Range			Long Range	Short	Long	Shel	Doc.	Arm.	Arms		
Plappa (Short)	4	2	2	2	2	1	2	1	4		Catapult, Knife	6	12	—	3	1	1	2+	Fire Twice	2	0
Trotsky (Short)	4	2	2	2	2	1	2	1	4		Bow, Knife	12	18	—	3	1	1	4+		2	0
Shurin (Short)	4	2	2	2	2	1	2	1	4		Old, Knife	0	0	—	4	0	1	—		2	0
Shubb (Short)	4	2	2	2	2	1	2	1	4		Bow, Knife	12	18	—	3	1	1	4+		2	0
Shappi (Grot)	4	2	3	3	3	1	2	1	5		Slugga, Knife	6	12	4	3	0	1	4+		4	26
Spiti (Grot)	4	2	3	3	3	1	2	1	5		Slugga, Knife	6	12	4	3	0	1	4+		4	22

VEHICLE TYPE: Big Lugga														
NAME: Freedom Fight														
COST: 23														
FIXED WEAPON TYPE: Spinnagun														
GUNNER: Oppi														
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	7	Crew	4	8	Outlines	1	7	Crew	4	8	Outlines	1	7	Crew
2	8	Fixed Weapon	5	8	Hull	2	7	Hull	5	6	Sail	2	7	Hull
3	8	Whizz	6	9	Winky Bitz	3	7	Whizz	6	6	Sail	3	7	Whizz

VEHICLE TYPE: Outa														
NAME: Spit Kart														
COST: 19														
FIXED WEAPON TYPE:														
GUNNER:														
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	7	Crew	4	7	Outlines	1	7	Crew	4	7	Outlines	1	7	Crew
2	7	Hull	5	6	Sail	2	7	Hull	5	6	Sail	2	7	Hull
3	7	Whizz	6	6	Sail	3	7	Whizz	6	6	Sail	3	7	Whizz

VEHICLE TYPE: DRIVER:														
NAME: SPANNER:														
COST:														
FIXED WEAPON TYPE:														
GUNNER:														
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage
1			4			1			4			1		
2			5			2			5			2		
3			6			3			6			3		

VEHICLE TYPE: DRIVER:														
NAME: SPANNER:														
COST:														
FIXED WEAPON TYPE:														
GUNNER:														
Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage	Score	Armour	Location/Damage
1			4			1			4			1		
2			5			2			5			2		
3			6			3			6			3		

he could have a kannon instead, which is more powerful but also much more inaccurate. As a back-up to this, I also give him a six-shoota. This means he can loose off a salvo from his six-shoota and then fire his shoota in the turn he is reloading. To make sure he stays fighting fit throughout the battle, my Head Honcho has also managed to scavenge some Orky flak armour and cut it down to size. In total the Head Honcho costs me 12 teef.

I now need to pick at least 4 other warriors to make sure my mob complies to the rules for minimum size. Of these, the most important is the Banna Waver, who isn't compulsory in the rules but will be found in almost every Rebel Grot mob. Toting a large flag proclaiming the achievements of the revolution, the Banna Waver is a great inspiration to his fellow Rebels and gives them a better chance of staying in the battle. Not only this, he's better at fighting than your average Grot. Like the Head Honcho, the Banna Waver can get his greasy paws on the best guns and equipment, and I give him a shoota. The Banna Waver costs me 6 teef.

My next three warriors are all going to be Grots, to make up the minimum of 5 mob members. One of these I give two six-shootas (so he can pull the same trick as the Head Honcho), and the other two I give blunderbusses. Rebel Grots like to get in pretty close, so a blunderbuss is perfect – it's short ranged but almost never misses, and it's half the cost of a slugga or shoota. For another 12 teef that's the minimum requirements sorted out.

CUTTAS AND BIG LUGGAS

Like Ork and Digga mobs, the Rebel Grots must have vehicles to transport them across the scorching desert. They have two types of vehicle; wind-driven Cuttas, which are small, fast and fragile; and Big Luggas which are a bit more ponderous but *can take more damage and even ram trukks and buggies*. For my mob, I'll take one of each thank you!

The Cutta costs a basic 5 teef – pretty cheap, but then they fall apart as soon as you look at them! On top of this the Cutta needs a driver, so I purchase a Grot armed with a slugga for 3 teef more.

The Big Lugga relies on its crew to power it across the desert, and will be the main focus of my mob's battle plans. Like trukks, traks and buggies, the Big Lugga is large enough to mount a big gun on it. The only big gun available to Rebel

Grots is the unique Splattapult. The Splattapult is virtually essential in any Rebel Grot mob, and is very versatile. It can throw big rocks to smash opposing buggies, lighted Burnas to set fire to warriors, and Rippa Pots that can force enemy crew to jump out of their vehicle!

With its Splattapult, the Big Lugga costs me 23 teef in total. A Grot armed with a choppa serves as the driver, adding another 3 teef to the cost, while the Splattapult's gunner, armed with frag stikkbombz, makes the final tally 30 teef.

DA UUVER STUFF

So now it just remains to bulk out the crews of the vehicles with some more warriors. There are two types of warrior that form the majority of a Rebel Grot mob – Grots and Snots. Snots are even smaller than Grots, but just as determined to fight for the rights of their oppressed brethren held in bondage



PAINTING MY GROTS

Grand Warlord Wood kicks his Grot mob into shape!

I've lost track of how many greenskins I've painted over the years, and these Grots are some of the best models I've seen. Just look at that Head Honcho and the Banna Waver, these two look like they mean business. The Grot with two six-shootas looks really dangerous (for a grot that is) and even the snot looks like he could take on a Digga and come out on top!

1. PREPARATION AND UNDERCOATING

Cleaning up the models thoroughly is important. There's nothing worse than a visible mould line on a fully painted model. I scrape it off with a modelling knife, following the line all round the model. I clean up the base and stick the tab into the base. I always use a pair of clippers to bend a slight kink in the tab. This helps the model fit tightly into the slottabase, instead of relying on the glue to hold it in place. Finally I drill out the gun barrels with a pin vice drill (*If you don't, your guns don't fire – Paul Sawyer*).

When I paint Orks I always use a black undercoat, it gives a darker skin tone which I like. I want my Grots to look just as dangerous so I use the same undercoat for them. When I paint a bunch of models I often work on one area at a time, all the flesh, all the metal, etc. This makes the models look more consistent. I don't spend a lot of time concentrating on just one model – you never finish big mobs that way!

2. HIGHLIGHTING THE GUNS

Drybrushing is a process that is easy to get the hang of and quickly brings out the detail of your models. Mix up a lighter shade of your base colour and dip your drybrushing brush into it. Wipe off the paint until the bristles appear dry. Lightly draw the brush back and forth over the area and paint will begin to build up on the raised areas of detail. Continue brushing until you are happy with the colour. You'll end up with a nicely highlighted texture.

With the Grots I drybrushed all the metal areas. It's a good idea to do all the drybrushing on the models first, as it's more difficult to do after you've painted your base colours (drybrushing tends to go everywhere, no matter how careful you are). For the metal areas I thoroughly drybrush on Boltgun Metal, followed by a lighter drybrush of Chainmail for a highlight. I then re-undercoat with black all the surrounding areas that have inadvertently caught some of the metal colour.

2. HIGHLIGHTING THE GUNS



in Mektown! My Grots are given a mix of more blunderbusses and sluggas, and are mainly there to crew the Big Lugga – the more crew, the faster it goes!

Snots are truly abysmal fighters, who have trouble wrestling Squigs, never mind the cut and thrust of close combat! They get the least effective weapons around and are armed with a selection of bows and catapults (only Rebel Grots can have catapults, nobody else would be seen with such a pitiful weapon). In the end, I add another 8 warriors to the mob, which is just about all I can carry on my vehicles. In total my mob ends up costing 97 teef, leaving me 3 teef to save for later purchases.

All that remains is to come up with names for these diminutive revolutionaries, generate their starting experience values and fill in a mob roster. Then you're ready for your first battle (Hurrah!).



Snot with bow



Snot with catapult



Snot with bow



Snot with knuckles and club

3. FIRST COAT OF PAINT

At this stage I'll paint the whole model. When I paint I use a darker shade of the colour I intend to end up with, leaving some black showing in the deepest recesses as areas of darkness. I start by painting the trousers with Vermin Fur and all the holsters, bandages and arm bands in Elf Grey. I don't paint the belts, they look fine just in Chaos Black. Painting red over black is a little tricky but a coat or two of Crimson Gore works well. Painting Grot flesh is easy: just Goblin Green straight over black. All teeth or skulls I paint Snakebite Leather.

4. FINISHING TOUCHES

You can stop at stage 3 if you want but I always go a stage further. To make the models look more three-dimensional I paint a lighter shade onto the raised areas, leaving the original base colour showing in the recesses. I use Bubonic Brown over Vermin Fur, Skull White over Elf Grey and Ruby Red makes Crimson Gore look brighter. Rotting Flesh is a great colour to highlight the faces, making them look much more dynamic.

3. FIRST COAT OF PAINT



To finish off the models I paint Bleached Bone over the teeth and skulls. I re-undercoat the eyes white before painting them Ruby Red, as this makes the eyes look much more piercing. I pick out the white stars on the belts and head scarf and paint a black star on the arm bands. Finally I paint the banner using the same colour scheme as the models, to give the whole mob a uniformed look.

4. FINISHING TOUCHES



FIGHTIN' DA GOOD FIGHT

As you can see on the roster, a starting Rebel Grot mob has quite a high mob rating. This is due to the number of warriors in the mob, each of whom adds their experience to the total. As well as this, after each battle, every warrior who survives will increase their experience by +D6. This can mean adding 10D6 or more to the mob's total experience every battle, even before taking wounding hits and everything else into account! Although not as tough as Orks, Grots are still quite resilient and hard to kill, and the sheer number of warriors in your mob means that although you will have to replace lost warriors with sometimes alarming regularity, it's unlikely that a single battle can cripple your mob beyond salvation.

Of more importance is making sure that you have enough vehicles to transport your large mob around. In the case of Gilskab's Gurrillas, I'll definitely be looking to get another Cutta as soon as possible, and later on, as the mob grows, possibly another Big Lugga. As they progress, Rebel Grot mobs can get very unwieldy – one mob in our studio campaign needed two Big Luggas and three Cuttas to carry its 23 warriors around!

Rebel Grots have special 'Pilin' On' rules that allow them to gang up on enemies in boarding actions, overwhelming their foes with their weight of numbers. In addition to this, Rebel Grots can pick up special Boardin' skills over the course of a campaign. This means that getting a couple of boarding planks for my Big Lugga will be very useful, as my mob will be able to charge onto enemy vehicles and sweep the crew away in a tide of green-skinned malevolence!

Well, less talk and more action – the world won't be changed with words alone. Good luck with your own revolution, and remember that Da Kommittee is watching you!

FREEDOM FOR GROTS!



Rebel Grot Cutta



Rebel Grot Big Lugga



RED GOBBO

The Red Gobbo is the infamous individual who heads Da Kommittee and therefore is the figurehead for the whole Revolutionary Movement. Although the Red Gobbo

mainly concerns himself with the Revolution as a whole, it is not uncommon for him to get out and do a bit of dirty work himself.

While the actual position of the Red Gobbo may change hands, part of the seat of power is the trusty kustom slugger and club-like sceptre of authority which all Red Gobbos have carried since the Gretchin Revolutionary Committee was founded. These were supposedly wrested from the bloodied hands of the Ork oppressors during the Strike Day Massaker and have been treasured artefacts ever since. This means that nobody mistakes the Red Gobbo for anything than what he actually is – the one true leader!

	M	WS	BS	S	T	W	I	A	Ld
RED GOBBO	4	D6+1	D6+1	D3+1	4	D3	D3+1	D3	7

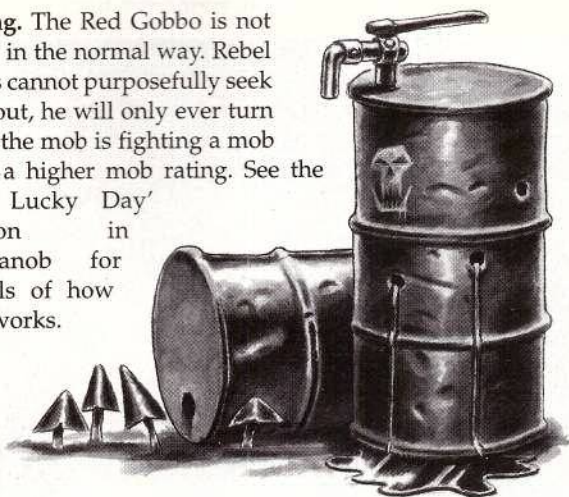
Weapons. The Red Gobbo is armed with a kustom slugger, club and a knife.

Skills. D6 random skills (see below).

SPECIAL RULES

Rebel Grots Leader. The Red Gobbo is the head of Da Kommittee and will only fight for Rebel Grot mobs. He will fight for no other type of mob.

Hiring. The Red Gobbo is not hired in the normal way. Rebel Grots cannot purposefully seek him out, he will only ever turn up if the mob is fighting a mob with a higher mob rating. See the 'Yer Lucky Day' section in Digganob for details of how this works.



Different Gobbo. To represent the fact that the Red Gobbo is not actually the same Grot all the time, you must randomly determine his profile and skills when he joins the mob. Even if he joins the mob again the very next battle, he may be a different Grot (life in Da Kommittee can be very fast!). The Red Gobbo's characteristics are rolled for at the start of the battle, as shown on his profile. The Red Gobbo also has D6 skills. Roll a D6 for each skill to see which list to roll on.

RED GOBBO SKILL TABLE

1D6	Skill list
1	Ferocity
2	Muscle
3	Boardin'
4	Cunnin'
5	Dakka
6	Odd

Revolutionary Leader. The Red Gobbo takes over your Rebel Grot mob and counts as its leader instead of your Head Honcho. If he is taken out of action or is not on the table for any reason then control reverts to your Head Honcho as normal.

Inspiring. The Red Gobbo is an awe-inspiring sight to the Rebel Grots and his presence makes them double their efforts for the revolution. Any Rebel Grots within 6" of the Red Gobbo can use his Leadership of 7 for any Leadership tests they take.

Any Rebel Grots within 6" of the Red Gobbo may also test to recover from pinning at the start of their turn, just as if they were within 2" of a friendly warrior.

Die-hard. The Red Gobbo can always test to recover from pinning, even if there is no friendly model within 2" at the start of his turn.

Kustom Slugger. The Red Gobbo's slugger has the following profile.

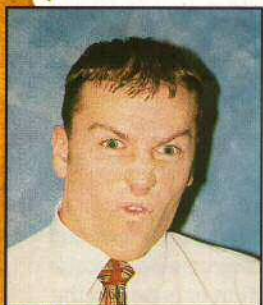
Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save	Ammo
6	15	+1	–	4	1	0 +4

Honest Dealin's. After fighting a battle alongside the mob, the Red Gobbo will know *exactly* how they performed. When generating income after the battle, your Head Honcho may not lie to Da Kommittee and all appropriate modifiers will apply.

WARHAMMER



Paul Sawyer
Beastmen



Roy Barber
Skaven



Richard Gunson
Bretonnians



Richard Hobson
Wood Elves

A TALE OF FOUR GAMERS

Part 2 by Robin Dews.

This month our heroes use both fair means and foul to increase the size of their armies and tell us how they performed in their first tabletop encounters.

For those of you who missed the previous issue, 'Tale of Four Gamers' follows the fortunes of four GW staff-members, Paul Sawyer, Richard Gunson, Roy Barber and Richard Hobson, as they endeavour to collect, paint and game with a brand new Warhammer army for only £6.25 per week.

All four of them started out with £50.00 to spend on an army of their choice (we assumed that they would already have a copy of the army list!) and in the first episode Paul picked Chaos Beastmen, Richard Gunson went for the Bretonnians, Roy plumped for Skaven and Richard Hobson decided on Wood Elves.

Once they had each established their core force, the next stage was for them to use their allowance of £25.00 per month to increase the size of their armies. As their forces grew in size, they agreed to keep us informed on their progress and include any special painting hints and tips, together with tactics, battle plans and game reports on how their armies had fared in battle!

This month, Roy gives us his four stage method for painting Skaven and then clashes on the field of battle with Paul's growing Beastman horde. The two Richards both increase the size of their forces and report on their first clashes. So read on...



OH GOR BLIMEY!

A Chaos Beastman army by Paul Sawyer

With the first installment of my army painted, it's time to add a bit more punch to my Beastmen. A regiment of Ungors, a Beastlord and a Minotaur Lord look great but aren't playable on their own – I need more rank and file, and possibly magical support.

As my army is undoubtedly the smallest, due to my preference for the metal Beastman miniatures, I'd need to take advantage of some of the deals available through Mail Order or the GW stores. A quick scan of White Dwarf told me that there was a Grand Opening at the Meadowhall Centre in Sheffield, which is just down the M1 from my home. Ace! I'd be able to get lots more models for my money and catch up with the other chaps who have taken lots of plastic models in their armies – the poor saps wouldn't get the better of me! Meadowhall it was then.

What would I buy? I prefer to buy and paint whole regiments in one go rather than paint a small unit and then add to it later, so if I was going to collect a regiment it would need to be complete with command and have the all-important ranks of troops. My main problem was that, like last month, there simply aren't many Chaos Beastman models released yet (serves me right for picking a brand new army doesn't

it?). Last month I took advantage of Mail Order's pre-release service to get my hands on the unreleased Ungors, Beastlord and Minotaur Lord. This month however I'd be travelling to a store and they don't have the pre-release service. Damn.

The only miniatures available to me were Gors and their command, the Beastmen Shaman, Beastmen Champions and support from the monstrous host (Harpies and Dragon Ogres). I'm probably not going to include Dragon Ogres in my army, so they are out of the running. I want to include Harpies to harass enemy war machines and for flank and rear charges, but I don't think a unit of Harpies would help my army balance at this stage so I'll leave these for a later date. Well, that makes my mind up for me – Gors. Lovely 2 Wounds, 4 Toughness Gors. I'll take a large regiment of those please, madam.

Next was the tricky bit – getting the most for my money by working the Grand Opening for all it was worth. On arriving at Meadowhall however, there were two familiar ugly mugs grinning at me from the doorway – Hobson and Barber. Tzeentch must be having a right giggle... I really needed a Beastman Shaman, as I always feel naked going into battle without a spellcaster (a very distressing thought indeed). I'd take

one of these robed chaps for a start. I just had to sort out how many Gor I could get for my £25.

Making use of the 'Buy three, get the lowest value one free' offer on blister packs, I took four £5 blisters of Gors and got the Beastman Shaman and a further blister of Gors absolutely free. I then added the command (standard bearer and hornblower) for £4 leaving me with £1 change which I'll hang onto until next month. So, I had seventeen Gors, including standard bearer and hornblower. I backed this up with the Shaman, who I would use as a Warlord.

PAINTING

I decided that I wanted the army to be essentially black (with a few notable exceptions) and the Gors would be no different. One change I did make to my army was to my movement trays. I'd made the trays from artboard and apart from adding a little textured paint, I'd just painted them green. This didn't look dark and menacing enough for the Beastmen so I added modelling gravel to the trays and treated them in the same way as the bases on my models by washing and highlighting the gravel and adding static grass.



GAMING

We've been playing a few games in a small White Dwarf campaign recently, so I took to the battlefield with my Beastmen. The campaign was for 1,000 point armies and was based on the campaign rules in the back of the Rulebook. 1,000 points would be a bit tight with what I had to play with but luckily my territories allowed me to take a level 4 Beastman Shaman, so that helped make up the points. I still found that I was short even with magic items so I borrowed three Trolls from my Orc and Goblin army to use as Chaos Trolls.

My first games were against Andy Sharman's High Elves (victory!) and a couple of games against Ian

Strickland's Skaven which ended in a hard fought draw and a narrow victory. My finest hour, however, was the crushing defeat of the weak humans of the Empire. Markus Trenkner's fledgling Empire army was completely destroyed in an embarrassingly one sided game (poor old Markus).

The biggest shock when using my new army (being more used to playing Greenskins) was the lack of units. Usually I outnumber my opponent,

albeit with less powerful troops, but the Beastmen are a different matter altogether. They are strong and very tough but are very slow and at the moment I am finding difficulty with my opponent lapping round me and hitting me in the flanks. I will have to get a couple of chariots or a few Harpies to keep fast enemy units

15 Gor	£25
1 Gor Command Group	£4
1 Beastmen Shaman	£4
TOTAL COST	£33
Total paid at a grand opening	£24

Paul Sawyer's Beastmen vs Roy Barber's Skaven

URGH! IT'S A RAT!

We originally agreed to play a 1,500 point battle and so we went away to work out our respective forces. It soon became apparent that I'd really struggle to make 1,500 points and that to make 1,400 points I'd have to take more magic than I usually do. Still, it was late in the day and the first of our games, so Roy agreed to drop the game to 1,400 points (grudgingly as he wanted to field his Vermin Lord).

We'd decided to play a Pitched Battle on a 4'x4' table, so I didn't have to worry about any special deployment rules, etc. Not that it really mattered as I was taking my whole army!

