

WHITE DWARF

JUNE 234
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From beyond
the grave...

The Vampire Counts
are on the march!

**GAMES
WORKSHOP**

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WHITE DWARF



VAMPIRE COUNTS

COVER

Art by Geoff Taylor

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Newshound Iain Compton finds out what is going on here in the heart of GW, uncovering stories of Ork pirates, Vampire Counts and new Combat Cards. All the news and more, including Mutterings from the Black Library and a glimpse into the future.

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Paul Handley of GW Nottingham store (now at Loughborough) has a rather splendid Dark Eldar army. And here it is.

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When we first saw Ian Dearle's Berzerker army we were so impressed we asked him to bring it in. He did, along with an entire battlefield he has constructed to fight over!

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He's at it again! You can't turn around without tripping over one of Nick Davis' modelling projects. This time he has turned his attention to the WH40K plastic Gothic Ruins.



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WARHAMMER

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THE BLACK COACH 11

One of the most feared and evil sights in the Old World, the Black Coach is a nightmare given form.

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The Vampire Counts have a whole horde of terrifying creatures to command. Alessio Cavatore braves the night to bring us this guide to the dread forces of the Counts.

WINGS OF DARKNESS 20

Playing with a Vampire Counts army can be difficult. However, when commanded properly, the Undead are a highly effective and terrifying force to face. Alessio Cavatore gives us his thoughts on raising an unstoppable army of the dead.

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The Blood Dragons are an age-old order of Vampire knights. Tuomas Pirinen delves into their background and digs up their ancient beginnings in the land of Lahmia.

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Fat Bloke explains how the Warhammer regiments and WH40K battle squads are the best thing since sliced bread (with bacon and added lard of course!).

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THE QUEST FOR BLOOD 100

The evil forces of the Vampire Counts, commanded by Alessio Cavatore, march forth to battle against the valiant soldiers of the Empire, commanded by Iain Compton. Find out who will win in this clash of mortal enemies...



Spirit Host

Blood Dragon Vampire knight



Skeleton regiment



Wight Cavalry

BATTLEFLEET

GOTHIC

DE'AYNES FIGHTING SHIPS OF THE GOTHIC SECTOR 62

The indispensable De'Aynes ship guide turns its attention to the crude Ork pirate fleets that rampage out of the Cyclops Cluster to wreak havoc and pillage Imperial shipping.

Ork Terror ship



5 011921 970094

Product Code: 60249999234

WHITE DWARF™

THE WHITE DWARF BLOKES



Paul Sawyer, Fat Bloke

Vampire Count

Role: Commanding the Undead rabble.

What are you working on at the moment? White Scars command group on bikes.



Nick Davis

Wight

Role: Defending the White Dwarf tomb.

What are you working on at the moment? Battlefleet Gothic Imperial fleet.



Graham Davey

Wraith

Role: Floating around and moaning a lot.

What are you working on at the moment? The ace, new Chaos bikes of course!



Simon Shuker

Ghoul

Role: Eating human flesh between bouts of running away.

What are you working on at the moment? Finishing another 1,000 points of Tyranids and planning an army of 'African-style' Lizardmen.



Iain Compton

Banshee

Role: Scaring people with inhuman noises (! - Fat Bloke).

What are you working on at the moment? Eldar cruisers for my Battlefleet Gothic fleet (which is doing very nicely indeed thank you).



Matthew Hutson

Lurch

Role: Being slow and ponderous.

What are you working on at the moment? Collecting a Vampire Counts army based on Undead Bretonnians.



Matt Nicholls

Vampire doesn't count

Role: To discover the secret of unlife.

What are you working on at the moment? Collecting a Necrarch Vampire Counts army.

Alias: New Boy, Gopher or "Oi, you!"

HELP US!

Aside from the extensive psychological help the White Dwarf team obviously need, we're looking for a new face or two to help us put together your favourite magazine...

The ideal candidate will have qualifications in graphic design or desktop publishing, at least two years experience in a studio environment and a strong working knowledge of Apple Macs including Quark Xpress, Freehand and Photoshop software packages. But by far the most important qualities the successful candidates will have are dedication, perseverance and a love for our games and miniatures that borders on obsession!

So, if you think you have the qualities above in abundance and want nothing more out of life than to work at the heart of the GW Studio, then drop us a line at:

Human Resources, Games Workshop Ltd,
Willow Road, Lenton, Nottingham, NG7 2WS

LET 'EM 'AVE IT

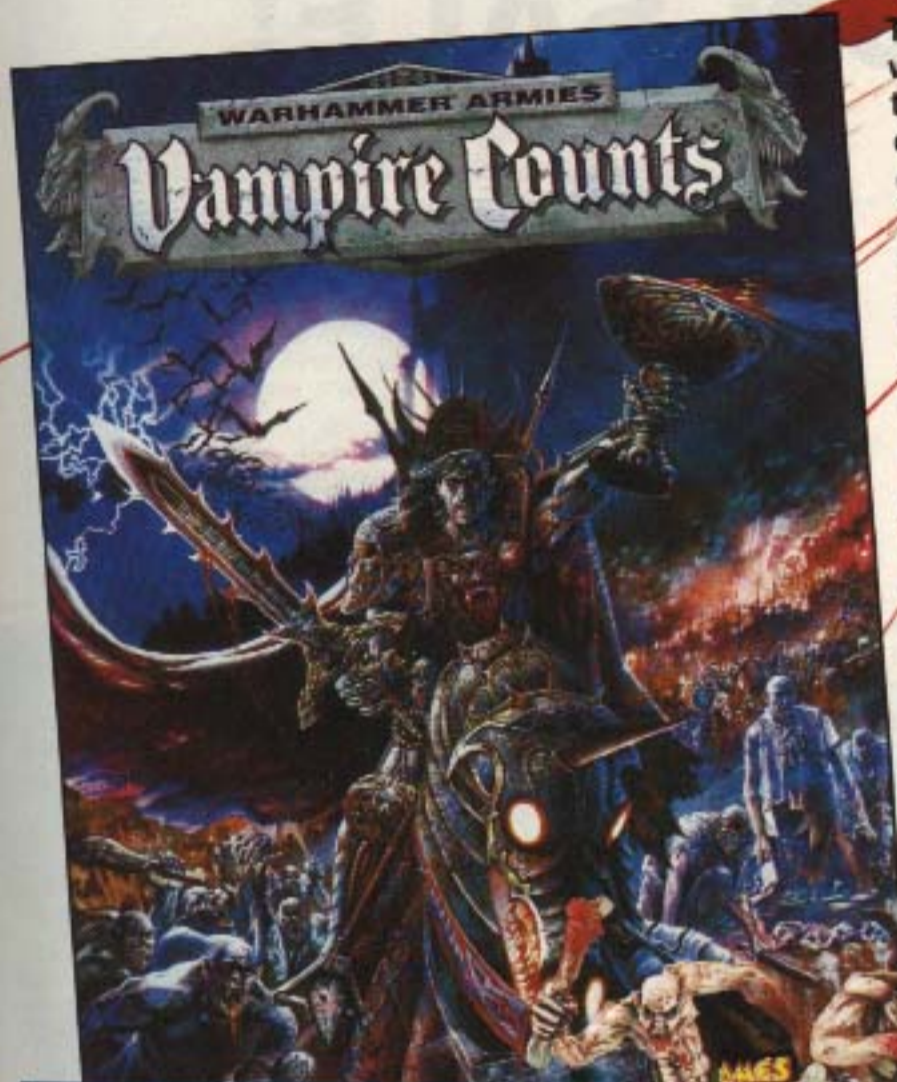
The battle for the Gothic Sector takes a new turn this month. Lurking amongst the asteroid fields and the distant reaches of space are the crude but effective ships of the Orks!

All the ships from the Ork fleet list are released this month, budding Warlords can take to the stars in Terror ships, Savage gunships and all the others - including the fearsome Ork Kill kroozer!

► Ork Kill kroozer
by Dave
Andrews



FANGS VERY MUCH!



The dead do not rest easy in the Old World. Fear is widespread and rightly so, for the Undead are hidden throughout the land. Vampires haunt the ancient castles of Sylvania, Ghouls infest the decayed cemeteries of Moussillon and Necromancers practise their dark art away from the fearful eyes of the Old World's mortals.

The Vampire Counts lead the Undead armies of the Old World to war against its mortal inhabitants. The newly released Warhammer Armies Vampire Counts contains all the rules and background you need to plan and play with an army of the Undead.

Most Vampire Counts belongs to one of four Bloodlines (Von Carstein, Necrarch, Lahmia and Blood Dragon) all with their own individual Bloodline powers (optional supernatural abilities) so you can really personalise your Vampires.

▼ The new, blood hungry Ghouls by Paul Muller.



◀ Spirit Host by Trish Morrison – the shades, souls and spectres of the dead.

▼ The Black Coach by Paul Muller and Norman Swales. This creaking cart of despair will seal the fate of most opponents if allowed to charge.



BRAND NEW COMBAT CARDS ON SALE!

The hardened veterans amongst you may recall that many centuries ago we used to make an ace game called **Combat Cards**. Well they're back! (Cue moistness of eye and long sighs of fond recollection).

With a completely new game, designed by none other than Rick Priestley, the new Combat Cards are a fast and fun game for two or more players.

Each player chooses a pack to represent their favourite army, just as you collect models for a battle in Warhammer. Players take turns sending forth a warband to battle, the toughest one winning the round. At the end of the game the player who has won the most rounds wins the game! It's easy to play, but there are still plenty of tactical tricks to make sure that the best player wins.

As each player has his own deck to draw from, you can play with three, four or even more players.



The first packs of Combat Cards are for Warhammer and represent the forces of the High Elves, Bretonnians, Undead and Chaos Warriors. More Warhammer races are set to follow and if they prove popular we will do Warhammer 40,000 Combat Cards too. Watch this space!

The packs will cost £1.99 each.



CAREERS AT GAMES WORKSHOP, DEVELOPING OUR JAPANESE BUSINESS

We are currently expanding our hobby into Japan and are looking for Japanese speaking sales people and translators to help us develop the business further.

For Sales, the requirements are:

- Japanese speakers
- People motivated and driven by results
- Commitment and desire to win
- Good sales and communication skills
- Understanding of the Games Workshop hobby

For translators, we are looking for:

- People motivated and driven by results
- Good communication skills
- Japanese speakers
- Desktop Publishing knowledge if possible
- Understanding of the Games Workshop hobby

An understanding of the Games Workshop hobby is desirable but not entirely essential. If you are familiar with fantasy and science fiction, whether it be through novels or films, and have the will to learn, please get in touch.

Interested? Send your C.V. to:

Human Resources Department, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS.

NEW RELEASES THIS MONTH

BATTLEFLEET GOTHIC

This month's Battlefleet Gothic releases:

IMPERIAL

Transport ships (3 models per blister) £5.00

CHAOS

Chaos Repulsive class grand cruiser (1 model per blister) £8.00

ORK

Ork Kill kroozer (1 model per blister) £6.00

Ork Terror ship (1 model per blister) £6.00

Ork Onslaught ships (3 models per blister) £5.00

Ork Ravager attack ships (3 models per blister) £5.00

Ork Savage gunships (3 models per blister) £5.00

Ork Brute ram ships (4 models per blister) £5.00

WARHAMMER

This month's Warhammer releases:

VAMPIRE COUNTS

Warhammer Armies Vampire Counts £15.00

Skeleton Warriors (plastic Warhammer Regiment) £12.00

The Black Coach (metal boxed set) £15.00

Ghouls (3 models per blister) £5.00

Blood Dragons Vampire on foot (1 model per blister) £4.00

Blood Dragons Vampire mounted (1 model per blister) £6.00

Spirit Host (3 models per blister) £5.00

Heinrich Kemmler (1 model per blister) £6.00

Vlad and Isabella Von Carstein (2 models per blister) £7.00

Krell, Lord of the Undead (1 model per blister) £6.00

WARHAMMER 40,000

This month's Warhammer 40,000 releases:

CHAOS

Chaos Space Marine bike squad (3 model boxed set) £20.00

SPACE MARINES

Dark Angels Master of the Ravenwing (metal & plastic boxed set) £20.00

Dark Angels Space Marines (2 models per blister) £4.00

DARK ELДАР

Dark Eldar Ravager (metal & plastic boxed set) £17.00

Kruellagh the Vile (1 model per blister) £5.00

Black Library

This month from the Black Library:

Warhammer Monthly 16 £2.00

Inferno 13 £5.00

Journal 32 £4.00

Mutterings from the

Black Library

Greetings from the Black Library. And what news do we have for you mortals this month?



Glory, glory the Redeemer!

From the distant hive world of Necromunda comes the rumble of revolution! A great man is coming. With crimson robes and a fiery conflagration, he crosses the Ash-Wastes preaching the cult of Redemption from his armoured Pulpit.

We have a real treat for all fans of comic action. Issue 16 of Warhammer Monthly has the very first episode of an awesome new story called The Redeemer. Written by Debbie Gallagher and the legendary Pat Mills, with artwork honours going to Wayne Reynolds, the Redeemer is a darkly humorous story following the journey of a Redemptionist Preacher on the hive world of Necromunda. Just check out the awesome cover art by Wayne Reynolds. The Redeemer starts in Warhammer Monthly 16, continuing in three special issues through the summer.

Imperial Armour mounts Blitzkrieg

Now some great news for all treadheads. As some of you may have seen at the recent Citadel Open Day, we are now making conversion kits for Imperial tanks. Hand-made from resin, these add-on kits for the Leman Russ and other Imperial tanks are exceptionally well cast and covered in detail. They are available exclusively to readers of the Citadel Journal, so to find out more about how to get hold of these superb kits make sure you pick up issue 32 of the Journal.



Freebooter

Finally, the Black Library is proud to announce the release of the first issue of Freebooter. This bi-monthly newsletter is only available to subscribers of Warhammer Monthly, Inferno! or the Citadel Journal. Each issue is packed full of irreverent articles, interviews, sneak previews, competitions, special offers and more. If you want to get your hands on a copy of Freebooter and be the first to find out all the latest news from the Black Library, simply subscribe to either Warhammer Monthly, Inferno! or the Journal.

You can find further details about Freebooter, and all the new releases and special offers, on the Black Library website at <http://www.blacklibrary.co.uk>

NEXT ISSUE...

We spoil you. We really do spoil you, you know. Next month there are some fantastic gaming delights for you to get your trembling hands on.

- First and foremost we'll be giving away a free copy of Codex Assassins with every White Dwarf 235!
- Not content with that, we'll also bring you the release of Codex Orks, as these brutal green-skinned warriors sweep across the galaxy in search of battle.
- Battlefleet Gothic sees the introduction of the Space Marine fleet as we bring you exclusive rules for the battle barges and strike cruisers of the Adeptus Astartes.
- The Undead forces of the Vampire Counts receive 'fresh' reinforcements in the form of the Necrarch, the remarkable, new, plastic Zombie Warhammer Regiment and even more troops from the grave.

Yep, we really do spoil you...

CODEX ASSASSINS FREE WITH WD235!

The brilliant, new,
plastic Ork Boyz
by Brian Nelson



Masters of
Dark Magic,
Necrarch
Vampires
make
formidable
foes.

The Space
Marine fleet
hoves into
view for
Battlefleet
Gothic –
stand by to
repel
boarders!



Eversor Assassin



WARHAMMER® ARMIES

Vampire Counts



When darkness descends and even the gods fall asleep, our time begins. We are the rulers of the dark. We are the predators of the shadows. We are the aristocracy of the night.

The Dawn of the



By Tuomas Pirinen

So Warhammer Armies Vampire Counts finally emerges from the murky depths of the darkness, and the question on everybody's lips is "what's changed for the Undead?" In this article Tuomas Pirinen explains the thought processes behind the book and sheds some light upon the unstable minds of the games developers.

This army is a completely new addition to the range of Warhammer armies, rather than a re-write of the old Undead book. The previous army list included the Mummies of Nehekara, Vampires of Sylvania and the Undead legions of Nagash all in one list. This was great for creating a generic Undead horde but lacked theme and character.

In the new book we wanted to give players a chance to make themed Undead armies, so we took a close look at the history of the Warhammer world. Most Warhammer games are set in the Old World, and we wanted to produce an army list which would represent an army that the men of the Empire or Bretonnia or the Dwarfs or Wood Elves might face. We found that the Vampires were the main antagonists in the wars between the human nations and the forces of Undeath.

Concentrating on the Old World Undead also allowed us to delve deeper into the wealth of European mythology and folklore. We found Dire

Wolves, Banshees and Vampire Bats, as well as many stories about Vampires (the most famous of them all being Vlad Dracul of the Carpathians). This gave us a strong basis for a fully-fledged, characterful and powerful Undead army.

There are still other types of Undead, of course, notably the armies of the Tomb Kings of Khemri and the legions of Nagash the Great Necromancer, and we may deal with these in future publications (check out WD227 for Nigel Stillman's work on the progress Tomb Kings of Khemri army list).

As the name of the book suggests, we took a good look at the different types of Vampire. The Warhammer Carsteins already had a long and bloody history, but we knew that many other Vampire Lords lurked in the dark forests and abandoned castles of the Old World. Thus we developed the background and character for several other great and noble Vampire families. After all, films, books, TV series and comics are full of many different kinds of

Vampires, Vampires, Vampire knights; twisted and Lahm over the n

Perhaps the the comm Undead a own set of and espec this, as al follow the charge rea the player his Undea

The other Cavatore, devised a set of ab point co characterf a chance in a table summon v speed and

A mighty Undead horde, led by Vlad and Isabella von Carstein, gathers to destroy the pitiful weaklings of the Empire.



the Living Dead



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Vampires, so we wanted to represent the unique types of Vampires found in the Old World. Thus were created the Vampire families of the Blood Dragons, martial Vampire knights; the Necrarchs, rotting scholars and Necromancers, twisted and insane Vampires with awesome sorcerous power; and Lahmians, seductive, female blood-drinkers with powers over the mortal mind.

The Rules of Night

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Perhaps the greatest change we made was the development of the common rules shared by all Undead. In the previous Undead army list each and every Undead regiment had their own set of special rules, making the army unwieldy to play, and especially difficult for a beginner to use. The new rules fix this, as all Undead creatures (with the exception of Ghouls) follow the same overall rules for psychology, Break tests, charge reactions and so on. This means that in most situations the player only need refer to one set of rules to determine how his Undead warriors work in the game.

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The other major new rules development was made by Alessio Cavatore, who has just joined us in Games Development. He devised a system to represent the different vampiric powers as a set of abilities which you can buy for your Vampires at a fixed point cost. This allows players to tailor unique and characterful Vampires to lead their armies, as well as giving us a chance to represent the archetypal powers of the Vampires in a tabletop game. These powers include the ability to summon wolves and bats, Necromantic powers, supernatural speed and so on.

Vampire Counts Armies

The backbone of the new army (pun intended) is formed from legions of Skeletons and Zombies, supported by the packs of Ghouls, slaver Dire Wolves and Wights both mounted and on foot. Vampire Bats give the army some much-needed flying support, and Banshees, with their ghostly howl, are capable of slaying heavily-armoured opponents.

The awesome Black Coach carries the remains of a great and ancient Vampire Lord. The Black Coach is one of the most powerful elements of the army, and is simply a must for any Vampire Count army. Don't take my word for it – look at the model and the rules!

As you can see, the army includes several new units and troop types which were developed and playtested over a period of a year. This is a good place to express my eternal gratitude to David Cain and his gaming group for their invaluable external playtesting and for their feedback, suggestions and comments.

The army of the Vampire Counts has much hidden strength and subtle power. While a budding Warhammer general will find the army relatively easy to get to grips with, there is also plenty of scope for complex new tactics and strategies for veteran generals. All the new options in the army list allow you to invent and try out radically different stratagems and ploys, and you will be experimenting with the new possibilities for many months to come.

The Vampires are the linchpin of the army, and any Undead general worth his coffin will make sure that he has tailored his



WARHAMMER

Vampires to suit his tactics. You can choose either a Vampire Lord or a Vampire Count as your general. The Vampire Count is a suitable general for most smaller battles (say up to 2,000 points) while the Vampire Lord will be more than a match for even mighty Chaos Lords in bigger clashes. Lesser Vampire Counts and Thralls are perfect for leading units and with their strong combat abilities they can boost the relatively uncoordinated efforts of the Undead rank and file.

The role of spellcasting is taken by Necromancers, often servants or allies of the Vampires. They are nowhere near as powerful in close combat as Vampires (who are arguably the most powerful warriors in Warhammer), but with their Necromantic magic they serve a vital function nevertheless.

Magic is vital to the Undead. Without spells like *Vanbel's Dance Macabre* and *Raise Dead*, the Undead will struggle to match the manoeuvrability of Dwarfs or the combat prowess of Goblins! A good Undead commander should always keep his Necromancers out of harm's way, using their spells to support the rest of the army.

Due to its complexity and importance, we have included a section on Undead magic in the book which will explain and clarify many of the more complex Undead spells.

Colours of the Night

The army is straightforward to paint, yet looks very good on the battlefield. I've found that the trick to painting this army is to concentrate on a few strong colours which give the army an overall theme and atmosphere. As Alan Merrett put it: you only need to know how to paint black, bone and red to have a really great looking Vampire Counts army! The painting guide in the book itself gives plenty of advice on how to paint your army in an effective and straightforward manner.

The future of the Undead

Over the next few months graveyards and tomb will spew forth a terrible host of Undead releases. These include Vampire Bats, Grave Guard Banshees, Dire Wolves, Spirit Hosts and last, but definitely not least, the terrific new plastic Zombies. In fact, all the troop types available in the army list are coming your way.

Forthcoming White Dwarfs will feature several articles on the Undead. While the special character section of the rulebook includes several famous Necromancers who can act as your general, under the standard rules your army will be led by a Vampire. But those of you who prefer Necromancers to Vampires should not worry. In the future issue of White Dwarf I intend to feature a variant army list, representing an Undead army led by Necromancers.

Elsewhere in this issue we take an in-depth look at the background of the Blood Dragons, and in future issues we will delve deeper into the background of all the major Vampire families, and the organisation of their armies.

As the Vampire Counts book was worked on at the same time as Nigel Stillman was working on his Tomb Kings of Khemri list, you should see new developments for the Undead of the Southlands in the future too. But now I grow weary of scribbling and will retire to my mausoleum. The army of the Vampire Counts is now yours to command, so go forth, and show the pretentious mortals who really rules the darkness!

Thomas



A Blood Dragon Vampire knight prepares to test his strength of arms against a Bretonnian Knight of the Realm.

WARHAMMER

The Black Coach

The Black Coach is a superb centrepiece model for any Vampire Counts army. The main body of the coach is undercoated with Chaos Black and the metalwork painted Shining Gold. We used a wash of Brown ink to give the metal an aged look. The plumes on the horses and the curtains can be painted with Crimson Gore, and the torches with Blazing Orange highlighted with Golden Yellow. We decided to paint the Vampire and his coffin separately, before putting him into the Black Coach.



◀ The Vampire rests, waiting to feed on fresh blood.



Creatures of the Night

The Warhammer Armies Vampire Counts book lists a whole host of terrifying new troop types. Alessio Cavatore presents this guide to all the troops available to Undead commanders, so whether you are an experienced Undead commander or a complete novice, there will be something new for you here.

At the heart of each Undead army is a mighty Vampire. He commands the lesser Undead with the strength of his terrible will and his knowledge of the necromantic arts.

If you are prepared to concentrate a lot of points in a single model, you can create a Vampire Lord that almost nothing in the Warhammer world can match. Counts are more suitable as generals in small armies (up to around 2,000 points...) because they are cheaper than Lords, but still a terrible foe in close combat. Thralls are relatively cheap for a Vampire; they are effective fighting on their own, but are at their best inside a regiment of troops where they can considerably boost the mediocre fighting skills of your rank and file troopers.

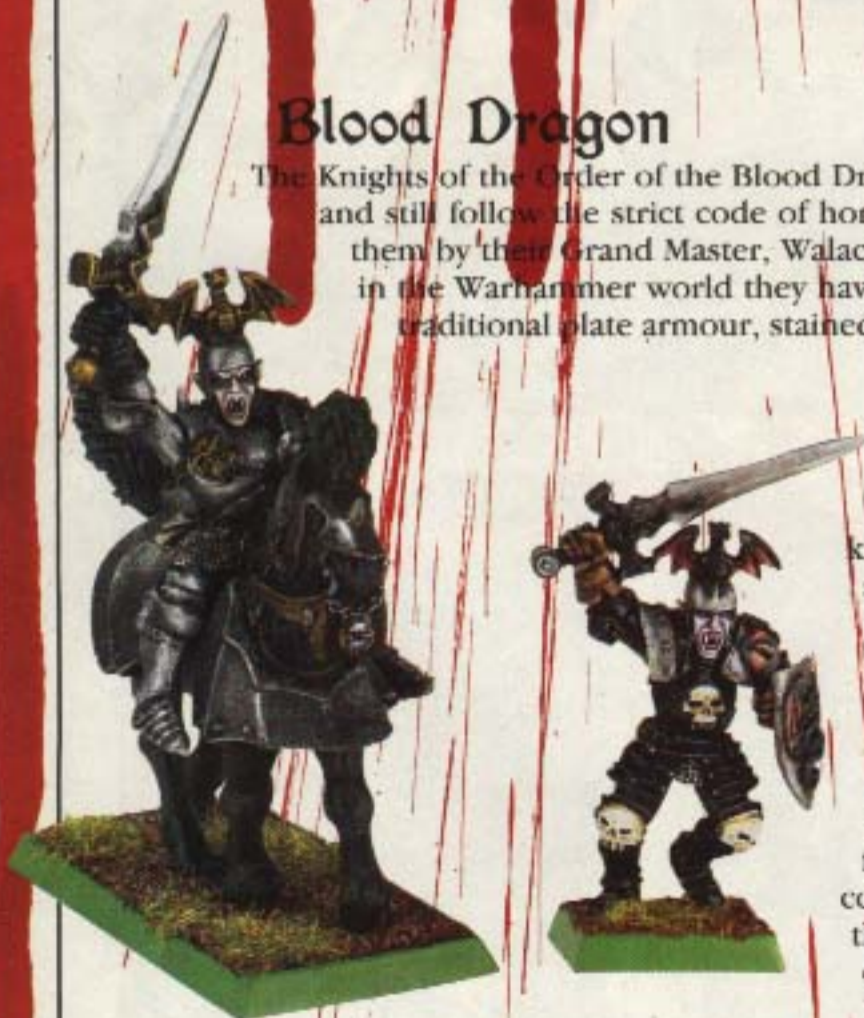
Von Carstein

The von Carstein Vampires are the most infamous Sylvanian family to plague the Old World in all its long history. Theirs are the powers to gather and command the creatures of the night and unleash them against the mortals that dare to challenge them. Their anger is such that even the elements reflect it with violent storms and winds that scourge the battlefield. Their iron will is so strong that they inspire awe in their allies and enemies alike, and among warriors that have fought them it is said that to defeat a Carstein in battle you need to kill him twice...



Blood Dragon

The Knights of the Order of the Blood Dragon are proud warriors and still follow the strict code of honour that was dictated to them by their Grand Master, Walach Harkon. They strive to reach perfection in the arts of war and certainly in the Warhammer world they have plenty of occasions for practice. They always go to battle wearing the traditional plate armour, stained with the blood of the thousands of enemies they have slaughtered in the past. In the heat of battle a Blood Dragon Vampire is unstoppable, carving a trail of red death through the enemy ranks, in an attempt to prove that he is the mightiest warrior on the field. Most of the time this will end with a challenge between the Vampire and the best enemy warrior. Very rarely, to the disappointment of these Undead knights, they meet somebody able to match their prowess with lance and sword, but they do not despair, for they have all eternity to continue the bloody quest.



Lahmian

Almost all Lahmian Vampires are female. This is partly reflected in the fact that to get what they want they prefer subtle manipulation and complex plots to the use of brute force. They are secretive and stealthy as they have refined the ancient art of seduction to the point that now they can bend the will of the most resolute and proud men. Their vulnerable semblance has fooled many gallant knights, but if a very determined and

expert enemy manages to discover and corner them, they will suddenly show their true nature.

These creatures can move at blinding speed, and attack with savage ferocity and supernatural strength. This makes them very dangerous, because the attack comes at the most unexpected of times, from a creature which, up to that point, appeared gentle and fragile.

Night

Necrarch

Another family of Vampires, the horrifying Necrarchs, has followed a very different path from the Lahmians. While the female hunters tend to mingle into human society, the Necrarch inhabit secluded towers and remote ruins in the middle of ancient forests. There they spend their eternal undeath studying and exploring the arcane art of Necromancy, surrounded by the grotesque results of their experiments. They become masters among their kind of that evil

form of magic, but they have to pay the price for this knowledge. The long exposure to pure dark magic generates an unstoppable decay of their bodies, that through the centuries transforms them into rotten, walking corpses. They are among the greatest blasphemies against life and their appearance is often so terrible as to drive men mad with horror.



Necromancers are mortal wizards who have turned to the dark arts to seek immortality and power. They are extremely dangerous individuals who possess a great knowledge of necromantic magic.

Magic is the strongest and most vital point in any Undead army, but most Vampires do not excel at it. Therefore you need these living wizards to keep your army going, with Vanbel's Danse Macabre, and Raise Dead spells to replenish your ranks.

Necromancers

Wraiths

Wraiths are the spirits of evil men who dabbled in the necromantic arts during their lives. Desperate to keep themselves alive, they used enchantments to preserve their spirits. Some succeeded in living beyond death, but the willpower of most is not sufficient to maintain a physical form, and over the years they wither away to nothing.

Wraiths are very expensive, but they are also the best regimental Champions you can imagine. Causing Terror, armed with double banded weapons that allow no armour save and almost invulnerable, they are terrible opponents.



Wight Cavalry

These Undead knights are long-dead warriors who are tied to the land of the living by necromantic magic. In their rusted wargear Wight cavalry are a grim reminder

to the proud knightly orders of the Old World that every man is mortal.

Use them as fast cavalry (they are quite manoeuvrable, by Undead standards) or as heavy Undead knights (very appropriate for a Black Dragon army!). You cannot raise them during the battle, but they can still be moved with Vanbel's Danse Macabre and the impact of their Wight lances is something that your opponents will soon learn to fear.



Ghouls

Ghouls are the most repulsive of all living creatures. They are the descendants of evil insane men who ate the flesh of the dead and were tainted and driven to madness.

Ghouls are an awesome blocking unit, capable of holding powerful enemies long enough for a decisive charge in the flank with another unit. Remember, they have to outnumber the enemy in order to be unbreakable, so always use them in big units.

Bat Swarms

Bats are instinctively attracted to Vampires. They are subject to the will of the powerful Undead and great numbers inhabit the dark, abandoned halls of their castles. In battle, Vampires summon huge clouds of bats which emerge from surrounding caves and attack the enemy ferociously.

They are perfect for stopping the best enemy units for at least one turn, to protect the flanks of your battleline and to take care of small enemy units, like the crew of war machines.



Dire Wolves

The land of Sylvania is plagued by giant wolves that sometimes emerge from their haunts high in the World's Edge Mountains to destroy entire villages. Men of the Empire hunt these beasts mercilessly, but unfortunately that is not always enough. Even from beyond the grave, these awful creatures come back to terrorise the lands of men.

You can create small flanking units of five wolves or large, dangerous packs of them, but in both cases you must use their great speed to charge in and deliver maximum damage. If you allow the enemy to charge or shoot them, they will not last long, because they have low Toughness and no armour.



Skeletons

Skeletons fallen in battle who can raise themselves once more.

They are the best fighters. Warhammer are sure the most reliable great strength never flee replenish they can a war of a big a struck do stay down



Spirit Host

The dead do not rest easy in the Old World. Ethereal creatures and spirits, shades and spectres of dead men return to haunt the land of the living. On certain nights, ghosts, spectres and spirits can be seen hovering above the places of their death, shimmering with unnatural light.

They are the ultimate swarm. I have seen three of them kill a Stegadon who was unwise enough to underestimate their ethereal invulnerability (it took a while, but they took it down in the end). Anything without magic weapons or a very good rank bonus is in real trouble if confronted by this incorporeal foe. If you choose them, go for it and buy at least two, to build up your Wounds and Attacks.

Skeletons

Skeletons are the long-dead remains of warriors fallen in ancient battles. A Necromancer who can perform the right rituals can raise them from their graves to fight once more.

They are not the best fighters in Warhammer, but they are surely one of the most reliable troops. Their great strength is that they will never flee, and the possibility of replenishing their ranks means they can engage the enemy in a war of attrition where he is at a big disadvantage (once struck down, his warriors stay down).



Zombies

Zombies are corpses brought back to unlife by foul necromancy. Animated by the will of a dark sorcerer, they are slaves to his slightest whim. Their necromantic overlords drive them into battle in their thousands, using them to exhaust the armies of their enemies. Zombies are poor fighters, but they will never give up and will push against their enemies in a huge engulfing mass.

An enemy unit surrounded by Zombies that can fight in the magic phase and rise up again and again, to attack in ever greater numbers, is bound to lose the combat eventually – and against fear-causing creatures they will usually be forced to flee.

Vampire Bats

Also known as Fell Bats, the Vampire Bats of Sylvania grow to monstrous proportions, some with wingspans of twelve feet or more. They are nightmarish predators of the dark, silent and deadly and can only exist on the blood of the living – that of Humans being their favourite. The scholars of the Old World speculate that perhaps an ancestor of these beasts drank the blood of a Vampire and thus joined the ranks of the Undead.

Their best use is to attack small, vulnerable units like skirmishers, fast cavalry or war machines.

Banshees

These are the wailing spirits of the most evil women who ever lived. Their shades linger in the material world, fearing to cross the void to face punishment for their evil deeds. A Banshee's screams will bring death to all who hear them.

This creature is the doom of skirmishers, because they don't get Leadership bonuses to resist to its banshee and don't have the rank bonus that is necessary to destroy this ethereal foe in combat. Banshees are no match for big units, but normally their presence is scary enough for the opponent to do a lot of manoeuvring in order to avoid them.

Grave Guard

Grave Guard are Wights, men who were powerful warriors during their lives; heroes of past ages who were buried with their weapons and armour. They are summoned from their graves by the will of a Necromancer or a Vampire.

Grave Guard are a tough core infantry, heavily armoured and armed with spears, halberds or double-handed weapons that cause multiple wounds. It's great if you get them to fight an early round of hand-to-hand combat in the melee phase, when your enemies can't fight back.

Zombie Dragon

Far to the south, in the forbidden lands of the Forbidden Lands of Bones, lie lifeless dragons filled with the skeletons from earlier ages. It was here that dragons came once, long lives ago, coming to an end.

Huge monsters like this are good at destroying small units (heavily armoured elite troops or heavy cavalry), because of their great strength and nasty breath. Do not engage big units or lots of ranks and not to expose your enemy's side.

Heinrich

Heinrich's body is... When he... the Cha... Nagash... against... placed... warrior... Breton...

Black Coach

This creaking cart of death carries its loathsome cargo into the centre of the battle, bolstering the power of the Undead and filling the hearts of their enemies with despair.

If a unit is charged by this awesome machine of destruction, its fate is probably sealed. Just be careful of enemies that do not break and units with many ranks, because the Coach will not last long if left alone in a prolonged fight. Watch out for flyers and cavalry faster than you, because if you let them charge it, the Coach will lose a great part of its effectiveness.



Krell, Dark
Lord of Nagash

Heinrich Kemmler,
the Lichemaster

Heinrich Kemmler and Krell

Heinrich Kemmler was once a great Necromancer, whose body and mind was blasted during a battle with his rivals. When he discovered the tomb of Krell, he made a pact with the Chaos gods to restore himself to his former glory.