In the end I took a Beastlord with the *Sword of Change* and his retinue of seventeen Gors with hand weapons and shields (including a standard bearer with the *Banner of Wrath* and a hornblower). My second Warlord would be a Shaman Lord (overkill, I know, but I needed to make up the points) with *Chaos Armour*, *Crown of Command* and the *Staff of Flaming Death*. His retinue was nineteen Ungors with spears and shields plus command, led by a Beastman Champion with the *Sbricking Blade*. The Shaman also had three Chaos Trolls tagging along with his retinue (again these were refugees from my Orc & Goblin army). The Shaman would be the overall general and would join the Beastlord in the unit of Gors. As I had no flexibility whatsoever I wasn't too worried about tactics other than to get stuck in. I'd keep my units close together with my general in the centre to make use of the *Crown of Command*. Other than that I'd just get on with it and hope for the best! As we set up I took a look at Roy's chattering horde. It was all standard ratty fare apart from the black robed model at the back - Deathmaster Snikch! This game really wasn't going to be a balanced battle what with my magic overload and his special character but it would be no less interesting for that! First I rolled for my Winds of Chaos cards - ten! Hurrah! I got all of the good ones too (particularly my beloved Storm of Chaos which gives you an impressive multiple attack anywhere on the battlefield - scratch 3 clanrats!)

We both spent our first turns getting closer and the only thing of note was the doom of the Skaven Warlock as he fell to the *Banner of Wrath*. The second turn was much more eventful...

Again my army marched towards Roy's troops and paused ready to charge next turn. With the Skaven Warlock gone to the big cheeseboard in the sky, I only had 1d6 to roll. Luckily I got enough power cards to cast *Chaos Spawn* on the Skaven

General. Expecting Roy to dispel it I waited. And waited. He didn't have any dispels so his General mutated into a gribbly, loathsome Chaos Spawn! As the unit he was leading had a *Dread Banner* they were immune to the fear the Spawn caused. This was excellent news as not only was the Skaven General 'dead' but also posed a very real threat to his former unit and allowed my force a chance to concentrate on other areas of his army. First, however, Roy had to take panic tests for all of his army, which he managed to pass, with the exception of Deathmaster Snikch who turned tail (yep, pun intended) and fled. Things went from bad to worse for the Royster when he declared a charge with his Clanrats against my Ungors and fell short. Oh dear. He managed to kill the Spawn in close combat but this left him open to a charge from my Gors or Chaos Trolls. Things got a little better for Roy when he opened up with the Warfire Thrower, which caused 8 Wounds on the Gors.

My next turn was the decisive one as my Chaos Trolls charged the Clanrats, killing six of the whiskery little chaps. As I attacked, two Assassins popped out and caused 4 Wounds to the Trolls, who managed to regenerate 3 of them. The other Clanrat unit faced the charge of the Ungors, who routed the ratmen. Roy rolled an 8 for the fleeing distance and so did I, so the chase was on! At this point I was getting quite carried away and completely forgot to use my magic items in the magic phase...

The third turn was no better for Roy, as the fleeing Clanrats



Paul decides whether to fry, barbeque or char-grill the next rat.

occupied, while my slower Beastmen charge in. I know it is a superb model but the Minotaur Lord is looking like a bad choice for a starting army. The £12 would probably have been better spent on more rank and file or even put toward Harpies. I have also decided to spend some time this month modelling up a Beastman stockade, complete with herdstone, for my Chaos horde to defend.

So, having got to grips with the very different way of approaching a game of Warhammer I arranged for a game with one of my partners in crime, Roy Barber and his filthy Skaven...

WARHAMMER ROSTER

THE BEASTS OF WAR

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
BEASTLORD Heavy armour, double-handed weapon	4	7	6	4	5	4	6	4	9	5+
MINOTAUR LORD Light armour, extra hand weapon	6	7	6	5	5	5	6	5	10	6+
SHAMAN LORD hand weapon magic level 4	4	4	3	4	5	5	6	3	8	none
BEASTMAN CHAMPION Spear, shield	4	5	4	4	4	2	4	2	7	6+
19 BEASTMAN UNGOR Spear, shield, unit includes musician and standard	4	3	2	3	4	1	3	1	6	6+
17 BEASTMAN GOR Shield, Light armour and unit includes musician and standard	4	4	3	3	4	2	3	1	7	5+

tried to rally but failed and were run down by the pursuing Ungors. The leaderless Clanrats were beaten in close combat by the Chaos Trolls and a double six for the Break test didn't help. Chaos Trolls may be stupid but they know a free meal when they see one, and as the Clanrats were held in place by the Pavane of Slaanesh spell, they were torn apart with ease, while the associated Jezzail team fled off the table.

The last turn was really a formality as Roy's army now consisted of a Rat swarm with only two wounds and the Deathmaster himself. Futile is a good word to use here. Snikch charged into the Gors and challenged the Beastlord who reluctantly accepted. The inevitable result was a dead Beastlord but the game was over and the herdstone was piled high with the verminous pelts of the warped rats.

The main thing I learnt from this battle is that I can hold my own against armies that don't contain fast attack or flying troops. This game was very one-sided and I'm sure Roy will be spoiling for a rematch. I can't wait...

Right, best gloating trousers on - who wants a game?

ONE DARK AND STORMY NIGHT

This battle was going to be a slightly more difficult task - I had to play Sawyer's Chaos army. Paul has been collecting the new Chaos Beastmen as you will have read, and he has painted them pretty darn well.

So one dark and stormy night we set our forces against each other. This time we played with smaller armies, only 1,400 points each and pretty balanced (i.e., I had no Vermin Lord and my Warlock was only level two - damn!)

Paul started by rolling for his Chaos Gifts and received ten. Curses! May the Horned Rat put grit in his chariot wax! He then proceeded to use these gifts to devastating effect by slowing down my main Clanrat regiment, causing panic amongst another and generally toughening up his Beastmen. Still, things were not looking too bleak and the fleeing Clanrats rallied under the leadership of my general, as he reminded them of their previous victory against Chaos.

The warhorns sounded and the battle began.

Paul immediately marched his forces towards my line of rats, regiments of Beastmen Gors and Ungors charging headlong, with an assault force of Chaos Trolls lumbering to my left flank. He called a great bolt of lightning from the skies with the



Roy analyses Paul's superior tactics.

Banner of Wrath and cast *Chaos Spawn* on my General. A pile of charred ash appeared where my Warlock had been, while my General mutated into a hideous monster! Squeak, squeak, (I'm sure Paul was cheating somewhere!).

With their Chieftain cut down, the Clanrats were suddenly confused. They were being charged by screaming hordes of Beastmen and Trolls and their leaders had been blown across the mud! Still, they stood and fought bravely, the Warfire thrower releasing its stream of blazing death and taking out some of Paul's Beastman. I attacked the Trolls with my Clanrats and rat swarms but just couldn't cause enough damage to keep them down!

Paul continued his assault by attacking my other Clanrat regiment, reducing them to a cowering rabble. With the bravery of common mice they squeaked their disapproval and ran off, only to be cut down mercilessly by the pursuing tide of Chaos.

Snikch tried to change the course of the battle and cast off his Cloak of Shadows, challenging Paul's Beastman General to a fight to the death. The Deathmaster fought a quick battle and soon stood victorious as his *Weeping Blades* sapped the life from his opponent, but the General's regiment stood firm and Snikch had to retreat.

The Chaotic horde did not waste much time, and surged forward completing their massacre until not a single rat stood. Arrrrrrghhhh! Foiled!

Paul won pretty convincingly with about 600 Victory points, although the dice really did fall well for him that day.

THE LORD OF DECAY

A Skaven army by Roy Barber

So, with my trusty Skaven Clanrats purchased and ready to scurry their way onto the battlefield, how did I go about converting them from grey lumps of plastic and metal into a well-groomed fighting force?

To start with I double-checked my paint box to make sure I had all the necessary ingredients for painting my ferocious ratmen, i.e. brown. Because I paint mainly Eldar, my paints were severely restricted in the browns and drab colour department so I invested in some Bestial Brown, Vermin Fur and a new can of black undercoat spray. Checking the rest of my box, I was fine for brushes, needle files, a modelling knife and all other utensils. Cool!

So, armed and ready, I delved into the boxes and set to the task at hand with the chittering glee only a Skaven General can muster...

My plan was nice and straightforward. First, tidy up all of the figures by removing any flash and sanding down any rough or uneven areas with needle files; then glue them into the bases and blast them with an undercoat of black spray ready for the top coats. I use

Araldite Rapid to stick my figures together, so I never have to worry about anything falling off (overkill, but who cares?). This part went fine – I even earned extra brownie points with 'er indoors by venturing out into the freezing cold and spraying them outside! Seriously though, avoid spraying indoors because (a) it is really bad for your health and (b) it's even more dangerous to your health if you accidentally spray the furniture. Ouch!

So, primed and ready, I started painting in earnest. I began with my plastic Clanrats and painted them in batches of four at a time, for speed. Basically, I painted the fur first and built up the highlights with drybrushing, then I did everything else. After a bit of trial and error I found my favourite combinations were as follows: Bestial Brown for the fur, washed over with a Brown wash, then drybrushed with a mix of Bestial Brown and Skull White, and for the face, ears, hands, feet and tail I used a lighter brown shaded with Chestnut wash, and drybrushed with increasingly lighter browns.

For clothes I tried to keep to black, the predominant colour of my chosen 'prime' clan – the evil Clan Eshin (with variations of red, grey, purple and rotting flesh to add some variety). All weapons and armour were

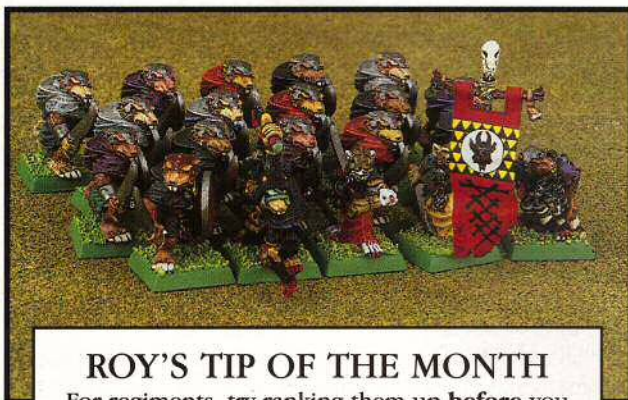
painted in Chainmail or Boltgun Metal – depending on which pot was closest to hand! For the armour of my champion and warlord general I used different colours to signify their status (namely Chainmail with a Red wash for the champion, and Shining Gold for the warlord – yum, yum).

All in all I tried not to spend too much time on my Clanrats, painting about four, in the same colours, each day (giving me four different colour schemes for my total of sixteen Clanrats.)

Once I had finished the figures, I set about the bases. Initially I spread a thin layer of PVA glue on each base, then dipped them in an old margarine tub full of that sandy flock stuff called Flock Sand. (NOTE: one very good tip here is to make sure that this tub is kept separate in your paints box and not left on the kitchen side board. Sandwiches made with this kind of sand are really bad...) I followed this by painting each base in Goblin Green. Once dry, I drybrushed them with Snot Green, then gave the whole lot a final light tickling with a Snot Green/Skull White drybrush. Ali-Kazammo – done!

This was, in essence, the way I painted the majority of figures, with constant reference to the invaluable Skaven army book for ideas and paint schemes where needed. Most of the character figures took me an evening to complete (about four hours) because I spent a bit more time on them and I'm a fussy git (not that it shows on some of them...)

So, once I had finished painting all of my plastics I decided to group them together to see just how my



ROY'S TIP OF THE MONTH

For regiments, try ranking them up **before** you start painting and gluing them together. You may find that you need to use the **diagonal** slots.

The addition of the Vermin Lord has given Roy's opponents something to worry about



ROY'S OTHER TIP OF THE MONTH

A Corn-Flake packet stuck on top of a car makes it look like a taxi from a distance.



Roy's dives into the fray to grab a Vermin Lord.

first Skaven regiment looked in formation.

Oh dear.

In my haste and because I'm used to painting Warhammer 40,000 figures (which don't need to rank up), I had not realised that the figures really needed to be glued diagonally into their bases and not in the straight slots that I had used! As a result they were all stabbing each other in the back of the head. Oh woe! May the ground open up and the Great Horned Rat burn my crops!

The fact that I had glued the figures to the bases with Araldite and finished them off was a real bummer. Only 5lbs of plastic explosive would move them babies!

Still, undaunted by the obvious twisting of my brain by warpstone and the forces of Chaos, I pressed on to finish my initial army which, altogether, took me just over a month.

So, with my first batch of troops finished, it was time to purchase my next £25 worth of warriors. Checking through White Dwarf, I noticed there was a Grand Re-opening of the Meadowhall store in Sheffield (which is just up the road from my burrow), with bags of special offers and deals on. Waheyyy - more goodies for my dosh! However, not so good was the fact that my arch

rivals and warmongers, Paul 'Fat Bloke' Sawyer and Richard 'Smelly Wood Elves' Hobson had also homed in on the deal... Mmmm.

Still, battling my way inside after 15 hours queuing, I was rewarded with a Vermin Lord, a Warlock and a box of plastic Skaven. As part of the promotional event I was also allowed to have a third boxed set free of charge, provided it was no more expensive than either of the other two. This gave me another boxed set of Skaven! 18 Skaven for my dosh and a pound change into the deal for next month - great!

So, off I went back to my burrow to ponder over my new additions. A real kick-ass daemon, a spell-wielding Warlock and some more Clanrats to bolster my force.

Ha haaaaaaa! Now it's time for war...

WARHAMMER ROSTER SHEET CHILDREN OF THE HORNED RAT

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
DEATHMASTER SNIKCH Three weeping blades, poisoned throwing stars	6	8	6	4	4	3	10	5	9	4+
VERMIN LORD Doom Glaive	8	8	8	8	7	7	10	8	10	4+
WARLOCK CHAMPION Hand weapon, magic level 2	5	3	3	4	4	2	5	1	6	NONE
24 CLANRAT WARRIORS Light armour, shield, hand weapon, unit contains musician and standard	5	3	3	3	3	1	4	1	5	5+
2 ASSASSINS weeping blades, light armour	6	5	4	4	3	1	5	2	7	6+
1 CHAMPION Light armour, shield and hand weapon	5	4	4	4	3	1	5	2	5	5+
2 POISON WIND GLOBADIERS Hand weapons and poison wind globes	5	3	3	3	3	1	4	1	5	none
WARPFIRE THROWER TEAM Heavy armour, hand weapons and a warp fire thrower	4	3	3	3	3	1	4	1	5	5+
JEZZAIL TEAM Hand weapons and a Jezzail	4	3	3	3	3	1	4	1	5	none
RAT SWARM	6	3	0	3	2	5	1	5	10	none
12 CLANRAT WARRIORS Light armour, shield, hand weapon	5	3	3	3	3	1	4	1	5	5+

1 Skaven Vermin Lord	£15
1 Skaven boxed set	£5
1 Skaven boxed set	£5
1 Skaven Warlock	£4
TOTAL COST	£29
Total paid at a grand opening	£24



THE QUEST

A Bretonnian army by Richard Gunson

For my second installment of miniatures I decided to go for a unit of six Questing knights. Knights are what Bretonnia is all about and I needed an elite unit to act as the shock troops of my army. The Questing Knight champion will act as my army general (until my planned conversion – but more of that later). The unit of six allows me to form up into a wedge with a +2 rank bonus and five fighting troops – unstoppable! Also, as I plan to get a unit of foot squires in the future, I need a second unit of knights because you can only have as many squire units as knight units.

Well it's been a hectic month for me; I've moved house, amongst other things. So it's been a bit of a struggle to muster my forces and play some quality battles (oh, the responsibility of being a grown-up). So please bear with me. I'll get a lot more done next month.

So, how's the army going? Well, the Questing Knights are done and the army's looking a lot more balanced, if perhaps a little cavalry heavy – but hey, they are Bretonnians.

The champion figure with the knights has been filling in as a stopgap general – I've actually been using him as a hero in my games at

home, keeping the points value small and adding colour by coming up with written scenarios and interesting premises for the battles.

For my games I worked out a rough 1,000 point army. With this army I played a couple of games against a friend's Orc & Goblin army over the course of a day.

We decided that a local baron's wife had been captured by a small band of Orc raiders who had taken up residence in an abandoned watch tower in the Forest of Arden. The Baron, being an elderly man, was unable to pursue the Orcs himself but sent one of his most trusted retainers, Marcel Chabert, with a small, fast-moving retinue of troops.

The games worked as follows:

Game one – Breakout scenario.

Marcel and his troops had encountered a group of Orcs who were pillaging a small farmstead. If he could stop the Orcs escaping from the table edge then the element of surprise would be his when he came to attack the Orc leader at the watch tower. If this was the case then we would play a second game where the Orcs would make a last stand, again using the rules from the Battle Book, and if my troops were victorious then the Baron's wife would be rescued – hurrah!

However if a unit of Orcs escaped from the table then they would be

able to warn the Orc Warlord, Redfang, and the second battle would be an Orc ambush on the marching Bretonnian column – boo!

In the 'Breakout' my opponent chose to use a couple of blocks of Orc infantry supported by two units of Wolf Riders to make a daring escape with their lightning fast pace.

He moved the infantry blocks up the centre of the table while the wolf rider units brought up the flanks. I decided to pretty much ignore the Orcs to start with, as their relatively slow pace meant I had a couple of turns grace before they were on top of me. More than enough to deal with the Wolf Riders and then reform to cope with his infantry – classic divide and conquer tactics – or so I hoped!

It all went swimmingly well. Due to some outrageous dice rolling my massed archery fire managed to break one of his Wolf Rider units on Turn 1 and they swiftly turned tail and disappeared off the board.

By Turn 4 he was ready to let his infantry loose on my commoners while my knights were still out of position, but once again the fickle hand of fate came to my rescue, when in my magic phase, Gabrielle the Sorceress managed to immobilise one unit, and the remaining unit of Big 'Uns failed its Animosity test and didn't move either!

1 Box of Questing Knights	£15
1 Questing Knights standard bearer	£4
1 Questing Knights champion	£4
TOTAL COST	£23

Richard has gone to town on his bases by adding static grass and rushes to them.



It would have been funny if it wasn't for the look of sheer horror on my opponent's face.

Needless to say, my knights, led by the hero, crushed his Big 'Uns, and at this point he decided to give in gracefully.

So, onto game two...

The Orc general 'Redfang' led a unit of Boarboyz while the rest of his 500 points consisted of several small units of Orc Crossbowmen, the -1 armour save modifier chosen to punch through the armour of the knights.

The game was based around a watchtower with the Orcs holding a defensive perimeter around it. This game was a bit closer, as I had to annihilate everything on the board to gain victory.

The first things to go were my mounted squires – having no save against crossbows they were cut to ribbons. But this did distract attention from my knights, who tore into his defence.

The Knights Errant went for his crossbows, who couldn't stand and fire because of the *Errantry Banner*, and although I failed to do any wounds (needing a six to hit as they were defending an obstacle) my banner and rank bonus did the trick and I ran them down, ending up firmly in the middle of his defences.

The big showdown came between the Boarboyz and the Questing Knights, each led by their respective generals – no sulking around at the flanks for us.

Well, Boarboyz are more than a match for knights one on one, but as in most Warhammer games – the charge is telling, and my charge spoke volumes. Getting the charge really does make the difference and the battle was as good as over, but at least it was much less one-sided this time.

I'm sure there are much, much tougher challenges ahead.

Changes for next time? A bit more protection in the form of armour for my Mounted Squires, and standards for my archers so I don't feel quite as panicky at the prospect of close combat.

Also I think it's about time to have a bit of a play with a conversion for my general, and get that unit of foot squires I've been promising myself.

WARHAMMER ROSTER SHEET

DEFENDER OF THE REALM

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
BRETONNIAN HERO (GENERAL) Bretonnian Warhorse Heavy armour, shield, barding, Hand weapon, lance,	4 8	5 3	5 0	4 3	4 3	2 1	5 3	3 1	8 5	2+ -
BRETONNIAN SORCERESS Magic level 1	4	3	3	3	4	1	4	1	7	none
5 QUESTING KNIGHTS Bretonnian Warhorse Heavy armour, shield, barding, Hand weapon, lance, unit includes standard	4 8	4 3	3 0	4 3	3 3	1 1	4 3	1 1	8 5	2+ -
BRETONNIAN KNIGHTLY CHAMPION Bretonnian Warhorse Heavy armour, shield, barding, Hand weapon, lance,	4 8	4 3	4 0	4 3	3 3	1 1	4 3	2 1	7 5	2+ -
5 KNIGHTS ERRANT Bretonnian Warhorse Heavy armour, shield, barding, Hand weapon, lance, unit includes musician and standard	4 8	3 3	3 0	3 3	3 3	1 1	3 3	1 1	7 5	2+ -
6 MOUNTED SQUIRES HORSE Hand weapons, spears, bows, unit includes musician and standard	4 8	3 0	3 0	3 3	3 3	1 1	3 3	1 1	7 7	6+ -
14 BOWMEN Hand weapons and bows	4	3	3	3	3	1	3	1	7	none
14 BOWMEN Hand weapons and bows	4	3	3	3	3	1	3	1	7	none



THE CALL OF THE WILD

A Wood Elf army by Richard Hobson

So armed with my £26 (£1 left from last month) off I went to Meadowhall for the Grand Opening. This is a great way of squeezing some extra troops into your army for free. After queuing for about an hour (sheer hell as I had to listen to Fat Bloke's endless jokes) I finally arrived in the store.

I had carefully planned my buying over the next 4 months and knew exactly what I was going to get, but horror of horrors, several Wood Elf players had already descended on the shop and stripped it bare of the Warhawk Riders that I was going to buy. I had also left my army list at home, so I was going to have to improvise.

I knew I needed 6 Waywatchers so I dived in and grabbed those. As you could buy two and get one free I really only paid for two blister packs. The Waywatchers are a real pain to fight and these would be very useful in my forthcoming fight with Company Chaplain Chris Harbor's High Elves.

Next I chose to buy Dryads. Having already fought a couple of battles I had come to realise that my army would need a little more close combat punch. With this in mind, I thought I might change my army to include two units of these shape-shifting tree spirits, or maybe one larger unit, so I purchased 8 blister packs of these. This meant I had spent £26.