Nagash had raised the mighty Krell from his grave to fight against Sigmar. He was eventually defeated by Sigmar and placed in a magical tomb. But Heinrich freed the ancient warrior, and since then the two have waged war against Bretonnia.

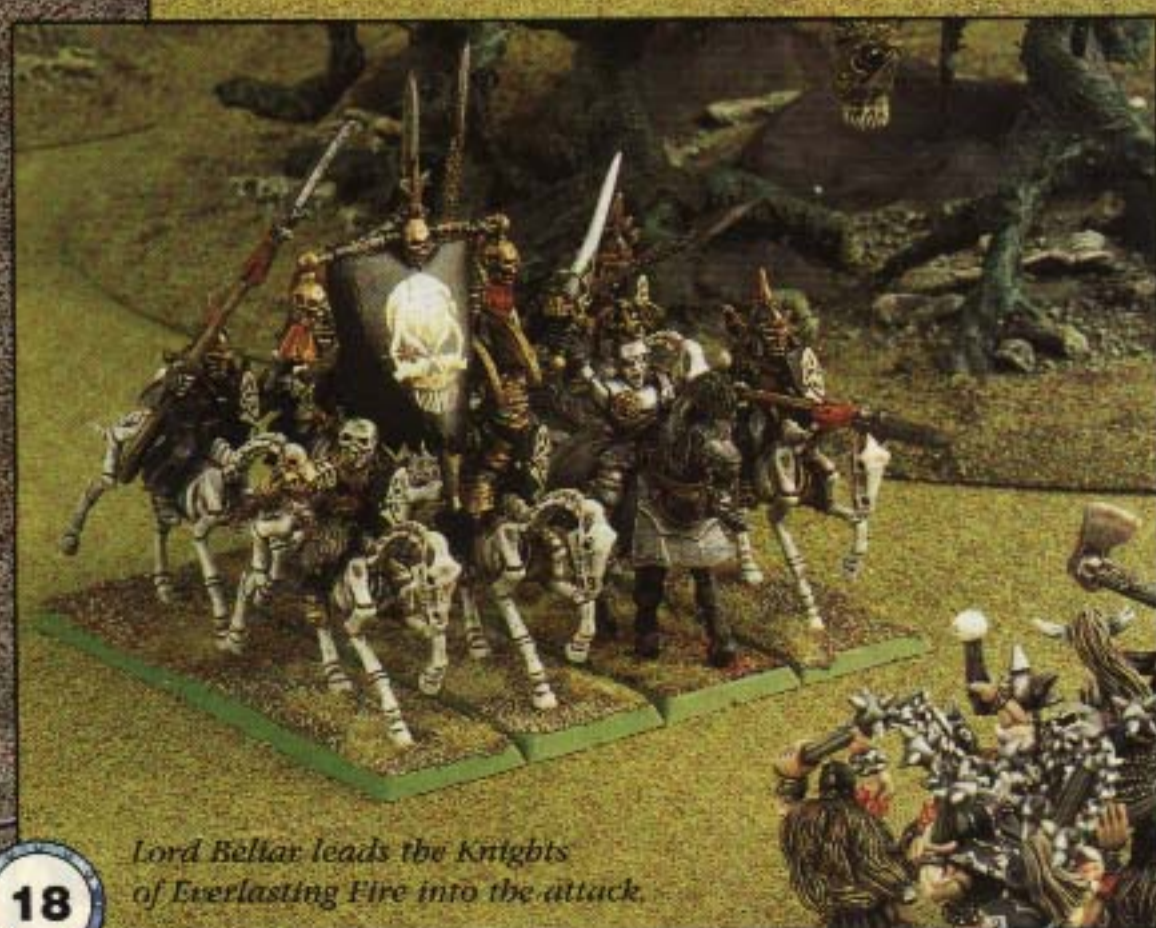


WARHAMMER

The Order of Everlasting Fire



The Order of Everlasting Fire prepares to test its martial skills against any who stand in their way.



Lord Beliar leads the Knights of Everlasting Fire into the attack.

Lord Beliar was once a knight of the Black Dragon Order. Since the fall of Blood Keep he has travelled to all corners of the Old World in the hope of finding an opponent who can test his martial skills.

Most opponents have been no match for Beliar's combat prowess and can now be seen accompanying him as White cavalry and Grub Guards. One such opponent though, did test his skill sufficiently. Baron Gruber was a knight in the realm of the Empire. As he lay on the edge of death, his heart pierced, Beliar decided to spare his damnation with him. Gruber now fights on his master's side as a Vampire Thrall.

The Dire Wolves once terrorised the citizens of the Empire but were hunted down and killed. Now in undeath they once again hunt the living.

Beliar is not interested in conquering the land of the living. Instead he leads his retinue of Undead against all opponents in the hope that one day he will perfect his skills and be able to rejoin his master, Abhorash.



Vampires, Lord Beliar and Baron Gruber



WARHAMMER ROSTER SHEET

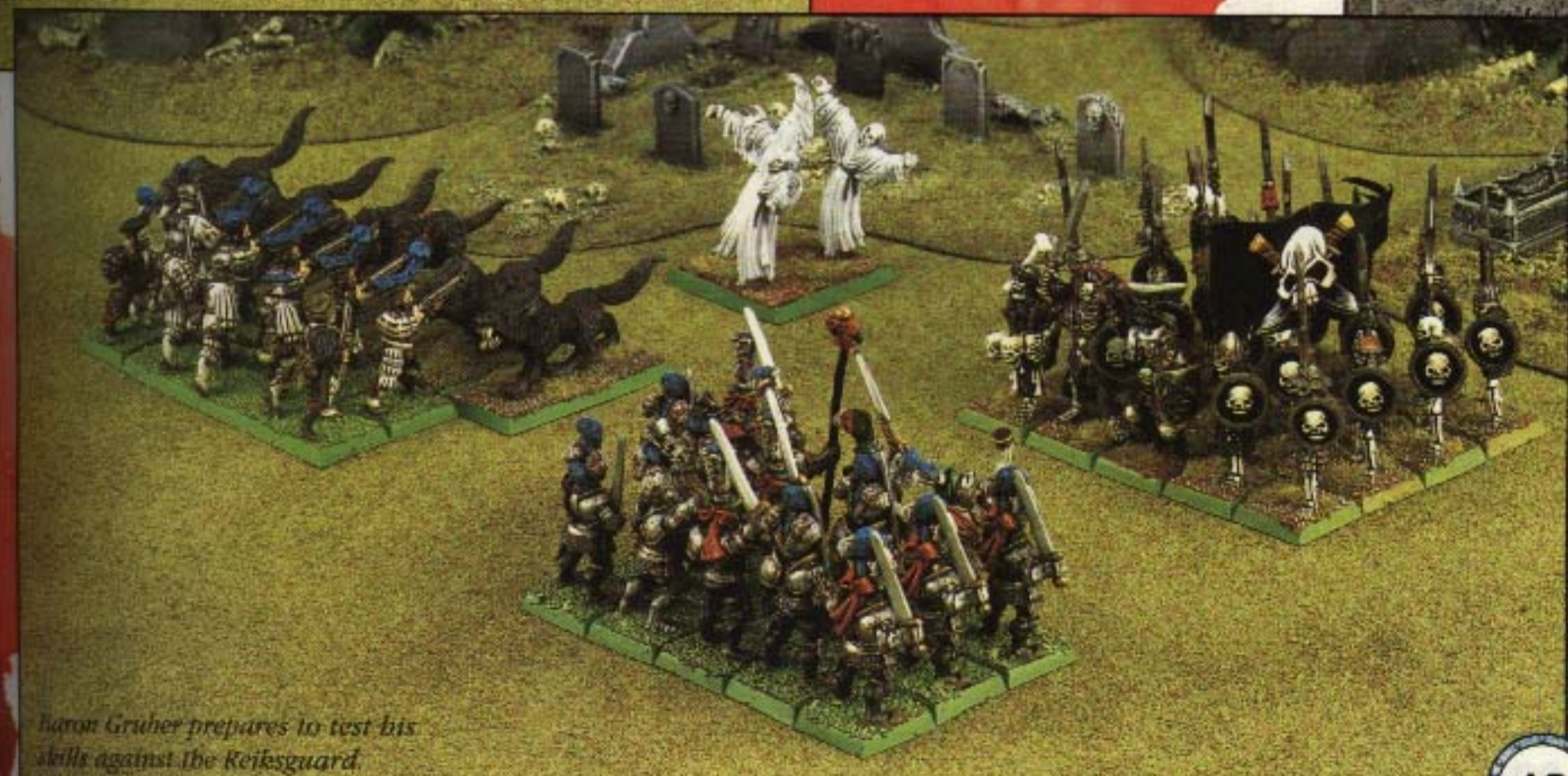
THE ORDER OF EVERLASTING FIRE - VAMPIRE COUNTS ARMY

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
LORD BELIAR Vampire Lord Army General Barbed Nightmares Heavy armour, shield, lance, sword	6	8	6	7	6	4	9	4	10	2+	Wight Weapons: Blade of Lusting Borzo's (1/2 Attacks) Bloodline powers: The Strength of Steel (any unit with sword and shield) Heart Piercing (Vampires can retreat, moved back-to-back attacks in the first round of every combat)	457
KNIGHTS OF EVERLASTING FIRE 7 Night Cavalry Heavy armour, shield, sword, lance Barbed Nightmares	4	3	0	3	4	1	3	1	8	1+	Unit contains a musician and standard Magic Standard - Standard of Shielding (1/1 level) Weapons cause 75 Wounds	385
BARON GRUBER Vampire Lord Heavy armour, shield, sword	6	8/2	4	6	5	2	7	2	8	4+	Wight Weapons: Bone Blade (each wound inflicts not 1 but 25 wounds) Bloodline power: Might of Iron (1/1 ND)	119
ZMORGAZTH Wight Lord Champion Heavy armour, shield, halberd	4	4	0	4	4	2	4	2	9	4+	Weapons cause 75 Wounds	42
THE GARDENS OF LETHAL 19 Skeleton Warriors Heavy armour, shield, halberd	4	2	2	3	3	1	2	1	5	4+	Unit contains a musician and standard	294
KALORIS Skeleton Champion Shield, spear	4	3	3	4	3	1	3	2	5	6+		77
SERVANTS OF BELIAR 19 Skeleton Warriors Shield, spears	4	2	2	3	3	1	2	1	5	6+	Unit contains a musician and standard	270
20 Grave Ghouls	4	2	0	3	4	1	3	2	5	-		120
1 (The Wolves 1 (The Wolf)	3	3	0	4	3	1	2	1	4	-		75
1 (The Wolves 1 (The Wolf)	3	4	0	5	3	1	3	2	4	-		75
1 (The Wolves 1 (The Wolf)	4	2	0	3	3	4	1	4	5	-	Eternal	75
1 (The Wolves 1 (The Wolf)	4	3	0	3	2	5	1	5	10	-		200

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TOTAL

1999 points



Baron Gruber prepares to test his skills against the Reiksguard.

Wings of Darkness



Alessio Cavatore

At first glance commanding a Vampire Counts army can seem like a daunting proposition – all those Skeletons and Zombies with low Weapon Skill and no march move. However, when commanded properly, the Undead are a highly effective and terrifying force to face. Alessio Cavatore gives us his thoughts on raising an unstoppable army.

Playing effectively with the Undead is not easy. If you decide to use this grisly force, you have to accept that your army, especially the infantry, will be quite slow (they are walking dead after all, not known for their speed!). This is compensated for by the Undead special rules (check out the effects of Fear!), the powerful characters and, of course, by the deadly Necromantic magic. This brilliant magic deck is often misused – I have seen many Undead players rely on powerful Necromantic attack spells to win the game for them. Even if this sometimes works, it does not make for an interesting game. A more appropriate use of those attack spells is to force the enemy to exhaust his magical defences, so that you get to cast the spells which interact with your troops, like *Raise Dead* and especially *Vanbel's Danse Macabre*.

The *Danse* is the key to using your forces at their best. It allows you to give the necessary burst of speed to your units, when and where it is most needed. A good Undead general will be able to cast his *Vanbel's Danse Macabre* at the right point of the game, snatching the initiative from the opponent and charging in. If you catch your opponent off guard, the battle is likely to be yours. It is vital that you manoeuvre with good

coordination between normal movement and the extra movement you will get in your magic phase. To achieve this you need to consider your actions in the coming magic phase while you are still in the movement phase. In other words, if you want to charge an enemy, you need to move your units into position in your movement phase, and then concentrate all your efforts on casting the spells that will allow you to get into combat in the magic phase. Your battleline must be laid out to take into consideration this close relation between movement and magic, but of course there are many different general tactics to start from.

The Wings of the Bat

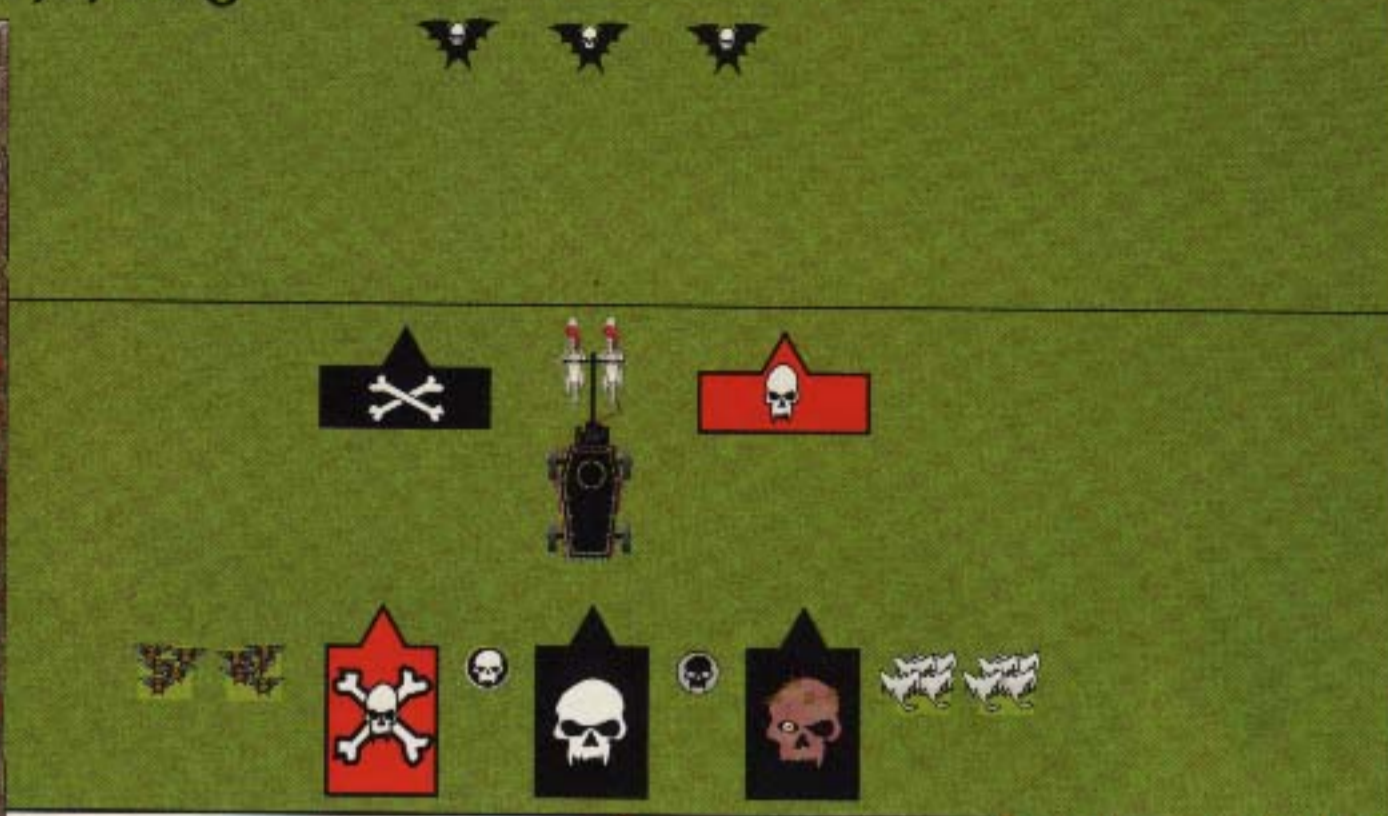
The diagram below shows the tactic I refer to as 'The Wings of the Bat'. This is quite a balanced battleline, where the most powerful units are distributed evenly, allowing you to react to enemy moves while your troops advance.

You have a strong centre based on resilient units (Skeletons and Zombies), containing your most powerful characters, with a screen of a few Zombies (five or so) as protection in front of them. This centre advances slowly towards the enemy to deliver a killing blow in the final turns of the game.

The Wings of the Bat



The Bloody Fang



fastest units (Dire Wolves, Wight cavalry and the Black Coach) are on both ends of the line, to form two strong and mobile 'wings'. Their role is to fight off fast enemy units trying to get to your flanks, but you can also use them to attack the enemy's flanks. If they manage to break through the enemy line, you will be in a strong position with your core units advancing towards an enemy that is still dealing with a powerful Undead unit wheeling into position for a flank charge! Not an enviable situation.

But what are the Vampire Bats doing so far ahead of everybody else? They have already been launched deep into enemy territory. Their role is a classic one for flying models: chase enemy skirmishers, attack war machine crews and stop the enemy from marching.

The Bat Swarms and Spirit Hosts have a similar role to each other. They advance along your flanks to protect them, and can be moved in front of your infantry to slow down a powerful enemy, while you try to get in position to charge with your core infantry.

Finally, the Banshees and the Necromancer are placed in a central position, ready to lend their support where needed.

Having strong flanks also helps with another very effective strategy – place your general in the central unit of Skeletons and lure the enemy into the most obvious tactic when fighting Undead: kill the general! You know that if you present this opportunity to your opponent, he won't be able to resist it, and if you can draw the enemy into your centre (preferably without losing your general) and then close the trap with your powerful wings of cavalry, the game is all but over!

Veteran generals amongst you will have noticed that the left flank is distinctly faster than the right one, because Ghouls and Bat Swarms can normally move twice as fast as Zombies and Skeletons. This is intentional, as now you have the choice of keeping your advancing infantry in a line or to push a little faster on the left if your enemy's deployment or course of action dictates it. You could even think of deploying all your cavalry on the same side, with your faster infantry, creating an asymmetric force that will hit very hard on just one flank, trying to exploit unbalanced battlelines. I don't favour this tactic quite so much because it has a major drawback – your slower flank will be unprotected and more vulnerable to outflanking enemies.

The Bloody Fang

A very different approach is 'The Bloody Fang', a favourite of Blood Dragon armies (it involves heavy cavalry, you see...). Take a look at the diagram above.

This is quite a predictable tactic and tends to be a bit all-or-nothing, but certainly has its advantages. Using your cavalry (including the fearsome Black Coach) as shock troops, throw them against the enemy's core units in one simultaneous, devastating charge. You'll need to buy armour for your mounted Wights as they must perform the role of heavy cavalry in this plan. This is both expensive and risky, because your cavalry have considerable striking power when they charge, but if they fail to break the enemy straight away, they're in deep trouble. Cavalry lacks the staying power needed in a prolonged fight and is usually overwhelmed eventually. For this reason I would certainly avoid placing my general in the 'first wave'. Even if your shock troops are beaten, the enemy will probably be locked in combat with them for a while and this will buy precious time for your infantry to advance. Hopefully, when your infantry is in a position to charge, it will face an enemy that has been seriously weakened by the impact of the cavalry and the Black Coach.

Be very careful of enemy units trying to get around the exposed flanks of your advancing infantry. If your cavalry is doing well, the enemy will probably use his own flanks to charge your shock troops, instead of going for a time-consuming encircling manoeuvre. This will generate a huge melee in the centre of the battlefield, where your infantry will be more than happy to join the fray.

There is a chance you'll waste all the points you invest in your infantry, simply because you don't get to use them. At times your shock troops strike so hard that no enemy is left on the battlefield for the infantry to fight. Should this happen, try not to look too disappointed – your opponent will probably be a little more depressed than you are! You could always try to cheer him up by pointing out that his brave warriors will fight on in undeath, that your Necromancers are not picky and they will certainly find good use for his men...

Alamo

WARHAMMER

Knights of Blood

By Tuomas Pirinen (story by Alessio Cavatore)

Exclusive to White Dwarf, over the coming months we will be bringing you expanded background for the four Vampire bloodlines in the Vampire Counts armies book. This month Tuomas tells of the Blood Dragons' ancient beginnings in Lahmia and the founding Vampire Lord, Abhorash of the Blood.

Sir Lambert and the Red Knight

Lambert de Lillaz was riding along a narrow path in the very heart of the Forest of Chalon. Under the dense foliage the light of the day was reduced to a grey haze, but following the tracks left by the one he was searching for was not difficult. It seemed that no attempt at all had been made to conceal them. Alas! What an arrogant villain this must be who did not fear the rightful vengeance of the knights of Bretonnia!

Only that morning, during his long quest for the Grail, Lambert had passed through a woodcutters' village at the edge of the forest. The poor men living there had pleaded with him to save them from the "Red Knight of Chalon". They told him in despair of how this terrible warrior had ridden into their village over the last four nights to abduct their sons and daughters. He was mounted on a huge, black warhorse and clad in a blood-red suit of armour. The device on his shield was that of a coiled, black Dragon on a red field. Lambert recognised him as one of the legendary Cursed Knights of the Grey Mountains. Certainly, he thought, it was a trial set by the Lady on his quest for the Grail, and so he had entered the dark forest.

In the dim light of the sunset, the path led him to a clearing. And there he was! Standing in the middle of the small glade, his opponent seemed to be waiting for him. His helm was on the ground, so Lambert could see the long mane of thin, black hair that contrasted so intensely with his pale complexion as well as with his crimson plate armour.

"I am Lambert de Lillaz, knight of Bretonnia. Mount your steed and prepare to fight. May the Lady give me the strength to strike you down and put an end to your evil deeds!" sounded the proud challenge of the Questing Knight.

After a few seconds of tense silence, the red knight spoke in a calm and confident voice, "You should not be so concerned about the fate of commoners, young Lambert. They are not worth what you are risking. This fight is meaningless, you have no hope of defeating me and I have no interest in such an uneven confrontation. Furthermore, I am already sated with the blood of those peasants and I do not need to take your life. Ride away, boy."

A Nosferatu! At first Lambert was astonished, but then a deep rage filled him. He lowered his lance and spurred his warhorse, charging the Vampire, with a shout of "For the Lady and the King!" The red knight did not move and Lambert's lance found its mark. The shaft shattered as the knight galloped by his opponent. The Bretonnian was immediately filled by a sense of triumph. Every opponent he had hit like that had been skewered and slain by the irresistible force of his lance. Nothing could withstand such a terrible impact! Lambert halted his warhorse and turned it around.

The Vampire was still standing. The lance had penetrated his chest just under the collar bone and the tip was now protruding from below his shoulder blade. The creature turned slowly towards Lambert, pulled the thick, wooden shaft out of his body and dropped it with an unnatural nonchalance. "I told you that you cannot win this combat, boy. I will not repeat myself again. Now leave."

"Perhaps you are right, creature of the night, perhaps I cannot defeat you. But I am a knight and I will never break my code of honour. Death is preferable to cowardice! Defend yourself!" Drawing his sword, Lambert attacked again. When he reached the enemy, he swung his sword in a wide, deadly arc.

This time the Vampire moved with blinding speed his right hand raised, grasped Lambert's wrist, while the other easily stopped the charging warhorse. A second the eyes of the two warriors met. Looking into those two pools of darkness, Lambert understood that these were powers in the world against which he was less than nothing.

Then the Vampire unhorsed him, flung him like a puppet into the air. Lambert crashed against a trunk, darkness engulfed him.

When he opened his eyes, the red knight was in front of him, a sad smile on his lips. Lambert realised he had been thrown over the saddle of his own horse. He tried to move, but his body was overwhelmed by pain and his mind didn't respond to his will.

"I am sparing your life, Lambert. You fought with courage. I'm leaving you in the forest; you have saved your people and your peasants, so your pride is intact. Now your magnificent steed take you home to your village. There you will rest and heal, and that you can continue your quest. If you complete it, you will become a more interesting opponent and maybe we will have a fairer duel if we meet again. My name is Caleb, of the Order of the Black Dragon, and if you learnt something from tonight's experience, you will not come after me before you are ready. Farewell, knight of Bretonnia."

After the Vampire disappeared into the darkness, Lambert realised that he had indeed learnt something. He had been taught a hard but necessary lesson. Now did he understand that he was lacking one of the most important knightly virtues. To reach perfection, he saw the Grail a Knight needed humility. He praised the Lady for this revelation and then slipped once more into unconsciousness.

All Vampire characters are forefathers of the Vampires amongst the first of the Lord of Blood amongst these Vampires the blighted forefathers.

The story of the four millenium the land of the greatest of the Black, created the black magic and control brought a Vampires.

To avoid death and hard, forbidden alchemy and alchemy distilled from granted eternal life at terrible cost.

Long Nagas finally his the kings of the kingdoms. defend Nagas terrible war Khemri was the Elixir of the nobles of Lahmia.

The nobles back to the experimental eternal life toll. The people skinned, a They no longer mirrors or started to slay the night the for it alone supernatural of the true great Temple victims were giving fluid.

From among they selected intelligent and their damnable the ancient amongst the guard. Hand he was a man caught the e Lahmia. summoned Temple of E cup to drink. When he life late was seen with an iron

All Vampires inherit the traits and characteristics of their Undead forefathers. The Blood Dragon Vampires are the greatest warriors amongst the lords of Undeath, for the first of their family was Abhorash, the Lord of Blood, and the supreme warrior amongst the nobles of Lahmia. All of these Vampire knights share some of the blighted and tragic destiny of their forefathers.

The story of the Blood Dragons began four millennia ago, far in the South, in the land of Khemri. It was here that the greatest of all Necromancers, Nagash the Black, was born, and here he created the art of Necromancy, the black magical art which can summon and control the dead. His evil deeds brought about the creation of the Vampires.

To avoid death Nagash laboured long and hard, and delved deep into the forbidden arts. He studied black magic and alchemy, and created a formula distilled from human blood which granted eternal life to its user, though at terrible cost.

Long Nagash reigned over Khemri but finally his evil attracted the wrath of the kings who ruled the neighbouring kingdoms. Undead legions marched to defend Nagash, but after a long and terrible war Nagash was defeated, Khemri was sacked, and the secret of the Elixir of Life was stolen by the nobles of Lahmia.

The nobles of Lahmia took the Elixir back to their city and started experimenting with it. It gave them eternal life but also exacted a terrible toll. The proud nobles became pale-skinned, and fanged like predators. They no longer cast a reflection in mirrors or the surface of water. They started to shun the sunlight and during the night they hunted for human blood, for it alone could slake their horrible, supernatural thirst. They were the first of the true Vampires. They built the great Temple of Blood where their victims were dragged to have their life-giving fluids drunk like wine.

From amongst the citizens of Lahmia they selected the best, strongest, most intelligent and beautiful to join them in their damnation. There was a warrior in the ancient city of Lahmia, greatest amongst the captains of the king's guard. Handsome, strong and virtuous, he was a matchless fighter, and he soon caught the eye of Neferata, the Queen of Lahmia. Thus Abhorash was summoned before the mistress of the Temple of Blood, and he was given a cup to drink in honour of his queen. When he lifted the cup to his lips, his fate was sealed and damnation seized with an iron grip as he drank. His mind



filled with visions of death and blood, for he had been given the Elixir of Life. Soon the rays of the sun started to sear his skin and he no longer felt the need for meat or water. Instead a terrible thirst for the blood of living men started to plague him. Long Abhorash fought the urge to prey upon his people, but the Necromantic powers invested in the Elixir of Life were too strong, and finally he succumbed. In a single night of rage Abhorash slew twelve men and women. He drained them of blood to quench his unnatural thirst. Only after he had done the deed did he understand what had happened.

It is said that Abhorash wept tears of blood for the murdered men and from that day on he travelled to the desert to prey upon the scattered nomads instead of his own people. He vowed to learn a discipline to keep his raging thirst under control, and practised the way of the warrior to harness his great strength under his iron will.

Abhorash rose quickly in the ranks of the Vampire nobles until he became the supreme commander of the Lahmian armies. He was given the honourary

title of the Lord of Blood and he busied himself in bringing law and order to the kingdom. While Lahmia was in many ways a city of nightmares where the ivory-faced aristocrats hunted for blood during night, there was at least order in the kingdom. Laws were upheld and bandits were kept in check. The officials were so afraid of their immortal overlords that corruption and bribery became virtually unknown in Lahmia.

But the Vampire nobles of Lahmia were above the laws set by Abhorash. Despite his warnings they often hunted for human blood in the lands of other kings. This finally raised the other kingdoms' suspicions and Abhorash could only watch as the arrogant Vampires roused the rulers of Numas, Zandri and Rasetra against Lahmia.

Then came the day when the kings of Khemri forged the grand alliance. Their countless armies marched over the World's Edge Mountains and thus war came to Lahmia. For many long years, Abhorash led the defence of his homeland and won many battles. But inch by inch, the vast armies of Khemri forced



Abhorash
back. Finally
the gates of Lahmia itself were
broken, and the ancient tombs,
pyramids and high spires of
Lahmia were toppled. Even the
great library was burned down.
Street by street, building by
building, the Khemrian soldiers
fought their way towards the
Temple of Blood.
Here Abhorash led the
bodyguard of Queen Neferata
in a last, hopeless defence of
the Temple of Blood, but as
fires raged all around him he
was forced to retreat. As the
great Temple of Blood
collapsed, the keening cry of
Abhorash echoed throughout
the city. He had failed as a
warrior, and his beloved city
was no more.

Abhorash was irreversibly
changed as he saw his
beautiful city razed and his
people slaughtered. He vowed
to be the enemy of all mankind
for eternity. He turned his back
to the lands of the South and
fought his way through the
blazing streets. While the other
Vampire Lords collected as

many treasures and riches from
the ruins as they could,
Abhorash took only his
weapons and armour with him
to exile. Four of his Vampiric
minions followed him as they
fought their way through the
siege of Lahmia.

Few of the Vampires escaped
the pursuit of the vengeful
Khemrians. Abhorash did not
join the other immortal
aristocrats in their exile. He
forsook their company, cursing
them for their arrogance which
had brought the armies of
Khemri to the gates of Lahmia.
Abhorash despised the other
Vampires. To him, their lack of
control made them little better
than animals.

The Lord of Blood headed north
with his disciples, seeking a
sign which would give a new
purpose to his existence. After
many years he came to a
mountain with a pinnacle
wreathed in fire. Abhorash was
strangely drawn to this lonely
mountaintop and, ignoring the
advice of his followers, he
decided to scale the face.

As Abhorash reached the
summit, a blood-red Dragon of
immense size emerged from the
crater and descended on the
Vampire Lord. At the prospect
of testing his martial abilities
to the full, Abhorash drew his
sword. For an entire night
Abhorash and the great Wyrn
fought and in the end the
Vampire was victorious. As the
Dragon lashed in its death-
throes, Abhorash seized its
throat with his fangs and
drank deep. Intoxicated by the
blood of the Dragon, Abhorash
cast the broken carcass of the
Red Dragon down from the
mountaintop and emitted an

exultant cry of victory. His
search had ended. After
drinking the blood of the
Dragon, Abhorash no longer
craved the vitae of men. He had
found an escape from the curse
of Vampirism. He had become
the ultimate warrior, a man
with the strength and powers
of a Vampire, who had no need
to hunt for blood.

Now he bid his vampiric
minions to go forth and hone
their martial skills, so when
their prowess equalled his own
they could also escape the
curse of vampirism and become
free of the predator inside
them. Thus he told his cursed
followers: I will watch you and
when I decree that you are
ready, I shall call you. Then he
bid his warriors go forth and
perfect their martial skills and
find others worthy of joining
his immortal warriors.

Since those days Abhorash's
immortal sons have called
themselves Blood Dragons in
the memory of the great
Dragon vanquished by their
mighty sire, and they have
sought to perfect their martial
abilities in order to be worthy
enough to rejoin with their
master.

To this day the Vampires of
Abhorash's bloodline believe
that somewhere, in a dark and
shadowy corner of the world
where the face of sun is never
seen, Abhorash waits for the
return of his immortal sons to
his mountain home.

The Blood Dragon Vampires
took names and guises which
would not raise suspicions and
studied the languages men
spoke in different corners of
the world.



*A Blood Dragon Vampire Lord leads
the charge against the High Elf battleline.*



With my strength I shall destroy.
With my sword I shall kill.
With my power I shall dominate.
With my blood I shall corrupt.

The first verse of
the Brotherhood of Blood

Of the Blood Dragons, many became infamous in the kingdoms of men. Walach of the house of Harkon, the favourite of Abhorash's minions, travelled north, to the land which men called the Empire. Here he entered the gates of the Blood Keep and challenged the entire order of templars to battle. One by one he slew the knights and their men-at-arms. To those he found worthy he gave a portion of his blood and gifted them the curse of immortality.

The Red Duke



He reigned over the Undead knights until Blood Keep was razed by the templars and witch hunters of the Empire. Though the knights of Blood Keep are by far the most famous of the Vampire knights, they are by no means the only sons of Abhorash. In the lands of Tilea, Estalia, Araby and Bretonnia there are also legends of Vampire knights. The most infamous of them was the legendary Red Duke, the scourge of Aquitaine. This mighty and fell Vampire Lord rose in the land of Bretonnia, and only after the fierce and bloody Battle of Ceren Fields did the ruler of Aquitaine vanquish the Undead legions of the Red Duke. But though his army was destroyed, the Red Duke escaped and was never



caught, and many believe that he still lurks in the mountains or trackless forests of Bretonnia. And who can say where else Blood Dragons can be found? Perhaps in the guise of a proud hermit warrior living high in the mountains, perfecting his martial disciplines. How many matchless assassins hide ivory skin and the fangs of predators behind their masks? How many knights of the secluded templar orders are, in reality, immortal creatures of darkness? Blood Dragons can be found guarding places like bridges and fords, challenging all who pass by to test their mettle and hone their combat skills. Blood Dragons strive for perfection and they practice different fighting styles unceasingly. But the rage inside them rarely gives them peace. Thus Blood Dragons are brooding and permeated with the tragedy of the fallen greatness of man. Unlike the pernicious Vampire Lords of Sylvania, the Blood Dragons never attempted to gain supremacy over

entire nations. Nor do they try to raise huge armies, preferring forces consisting of Wight men-at-arms to act as hideous parodies of the retinues of mortal nobles. The principles and ideals of the Blood Dragons are more concerned with the martial prowess of individuals, rather than attempting to create empires.

But when challenged to come to war, the Blood Dragons are terrible in their wrath. Though less powerful than many other lords of Undeath in the art of Necromancy, they can still summon Undead hordes to fight for them in the field of battle, and their prowess in combat is second to none.

Travis

Blood Dragon Vampire Counts Army

The Black Coach is perfect for charging small, elite units; large units will slowly destroy it thanks to their rank bonus, so avoid them if possible.

Wight cavalry. Use them as fast cavalry or equip them as heavy Undead knights (very appropriate for a Blood Dragon army!).



Bat Swarms are perfect to stop the best enemy units for at least one turn, to protect the flanks of your battleline and to take care of small enemy units, like the crew of war machines.

Vampire Counts are suitable as the generals of small armies (up to 2,000 points) and are a good choice if you don't want to spend 500 points on a single model.

Banshee. This ethereal spirit is one of the most powerful creatures in the Vampire Counts army – its howl can easily devastate units of weak-willed troops.

Ghouls are an awesome blocking unit, capable of holding powerful enemies long enough for a decisive charge in the flank by another Undead unit.