Next it was time to get down to painting. Dryads are very easy, so it's out with the black undercoat spray, some drybrushing, a bit of highlighting, a spray of varnish and away we go. The Waywatchers I decided to paint in a different way to my other troopers. I sprayed these black as well (to give a darker, more

WARHAMMER ROSTER SHEET										
GUARDIANS OF THE WOODS										
Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save
WOOD ELF GENERAL Hand weapon and longbow	5	7	7	4	4	3	9	4	10	none
10 ARCHERS Hand weapons and longbows unit includes musician and standard	5	4	4	3	3	1	6	1	8	none
MAGE CHAMPION Magic level 2, Warhawk	5	4	4	4	4	2	7	1	8	6+
WOOD ELF HERO Hand weapons and longbows	5	6	6	4	4	2	8	3	9	none
8 DRYADS	5	4	3	4	4	2	4	2	8	5+
6 WARDANCERS Two hand weapons	5	5	5	3	3	1	6	1	8	6+
6 WAYWATCHER Hand weapons and longbows	5	5	5	3	3	1	6	1	8	none
1 TREEMAN	6	8	3	6	7	6	2	4	9	5+

Hobbo's army will be taking part in the GW staff Warhammer tournament. He'll let us know how he got on next issue.



sinister finish to the miniatures) and painted them in a far deeper shade of green, which I thought would be more in keeping with their role as guardians of the Forest of Loren. These masters of camouflage would just blend back into the foliage in which they operate.

So now my army consists of two good close combat units (the Dryads and Wardancers), a huge unit of archers, my Waywatchers, a fistful of characters and finally my Treeman. Now it's time to do battle with our cousins the High Elves.

So how did my force fair against Chris's High Elves? Well I won, but only just, and considering the start I had this was quite amazing. Chris shot up one of my archer units in the first turn, leaving me woefully short of missile troops. I don't think I have ever rolled such bad dice. My

bowmen couldn't hit a barn door at five paces. Only my Waywatchers performed well, more than justifying the points spent on them.

The Dryads did quite well and actually formed the main thrust of my assault, which is more than can be said for the Treeman, who was beaten in combat, broken and destroyed by a unit of eight bowmen (the unit champion managed to wound it on a 6)! The real heroes

were my Wardancers who managed to hold up a unit of twenty Spearmen and twelve Swordmasters whilst I charged units into the flank and rear, to break them in combat.

I can't really draw too many conclusions from this battle, other than the need to get more bowmen on the board. Also, I may sacrifice something to bring in another six Wardancers. So what do I buy next?

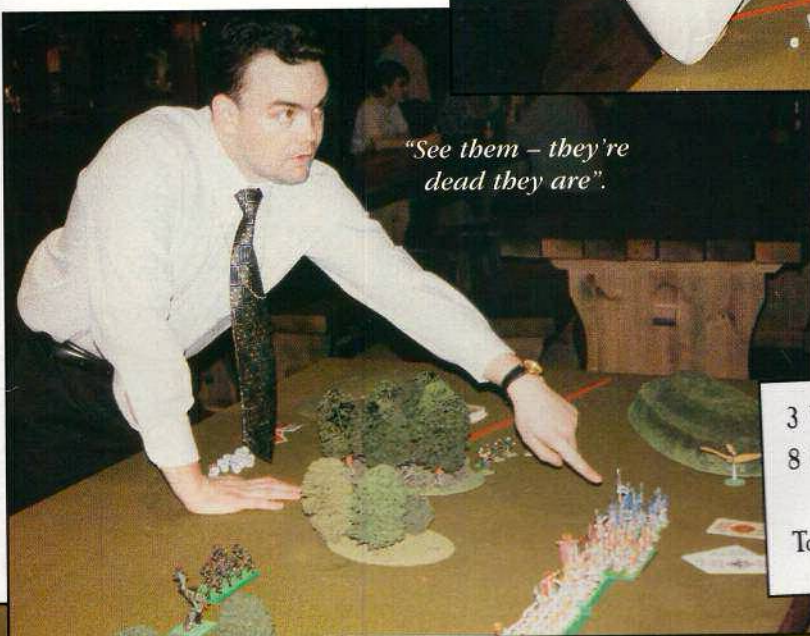
SOME LOADED DICE, I THINK!




"See them – they're dead they are".

ABOVE: Richard turns to palm reading to predict the outcome of the battle against Chris Harbor's High Elves. Richard borrowed a unit of Wood Elf Scouts for this battle, to see how well they would perform; he intends to buy some with his next £25.00 installment.

3 Waywatcher blisters	£12
8 Dryad blisters	£24
TOTAL COST	£36
Total paid at Grand Opening	£26



GAMES WORKSHOP 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

Hive Fleet Raptor

During the investigation of an unexplored system on the Ultima Segmentum frontier, all contact was lost with the Imperial team. Long range scanners have indicated a presence in the warp – it could only be a Tyranid Hive Mind. Administratum records show no previous contacts in this part of the Segmentum. A code-name has been assigned – Raptor – and Imperial response is imminent.

The chaps in the **Manchester** store are really pushing the boat out with this 40K battle, to be held on **Sunday 1st March**. This game will be fought on a 16' x 16' desert table, pitting the armoured might of the Imperial Guard against the VAST Tyranid hordes of Hive Fleet Raptor.

Dare you bring a squad along to help the valiant Imperial forces survive this ambush by more Tyranids than you can shake a chitinous claw at?



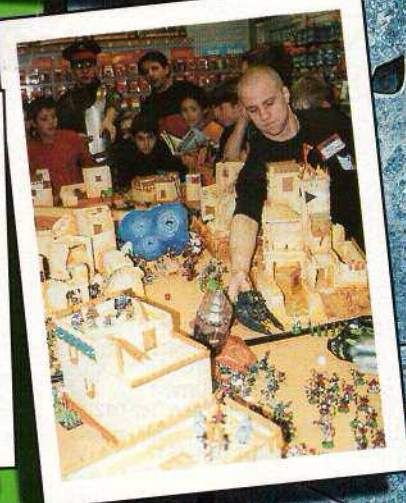
Da Bridge

Based on the great WWII film 'A bridge too far', this excellent 40K battle took place on **November 22nd** at our **Crawley** store. The conflict centred around an attack by the Imperial forces of Colonel Válator on the massed Orks of Warlord Grissdakka. The battle was fought around an Ork river town and a BIG bridge.

Highlights included an Imperial Guard gunboat that sped up and down the river blasting Orks (and two fighta-Bommerz!) before being sunk, a Gargant that on average destroyed 4-5 Imperial tanks per turn, an Imperial Mole carrying a Sisters of Battle force that wiped out a large number of greenskins before falling to the gargant's Scorcha, a Blood Axe Kommando raid behind Imperial lines that went disastrously wrong when they failed to notice a Hellhound flame tank (smokin'!) and kamikaze Fighta-Bommer pilots.

As the Imperial column advanced, it was slowed considerably by the wrecked tanks that blocked the exit ramp off the bridge. This was remedied by tanks with dozer blades pushing the wreckage into the river. Imperial firepower took a heavy toll on the Gargant, which was on the brink of destruction when it suddenly turned the tide back in the Orks' favour and finally halted the advance as it's devastating weaponry tore through seven tanks including Colonel Válator's Leman Russ.

It was all over...



These are a few examples of the exciting events happening at Games Workshop stores. Contact your local store to see what they have planned.

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.
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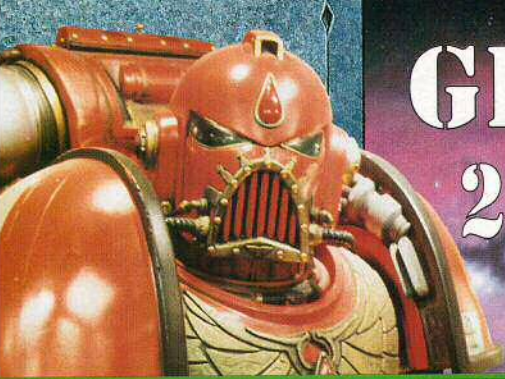
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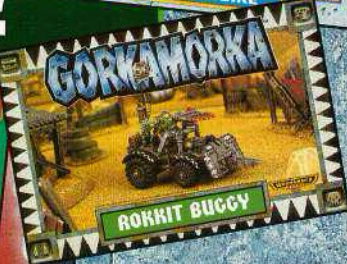
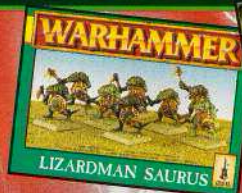
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WARHAMMER

YOU AND WHOSE ARMY?

*Heard the one about the Scotsman, the Englishman and the four computer blokes?
Well, if you're sitting comfortably, I'll begin...*



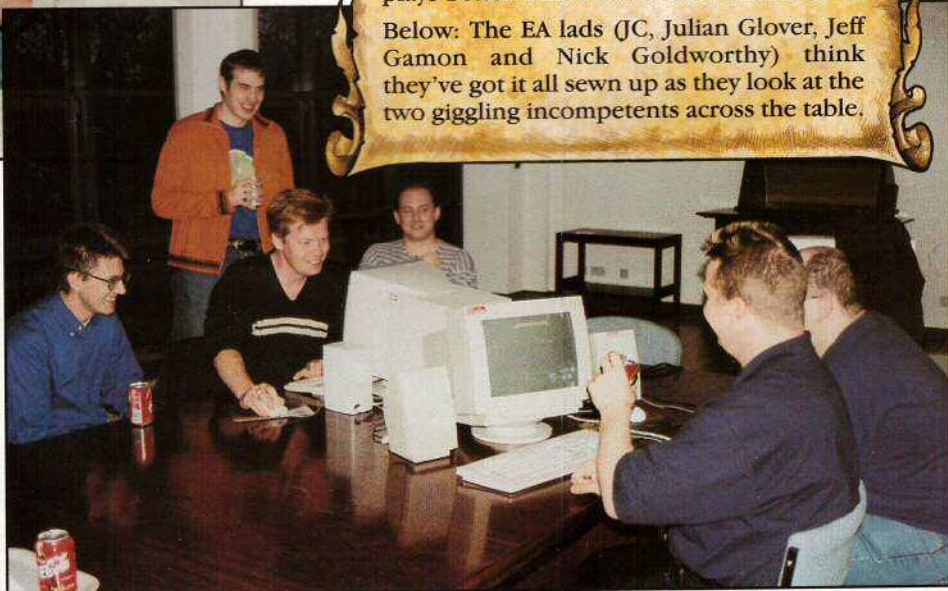
Anyone who owns a PC will know all about the imminent release of the excellent new computer game: Warhammer Dark Omen by Electronic Arts. We had the bright idea to invite the game's designers to Games Workshop HQ for a head-to-head challenge with GW Warhammer staff champion Gordon Davidson, for a game of Dark Omen followed by a game of Warhammer.

Left: Andy Chambers looks on in awe as Gordon and Fat Bloke stare blankly at the screen. We later learned that the game plays better with the monitor turned on...

Below: The EA lads (JC, Julian Glover, Jeff Gamon and Nick Goldworthy) think they've got it all sewn up as they look at the two giggling incompetents across the table.

"Although you don't need one to play Dark Omen, a 3D accelerator makes the game look even sexier. Guess what I got for Christmas?"

Paul Sawyer





Gordon receives sound and considered tactical advice from the self-styled master of gaming eating, Fat Bloke.

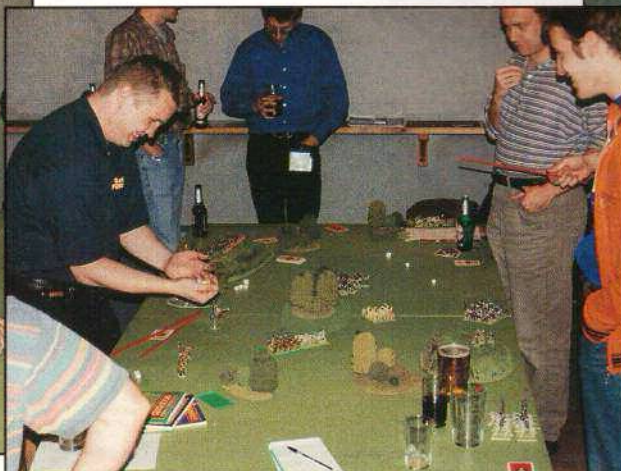
He eruditely replies "You what?"

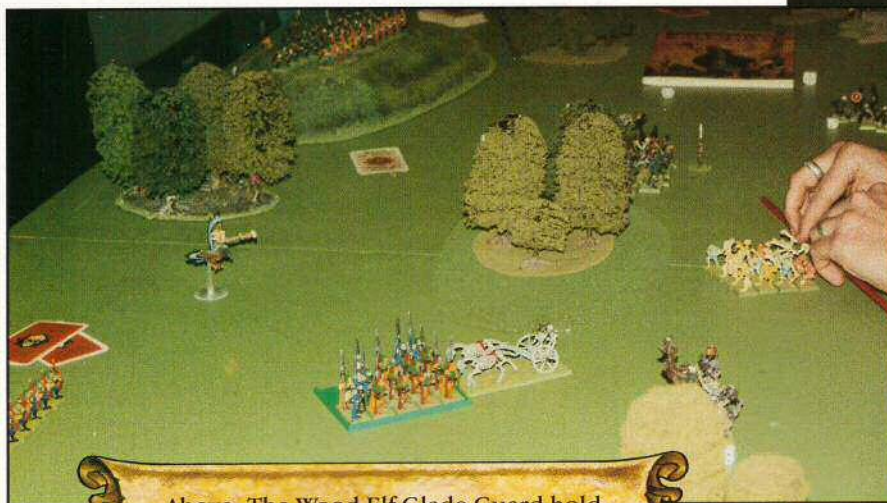
The event drew many interested passers-by including Sales Director John Stallard, who after rooting for the GW boyz, turned traitor by switching sides to be with the winners (you don't get to be a Director by being stupid!). The final result was a 2-2 draw although the EA lads' computer mysteriously crashed when staring down the wrong end of a 3-1 defeat...



Matters inevitably turned to Bugman's Bar and a game of Warhammer. The Electronic Arts lads took their beloved Undead, while I made Gordon, a staunch Greenskin player, play the Wood Elves (Heh, Heh! That'll teach him for giving me so much hassle over the past few years).

The battle starts with Gordon destroying the entire Undead right flank with missile fire. The Undead counter this twofold by bickering amongst themselves and milling around at the back, killing nothing.





Above: The Wood Elf Glade Guard hold off the Undead Chariot, while in the background the Treeman rips apart the Skeleton Cavalry. It's not looking too good for the computer blokes!

Right: Gordon is faced with the ultimate decision-making dilemma – whether to cast a spell or quaff lager! Being Gordon he did both without spilling a drop! Nice shirt, Norman!



Games Workshop's Rogue Trader, Jon Gillard, has overseen the development of Dark Omen (which is out this March), and tells us all about it...

A couple of years ago, when Shadow of the Horned Rat was released, I went off and bought a computer simply to play the game. And play it I did, 5 times all the way through! Having enjoyed it so much, I was desperate for a sequel, so imagine my rapture when I took over the job of GW's Rogue Trader from the inestimable Andy Jones. Now I could play computer games all day, pretending it was real work.

Now don't get me wrong, I like a good game of 'proper' Warhammer as much as the next man – the joy of charging your immaculately painted (abem) unit of Chaos Knights into a load of girlie High Elves is only matched by the pleasure derived from exchanging drunken insults with your



**WARHAMMER
DARK OMEN**

opponent across the table. But when you haven't got anyone to play against (largely because your insults were VERY insulting), you need some way to give some Goblins a good kicking or risk severe Warhammer withdrawal symptoms.

So what's Warhammer Dark Omen like? As in Shadow of the Horned Rat, you take on the role of the courageous (some would say suicidal) Commander Bernhardt and his mercenary army. As before, you charge around the Old World looking for a good fight, and there's quite a few in the offing. In this particular case you are faced by the Undead hordes of the Dread King, intent on rampaging across the country in an attempt to find a more comfy graveyard. You also stumble across lots of Orcs, who are obviously spoiling for a fight (and it would be rude not to accommodate them).

Time for a personal rant now – one of the things that made life difficult in Shadow of the Horned Rat, was that it seemed impossible to kill flying creatures. This was because





'It's a good job you lot don't write computer games like you play Warhammer.'

Gordon Davidson



The EA chaps put on a brave face as crushing defeat follows. Still it could be worse – they could have lost comprehensively at Warhammer *and* failed to win at a computer game they wrote. Oh dear, oh dear, oh dear...



The engine behind the game was actually working in 2D, and had real problems working out what to do with things in the air. That's all sorted now; with the game's bangy, new 3D engine it can keep track of everything with ease!

The real change in the game though, is obvious if you have a look at these screenshots. It looks absolutely brilliant! The graphics are marvellous, and because the whole screen is now your viewing area, you can really get involved in the action.

What more can I say, other than the fact that I've been doing a lot of 'work' since I got the first playable version a couple of months ago.

Of course, the question you'll all be wanting to know the answer to is, "When is it out?" Well, it's out during March for both the PC and the Playstation. Not only that but you can also get your hands on a free Necromancer miniature!



ELECTRONIC ARTS

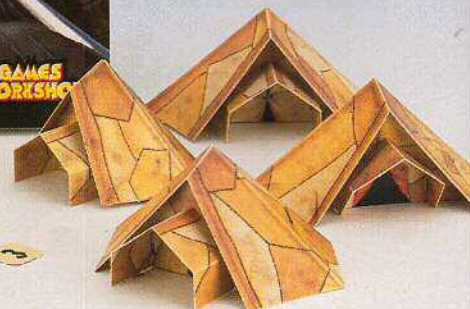
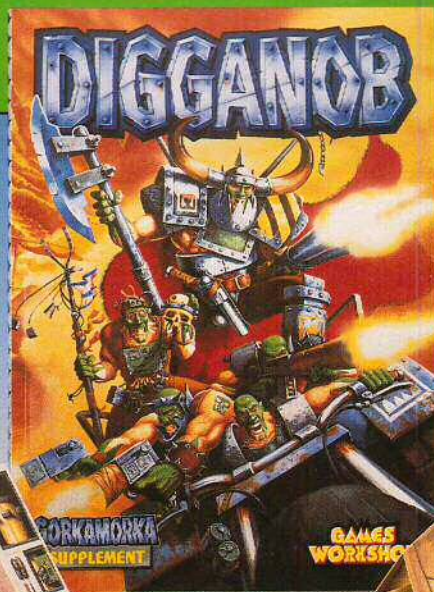
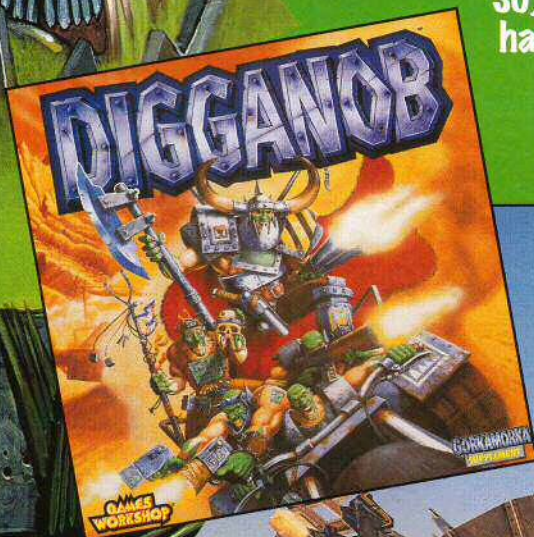
SUN, SAND & SLAUGHTER - IT'S

DIGGANOB

Digganob 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.

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So, if you enjoyed Gorkamorka you'll love getting your hands on Digganob!



**GAMES
WORKSHOP**

Contents and components may vary from those illustrated.

GORKAMORKA™

SAND, NOTHING BUT SAND...

No game of Gorkamorka is complete without terrain to fight over. The Gorkamorka boxed game itself has lots of card models inside to get you started from the amazing card fort to the plastic sprues which contain oil drums, barricades and fuel cans. But have you ever thought about making some of your own Gorkamorka terrain to go alongside it? Grand Warlord Adrian Wood has a go...



Adrian Wood

After seeing some of the amazing wargames terrain that Nick Davis has been making for his Lizardman army over the past few months, I decided to have a go at making some of my own model scenery for Gorkamorka. I was suitably inspired by Nick's work and decided to unashamedly steal all his ideas.

GAMES DAY '97

I aimed to have all my models ready for display at Games Day '97. For those of you who were there and had time to talk to me, it was really interesting to hear your comments. The most surprising thing was how many people thought I'd made my rock piles out of polystyrene. "No," I kept saying, "they're made out of real stones..." In general I got the impression that everyone thought terrain making was (a) difficult to do and (b) expensive if you wanted to do it well. OK how about this for a bold statement: I think you should only have to spend a small amount of money to make your terrain! You can spend money on modelling materials if you really want but generally I think this maxim is true. Over the

next few pages I'm going to show the different stages and techniques I used to make my terrain. This is so you can have a go at making some yourself. Rest assured though, you shouldn't have to spend more than the price of some glue. You can make great terrain with the materials at hand.

WHAT MATERIALS?

Before taking a look at making the terrain in more detail, let's look at the materials I used. All the bases are made from thick card I had lying around. In hindsight I must say it's actually better to use ordinary corrugated cardboard boxes, as they are much easier to cut. All you need do is fill in the edges with a few coats of sand texture (explained later!). Neither thick card or corrugated card will warp with all the glue you use. Scrap is made from the gubbinz sprue in the Gorkamorka boxed game as well as lots of stuff that I've collected over the years. The rocks are, you guessed it, real stones found lying around. The dunes are made from the unflocked Warhammer hills that we sell. Yes, I could have made them from a few layers of thick card but why not use these? They're pretty cheap and look great if you do a little work to them. The sand was given to me by Nick but you can pick it up from your local GW store, modelling shop, pet shop or even on your summer holidays!



As well as the terrain, all the photographs in this article feature Adrian's huge collection of Gorkamorka Orks.



First cut out a base for the terrain from thick card (the thicker the better). Thick card won't warp when you use watered PVA glue on it later on, however it can be difficult to cut out, so be careful – it's really hard to make terrain without fingers! Use a stanley knife rather than a scalpel – the blade is stronger. Next cut along the edge of the card at a 45 degree angle in order to round off the edge of the card. This makes the terrain look much better when it's finished. Use anything you can get your hands on to make the scrap, the barricades, oil drums and fuel cans from the Gorkamorka box, whatever you want (take a look at the new Warhammer 40,000 accessory sprues too). It's a good idea to cut some of your bits and pieces in half so that they look like they're buried in the sand. Glue them down with superglue; it's faster than using PVA.

2 Once you've stuck down your scrap, you need to add texture to the base. Water down your PVA glue and brush it all over the base, being careful not to obscure your scrap too much. Then dip the base into a box of sand, and the sand will stick to the PVA. Once the glue is completely dry, paint over the sand texture with watered-down PVA. This helps to seal down the texture and blends it together a bit. More importantly, it stops the sand rubbing off when you come to drybrush it.



PAINTING SCRAP PILES

Painting this kind of terrain couldn't be simpler. Spray the whole model black and, once it's dry, drybrush all the metal parts with Tin Bitz. Drybrush again with Boltgun Metal – this dries almost instantly, so you'll be able to get on with painting the rest of the model. Paint the sand texture with Bestial Brown, then wash with Chestnut Brown ink. Once this is dry, use Snakebite Leather and Bleached Bone to drybrush the final highlights onto the base.

The terrain looks better if you paint some of the details on the scrap. For example, the buried buggy is drybrushed with Dark Angels Green and then drybrushed again with a mix of Dark Angels Green and Skull White. I've added buggy transfers as well, to finish it off.

QUICK HIGHLIGHTING

There is a really quick way to highlight terrain which look really good. First dip a big paint brush, the kind you use to paint walls, into a lighter version of the colour you want to highlight. Then wipe off the paint until the bristles appear dry. Lightly draw the brush back and forth over the area and paint will begin to build up on the raised areas of detail. Continue brushing until you are happy with the effect. This effect is sometimes called drybrushing.



You can see the rest of the scrap piles on this page. I've picked out the skulls, iconography, as well as the squigs, in different colours. If you take a close look at the terrain you'll see a lot more ideas to think about...

Right: This piece is based on a barricade, cut down so it is buried in the sand. Note the human skulls stuck onto poles. The poles are from the plastic mast sprue, used on old Man O' War ships. There is also a Gorkamorka Nob's banner pole buried in there as well.



There are also deeply buried oil drums – note the Ork glyph transfer.

Little details like this really stand out on the terrain and make it look more realistic.

Left: I had the idea of putting a hatch-way on this piece of terrain. It seemed the logical step to have an Ork's arm poking out of it. Maybe the Ork is lying in wait for the unsuspecting spider squig. If the squig comes to close, it'll end up in the Ork's cooking pot!



I've used all sorts of parts from the plastic Mega Gargant kit on a lot of the scrap piles I've made. It's a good idea to bend and hack about all the plastic parts so that they look battered and weather worn. You can add bullet holes with a pin vice drill. These always look effective and are really easy to make.

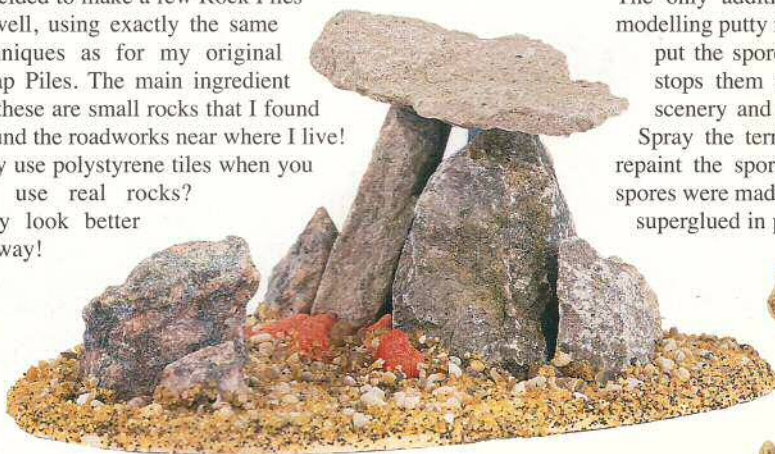
One thing I really enjoyed adding to the terrain pieces was wild squigs. The squig on the left is the head of an Epic Dominatrix, and the one above is a Necromunda Ripper Jack, cut from its base and bent a little to make it look like a spider squig. As well as the squig in the hole, the terrain on the left has a pulsa rocket buried in it. It took quite a while to cut in half!

Left: I've painted the Evil Sun icon over a black undercoat. A couple of coats of Ruby Red paint produces a nice deep red colour. This is highlighted with Blood Red and Fiery Orange. This really looks quite bright even over a black undercoat, particularly with a red ink wash as well.

Highlights are raised areas where light catches and brightens a colour. They can be produced by using a lighter shade of the original colour (mix this up using the original base colour and some white) or, if you're using a very pale colour, just white. Carefully pick out the raised details with the highlight colour, using a fine brush.



I decided to make a few Rock Piles as well, using exactly the same techniques as for my original Scrap Piles. The main ingredient for these are small rocks that I found around the roadworks near where I live! Why use polystyrene tiles when you can use real rocks? They look better anyway!



The only additional things are some spores I made from modelling putty moulded around some wire. It's a good idea to put the spores in after you've glued on the sand, as this stops them getting obscured. Drill some holes in your scenery and glue the wire stem in place with superglue. Spray the terrain black and drybrush up as normal, then repaint the spores black and paint them goblin green. The spores were made out of balls of hardened putty cut in half and superglued in place.

MOULD, SPORES AND FUNGUS

This particular rock pile features both spores and an Ork skull; check out the piece of artwork for ideas as well. The Ork skull was specially made for our model makers here at Games Workshop but there are a number of Orc banner poles that feature Orc skulls you can use yourself.

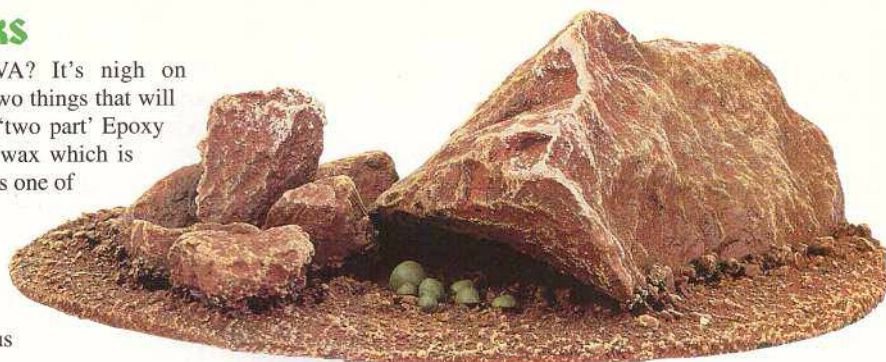


Dakka, Dakka, Vroom!

GLUING ROCKS

Gluing rocks with superglue or PVA? It's nigh on impossible, so don't bother! There are two things that will do the job well, a Hot Glue Gun or a 'two part' Epoxy Resin glue. A Hot Glue Gun heats up wax which is squeezed onto the rocks. Nick Davis uses one of these so I just borrowed his!

The other method is to use an Epoxy Resin. IMPORTANT: if you decide to use this method, remember to read the instructions – this stuff can be dangerous if misused.



PAINTING ROCKS

I wanted my rocks to fit in with the rest of the scenery so I sprayed them black and painted them in the same way as the sand. Lots of drybrushing with a big brush (like one for painting walls), really brings out the texture.



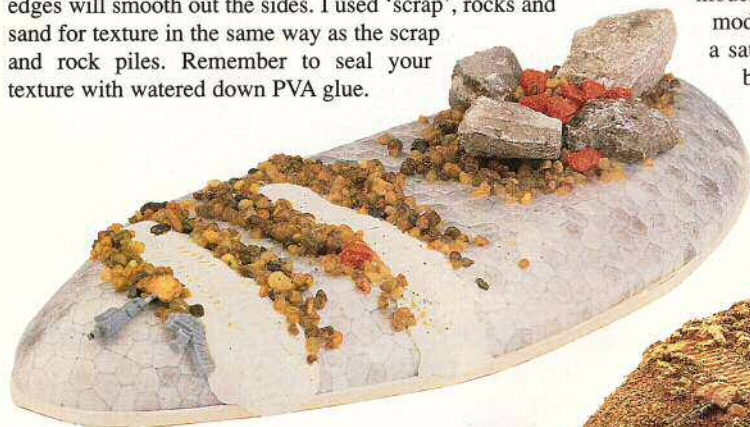
GORKAMORKA ARTWORK

There are lots of ideas for terrain features in the Gorkamorka game. Not only are there some great modelling tips in Da Uvver book but there are also endless illustrations of scrap drawn by the artists. These in particular have really caught my imagination – all that lovely scrap, ready to be collected and fought over. Indeed if you look in the corners of all the illustrations by the Studio artists, there are great terrain ideas just waiting to be brought to life.

Take this illustration by Paul Smith for example (one of my favourites). It contains all the elements I want to see in my own terrain. The rocky ground is littered with engine parts, partially buried beneath the ground. There are also discarded weapons and the bleached bones of a long dead Ork warrior. Numerous fungi have grown up amongst the scrap. Finally you can see the ominous eyes of some strange beast awaiting to pounce on the unwary. A single terrain piece should feature only one or two of these ideas, to make the most out of each one.



As an experiment I used the unflocked polystyrene hills that you can buy from our stores instead of making my own sand dunes. If you have plenty of thick card or polystyrene tiles you can make your own. Cut out a basic shape, then layer smaller versions of that shape on top until you have a hill the height you want. Texture up as normal, two or three coats over the edges will smooth out the sides. I used 'scrap', rocks and sand for texture in the same way as the scrap and rock piles. Remember to seal your texture with watered down PVA glue.



TYRE TRACKS

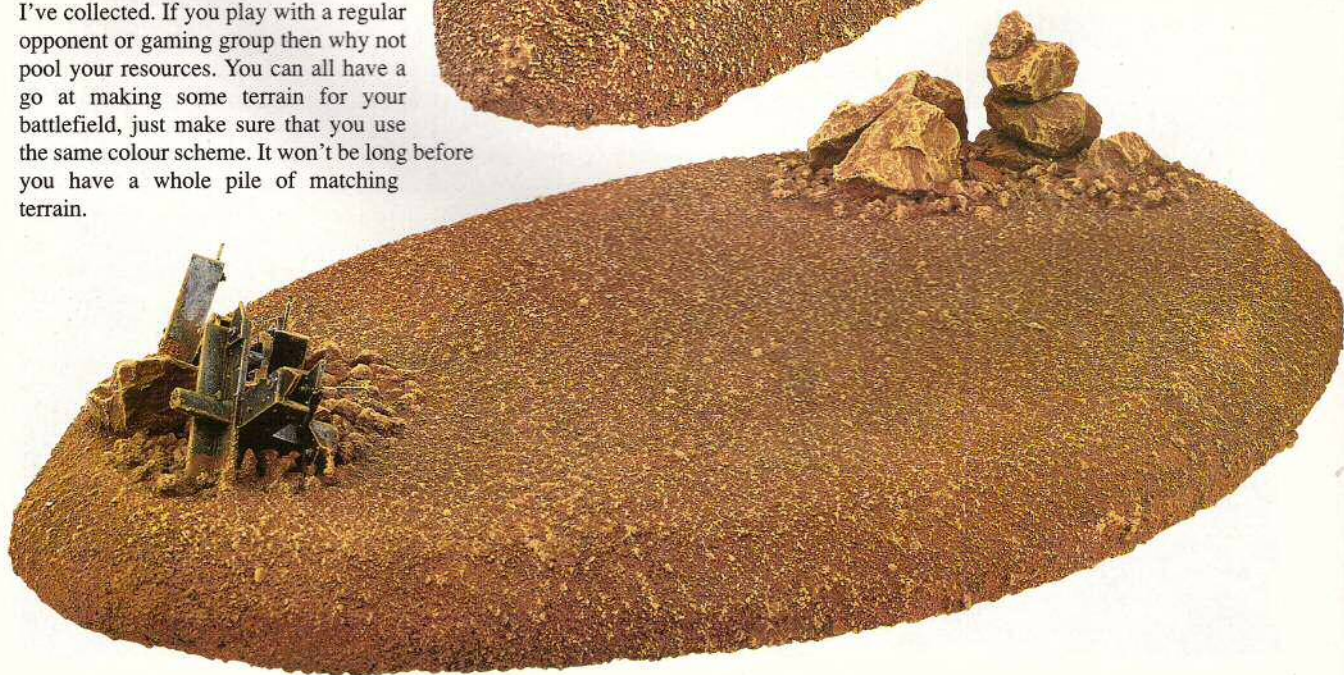
One idea that was suggested by GW Chaplain and Gorkamorka enthusiast Chris Harbor, was to make some wheel tracks in the sand. First cut some furrows in the polystyrene foam and then press in some modelling putty. Leave the modelling putty to set for about ten minutes, then take a model wheel and roll it along in the putty. This will leave a satisfying imprint of tyre treads. It also looks good to build up some small pebbles around the tread marks to look like gouged earth.



STARTING A BITZ BOX

The most useful thing you can have for model making in general is a Bitz Box (every serious modeller should have one. In fact so should the light-hearted ones - Paul Sawyer). All modellers have one of these containing all sorts of model parts that they've never used. You'll find that even if you are a newcomer to Games Workshop games, it won't be long before you have a bitz box for yourself with all the extra weapons etc, we supply for our models. There are lots in the Gorkamorka boxed game itself.

My own bitz box is enormous, really two or three boxes crammed with stuff I've collected. If you play with a regular opponent or gaming group then why not pool your resources. You can all have a go at making some terrain for your battlefield, just make sure that you use the same colour scheme. It won't be long before you have a whole pile of matching terrain.

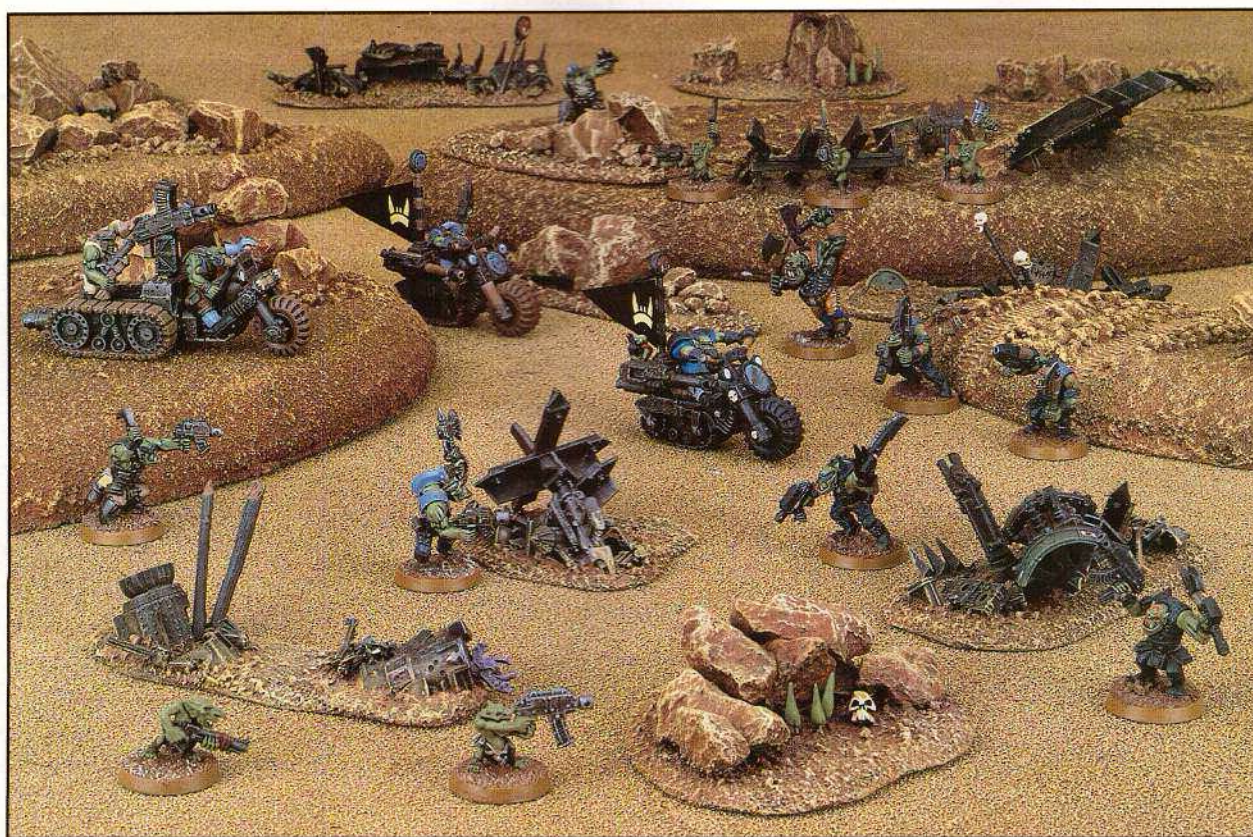




With the larger hills there is even more room for you to play around with. You can model on Gorkamorka terrain features just like on the scrap and rock piles, only this time they can be much larger! The hill above features the big vehicle traps and barrels from the Gorkamorka game. Use the same texture techniques on the hills as you have on the rest of your terrain. This will make all your terrain pieces look like they belong together. It's a good idea to leave some space in the middle of the hills, so put your terrain features around the edges. You can always put any smaller hills you make on top of the larger ones, creating a two tier look. You can even model your small hills on if you want.

DA END

So there you have it, a table top filled with great terrain and for very little cost. If you want to spend money on making terrain that's fine but let's face it, you don't actually need to spend much; just set aside a little time for modelling instead of painting your mob. You know it's worth it!



You can add extra cover and height to your large sand dunes by putting rock piles and smaller sand dunes on top of them.

STILLMANIA

Questing for the Grail

Raising a Bretonnian Army by Sir Nigel Stillman



Nigel Stillman

Nigel is currently acting like a man possessed. He lives, sleeps and breathes Bretonnians. He can be found pawing through books on heraldry and medieval castles and no-one is safe from his tales of how a Bretonnian army should look. Well, if we have to suffer it, so do you! In this first installment Nigel tells us all about the basics...

I am in the unique position of having helped to make sure that there is a new, up-to-date Bretonnian army. The Bretonnians always were my favourites army because they appeal to my interest in medieval Arthurian fantasy, as portrayed in such films as *Excalibur* and evocative Victorian paintings like the *Lady of Shalott*. I am also pleased that the army will have the look of a medieval army as portrayed in the films *Braveheart* and *Henry V* (The French knights in the 1944 film are just like Bretonnian knights!) This means I could use the

models for a medieval scenario or Robin Hood skirmish if I wanted to, and the models look considerably more impressive than any specifically medieval ones I have ever seen! Also I will be able to impress people who have not yet encountered the Warhammer hobby, by showing them an army they might recognise as inspired by medieval knights or Arthurian fantasy. Maybe I can convert a few people!

Quite apart from that, knightly armies have plenty of hard hitting shock troops that can be painted up to look magnificent. While I was waiting, I considered what my army should look like. I also looked at books about the

Useful reference books full of heraldry and illustrations of medieval knights and castles can be found in your local public library



middle ages to get more ideas. In the meantime I busied myself making terrain, which is always useful.

Carving out a Feudal Domain

Another reason I have for opting for a Bretonnian army is to collect knights, which I can then use in jousting games like the one in Perilous Quest, the rules for which are also in WD 215. So having a Bretonnian army actually allows me to play several different games: Warhammer, jousting tournaments and small battles between rival retinues of feudal knights. For the tourneys and skirmishes I will seek out other players with Bretonnian armies and maybe even take part in mini campaigns. As part of the project I shall indulge my interest in building terrain by making a small castle, a grail chapel and a tourney field complete with tents and pavilions. I shall also make all kinds of odds and ends to go with my army, like baggage wagons, peasants and so on.