Skeletons never flee, and a Necromancer can raise new Skeletons to bolster their unit strength, engaging the enemy in a war of attrition where he is at a big disadvantage. Units come with a variety of weapons, and armour, and this unit is commanded by a Wight, a heavily armoured leader.

An enemy unit that is surrounded by a regiment of Zombies, which fight in the magic phase and rise again to attack in greater numbers, risks eventually losing the combat.



When choosing magic for a Vampire Lord go for attack spells (Hand of Dust is great!), because they are likely to get close to the enemy very quickly.

Necromancer. This mortal wizard is useful to keep your army moving with Vanbel's Dance Macabre and has spells to replenish your ranks.

This unit of Skeletons is led by a Wraith, one of the best unit champions in the army. It is ethereal, causes terror and is armed with a double-banded weapon.

Small five-strong units of Dire Wolves can outflank the enemy and take away rank bonuses from opposing regiments engaged in combat, while larger packs can rush forward and attack the enemy head-on.

WARHAMMER 40,000

Dark Eldar are one of the most twisted and cruel races in the Warhammer 40,000 universe. They are evil, piratical raiders who strike without warning, killing or enslaving all who stand in their way.

DARK ELDAR WARRIORS

Dark Eldar Warriors contains: 16 plastic Dark Eldar Warriors

Designed by Gary Morley



DARK ELDAR WYCH SQUAD

Dark Eldar Wych squad: 1 Succubus, 1 Wych with assault weapon and 3 Wyches

Designed by Chris FitzPatrick



DARK ELDAR REAVER JETBIKE SQUAD

Dark Eldar Reaver jetbike squad: 3 Reaver jetbikes, 1 Succubus, 2 Wych torsos and 2 assault weapons

Designed by Chris FitzPatrick & Dave Andrews



DARK ELDAR SCOURGE SQUAD

Dark Eldar Scourge squad: 1 Scourge Sybarite, 4 Scourges, 2 splinter cannons and 2 dark lances

Designed by Gary Morley



DARK ELDAR REAVER JETBIKE

Designed by Gary Morley & Dave Andrews

DARK ELDAR TAU

Designed by Mark Bednar



DARK ELDAR RAVAGER

Dark Eldar Ravager: 1 Raider plus Ravager parts

Designed by Gary Morley & Tim Adcock

DARK ELDAR RAIDER

Dark Eldar Raider contains: 1 Raider, 4 plastic Dark Eldar Warriors

Designed by Gary Morley & Tim Adcock



DARK ELDAR BATTLE FORCE

Dark Eldar Battle Force contains: 20 plastic Dark Eldar Warriors, 1 Dark Eldar Raider, 1 Reaver jetbike and a Warhammer 40,000 sprue (enough components to make Jungle trees)

Designed by Gary Morley, Tim Adcock & Dave Andrews



Dark Eldar boxed sets – available now

WARHAMMER 40,000

SWIFT DEATH



By Kabal Lord
Gav Thorpe

With the dreaded Ravager released this month, the Dark Eldar have almost all the tools they need to complete their evil tasks. Kabal Lord Gav Thorpe gives budding Archons a slice of his dark wisdom, on how to meld the destructive forces of the Dark Eldar into an effective fighting force.

This month's release of the Dark Eldar Ravager sees the forces of the evil ones all but complete. I thought I would mark this momentous occasion with some sage advice on Dark Eldar tactics, now that all the tools of destruction are at your disposal. As you will see, I've broken this down into several sections, detailing how to be victorious against the other major races of the 40K universe. First up though, a few reminders about general Dark Eldar strategy.

OVERALL TACTICS

Summed up briefly, the Dark Eldar army is best described as Fast but Fragile. Never, ever, ever forget this. Fast but Fragile. Fast but Fragile (repeat ad infinitum et nauseum). Whatever your mission, whoever you are facing, and generally regardless of what's in your army, the Fast but Fragile approach is the best. Put simply, this means you are going to have to out-fight your enemy, not out-shoot them. If you sit about trading shots with the whole opposing army, you will come off worse. Even against Orks (yes, even against Orks, that's what I said). This is because your enemy will either outnumber you or be tougher and more armoured than you. So, waddya do?

You don't fight them head-on and all at one time. You pick on them bit by bit, obliterating them a piece at a time. You sneak up through whatever terrain there is and then pounce, everything in your vile host smashing into a small part of the enemy army at once. Then you either carry through, now having a distinct advantage, or you melt away,

hiding from reprisal. Another important thing to remember is that winning the battle doesn't always mean killing the enemy. If you're playing a Cleanse, Night Fight or Recon and the opposing Imperial Guard force is camped in its deployment zone, you don't have to charge into their massed guns. Oh no, you're smarter and sneakier than that (if you're not, you won't win many games). You duck and dive, keeping out of sight as much as possible, taking the odd pot-shot with your dark lances and splinter cannons, annoying the hell out of your opponent. This will lead to one of two eventualities.

The first is that your opponent gets so annoyed that he starts attacking, moving out from his defensive position to get lines of sight to your squads and so on (or trying to complete the mission himself). If he does this, then you've got him. Your piratical force is much more adept at fighting on the move, whilst Space Marines and Imperial Guard are better firing from a static position. Once you have your opponent moving about, his army will also begin to split up, squads will get isolated and so forth. This is when you strike hardest, when the enemy units have lost the support of their comrades, when you can perform a sweeping advance without plunging towards every single unit in the enemy army. And if things start to get a bit dangerous, just pull your squads out and quit while you're ahead. There's no such thing as cowardice in the Dark Eldar language, just enlightened self interest.



Wyches, supported by a Beastmaster and Warp Beasts, charge into the Imperial guard ranks.



Don't worry about how the enemy is going to kill you, worry how you're going to kill the enemy. Forget and you will end up fighting phantoms that don't exist, and your enemy has already won.

Attributed to Nick Davis, Dark Eldar Lord

A Dark Eldar Raider squad assaults Eldar Dire Avengers

The other possible result of your slinking around is that your opponent will do nothing. He'll be scared to move from his well-defended position, leaving you free to roam at will. If this happens, you've got him as well. If you're playing for table quarters, for example, then you'll have three and he has one (or even none if you're super-sneaksome). Like I said, you win the game even if you didn't kill the enemy. All of this can be boiled down to one phrase – fight the enemy on your terms, not his. Move around a lot, make feints and swiftly reposition units from place to place. Baffle the hell out of him and then while he's chasing shadows (well, Mandrakes), give him a thorough kicking. You have an extreme army, so use extreme plans. Mass your forces, move vast distances, never do anything half-hearted. Could it be simpler? Well yes, but that doesn't matter because you're a cunning, shifty Dark Eldar Lord, not some half-witted Imperial Guard dullard.

Another top tip is what to do with your Raiders after your units have disembarked from them. Some people have them hanging around sniping at enemy tanks with their dark lances, but this isn't always the best thing. Many players can't resist taking a shot at your transport, so many Raiders are taken down after they have ditched their unit. Unfortunately, this means that if the squad gets into trouble, they have to get out of it on foot. A much better proposition is to drop your troops and then hide the Raiders nearby so that they're ready to zoom in and quickly reposition your squads in a later turn.

Oh, and always get a shadow field for your Archon...

FIGHTING SPACE MARINES

This can be tough, but is far from impossible. In all likelihood you will outnumber your enemies. This means that you should try to move in such a way as to bring the entirety of your force to bear on the Space Marines in one attack. If you throw yourselves at the Space Marines a couple of units at a time, you'll be gunned down easily. On the other hand, if the Space Marine commander is suddenly faced with a well co-ordinated attack by Raider squads, Mandrakes, Wyches, Ravagers and your Lord with his Incubi, there's a distinct possibility that there'll be too much for his forces to handle.

Gav's list of good things to fight Space Marines with: *Disintegrators, blasters, lots of Incubi (protected by a Raider squad or two to interpose themselves between your Lord's Raider and the enemy), agonisers (ignore armour and always wound on a 4+), poisoned blades (2+ to wound, but armour saves allowed unfortunately), Scourges with dark lances, Talos.*

FIGHTING IMPERIAL GUARD

Fighting Imperial Guard is a bit like wrestling jelly – you can pull bits off here and there, but there always seems to be lots more around (by the way, I have never wrestled jelly, this is pure hypothesis). The Imperial Guard are probably the toughest foe to face with a Dark Eldar army, and I heartily recommend that you on no account try to actually kill any of them unless you have to (i.e. the battle is decided on victory points). If you do have to kill them, try to avoid the bulk of their fire and position yourself where you can target one or two enemy units and therefore only one or two can target you back (watch out for barrages such as those from mortars and Griffons). Kill the squads you can see and then move on. In no situation should you ever, ever engage the Imperial Guard in a firefight on 'equal' terms. Never, d'ya hear me? If you're lucky, the mission will put a lot of the enemy army in reserve, in which case I suggest you try to kill as much as possible as it comes onto the tabletop. Allow them to mass in strength and you'll have a hard time.

Gav's list of stuff to kill lots of Imperial Guard: *Dark lances (I just love the way Guard players moan that dark lances treat their Leman Russ front armour as 12!), shredders (for that big blast effect), Warp Beasts and Wyches (Guard are hopeless in assault, but make sure you don't get blasted to pieces in a sweeping advance), Reavers, terrorfex, Grotesques (anything up to a heavy bolter can be ignored, but watch for Strength 6 multi-lasers), destructors, webway portal (placed behind cover by the Sybarite of a Raider squad).*

FIGHTING ORKS

There's lots of them and they're Toughness 4. Oh, and they'll rip you apart in an assault if you let them. Having cunningly just asked Andy Chambers what frightens him most about fighting Dark Eldar, I've got the following

information. Firepower and mobility are the key. Yeah, yeah, I know I said that even Orks can outshoot you, and that's still true – if you take on all the Orks at once. Take on a single mob with three or four of your squads at one time though, and it's an entirely different matter – shredded Orks. If you're canny enough, there is no reason why the Orks should even get into combat with you unless you want them to. Generally, you won't want them to because the vast majority of your fighters hit at Strength 3 in an assault, making your chances of killing lots of Orks with close combat very slim indeed. Don't fall into the trap of thinking that to avoid the enemy you have to move away from them. A good trick is to let the Orks come at you for a couple of turns (killing their boyz with splinter cannons and using dark lances against their armour all the while), and then nipping down each side of them as quickly as possible, so that they have to turn round and come all the way back again. This will stop you getting boxed against a table edge and allows you to move around to capture territory (such as in Recon, Blitz, Cleanse or Night Fight).

Gav's list of weapons and wargear that kill lots of Orks: shredders, destructors, scissorhands/poisoned blades, soulseeker ammunition, Ravagers with disintegrators, Scourges with splinter cannons (woo-hoo 16 dice a turn!), Reavers (Strength 4 in combat, can rapid fire their splinter rifles and buzz off 24" when the greenskins get close), Mandrakes (for annoyance value).

FIGHTING CRAFTWORLD ELДАР

In my experience, any fight between two Eldar forces will undoubtedly be bloody. Both armies can deal out a lot of damage when used well, and neither can really sustain much damage either. There are two factors to consider when fighting Craftworld Eldar, which sort of balance each other out. Firstly, the Craftworld Eldar do have some tough units such as Wraithlords, Wraithguard, Striking Scorpions and Warp Spiders, while you only really have the Incubi. Also, their vehicles are better armoured than yours. On the positive side, many of these units cost quite a few points, especially the Wave Serpents and Falcons which the Craftworld Eldar rely upon for transportation. Conversely your Raiders are very lightly armoured, but they cost only a half to a third of the enemy's transports, so make the most of them! The old Fast but Fragile lore still applies, but watch out for fast moving enemy units as well – it might be a good idea to keep a Warrior or Wych squad in a Raider, held back to pounce on any Craftworld Eldar that move about too fast. In particular watch out for Howling Banshees squads trying to get into combat with your Incubi.

Gav's list of horrendous weapons of war that kill the misguided Craftworld Eldar: Pretty much anything really, depending on what you face. You'll want blasters, disintegrators and dark lances for the heavy troops and vehicles, whilst lots of splinter cannons and shredders will make a real mess of their Guardians. A good mix of firepower and close combat ability is probably needed.

FIGHTING TYRANIDS

Tyrannids are a scary prospect, they've got some good weapons and some really scary close combat troops. However, have a look in your own army list and what do you see? Good weapons and some scary close combat troops plus lots of speed and manoeuvrability! There is no reason why you should sit around while that mass of beasties comes tearing towards you. Use Raiders to move around, making the enemy pay for every inch of table they cross. You've got some big guns like disintegrators and dark lances for shooting down big beasties, plus splinter cannons and blasters for chewing through the inevitable horde of Hormagaunts, 'Stealers, Gargoyles and Termagants. Don't forget that most of these creatures have a low armour save so even Wyches and Warp Beasts can do a fair amount of damage to them (except the 'Stealers of course – just shoot the hell out of them). Don't forget that they need 6s to hit Raiders and Ravagers in close combat, so if you do get pounced upon, jump on the nearest Raider for some safety.

Gav's list of the best things to blow apart bug-eyed monsters: Raider squads with splinter cannons, Reavers with blasters, Scourge squads with splinter cannons, dark lances, Warrior squads with splinter cannons, disruptors, Archon's retinue with splinter cannons, Wyches with shredders. Did I mention splinter cannons?

FIGHTING CHAOS SPACE MARINES

All the comments that apply to Imperial Space Marines are appropriate for their Chaos counterparts too. However, bear in mind that the Chaos Space Marine army does have some lighter units in the form of Daemons, so never forget those splinter cannons. Warp Beasts are particularly appropriate enemies for Daemons, and can make a bit of a mess of them in combat as well. Also, watch out for Greater Daemons possessing people. If this happens, get as far away as possible, as quickly as possible.

Well that's it for now. Remember – Fast but Fragile.




The Dark Eldar are inured to terror and death, taking a positive delight in the infliction of pain and misery. Yet there is something which fills their race with an utter dread, that drives them into ever more despicable acts of wanton bloodshed and torture: the Great Enemy; the One Who Thirsts. What the relationship between the Great Enemy and the Dark Eldar is, it is impossible to say. Although the Dark Eldar revel in their own wickedness and evil, there is a desperation about them; an all-consuming horror that forces them to kill and maim each other, to fall upon their prey without mercy, as if their very survival depended upon the extremity of the grievous deeds they perform.



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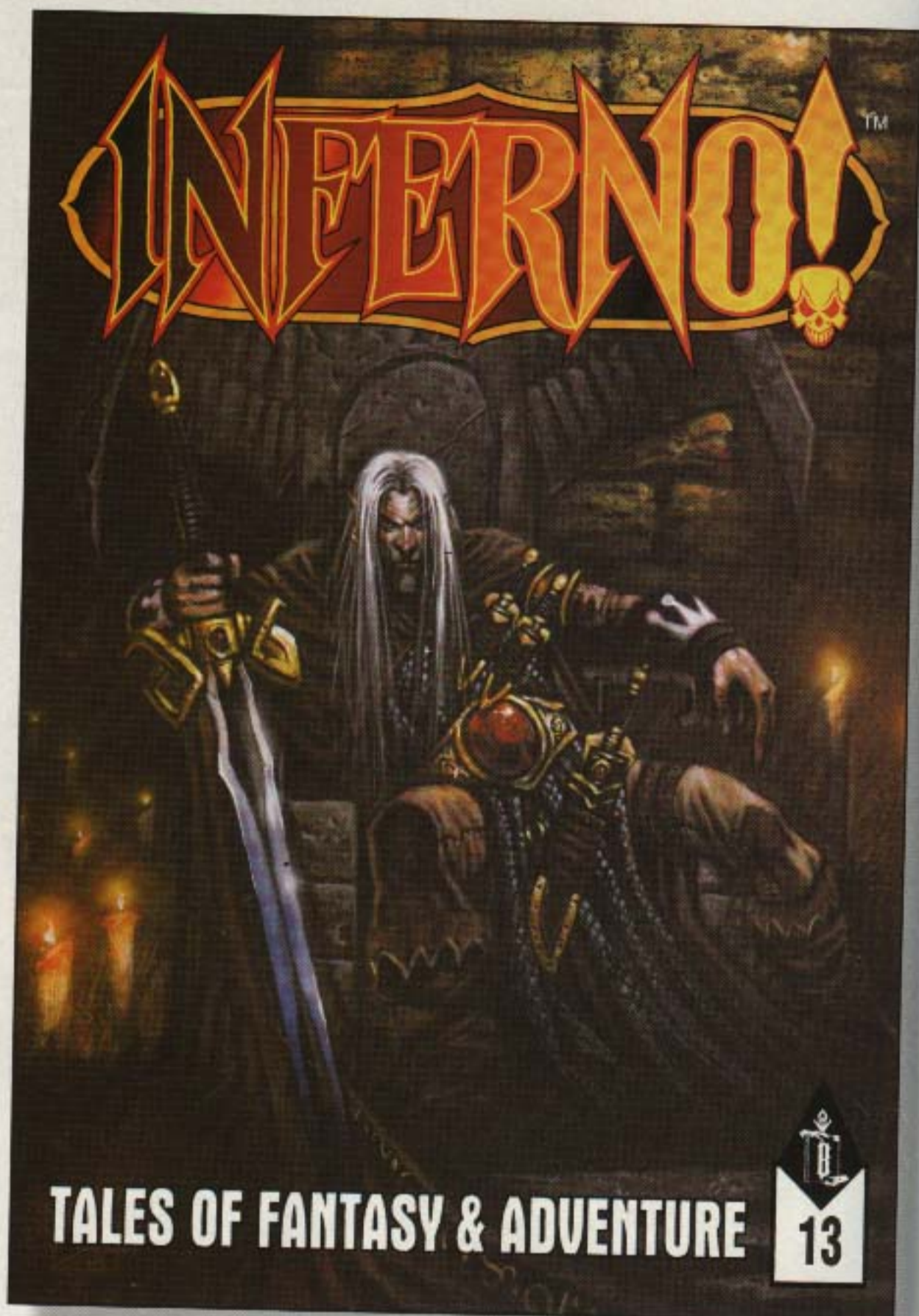
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WARHAMMER 40,000

DEEP PURPLE



Archon
Paul Handley

On a recent trip to our Nottingham store Fat Bloke noticed a rather splendid Dark Eldar army belonging to Paul Handley, who works in the store (he's since moved to the Loughborough store). It didn't take much persuasion to have him bring it to the White Dwarf bunker and tell us about it.



Reaver Succubus

It all started with the Dark Elf army I had been collecting for Warhammer. After years of collecting, painting and hard gaming I fancied a change. It was at this time that Codex Dark Eldar appeared. It was only natural that a twisted Dark Elf general like myself would find the Dark Eldar appealing – I just couldn't resist the temptation.

It actually took me quite a long time to get around to painting my army of Dark Eldar (too many miniatures and never enough time). But when I finally made the effort, it only took about a month to convert and paint my core force of Dark Eldar.

The first thing I had to do was decide what colours I would use. I wanted the army to have an overall dark and moody look to it, so this had to be reflected in the colours that I chose. I took a cue from my Dark Elf army. They already had a strong look of dark blues, purples and metals. Now I love the finish you get from deep purple highlighted up, so I decided to use Liche and Warlock Purple as my main colours.

I also wanted my bases to be different from the more conventional green. I used gravel and painted them in more of an urban colour of black, drybrushed with grey (they perfectly match the gaming board in the Nottingham shop). So I set to work and the Kabal of the Broken Soul was born and took shape. Over the next couple of pages I will try to explain the conversions and ideas that went into my army.

BROKEN SOUL TACTICS

I have never met an army general who really enjoys revealing his tactics. We all like to keep these little aces to ourselves. But with the menacing presence of Dark Lord Nick hanging over me, I feel I must part with some of the

lessons I have learnt using this army.

The main thing about a Dark Eldar army is that they are extremely fragile. They are more 'typically' Eldar in that respect than the Craftworld Eldar. So I try to keep everything moving as fast as I can towards the enemy. I have reflected this with my army selection, keeping it as fast and agile as possible. My army has not got any weapons that I cannot move and fire with. This helps to keep from being pinned down. All my squads carry weapons that are capable of taking out heavy armour and heavily armoured troops with ease (I have the full quota of blasters!). I then assign tasks to each part of my army and make sure they carry them out.

My Talos (a more recent addition) has the simple task of ploughing forwards and drawing as much heavy fire as possible away from the rest of my army. The Reavers also have a similar job, although they usually charge straight at the nearest heavy weapon squad at full turbo. Their invulnerability save is a real bonus and it's really cool to watch your opponent's disbelief as plasma cannons and lascannons bounce off them.

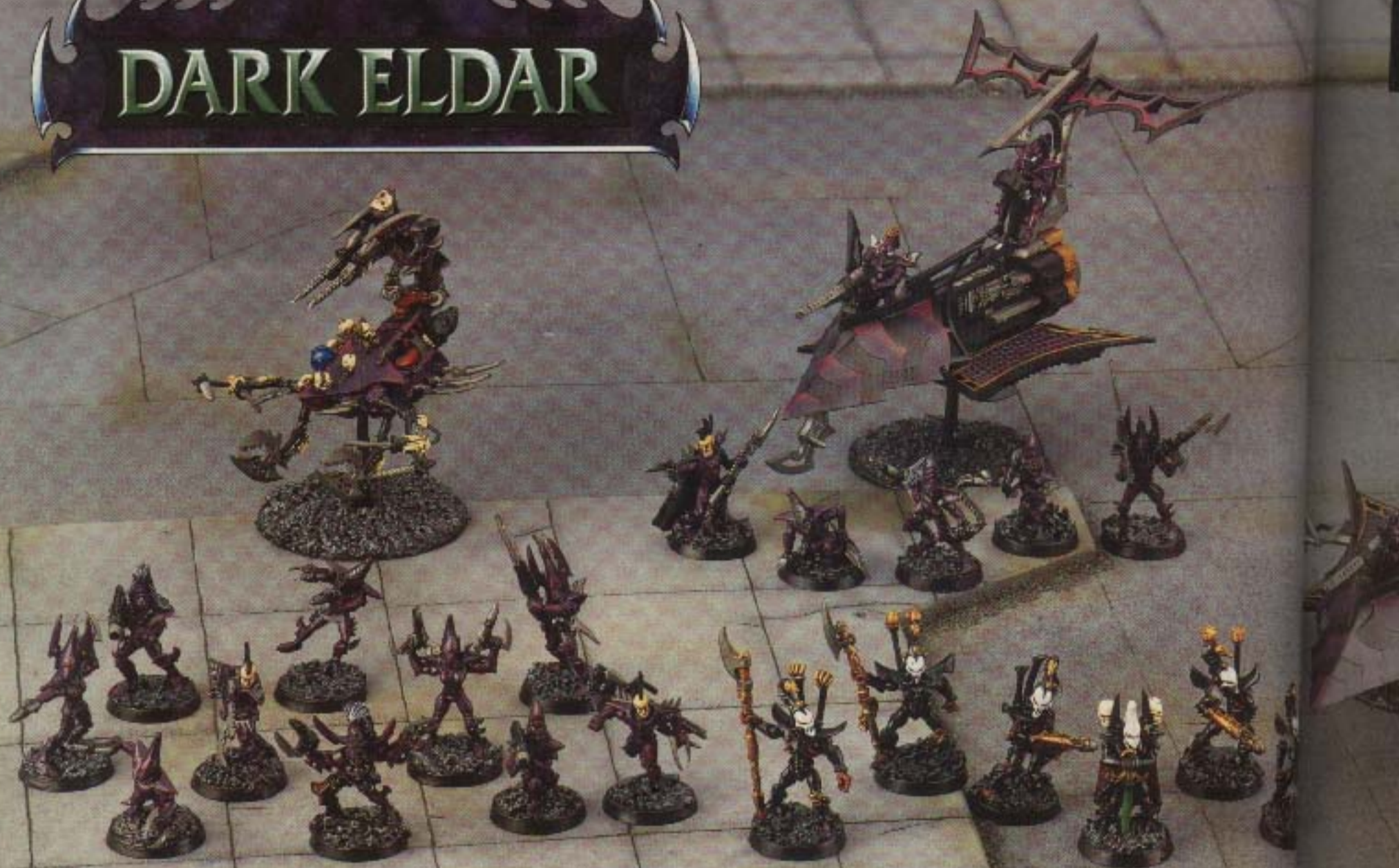
I load my two Raiders up with a Raider squad and Wyches. I try to get them into the middle of the battle as soon as possible, leaping off the Raiders and into an assault or to capture an objective. These are followed up by my Warrior squad and Retinue, who also move up the battlefield firing shots off at whatever is foolish enough to come near them.

So my basic tactic is to go in with everything I've got, keep the pressure on my opponent and don't allow him to go on the offensive. As long as you control the battle you will win the game! – Now onto my army.



Paul Handley's converted Archon and retinue of Incubi

DARK ELDAR



Reaver jetbike squad

I decided that all my Wyches would be (like the Dark Elf Witch Elves). This called for lots of converting. A lot of it just very simple weapon swaps or limb changes to make the most of the three different female models available.

The hardest thing was deciding the scheme. I thought red was going to be too bright and then I saw the paint job on Chris Fitch's own Wyches and I knew that black would be the colour for me. Only the Succubus' hair was painted red so they could easily be picked out.

To keep with the theme of the rest of the army, my Reaver squad just had a female as well. This took the longest to do of my converted squads, as they all had torso swaps – but I am pleased with the results.

"NO...! Don't kill them all, leave just one survivor. The terror will be sweeter when he finds his friends and we find them all!"

Archon of the Broken Soul

Wych squad & Raider transport



Warrior squad

Paul Handley's Dark Eldar Army

THE KABAL OF THE BROKEN SOUL



My Archon is my favourite conversion. I wanted him to look completely unique (as all Archons should be).

He is built from a plastic Dark Eldar model, using splinter cannon arms, a sword from a Chaos Space Marine and the plastic Chaos Warrior cloak and trophies.

I painted him in the same colours as the Incubi bodyguard, as this is a very effective, menacing paint job.

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Raider squad & Raider transport



I wanted my Warrior squad (below) and Raider squad (left) to have a unique look to them.

Their poses were heavily influenced by various action films, comic books, computer games and the 'Ain't Dark Eldar Brilliant Too' article in WD227.

To distinguish them from the rest of the squad, both of my Sybarites are metal. This way my opponent knows the other models are just armed with close combat weapons for effect.

Talos



The Talos is the latest addition to my army and the simplest of my conversions. I have always seen the Talos as a mass of spinning arms, so I decided to put an extra set on it!

Warrior squad





WARHAMMER



BOXING CLEVER



Paul Sawyer
'Fat Bloke'

Amongst the most exciting things to come out of the Games Workshop Design Studio over the past few months have

been the Warhammer Regiments and Warhammer 40,000 Battle Squads.

These remarkable, multi-pose, plastic boxed sets offer fantastic value for money – far more so than collecting a comparable regiment from metal miniatures.

In this article I'm going to show you just what an immense saving you can make by basing your army around the new plastic sets, which, at £12 each, are the greatest value for money miniatures available to the Games Workshop hobbyist.

With sets due to be released for the core regiments of every Warhammer and Warhammer 40,000 army, it will be easier (and cheaper!) than ever to collect an army for use on the battlefield, and that can't be a bad thing, can it?

FAT BLOKE

To date, nine Warhammer Regiments and two Warhammer 40,000 Battle Squads have been released, with plenty more in the pipeline. In coming months we hope to bring you Ork Boyz and Eldar Guardians for Warhammer 40,000 along with Orc Boyz and Zombies for Warhammer. This isn't the end though, as we are committed to producing plastic boxed sets for the core units of all our armies, allowing you to quickly and effectively build the backbone of your new army, add to a veteran force or simply collect great looking miniatures.

Let's take a look at what you get in the Night Goblin Warhammer Regiment boxed set...



The box contains four plastic Night Goblin sprues, five new shield sprues, a movement tray and metal components to make a champion, standard bearer and gong basher. The unit can be made as archers or, as below, wielding spears and shields.

To collect a similar unit from metal components would cost £26.50, so you're saving a healthy £14.50 which you can now spend on Fanatics, which will decimate virtually anything that comes within 8", along with a few Squig Hoppers to really annoy your adversary – burrah!



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Each Warhammer Regiment contains enough plastic sprues to field a regiment complete with components to make a champion, standard bearer and musician. Warhammer 40,000 Battle Squads contain a large unit of warriors. As you saw earlier, each Regiment or Battle Squad box is real value for money, and being plastic they are dead easy to convert. Now let's see what sort of saving can be made on an army...

NHURR-NELL'S DOOMBLADES (1,500pt Chaos Warrior army)

1 CHAOS WARRIORS WARHAMMER REGIMENT: £12

11 Chaos Warriors inc. standard bearer and hornblower
(Heavy armour, shield and hand weapon) 275 pts

Led by Chaos Lord Nhurr-Nell
(Chaos armour, shield and hand weapon) 266 pts

1 CHAOS KNIGHTS WARHAMMER REGIMENT: £12

5 Chaos Knights inc. standard bearer and hornblower
(Chaos armour, shield, lance, sword and riding barded Chaos steeds) 400 pts

1 CHAOS WARRIOR HALBERDIERS WARHAMMER REGIMENT: £12

11 Chaos Warriors inc. standard bearer and hornblower
(Chaos armour, shield and halberd) 374 pts

Led by Chaos Hero Kharzhan Venomtongue
(Chaos armour, hand weapon and shield) 174 pts

Total: 1,489pts

A 1,500 point Chaos Warrior army for £36 – are we mad? The same army bought using metal miniatures would cost £89 – that's an enormous saving of £53, so you can add even more to your fledgling force and really let your enemy have it!

With Regiments and Battle Squads currently available for Night Goblins, Empire, Skaven, Chaos Warriors and Skeletons in Warhammer, as well as Dark Eldar and Chaos Khorne Berzerkers in Warhammer 40,000, there's no reason not to be planning your next army is there? The only problem is which army to go for...



*Nhurr-Nell's Doomblades:
a 1,500 point Chaos Warrior
army for just £36!*

WARHAMMER 40,000

RED RAGE

Many moons ago, Ian Dearie was happily playing historical wargames. But gradually he began to fall under the insidious influence of Chaos and his soul became forfeit to the Dark Gods. With two young sons eager to try their hands at wargaming, he decided to put together a Warhammer 40,000 army for them to play with. By then it was too late – he had fallen completely under the grip of the Blood God and almost before he knew it, had assembled a mighty World Eaters army to spread carnage and slaughter in the name of the Lord of Skulls...

Ian Dearie and his two sons, John and Sam, are a regular sight at the Lincoln Games Workshop store. Originally a historical wargamer, Ian has become increasingly involved in the Games Workshop hobby, to such an extent that he now runs his own WH40K gaming club! His World Eaters army has been built up over the past couple of years and is a great example of what you can do to make an army truly individual.

Ian's army was initially collected for 2nd edition WH40K, but with a little tinkering it will soon be fully compatible with the latest edition. We took one look at it and had to drag Ian in for a few snaps!

To start the army off, he painted up Khârn the Betrayer and plenty of Khorne Berzerkers to form the backbone of the force. Khârn was given a scenic base, resplendent with a couple of dismembered Ultramarines, while the Berzerkers were heavily converted. As you can see, the results are certainly impressive!

Whilst painting Khârn, Ian decided to convert a retinue for him and came to the conclusion that what he really wanted was a rock-hard squad of Berzerker Terminators. Using the rules from the old edition of the Chaos Codex, Ian made them up as post-heresy Terminators so that they could carry a pair of lightning claws each. The first was the Master of the Betrayer Guard, a conversion using Abaddon's body and lightning claw, with Khârn's head, plus the Chaos Terminator

Champion lightning claw. The others were equally straightforward, simply sticking Khârn's head and Space Marine lightning claws onto standard Chaos Terminator bodies. Special mention must be made of one of them in particular however. Ian thought about the idea of Space Marines becoming corrupted by Chaos after the time of the Horus Heresy and decided to paint one of the bodyguard to represent a renegade Deathwing Terminator, whose armour is slowly fusing with his body and warping into the twisted forms of Chaos. This Terminator, known only as 'Deathwing', is about halfway through his transformation into a fully fledged Chaos Terminator.



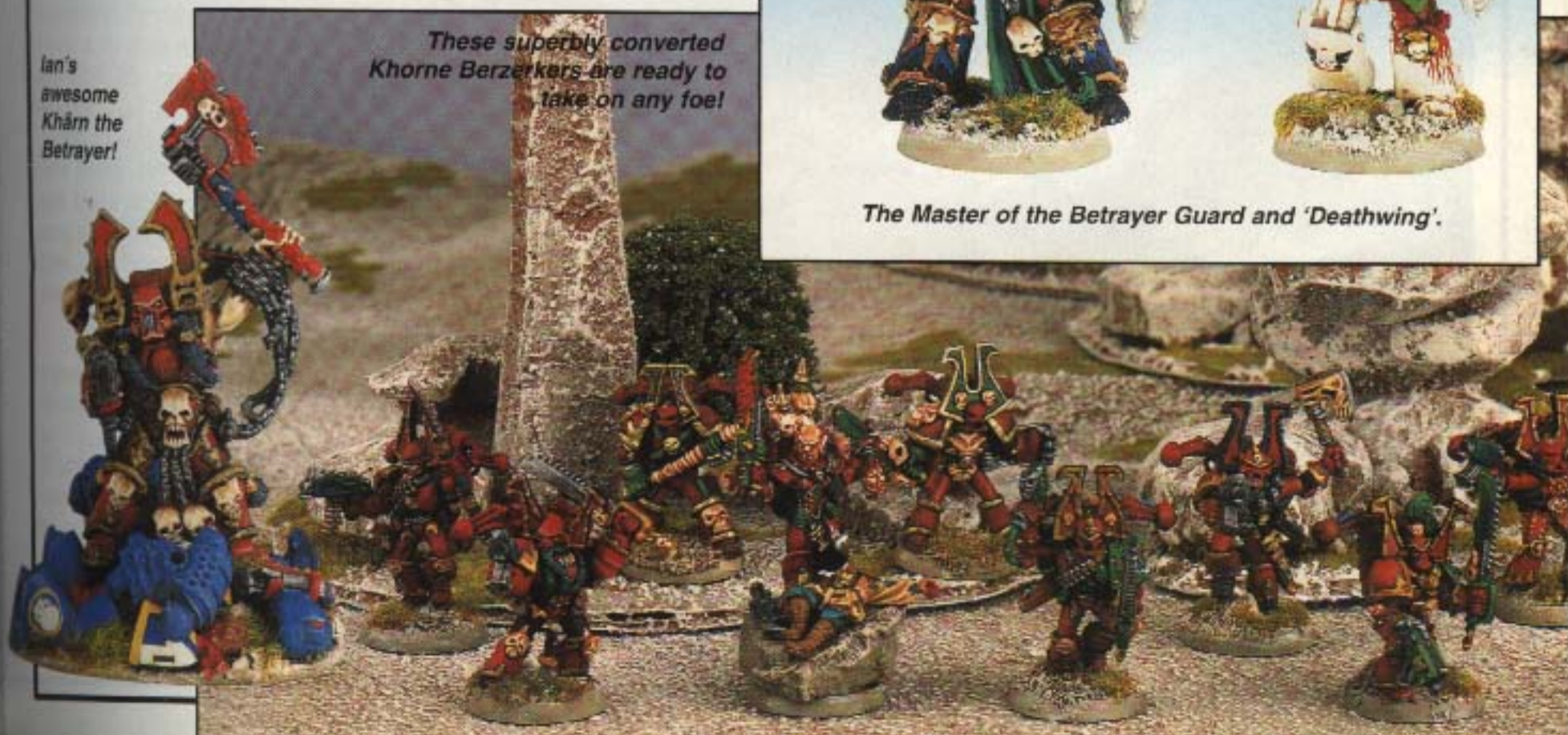
Ian Dearie



The Master of the Betrayer Guard and 'Deathwing'.