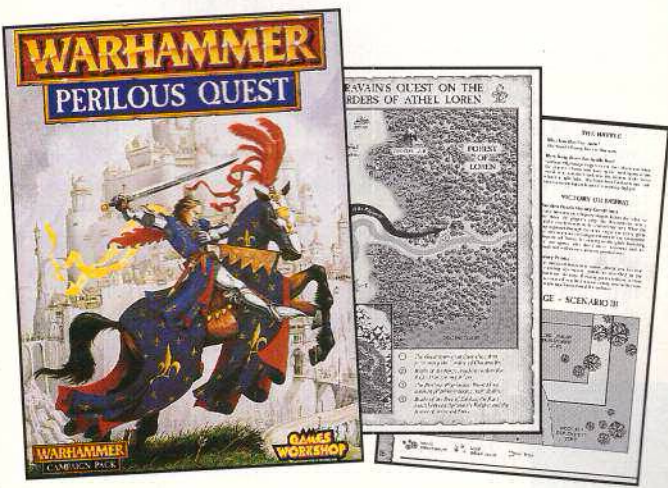
The Call to Arms

As the Bretonnian models began to appear, I began gathering my army. First to come were the plastic knights and archers. When I acquired the new Warhammer game, I

got pretty well all the plastic knights and archers I am likely to need, certainly enough to give me a respectable unit of Knights of the Realm. I begin to assemble and base up the plastic knights and archers. Before assembling, I tidy them up with a small file to remove any bits of sprue and mould lines. This doesn't take long, but considerably improves the final appearance of the finished model. Sometimes I do this after full assembly, so I can remove tacky bits of glue or file down junctions between plastic parts for a smooth surface. Assembling the plastic knights is actually quite tricky. I find polystyrene cement is the best for plastics. Super glue gets all over my fingers because it is runner and I am clumsy and impatient! Contact glue is better, but never dries absolutely hard and is better for metal to metal

Codes of Honour

While I was doing all this I still had only a vague idea what the army would look like on paper. Indeed when you begin collecting a Bretonnian army all you really need to know is that you will need a large contingent of knights! Fine tuning the army will come after I have a reasonable pool of models to choose from and I have begun playing games to discover my own style of play, as well as the strengths and weaknesses of the army. I will use the tournament-style 2,000 point army as a guide but I have no intention of creating a contrived power-gamers army. This approach gives me no satisfaction and plays down the artistic aspect of the hobby, which is very important to me. It is very important to me for the army to be in character with its background and ethos, to such an extent that I will only choose magic items that fit in and I will actually model them on to the figures! To do anything else is, in my view, a slapdash and superficial approach to building an army and lets down the hobby in the eyes of the world! I probably subscribe to the view of the wargames army as identity statement!



Nigel's assembled but as yet unpainted army, deployed in battle formations to determine how he's going to organise the units (this plan may well change!).

or metal to plastic bonds than plastic to plastic. The tricky part is getting the tails to stick onto the horses at a sensible angle, although it is probably realistic for a few tails to swish to either side. I usually stick the tails and heads to one side first, then put the two sides of the horse together (which means you'll need to remove the locating tabs!).

Impetuous Knights

When assembling the knights, I was careful to position the lance arms at the right angle. Some arms need to be stuck on at a particular angle because the clothing is draped in a certain way or so that the knight will sit on the horse properly. By preference I would like lances levelled or tilted forwards, because this makes it easier to put the knights in a box to carry the army around, and lances which stand upright are more vulnerable to breaking. I did not stick on any plastic shields since I intend to leave this

until after I have painted the knights. Sometimes I stick everything together including shields before painting, because then the parts are all firmly glued on under the paint and are less liable to fall off. When assembling models I always give great priority to making a robust model which will stand up to the rigours of handling



This Knight model has his lance raised and sits atop a horse with its head held aloft as if trotting.

in games. Otherwise the army begins to look tatty and you are bound to drop things now and again. I always make models and terrain tough enough to stand rough handling. With the Bretonnians, I left off the shields until later because of the need to paint heraldic designs on the knights.

Next I stick the knights onto their horses. I stick knights with their lances levelled onto horses with heads lowered, because these look like they are charging. Knights with lances raised should ride horses with heads raised. In this way I consider the overall appearance of the regiment

at the earliest stage possible. This is something that interests me greatly. I give greater priority to my models looking good as a unit than looking good as individuals. This is something which people do not often consider, and just stick things together any old way, mingling models together in the unit without thought. It doesn't matter how well they are painted, the unit will always look out of place and manic from a range of twenty-four inches or in other words, to you, your opponents and 100% of casual observers! I take this so seriously that if any models don't look the part in the unit at any stage of the work, out they go! I want my units to look warlike, as though they are really charging or advancing or whatever.

In this way I am directing the appearance of my army like a film director does with his hordes of extras. No doubt they did this in the making of the film *Braveheart* and made the soldiers retake the scenes a few times to get it right. Well it's exactly the same with a model army! I have always thought that there is a strong analogy between epic films and battles with model soldiers! Variation in poses and choosing the right combinations within a unit is vital for animating the unit in this way. My plastic knights exhibit variation with their different crests, the angle of the lances and movement in the horses' heads, but I will be adding metal models to the units for greater variety.

Finally I stick the completed mounted knights to their bases. When the knights are firmly based, I use plastic wood filler and a small spatula to texture the bases. This holds the horses on firmly, looks good and provides a rough surface which can be painted or covered in flock or sand. I could use ready-mixed plaster or PVA glue mixed with sand into a paste or PVA glue with sand sprinkled over it to texture the bases. I use wood filler because it is very easy to use on small areas and dries quickly. If you stick a few small pebbles to the base, the plastic knight will gain some weight, making it feel more like the metal ones and making it less prone to slipping off hill slopes during battle.

I assembled and based the plastic archers according to the same principles, but they were much simpler to do. I do not intend to use much archery in my army and will fill out any archer units with metal models to vary the poses. With archers, animating the unit depends on having the models shooting in roughly the same direction, not at any old angle. You could also make sure that all models in a unit are either shooting or moving or about to draw their bows.

This is as far as I am going to take my initial batch of troops. I am not going to begin painting until I have gathered some more models. I can then think about painting the greater part of the army as a single effort. This will give the army a unified style of painting and is just an easier and neater way of working in a confined workspace.

The Retinue Grows

Gradually, as they were released, I began acquiring Bretonnian metal miniatures. I decided to get most things and then decide what to do with them afterwards. I do not know if I will use all the troop types in my





army, but it's useful to have some of each to vary the composition from time to time. Even a few models of a specific troop type are useful to provide the core of a unit, to build on if I suddenly decide to add the unit to my army. Extra standard bearers, musicians and models which can be used as characters are also useful in this respect. In my view an army consists not only of the troops you usually expect to fight with, but also a host of other odd and spare models or part units which can be used to vary the army from time to time.

With metal miniatures I think it is very important to look at the models thoroughly before doing anything to them. Try assembling multi-part models a few times and a few different ways, before touching any glue! Metal models do not always come out of moulds or blister packs unscathed and you need to make sure spear shafts are straight, find out where the mould lines are, check for flash, see how the slots fit into the slottabases, see how the shields fit on and decide where to trim and bend things a bit to bring out the best of the model. There will be occasions when you will have to use tools to make things fit when they are reluctant to do so. I never stick models together as quickly as possible; the sculpture is worth a better crack at it than that!

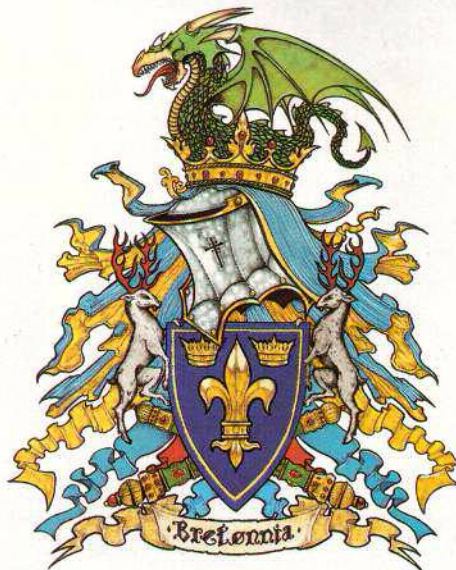
As I gather my army long before I assemble or paint it, I inspect the models for days, maybe weeks before touching them with tools, glue or paintbrushes. I lay them out in rough ranks or regiments. In this way I get to know the raw material I will be working with. It's amazing how many expert painters do not take a pair of pliers and simply straighten the tabs on their models so that they stand up properly in their slottabases. They must sit for hours shading a model that is leaning over enough to fall flat on its face! How they manage not to notice this astounds me! Similarly, bent spears look stupid. I cannot understand how anyone can lack the basic instinct to straighten a spear shaft before painting it! Yet I have seen all these things on models painted to a standard I could never hope to equal!

Order in the Ranks

Another thing to watch out for is the direction that a model is looking, shooting or pointing his weapon. When basing models, particularly infantry, I carefully consider how they will fit onto their bases and then how they will form ranks in the unit. Models should be pointing their weapons at the enemy, not prodding each other. Once again, you often see models in the same unit facing or shooting at all angles (even in nicely painted units), because the player has not thought about what he is doing! So one task I must do is make sure I have the right slottabases for the job and cut out the straight slots in angled slottabases if necessary.

Affairs of Errantry

Among my first batch of metal models were Knights Errant. I definitely wanted these in the army because I liked the reckless energy of the young knights as depicted by the models, and because a unit of them riding under the *Errantry Banner* will be exceptionally useful in my battle plans! I assembled the plastic horses as I have already described, but preparing the metal knights presented new problems. I have to file off the mould lines to improve the final finish. Mould lines or flash are an inevitable result of the metal moulding process as I know from my own countless experiments years ago. Industrially produced models made of high quality metal do of course have minimal flash and barely discernible mould lines, but I do a bit of filing just to be sure. Then I stick on the lance arms, being careful once again to position the lances realistically, in keeping with the poses of the rest of the models. Of course as a general rule in my army (I am the general and I make the rules) I will decide what looks best for the unit



and will not feel particularly obliged to stick with intentions of the designers! The models are just raw material to be brutally bludgeoned into shape as I see fit. For the Knights Errant I choose to have the lances levelled, so for any of the variant poses that have lances raised, I swap lances around or substitute lance arms of plastic knights and disguise awkward joints using modelling putty (green stuff or Milliput). This approach applies to all of the knights I shall be tackling. On the whole the Knights Errant are how I want them already and I will not need to do much conversion work.



This Bretonnian sorceress has had her hair lengthened by adding a small amount of modelling putty. The staff was changed by sawing off the top and adding part of the Green Knight's banner pole.



Converting Models

Now that I have converted some models made of the new metal, I have come to some conclusions as to the best approach. The old metal had a lead content which meant that it was slightly softer. This made it possible to do quite ambitious conversions, although such work was always difficult and rarely attempted. The new metal is harder than the old metal. This means that cutting or trimming with a modelling knife is ruled out in favour of using metal clippers, the file and the modelling saw.

The model should also be held firmly in a mini vice for any serious trimming or sawing. Fortunately, being a harder metal, it can withstand the vice better, although detail can be damaged unless the model is held very carefully. I have not yet discovered a way to do this, but perhaps using something like balsa wood or pencil rubbers, between the vice and the models is the answer. Modest conversions are a better option than ambitious ones. The new metal can be drilled with a mini modelling drill better than the old metal because it is harder. You are less likely to drill away the model's fist. Even so the model must be secure when it is being drilled, and you should proceed very carefully and patiently. Drilling allows you to pin together heavy bits of metal for greater strength when assembling models. It also allows you to change weapons in models' hands or replace weapons with standard poles.

Some parts of metal models can simply be snapped off with clippers, and the new metal results in a fairly clean break. Otherwise parts can be sawn off. This allows head swaps and arm swaps. Plastic models are of course ideal for conversion and also as a source for parts. Plastic is much easier to cut, clip, file and saw than metal. Plastic weapons can be added to metal models, and head, arm and torso swaps are easier with plastic models.

The fact that more metal models now come with torsos in two halves or with separate weapon arms opens up the possibilities for conversion, and I have taken advantage of this in building my Bretonnian army. Some of my conversions resulted from mixing up the parts of models in my work tray and not being able to remember which bits went together on the same model! I just kept on trying different bits in combination until I got results I liked.



Above are Nigel's mounted Squires. He's added all sorts of backpacks and panniers using modelling putty. Left, Nigel's converted Men-at-Arms are converted by carefully sawing off weapons and poles with a small modelling saw and drilling out the fist to take another weapon or standard pole.

few see the Grail

I have also got a few Grail Knights. I am not at all sure about making these a feature of my army even though they are impressive models and fight well. Firstly, Grail Knights would be very rare in a typical Bretonnian army. I suspect that only a mighty host raised by a duke or king would have a unit of more than about six. In smaller armies they are much more likely to be present only as one or two characters, such as the general. I intend my army to represent a small retinue, certainly never bigger than 3,000 points if I used everything and most of the time only 2,000 points. Secondly, the Grail Knights are rather too ornate for me – I am inclined towards simple and striking heraldry which will not be too difficult to paint. So I put the Grail Knights to one side for now, but pick out one or two to be converted into extra standard bearers and characters. I remove the grails from their crests so that they can be whatever type of knight I want. Generally I do not want the crests of my knights to be too ornate because I feel these would be reserved for jousting tournaments while smaller, more robust crests would be worn for recognition in battle; so I am prepared to prune or re-model crests if necessary.

The Common Multitudes



Note the use of plastic wood to texture the base.

I have also got a lot of Men-at-Arms with spears, a few metal archers and a few halberdiers. The spearmen are in such a good advancing pose and will look so effective as a unit in serried ranks, that I will have a big unit of these. This is both useful and realistic. The halberdiers I shall put to one side in case I want a unit of these later. I pick out one or two from the command group to mix in with the spearmen or to use as extra or variant standard bearers and musicians. I convert some of them by carefully sawing off weapon shafts with a small modelling saw and drilling out the fists to take another weapon or standard pole. I leave them at that stage for later. The metal archers have varied poses and I favour these above the plastic ones, largely because they feel heavier! So I pick out enough to make a small arrowhead formation.



Standard bearer converted from a halberdier, with cloth banner, and leader with battered shield.

I then begin basing the infantry. I find that the metal slots usually fit in the slottabases fairly firmly, but some stand up better if you bend the metal tab slightly to increase grip. Then I liberally coat the tab and slot with tacky contact glue like Bostik, Uhu or Evostick and put them together. This is a task requiring care because often even nicely painted models appear to lurch drunkenly at odd angles because people have based them without thinking about it! When dry, I paint a bit of PVA over the slot to hold the model in more firmly. When this is dry, I texture the base with plastic wood filler ready for the final layer of sand or flock. The models are now really firmly based. I do not stick on the shields so I can paint the livery colours neatly on the soldiers first. I may sort through my shields and put longer, Elf style shields on the infantry, although I am not sure about this yet, it's only an idea.

Mighty Lords

The next metal miniatures to be released were various knightly characters. I got several of these including more than one Green Knight. This is such an imposing figure that I had to have one to convert into my general. I am not particularly bothered about using him as the special character he represents. I will use others perhaps to



A converted general using the Green Knight model.

convert into heroes and an army standard bearer. I prepared one of the models to wield a morning star by removing his sword and drilling a hole through his fist. Then I put a shaft, cut from a discarded lance in the bits box, in his hand. Later I will model the spiky balls and add them with short lengths of chain. I do not know exactly what bits I will use to do this yet, so I will just have to hunt in various places such as bead shops where they sell funny bits for making jewellery. The Green Knight model rides a metal horse which presented new problems for assembly. When the model is stuck together I go over the joins with a file and smooth off any mould lines at the same time. I usually paint a small amount of PVA over the join, using a small paintbrush. The PVA dries hard and seals the join making it a bit stronger and smoother. Then I base the horse on its cavalry base and texture it as I have already described.

I did a few conversions on some of the other character models to make them into standard bearers or give them alternative weapons or vary the position of the lances to fit in with my theme of charging knights with levelled lances. I don't do anything to the trumpeters except assemble and base them.

What to look for in a Good Warhorse

Some of the horses have metal heads. I pay no attention to which knight actually goes with which head unless they both have the same crest. I just put charging knights on horses with lowered heads as before. When all of this batch of knights are brought up to the same level of assembly (that is based but lacking shields, and ready for undercoating), I put them with the other knights and begin to arrange them into regiments in lance formations of six or ten. I allocate knights to units according to their pose and animation so that the unit will look dynamic. If this means mixing up knights of different orders I just remove or alter any crests that contradict my plan. I will take care to depict the correct heraldry when it comes to painting. At the moment I envisage painting up the majority of knights as Knights of the Realm, with one unit of Knights Errant and one of Questing Knights.



Converted knightly standard bearer, with cloth banner.

The Panache of Squires

When the mounted and foot squires appeared I got quite a lot of them because I think they will be very useful in my battle plans. There are so many things you can do with fast troops and skirmishers to support the knights. The squires come in many varied poses and every model looks different so I have no conversion to do! I assemble and base them as I have already described for the rest of my army. Finally there are the Bretonnian sorceresses. I shall have female wizards, probably two or three level 1

Cracks in the Armour

After assembling, converting and basing my army, which now amounts to a considerable retinue, I reviewed the troops arranged in their provisional units. I re-arranged them in different ways to see what sort of units looked best, bearing in mind the tactics I might be able to use with such units. Some knights have lances levelled, others have lances raised. This allows two possibilities: one is to put all the knights with lances lowered in the same units and all knights with lances raised in the same units. Alternatively, and this is best if using lance formation, I could put the knights with levelled lances in the outer rank, and the knights with raised lances in the inner rank. One great advantage of being able to paint up knights with individual heraldry is that I can swap them about and re-arrange units even after the army is painted, without spoiling the colour scheme of the unit too much!

While reviewing the unpainted troops, I noticed that where I have used plastic lance arms on metal knights, I need to use green stuff or some other modelling putty to make the mantles of the surcoats the same length on both arms. I also noticed another irritating bit of work I need to do before painting. This was that the join lines were still visible on some models and would be seen after painting. These had to be filled in order to get a good finish and not let down the final paint job. I began thinking how to do this. I could use PVA glue painted on, or modelling putty, or plastic wood filler applied with a small spatula (such as the handle of a plastic spoon, cut to shape). If I over-fill the cracks, I can just file them down smooth to create a good surface for painting.

sorceresses in my army, to use the variant figures. These can represent grail damsels, from the local grail chapel, so I must invent a suitable way to paint their garb, perhaps featuring the fleur de lys motif. Now apart from forthcoming models of Questing Knights with varied crests and special characters which I shall convert if required to mix into my knightly units as heroes, my army is virtually ready for the next stage, which is the painting. Before tackling this I need to plan the composition of the army in more detail so that I know how I am going to paint up each unit and exactly which models belong to which units.

Next month Nigel will be describing his own, unique approach to painting the army, including loads more tips and ideas.



Converted sorceress with bead to represent potion flask.

WARHAMMER

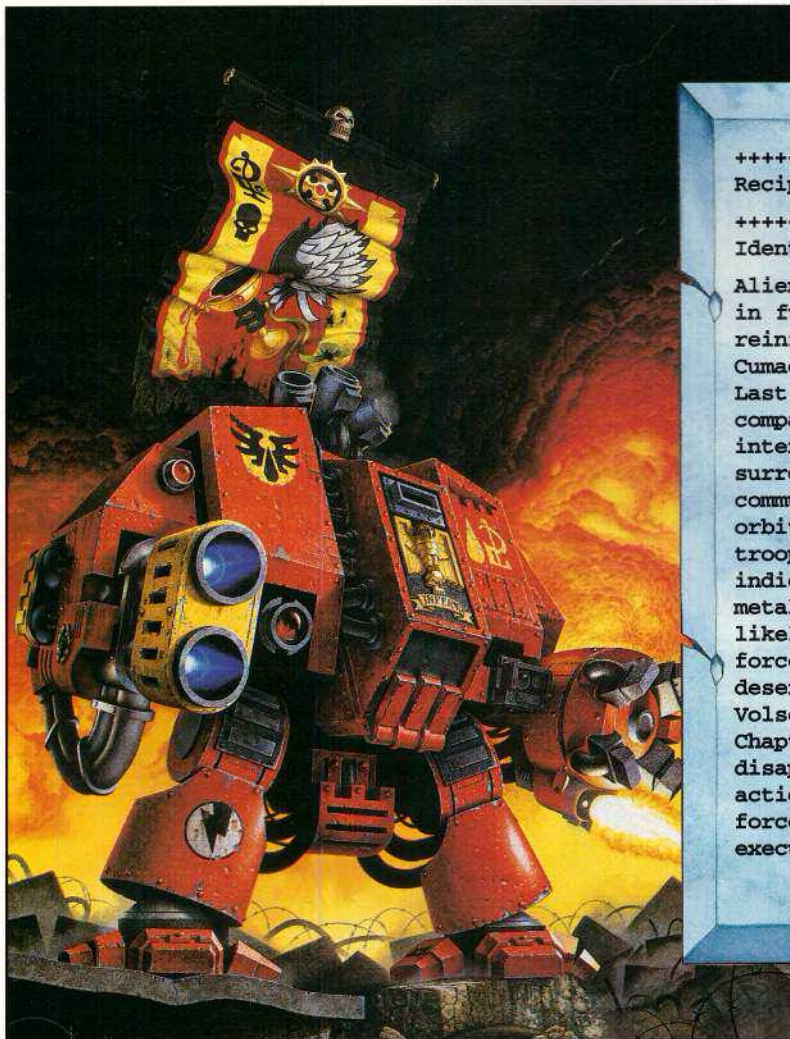
40,000

BATTLE REPORT

AMBUSH AT VOLSCI GORGE

A battle report by Jim Butler and Andy Sharman

This month's Warhammer 40,000 battle report is a clash between the Blood Angels Space Marines and the Eldar. Andy Sharman was in command of the pointy ears and got to include one of the new Fire Prism grav tanks in his force. Apart from having to deal with this new threat, Jim Butler's Space Marines would have to take on an Eldar army waiting to ambush them...



+++++ Comm-secure link alpha 7/910.
Recipient Brother-Captain Lachesis +++++

+++++ Incoming Orders: Priority Primus,
Ident-code Glaucus +++

Alien raiders in the Castor sector now in full retreat. Imperial Guard reinforcements en route to Strongpoint Cumaen overdue by 18.5 standard hours. Last reported in Volsci gorge area at company strength. Electromagnetic interference from ore deposits surrounding Volsci gorge limits communication to line of sight but orbital auguries show no vehicles or troops in gorge area. Thermal traces indicate recent heavy weapons fire and metallic debris. Estimate 72.7% likelihood of destruction of Guard forces by alien action, 23.2% chance of desertion. Proceed immediately to Volsci gorge area with available Chapter forces. Investigate disappearance of Guard column, take any action necessary to destroy alien forces in the area or undertake summary execution of traitors as required.