Ian's awesome Khârn the Betrayer!

These superbly converted Khorne Berzerkers are ready to take on any foe!



Once he had sorted out the commander, his bodyguard and a good many rank and file troops for him to command, Ian started to look around for something else to get his teeth into. Two Chaos Dreadnoughts seemed to fit the bill quite nicely! The first was a straightforward conversion – he simply stuck a Khornate icon onto the trophy pole. The second however was a lot more elaborate.

A staff member in our GW York store suggested that he try to make a close combat Dreadnought with no ranged weapons at all. As anyone who has tried it will know, this is not easy, as all the close combat weapons are designed to fit on the left arm of the Dreadnought – so some fairly heavy modelling was necessary to adapt one for a right handed weapon. This is just one of the ways in which Ian's army differs from the letter of the Codex – very Chaotic. Chaos Dreadnoughts must normally have one close combat and one ranged weapon, but as a Khornate general, Ian can be forgiven for using this in his army!

The thunder hammer has been made by sticking the arm part of the Chaos Dreadnought thunder hammer to the shoulder part of the Chaos heavy plasma gun, and then sculpting some extra armour plates from modelling putty to cover the join. Trophy racks were then added from Abaddon and Warlord Queek and extra heads were added to give an even more fearsome appearance – including an Eldar Farseer's helmet! A trawl through his bits box yielded some casualty figures and one in particular seemed perfect as a gruesome decoration for the Dreadnought. Finally, the finishing touch was provided courtesy of a few inches of fine chain bought from a model shop. Both Dreadnoughts were painted in the classic Khornate scheme of red and brass, just like the rest of the army.

Forwards for Lord Khorne!

By now the World Eaters were looking like quite a formidable force, but Ian decided that what they needed was a bit of cannon fodder to soak up some of the enemy fire. Chaos Space Marines are far too valuable to use as a

How much stuff can you stick onto a Chaos Dreadnought? Ian has done a marvellous job on this fearsome assault Dreadnought. Just look at the effort that has gone into the trophy rack alone!



fire screen, so a large squad of Chaos Cultists was summoned. Like a lot of people before the ace Chaos Cultist models were released, Ian looked to the Necromunda range for inspiration. After a bit of thought, he settled upon the Ratskins, as the range of modelling possibilities was enormous and he loved the idea of adding things like giant rats and bits from the Skaven range to create a really mutated and Chaotic looking unit. Attached to the unit was an Icon Bearer and a Chaos Space Marine to lead them. Ian converted this figure from Space Wolves Rune Priest Ulrik the Slayer, with his helmet remodelled to look more like a giant rat. Terminator trophy racks and a Chaos Sorcerer's backpack were added as well, while a tail from a Chaos Spawn completed the conversion.

Berzerker Frenzy!

All the while Ian had been steadily adding to his basic rank and file units of Khorne Berzerkers and now he had built up an impressive number of them. As there were so many, it seemed only right to summon some more of the mighty champions of Chaos to lead them forth into battle. The first was one that Ian calls 'Talon the Torturer'. A lot of bending and filling was required to get the leg into a position to stand on the Ultramarine helmet while he holds aloft the remains of the unfortunate Space Marine.

A second champion is based on the Blood Angels Captain Tycho figure, while the third is Ian's favourite conversion of the whole army. This was based upon a Sister of Battle, as Ian felt that a female Chaos champion would be really great. This figure is known as Tabatha and has been built from an impressive number of bits and pieces including Everlast Assassins, Daemonettes and Khârn the Betrayer. The result is a truly unique conversion.

The rot had set in further than had originally been thought and by now Ian just couldn't stop adding even more squads to his army. A close combat Veteran squad was an obvious choice, followed by a quick succession of Terminator squads and another squad of Veterans, this time with heavy weapons. The assault Veterans were built from a wide selection of figures including Space Wolves, Warhammer Chaos Warriors and even an Eldar! All

figures have bare heads to give the unit a uniform feel and make them easy to identify on the tabletop.

Even a mighty lord of Chaos such as Khârn would find it difficult to command such a fearsome horde by himself. It seemed only fair to add more commanders. From through Citadel Journal 20 came across a conversion

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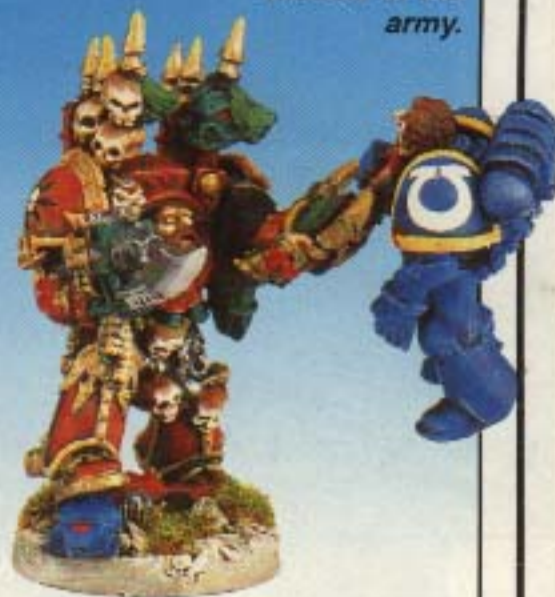
Ulrick, leader of the Rat Cult. It's amazing what you can do when you really scour the Citadel miniatures range for ideas!



Tabatha, female champion of Khorne. Just look at all the detail that Ian has added to the model. Just like Deathwing, her armour is slowly transforming into Chaos Armour.



Talon the Torturer. This is one of the most heavily converted models in the army.



Andy Foster, called Scyrak the Slaughterer. It seemed ideal for Ian's foul purposes but he still wanted to make it uniquely

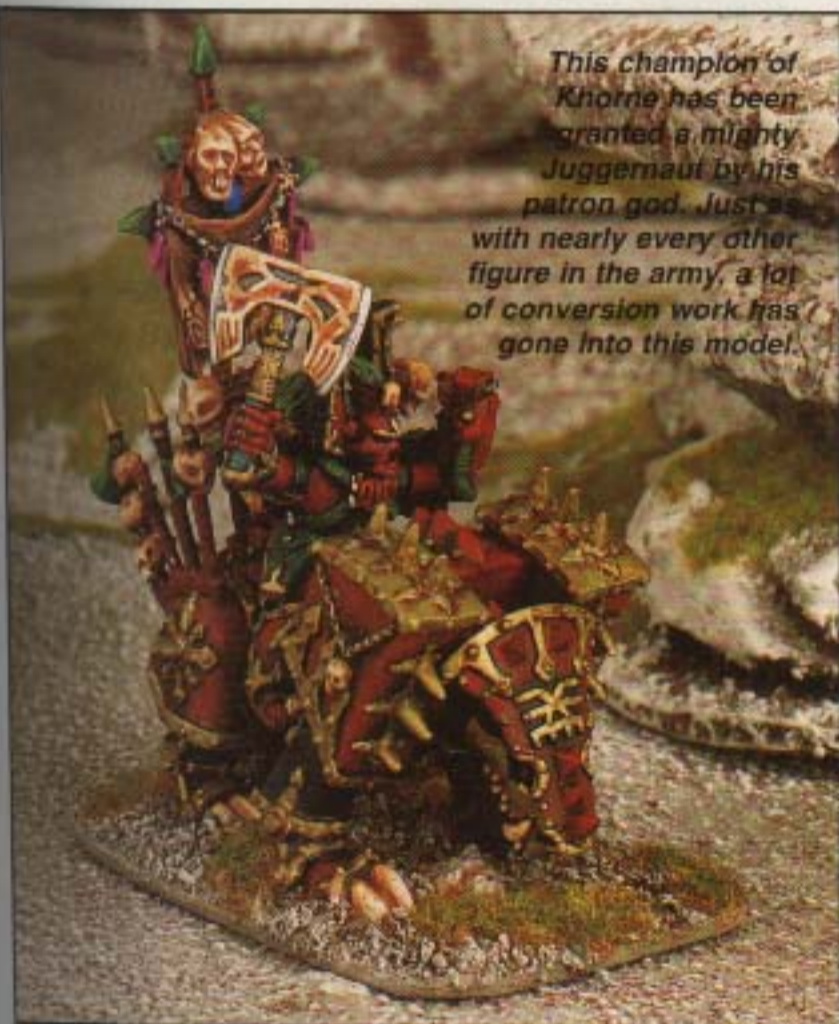
his own, so a bit more detail was added and a suitably impressive scenic base was built. Ian's 'Syrack' has his own standard bearer complete with 'pet' Flesh Hound on a leash!

Finally, Ian just couldn't resist adding the fantastic Juggernaut of Khorne to the force and naturally the model features some heavy conversion work. The ubiquitous Terminator trophy racks are used and the left arm wields a fearsome double-headed axe. The right arm is sheathed in a power fist and a Chaos icon sets off the whole model splendidly.

More Blood for the Blood God!

Believe it or not Ian still has a lot he wants to add to the army. Next up (and probably finished by the time that you read this) will be the mighty Bloodthirster and another Dreadnought, this time with tank-busting weaponry. Ian wishes the stunning new plastic Khorne Berzerkers had been around when he was starting his army (although he still intends to buy loads!) as apart from them looking great, they are also much easier to convert!

This champion of Khorne has been granted a mighty Juggernaut by his patron god. Just as with nearly every other figure in the army, a lot of conversion work has gone into this model.



Syrack, Lord of Chaos, with his standard bearer by his side, leads his Veterans into combat.





Talon the Torturer, mighty Terminator champion of Khorne, leads his Berzerkers to blood-soaked glory.

This fantastic Chaos Terminator champion is based upon an Imperial Terminator Chaplain.



These Daemons of Khorne are one of the latest things that Ian has added to the army.



Ian's mighty World Eaters army. The terrain that it sits on was also made by Ian, for use at his gaming club.

These two are the leaders of Ian's Veteran squads. An amazing variety of bits and pieces have gone into each of them, including Warhammer Chaos Warriors, Sorcerers, Eldar Guardians and various plastic accessories!



Khorne Berserkers led by a Chaos champion based upon the Blood Angels Captain Tycho miniature.



DOGS
OF WAR
CHARACTERS
FOR HIRE

WARHAMMER ARMIES Dogs of War

DOGS
OF WAR
CHARACTERS
FOR HIRE

MERCENARY GENERALS



By Nigel Stillman

Continuing the fine tradition of bringing you exclusive rules in White Dwarf, Nigel explains how to choose mercenary generals of different races. No longer are you limited to the basic Human general profiled in Warhammer Armies Dogs of War – now you have the option of leading your gold-hungry hordes with other races!

In any Dogs of War army you are likely to find many diverse races, united behind their general by the prospect of war and loot. But what of the general himself? Although many Dogs of War generals are humans (frequently Tileans), there are many others of very different origins. Some, of course, are also men, either from the Old World, or more distant lands. Others come from among the other warlike races of the known world, such as the Orcs, Hobgoblins and Ogres, or from the ancient races of the Dwarfs and Elves. This article details rules for creating a mercenary general of one of these races to lead your army.

Human Mercenary Generals

The majority of mercenary generals at large in the Old World are humans. Most of these are from Tilea but not all. The Empire produces excellent fighting men, many of whom find their way into mercenary armies to fight as dogs of war.

Sometimes expertise and determination enables an individual to rise up through the ranks and lead his own mercenary army. Mercenary generals whose origins lie in the Empire usually begin their career among the Border Princes, rather than in the Empire itself, except perhaps during a time of civil wars.

Few Bretonnian knights have ever become mercenary generals, and the honour of those who

have must certainly be deeply suspect! However, it is possible that some notorious generals began as Bretonnian commoners. There are, however, several Arabian mercenary generals, which is not surprising in a land ruled over by warring tribes of dubious loyalty. It is quite possible for a Sheikh or Emir and his entire tribe to suddenly appear out of the desert and offer their swords to the highest bidder. Almost all the corsair leaders are of course mercenary generals likely to change sides for a chest full of gold. Finally, let us not forget the frozen wastes of Kislev and the brooding fjords of Norsca, from which have come some of the cruellest mercenary generals the world has ever seen – warlords who learned their trade collecting the heads of Chaos Warriors and flaying Beastmen for their pelts.

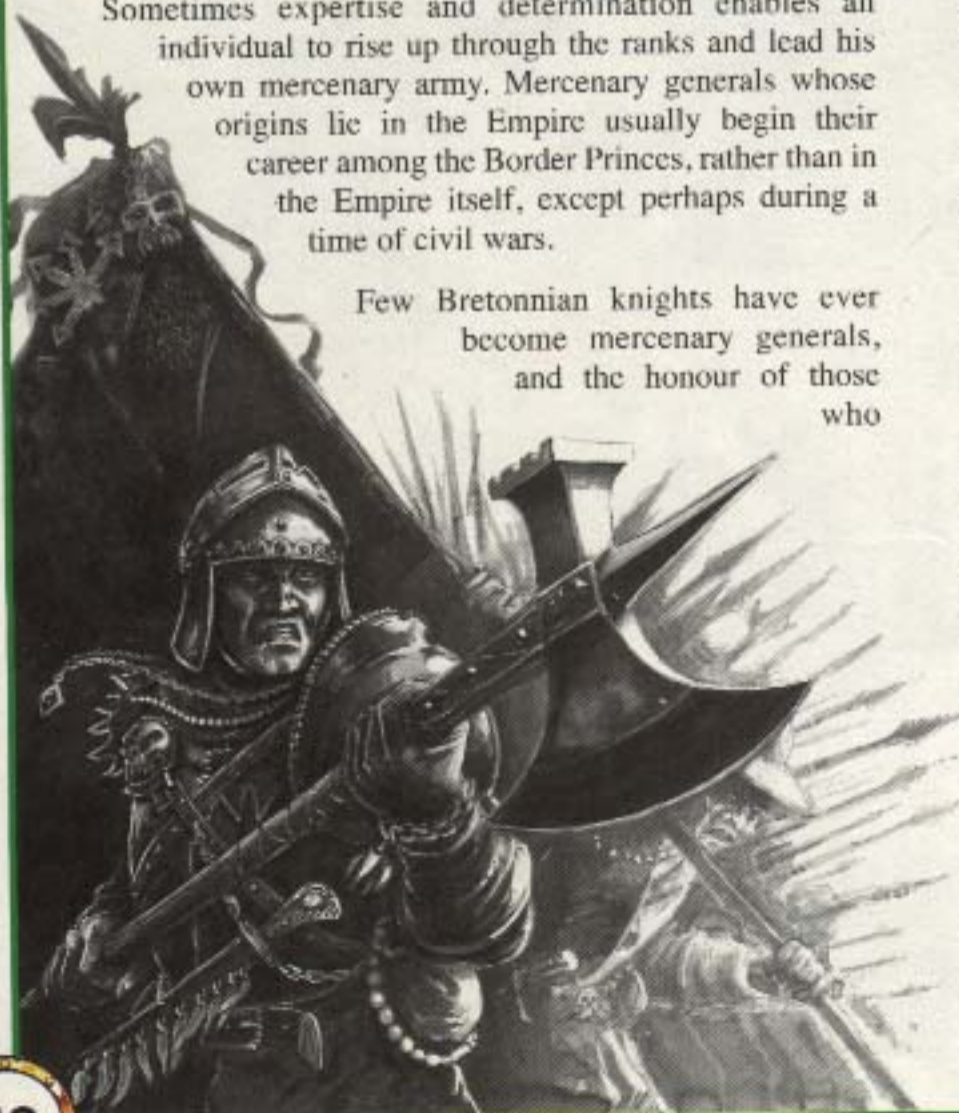
Dwarf Mercenary Generals

Few Dwarfs become mercenary generals. This is because any Dwarf with the qualities of a general will be utterly loyal to clan and ancestry. Dwarf mercenary generals are likely to be outcasts for some reason, or cherishing some terrible grudge against all their kin. What else could force a Dwarf to associate with the kind of treacherous scum who become mercenaries? Furthermore, the payment of gold to hired sellswords and the sharing out of plunder is something that would tear at the heart of any true Dwarf. Indeed then, any Dwarf who becomes a mercenary general, must have a strange saga to tell. It would be wise not to delve too deeply.

Orc & Hobgoblin Mercenary Generals

Orcs live to fight and rejoice in war. Burning settlements, fields strewn with the newly slain, wolves and crows tearing at flesh, cries of anguish and the din of battle – these are the things that Orcs like. It is no surprise therefore, that there are many Orc mercenary generals roaming the known world. Their only problem is finding mercenary regiments reckless enough to follow them. Few humans can bear to share a camp with Orcs, and so Orc mercenary generals tend to lead armies of particularly savage, uncouth and primitive mercenaries such as, for example, Ogres.

Hobgoblins also delight in war and there are rumoured to be several Hobgoblin mercenary generals. Most of these are rampaging in the east, but some are said to be moving westwards. These are warlords of the nomadic Hobgoblin tribes who roam the barren steppes east of Kislev. Some have



undoubtedly been sent forth at the bidding of the great and rightly feared Hobgobla Khan, and have gathered up various followers among vanquished tribes and peoples. Others are lesser Khans who have displeased or rebelled against their overlord and now seek to escape his wrath.

High Elf & Dark Elf Mercenary Generals

The few High Elves or Dark Elves who become mercenary generals are often exiles, banished from their realms for dire misdeeds or forsaking their kindred with a self-imposed exile. One or two have had the misfortune to be shipwrecked and stranded in distant lands. After trying in vain to fight their way across the known world, they have been forced to sell their fighting skills in order to survive. Often the inhabitants of the lands through which they pass are woefully unable to distinguish between High Elves and Dark Elves and think they are all the same. Thus the High Elves are often blamed for the vile cruelty of the merciless Dark Elf generals, while cities which have been saved in the past by noble High Elf generals, throw open their gates in welcome to Dark Elf generals, unaware of the dire consequences.

Ogre Mercenary Generals

Many Ogres follow the way of the mercenary. As a race, they are just as brutal and warlike as Orcs, in some cases, more so. Few survive long enough to command an army of their own, but those who do are formidable indeed. A lone Ogre mercenary general can often cause an entire enemy army to tremble, just by glaring at them at close quarters! Many mercenary regiments cannot bear sharing a camp with Ogres and certainly would not follow an Ogre general. Others, especially Orcs, Goblins and savages of similar ilk, gather in droves to Ogre generals, often following them just for plunder and not for pay (which would be erratic or non-existent anyway). The noted historian Ummier of Carroburg tells the following anecdote, which may be apocryphal but illustrates well the Ogre view of victory. A hugely fat Ogre general surveyed the stricken field, took a sniff of the stench of victory and said, "bring me the head of the enemy general," and it was done. Indeed it was very well done with garlic butter by the general's best Halfling cook, and the general belched loudly with deep satisfaction.

Mercenary Generals Profiles

General	M	WS	BS	S	T	W	I	A	Ld	Pts
Human	4	6	6	4	4	3	6	4	9	100
Dwarf	3	7	6	4	5	3	5	4	10	160
Orc	4	6	6	4	5	3	5	4	9	110
Hobgoblin	4	6	6	4	4	3	6	4	8	90
High Elf	5	7	7	4	4	3	9	4	10	160
Dark Elf	5	7	7	4	4	3	9	4	10	160
Ogre	6	6	5	5	6	5	6	5	9	360

Mounts	M	WS	BS	S	T	W	I	A	Ld	Pts
Warhorse	8	3	0	3	3	1	3	1	5	3
Elven Steed	9	3	0	3	3	1	4	1	5	3
Dark Steed	9	3	0	3	3	1	4	1	5	3
Cold One	8	3	0	4	4	1	1	2	3	10
Giant Wolf	9	4	0	3	3	1	4	1	3	4

Weapons & Armour: The general is armed with the equipment described below.

General	Equipment	Points
Human general	Hand weapon, light armour, shield	+3
Orc general	Hand weapon, light armour, shield	+3
Hobgoblin general	Hand weapon, light armour, shield	+3
High Elf general	Sword, light armour, shield	+3
Dark Elf general	Sword, light armour, shield	+3
Ogre general	Hand weapon, light armour	+3
Dwarf general	Axe, heavy armour, shield	+4

Options: In addition to his basic equipment, the general may have other weapons or armour which is appropriate to the traditions of his race, at an extra points cost.

General	May have	Points
Human	Upgrade to heavy armour	+1
	Bow	+2
	Barding	+4
	Lance	+2
	Spear	+1
Orc	Double-handed weapon	+2
Hobgoblin	Spear	+1
High Elf	Upgrade to Itbilmar armour	+1
	Lance	+2
	Long bow	+3
	Barding	+4
Dark Elf	Upgrade to heavy armour	+1
	Lance	+2
	Repeating crossbow	+3
Ogre	Double-handed weapon	+2
	Shield	+1
	Additional hand weapon	+1
Dwarf	Double-handed axe	+2

May Ride: The general may ride a creature appropriate to the traditions of his race. The options available are listed below.

General	May Ride
Human general	Warhorse (+3 pts)
Orc general	War Boar (+8 pts)
Hobgoblin general	Giant Wolf (+4 pts)
High Elf general	Elven Steed (+3 pts)
Dark Elf general	Dark Steed (+3 pts) or Cold One (+10 pts)
Ogre general	Not mounted
Dwarf general	Not mounted

Although it is not unknown for mercenary generals to ride on chariots, monsters, war camels, war mammoths, Albion loch monsters, giant starfish, five-tier palanquins or whatever, the fame and dread of such generals has spread so far and wide that they must be considered 'characters of renown', deserving of detailed description, history and special rules to go with them, as well as appropriately splendid models.

Magic Items: The general may have up to 3 magic items worth up to 100 points in total. These are chosen from Warhammer Magic.

Special Rules

Dark Elf general: A Dark Elf general will of course *hate* High Elves and so may not include any High Elf regiments in his army.

Dwarf general: A Dwarf general will obviously *hate* Orcs and Goblins and so may not include any Orc or Goblin regiments in his army.

Orc general: An Orc general may ignore panic caused by fleeing Goblins.

Ogre general: An Ogre general is big, brutal and causes *fear*.



Quirks of Character: Mercenary generals frequently have some dark secret or quirk in their character, which explains why they became great generals. Your general should not be lacking such a quality so you must pick one character trait for your general from the list below.

Banished Exile (+30 points)

The character has been exiled by his own kind. Therefore he *hates* his own race for shunning him. So for example, an exiled High Elf would *hate* High Elves. The general will not include any regiments of the hated race in his army.

Cunning (+20 points)

The character is the master of low cunning and always uses tricks in hand-to-hand combat. The effect of this is that he will always strike first in hand-to-hand combat.

Veteran (+20 points)

The character is a grizzled veteran of so many battles that he has superior fighting skill. He therefore gains +1 WS to represent this.

Blood Feud or Grudge (+35 points)

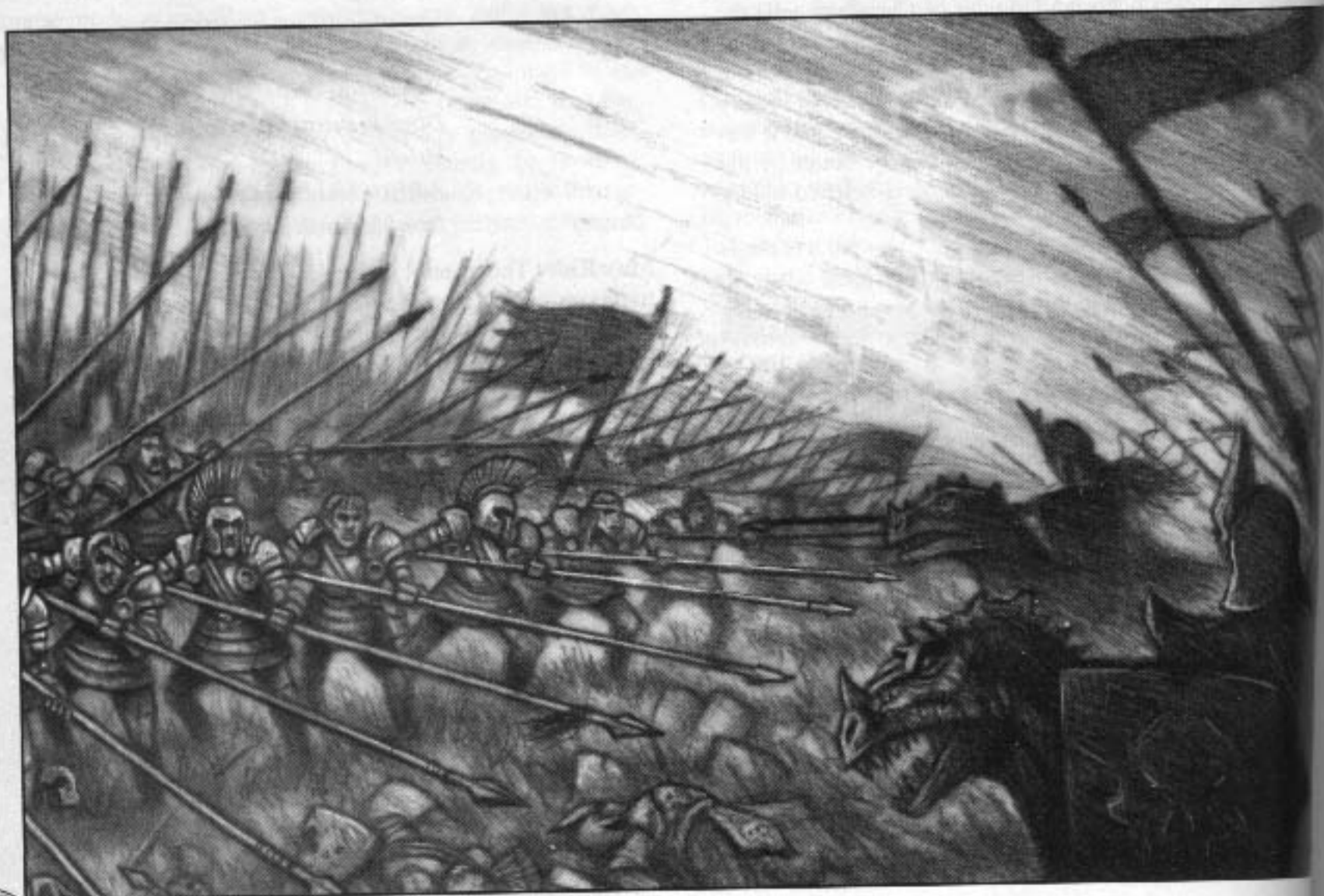
The character has a long-standing grudge or blood feud against a specific race. This is probably because they once double-crossed him, treacherously betrayed him or wiped out his entire clan. The character *hates* one specific race of your choice. The general will not include any regiments of the hated race in his army.

Rich & Greedy (+10 points)

The character is immensely rich and always demands the highest price for his services or keeps the lion's share of the plunder. The result is that the pay chest is exceptionally big and full to overflowing. This inspires even more loyalty from his troops. To represent this you may re-roll failed Break tests within 16" of the chest instead of the usual 12".

Charismatic Leader (+25 points)

The character inspires exceptional trust and devotion from his troops. They will follow him to the ends of the earth and beyond! To represent this the general gains +1 Ld up to a maximum of 10.



Converting a Mercenary General

While you can of course use any of the standard commander miniatures to represent the leader of your mercenary army, many players like to convert a special figure. After all, a mercenary general is not your average leader so why use an average miniature? This page shows a few examples of suitably impressive conversions modelled by various staff here at the Games Workshop HQ. Remember that as mercenary generals are mainly interested in money, they'll tend to be ostentatious in the extreme. Have fun!



▶ ▲ Both of these Orcs are the creations of Stefano Gemi, the winner of the WH40K grand tournament, who now works for GW Italia. He likes the flexibility of being able to take his Orc warlord either on foot or mounted on a War Boar.



◀ Nelson, who works in the Studio, has converted Tzarina Katarin the Kislev Ice Queen into a Dark Elf general, to lead his Dark Elf army. However it would make a perfectly fine leader for a mercenary force.

▶ This ferocious Orc warlord was converted and painted by Keith Robertson from the GW 'Eavy Metal team. A wide variety of different parts have been used to make this ambitious conversion. Note the cart wheel used as a shield, making the model really impressive!



◀ This Human general, from the extensive collection of John Stallard, was painted and converted by Stuart Willis and is an ideal model for use as a mercenary general from the Empire.



BURNING RUBBER

By Simon Shuker

Now the traitorous Chaos Space Marines have their brand new bikes to race towards the enemy. We thought it was about time for an article on using bikes in general. Simon Shuker climbs into the saddle and kick-starts this particular article...

Bikes are possibly the most numerous of all vehicles in the Warhammer 40,000 universe. They are used by almost every race, excluding Tyranids, Imperial Guard and Sisters of Battle. So what do we know about bikes then? Bikes of all races can move twice as fast as your average foot troops (though some are capable of moving faster), they improve the Toughness of their riders and usually carry twin-linked or even heavy weapons. Sounds fantastic doesn't it? Well they are, but they also have a few drawbacks and these have to be considered when you use bikes in your army.

THE BASICS

I'll talk mainly about Space Marine bikes, as they are the most basic bikes available in the Warhammer 40,000 game. Firstly you'll usually be limited to small numbers of them, as they are a Fast Attack choice and they cost a lot of points. Space Marine bikes come with twin-linked bolters and, like all bikes, confer +1 Toughness on their riders. Apart from the advantage of being able to assault more readily due to their speed, Space Marine bikers are not much better than their brother Tactical Space Marines at close quarter fighting. Because of this, the points cost spent on them is really wasted if you just throw them into close combat. Many people line their bikes up in front of their army and send them off into close combat because they know they'll get to the enemy quickly and they want to inflict maximum damage as early as possible (ie. before they are wiped out). But this sort of thing just makes your bikes into an easy target for your opponent's entire army – and bikes are too expensive to throw away like that. Admittedly bikes can be used in front of your army as a form of shield (because they have increased Toughness), but enemies can shoot straight past them if they have line of sight, and anyway this is still not really what bikes are built for.

BACKGROUND

A good way to formulate tactical decisions about using bikes (or any troops for that matter) is not to look at their statistics and rules but their background. Space Marines need to use bikes to cover long distances fast – they are primarily reconnaissance troops, equipped to be able to deal with isolated enemies that stand in their way. They are not equipped for assaulting the enemy in close combat, as that is what Space Marine Assault squads are for. Space Marines (like many troop types) are equipped for specific roles and it would be tactically flawed of any commander to use the Emperor's finest inappropriately. In other words, don't throw bikes into assaults unless you are supremely confident of success – it's not what they are there for.

ON THE BATTLEFIELD

Space Marine bikes are mounted with bolters that are capable of rapid firing even on the move, and they get a re-roll due to the fact that they're twin-linked. This makes bikes a very strong firepower squad, tending primarily towards an anti-infantry role, although in a scrape bolters are capable of dealing with tougher creatures or even light vehicles. Because bikes are also highly mobile, they can easily get into position to fire on the most suitable target.

With this in mind we can begin to formulate tactics for using bikes in battles. The role of your bikes will be affected by their initial deployment and so it is important to decide what role you wish them to fulfil beforehand.

The first and most common role for bikes is to use them as a flanking force to get around the side or back of the enemy

and strafe them with bolters whatever your particular bikes have. Using your bikes on one flank means that to one side of your squad is a table edge from which nothing can attack you, so there is less threat of being bogged down in close combat or being ambushed. If you can get behind the enemy lines, your opponent will be torn between turning troops back around to deal with the threat, or continuing his advance ignoring the bikes. Either way you have gained the advantage!

The second tactic that bikes can be used for is as a sort of reserve for the rest of your army. By keeping bikes behind the rest of your troops (even in Reserve) they can be called back to deal with enemies where the attack is strongest. Their mobility means that bikes can rapidly fill gaps in your front line (in the Imperial Guard army this role is often taken by Rough Riders and Sentinels). An opponent will use his best troops to attack the weakest point in your line (whether it be an isolated squad or something vitally important to achieving a mission), but having a good reserve to react to the enemy deployment and movements denies him of the chance. The downside to this is that your very expensive bikes are



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CHAOS BIKERS

After a long wait, the Chaos Space Marines now have a completely new bike, sculpted by the talented hands of Jes Goodwin, Norman Swales and Dave Andrews. The bikes are available in a boxed set of three models with a variety of options to make bikers with weaponry other than the normal twin-linked bolters. These parts include a chassis-mounted meltagun and plasma gun, and additional bits to make a Chaos Space Marine Champion to lead the squad.



Chaos bikers search an Imperial city for their next target.



doing nothing hiding at the back of your army when they really should be trying to destroy the enemy and grab objectives etc. The up-side is that by keeping the bikes out of harm's way till they are needed will often mean that you have a pretty much intact squad to counter and attack the enemy in the second half of the game. This advantage late in a game can far outweigh the fact that they aren't tallying up the kills from the beginning. The speed of the bikes also means they are still able to go off and grab objectives if necessary.

The third basic tactic for using bikes is to use them as a shield and advance

with the rest of the army. As I said earlier, this isn't really the idea behind having bikes and doesn't work quite as well as it did in the 2nd edition of 40K, as the enemy can now shoot anything they can see. It isn't a tactic I personally like but there's no reason why you shouldn't try it. A better (and more appropriate) idea would be to use them as a distraction to draw enemy firepower, rather than as a physical shield. Make the bikes a threat that you know will distract your enemy or keep him from achieving his objective. You can even go as far as throwing the bikes into close combat – their increased Toughness should allow them to tie up most opponents for a few turns. This will

generally result in the destruction of the bikes, but the rest of your army will have had an easy time of it and you may consider this to be worth the points cost of the bikes.

EQUIPPING BIKES

When equipping bikes with alternative weapons it is worth considering what role you want for your bikes before you choose. Flamers are good against massed, poorly armoured troops like Imperial Guard, plasma guns are excellent Space Marine killers and meltaguns are the perfect anti-tank weapon (note that other races often

have very similar weapons but with different names, for example the blaster used by the Dark Eldar is much like the Imperial meltagun). The other way to bolster your bike squad is to add a unit leader. You can do this by upgrading one of the squad to a Sergeant, Aspiring Champion, Succubus, etc, or by equipping an Independent Character with a bike and have him stay with the squad. Characters can be tailored to fight against specific types of opponents but their real advantage is their close combat expertise, so if you intend to keep your bikes out of assaults this may be a waste of points.

OK, so I've talked about Space Marine bikes, which are fairly standard and are the type that I've played with and know about – but what about other races? I've asked various people around the Studio with different armies how they use their bike squadrons. If you come up with any other cunning strategies for using bikes, write in and let us know!

CHAOS BIKES

In terms of shooting, Chaos Space Marine bikes work identically to their loyal Space Marine counterparts. The re-roll to hit you get for the twin-linked bolters makes them very reliable – you can usually bank on four out of five shots hitting their target. The 12" move of the bikes and the 24" range of the guns gives your squad a huge reach, allowing them to attack targets all over the battlefield – they don't need to commit to one definite course of action as slower units often do. For this reason, in the early turns of a game I use my bikes as roving support for the rest of the army. They move to wherever they are needed each turn, to add their firepower to that of other units or to pick on any vulnerable targets.

It is in combat where Chaos bikers really have the edge over Imperial Space Marine bikers, because the scythes and spikes that cover their vehicles give them an extra attack. This makes them excellent assault troops, especially as their fast movement makes it easy to ensure that you get to charge into combat. They will then get an impressive 3 attacks each and their Toughness of 5 (and power armour of course) makes them very hard to kill in return – Imperial Guard, Eldar and even Orks need 6s to wound them. Add in an Aspiring Champion with a power weapon and you have a formidable squad. Wait for a good opportunity to charge and they will beat most units that aren't geared up for close assault. Bear in mind though that your expensive bikers will usually be outnumbered, so combat often lasts a few turns, even though you are winning. To avoid this problem, you can always use the bikers to support the assault of your main infantry units, in a single, crushing attack.

One final tip: once your bike squad is reduced to its last few models it will be much less effective in combat, so instead of charging in, drive round behind the enemy unit while another of your squads assaults from the front. If the enemy falls back it will run straight into your bikes and be destroyed in a crossfire (even if they are Space Marines!). This tactic works especially well if the assaulting troops are Raptors, because their victims fall back automatically if they lose combat!

Graham Davey (Chaos Lord)



DARK ELДАР REAVER JETBIKES

Dark Eldar Reaver jetbikes are the fastest on the battlefield. The turbo boost option (which allows them to double their movement to 24") allows them to re-deploy and strike almost anywhere on the table. This makes the Reavers a really flexible force to use on the battlefield. You may think this also makes them excellent assault troops, but I have found that their speed and flexibility is their best asset. My Reaver squads are normally made up of 3 to 5 Reavers, two of which are armed with blasters (Reaver jetbikes excel at tank-busting). I use the Reavers in one of two ways – either as strike craft or escorts depending on the enemy I'm facing.

Against numerically small armies, such as Craftworld Eldar (misguided fools that they are) and Space Marines, I use them as strike craft. I place the Reavers on a flank and go in full throttle towards the biggest threat to my force (normally the enemy's armour or heavy weapon squads). Their invulnerable 4+ save should save them from the worst of the enemy fire, and if he is firing at them he won't be firing at your Raiders (foolish enemy). Once you have taken down the enemy's heavy weapons or armour support, you can concentrate on secondary targets like enemy units or additional armoured vehicles. Although this tactic is generally quite hard on the Reaver jetbikes and it is very rare that a squad will survive the battle, the confusion sown by them rampaging around on the enemy's back line is more than worth it. Your opponent will direct his efforts to destroying them and forget about the rest of the Dark Eldar army bearing down on him!

Against larger armies like Imperial Guard, Tyranids and Orks, they get assigned an escort role. The Reavers are grouped together with the Raiders in one hard-hitting column. I place the Reavers in front of this column and assign them a squad to escort (normally the Wyches or the Lord's retinue). However the Reavers first job is to take the hits for the Raiders by making themselves a more inviting target. Use the Turbo move to protect the Reavers as much as possible by giving them their invulnerable save. Once the initial exchange of fire is over, the remaining Reavers should be in a position to assault the enemy force. Make sure the Reavers hit the same squad as the Dark Eldar squad they are escorting. I've found that a neat trick is to use the Reaver's 12" move and their guns to soften up targets behind the enemy front line before pulling back for the assault. Combining the Reavers with another squad doubles their effectiveness and makes them a lot more useful on the battlefield than they could ever be on their own.

Nick Davis (Dark Eldar Lord)

ORK WARBIKES

I've found that when using Ork bikes you need the maximum number of five in a squadron, as people will tend to pick on them. This is because most people know they are capable of completely decimating the enemy if given half the chance. In my experience Ork warbikes can be used in two ways. The first is to hurtle towards the enemy as fast as possible and attack before they are wiped out. The second is to use them as a shield for the rest of your Orks, as the cloud of fumes gives them and anything behind them a 5+ cover save.

When warbikes go to attack the enemy, they can move up to 12" in the movement phase, fire their twin-linked big shootas up 18" in the shooting phase and then assault the enemy. Once the warbikes have assaulted they will get to fire their twin-linked big shootas again in close combat (and they always strike first), making them extremely destructive in the first round of combat. However, if they don't kill the enemy in the first turn

then they will be bogged down and forced to fight normally, and they tend to get beaten up because they are nearly always outnumbered.

Warbikes are terrific against weak, low Toughness

opponents like Eldar and Imperial Guard, as

their Strength 5 big shootas will be wounding on 2+ and really doing some serious damage. Space Marines are harder to deal with but when you consider that there are less of them and they cost a lot more, you don't really lose out.

I never really expect my warbikes to survive beyond turn two, as people will throw a lot of firepower at them. Because of this I find the best approach is to use them to destroy as much of the enemy as fast as possible, by speeding towards the nearest enemy before the warbikes are wiped out. Using them in this reckless sort of way is very appropriate to the character of the warbikes, whose riders are insane, reckless nutters!

Alex Boyd (Ork Warlord)



GUARDIAN JETBIKE SQUADRONS

With Toughness 4 and a 3+ save, jetbikes are one of the more survivable units in the Craftworld Eldar army. However, they cost 25 points each, so squads tend to be quite small or very expensive. The Guardian jetbike squadron relies upon shooting to do its damage, unlike Dark Eldar Reavers which do most harm in an assault. In fact, Eldar jetbikes are

pretty poor close combat fighters – with only Weapon Skill 3, Strength 3 and 1 Attack they're not likely to threaten any but the weakest opponents (even massed hordes of Gretchin can give them problems!). Unfortunately, the

jetbikes usual armament is a shuriken catapult, which only has a range of 12", meaning that to shoot you are going to end up within range of the enemy to move and then assault your squadron next turn. To get around this, you must ensure that when the jetbikes actually perform their attack, they do the maximum amount of damage possible – with help from other units if necessary. Basically, you must try to annihilate the enemy, or reduce them sufficiently that they pose no threat to your jetbikes next turn. This, coupled with the jetbikes' speed, means that Guardian jetbike squads are ideally suited to pouncing on isolated enemy units, picking off the stragglers as it were.

Another couple of points to remember: upgrade as many of the jetbikes as you can to have shuriken cannons – Strength 6 and three shots is deadly, and shuriken cannons can be quite effective anti-tank weapons if you use the jetbikes' manoeuvrability to target a vehicle's thinner rear armour. Also, remember that the shuriken catapults are twin-linked, which allows you a re-roll on your misses – I've actually seen people forget this, which to me is like forgetting that Space Marines have bolters...

Gav Thorpe (Eldar Farseer)



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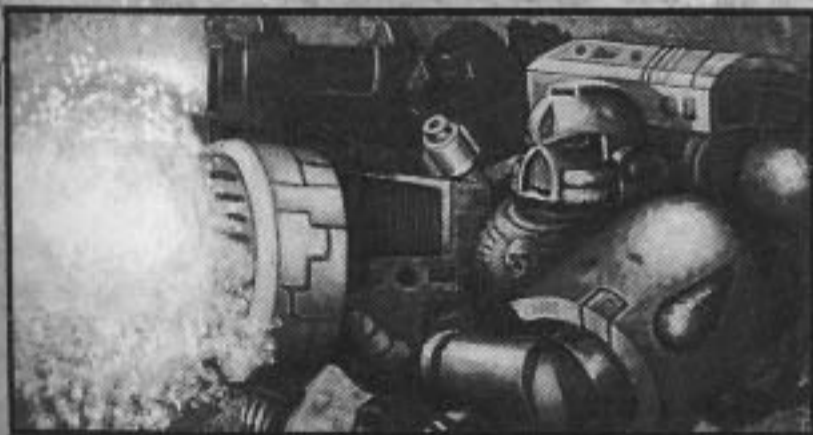
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GIVE ME MORE TROOPS!

I'm writing in, in the hope of changing some people's views of characters and troops. Those people who spend time devising devious combinations of magic items could instead be spending it painting another unit to bolster their army. This has many advantages to it. A new unit gives you new options, a flank attack, a holding force, a decoy or whatever cunning ploy you can think up. Also a 'combat monster' style character is left vulnerable to war machines and magic. A character designed with self-preservation in mind might survive the battle but won't have any great impact on the game. On the other hand, a unit of twenty warriors with basic arms, such as spears, are able to absorb far more punishment while still having a good chance in combat due to rank bonus and weight of numbers. If you feel that you must take additional protection then choose an item which can benefit an entire unit – this way it works out to be more cost effective.

By taking less and/or more appropriate magic items you will immediately find that you are able to field more of just about everything. For example, my 2,000 point Lizardmen army has in it: a Mage-Priest Champion, 20 Saurus Temple Guard, two units of 15 Saurus (with spears), two units of Skinks (one 15 and the other 12 strong), a Stegadon with 10 crew, a Salamander and 3 Terradons. Plus all the units, bar one, have a champion, a musician and a standard bearer in them. That is 84 models in all and only a single, but well chosen, 25 point magic item. One of the first things that is noticeable about an army chosen in this manner is that before the battle has even begun, you are likely to have already frightened your opponent by the sheer number of troops that you deploy!

As a last point I would just like to say that the arrival of the new, plastic regiments has meant that it is now easier than ever to take more troops.

Thomas Fitzherbert

A unit of basic troops will always be more than a match for a hero with a shiny magic weapon.

SNEAKY RAT MAGIC TRICKS

This piece of information is for Skaven eyes only, so turn turn away man-things. This is in answer to Gareth Hamilton's pleas for help about Doomwheels. My trick is to equip a Grey Seer with the *Seer Stone* (each extra power card expended increases a spell's range by D6"), and then pray to the Horned One for *Skitterleap*. This means that you can cast the spell on the Doomwheel without the lightning field affecting your Seer's ability to cast spells. Indeed this is a lot of effort for a power one spell, but if it works it can crush any enemy unit before they have had a chance to move.

Even if you don't get *Skitterleap* you can increase the range of any other of the Horned Rat's spells. This works effectively with *Death Frenzy* as it can give the Doomwheel a speed of 6D6". I hope this helps you to conquer the Old World and spread the name of the Horned Rat to the man-things.

Andrew Williams
Stafford

Well this is a risky and controversial ploy to make. First you have to roll quite high for your Seer Stone and then you have to hope the natural dispel of the Doomwheel doesn't work. Although the Skitterleap spell doesn't say you can't use it to transport war machines we general use this rule of thumb. Any spells that transport single figures cannot be used on war machines (and that includes chariots). Any spell that can transport

regiments of troops can transport war machines (including chariots). Well, I hope that helps...



◀ The Doomwheel – no Skaven Warlord should go into battle without one.

KEEPING UP THE STANDARDS

A unit seems almost incomplete if it doesn't contain a standard bearer, and a banner really gives an identity to a regiment. The unit standard is supposed to inspire the troops to feats of heroism through loyalty to their colours. A banner pole doesn't quite have the same effect. Yet when your talent at artwork reaches its peak in playschool, it can be frustrating. But help is at hand.

Firstly, you could buy some ready-made banners from your local store. They are available for most races. But if you want your units to look more original then you need to make your own.

If you want to do this but your painting skills are limited, then my advice would be to keep it simple. The simplest banner is often used by the Bretonnian army which is just two colours. A rare other basic symbol in the centre of the banner, with one or two stripes along the top and/or bottom edges of the standard also looks good. The colours of the banner are arguably the most important part that gives the unit its identity. When painting a standard, the main colours of the unit itself, the banner reflects the unit's character.

The other way to make your own banner is to cheat. Old issues of White Dwarf often provide ample artwork that can be tailored into a banner. Cutting out a part of a picture or using the piece as a template and painting over it are two ways of gaining original banners without being an art whizz.

Computers now contain loads of image packages with 'clip art' facilities containing pictures that could be scaled to the size required. Scanners are better – coupled with a colour printer the potential to make banners is enormous.

Good tips there Iain, especially for the artistically challenged (like me). Although it seems a great shame to throw up your old White Dwarf!

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WHEN IS A HILL NOT A HILL?

What's all this malarkey about all models on a hill being able to shoot regardless of how many ranks they are deployed in? I am referring to page 91 of WD225 "Being stationed on a hill allowed both ranks of the Marksmen to fire."

As far as I'm aware, the argument is that, in reality, hills are not flat and are only that way for miniatures to stand on. Okay, I can see that side of it but hills are generally of varying gradients and this would play havoc with the formation of a regiment of archers.

On many battlefields a hill may just have been a gentle rise in the ground, such that a second rank of troops wishing to shoot over the heads of those in the front would need to be several yards behind. The convention of allowing one rank of troops per 'step' of hill is much more realistic. The number of steps then represents how steep and tall the hill is, allowing for a greater variety of hills on a much more impressive battlefield.

The other more compelling argument for not allowing all models on the hill to shoot is a tactical one. Do you deploy a long, thin line of archers so as many as possible can fire? Do you deploy in ranks to make a stronger combat formation? Do you shoot your archers and try to panic the enemy or reform and receive his inevitable charge? These tactical choices are made redundant if you allow a unit of 25 Wood Elf archers deployed on a hill (with the Banner of Defiance) to shoot.

Let's return to the traditional, and in my opinion, more sensible convention of one rank per step and do away with this 'all models on a hill can shoot' nonsense.

Ratarsed Rat (Skaven Warlord mistaken for a pin cushion after the Battle of King's Glade)

Let me guess - you faced Wood Elves in the Grand Tournament who used a regiment of archers with several ranks? Well, Jervis 'Tournament Bloke' Johnson explains...

Jervis: This is a fine alternative to the way we play at tournaments, but only works with 'stepped' hills. The benefit of the 'everyone can shoot' rule is that a) it is simpler to use, and b) it works with every type of model hill and thus prevents those long arguments about hill types.

LINKS

The phrase 'Narrative Campaigns' has been used to exhaustion over the last few months and trying them out has produced some pleasing results and memorable battles. But I feel that your games can be expanded even more by not only linking battles together to form a campaign, but also game systems.

This has been touched upon my many experienced gamers (i.e. Andy Chambers' Pacina Campaign) but overlooked by the

COUNTS AS...

The WH40K game is not an inflexible set of rules. I have one thing to say, "counts as". This neat little rule is used to plug gaps until all the army lists and miniatures are available (for example lightning claws counted as power fists until the Space Marine army list came out). However, you can also use it to field all sorts of exotic troops. Let me give you an example...

In past editions of the game, Space Marine assault squads could be armed with power shields (*a long time ago*), and I still have a squad armed with them. Did I curse GW when I saw this option was no longer available? Did I spend hours carefully removing the shields to replace them with chainswords? No, I thought these power shields probably have much the same effect in assaults as a close combat weapon, so I merely inform my opponent they "count as" chainswords. No messy altering of army lists, no complaints from my opponent of beardiness. This rule can be easily applied to all sorts of things - a converted Chimera with multiple rocket launchers could "count as" a Basilisk.

The "counts as" rule can be taken to any extreme you like, although overuse can confuse your opponent. "Yes I know it's a Tyrannosaurus Rex with a battle cannon, just imagine it's a Leman Russ." Actually, that's not a bad idea... where's my scalpel? (*stop it now*)

majority of others. Nearly all the games produced by Games Workshop are compatible with others, so why not have a go yourself?

For example, a recent campaign of mine started with a group of adventurers (Warhammer Quest) awakening an ancient evil in the catacombs of a temple in the Marshes of Madness. Retreating from the marshes the adventurers fought a small skirmish (using the Mordheim Rules) against the Undead guardians of the temple and fled to the coast where they joined a convoy of ships crossing the Black Gulf to the Border Princes. Pursued by the now restless dead they were engaged in a sea battle (using the now sadly deceased Man 'O' War rules). Narrowly escaping, they landed in the Border Princes where they rallied a rag tag group of mercenaries to defend against an invasion by the Undead (Warhammer Battle). The campaign ended in a draw, so as a decider, the remnants of the two armies faced off in the time honoured tradition of a grand game of Blood Bowl!! (*hmm...*)

STAR LETTER

As far as complaining about the feebleness of the Imperial Guard characters, I couldn't disagree more. The new stat line is just right. If you've read all the background since WD109 (when the first army list came out), then you would know that Imperial Guard characters have a habit of dying a lot (admittedly they were often shot by the Commissars - aren't you glad they don't do that anymore?). If you think about it, a Colonel is about as good as a genetically enhanced, superhuman Space Marine, so this guy must really work out. I think a lot of people, including Alun Beard (*Mailbox WD231*), have missed the point of Guard characters; they are supposed to lead, not fight. You take them for their enhanced Leadership. OK so there are a few characters in the background who are exceptional fighters, but this is the realm of the special character. If you want psychopathic killing machines that lead from the front, take a World Eaters army led by Khârn!

Trevor Tolhurst
Fife, Scotland

Hurrah! Your sensible use of the "counts as" rule is an inspiration to us all. It allows you to use your own converted miniatures and vehicles. A box of stuff is winging its way to you.

A rather tense game was ended by 'Wee' Jock McPherson's illegal use of a flame cannon, toasting 9 players (3 of them on his own side) including the ball carrier and the ball. All in all it was great fun, with an unusual ending, and allowed us to play all of our favourite games in one campaign!

Of course the Warhammer 40,000 universe offers even more combinations. My next campaign will involve Battlefleet Gothic, Space hulk, Warhammer 40K, Necromunda and Epic 40,000. So if you can't decide which games system you want to use next, why not combine them all into one large narrative.

Andrew Nash
Broadstairs

Sounds like fun. Keep on gaming Andrew - it will be interesting to see what you do with the WH40K games.

Well that's it again for another month. Have you any comments to make about the hobby? Drop us a line and let us know.

Until next month...

BATTLEFLEET GOTHIC

De'Aynes Fighting Ships of the Gothic Sector

A brief treatise on Ork vessels known to have taken part in the conflict. By Andy Chambers

Ork Kill kroozers – Butcher (cf Butcha?), Krimrak's Killa, Boomboss, Slaughta King, Gork's Grin

The Ork Kill kroozer identified as the *Slaughta King* led an invasion force of Ork ships from the Cyclops cluster against the Moab system late in the Gothic War. Doubtless the Orks hoped to seize the rich, civilised worlds of Moab before the Imperial fleet completed operations against the Chaos marauders plaguing the Sector. Fortunately the fourth cruiser battlegroup, led by the Mars class battlecruiser *Imperious*, had completed a recent cleansing operation at Mezoa and was on hand to move into the system. After a three week hunt the battlegroup successfully engaged the Ork fleet around the seventh planet, following a sighting by the group's Cobra squadron. The fourth cruiser group included no less than four capital ships armed with Nova cannons – *Hammer of Justice*, *Minotaur*, *Lord Daros* and the *Imperious*. It was anticipated that the combined fire of these awesome weapons would be as useful in shattering Ork attacks as they had been against Chaos vessels. However Admiral Haines discovered to his great dismay that the Ork ships were made of sterner stuff, and the *Slaughta King* led an outright charge against his battleline without a moment's hesitation. *Lord Daros* was boarded and destroyed, the other cruisers all damaged and the *Imperious* almost overrun by Orks. It was only the lucky destruction of most of the Ork escort vessels, due to a plasma drive overload on an Ork kroozer, that enabled the Imperial fleet to fight its way clear.

Gothic War Training Dogma

Ork Kill kroozers are built for a direct, head-on attack and will seek to close the range rapidly. At close range, the heavy guns which festoon the Kill kroozer's prow and flanks can cause dreadful destruction. Poor leadership makes

the manoeuvring of Kill kroozers fairly predictable, and the Orks' penchant for ramming makes such attempts virtually a certainty. Orks are naturally ferocious boarders and the huge crew of a Kill kroozer poses a serious threat to any capital ship. Those bearing Ork warlords are doubly dangerous due to the higher proportion of heavily equipped and experienced Ork warriors aboard. Incautious Ork captains will often leave their stern unprotected in their headlong scramble to inflict harm, hence well-placed frigates or destroyers can do a great deal of damage to the lightly armoured rear of an Ork vessel. More experienced Orks will tend to attack in several echelons or waves so that each ship or squadron covers the preceding ships' weak spot.



Class:	Ork Kill kroozer				Points:	155	Notes:
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc			Armour:
Cruiser/10	Port Heavy Gunz	15	4	Left			6+ front/ 5+ sides/ 4+ rear
Speed:	Port Gunz	30	D6	Left			Shields:
20	Starb'd Heavy Gunz	15	4	Right			1
Turns:	Starb'd Gunz	30	D6	Right			Turrets:
45°	Prow Heavy Gunz	15	6	Front			1
	Prow Gunz	45	D6+2	Front			

Ork Onslaught attack ship

Onslaught pattern attack ships form the mainstay of Ork escort squadrons, being solid and heavily armed vessels for their size. The Onslaught's gun batteries are exceedingly powerful (if unreliable) but have a limited fire arc, which reduces them to making strafing passes and attack runs on targets to their front. Onslaughts are vulnerable to attacks from their sides and rear, their crude armour and shielding being little better than that of a Cobra class destroyer. The prow of an



Onslaught is heavily armoured however, making it well capable of surviving a head-on encounter with even cruiser class weaponry. In combat Onslaught squadrons are frequently the first wave of an Ork attack. They rush forward, heedless of risk, to rake enemy ships with fire. Escort squadrons can be blown apart in an instant in a head-on attack like this. In the Gothic War, commanders soon learned to keep Onslaughts at arm's length and destroy them with attack craft, torpedoes or long range fire.

Class:	Ork Onslaught attack ship				Points:	45	Notes:
Type/Hits:	Armament	Rng/Spd	Firepower/Strength	Arc			Armour:
Escort/1	Gunz Battery	30	D6+1	Front			6+ front/4+
Speed:							Shields:
20							1
Turns:							Turrets:
45°							1

Class:	Ork Sa
Type/Hits:	Arm
Escort/1	Heavy
Speed:	
20	
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Ork Terror ships – 'Ammer, Klaw, Mork's Blade, Deep Wound

The Terror ship *Mork's Blade* was identified in an appallingly bloody fight in the Quinrox Sound, mid-way through the Gothic War. A convoy under escort from Eziam to Corilia encountered wrecks and debris at the edge of the Corilia system. Proceeding cautiously, the convoy succeeded in evading several salvos of deadfall torpedoes



before two squadrons of Ork attack ships pounced on the scattered vessels from the cover of asteroid fields. Once the Imperial ships were fully engaged with the attack ships, *Mork's Blade* emerged from behind a nearby moon, on the unprotected flank of the convoy. The transports in the convoy scattered but as it closed, the Terror ship launched successive waves of assault boats. These easily overhauled the fleeing merchantmen and ravaged five before the convoy escorts could return and

intervene. The one cargo ship which escaped the assault boats, *Oleg's Triumph*, was blown apart minutes later by salvos from the prow gun batteries of *Mork's Blade*.

The convoy's escort leader, Captain Jeril, ordered an immediate attack on the pirate cruiser, but discovered to his cost that Terror ships mount a prow armament every bit as fearsome as those of Kill kroozers. At close range the heavy guns and prow batteries of *Mork's Blade* blew apart three Sword class frigates in moments, including that of Captain Jeril. Bereft of their charges and with the prospect of a further beating as *Mork's Blade* came about, the surviving escort vessels disengaged, leaving the Orks to their spoils. Captain Jeril was posthumously court martialled for the loss of the convoy.

Gothic War Training Dogma

Unlike most ships with launch bays, Terror ships do not tend to loiter at long range while sending waves of attack craft against their targets. More commonly the Ork assault boats and fighta bommas attack in close support of the ship itself, either assailing its victims or covering its rear. A large proportion of Terror ships mount a prow torpedo battery in place of their heavy guns, giving some relief from close-quarter pounding but at the cost of encountering potentially battleship-sized torpedo salvos. The poor crew quality of Ork ships means they are slow and unreliable at reloading their launch bays (and torpedo tubes). However, given the pronounced Orkish taste for ramming and boarding, eagerness to close with the enemy draws Terror ships into close proximity with their enemies. Ork warlords often use Terror ships as their command vessels, their intimidating presence ensuring that the launch bays are run with a modicum of efficiency.

Class:	Ork Terror ship	Points:	185	Notes:
Type/Role:	Armament	Rng/Spd	Firepower/Strength	Arc
Cruiser/10	Port Launch Bay	Assault boats: 30cm Fighta Bommas: 25cm	2 squadrons	–
Speed:	Port Gunz	30	D6	Left
20	Starb'd Launch Bay	Assault Boats: 30cm Fighta Bommas: 25cm	2 squadrons	–
Turns:	Starb'd Gunz	30	D6	Right
45°	Prow Gunz	45	D6+2	Front
	Prow Heavy Gunz	15	6	Front
				Shields: 1
				Turrets: 1

Ork Savage gunship

Subtlety is never a strong point in Orkish ship design, but it reaches an all-time low in the Savage gunship. Savages mount an array of the notorious Ork 'heavy guns' on their bows – enough firepower to blow an escort ship to pieces with a single hit or knock down a cruiser's shields and tear a substantial hole in the hull. A squadron of these gunships can rip apart a capital ship in a few salvos of fire. The crippling short range of heavy gunz means that the crews of Savage gunships get few firing opportunities, forcing them to use a head-on rush or ambush to get close enough to enter the fighting. Most of the tactics employed by and against Onslaughts apply to Savages, only doubly so. Admiral Gorvan created special escort

squadrons to seek out and destroy Savages in all of his engagements with Orks, after the loss of his flagship, *Repudiator*, at Moab in the Cyclops cluster. Well-handled escort squadrons can ably destroy the lumbering, short ranged Savage, but woe betide any captain incautious enough to be caught out by them. To let these ships open fire is to invite destruction.



Class:	Ork Savage gunship	Points:	40	Notes:
Type/Role:	Armament	Rng/Spd	Firepower/Strength	Arc
Escort/1	Heavy Gunz Battery	15	4	Front
Speed:				
20				
Turns:				
45°				
				Shields: 1
				Turrets: 1

Ork Ravager attack ship

Ravager attack ships add a dangerous new dimension to Ork fleets – the ability to launch powerful salvos of torpedoes against the enemy from long range. The necessity of dodging or intercepting torpedo attacks while the Ork fleet is bearing down on them is an extra distraction most captains could do without – as it is in the confused, close fighting which will follow, that Orks excel. As with kroozers mounting torpedo tubes, Ravagers often suffer problems when reloading due to their ill-disciplined crews. This makes the first launch of a Ravager squadron by far the most dangerous. After that it is unlikely that a Ravager squadron will have the luxury of being able to manoeuvre into an ideal launch position before letting fly again. Ravagers also mount some weapon batteries firing forward, and a common tactic is for them



to launch torpedoes and then follow them up through the enemy battleline before turning and reloading for another salvo.

Mixing Ravagers into squadrons of other ships also appeared as a tactic favoured by certain warlords, although command difficulties mean that such mixed squadrons are often indecisive in their attacks. As a final note it is worth pointing out that the poor manoeuvrability of Ork vessels can cause them severe difficulties in co-ordinating torpedo attacks. During a raid at Tarantis, several Ork ships were damaged or destroyed by torpedoes launched by their own fleet, as they were unable to get out of the way in time. It appears that Ork commanders will not miss out on an opportunity to launch their torpedoes, even when other Ork ships are at risk!

Class:		Ork Ravager attack ship			Points:	35	Notes:
Type/Hits:	Escort/1	Armament	Rng/Spd	Firepower/Strength	Arc		
		Torpedoes	spd 30cm	D6	Front	Armour:	
Speed:		Gunz Battery	30	2	Front	6+ front/4+	
20						Shields:	
						1	
Turns:						Turrets:	
45°						1	



Incoming!

The Chaos Repulsive class grand cruiser hoves into view in the Gothic Sector this month. This awesome ship, designed by Tim Adcock, is an all-metal kit which will add some serious firepower to any Chaos warmaster's fleet. Mounting the heaviest broadside batteries

the Gothic Sector – firepower 14 to each side at the same time – as well as a deadly six-torpedo spread and a considerable lance battery, this ship will strike hard into the hearts of all those unfortunate enough to cross its path. Grand cruisers can take more damage and mount more weaponry than standard cruisers, but are much cheaper than a battleship. Combining awesome weaponry and a robust hull, the Repulsive class is more than a match for any capital ship in the Gothic Sector and probably the equal of an entire fleet of escorts!

Left: Chaos Repulsive class grand cruiser.
Designed by Tim Adcock.

Imperial Transports
designed by Dave A

Ork Brute ram ship

First sighted in the Cyclops cluster early in the Gothic War, Brute ram ships soon became a familiar sight to the hard pressed crews of Battlefleet Gothic. Being as fast and manoeuvrable as frigate class ships, the Brute appeared to be an Orkish attempt at a more conventional escort vessel. However this illusion was shattered when a squadron of Brutes made an attack on the *Lord Daros* during a raid at Verstep. Instead of pulling away at the end of their attack run, the stubby, new Ork ships suddenly blasted forward on a collision course. Two of the vessels struck the *Lord Daros* amidships, one tearing away its forward sensor mast and starboard opticon gallery, the other crashing into the starboard weapons battery and wrecking

three decks and seven guns before exploding. Crippled, the *Lord Daros* was forced to disengage.

Subsequent examination of the wreckage showed that the vessels which attacked the *Lord Daros* were incredibly heavily built, with an estimated 80% of the ship being a virtually solid mass. A section of the prow of



one vessel was also recovered from the third deck – it mounted a ramming 'beak' of solid adamantium. Unbelievable as it appeared, the Orks had built ships intended specifically for ramming and were aggressive enough to use them.

Class:	Ork Brute ram ship				Points:	25
Type/Role:	Armament	Rng/Spd	Firepower/Strength	Arc	Notes: Rolls 4 dice when ramming	
Escort	Gunz Battery	30	2	Front/left/right		
Speed:					Armour:	6+ front/ 4+
25					Shields:	1
Turns:					Turrets:	1
90°						



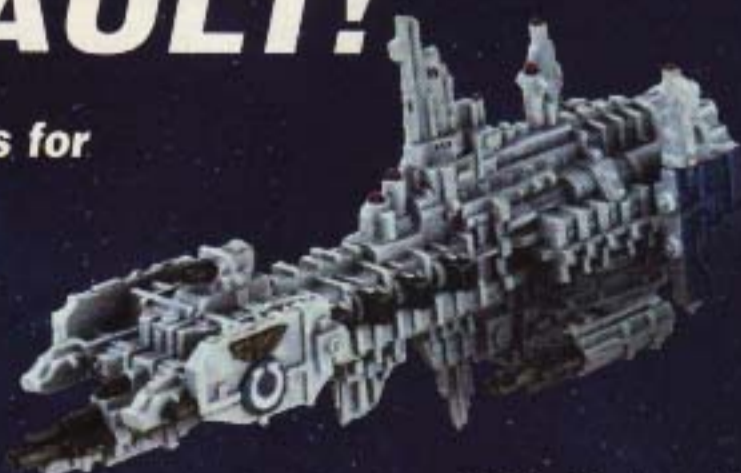
Also released from the shipyards this month are two Imperial Transport ships. These are used primarily in the Convoy scenario, but they are also invaluable in planetary assaults.



Imperial Transports
designed by Dave Andrews.

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Iain Compton

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"The Dark Ar interesting a Warhammer Deathwing, Ravenwing. C particular favo some fabulou Because of Ravenwing be and of course wanting to field

The Ravenwi Chapter. Their and scouting n assist them in the whole com attack bikes on ast moving ar very quickly for

Due to their int Ravenwing hav possibly the imperium. They point where the nd balance. C Ravenwing Jin vehicles from s

The

Company of Ravens

By **Iain Compton**



Iain Compton

Following on from last month's release of Codex Dark Angels, reinforcements have arrived to bolster the forces of this most sinister of all Space Marine Chapters, as the incredible Master of the Ravenwing screams down from the skies in his specially modified Land Speeder. Iain takes a closer look at the Ravenwing, the elite Second Company of the Dark Angels, including a word with Jervis Johnson, author of Codex Dark Angels.



Unlike the majority of the Dark Angels, the Ravenwing do not wear the dark green armour which is usually associated with the Chapter. Instead their power armour and all of their vehicles are painted jet black – hence the name Ravenwing.



Being an obliging sort of chap, Codex Dark Angels author Jervis Johnson has very kindly agreed to set the scene. So, before I leap into my bit, I'll let Jervis have a bit of a chat...

The Dark Angels are blessed with two of the most interesting and characterful units in the whole Warhammer 40,000 universe; the mighty Deathwing, and the fast-moving and deadly Ravenwing. Of these the Ravenwing have been a particular favourite amongst players, and I've seen some fabulous Ravenwing armies over the years. Because of this it was unthinkable that the Ravenwing be left out of the Dark Angels Codex – and of course has absolutely nothing to do with me wanting to field a Ravenwing army myself, oh no...

The Ravenwing are unique to the Dark Angels Chapter. Their role is to carry out lightning fast raids and scouting missions deep into enemy territory. To assist them in these incredibly dangerous missions the whole company is equipped with either bikes, attack bikes or Land Speeders. This makes a very fast moving and hard hitting force, that can adapt very quickly for a variety of missions.

Due to their intensive training as vehicle crews, the Ravenwing have secured a deserved reputation as possibly the finest fast attack troops in the Imperium. They constantly hone their skills to the point where they can perform amazing feats of skill and balance. One of the most impressive is the 'Ravenwing Jink'. This is where they throw their vehicles from side to side as they hurtle towards

their foes, making themselves much less vulnerable to incoming fire yet without losing control of their vehicles or affecting their aim.

We'd already included guidelines about fielding a Ravenwing force in the 40K rules, but I wanted to make it so that a player could choose to use a Ravenwing army, rather than requiring an opponent's consent in order to do so, and this meant I had to come up with rules that were fair and balanced. The only way to do this was to get playing, so I quickly put together the special rules for using a Ravenwing army and played a few games with it (I know, I know, it's a hard life being a games designer, isn't it...).

The results were really interesting, and proved the Ravenwing to be a remarkably well-balanced force, and great fun to play with too. You'll find that a Ravenwing army is very powerful initially, but has to be used carefully as enemy fire can whittle it down to size very quickly. In most games the Ravenwing will take an early lead, but the enemy will start to 'reel them back in', and the game will be decided on how well the Ravenwing conserves its forces through the battle's latter stages.

However, its effectiveness as an army is not the primary reason for collecting a Ravenwing force. The simple truth is that Ravenwing armies just look great, and have an indefinable glamour and 'dash' which makes them very appealing to collect and play with. Have fun with them!"



The Master of the Ravenwing leads the Dark Angels Space Marines into a furious combat.

CHOOSING A RAVENWING ARMY

HQ
(Master of the Ravenwing)

TROOPS x 2
(two bike squads, one with an attack bike)

Heavy Support
(attack bike squadron)

Fast Attack
(Land Speeder squadron)



Choosing an all-Ravenwing army is, in many respects, much simpler than choosing a standard Dark Angels force. For a start you have far less options to choose from, and everything that you choose is very similar in function and effect.

First of all you must choose the Master of the Ravenwing as an HQ choice. You cannot field an all-Ravenwing army without him. The only other HQ choices that you can have are Interrogator Chaplains and Librarians, and these must be given a Space Marine bike for an extra 35 points. Only the Master of the Ravenwing may be accompanied by a command squad. In the Codex it states that the Master of the Ravenwing may be accompanied either by a bike squad or a Land Speeder squadron. This is because originally it was intended that you could field the Master of the Ravenwing either mounted on a Land Speeder or riding a bike. Technically, there is no reason why a Land Speeder couldn't be attached to a bike squad. The rules will cope with the situation perfectly well but you may find that this limits the effectiveness of both – the bikes won't be able to make assault moves for instance and the Land Speeder will be limited to a maximum move of 12" per turn.

The only other choices that you are allowed to make in a Ravenwing army are bike squads, attack bike squadrons and Land Speeder squadrons. In a standard Dark Angels army, these would all count as Fast Attack choices. In the case of a Ravenwing force however, bike squads count as Troops choices, attack bikes are Heavy Support options while Land Speeders remain as Fast Attack. You will notice that the Ravenwing do not have any Elites choices. Jervis recommends that in any scenario where you have a compulsory Elites choice – Breakthrough missions for example – that you treat Land Speeders as Elites as well as Fast Attack choices. The Ravenwing is not a regular formation and as with any unusual army list, there will be occasions when you have to 'bend' the rules a little

to make your army fit. As long as players approach this in a sensible manner, then you shouldn't have any problems.