+++++++ Message ends ++++++

Ideas for Warhammer 40,000 battles come from different sources. An opponent might want to try out his latest weapon of destruction or perhaps a brand new character he's converted. Mission Cards are normally used to randomly generate a conflict between two opposing armies. Often these are a good starting point for a battle if chosen in a particular combination. The Mission Cards are based on situations that happen in real battles, and historical conflicts are also great for ideas. Sometimes a short story from a book that you've read recently, or from one of the Codex army books, can contain the germ of an idea that can be developed into a battle. Once you start with a theme, it's easy to get carried away and create whole campaigns based on an single idea. A battle can often spark off ideas for the next battle and the next. Look at old battle reports that we've printed in White Dwarf for ideas too.

VOLSCI GORGE

In the case of this month's battle report, the situation comes from a short piece of text written by Andy Chambers as a transmission between Imperial forces. The comm-link message, shown on the previous page, warns of alien raiders, in this case the enigmatic Eldar, who have destroyed an Imperial Guard column. The Blood Angels Space Marines are

ordered to investigate. The battle would occur when the Blood Angels arrive on the scene to discover the Eldar attack. The ambush takes place in a gorge, so the battlefield would be set up like a valley with trees growing along the edges. The only cover in the centre would be some abandoned Imperial Chimeras and a wrecked Leman Russ, representing the stricken column. Dotted amongst them would be craters representing the remains of the firefight. The battle itself is based on two Mission Cards from Dark Millennium. The Blood Angels had to *Take and Hold* one of the Chimeras in the centre of the table which contained the surviving Imperial Guard command squad; the Eldar mission was simple, *Engage and Destroy* the enemy.

HIDDEN SETUP

We decided to introduce a twist in the tale for this battle. We wanted to represent the Blood Angels coming upon the scene of destruction without any preconceived knowledge of the forces they would be facing or their deployment. Using an idea based on the Epic 40,000 game, the Eldar player would deploy his forces as Hidden markers. In a regular game Eldar armies have a strategy rating of 4 and Space Marines a rating of 5. Normally this would mean that the Eldar, with the lower

number, would set up first. The Space Marines, having the advantage of setting up second, would know exactly where the Eldar forces were and how best to combat them. Instead of setting up the Eldar troops as normal, markers were placed on the battlefield instead. There were markers for each of the squads and vehicles as well as five extra markers which were decoys. The Space Marine player would have to anticipate the Eldar set up, which would be a real challenge. It was agreed that the Space Marine player would be able to set up his troops in hiding (apart from his vehicles of course). After the Space Marines were deployed, the Eldar player would then reveal the numbers on all his markers and replace all those that represented troops and vehicles. After rolling for the first turn, battle was joined.

You may want to re-fight this battle yourselves. You can use the same forces or choose your own, depending on what models you have in your miniature collection. You might want to use a different combination of missions and use the hidden set-up idea. Do remember, Hidden markers are a special idea that we've come up with specifically for this battle and are not a part of the Warhammer 40,000 rules. You'll need to agree to use this idea with your opponent before you play the battle. In the case of Andy Sharman, who led the Eldar ambushers, and Jim Butler, who commanded the Space Marines, both combatants were more than happy to try out the idea.





Jim Butler

ANGELS OF DEATH

Aargh! The irony of it all! Here at GW we've been working to produce real, balanced armies for Warhammer and Warhammer 40,000. The first Warhammer 40,000 army we put together was the Biel-Tan army. So I knew exactly what I would be facing. Andy was going to need a very large bucket of Sustained Fire dice.

My plan was to play cautiously for a couple of turns and then create a defensive ring around the objective. If I could hold out until the end I would have a chance of winning. I knew I was going to take an awful lot of casualties, and Andy had the Engage and Destroy Mission, so I had to try to stop him completely wiping out units.



By contrast, the Blood Angels army in our cabinet is really just a collection of different units and not really collected as a viable force. Still, I could hardly complain – if Space Marines have one quality it's their flexibility. Of the models in the cabinet, my only real choice was whether to take the Devastator squad or the Assault squad. The heavy firepower on overwatch could take out any skimmers which popped up, but my mission was *Take and Hold*. I needed troops who could hop from cover to cover and pounce on the objective in the last turn. Besides, every time I've tried to outshoot an opponent with Space Marines I've come off badly. They might be good shots, but your opponent will always outnumber you, and has the advantage in a war of attrition. So, the Assault squad got the job.

In the end, I was reasonably happy with my army. I would probably have chosen different weapons for my Dreadnought, but what I'd got was pretty good. A multi-melta and a powerfist is a potent enough combination against any enemy.

DEPLOYMENT

I decided to deploy most of my army in hiding. Normally, just being behind a piece of cover is sufficient to protect your troops, but not against Skimmers. Their pop-up attacks allow them to see over intervening terrain. The Predator and the Terminators would be Andy's only targets in the first turn. I knew the Terminators (especially with two storm shields in the front) could absorb an awful lot of firepower, and I hoped Andy would jam some of his scary shuriken cannons and pulse lasers. As long as the assault cannon survived I wasn't too worried. I put the Techmarine close to the Predator, as I had a feeling his skills would be needed! Last job was to place the Scouts. The mountain on Andy's left flank was crying out to have a heavy bolter placed on it, so I happily obliged.

Losing the first turn didn't bother me too much; at least I would have the last turn in which to secure my objective.

Blood Angels Space Marines



BIEL-TAN



Andy Sharman

Selecting an Eldar army can be tricky at the best of times. You could go for a specialist force of Aspect Warriors, or a fast-moving scouting force containing jetbikes, Vypers and ground troops mounted in Falcons. It really comes down to how you are going to use the army, what force you are playing against and whether you know what scenario you'll be fighting.

This month I was to play a 2,000 point Warhammer 40,000 game against Jim Butler. I would be using the newly painted Eldar Biel-Tan army and Jim, Games Workshop's Blood Angels Space Marine Army. Who was going to lead my force? An Avatar running round in the Imperial lines, creating havoc, would have been fun, but I did not see this fitting in well with the idea of a scouting force. I opted for a Farseer, a powerful psyker, and armed him with a *Witch Blade*, *Psychic Hood* and *Eldar Spirit Stone*, to make sure he could take care of himself. As I looked over the troops at my disposal, the idea of an armoured scouting force came to me. The force would range far ahead of the main warhost, engaging in hit-and-run attacks on Imperial lines (this fitted in well with the scenario we were playing). My first choice was the armoured spearhead, consisting of two Falcon grav tanks and a Fire Prism grav tank, for support. Both Falcons were armed with pulse lasers and scatter lasers, this combination of weapons should keep Jim's Blood Angels from moving too far out of cover. The Fire Prism will be held at the back to ward off any vehicle or Dreadnought

(one hit from its deadly prism cannon can blow apart any vehicle which comes into range). To back up my grav tanks I chose a fast moving unit of six jetbikes and two Vypers, one armed with a lascannon (to take care of any Space Marine Terminators) and the other with a shuriken cannon.

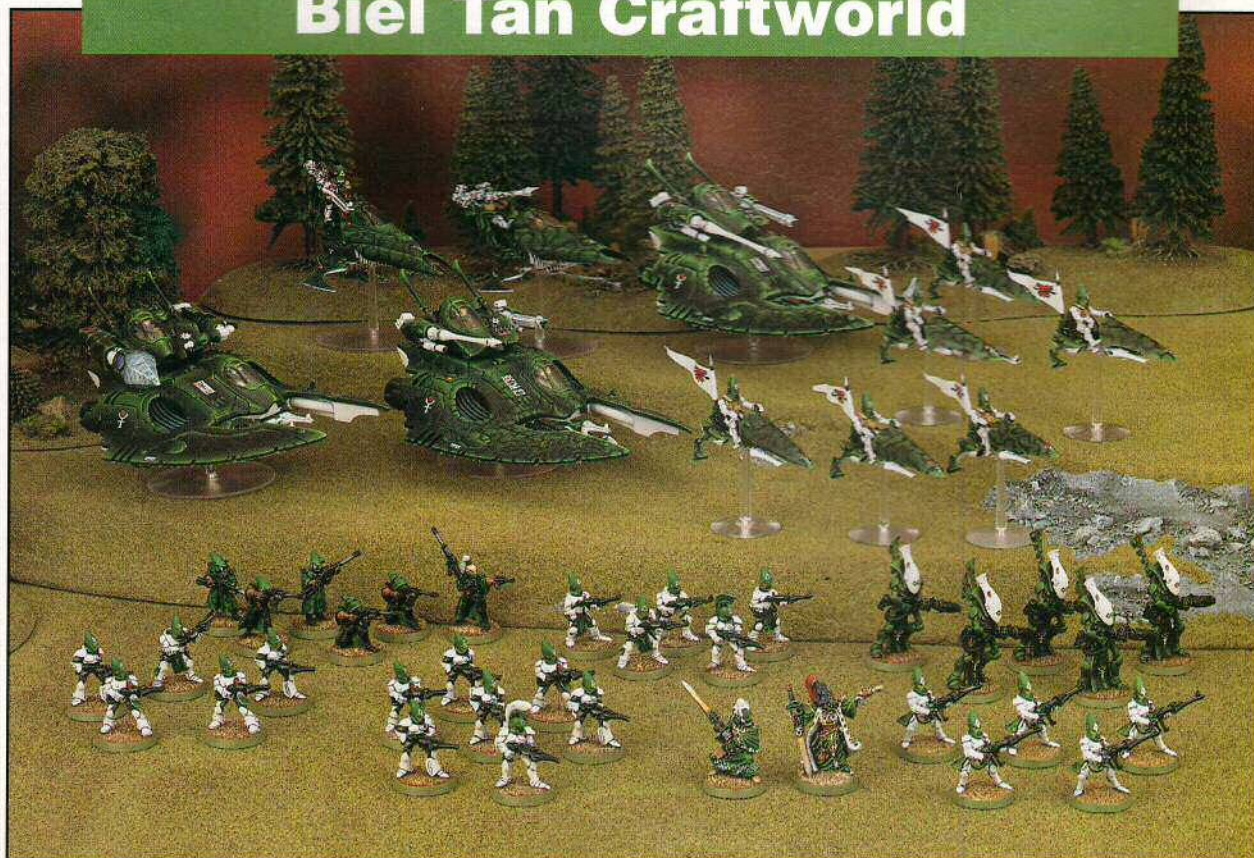
The second part of the scouting force consisted of four squads of Guardians, all armed with shuriken catapults (with a -2 armour save modifier these should hamper Jim's power armour saves). To help out in case my Guardians came under attack from Assault Marines, attack bikes or tanks, I included a five strong unit of Wraithguard and a Warlock champion.















DEPLOYMENT

We had decided that the Eldar would be set up using Hidden markers (this would represent the Eldar ambush on the Blood Angels, which were investigating a destroyed Imperial tank column). I would use the large wooded area on my right to screen my grav tanks, supporting jetbikes, and three squads of Guardians led by the Farseer and Wraithguard. Approaching through the trees would hopefully give me some cover if I failed to get the first turn. The last remaining Guardian squad was placed on my left in case any Space Marine units tried to outflank my force on that side. Last but not least, my scouts were placed deep inside the woods on the right, hopefully able to take down the Space Marine Landspeeder if Jim chose one.















Biel Tan Craftworld

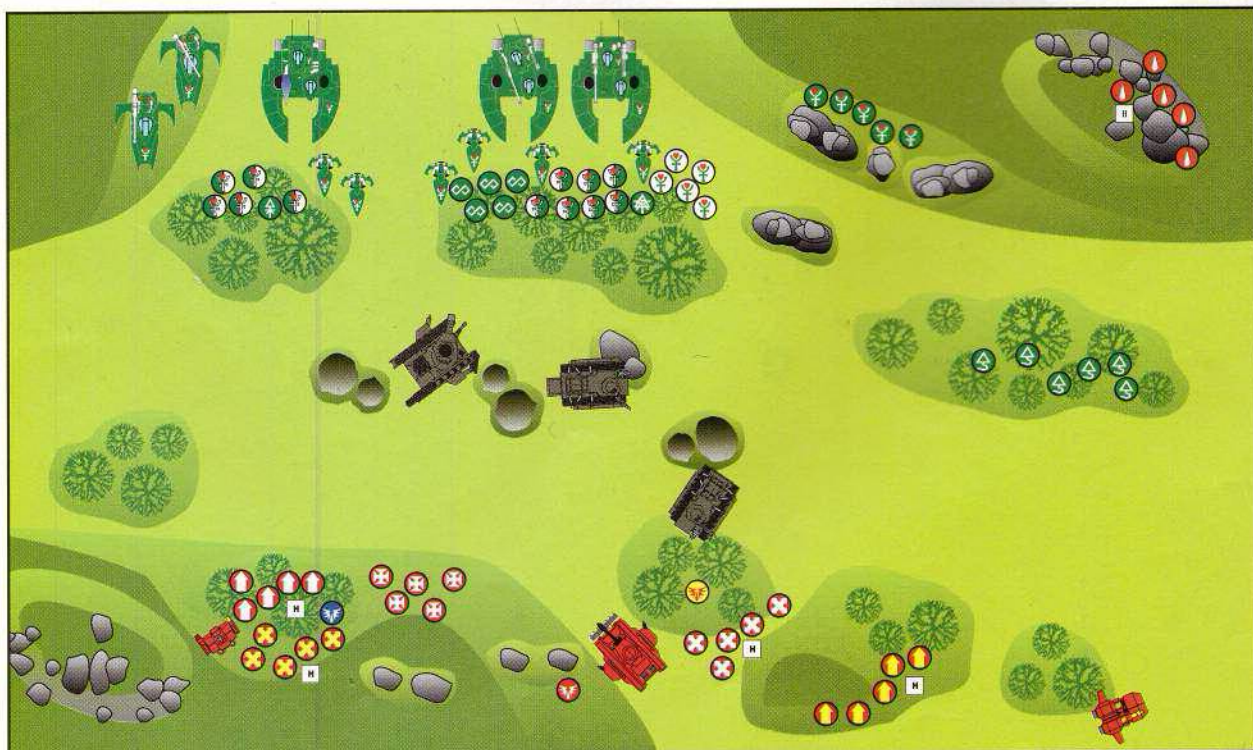


BLOOD ANGEL ARMY

-  **Captain:** *Combi-Weapon, Conversion Field and Haywire Grenade.*
-  **Codicier:** *Force Rod and Refractor Field*
-  **Techmarine:** *Servo-arm.*
-  **Terminator Squad:** Sergeant with power sword, 1 with assault cannon, 1 with lightning claws, 2 with thunder hammer & storm shield.
-  **Assault Battle Squad:** jump packs, 1 with power axe, 1 with power fist, 1 with power fist and hand flamer, 1 with plasma pistol and chainsword, Veteran Sergeant with power sword.
-  **Assault Battle Squad:** jump packs, 1 with plasma pistol and chainsword, 1 with plasma pistol and power axe, 2 with power swords, 1 with chainsword.
-  **Tactical Battle Squad:** melta-gun.
-  **Tactical Battle Squad:** heavy bolter.
-  **Scout Squad:** Sergeant with chainsword, 1 with heavy bolter and 3 with swords.
-  **Dreadnought:** multi-melta and power fist.
-  **Predator:** 2 heavy bolter sponsons.
-  **Land Speeder**

BIEL-TAN ELДАР ARMY

-  **Farseer:** *Witch Blade, Psychic Hood, Spirit Stone*
-  **Warlock Champion:** *Witch Blade, Armour Piercing Ammo*
-  **Guardian Squad:** 5 with shuriken catapults
-  **Guardian Squad:** 5 with shuriken catapults
-  **Guardian Squad:** 5 with shuriken catapults
-  **Guardian Squad:** 7 with shuriken catapults
-  **Eldar Scouts**
-  **Wraithguard**
-  **Eldar Jetbikes:** 1 with a shuriken cannon
-  **Fire Prism**
-  **Falcon:** with scatter laser
-  **Falcon:** with scatter laser
-  **Vyper:** with shuriken cannon
-  **Vyper:** with lascannon



Andy set up the Eldar in secret. He used numbered counters to represent the squads, including five 'decoys'. Jim set up his forces, most of which he wisely declared to be hidden. Andy then revealed which of the counters were squads and which were decoys, deploying the squads by numbers.

ELDAR TURN 1



Ah, the hands of Fate had been kind to me (the first turn was mine). With a roar of anti-grav engines, the jetbikes launched over the woods and straight into the Blood Angels' line. The trap was sprung. All my ground forces moved forward to support the jetbikes and get within firing range. The only thorn in my side was going to be those Space Marine Scouts hiding in the rocks on the hill to my left. This was quickly solved by moving my Scouts and one Guardian squad into cover, ready to eliminate them in Turn 2.

The Predator and Terminator squad standing out in the open were just asking to be shot at, so I did just that. First the Prism Cannon annihilated the Predator with a single shot, blowing massive holes in its armoured hull and side sponson (Ha, so much for Space Marine armour). Two mighty Terminators fell to the combination of my jetbikes, Guardians and Falcon grav tanks, and in a typical show of Space Marine bravery they failed their Leadership test and became shaken.

Finally, the lascannon on the Vyper blasted off one of the Dreadnought's arms (shame it was only the close combat arm – better luck next time). My Farseer singled out the Terminator with the assault cannon and cast Mind War with Ultimate Force, but failed to roll a single 6 on seven dice (oh the shame).

“With a roar of anti-grav engines, the jetbikes launched over the woods and straight into the Blood Angels' line. The trap was sprung.”



The Eldar heavy weapons blast away at anything that isn't in cover.



SPACE MARINE TURN 1

Andy opened up on my army with a hail of shuriken and laser fire. The prism cannon lived up to its headline billing and took out the Predator in a single shot. Basically, everything which wasn't hidden was either destroyed or damaged. Still, my assault cannon Terminator had survived (despite having been *Mind Warred* by the Farseer at the end of the previous turn). It was time to strike back.

First, the Space Marines lived up to their reputation as the best shots in the galaxy. My Scout with the heavy bolter opened up and scored five hits! However, I managed to roll three ones to wound, and only killed two Guardians. Now the Scouts had revealed themselves and would find themselves under a lot of

fire next turn. My main concern was to take out the jetbikes – having such fast-moving firepower zooming unopposed around the tabletop would be a serious problem. Between the Terminator with assault cannon, the Dreadnought with its multi-melta and the assault squad's Frag grenades, I managed to shoot down four of them. Hurrah!

The best news of the turn came from my Techmarine, who managed to fix the crippled Predator. How he managed to repair a complete Predator engine is beyond me, but he did it. Lots of chanting and a few hammer blows, probably. The bad news was that my assault cannon had jammed, so I would have to do without its firepower until Turn 3. With not much to report from the Psychic phase I looked forward to Turn 2 with reasonable confidence.

As the Eldar forces began to march forward through the trees, the deafening roar of anti-grav engines filled the air. From their positions across the gorge the Space Marines could see the huge bird-like forms of Eldar grav tanks rise menacingly from behind the tall trees. The Falcons hung motionless above the battlefield for a few seconds before the high-pitched scream of deadly Eldar weapons cut the air.

Streams of light blasted scarlet-painted targets, sending debris flying in all directions. Two Terminators crumpled to the ground. The

Dreadnought was almost knocked from its feet as its powerfist exploded, and a huge cloud of smoke obscured the walking Imperial machine. Seconds later the Predator suffered the same fate as the Dreadnought. The Imperial battle tank was blown high into the air and crashed to the ground, a seemingly unrepairable wreck.

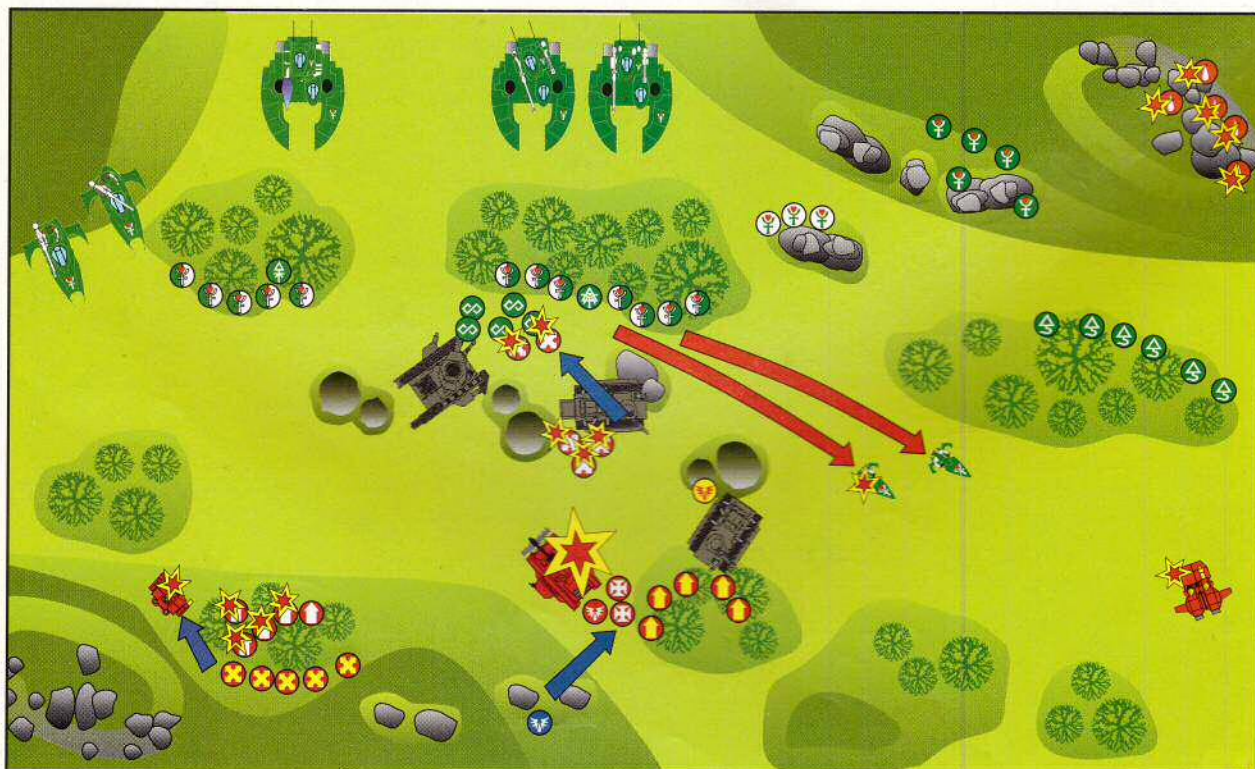
Almost straight away help was at hand. All eyes were on the Techmarine as he began to pick his way through the twisted metal. The Space Marines needed a miracle, and the Techmarine was just the man for the job.