Above is a sample Ravenwing army of about 1,200 points, which shows the various squad types and how they fit into a force organisation chart.

Ravenwing Tactics

The Ravenwing are a tricky army to use effectively. Although each model will be quite hard to kill because of high Toughness and a good armour save, they are also very expensive in points and if they do fall the loss will be greater. The cheapest model that you can buy for a Ravenwing army is 45 points – the cost of three Tactical Space Marines. Your Ravenwing army is going to look very impressive when it is arrayed on the tabletop!

By far the biggest advantage of the Ravenwing over other armies is their speed. They can manoeuvre, attack the enemy where and when they want, and then withdraw before the enemy can react. In theory anyway – in practice it isn't as easy as that, as Mark Bedford discovered to his cost in a month's battle report. I asked him what lessons he'd learnt and what advice he would give to other Ravenwing commanders.

"Now that I've seen how devastating their firepower can be on Land Speeder squadrons, I would be tempted to field them as individual units rather than as a squadron. That way, when an opponent shoots at them, each of his squads can only be able to get one at a time. Fielding them as individual units will mean that you won't be able to include quite as many in your army, but this is balanced by the fact that they will be more flexible. You can send them all off in different directions if you want to. The same thing applies to Attack bikes as well."

As Mark discovered, it is very easy to lose the manoeuvrability advantage, especially if you get drawn into a close combat. Every turn that your troops are in hand-to-hand combat is a turn for your opponent to pour in reinforcements and swamp you. Once you have been trapped, it is very difficult to break free and crucially, you don't get your special 'Ravenwing Jink' assaults.

The main thing to remember is that the Ravenwing are a hit-and-run force – so hit and run. Don't be afraid to spend a turn getting into the enemy's way. It's better to waste a turn firing than waste a squad.

Well, what are you waiting for? In the name of the Emperor, Ravenwing Chaaarge!



The enemy have been sighted. I am going to engage. In the name of the Emperor: Ravenwing – Attack! Attack!! ATTACK!!!

– Gidian, Master of the Ravenwing.



Also marching in this month are new Dark Angels Space

Marines. These figures wear robes over their power armour, so they would make fantastic Veteran Sergeants for other Dark Angels squads, or you could paint up several as a command squad for a character!





MASTER OF THE RAVENWING



The Ravenwing Creed will be Ignis et Tempestum.
They shall be the pinions of the Angels of Death.
— From the Ceremony of Inception of the Ravenwing

MASTER OF THE RAVENWING'S LAND SPEEDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Land Speeder	255	10	10	10	5

The Master of the Ravenwing's Land Speeder is unique, and was hand-crafted during the Horus Heresy using techniques that have long since been forgotten. A number of special rules apply to it, as described here.

Type: Fast, skimmer. Note that, as the crew of the Land Speeder are wearing power armour, the vehicle does *not* count as open-topped.

Crew: Grand Master and gunner

SPECIAL RULES

Ravenwing: Special rules apply to all Ravenwing models. See the special rules at the start of the army list for details.

Special Character: The Master of the Ravenwing must be taken as an HQ unit for a Ravenwing army (see the notes on Ravenwing armies in the introduction and on taking a Master of the Ravenwing in the Dark Angels Heroes entry in the army list). He may also be used in a standard Dark Angels army as an HQ unit, but in this case he may only be used if both players have agreed to the use of special characters. Note that he has no separate profile, since he always uses his special Land Speeder.

The Raven Sword: The Master of the Ravenwing receives the Raven Sword as his badge of office. Crafted from the same meteorite as the Sword of Secrets, it allows the Master to make a special attack if he moves within 2" of an enemy model in the movement phase. He may make a single roll to hit as if he were making a close combat attack on the enemy model with a Weapon Skill of 5. The enemy may not strike back. If the attack hits it causes a S6 hit with no armour save allowed. The Master may only make one attack with the Raven Sword per turn. Attacking with this weapon does not stop the Land Speeder shooting in the shooting phase.

LAND SPEEDER SPECIAL RULES

Shield of Night: Incorporated into the Master of the Ravenwing's Land Speeder is a device that produces a protective energy field around the vehicle, giving the Land Speeder a 4+ invulnerable save against any glancing or penetrating hits. This replaces the 6+ save Ravenwing vehicles normally receive for 'jinking'.

All-Seeing Eye: The Master's Land Speeder includes very sophisticated intelligence-gathering devices. When the Master is aboard, he is literally hooked into this device, giving him a huge array of data with which he can control and direct the operations of the Ravenwing units under his command. In battle, this allows him to maximise the fire of the Ravenwing units taking part, represented by allowing the Ravenwing player to re-roll all of the To Hit rolls for a single Ravenwing unit of his choice in each shooting phase, as long as the Master of the Ravenwing is on the table. Alternatively, in any mission using the Night Fighting rules the Ravenwing player may double the distance one unit may 'see'.

Weapons: The Master's Land Speeder is armed with a twin-linked heavy bolter, and a twin-linked assault cannon.

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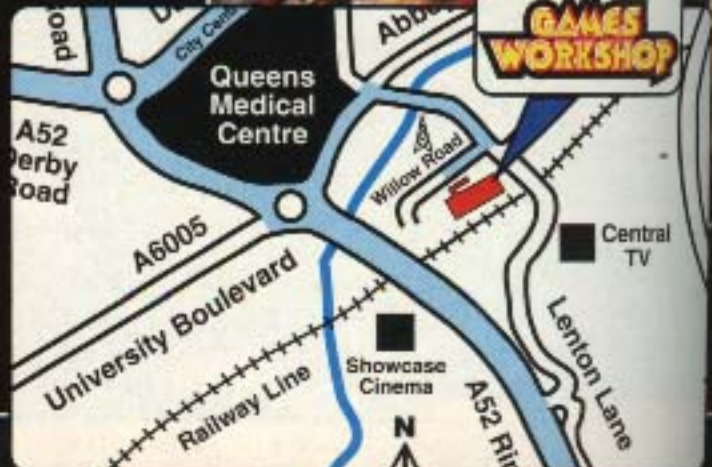
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Andy Foster
GW HQ store Manager

VAMPIRE COUNTS ARMY



Gaston, the Wight Lord leader of my Tomb Guard regiment. This miniature took minutes to convert and paint, looks great and is probably my favourite model now, because it was so simple and fun to do.

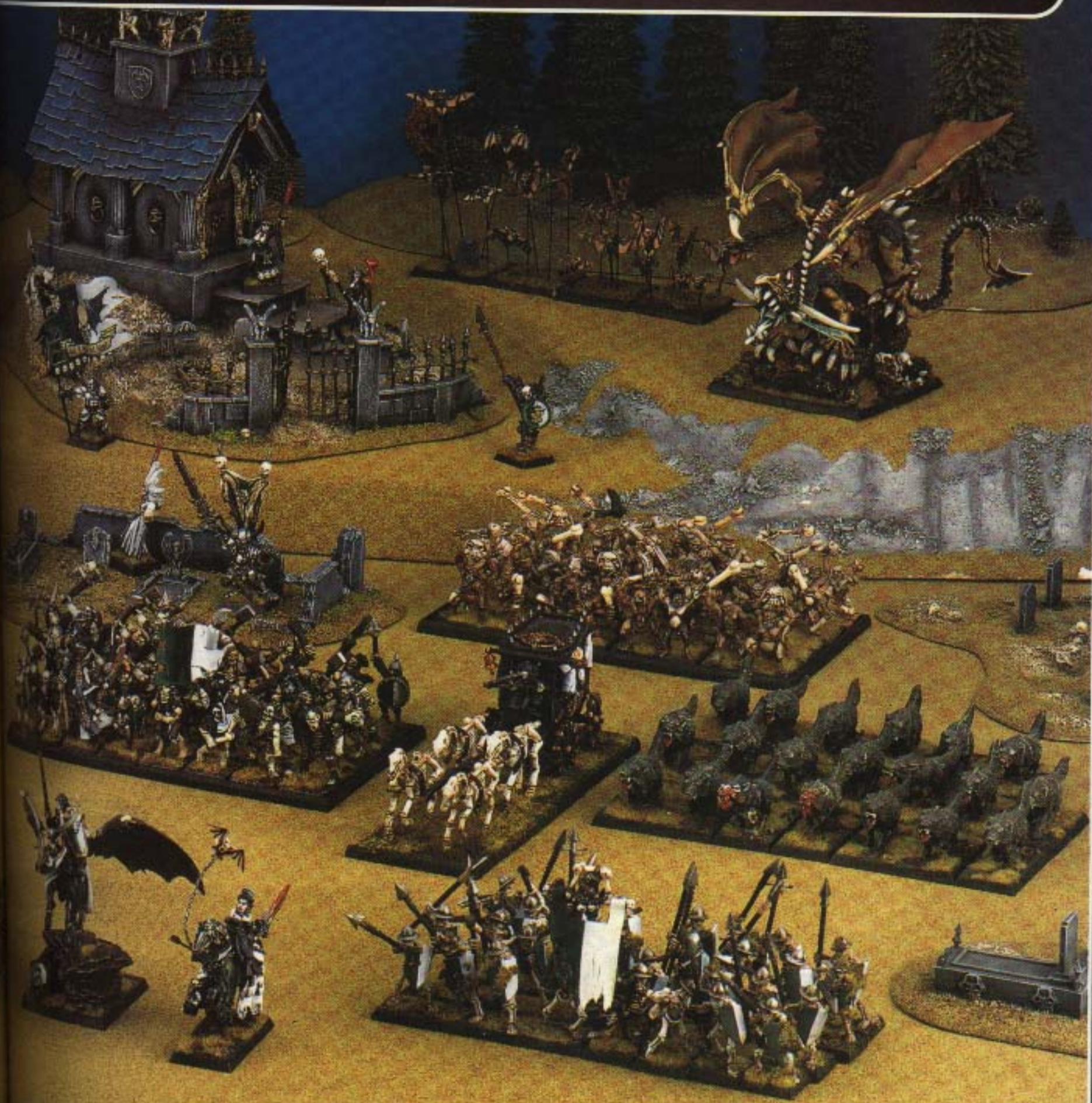


WARHAMMER

THE CHILDREN OF THE NIGHT... WHAT SWEET MUSIC THEY MAKE.

The Duchess Elysabet de Vastet was married to the former Duke of Couronne. A vain and manipulative woman, she was easily lured into the hands of the Lahmian Vampires by promises of power and decadence. Soon afterwards her husband fell prey to her, along with their entire retinue of knights, squires and serfs. All were playthings to her will. In the two hundred years since her Dark Birth she has risen to the highest rank of Vampirism and caused carnage amongst the forces of the Wood Elves and the Empire, seducing the greatest of her enemies and adding them to the ranks of her army.

I used Dark Angels Green and white as the main heraldic colours of the army, to link it together and help establish the theme. I must say thanks to all my lads (Vampire Thralls) for helping to stick some of the Skeletons together and painting spears black. Special thanks to Sam Clarke and Stuart Witter, for the Black Coach conversion (Stu) and paint job (Sam). Fangs for the effort, guys!





Lady Elysabet was made from Lucrezia Belladonna, the Green Knight's horse (to keep the Bretonnian imagery going), as well as the head from the Vampire Lord's steed and the sword from the old Vampire Lord on foot. The whole thing was converted and painted in a day, which is the way I like to do it! I used superglue to make the chain stand up in a loop to support the bat. The best bit, though, was when Elysabet was photographed for the bloodcurdlingly good, new Vampire Counts book – the ultimate reward for any GW fan!

For the mounted Wight regiment I used a mixture of plastic and metal Bretonnians. Amazingly, they took longer to convert and paint than my Zombie Dragon Plaguefang!

My Wight Lord, 'the Dead Knight', is based on the Green Knight with the helmet wings from the regular Wight cavalry standard bearer and the lance arm from a Grail Knight. As an afterthought, I used the horse head from the Green Knight on the whole regiment, painting the plumes black to give a darker edge to the Bretonnian heraldic colours and making the unit just a little bit more special.



◀ The Dead Knight

Wight Standard Bearer ▶



▲ Lady Elysabet



Christine, former Sorceress, who was turned to Vampirism by Elysabet.

I was dead chuffed with this one! This is Plaguefang, a Zombie Dragon, slain at the battle of Sabet and raised by Lady Elysabet to join her undead forces.

It's basically the head, wings and back half of the plastic Dragon from the Asarnil model and a whole packet of green stuff! It took two days to convert and sculpt, and an evening to paint. I painted each area individually, creating the mottled effect by highlighting Bestial Brown with Camo Green and then Rotting Flesh whilst it was all still wet – as if the Dragon was a mixing palette with wings.

I contrasted this manky, rotting colour with a nice, cold green – a mixture of Scaly Green and Hawk Turquoise. Now I just need to convert up a rider for maximum effect. Surprisingly, the most important bit on this model was the rock, which I found in my garden. As soon as I saw it, I knew I could make a cool Dragon to go on it. Without the rock, the whole thing would be far less dynamic.

By the way, this is only part of the whole Undead horde. Come to Warhammer World and you can see the rest!



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CHAPTER APPROVED

By Andy Chambers, Jervis Johnson and Gav Thorpe

Greetings citizens and welcome to this month's Chapter Approved. I trust that you have all been maintaining vigilance and purity on behalf of the beneficent Emperor of Mankind. If you have failed in this duty you should expect a visit from the Inquisition soon. The advent of Codex Chaos has led to a disturbing increase in the number of Chaos armies sighted over the last few months, and as if the creation of that unholy Codex was not enough to damn his soul for eternity, Jervis Johnson has also dared to pass me a number of clarifications to the rules for Chaos forces. Observe and revile these missives, for though the lure of Chaos may be great, the retribution of the righteous shall be greater. Jervis also has some amendments to his Space Wolves army list, then we have rules for the Daemon-hunting Grey Knight Terminators, some more Questions & Answers and finally various house rules for you to try.

SPACE WOLVES UPDATE

By Jervis Johnson

Since my preview version of the Space Wolves army list was published in White Dwarf 231, there has been a steady stream of letters offering thoughts and comments. All of these views have been 'added to the melting pot', as it were, and are very much appreciated. Remember, we can't know what you think unless you tell us, so if you feel strongly about something to do with 40K, or have a great idea, then put pen to paper and send it in!

Cute a few of your letters have pointed out that the way the Wolf Guard rules work, while making them characterful and fun, does make Wolf Guard Terminators very, very expensive compared to Terminators with (more or less) the same characteristics in many of the other Space Marine army lists. To remedy this, add the following paragraph to the Wolf Guard entry on the army list, just before the 'Terminator Heavy Weapons' entry. This means that Wolf Guard Terminators will be slightly more expensive than normal Space Marine Terminators (45 points as opposed to 42) and pay slightly more points for Terminator assault weapons, which takes into account their special rules and added flexibility.

Wolf Guard Terminators: Any number of Wolf Guard may be given Terminator armour with a storm bolter and power fist at a cost of +15 pts per model. Any model may replace its power fist for a power weapon or storm shield at no additional cost, or with a

chainfist or lightning claw at +5 pts. Any model may replace its storm bolter with a thunder hammer or lightning claw at a cost of +5 pts.'

The other thing that some of the more veteran Space Wolves players have noticed is that I have removed the option for arming a Sergeant with what used to be called a 'special weapon' (a plasma gun or melt gun, etc). I did this because I thought it unlikely that anybody would choose this option over giving him a pistol and some form of close combat weapon, but judging by the feedback I've received, a number of players like this added flexibility, and, more to the point, a number already have Sergeants all painted up and so armed. Therefore you should replace the weapon options listed for the Sergeant in the Grey Hunter, Scout, Blood Claw and Long Fangs packs with the version below. Note that the cost of the plasma gun has been doubled to keep it in line with the cost of the plasma pistol.

'The Sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts; meltagun at +10 pts; plasma gun at +12 pts.'

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing different scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated 40K players who have produced inspired, well thought-out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write in to:

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Lane, Lenton,
Nottingham, NG7 2WS,
UK.

Note: Please don't include rules queries etc. with your letters as the volume of mail (and the fact that I'm lazy) means in most cases I won't be able to send individual replies.



Their immense suits of Terminator armour are the most precious of all the Wolf Guards' possessions.

CHAPTER APPROVED



These elite Daemon hunters are the scourge of Chaos. Psykers of the highest potency, their minds hardened with piety and resolve, they train endlessly in their fortress monastery on Titan, waiting to be called into action to battle the creatures of the warp.

Any Imperial force that is involved in a battle against the forces of Chaos may include a Grey Knight Terminator squad. These elite Marines are never wasted against lesser opponents and may only be included to fight against a Chaos foe. They are always reserves, regardless of whether the mission being fought allows reserves. Grey Knight Terminators will not deploy until their enemy has been identified and the location co-ordinates transmitted. Then they teleport to the location and assault the unholy menace.



If you'd like to add Grey Knights to your Imperial army then give Mail Order a call on 0115 91 40000!

GREY KNIGHTS

By Adam Beany and Andrew Denner

In an effort to stem the tide of foulness I have determined to release details of the Grey Knights. This most secret of Space Marine forces operates within the jurisdiction of the Inquisitorial Ordo Malleus, or Daemon hunters as they are commonly known. I've received many (many) letters on the subject of these stalwart defenders and have selected the ideas of Andrew Denner of Bristol and Adam Beany of West Wickham as being reasonably sane renditions of their powers, in line with the 3rd edition Warhammer 40,000 rules.

GREY KNIGHT TERMINATOR SQUAD

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	60	5	4	4	4	1	4	2	10	2+

Squad: A Grey Knight Terminator Squad consists of between five and ten Grey Knight Terminators. The +1 Attack bonus for having Terminator honours and the Terminator armour 2+ save have been included in the characteristics above. The squad counts as an Elites choice.

SPECIAL RULES

Chaosbane: Grey Knights may only be fielded against Chaos opponents.

Reserves: Grey Knights are always held in reserve, even if the mission does not allow reserves. In addition they may only deploy once one of the following criteria is met:

- A - There are Daemons present on the battlefield (Greater Daemons, Daemon Princes, Daemon packs, beasts or cavalry, Juggernauts or Nurglings).
- B - A Chaos Sorcerer uses a psychic power.

Equipment: Grey Knights are armed with two items exclusive to their order, the Nemesis Force Halberd and the Aegis Suit.

Nemesis Force Halberd - This potent weapon functions as a power weapon (negates armour saves) and in addition, always wounds Daemons on a 2+ in close combat. It also incorporates a storm bolter which can be fired providing the Grey Knight is not in combat.

Aegis Suit - Woven into the Grey Knight Terminator armour is an insulated Aegis layer. This, coupled with the armour's purity seals and blessings, allows a Grey Knight squad to negate psychic powers as if armed with a Psychic Hood (see Codex Space Marines). However Grey Knights may only attempt to negate psychic attacks that target the Grey Knight squad itself. Only one roll is made to negate the attack, irrespective of how many Grey Knights are targeted.

Psychic Power: Holocaust - The squad as a whole has the psychic power Holocaust, and it may be used at any point during the assault phase if the squad passes a Psychic test. Place the Ordinance template in contact with one of the Grey Knights. All models under the template suffer a Strength 5 hit at AP5. Wounds inflicted count towards the combat result.

Fearless: Grey Knights are fearless and are assumed to pass any Morale check or Pinpoint test that they are required to make.



Et Templars Mysteria aux Ordo Malleus

Praise the Emperor for his sacrifice,
as He endures so shall we.
We who are hunters of Daemons
shall strive in his name eternally.

We the Order of the Hammer,
shall delve into the dark shadows.
We shall seek out the tainted,
we shall pursue the vilest evil.

It is we who stand guard,
our eternal watch shall not fail.
For we are the Ordo Malleus!

* * *

We Grey Knights are the hammers,
we slay the darkness without fear.
Founded in great mystery were we,
Chapter six hundred and sixty six.

Though on Titan we be hidden,
yet our eyes encompass the Galaxy.
No Devil shall elude our gaze,
no Daemon shall avoid its fate.

We shall be the Keepers Immortal,
all secrets shall be our knowledge.
We are the Guardians of Mankind!

* * *

Caution and secrecy are our code,
watchfulness and patience are our way.
Hidden from the Eyes of Chaos,
we strike without warning or dread.

Though we find ourselves in shadows,
no blackness will enter our hearts.
No treachery will touch our souls,
no pride will sully our thoughts.

We shall be pure amongst impurity,
we shall be innocence amongst guilt.
We are the Imperium's hidden saviours!

* * *

We are spread across the Heavens,
our watch is untiring and ceaseless.
The Emperor shall guard our souls,
as we guard those of others.

Our will shall be our weapon,
our faith shall be our armour.
Our minds will be secure fortresses,
no temptation will weaken our resolve.

Though unnumbered lurking perils
wait us,
our blades will ever be ready.
For we are the Emperor's Vengeance!

Masters of all weapons are we,
no defence exists against our wrath.
With the Nemesis shall we fight,
with an Aegis to shield us.

In bloodshed shall we save Mankind,
death shall be our everlasting creed.
War unending shall be our fate,
in battle shall we be steeped.

We shall be unstinting in hatred,
we shall hunger for holy war.
For we are Swords of Justice!

* * *

When all flee in hideous disarray,
strong and sound shall we stand.
Cowardice is wholly unknown to us,
our courage comes from the Emperor.

Unbowed and unshaken against all foes,
we shall claim victory with blood.
Steady and surely we hunt them,
those that dare oppose our wrath.

Death stalks us in many forms,
the grotesque and the utterly inhuman.
We are the Bringers of Hope!

* * *

Bloody battles unending constantly
await us,
redemption the reward for our
vigilance.
When possession rears its unspeakable
head,
ours is the blade that descends.

When empyrean horrors invade our
realm,
our exorcisms shall hurl them back.
There is no Chaos spawned horror
which can resist our indomitable anger.

With undaunted courage we shall
prevail,
no arcane magicks shall overcome us.
We are the Bearers of Victory!

* * *

No corruption shall blemish our
Galaxy,
no immaterial fiend shall be spared.
No malevolent spirit will oppose us,
no creation of sin shall survive.

No unholy deed shall go unpunished,
all blasphemous acts shall be atoned.
No spawn of misrule avoids us,
all are banished to the void.

Nothing shall evade our cleansing fire,
not Daemon or Spawn or Renegade.
For we are Mankind's Divine Blade!



Heavenly blessings are laid upon us,
the warp is ours to tame.
Though sorceries shall be against us,
no witchcraft will bring our doom.

Though spell or incantation blocks us,
the Emperor shall see us victorious.
No hex can overcome our
determination,
our resolve is strong as steel.

Sigils and wards watch over us,
prayers shall serve as our guide.
For we are the Emperor's Chosen!

* * *

There is much darkness awaiting us,
yet the Emperor lights our path.
Falseness surrounds us at every turn,
yet no traitor shall confound us.

No despicable trickery will thwart us,
no damnation shall bring us low.
There is no peace for us,
for an eternity we will strive.

Though mere mortals in His service,
everlasting shall be our true duty.
Et Imperator Invocato Diabolus
Daemonica Exorcism!

The Canticle of Absolution of the Grey Knights,
known as the Six Hundred and Sixty Six
Secret Words.
Source: corrupted datafile 0/223/Inq6a

Gav Thorpe

Thanks to everyone who sent in questions. I'm going to cover some of the most common ones here. My apologies if your question hasn't been covered but I must remind everyone that it's just impossible for me to reply individually – I'd never get to write any Codexes! If you need a rules question arbitrating, try contacting the Roolz Boyz (in Mail Order) who'll be happy to help.

Q What happens to an Eldar anti-grav platform if it rolls a 1 to hit and overheats; is it like vehicles which are immune to overheating, or does it overheat and affect both crew?

A This one's been sorted in the forthcoming Codex Eldar, so I'll rule in line with that. The superior technology of Eldar weaponry means that their plasma weapons do not suffer from overheating like those nasty, crude Imperial weapons; so a roll of 1 to hit has no more dire effect than simply missing the target.

Q If a character has increased Toughness (for riding a bike or having the Mark of Nurgle for example), is it his original Toughness or his improved Toughness which is used for determining what Strength hit is necessary to kill the character outright, in accordance with the Instant Death rules?

A Instant Death works from the original Toughness of the character, before Toughness bonuses of any sort. For example a Nurgle Exalted Champion riding a bike is Toughness 6 (Toughness 4 +1 for the bike, +1 for the Mark of Nurgle = 6). However if he were hit by a krak missile, Strength 8, the Champion would be killed outright as the Strength 8 missile is twice as strong as his basic Toughness of 4.

Q The Dark Eldar Talos is noted as being a skimmer. Does this mean opponents need to roll 6s to hit them in close combat?

A No, no, no. The note about being a skimmer only applies to them being able to float over terrain when they move. In retrospect we should have called them 'hoverers' or 'floaty', to avoid this confusion.

Q The Eldar psychic power Runesight can be used to give an Eldar unit a re-roll on failed armour saves. It states that the dice may only be re-rolled once – is this once for the whole turn or do you get a re-roll against each different volley of shots and set of close combat hits against the unit?

A Every time the protected unit suffers hits from any source, it gets to re-roll any failed saving throws – the reference to dice only being re-rolled once means that if a model doesn't manage to save by re-rolling the dice, it becomes a casualty; it can't just keep re-rolling the dice until it succeeds!

Q Can Swooping Hawks and their Exarchs use the Fleet of Foot rule?

A Oh yes.

Q In the army lists it often refers to 'individuals', like Lictors and Zoanthropes. What exactly are the rules for an individual, are they like independent characters and do they get deployed as one choice from the force organisation or one at a time, when you're alternating deployment with your opponent?

A Individuals are just units of one model, as opposed to independent characters which are capable of joining other units. The main reason we put in individuals was to cover creatures which simply weren't worth taking if each choice from the force organisation equated to one creature – for example, nobody would be interested in Biovores if each one cost you a heavy support choice. Deployment is discussed in detail next...

Q In many scenarios players alternate placing their units and this can be a real pain when you're facing an Imperial Guard army with an infantry platoon or two. They end up placing a few 50 point units while you have to roll out your entire army – then they place their big, scary tanks in positions to blow you to bits. Is this really the way things work?

A No not really. To keep things fair in deployment, players should alternate placing

Questions & Answers

choices from the force organisation chart. So, for example, Tyranid Tim and Imperial Guard Ian are deploying at the start of the game. Ian places one of his Troops choices first, in this case it is an Imperial Guard infantry platoon of three squads and a command squad. Because the platoon is one choice from the force organisation, all four squads are deployed on the tabletop; they don't all have to be put in the same place but they are placed as one choice. Tim puts down a brood of Termagants next and then Ian places another choice and so on. When it comes to deploying Elites, Tim has three Lictors which he chose as one slot on the force organisation chart. Again these are deployed all at once (although they don't have to be placed in the same part of the battlefield).

Q In several of the scenarios it refers to troops holding table quarters or otherwise fulfilling victory conditions. Does this refer to units taken from the Troops section of the army list?

A In terms of mission objectives the scenarios should refer to 'infantry' instead of 'troops'. This was a correction which was applied to some of the scenarios but not all of them. If you're in doubt about whether 'troops' is being used as a general reference to units of creatures which run around on foot or units chosen from the Troops section of the army list, you can tell by checking to see if the reference is capitalised. If it says 'Troops' it's probably referring to the army list. If it says 'troops' it's probably referring to infantry in a more general sense (including Elites and so on).

Q Does the Orks' kustom force field projector have any effects on hand-to-hand combat or shooting inside the 'bubble'?

A No, the force field only affects shots originating outside the area of the field. It has no effect on hand-to-hand combat or shooting inside it.

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PUTTING THE TZAP INTO TZEENTCH

By Jervis Johnson

Since Codex Chaos came out, a number of Chaos players have pointed out a couple of anomalies in the army list (I think that where Jervis says 'anomalies' he means mistakes, hmmm Jervis?!? - Andy). Basically a couple of last minute changes to the list were not thought through quite as thoroughly as they could have been. To make up for this, below are some corrections that Chaos players can use when they field an army:

1 Daemon Princes that are given a psychic power count as having a BS of 3 when they use it. Thus a Tzeentch Daemon Prince can be given the psychic power Flames of Tzeentch and actually hit something with it!

2 A Thousand Sons Chaos Space Marine in a Tzeentch Chaos Lord's retinue may be designated as the retinue's standard bearer, and can be given the Blasted Standard. Note that a Thousand Sons standard bearer is not an Aspiring Champion and retains his normal characteristics.

3 Use the limitations to Vehicle Upgrades included in each vehicle's entry in the army list itself, and ignore the restrictions on page 6. In addition, the havoc missile launcher is not just limited to Chaos Dreadnoughts as stated on page 21, and instead can be taken by Dreadnoughts and other Chaos vehicles that may have 'any of the vehicle upgrades'.

4 Some Tzeentch players have noted that the lack of Aspiring Champions in their army makes it difficult to summon a Greater Daemon, not to mention that when it does appear it tends to take over a rather powerful character. To overcome this I've decided that you can roll one D6 for each unit of Thousand Sons Space Marines that has exactly nine models (nine being the sacred number of Tzeentch, you see). Roll to see if a model in the squad is possessed at the start of the assault phase, before rolling to see if any characters are possessed. If you roll a four or more then one of the Thousand Sons is possessed by the Greater Daemon. You can decide which model to replace.

5 The entry for Khorne Berzerkers tells you the whole squad can be mounted in a Rhino. This, of course, only applies if there are ten or less models in the squad. While on the subject of Rhinos, a couple of players have asked what happens if a character in a Rhino is possessed by a Greater Daemon, as the Daemon clearly couldn't fit inside the vehicle. Although I was seriously tempted to have the Greater Daemon hack its way out, it seems more sensible to assume that the character manages to stagger out of the vehicle before he changes, and therefore the Greater Daemon model

should be placed within 2" of the vehicle and at least 1" away from any enemy models, just as if he'd disembarked.

6 For the record, Juggernauts can't mount transport vehicles, or fly if their rider has wings.

7 There have also been a few questions asked about the Cult Terminator rules that appeared in White Dwarf 230. Those of you that are using them should note that the idea is simply that the model uses the character upgrades from its normal entry in the list, and uses the characteristics (with the adjustments given in WD230), equipment and equipment upgrades from the Terminator entry. Noise Marine Terminators can swap a combi-bolter for a sonic blaster, and the one that can have a heavy weapon may choose to take a blastmaster instead of the standard choices (this is a change to the original entry in WD230).

8 Finally, a number of players have pointed out that it's possible to take an Aspiring Champion for one of the cult Chaos Space Marine squads, and give them a Mark of Chaos from a different patron god (i.e. giving the Mark of Slaanesh to an Aspiring Khorne Berzerker Champion). To be honest I find it hard to believe that any true and dedicated follower of Chaos would even think of doing such a thing, and the people who suggest they would are simply doing their best to further perpetuate some of the vile rumours and slanders that are told about the followers of the dark gods. However, if you do ever run into a Chaos player who does such a vile and unwholesome thing, you have my permission to tell them that the model (or models) so marked have just been dragged off to the warp (and therefore out of play) in order that their patron can give them a stern talking too, and that they'd better have the correct mark in the next game or the same thing will happen again! The same rule applies to transport vehicles for cult squads that are given a gift belonging to a god other than their patron.



JET BIKES

SCOTT VOSPER

When an opponent charges and assaults your jetbikes you should have a choice of whether they enter close combat. You only get to make this choice in the turn that your opponent charges you.

1. Enter close combat – use normal rules.
2. Do not enter close combat – your opponent needs sixes to hit you, but you forfeit all your assault attacks. Once the assault is over, your jetbikes do not count as being in close combat, so may move, fire and charge as normal in their own turn.

Note: the above rule does not count if you are attacked by another skimmer or jetbike.

PHILOSOPHY CORNER

By Andy Chambers

There's been a fair old bit of debate recently about transport vehicles, so I thought I would take the opportunity to offer some of my ruminations on the subject and hopefully straighten things out. First of all people have been wondering whether a unit which has a transport vehicle must be deployed inside their vehicle at the start of the game. I'd say no to this; whether troops are inside their vehicle at the beginning of a battle will depend very much on circumstances – they might be surprised outside it, or disembark before reaching the battle line; they certainly don't live their whole lives inside the thing. However it's pretty likely that a squad and their transport would be near one another, so I'd say a squad and its transport vehicle have to be deployed at the same time and within, say, 6" of each other to ensure the squad's transport vehicle isn't parked up at the other end of the battlefield.

Another topic of debate is whether a transport vehicle can be used as a 'taxi' to drop off one squad and then go and pick up another. I'd say this depends on whether the vehicle is chosen as a squad transport option (like a Rhino or Raider) or is a vehicle which has its own transport capacity (like a Land Raider or Falcon) but was selected as a choice from the force organisation chart in its own right. A vehicle which is chosen as a transport option 'belongs' to its squad and would not drive off to go transporting other units – consider the following scene.

The comm-unit emitted a piercing alert siren. "Eldar incursion reported Sector 12, Squads 3, 5 and 8 mount up and move for immediate intercept!" Sergeant Lanthas grabbed his bolter and pounded for the bunker entrance, clamping his helm in place as he emerged into the smoky yellow haze outside. Behind him the rest of his squad thundered up the steps, lugging their missile launcher, flamer, extra ammo and spare fuel cells with them. To the left and right 3rd and 8th Squad were also spilling out of their quarters. Sergeant Lanthas ran two more steps before he skidded to a halt, gazing at the big, empty space where the squad Rhino had been parked. "Emperor's teeth!" he snarled. "Don't tell me 4th Squad've 'borrowed' the Rhino again!"

Just doesn't ring true does it? On the other hand, a Land Raider (or Falcon or what have you) would probably not be attached to a specific squad and would carry squads around pretty much as required. Of course a Terminator or command squad could still have a Land Raider permanently attached as their transport vehicle.

A final issue that has come up in relation to transport vehicles is this: a unit destroy a transport vehicle with their heavy weapon and the squad the transport was carrying jump out of the burning wreck – surely the rest of the squad would have ample opportunity to cut down the survivors with their other weapons? After all, the rest of the unit couldn't hurt the transport vehicle with their bolters or other anti-infantry weapons and would be waiting for just such an opportunity.

This all makes a lot of sense but I do find myself hesitating to say yes, mostly due to games design reasons rather than reality, if you see what I mean. Firstly because in second edition 40K, transport vehicles were deathtraps. Nobody in their right mind would employ a transport vehicle for actually carrying troops (kamikaze ramming and overrunning, or fitting with fourteen hunter killer missiles maybe, but never actually transporting blokes like they were supposed to). This makes me very dubious about making transport vehicles more dangerous to utilise in third edition.

Secondly, you'll have ample opportunity to shoot up the guys escaping from their destroyed transport vehicle on subsequent turns, or with the supporting fire of other squads (what's that? You don't have any supporting squads in the area? Well shame on you!). Thirdly, that heavy weapon you just used to blow up the vehicle was given a points value on just this assumption – that because of range or target type, using the heavy weapon would sometimes mean that the rest of the squad would not get to shoot, just as moving with the squad would often mean that the heavy weapon would not get to shoot. All in all then, I would only allow people to shoot up escaping passengers as a house rule, and it would be one I personally wouldn't use.

HOUSE RULES

For those uninitiated out there, house rules are little tweaks and changes which players sometimes use to add a bit more detail to their games, and/or make things work more how they imagine them. By their nature, house rules are not official and are normally introduced in friendly games between consenting players, rather like special characters. I've had a selection of some really interesting house rules sent in of late (mostly very tank-orientated it must be said). Some of the best are included on these pages for your perusal. Having not played with any of these I can't testify as to what dire effects they might have on your games. Try them out and let me know.

KHORNE BERZERKERS

FRED REED

What's this? Khorne Berzerkers get an extra attack? Blasphemy! Those milksop Slaanesh worshippers get an extra Attack for their mark of Chaos, true worshippers of the Blood God get +1 Strength instead. To follow the true path of skulls reduce Khorne Berzerkers' Attacks down to 1 and give them a Strength of 5 instead.



Khorne Berzerker with plasma pistol and chain-axe



Khorne Berzerker with bolt pistol and chain-axe

VEHICLE RAMS AND OVERRUNS

MARK VAUDIN

Actually Mark sent in a load of other house rules too, and three army lists! Some of the other rules are just too heretical to print though.

Overrun

I don't feel that the Tank Shock rule gives vehicles a fair deal, but I think this was probably intentional on the part of the designers, to lessen the effect they have on the game. Players may wish to amend the Tank Shock rule as follows: any models that would end up underneath a tank as it moves over their unit must roll less than their Initiative characteristic before they can be moved out of the way. If they are unsuccessful they are killed as if they failed a Death or Glory attack.

Vehicle rams

The lack of ramming rules in the rulebook did surprise me so I came up with this simple rule: if a vehicle moving 6" or more hits another vehicle, check which armour is affected on each vehicle. Each player takes their armour value, adds D6 and then subtracts D6 to get the armour penetration used against the other vehicle. Damage is worked out as usual. Well armoured vehicles stand more chance of damaging lighter vehicles while escaping harm themselves, which is entirely appropriate.



Valhallans march into battle.



MORE TANKTICS

RAY SNYDER

I have noticed that Tanks just don't move much. This is a response to the move and fire one weapon rule (which I like!), but tanks advancing along with troops is really cool. I was thinking that as long as troops are within 6" of a tank, they can re-roll Morale tests (gaining a measure of confidence from their large, heavily armoured friend). However the same confidence and cover that the tank gives is fragile, for if the tank is destroyed, all units within 6" must pass a Morale test or fall back. I thought this might be a good Chapter Approved idea. I have not tested it yet, but I was hoping that this rule would promote a combined arms advance.

GETTING HIT

NICK HARDY

Occasionally there will be a situation where a model is unable to avoid getting hit by a tank. There is also the possibility of a crazed commander ramming another vehicle. Thus the following rules can be applied. If an infantry squad is for some unavoidable reason hit by a tank (ie, there is a wall behind them) then they are killed outright – there is nothing that can survive having a hundred-odd tonnes land on it. If two vehicles collide, then the Strength of the hit suffered by each vehicle is half of the armour value of the opposing vehicle. For example, if a Leman Russ drove into an Ork Trukk, the Leman Russ would inflict a Strength 7 hit to the back of the Ork Trukk, and in return would take a Strength 5 hit to its frontal armour (the frontal armour of a Leman Russ being 14 and the rear armour of an Ork Trukk being 10).



By Nick Davis

He's at it again! You can't turn around at the GW Studio without tripping over a piece of Nick's terrain. With only a temporary respite from finishing his Lizardman terrain and with more than a little inspiration from GW modelmaker Mark Jones, Nick has turned his attention to the WH40K ruins...

There I was, looking at the WH40K Gothic Ruins, ruminating over the idea of building a new urban terrain battlefield using loads of these plastic ruins.

At this point my fate was sealed. I've built a lot of themed Lizardman terrain for my Warhammer army (check out Jungle Fever in WD223, 225 and 232) and I use it as much as possible. As I mentioned in the final part of Jungle Fever I've played a few WH40K games over it, with my Imperial Guard and Dark Eldar armies battling across dark jungle and mysterious ruins against numerous foes, including Adrian Wood's Orks.

Now Mr Wood uses his plastic ruins without any bases and places them on his Orky desert terrain wherever he likes, making his terrain very versatile. The idea of 'place anywhere' ruins really appealed to me and perhaps, I thought, I could do a little bit more with them.

By now a grand plan was forming in the deeper recesses of my fevered mind – there are numerous stories of settlements being overrun and lost throughout the Imperium. I would build one such ruined Imperial settlement in a jungle setting, so it would be compatible with my Lizardman terrain! This meant with a minimum of effort I would have a second battlefield. I set to work straight away.

THE PLAN

I never start working on any major scenery project without first drawing up some kind of work plan. I do this to make sure I don't go too far and start building a complete hive world that'll take most of my natural life to finish. It also helps me to break the whole project down into manageable chunks.

I sat down and scribbled for about half an hour, drawing up my plan. I would be building this terrain to

cover at least half a battlefield and I had to take into account cost (I had a very tight budget!). I settled on three main buildings, a storehouse, a broken Imperial monument, a power station and a destroyed Imperial shrine. All this would have lots of crates and barrels which I could litter across the battlefield in a fairly random manner. With this set down on paper, I set about the task of building it all...

The first rule of scratch-building terrain – never throw anything out

I dug out my Gothic Ruins sprues, purchased a few and then given a few more (thanks everybody!). I gathered all the crate and barricade sprues I could find and found some odd shaped packaging which would be perfect for my storehouse. I would use the remaining polystyrene tiles left over from building my Lizardman terrain (see WD225) to



The simplest of all my buildings. I only used one half Gothic Ruins sprue in its construction.



The Dark Eldar of the Dark Heart Raiders advance across a deserted Imperial settlement.

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Right: This to be my fir construction had only tw and a half sprues left). I decided to to make a tw storey buildi

MAKING RUINS

Now I could have made ruins complete with rubble, broken pieces, craters – the full works. While this would look absolutely fantastic, I would have one small problem – the ruins would be cluttered, none of my miniatures would be able to stand up on them! Making my Lizardman scenery has shown me that you have to compromise between effect and realism. Since I use all my terrain for gaming, effect took precedence.

THE FIRST ONE

It's always on the first piece of terrain that I find out what I can and can't do. First I made up the two basic wall sections and placed them on either end of the polystyrene tile base I had made for this piece. Using a pair of clippers I cut up two spare wall sections, leaving the corner pillar free-standing and then glued them all into place on the base in a rough resemblance of the two complete wall sections. I used a floor section to secure this haphazard corner construction.

I wanted the final corner of the building to be completely ruined. To do this I cut some of the window frames off the two complete wall sections and used some of the sprue rubble (see box) to make a little overgrown ruined section. I also used a little coarse turf flock for that extra overgrown effect (see WD232 for details on how to do this).

I used textured paint to cover the base and to half bury some of the collapsed ruin pieces. I added some more sprue rubble and

Right: I wanted one ruin to be an administration building. This was the largest of my constructions (it used six Gothic Ruins sprues).

a few pieces of coral gravel, and then left it to dry.

Once dry the entire model was painted black to make it easier for drybrushing. The initial drybrush used Codex Grey. I also drybrushed half the base in this colour (I wanted it to look like the grass had grown onto the concrete).

The remainder of the base and coarse turf was then drybrushed with Goblin Green. To finish off the ruins I drybrushed them with Skull White and the Goblin Green areas were highlighted with a light drybrush of Sunburst Yellow. I had finished my first ruin.

The first construction took me less than two hours and it was all pretty easy to build. I had found the secret to making ruins. They can be really roughly constructed and look great. I started on the next two ruins...

SPRUE RUBBLE

Here's a quick tip straight from GW Modelmaker Mark Jones: if you clip the plastic frame the buildings come on into small pieces, it makes great rubble. You can also clip down any interesting bits of plastic frame to make bent girders or even support beams!



Above: I wanted one part of this ruin to be completely overgrown. Again I cut out a single column, and went crazy with coarse turf flock, sprue rubble and coral.



Above: Making the second story was a lot easier than I expected. I simply built a corner piece, cut the top off it, turned it upside down and glued it to the top of another corner piece. It was really that simple...

IMPERIAL STOREHOUSE

As you can see, I used some really unusual packaging to build this Imperial storehouse. Whatever they were in a past life, they make perfect domes now.

I wanted this piece to look like it was the reason for the raid on the settlement – also making it a perfect objective in future games of WH40K. So a lot of heavy fighting would have taken place around it (and will again). This fighting would in turn damage the storehouse and this is reflected in the damage to the domes' structures. My favourite effects are the skeletal remains of one of the domes, made out of bent garden wire glued together, and the slightly deflated dome next to it.

I painted the base in the same way as the rest of my ruined buildings. The domes however were painted in a slightly different colour. Starting from a black undercoat I drybrushed a coat of Shadow Grey, followed by Ice Blue, then Space Wolves Grey and finishing with Skull White. This effect makes the piece stand out from the rest of the ruins.



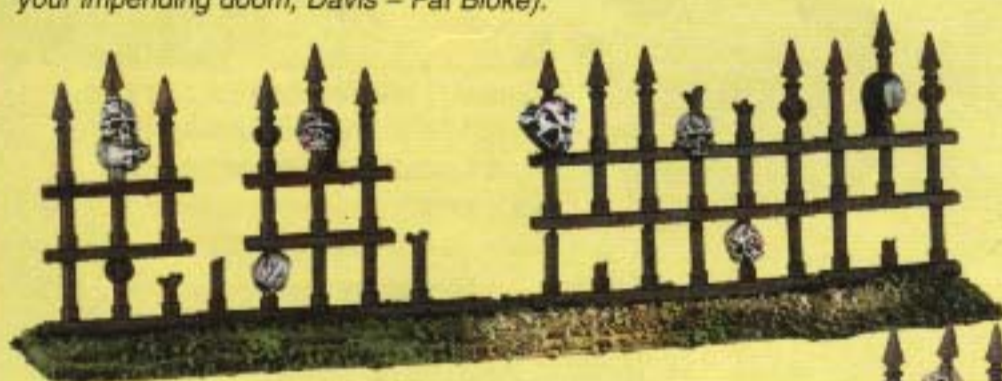
Right: The storehouse's gateway is made out of an old Necromunda bulkhead cut in half.



RUBBLE AND RAILINGS

I wanted loads of rubble and obstacles that I could place all over my ruined settlement. To give myself maximum flexibility I made small strips of rubble. I gathered up all my spare plastic bits and started to work on some random strips of rubble, fences and railings which I could scatter around the settlement.

Below: The railings are made from the spike rows taken from the Chaos Spiky sprue. All I did was glue them on top of each other, after cutting off the spiky bits on the bottom row. The spiked heads make a gruesome decoration (it appealed to my Dark Eldar nature) and it's a complete coincidence that the Space Marine helmet is in White Scars colours (as is your impending doom, Davis – Fat Bloke).



Right: The railings will be going all the way around my monument (I just need a couple more Chaos Spiky sprues to finish it off), with a gateway at both ends. The unfortunate individual on this piece obviously fell defending the gate.



Above: This fence will be going around the power station, and is made out of the spiked rams from the Barricade sprue. This was inspired by Mark Jones' fence (see opposite).



Above: The great thing about making rubble strips is that you can use anything. For this one I used half a Necromunda bulkhead, a tank trap, loads of sprue rubble and bits of clipped sprue. This was then all covered in textured paint to give it a buried look.



Below: A strip of rubble using bits of sprue, crates and a crucified skeleton. No overrun Imperial settlement would be complete without one.

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Mark

IMPERIAL MONUMENT

The fallen monument was inspired by a tumbled down column with a statue of Commissar Yarrick stuck on the top, which I saw at Games Day about four years ago. It was made out of a square polystyrene strip, covered in texture paint and painted grey. I wanted to do something similar, but using a round column.



Cake pillars come in all shapes and sizes.

After two aborted attempts at making a round column out of polystyrene, I had to admit I was stumped. Then I remembered something from an old White Dwarf – Dave Andrews built a ruined

temple using plaster cake pillars (broken in half). These would be perfect, and after a very long search I finally found some in the local cake shop that Fat Bloke often frequents.

The construction of the fallen monument was very easy. The base is made from thick cardboard and the paving slabs are made out of thin card cut into 2cm by 2cm squares.

I had a little more trouble breaking up the plaster pillar. What I suggest is to use a metal ruler and a small hammer. Place the ruler (edge down) diagonally across the pillar and carefully tap it with the hammer. Then using the small hammer I chipped bits off the pillar here and there, for a weathered look.

I broke the pillar into three parts and glued them to the base. I then covered the base with textured paint and added sprue rubble, all the chipped off bits of the pillar, sand, coral gravel and coarse turf flock for that overgrown effect.

I painted the monument black and then drybrushed the base and coarse turf the same way as the rest of my Imperial ruins. The column however was first drybrushed Bleached Bone, followed by Skull White. This, I hoped, would give a nice, clean, marble-like finish to it.

I painted a Space Marine (I couldn't think of a more definitive symbol of the Imperium) in a weathered bronze effect (see right), which I then glued to the end of the column. And the monument was finished. Phew...

Well that's it for now, I've still got the power station and Imperial shrine to go. Hopefully I will get to tell you about them in a future issue of White Dwarf. Until then – get building!

Right: I used coarse turf modelling flock glued onto the broken pillar for that overgrown effect that you always see in the Terzan ruins.



PAINTING WEATHERED BRONZE



1. Spray or paint the statue with Black. When the undercoat is dry, paint the whole thing in Jade Green.



2. To give the bronze a weathered look, drybrush the statue with Tin Bitz.



3. To finish off the bronze look, a final drybrush of Shining Gold is applied to the statue.

To get hold of the Gothic Ruins, Barricade or Chaos Spiky sprues, give Mail Order a call on 0115 91 40000!



THE INSPIRATION



Mark Jones

It would be most untrue for me to say that all the terrain for this WH40K settlement was my idea. Almost all of it was inspired by GW modelmaker Mark Jones, who came to me with loads of really cool scenery made from the plastic ruins, sprue offcuts and from whatever he had lying around in this bits box. I would just like to say, "Thanks for the inspiration!"



Above & left: Mark used a lot of sprue rubble and texture filler on his ruins' bases. He also drilled holes and glued in brass wire to represent the metal reinforcement rods you find in smashed concrete.



Above: This fence is made from the spike ram on the Barricade sprue. Glued on their end to a piece of plastic card, they make a fantastic fence.



Left & below: Rubble strips – another simple idea, using his bits box, old crates and plastic sprue.





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Did you know that each and every issue of the Citadel Journal is crammed full of loads of exciting articles, covering all aspects of the hobby. There's gaming, modelling, painting tips, scenarios and much more. And furthermore it's for all of our games – Warhammer, WH40K, Necromunda, Epic, Blood Bowl & Gorkamorka.

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Data obtained during interrogation of captured Eldar Pirate [name unknown] 2645725.M139.

Information pertaining to: The Kabal of the Flayed Skull
Regarding: Known Eldar pirate organisations
Visual records available: Press @ rune for visual records

The subject repeatedly attempted self-termination [including poisoning its own bloodstream with some kind of gland grafted into its heart], but was unsuccessful. Using standard opti-aural inductors and pain enhancers, we were able to elicit the following information. It must be stated for the record that the Eldar pirate was highly impervious to many of our interrogation techniques, and that much of the information was gained through the subject's boasting of its race's prowess and might.

The subject was some form of squad leader in a pirate band known as The Emasculators. Their leader, an Archon of some kind, is known as Kruellagh [cross ref. file: KTV651//019-6712 alpha]. The Emasculators, and Kruellagh in particular, are feared throughout Lestos and Thrandos Sectors for their grievous acts of cruelty and butchery. This pirate band is sought by the Imperial authorities for over three dozen major raids in the last two centuries, most notably the slaughter at the Sisterhood temple on Regil IV, the enslavement of the De'egra colonists and the torture and later murder of High Lord Khouron, Imperial Commander of Astherax. The Adeptus Mechanicus are also seeking the recovery of Kruellagh's corpse for study. Kruellagh utilises a strange weapon known as the 'Soul Flayer'. The Soul Flayer punctures the victim's flesh and then extracts their vital essences, leaving the target a withered, lifeless husk. Kruellagh somehow synthesises these stolen fluids to further enhance her abilities, turning her into an even more capable and psychopathic killer - an alchemical process which the Tech Priests are keen to study for possible use by Imperial forces.

The warband consists of roughly one hundred warriors, all affiliated to the Kabal of the Flayed Skull. This Kabal is apparently an organisation descended from the Shrine of the Flayed Skull, which seemingly had some religious or ritual significance in early Eldar history. Some followers are born into the Kabal while others join through intrigue or conquest. There are some eleven or twelve such warbands within the Kabal of the Flayed Skull, each of which is quasi-independent of any chain of command and led by its own pirate captain.

The only true restriction on these pirate bands is a tax or tithe that must be paid. This tribute can take many forms, often actually goods but most commonly slaves. The subject also kept using a certain word, the meaning of which our Sister Dialogus was unsure of. She tells us it comprises elements of the ancient Eldar phrase for 'soul' but also syllables reminiscent of 'drink' or 'drinking'. We do know that Eldar psychic technology is highly expert at the capturing and storing of souls, so it is possible that such things form part of the taxation. Quite what the Eldar pirates do with these incorporeal prizes is unknown. Many of them are delivered to the caste known as Haemonculi, and the subject seemed to imply that these souls/drinks could somehow be refined, filtered even.

A number of Hierarchs oversee the tithe, and act as counsellors, spies and occasionally war leaders. These form a ruling council and at the time of the interrogation there were five such individuals in the Kabal of the Flayed Skull. Competition between the Hierarchs, Archons and Dracons [a lower-level warband leader] is highly fierce; backstabbing and intrigue are an accepted part of the daily routine. Overall and absolute power over the Kabal of the Flayed Skull resides with one pirate, who has no title because their name alone holds power enough [apparently this is very impressive to an Eldar pirate].

It is this lord [or lady for that matter, the Eldar in general appear to make little distinction between the roles of the male and female genders - another example of their decadence] who decides on the Kabal's policies towards other Kabals and organisations. It is the lord who commands the Haemonculi allied to the Kabal and it is the lord who has final say over any agreements with other organisations, such as rival Kabals or the warrior sects of the Wyches and Incubi. The lord receives the greatest quantity of the tithes, though some are obviously used to bribe the Hierarchs and so forth. The subject repeatedly told us that this was actually quite fair, as the lord's "need is greatest".

As an additional note, the subject was in custody for roughly seven Terran weeks before expiring. During this relatively short period the subject aged considerably, grew weaker with every passing day and gradually slid into ever deeper hysteria and dementia. There was no medical explanation for this, or the subject's premature demise. The body rapidly rotted away after life was pronounced extinct (a matter of a couple of days). Medicus Hastortes' report is enclosed. I find his conclusion [it was as if the subject had already been dead for several centuries and that its body had just caught up] particularly farcical and yet disturbing.

Your servant

P. B. Oschprey [Scribe First Class, Adeptus Scriptorium]

Ref: Ktv 651//019-6712

Xenomorph Designation:

Kruellagh the Vile



Rank: Eldar Pirate Lord

Affiliation:

The Kabal of the Flayed Skull

Sub-sect: The Emasculators

Status: Active

Threat level: Extreme

Designed by Gary Moxley

WARHAMMER 40,000

HISTORICAL LIBER VISUAL RECORD DOWNLOADED:
ELDER PIRATE FORCE SIGHTED ON CALTHOR IX
+XIII LIBER+
+XENO+ with known
morph pirate organisations.
Press 'r' to run matrix++



DESIGNATION: Wych cult
TROOP TYPE: Reaper jetbike squad



DESIGNATION: Infiltrators
TROOP TYPE: Mandrakes

"Look, the humans want to play!"
Audio recording of Kruellagh the Vile,
during the 394th Valhallan Rifles
stand.



DESIGNATION: Infantry squad
TROOP TYPE: Dark Eldar Warriors



DESIGNATION:
Unknown
TROOP TYPE:
Haemonculus



DESIGNATION: Dreadnought
TROOP TYPE: Talos

DESIGNATION: Retinue
TROOP TYPE: Incubi bodyguard, Raider transport

RAVAGER!

By Gav Thorpe

The Ravager is one of the most deadly tank hunters in the game. It mounts a deadly battery of heavy weapons and is easily able to outmanoeuvre the lumbering vehicles of other races. Kabal Lord Gav examines this impressive vehicle.

Hooray, hooray! The Ravager is here! I can hear the cries of Dark Eldar players all across the world, rejoicing that their best weapon has arrived. Ravagers are awesome, simply awesome. They can move 6" a turn and still fire all three heavy weapons, and if that isn't impressive I don't know what is. The key to using a Ravager successfully is making sure that only its target can draw a line of sight to it, by positioning the Ravager so that surrounding terrain is interposed between it and other enemy units. Once this target has been destroyed (in perhaps two turns if you're unlucky!), then simply glide another 6" and choose another victim.

Ravagers are great in combination with Raiders, providing a mobile and hard-hitting force. A Ravager with a couple of disintegrators is great for blowing chunks out of well armoured enemy infantry, ready for a squad of Wyches or your Lord's Incubi to steam in and finish them off in an assault. Another quick tip for Raiders; if possible, when disembarking from a Raider to launch an assault, try to get as close as possible to the enemy with the Raider. If you are within 5" of the Raider when the enemy falls back, you can use your 3" consolidate move to get back within 2" of the Raider, letting you embark again

and giving you a degree of protection (a lot more desirable than sweeping into the teeth of the enemy army).

My best advice for Ravagers has to be 'Take two! No, seriously, this isn't just a crass and unsubtle attempt by me to sell more of them. One Ravager will die in pretty short order – your enemy is going to go hell-for-leather to destroy it, mark my words. However, two Ravagers are going to give the opposition no end of trouble for several turns. And even if they do both end up in flames, think of all that firepower that wasn't directed at your Raiders...



Strike fast. Strike first. Strike hard!

*Attributed to
Lord Sarnak, Archon of the Dark Heart Raiders*

A Ravager ambushes an Imperial Guard Demolisher.

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The Quest For Blood

A Warhammer battle report by Iain Compton and Alessio Cavatore.

With Warhammer Armies Vampire Counts released this month, it is time to showcase this new army with a traditional battle report. We decided that the battle would be fought between the Blood Dragon Vampires and their mortal enemies, the men of the Empire.

Alessio (one of the new book's writers) would be in command of the Vampiric Blood Dragons, facing off against the defence force of Nuln, a city in the south of the Empire, led by our own Iain Compton. We decided that the game would be two thousand points each side and a Pitched Battle, as this removes any complications and allows for a straight fight. With the addition of the gloomy, new Undead terrain made by the GW modelmakers, the scene was set...

"Arise from your graves and do my bidding!"



Alessio Cavatore

Alessio: Fat Bloke told me that I was to play my first solo battle report – great! Not only that, I also got to use an army of my favourite Vampires: the noble Knights of the Ordo Draconis Sanguinis! What more could I ask for?

When it came to preparing the army, I tried to follow the Blood Dragon background as well as picking a tough army list. My starting point was that as the Blood Dragons are a knightly order, I definitely wanted a unit of mounted Wights. In my opinion they need to be heavy cavalry to be in character, and therefore I bought all the extra equipment they are allowed. This choice made them quite expensive, as well as reducing their movement to 6 – certainly not impressive. To give them one extra point of movement

(remember that Movement 7 means you get to pursue 3D6 – very handy!) and reduce their cost without affecting their armour save, I took away the barding from their Nightmares (Nightmares are Undead steeds) and equipped them with the *Banner of Shielding*. By including a Wight Lord to add extra punch in hand-to-hand, I had a unit that would be hard and fitted the background of the Blood Dragon.

Now to select my characters. I chose a relatively cheap Vampire Count to be my general, as the Vampire Lord is a bit too much for a two thousand point game. He was to lead the knights so I gave him the same amount of armour as the rest of the unit and a *Jade Amulet* to cater for that odd cannonball. I renamed the *Jade Amulet* the *Dark Amulet*, as it felt strange giving him that particular Ward. You see, the problem is that a Vampire touching a gem made of condensed Jade Magic (the magic connected with the birth and growth of all living things) would probably be destroyed rather than protected. I also wanted him to wield a magic sword capable of increasing his Attacks, his only stat that is less than terrifying, so I gave him a *Blade of Leaping Bronze*. His Vampire powers would follow suit and gear him up for close combat, as is right for a martial Blood Dragon. *Red Fury* gives him one more Attack and *The Strength of Steel* would allow him to cast spells while wearing his armour.

Next I chose a Wraith with the *Cursed Book* as the champion for my Skeletons, in order to reduce casualties. I put a Vampire Thrall in charge of all my Skeletons in case of the Count being too far away from them and finally I wanted a Necromancer to take on the role that is vital in every Undead army: spellcasting. I made him Level 3, so he would be able to re-cast spells on a roll of 2+, and gave him the *Song of Flaming Death*, useful at the start of every magi

phase to get rid of a few of the opponent's cards. He also got a *Dispel Scroll* (just in case) and a *Warrior Familiar* (he was probably the most important model in the whole army – I did not want to lose him).

And then the remaining troops. Unfortunately the new plastic Zombies were not painted yet, so I decided that Skeletons would form my core infantry of Undead men-at-arms. A big unit of twenty Ghouls would give them support (I would have liked a few more but we only had twenty painted when we played). What about supporting units? A hard choice. I had a moment of hesitation, but then I saw the awesome Black Coach, resplendent in all its might. Ouch – two hundred points spent without a thought! All that remained to do was to finish my army with a fast unit of hard-hitting Dire Wolves, a Spirit Host, a pair of Vampire Bats to engage the dangerous big guns of the Empire, two swarms of very annoying (for the opponent) Bat Swarms and a Bat Utility Belt in case of emergencies (*oh dear, Alessio's been in the sun again – Fat Bloke*).

My selection of spells was as follows, the Necromancer got the basic tools for his job with *Vanbel's Danse Macabre* (always a first choice) and *Summon Skeletons* (easy to cast and re-cast, again and again and again...). I then picked *Gaze of Nagash* to have an attack spell, and I decided that the Vampire Count would choose Dark Magic, so that he could use dispel cards as power cards and make sure the magic phase would really be a nightmare for Iain.

WARHAMMER ROSTER SHEET

The Order of Death

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
Haagen Vrak the Cold VAMPIRE COUNT Heavy armour, shield & Nightmare	6	7	5	7	6	3	8	3	9	3+	Jade Amulet, Blade of Leaping Bronze The Strength of Steel, Red Fury	281
Kugel van Ein WIGHT LORD Lance, shield & Nightmare	4	4	0	4	4	2	4	2	9	3+	Armour of Endurance	46
4 WIGHT CAVALRY Heavy armour, shield, lance & Nightmare	4	3	0	3	4	1	3	1	8	3+	Standard of Shielding	185
Herr Kalt VAMPIRE THRALL Heavy armour, shield	6	6	4	6	5	2	7	2	8	4+	Sword of Swift Slaying Blademaster	119
Herr Frost WRAITH CHAMPION	4	3	0	3	4	3	3	2	5	-	Cursed Book	85
Pistak Zapfen MASTER NECROMANCER	4	3	3	4	4	3	5	2	8	-	Dispel Scroll, Staff of Flaming Death Warrior Familiar	308
17 SKELETONS Shields, spears	4	2	2	3	3	1	2	1	5	6+	Banner of Sorcery & musician	215
20 GHOULS	4	2	0	3	4	1	3	2	5	-		120
DOOM WOLF	9	4	0	5	3	1	3	2	4	-		25
5 DIRE WOLVES	9	3	0	4	3	1	2	1	4	-		50
BANSHEE	8	3	0	3	4	2	3	2	8	-		100
SPIRIT HOST	4	2	0	3	3	4	1	4	5	-		75
2 BAT SWARMS	8	3	0	3	2	5	1	5	10	-		100
2 VAMPIRE BATS	2	3	0	3	3	2	3	2	5	-		50
BLACK COACH											War Banner	225
											TOTAL	1,994

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"READY THE CANNONS!"



Iain Compton

Iain: I must admit to a feeling of trepidation as I approach this battle report. Not only will I be against a brand new army which I have never fought before, but I will also be playing against Alessio – the GW Warhammer staff champion and ex-national champion of Italy. This game was not going to be in any way easy.

The Empire is one of my favourite Warhammer armies.

At first glance they don't look all that special; their troops are distinctly ordinary and they don't get any of the flashy special rules that characterise most other armies. In fact it is their averageness which is their main strength. The basic troops are as cheap as you could wish for and they also have some nice elite troops – not super hard but effective enough for me. What this means is, on the battlefield the Empire can do just about anything. They can play the numbers game and overwhelm their opponents with a mass

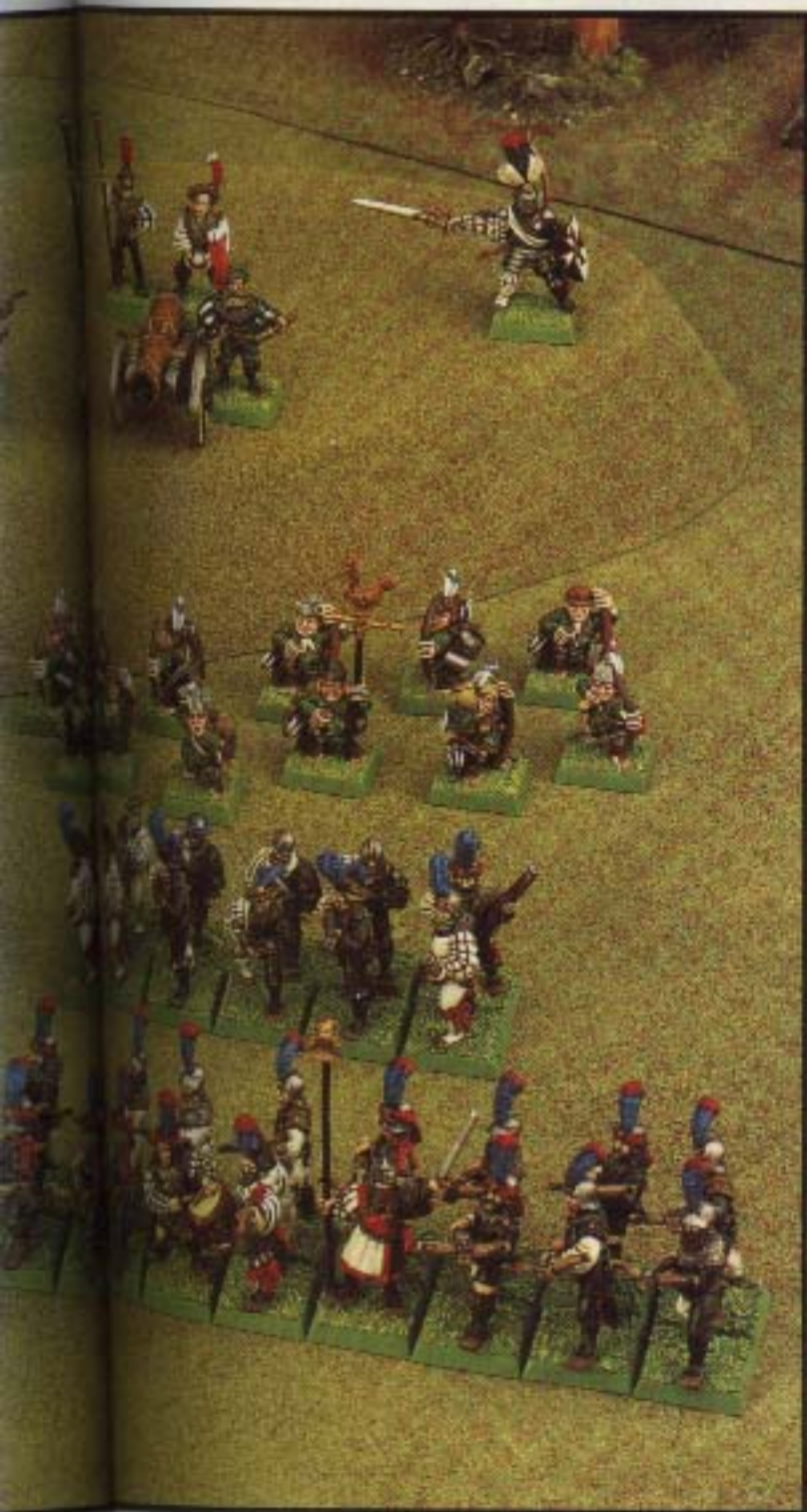
charge of cheap but effective troops, they can go for quality and try to smash their foes between heavy cavalry and Ogres, and, of course, they have powerful war machines and good missile troops allowing you to blast your enemy apart from a distance. In practice, a mixture of these three styles often works best. As I only have a hazy idea of how the Vampire Counts army is going to work, I shall try to make my army as flexible as possible. Besides I have no doubt that the Vampire Counts have plenty of nasty tricks to play on me, and the more I can adapt during the battle, the better I shall fare.

My basic battle plan is to stand still, pour as much fire into the Undead as possible until they charge me, try to absorb the charge and then counter-attack. This sounds quite easy, but in practice all kinds of things can go wrong. To minimise the effects of terror and fear – traditionally the main strengths of any Undead army – I have chosen two 'shock absorber' units. The first is a unit of Reiksguard led by my general, who carries a *Runefang* and wears the *Armour of Meteoric Iron*, the other is a unit of Spearmen led by a hero wielding the *Banisher Sword*. The Reiksguard are also joined by the Army Standard Bearer carrying the *Valourous Standard*. This handy item could well mean the difference between victory and defeat as it allows me to take all my Psychology tests on 3D6, discarding the highest.



Approximately a third of my army has been chosen as missile troops, as I want to thin the foul ranks as much as possible to make life easier (and longer!) for my combat units. Two units of Handgunners are both detachments of the large Spearman block (detachments are smaller units that must stay within 8" of the unit they support and in exchange use that unit's Leadership value for all their Psychology and Break tests), while a large unit of Crossbowmen will be deployed close to the centre of my line. To further enhance my missile fire I employed the services of a Regiment of Renown – Lumpin Croop's Fighting Cocks (see WD230 for rules) who are to skulk around the edges of the battle to wait for an appropriate target. Meanwhile the engineers of Nuln have wheeled out four shiny, new war machines in the form of two cannons, a Helblaster volley gun and a mortar. To be brutally honest I don't really expect the Fighting Cocks to achieve very much – I doubt that Alessio will be kind enough to give them a useful target. The main reason that I have chosen them is because I love Halflings and they will be the only really fast moving unit in my army (although I have a feeling that they will move faster away from the enemy than towards them).

Cannons are a must in any Empire army, especially one from Nuln which is the home of the Imperial Artillery School. The two cannons and the mortar will be set up as a battery with an artillery captain to lead



WARHAMMER ROSTER SHEET

Von Speer's Nuln Militia

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Sec	Notes	Points Value
Reinhard von Speer ARMY GENERAL	4	6	6	4	4	3	6	3	8	2+	Armour of Meteoric Iron, Runefang	155
Joachim von Sprichter BATTLE STANDARD BEARER Sword, shield & heavy armour	4	4	4	4	3	1	4	2	7	4+	Valorous Standard	119
Werner von Zapf WIZARD Sword	4	3	3	3	4	1	4	1	7	-	Dispel Scroll	81
15 REIKSGUARD Swords, shields & heavy armour	4	4	3	4	3	1	4	1	7	4+	Standard & musician	204
Kotter Badenhof HERO	4	5	5	4	4	2	5	3	8	-	Sanctus Sword	90
Lutpold Braun WIZARD Sword	4	3	3	3	4	1	4	1	7	-	Dispel Scroll	81
20 SPEARMEN Spears & shield	4	3	3	3	3	1	3	1	7	8+	Standard & musician	154
10 HANDGUNNERS Handguns	4	3	3	3	3	1	3	1	7	-		80
10 HANDGUNNERS Handguns	4	3	3	3	3	1	3	1	7	-		80
20 HALBERDIERS Halberds & shields	4	3	3	3	3	1	3	1	7	8+	Standard & musician	154
16 CROSSBOWMEN Crossbows	4	3	3	3	3	1	3	1	7	-	Standard & musician	144
Albert von Reintrop HERO Heavy armour & shield & long bow	4	5	5	4	4	2	5	3	8	-	Sky Arrow of Naloer	102
2 CANNONS 1 HELBLASTER 1 MORTAR												400
LUMPIN CROOP'S FIGHTING COCKS Lumpin Croop Ned Hamflist Halfling	4	3	5	3	3	2	6	3	8	5+		150
	4	3	5	3	2	1	6	2	8	5+		
	4	3	5	2	2	1	6	1	8	5+		

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TOTAL 1,984

them. This hero will defend them from any flying Undead that try to take them out. He is also equipped with a longbow and the *Sky Arrow of Naloer* to further discourage airborne assaults. The Helblaster will be set up slightly away, so that if something really nasty lands on the battery, the crew can flee and the volley gun will be able to shoot at it from close range.