ELDAR TURN 2

Oh! Four jetbikes out of six shot down. One more turn of firing like that and I wouldn't have any left, so in a last ditch attempt to get way, I raced them off towards the Imperial Landspeeder on which they opened fire (if they were going to go down I wanted to take something with them). The Landspeeder was engulfed in flames and sent crashing to the ground by a mass barrage of eleven hits from the jetbikes and three hits from one of the pulse lasers mounted on a Falcon.

Next my Scouts and Guardians opened up on the Space Marine Scouts in the rock outcrop. This one-sided shoot-out ended with the Space Marine Scouts being wiped out. With my left flank clear, it was time to concentrate on destroying the bulk of the Space Marine force. The Predator, fixed in Jim's turn, was going down. Having just moved into range, the Wraithguard fired. The Wraithcannon hit and penetrated the hull twice, killing all but one of the crew and blowing apart the engine (again). One of my Falcons and the Fire Prism fired at the Dreadnought. The mighty machine stood for a few seconds under a rain of bows, then toppled, crashing to the ground in a mass of flaming wreckage. My Guardians managed to take down another Terminator, and the Vyper squadron blasted the woods, killing four out of five Space Marines (pay back for my Guardians which were shot in the back by the Space Marine Scouts). The last shots were from my two Falcons, firing their shuriken catapults and taking out three of the Assault Marines who were in cover behind the abandoned Chimera. Jim's luck in the Psychic phase still held out, as I was only able to cast *Doom* on the Space Marine Techpriest and my *Guide* placed on one of the wraithcannons failed to kill the last remaining Space Marine in the woods. On the up side, Jim still hadn't cast any Psychic powers without them being nullified by my Farseer (that was four times in two turns now).





The Space Marine assault troops leap into combat with the Wraithguard, only to find the Farseer joining in the fray.

SPACE MARINE TURN 2

You know what pride comes before, don't you? I'd moved a lot of my troops forward, and although most were still in cover, they were no longer hiding. With the sheer volume of firepower at Andy's disposal, I suppose it was inevitable that he would hit some of them. He managed a second turn of firing without rolling a single Jam on his Sustained Fire dice, and even managed to take out my flanking Landspeeder with shuriken catapults.

"Incredibly, my Techmarine managed to fix the smashed up Predator – again."

Things were looking pretty grim. I was in grave danger of being wiped out completely, so my now depleted Assault squad charged the Wraithguard in an attempt to hold up the Eldar advance, and managed to kill two. The only shooting came from my Captain, who took out a jetbike with his combi-weapon. The rest of my army went into hiding, as I couldn't afford to sustain casualties at the rate I had done so far. Hiding went against all my principles, but it had the advantage of drawing Andy's tanks out from their cover, which I had to do now I had almost no long ranged weaponry. Incredibly, my Techmarine managed to fix the smashed up Predator – again. Even with only one crewman, it would be able to fire, and deny Andy victory points. In the Psychic phase my Librarian managed to cast his *Prescience* power for the first time, and it was just as well, as the re-roll helped him nullify another attempt to *Mind War* the assault cannon.



ELDAR TURN 3

Oh no, not again – did that Predator have nine lives or what? Well it was time to make my move and finish off what was left of Jim's Space Marine force. My Vypers shot forward and swung round the wood to get a clear shot at the Blood Angels Assault Marines, but only managed to kill two. The Fire Prism lined up with the Predator again, but the shot went wide, missing the Predator altogether and hitting the already *Doomed* Techpriest, atomising him in a split second (Well, every cloud has a silver lining). In the centre, the Guardians and one Falcon took down four more Space Marines in a shower of shuriken and scatter laser fire, but this was still not enough to break them.

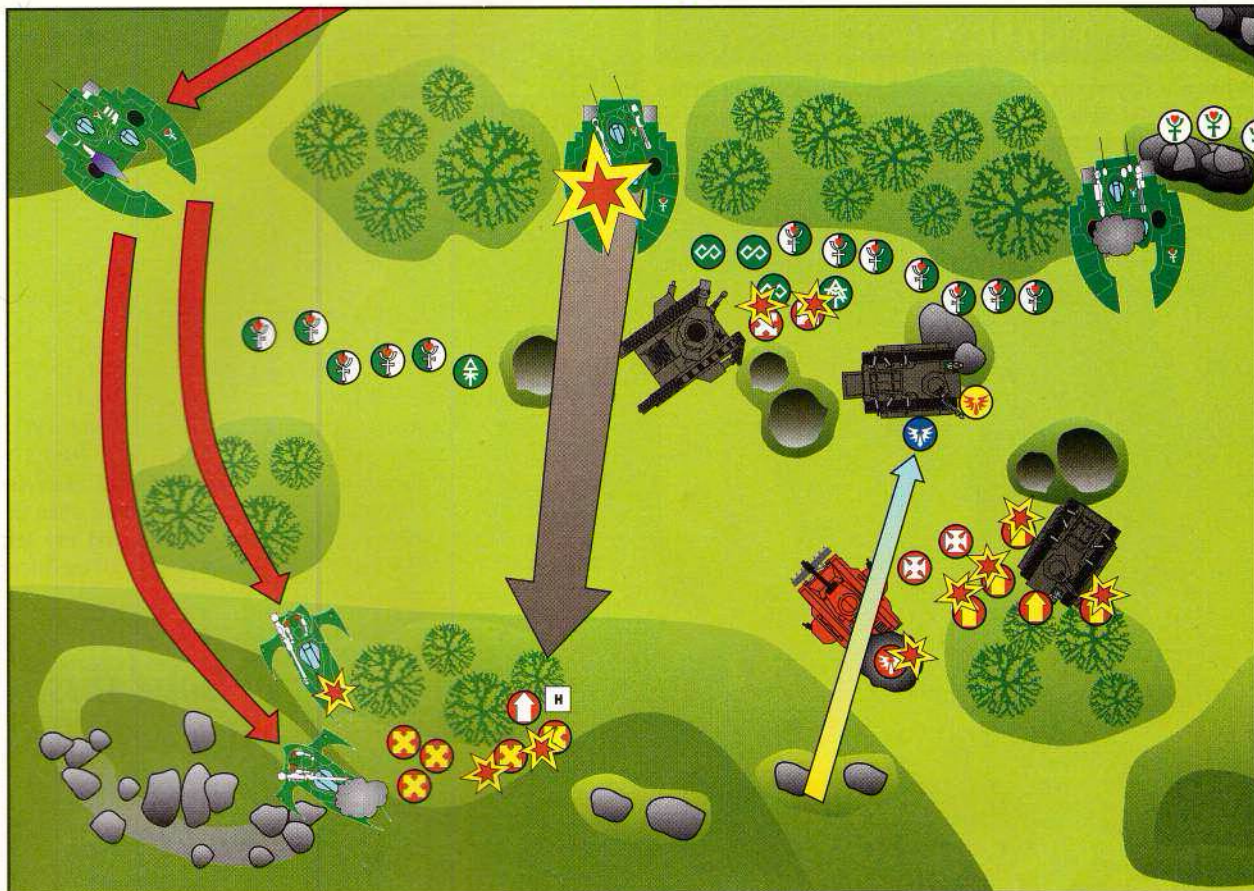
Enraged by the destruction of the Wraithguard, the Farseer lifted his Witch Blade high above his head and charged into combat, killing one Assault Marine, the other dying when the Wraithguard he was in combat with imploded. On the left flank things were going badly. My Guardians poured all their fire into the Space Marine Captain, but were unable to hit him as he was in the cover of a crater. Then the large shadow of a Falcon fell over him, its weapons opening up at point blank range. But as the smoke cleared the Captain was still standing with only a few scratches in his armour. A low roll in my Psychic phase left me with only one power card and Jim's Librarian even escaped a *Daemonic Attack*.



“Enraged by the destruction of the Wraithguard, the Farseer lifted his Witch Blade high above his head and charged into combat, killing one Assault Marine, the other dying when the Wraithguard he was in combat with imploded.”



As the Vypers cut down the Assault Marines, they return fire with their plasma pistols, destroying one and damaging another.



SPACE MARINE TURN 3

Turn 3 started in a depressingly familiar manner, when a scattering shot from the prism cannon wiped out my heroic Techmarine. But I knew I was in with a chance when my Captain survived three hits from a pulse laser, and my Terminators stood up to another withering hail of fire. The Assault squad was wiped out but managed to take another Wraithguard with them, and the Librarian survived a *Daemonic Attack* and *Teleported* onto my objective. It was

time to hit back! My Captain hurled his Haywire grenade at the Falcon which had emerged from cover. Unfortunately, I only damaged the empty crew compartment, but at least it would give me a Victory point. Far more effective was the assault cannon, which raked the other Falcon with fire and sent it crashing into the ground (despite rolling another Jam!). Although the Predator failed to penetrate the Fire Prism, the three surviving Assault Marines behind the trees destroyed one Vyper and damaged the other. In the Psychic phase Andy tried to *Mind War* another Terminator, but this time the armoured Marine was within 6" of my Librarian, who revealed the *Destroy Power* he had been holding onto. I sighed with relief as *Mind War* disappeared into the Warp.

This was by far my best turn of the game, but I was still well behind on points. We went into Turn 4 with a real fight on our hands.



Jim continues to battle against the highly mobile Eldar threat (OK, I know it's only Andy!)

ELDAR TURN 4

What was happening? One moment I was annihilating Space Marines left, right and centre, then one of my Falcons is destroyed and the other one damaged, and my Vyper squadron is all but wiped out by return fire from the Assault Marines. In response I fired back with a hail of shuriken discs, but my luck had just about run out, as nearly every Sustained Fire dice I



Jim successfully rolls all his saves for the Terminators which were hit ten times!

rolled jammed. The last jetbike hit but failed to wound the Space Marine with the melta-gun, which lost me some victory points for not totally destroying the Tactical squad. The Terminators in the centre were hit ten times by my Guardians and damaged Falcon, but they made all their saves again (that accursed storm shield saved five hits alone). Then to cap it all, both my remaining Wraithguard hit the Terminators with their wraithcannons, but instead of being killed, they were moved 6" straight toward my Guardians (No! They were now within charge range).

My only ray of hope this turn came once again from the Fire Prism, which finally destroyed that @'%' Predator! In the Psychic phase, my Farseer tapped into the additional psychic power from his *Spirit Stone* to draw four warp cards from the deck. With this extra power my Warlock unleashed a devastating surge of psychic power in casting *Destructor*, but placing the template down, I was just out of range. Well, the Space Marine would have to move next turn or be hit when the template moved forward. *Guide* was nullified and my last move was to cast *Fortune* on the Farseer to give all the Eldar within 8" a +2 bonus to their saving throws.

"My only ray of hope this turn came once again from the Fire Prism which finally destroyed that @'%' Predator!"



Left: The remnants of the Assault Marines destroy the Fire Prism with Krak grenades.



Right: The Terminators charge into the Guardians and, after killing three of them, the Eldar break and flee into the woods.



SPACE MARINE TURN 4

Although I lost a few more Tactical Marines, I had one survivor from each combat squad, and this would drastically reduce the number of Victory points I gave away. Andy's luck really equalled out as the jams came thick and fast, including his remaining pulse laser. He did finish off the Predator with the prism cannon (which was only fair; after all, it was the third time he had destroyed it!) but his Wraithguard failed to finish off the Terminators, and the dreaded Psychic phase left my battered force miraculously unscathed.

My only chance of victory was to take out all of Andy's remaining vehicles, but then Andy reminded me that the assault cannon had jammed. My Assault Marines were probably out of charge range of the Fire Prism, but their jump landed them within grenade throwing distance of the Eldar vehicle. The Captain hit the remaining Falcon with his combi-melta, but failed to penetrate, and when the Tactical Marine with the melta-gun (who had been hiding in the woods for two turns) penetrated but failed to destroy the last jetbike, I thought my last attack was about to fizzle out. My Assault Marines saved the Chapter's honour when one of their Krak grenades penetrated the Fire Prism's engines and blew the machine out of the sky. The Terminator with the jammed assault cannon had charged the Guardians in front of him, and enraged by his weapon's inability to fire once again, he tore into them and routed them.

The final Psychic phase saw my Librarian lose a power to a *Psychic Duel*, but it mattered not, as the battle was over, and it was time to count up the Victory points.

VICTORY POINTS
ELDAR: 21
SPACE MARINES: 16





20/20 HINDSIGHT - Andy's lap of honour

Well, everything went more or less according to plan. This was mainly due to two excellent turns at the start of the game. The Fire Prism was a real ace in the hole – its mere presence forcing Jim to hide most of his

army for the first two turns (what was not hidden was destroyed in the first turn of firing). Enough self-congratulation; time to take a long hard look at what really went on. I always find it hard going back over a battle report, because it is very easy to pat yourself on the back and gloat over how well your army did, rather than look at what mistakes you made and what you could have done better.



A minor annoyance was the Space Marine Scouts, but they only damaged one Guardian squad before being wiped out in Turn 2 by my Scouts and Guardians. I do have to point out that the Guardians armed with shuriken catapults were excellent (before I've only ever taken one or two squads, never four), they went toe to toe with the best the Imperials could offer. Looking back I made quite a few small but shameful mistakes. One was not using my Farseer and Warlock champion enough, in fact only one Assault Marine was killed by the Farseer. Even though I did rule the Psychic phase, I was dealt the Eldar psychic powers that would enhance my armies abilities (*Battle Fate, Fortune and Guide*) when I would liked to have had more destructive powers like *Executioner*, because my Farseer could have dealt with all of the Blood Angels characters and that Terminator with the assault cannon. But my biggest flaw, and this is a classic mistake; I started to play and completely forgot about the victory conditions! I should have used all my force to wipe out whole squads, not leaving one or two models in a squad to run away and hide. Also, any model that got near the Chimera should have been reduced to nothing more than a smoking crater, to deny Jim his primary objective, which gave him 5 Victory points just for having someone standing there.

I will say that moving my grav tanks into the open in Turn 3 was a bit careless. With Armour Value 18 all around, even grenades can blow them out of the sky (the bigger they are, the harder they fall). I should have kept out of range, making pop-up attacks or got them at least up to fast speed. This would have minimised my own losses and saved me a few victory points here and there. Overall, I think my deployment and battle plan were sound. I managed to destroy the Blood Angels flanking forces and then turn the centre into a killing ground. The only problem was the fact that my grav tanks were destroyed in Turn 3, because they could have caused a lot more trouble for Jim (had he not blow them out of the sky). Luckily, the few mistakes I did make were small enough not to lose me the battle.

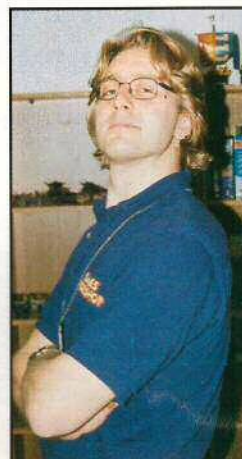
“But my biggest flaw, and this is a classic mistake; I started to play and completely forgot about the victory conditions!”

Well I did my best and it was an exciting game to play. It really got moving in the last two turns and it could have gone either way. I guess I'll just have to do better next time and hopefully not leave a Space Marine standing on the battle field. Can't wait for the rematch...

BOWED BUT UNBROKEN - Jim's Lament

I really can't find it in my heart to be disappointed, despite losing on points. At the end of my second turn, it looked as though I was going to be annihilated, so to capture my objective and finish only 5 points behind was really satisfying. Most importantly, it was a really exciting game, with lots of carnage on both sides. Once again the Eldar proved to be deadly but somewhat fragile. The Space Marines showed that they can take an awesome amount of damage and still remain an effective fighting force.

In hindsight I don't think I would have made many changes to my force or the way I deployed. 2,000 points isn't that much for a Space Marine army, so if I was fighting the battle again, I would probably have asked Andy if he minded me using Jervis's tournament rules. This would have allowed me to buy combat squads of five Marines, and would have meant I could have had some Devastators. Maybe I should have concentrated my deployment more, but I was worried about bunching up too much and attracting fire from the prism cannon. Andy's grav tanks caused horrific casualties, but their armour isn't that good. Maybe I should have been more aggressive and gone after them sooner. I toyed with the idea of teleporting in my Terminators, but the extra points cost didn't really justify it. If you get lucky it can be a real battle winner, but you can just as easily find yourself stranded in the open.





Eldar weaponry is extremely potent, and that even includes the most basic of arms. Against massed shuriken catapults, Space Marine power armour doesn't offer a great deal of protection, but my Terminators were magnificent. The idea of using thunder hammer and storm shield armed Terminators worked perfectly (the storm shield gives an unmodified 4+ save from the front).

I think my only real mistake was moving my Assault squad out of cover a turn too early, but I was worried about Andy overrunning the objective before I did. It would be quite difficult to shift Wraithguard or even a squad or two of Guardians on overwatch. It was rather generous of him to bring his grav tanks out of cover, but it must have looked to him as if I had nothing to retaliate with by that point in the battle, and if he had denied me the objective, it would have been a crushing victory.

The new Eldar tanks are, I have to say, extremely powerful, but they have one serious flaw. Their armour (18 all round) is a couple of points lower than most other battle tanks, which is actually quite crucial once they stop popping up and come out of hiding! This makes them vulnerable even to heavy weapons like assault cannons and krak missiles, which normally struggle to penetrate a battle tank's hull or turret (the frontal armour of a Leman Russ turret is 25, making it invulnerable to these weapons). A Dreadnought or two with these weapons set on Overwatch would certainly deter any Eldar Farseer from popping up his grav tanks without counting the cost first. I have two words for any general facing these awesome machines: Good Luck!

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We've put together forces to represent the armies in this issues battle report here. Games Workshop's Epic 40,000 Space Marines are in fact painted as Imperial Fists rather than Blood Angels, but who cares – they both kill Eldar with equal abandon!





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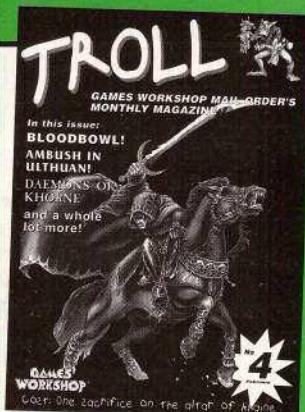


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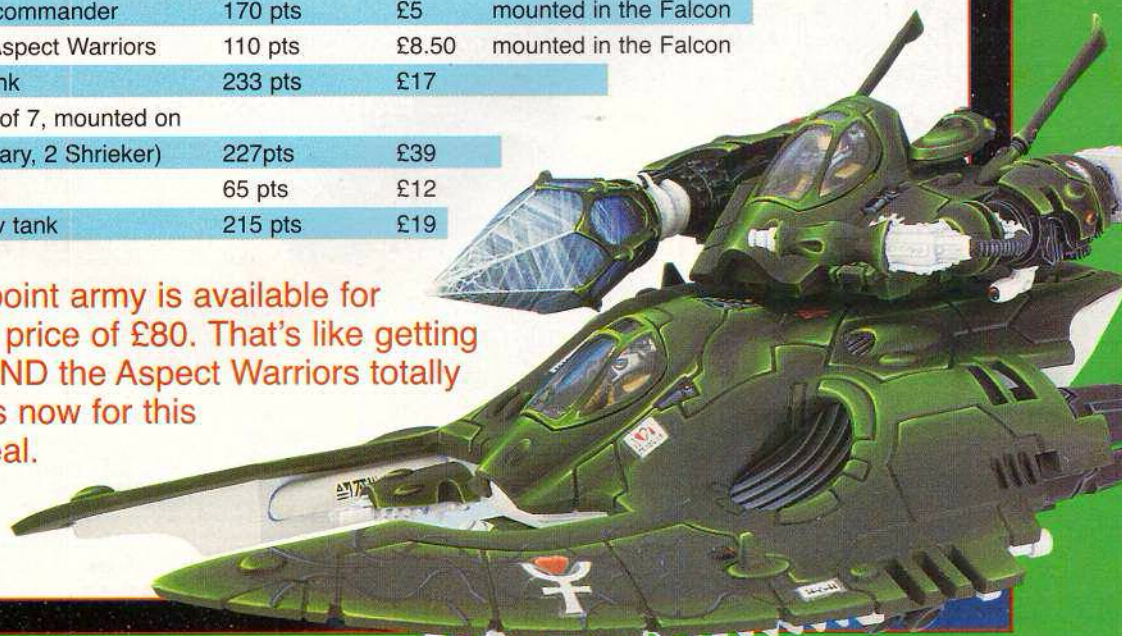
40,000

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Guardian squad of 7, mounted on			
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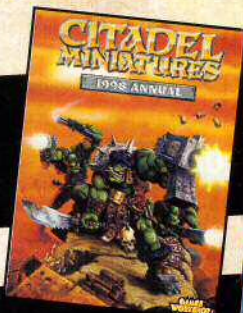
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**BLOODLETTER
CHAMPION LEFT ARM**
020107004



**BLOODLETTER
CHAMPION HEAD**
020107002



**BLOODLETTER
CHAMPION SWORD ARM**
020107003

THE COMPLETE
BLOODLETTER CHAMPION
CONSISTS OF:
1 x BLOODLETTER CHAMPION
BODY
1 x BLOODLETTER CHAMPION
LEFT ARM
1 x BLOODLETTER CHAMPION
HEAD
1 x BLOODLETTER CHAMPION
SWORD ARM



BLOODLETTER CHAMPION



**BLOODLETTER
STANDARD BEARER**
020106901

THE COMPLETE
BLOODLETTER STANDARD BEARER
CONSISTS OF:
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STANDARD BEARER
1 x BLOODLETTER
STANDARD



**BLOODLETTER
STANDARD**
020106902

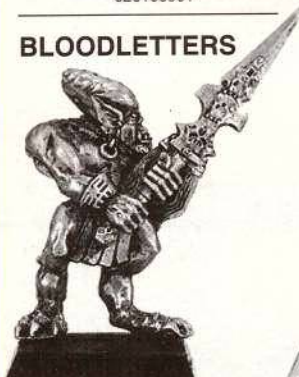


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020106903



**BLOODLETTER
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020100903



BLOODLETTER 4
020100901



BLOODLETTER 6
020100906



BLOODLETTER 1
020100904



BLOODLETTER 5
020100905



BLOODLETTER 3
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BLOODLETTER 7
020100907

Designed by Aly Morrison and Colin Dixon

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CHAOS

MINOTAURS



MINOTAUR BODY 1
020104401



MINOTAUR BODY 2
020104402



MINOTAUR BODY 3
020104403



MINOTAUR

A COMPLETE MINOTAUR A CONSISTS OF:

- 1 x MINOTAUR BODY 1
- 1 x MINOTAUR HEAD 1
- 1 x MINOTAUR RIGHT ARM



MINOTAUR RIGHT ARM
WITH CLEAVER
020104409



MINOTAUR RIGHT ARM
WITH AXE
020104410



MINOTAUR RIGHT ARM
WITH SWORD
020104411

A COMPLETE MINOTAUR B CONSISTS OF:

- 1 x MINOTAUR BODY 2 OR 3
- 1 x COMPLETE MINOTAUR HEAD 2 OR MINOTAUR HEAD 3
- 1 x MINOTAUR RIGHT ARM



MINOTAUR JAW
020104407



MINOTAUR HEAD 2
020104405



MINOTAUR HEAD 1
020104404



MINOTAUR HEAD 3
020104408

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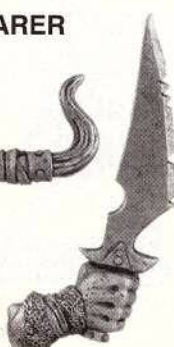
- 1 x MINOTAUR HEAD 2
- 1 x MINOTAUR HORNS
- 1 x MINOTAUR JAW

MINOTAUR HORNS
020104406

MINOTAUR STANDARD BEARER



MINOTAUR STANDARD TOP
020107205



MINOTAUR STANDARD
BEARER SWORD ARM
020107201



MINOTAUR
STANDARD ARM
020107204

A COMPLETE MINOTAUR STANDARD BEARER CONSISTS OF:

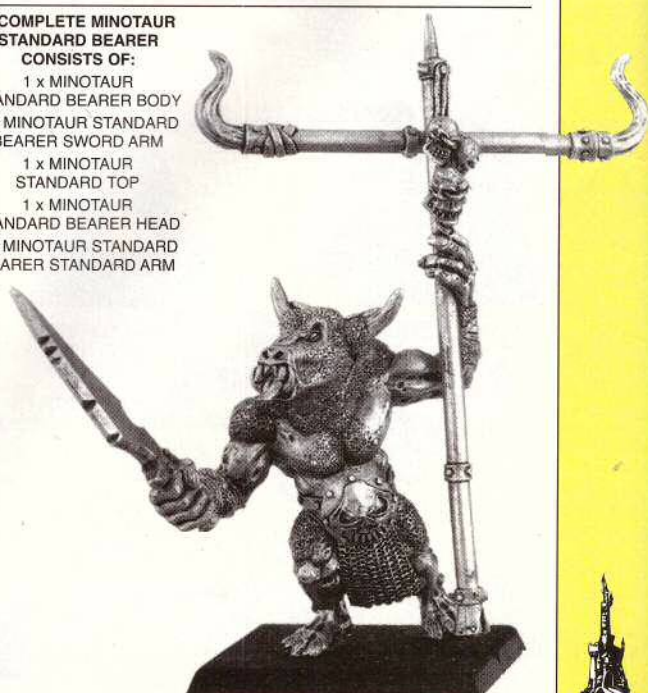
- 1 x MINOTAUR STANDARD BEARER BODY
- 1 x MINOTAUR STANDARD BEARER SWORD ARM
- 1 x MINOTAUR STANDARD TOP
- 1 x MINOTAUR STANDARD BEARER HEAD
- 1 x MINOTAUR STANDARD BEARER STANDARD ARM



MINOTAUR
STANDARD BEARER BODY
020107201



MINOTAUR STANDARD
BEARER HEAD
020107202



MINOTAUR STANDARD BEARER



Designed by Trish Morrison

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UNGOR SKIRMISHER
HORNBLOWER
020105601



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020105501



UNGOR SKIRMISHER 2
020105502



UNGOR SKIRMISHER 3
020105503



UNGOR SKIRMISHER 4
020105504



UNGOR STANDARD
020104104



UNGOR STANDARD BEARER 1
020104102

A COMPLETE UNGOR
STANDARD BEARER
CONSISTS OF:
1 x UNGOR STANDARD BEARER
1 x UNGOR STANDARD



UNGOR SKIRMISHER 5
020105505



UNGOR SKIRMISHER 6
020105506



UNGOR SKIRMISHER 7
020105507



UNGOR SKIRMISHER 8
020105508



UNGOR SKIRMISHER 9
020105509

THESE MINIATURES ARE SUPPLIED WITH SMALL PLASTIC SHIELDS



REGIMENT OF UNGOR SKIRMISHERS

Designed by Alan Perry

Not recommended for children under 8 years due to small parts and essential pointed components. All models supplied unpainted.
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CHAOS

CHAOS WARRIORS

THESE MINIATURES ARE SUPPLIED
WITH PLASTIC CHAOS SHIELDS



CHAOS WARRIOR 2
020106302



CHAOS WARRIOR 1
020106301



CHAOS WARRIOR 3
020106303

CHAOS MARAUDERS WITH TWO HANDED WEAPONS



CHAOS MARAUDER WITH
DOUBLE HANDED AXE 1
020106201



CHAOS MARAUDER WITH
DOUBLE HANDED AXE 2
020106202



CHAOS MARAUDER WITH
DOUBLE HANDED MACE
020106203



CHAOS MARAUDER WITH
DOUBLE HANDED AXE 3
020106204



CHAOS MARAUDER WITH
DOUBLE HANDED AXE 4
020106205



Designed by Dave Andrews

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GORKAMORKA™

RED GOBBO



RED GOBBO
040302601

HEAD HONCHO



HEAD HONCHO
040302701

THE COMPLETE HEAD HONCHO!
CONSISTS OF:
1 x HEAD HONCHO
1 x HEAD HONCHO'S BANNER



HEAD HONCHO'S BANNER
040302702



HEAD HONCHO

BANNA WAVER



BANNA WAVER
040302703

REBEL GROTZ



GROT WITH
BLUNDERBUSS 1
040302801



GROT WITH
BLUNDERBUSS 2
040302802



GROT WITH
SLUGGA AND KNIFE
040302803



GROT WITH
TWO SIX SHOOTAS
040302804

SNOTZ



SNOTZ WITH
BOW 1
040302901



SNOTZ WITH
KNUCKLES AND CLUB
040302902



SNOTZ WITH
CATAPULT
040302903



SNOTZ WITH
BOW 2
040302904



Designed by Brian Nelson

Not recommended for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.
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GORKAMORKA™

DREGMEK BLITZKART



**DREGMEK'S
BODY**
040302301



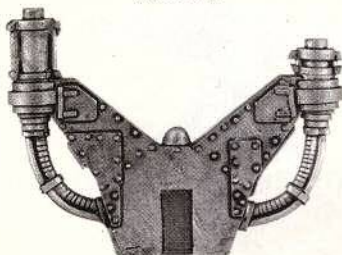
**DREGMEK'S RIGHT ARM
WITH SIX SHOOTA**
040302303



**DREGMEK'S
LEGS**
040302302



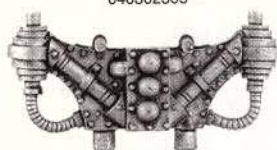
**DREGMEK'S
LEFT ARM**
040302304



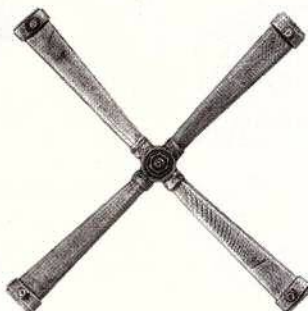
**DETH KOPTA
ROTARY BLADE SUPPORT**
040302305



**DETH KOPTA
ROTARY BLADES A**
040302308



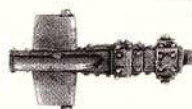
**DETH KOPTA
ENGINE**
040302306



**DETH KOPTA
ROTARY BLADES B**
040302309



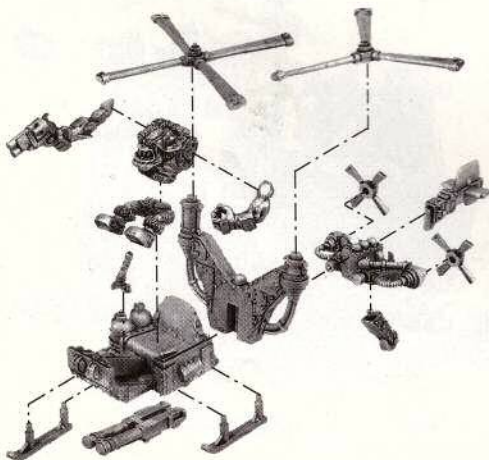
**DETH KOPTA
LINKED KANNONS**
040302307



**DETH KOPTA
TAIL**
040302310



**DETH KOPTA
LANDING RUNNERS**
040302311



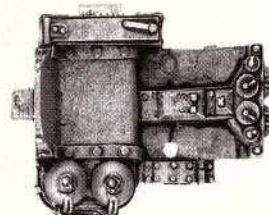
**DETH KOPTA
SMALL ROTARY BLADES**
040302312



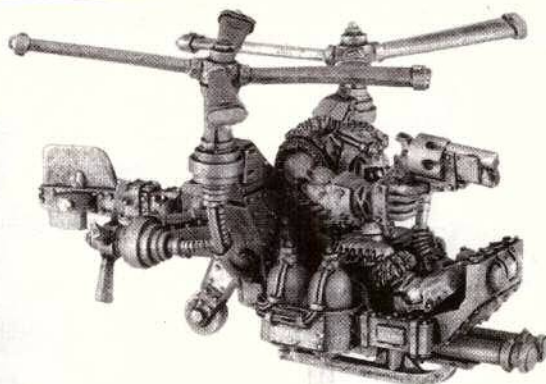
**DETH KOPTA
CONTROL STICK**
040302315



**DETH KOPTA
REAR WHEEL**
040302313



**DETH KOPTA
CHASSIS**
040302314



DREGMEK BLITZKART ON DETH KOPTA

**A COMPLETE DREGMEK BLITZKART ON DETH KOPTA
CONSISTS OF:**

- 1 x DREGMEK'S BODY
- 1 x DREGMEK'S LEGS
- 1 x DREGMEK'S RIGHT ARM WITH SIX SHOOTA
- 1 x DREGMEK'S LEFT ARM
- 1 x DETH KOPTA ROTARY BLADE SUPPORT
- 1 x DETH KOPTA ENGINE
- 1 x DETH KOPTA LINKED KANNONS
- 1 x DETH KOPTA ROTARY BLADES A
- 1 x DETH KOPTA ROTARY BLADES B
- 1 x DETH KOPTA TAIL
- 2 x DETH KOPTA LANDING RUNNERS
- 2 x DETH KOPTA SMALL ROTARY BLADES
- 1 x DETH KOPTA REAR WHEEL
- 1 x DETH KOPTA CHASSIS
- 1 x DETH KOPTA CONTROL STICK



Deth Kopta designed by Norman Swales, Dregmek Blitzkart designed by Brian Nelson

Not recommended for children under 8 years due to small parts and essential pointed components. All models supplied unpainted.

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GORKAMORKA™

REBEL GROT CUTTA



REBEL GROT CUTTA
SAIL SUPPORT
040300701



REBEL GROT CUTTA
MAST
040300702



REBEL GROT CUTTA
STEERING HANDLE
040300704



REBEL GROT CUTTA
COG
040300705



REBEL GROT CUTTA
CHASSIS
040300703



REBEL GROT CUTTA
PILOT
040300707



REBEL GROT CUTTA
LOOKOUT
040300708



REBEL GROT CUTTA
WHEEL AXLE
040300709



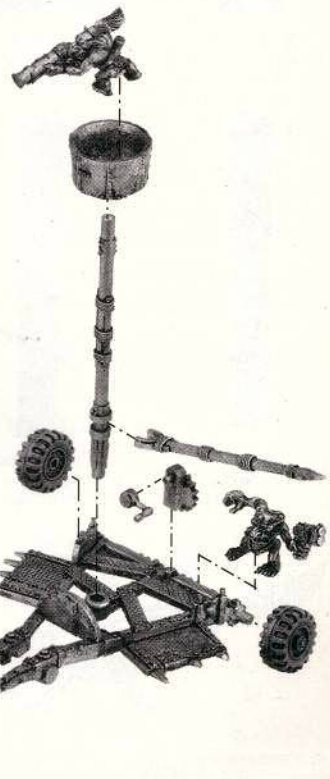
REBEL GROT CUTTA
CROWS NEST
040300706



REBEL GROT CUTTA

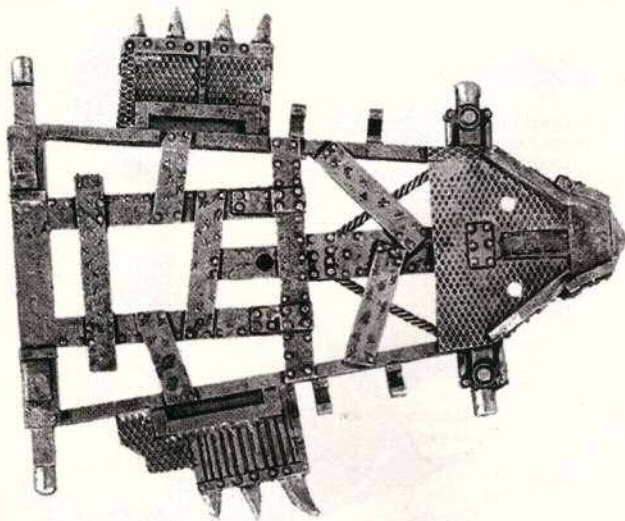
THE COMPLETE REBEL GROT CUTTA CONSISTS OF:

- 1 x REBEL GROT CUTTA
SAIL SUPPORT
- 1 x REBEL GROT CUTTA
MAST
- 1 x REBEL GROT CUTTA
CHASSIS
- 1 x REBEL GROT CUTTA
STEERING HANDLE
- 1 x REBEL GROT CUTTA
COG
- 1 x REBEL GROT CUTTA
CROWS NEST
- 1 x REBEL GROT CUTTA
PILOT
- 1 x REBEL GROT CUTTA
LOOKOUT
- 1 x REBEL GROT CUTTA
WHEEL AXLE
- 2 x PLASTIC LARGE TYRED
WHEEL SPRUES
- 1 x PLASTIC IRON WHEEL
- 1 x REBEL GROT CUTTA
SAIL



GORKAMORKA™

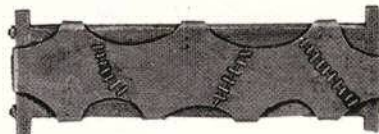
REBEL GROT BIG LUGGA



**BIG LUGGA
TOWER LEFT SIDE**
040300603



**BIG LUGGA
TOWER RIGHT SIDE**
040300604



**BIG LUGGA
ROOF**
040300602



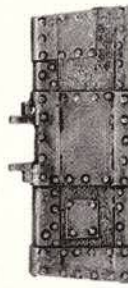
**BIG LUGGA
BOARDING PLANK**
040300605



**BIG LUGGA
WORKY BITS**
040300606



**BIG LUGGA
SPLATTAPULT SUPPORT**
040300607



**BIG LUGGA
TOWER PLATFORM**
040300608



**BIG LUGGA
STEERING COLUMN**
040300609



**BIG LUGGA
RAM**
040300610



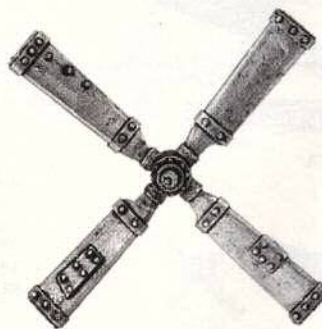
**BIG LUGGA
STRUT 1**
040300611



**BIG LUGGA
STRUT 2**
040300612



**BIG LUGGA
SPLATTAPULT**
040300613



**BIG LUGGA
PROPELLER**
040300614



**BIG LUGGA
STEERING COG**
040300615



**BIG LUGGA
CRANK**
040300616



**BIG LUGGA
GROT CAPTAIN**
040300617



**BIG LUGGA
GROT CRANK CREW 1**
040300618



**BIG LUGGA
GROT SPLATTAPULT LOADER**
040300619



**BIG LUGGA
GROT CRANK CREW 2**
040300620

Big Lugga designed by Norman Swales, Grot Crew designed by Brian Nelson

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CITADEL
MINIATURES



CITADEL
MINIATURES

GORKAMORKA™

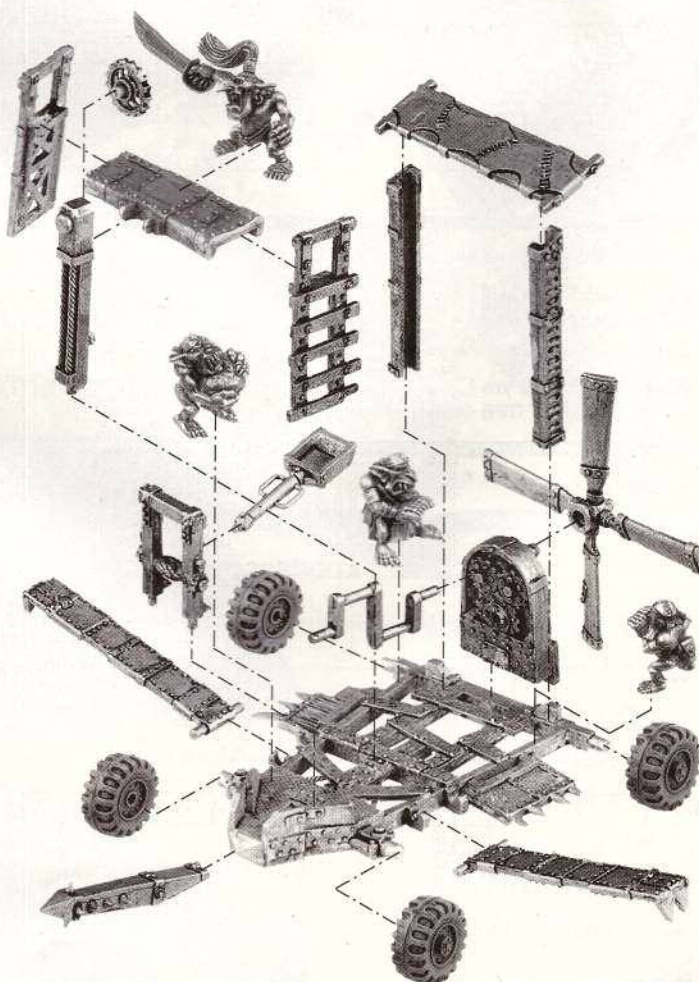
REBEL GROT BIG LUGGA

THE REBEL GROT BIG LUGGA CONSISTS OF:

- 1 x BIG LUGGA CHASSIS
- 1 x BIG LUGGA ROOF
- 1 x BIG LUGGA TOWER LEFT SIDE
- 1 x BIG LUGGA TOWER RIGHT SIDE
- 2 x BIG LUGGA BOARDING PLANK
- 1 x BIG LUGGA WORKY BITS
- 1 x BIG LUGGA SPLATTAPULT SUPPORT
- 1 x BIG LUGGA TOWER PLATFORM
- 1 x BIG LUGGA STEERING COLUMN
 - 1 x BIG LUGGA RAM
 - 1 x BIG LUGGA STRUT 1
 - 1 x BIG LUGGA STRUT 2
- 1 x BIG LUGGA SPLATTAPULT
- 1 x BIG LUGGA PROPELLER
- 1 x BIG LUGGA STEERING COG
 - 1 x BIG LUGGA CRANK
- 1 x BIG LUGGA GROT CAPTAIN
- 1 x BIG LUGGA GROT CRANK CREW 1
- 1 x BIG LUGGA GROT SPLATTAPULT LOADER
- 1 x BIG LUGGA GROT CRANK CREW 2
- 2 x PLASTIC LARGE TYRED WHEEL
- 2 x PLASTIC ORK WHEEL



REBEL GROT BIG LUGGA



CITADEL®
MINIATURES



CITADEL®
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Big Lugga designed by Norman Swales, Grot Crew designed by Brian Nelson

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