The last part of my defence is a magical one. I have chosen two level one wizards, each carrying a *Dispel Scroll* to deflect the worst of the Necromantic magic coming my way. If I get some solid defensive spells such as *Protect*, *Net* or *Bless*, I shall be happy enough.

Once the Undead have reached me, I will want to counter-attack. Hopefully my troops will be more or less intact and I will be able to launch charges with the handgunners and possibly the crossbowmen too. I have also chosen a large unit of Halberdiers as a response unit. These will manoeuvre for a flank charge on the most worrying Undead unit and, with any luck, relieve one of my core regiments. Halberdiers make excellent assault troops to take the fight to the enemy. Spearmen on the other hand are far better defensively, so they will take the brunt of the charge until the Halberdiers arrive.

That's pretty much it for the Empire force. Hopefully I'll stand firm against the forces of the Vampire Counts and send them back to the grave with my brave Imperial defenders.

At the start of the game I received my spells: *Protect*, which is a very useful spell, although it does take three power cards to cast, and *Heal* – not so useful, as my heroes were likely to be killed outright or not at all. Still, overall I was quite pleased and ready to do battle...



DEPLOYMENT



Wight Cavalry,
Vampire Count,
Wight Lord



Ghouls



Skeletons,
Vampire Thrall,
Wraith Champion,
Master Necromancer



Banshee



Bat Swarm



Spirit Host



Black Coach



Dire Wolves,
Doom Wolf



Vampire Bats



Reiksguard,
General,
Battle Standard Bearer,
Wizard



Halberdiers



Spearmen,
Hero,
Wizard



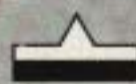
Crossbowmen



Handgunners



Handgunners



Artillery Captain



Mortar



Cannon



Helblaster
Volley Gun



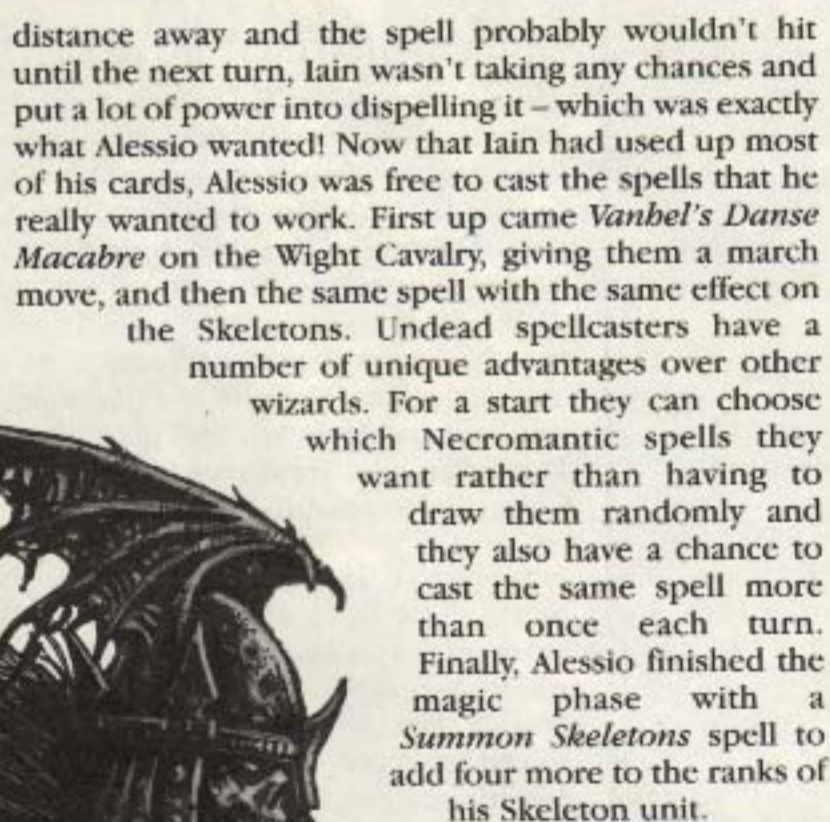
Lumpin Croop's
Fighting Cocks
(Skirmishers)



Blood Dragon Vampires: Turn 1

Alessio won the roll for first turn and not surprisingly opted to go first, giving Iain one less turn to sweep his foul legions with a cleansing dose of cannon fire. Everything headed towards the Empire lines as fast as it could. Although as most Undead units cannot march, the advance turned into more of an amble. The Vampire Bats flew high and Iain suddenly felt very glad that he had given the *Sky Arrow of Naloer* to his artillery captain.

Iain wasn't looking forward to the magic phase at all, and it began with the worst possible start for him as Alessio rolled a double six for the Winds of Magic. The Undead started as they meant to go on – by killing mortals. The Necromancer raised the *Staff of Flaming Death* above his head and incinerated an unfortunate Handgunner. The rest of the unit though stayed firm, taking courage from the steady leadership of Marshal von Speer nearby. Next came something that Iain was dreading. The Vampire Count had taken one of his spells from the Dark Magic deck and he now cast *Arnizapal's Black Horror* straight for the centre of the Empire line. Even though he was quite a



Things hadn't gone quite as badly as Iain had feared they might in the magic phase, although the Wight Cavalry was now worryingly close. As the range to Alessio's army had been reduced considerably, Iain decided not to move anything, but instead let fly with everything at the tide of evil sweeping towards him. Firstly, the artillery captain nocked the *Sky Arrow* of *Naloer* to his bowstring and took careful aim at the Vampire Bats wheeling high above. The magic arrow transfixed one of the foul creatures and it plummeted to the earth.

The Wight Cavalry were an obvious target as they were a) very close, b) very hard and c) contained the Undead general. Both cannons and the mortar swivelled to fire at them. The aim of the first cannon was good and one of the ancient dead was blown to bits. But the second cannon had been packed with too much powder and exploded, killing the crew, while the mortar was slightly off target and blew a huge crater harmlessly ahead of the evil horsemen. All of the Handgunners took aim at the Wights but despite a respectable number of hits, all the shots were deflected by the heavy armour. Iain would have liked the Crossbowmen to fire at the Wights as well. Unfortunately only some of them could see past the curve of the hill, so they had to fire at the only target that all of them could aim at, which happened to be the Skeletons. Three were sent back to the dust they came from, almost cancelling out Alessio's *Summon Skeletons* spell. Finally, on the flank, Lumpin Croop's Halflings let fly a lethal volley towards the Dn



▲ The ghostly Spirit Host returns to its regular haunt, the graveyard.

Wolves and managed to kill all but one! Apart from the pint-sized sharpshooters, the Empire's missile fire hadn't been half as effective as Iain had hoped for. The next turn the Wights would easily be able to charge so there would be no second chance to cut them down to size. Nevertheless, the rest of the Blood Dragon army was still some way off and the Empire was only down by one cannon and a handgun.

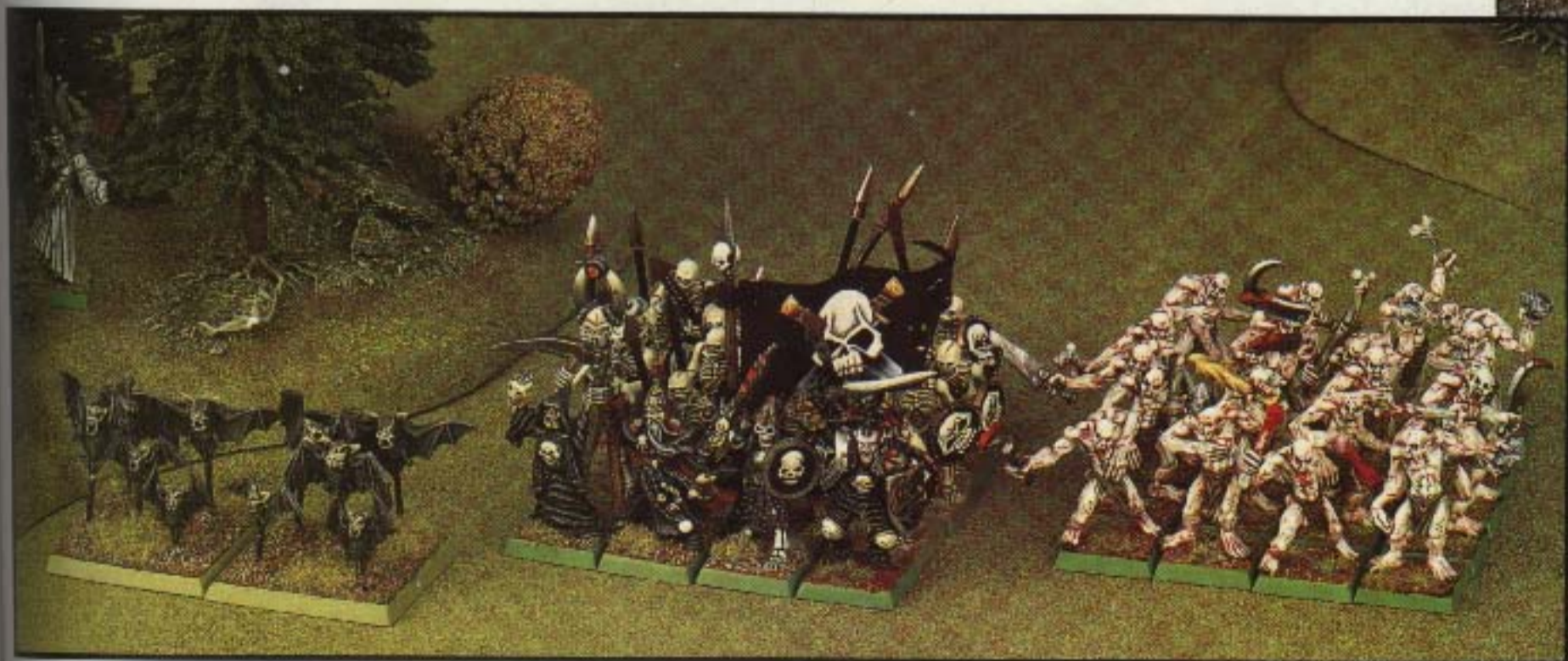
The Empire magic phase was far less of an event than the Vampire Counts' had been. Iain had enough power to cast *Protect* and, ideally, wanted to cast it on the unit that was going to receive the Wights' charge. Unfortunately, they had a choice of three regiments that were easily within their charge range and arc, so rather than waste the opportunity, Iain cast the spell on the artillery battery. The crew now had a 4+ special save against all damage, and more importantly against that *Staff of Flaming Death*.

Blood Dragon Vampires: Turn 2

The start of Alessio's second turn turned up no surprises at all. The Wights declared a charge against the Spearmen, the remaining Vampire Bat swooped down upon the Helblaster crew and the last Dire Wolf charged into Lumpin Croop. Fortunately for Iain, everybody passed their Fear tests and the Halflings managed to shoot the Dire Wolf even as it bore down upon them. The slaving beast fell, pierced by many arrows before it even got close to the plucky little fellows.

The Vampire Bat traded ineffective blows with the Helblaster crew but the real action was happening around the Undead general. The Vampire Count swung his ancient sword and sliced three Spearmen clean in half, as the Wights skewered another two, including Luitpold Braun the wizard. Captain Badenhof swung his *Banisher Sword* in reply and sent two of the Wights tumbling from their steeds. Unsurprisingly, none of the remaining Spearmen could pierce the armour of the ancient horsemen so the combat narrowly went to Alessio. Once more drawing upon the firm leadership of von Speer, the Nuln militia stood firm and grimly prepared for another battering.

Alessio continued his good fortune with the Winds of Magic, rolling an eleven for the number of cards dealt. Just as before he started with the *Staff of Flaming Death* at the Handgunners, this time consuming two in unholy fire. Again they showed the stuff that heroes are made of, standing firm against the evil magic. Next, Alessio tried to fix the Reiksguard with the *Gaze of Nagash*. Iain wasn't having any of it though and used a *Dispel Scroll* to stop the spell. To Iain's dismay, Alessio then cast another *Arntzapal's Black Horror!* From the centre of the Empire army, the spell would be devastating against its densely packed regiments. After putting a lot of power into dispelling it and Alessio put just as much into reinforcing it, Iain was extremely relieved when the dice came up in his favour.



▲ The Undead horde shambles and flaps towards the defenders of Nuln.

The Empire: Turn 2

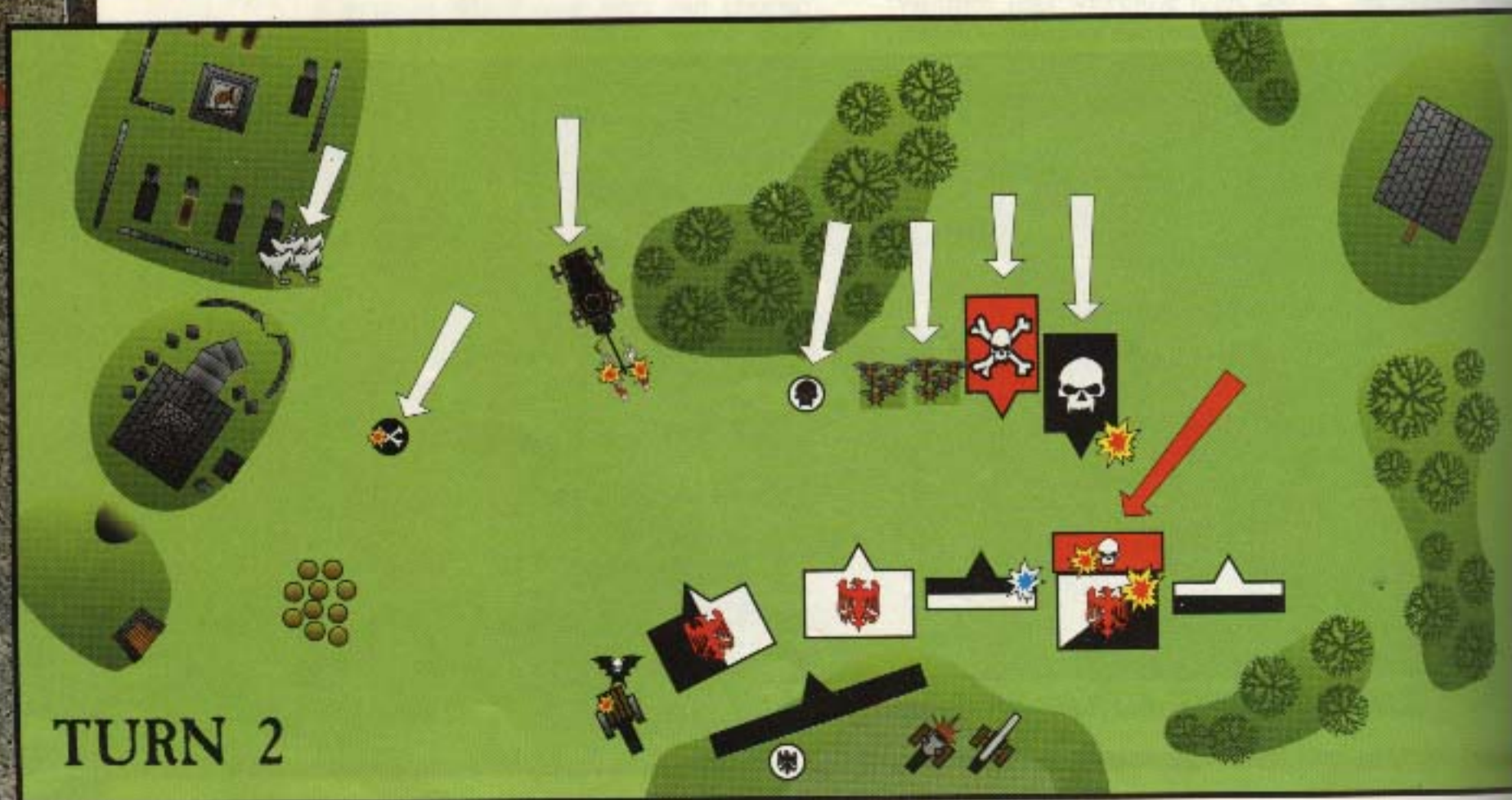
The Empire's second turn started with an excellent opportunity to even up the rather one sided combat between the Wight Cavalry and the Nuln Spearmen. The detachment of Handgunners on the right flank was in a perfect position for a flank charge, but their nerve failed them at the last minute and they refused to go into combat with the Undead. Having seen his best chance disappear, Iain opted not to move anything else and concentrated instead on peppering the Undead. Unfortunately for the forces of Nuln, if Iain's last turn had been unimpressive, then this turn was positively disastrous. Lumpin Croop's Fighting Cocks began well enough by shooting at the Black Coach. However there wasn't a lot that they could do to it, as the crewman was ethereal and their bows couldn't actually harm the sturdy frame of the coach itself. Still, they did well to destroy one of the horses pulling it, thereby reducing its movement. The remaining cannon was also brought to bear upon the Black Coach but it misfired and would be unable to fire this turn or the next. The mortar crew lobbed a shell towards the Ghouls but despite catching the disgusting fiends in the resultant explosion, not a single one was killed. The other detachment of Handgunners also fired at the Ghouls but were just as ineffective as the mortar had been. Finally, to really spoil Iain's day, the remaining thirteen Crossbowmen fired at the Black Coach in a desperate attempt to slow it down further. Despite only needing a four or more to hit, only one Crossbowman managed to find his mark! Iain did gain a measure of consolation when he managed to destroy the last horse pulling it, but was aghast when he discovered that it could still move, even without horses! Iain's words at this point were a rather dumbstruck "It's magic is it Alessio? I see..."

In the combat phase the lone Vampire Bat killed a Helblaster crewman but the remainder stood firm. Meanwhile Vampire Count Haagen Vrahk issued a challenge which Captain Badenhorf felt honour-bound



to accept. But inevitably the superior skill and inhuman strength of the lord of evil was decisive and the brave hero was summarily dispatched. Two more Spearmen were slain by the Wights but incredibly the regiment held fast.

As Iain only had one spell, and that was cast already, his magic phase was nothing more than an opportunity to stock up on dispels for the inevitable magical battering in the next turn.





▲ The Undead continue to close and the Empire's attempts to stop them appear futile.

Blood Dragon Vampires: Turn 3

Alessio's third turn began with a charge from the Ghouls toward the brave Nuln Handgunners and the beleaguered Spearmen. As it happened they were marginally out of range but the Handgunners still managed to kill one with their stand and fire reaction. The rest of the Undead army continued its implacable advance – next turn pretty much everything would be in charge range. If Iain had a plan up his sleeve to deal with this, then it had better be good.

The only ranged attack in the whole Vampire army was the Banshee's wail but this managed to achieve precisely nothing against the iron discipline of the Reiksguard. Banshees roll $2D6+2$ and compare it to their victim's Leadership, if they score greater, the difference in scores is the number of casualties inflicted on the unit! Very nasty indeed.

The Vampire Count continued to trample all over the Spearmen, killing six of them personally. This was the final straw and the broken regiment fled straight off the



table. The Undead general kept his cavalry in order and they didn't pursue the terrified men of Nuln.

On the other side of the table, the Helblaster crew managed to kill the last Vampire Bat. Somewhat relieved, they bent themselves once more to the task of sighting their machine.

The rout of the Spearmen caused a wave of panic throughout the army. Despite von Speer's influence, the artillery crew fled the field, followed swiftly by the Crossbowmen! Disaster! Now the depleted Nuln army only had the Handgunners and a Helblaster to soften up the enemy. Iain's plan was falling apart around his ears.

The Winds of Magic blew more weakly but unfortunately for Iain no dispel cards came his way. Alessio began as usual by incinerating Handgunners; this time three died, although the regiment held steady once again. Alessio again cast *Gaze of Nagash* on the Reiksguard.

Iain was helpless to stop it and was extremely relieved when only two of his elite regiment perished.

TURN 3

The Empire: Turn 3

With the battle looking grim for his forces, Iain decided to throw caution to the wind and took the initiative. Alessio had placed the Banshee right in front of the Reiksguard and between his general's *Runefang* and the Reiksguard's rank bonus Iain was confident of finishing her off, scoring some easy victory points along the way. First though he had to pass a fear test.

Because the unit contained the *Valourous Standard*, Iain could take it on three dice, choosing the lowest two. Once more fate gave him a swift poke in the eye as he rolled two sixes and a five, meaning that despite the magic standard and his general's Leadership, the Reiksgard would not be going anywhere.



Somewhat demoralised by now, Iain decided to play his ace. The Black Coach was right in front of the Helblaster and although it was just at long range he

decided to open up on it. First the Halberdiers reformed so that they were slightly to one side, giving the Helblaster a nice clear line of sight, then the crew cranked up the machine and promptly rolled a misfire on the second barrel! Even though only one barrel let loose before the machine jammed, the blast still managed to do two points of damage to the coach itself. Unfortunately, it was still heading right for the Empire battleline.

Iain wasn't totally dispirited as he still had his magic phase and if he could just cast *Protect* on the Reiksguard, then the combination of armour, magic and Leadership would hopefully keep them fighting on. To his joy he got enough power to cast the *Protect* spell but Alessio also got the Rebound card which he used (Surprise! Surprise!) to rebound *Gaze of Nagash* onto the Reiksguard, and Iain was powerless to dispel. Scratch three Reiksguard. Iain's bottom lip was, at this point, quivering uncontrollably...

Blood Dragon Vampires: Turn 4

As expected, Alessio began his fourth turn with a massed charge. The Black Coach charged the Halberdiers while the Bat Swarms and the Skeletons charged the Reiksguard. The Black Coach was just as destructive as Iain had feared, as six Halberdiers were crushed beneath its wheels and the regiment fled the field. The resulting panic spread to the nearest detachment of Handgunners who fled almost off the table. One of the abilities of the Black Coach is that it gets even better the more people that are killed around it. You must keep a record of how many enemies it has killed to see what bonuses it gets and in this case, as it had killed six Spearmen, ghostly scythes sprouted from the wheels, to make future charges even more effective!

Brandishing his *Runefang*, Marshal von Speer bellowed out a challenge to the shambling, necrotic horde. Rashly, the Vampire Thrall in the Skeleton regiment stepped forwards and was dispatched in short order. Neither the Skeletons nor the Bats managed to harm the Reiksguard and the elite warriors reciprocated by killing two Skeletons and wounding the Bat Swarms twice. The Undead lost by a convincing margin and more Skeletons fell as the unnatural force animating them wavered.

As Alessio didn't have a line of sight this turn with his Necromancer, he couldn't use his *Staff of Flaming Death*. Instead he opted for casting *Vanbel's Danse Macabre* on the Wights, but Iain dispelled it successfully. However, Alessio cast it again and used it to charge the Wights into the flank of the Reiksguard! Finally, Alessio summoned some more Skeletons and three more rose back from the ground, neatly replacing those that had fallen as a result of the lost combat.

The Empire: Turn 4

The penultimate turn didn't look hopeful for the men of Nuln. All that Iain had left were the Reiksguard, two units of Handgunners – one of which was fleeing – and of course the Halfling Regiment of Renown. At least the Handgunners rallied, which made for a better start than most of the other Empire turns.

The other detachment of Handgunners let fly at the Ghouls and dispatched two of the unclean horrors.

The combat phase promised to be much more eventful. To start, the Vampire Count challenged General von Speer to single combat. Reluctantly, the Imperial commander agreed and the two crossed swords in the middle of the swirling melee. The Vampire Count wounded von Speer five times and Iain failed three saves – exactly enough to kill him. The Battle Standard Bearer likewise perished, pulled down by a tide of Bats and Skeletons. Faced with such a crushing defeat, the Reiksguard retreated off the field, pursued by the Skeletons and Bats. With the death of their general, the already shaky morale of the nearest Handgunners finally snapped and they ran for their lives.



▲ The remaining Empire soldiers decide to leave the Halflings to it and flee for their lives.

A collection of Warhammer miniatures, including a large white figure with multiple heads, a large black figure with multiple heads and a banner, and several smaller figures in various poses, all on a green base.

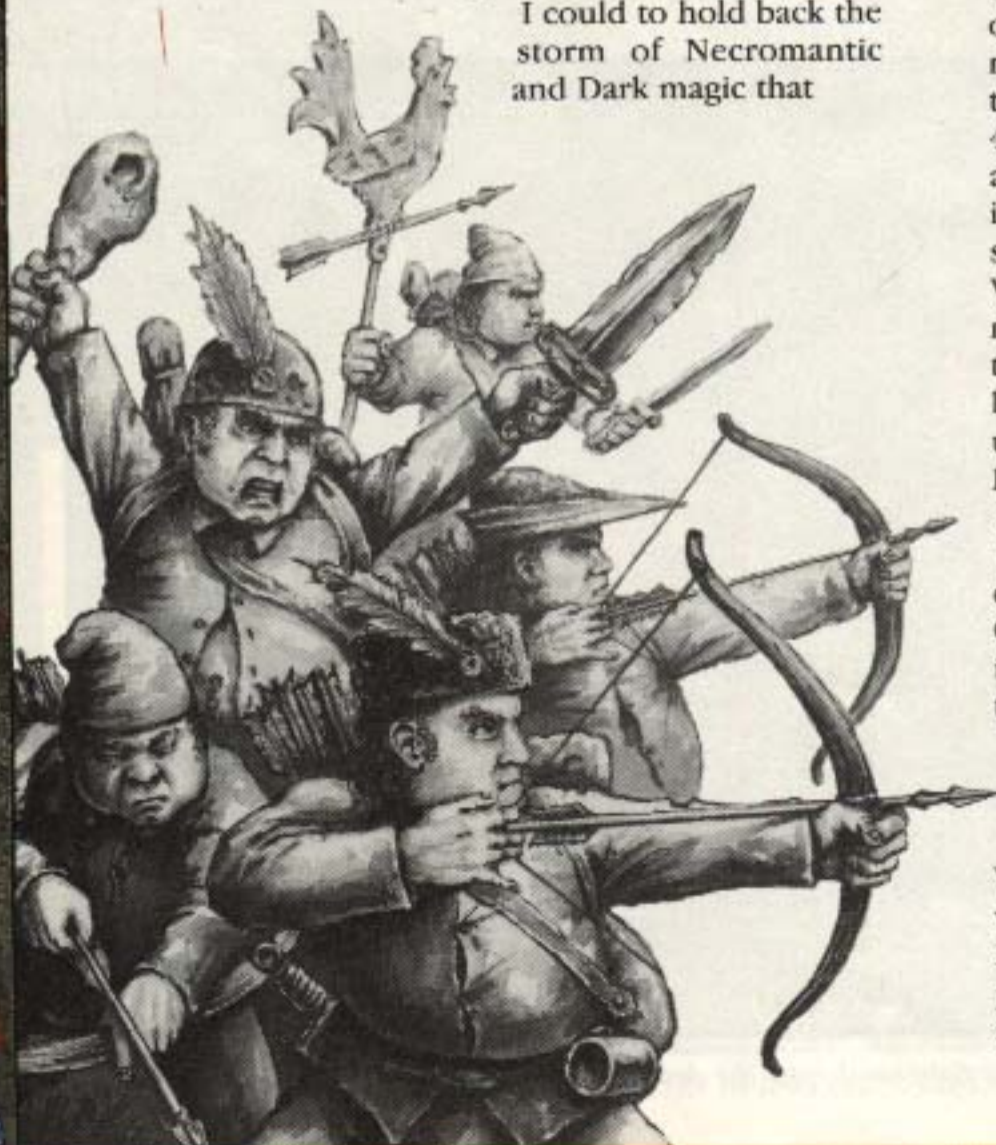
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AFTER THE BATTLE

Aaargh!!!

lain: Well, that was a suitably bloody battle report. I certainly gave the Vampire Counts something to get their teeth into (sorry, sorry...). What would I have changed? Well, I don't think that either my basic plan or my deployment was particularly flawed. A combination of things defeated me. My complete inability to pass Leadership tests with anything that wasn't a Halfling (more about them later), Alessio's magical superiority and less than my fair share of luck are the first things that come to mind. Not to take anything away from Alessio, who played his army well and exploited my weaknesses while playing up his strengths, there were a lot of times when things could very easily have been turned around. If the Handgunners had passed their Fear test for the flank charge on the Wight Cavalry, if the Reiksguard had passed a Fear test to charge the Banshee, if the Helblaster had managed to fire more barrels at the Black Coach or one of the cannons hadn't exploded on the very first turn then things might have been very different. Not that the outcome was likely to change but maybe I could have pulled something back. Some things I knew I was going to have a problem with. The Wight Cavalry needed serious attention, especially as the Undead general was leading them. The fact that I didn't concentrate on them from an early point in the game cost me very dear later on. Magic was another problem area. I did all that

I could to hold back the storm of Necromantic and Dark magic that



Alessio considers his next evil move.

came my way and I was lucky to be able to stop all the really powerful spells that Alessio sent my way, but I was never going to close down Alessio's wizards completely.

So, who were the heroes and villains of the Empire army? Well, the artillery managed a distinctly substandard performance. One cannon exploded on the very first turn, the Helblaster only managed to fire one of its nine barrels at the Black coach before misfiring and the whole battery crew legged it off the table when the Spearmen broke. Total casualties for 400 points of war machines: one Wight Cavalryman and two wounds from the Black Coach. Not very impressive. On the other hand, the Spearmen did a sterling job of holding up the Vampire Count and his Wight Cavalry for as long as they did, and if I had managed to get a flank charge with the Handgunners, then the combat could easily have gone my way, or at least dragged on for another turn or two. However, the undisputed title of Heroes of the Empire has to go to Lumpin Croop's Fighting Cocks! Against all expectation these little guys did brilliantly. Not only did they wipe out the Dire Wolves but they also damaged the Black Coach and actually killed a Wight Cavalryman in hand-to-hand combat! Most impressively of all, they passed every single Leadership test that they were called to make. If the rest of my army had been as reliable as the Halflings then I wouldn't have been in half as much trouble.

Finally though, I have to hand it to Alessio - the Vampire Counts are not invincible but certainly are a very nasty army with a lot of flavour and depth. Psychology beat me and that is probably the most powerful weapon the Undead wield. Other generals should forget this at their peril!

As you are,
we once were.
As we are,
you are too.

Alessio: It was a complete victory for the Blood Dragons, but alas – one of my Vampires fell to the thrice-cursed *Runefang*. I completely dominated the magic phase, charging where and when I wanted with the aid of the *Vanbel's Danse Macabre*. But I must admit that the game was heavily influenced by Iain's unfortunate habit of rolling terribly high on most of his Psychology tests – a particular problem when facing Undead. I have said many times that Fear is their best weapon, and this battle report has reinforced my convictions. When fighting Undead you will always have to take a lot of Fear and even Terror tests, and the law of averages means that you are bound to fail some of them – but Iain did really badly to fail over half of them!

I think that Iain chose a very effective tactic, but I was surprised by the absence in his army of Flagellants (perfect for this kind of battle) and cavalry (good to outflank the slow, advancing hordes of living dead). Two items that I would always take against Undead are a *Destroy Scroll* (it's great to see the face of an Undead player if you manage to destroy his *Vanbel's Danse Macabre*) and a *Dread Banner*, to reduce the devastating effect of losing a hand-to-



Alessio's remaining Vampire Bat descends on Iain's Helblaster crew.

hand fight against a big unit of Fear-causing models. When equipping your characters for combat against the Undead, take wards or magic armour that offer an unmodified save, because against creatures with a starting Strength of 7 (ie. Vampires), normal armour is about as useful as thin air.

My Vampire Count behaved in a very characterful way for a Blood Dragon. He rampaged through the battlefield in a hopeless attempt to find someone worth fighting (he fought three challenges in a single battle!). As usual he couldn't find any, but he certainly took his bloodthirsty revenge on every character who dared to destroy any of his precious troops. In the first challenge he fought the Hero armed with the *Banisher Sword* who cut down two

of his beloved knights. He chopped the Human to bits before he could raise his sword. In the second challenge he met the Elector Count of Nuln himself, whose *Runefang* had forever banished his trusted lieutenant in a previous challenge. Again the Human went down too easily, the blade of the Vampire cut right through the magic armour and the strongest enemy model died without the slightest chance of a riposte. The third challenge was the most unusual, since the Vampire never expected that such great courage would be hidden in such a small body. Indeed he did not take the life of Lumpin Croop, he just knocked him out with the flat of his sword. Most of the Fighting Cocks had their lives spared and were allowed to go back to the Moot to lick their wounds (Halflings don't make good Zombies anyway...).

The Vampire was most impressed by the steadfast and honourable last stand put up by those little warriors. Count Haagen Vrahk saw them using their deadly bows against his Dire Wolves and the Black Coach's Nightmares, and he even saw the banner bearer of his own unit of knights taken down in hand-to-hand by one of the little chaps. They proved to be better soldiers than all the Humans and kept on fighting till the bitter end, without giving up a single inch of ground – even after the entire army of Nuln had been slaughtered or dispersed! From the experience of this battle, my Vampire has decided to stay away from the Moot, since he really does not want to fight against an entire army of Halflings!



Victory Points:

Blood Dragons: 26
Imperial army of Nuln: 1



Iain's bad luck continues as it seems someone has amputated his hand.

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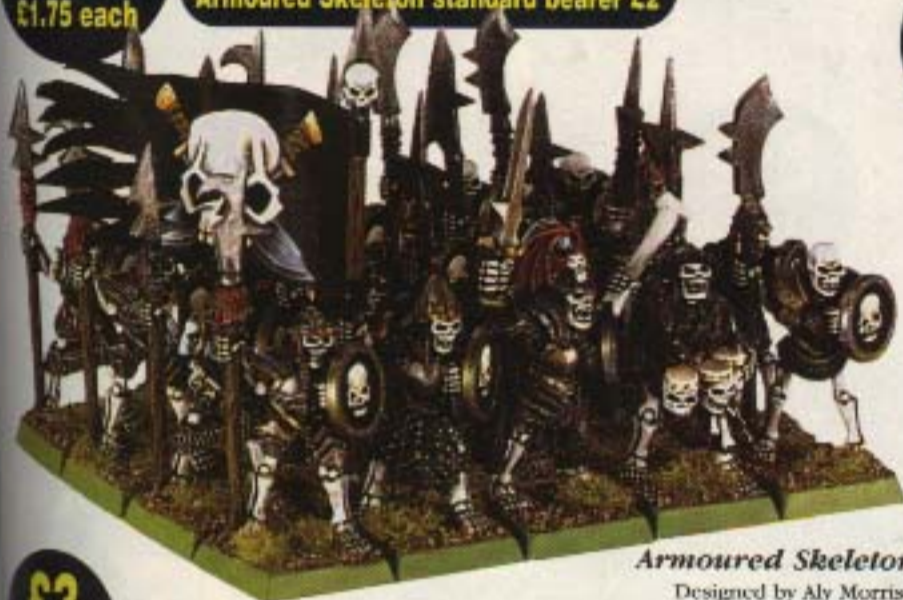
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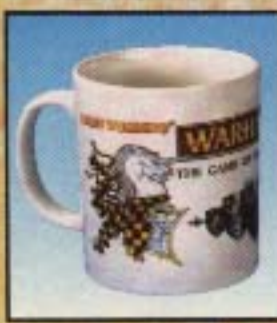
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The Empire: Turn 2

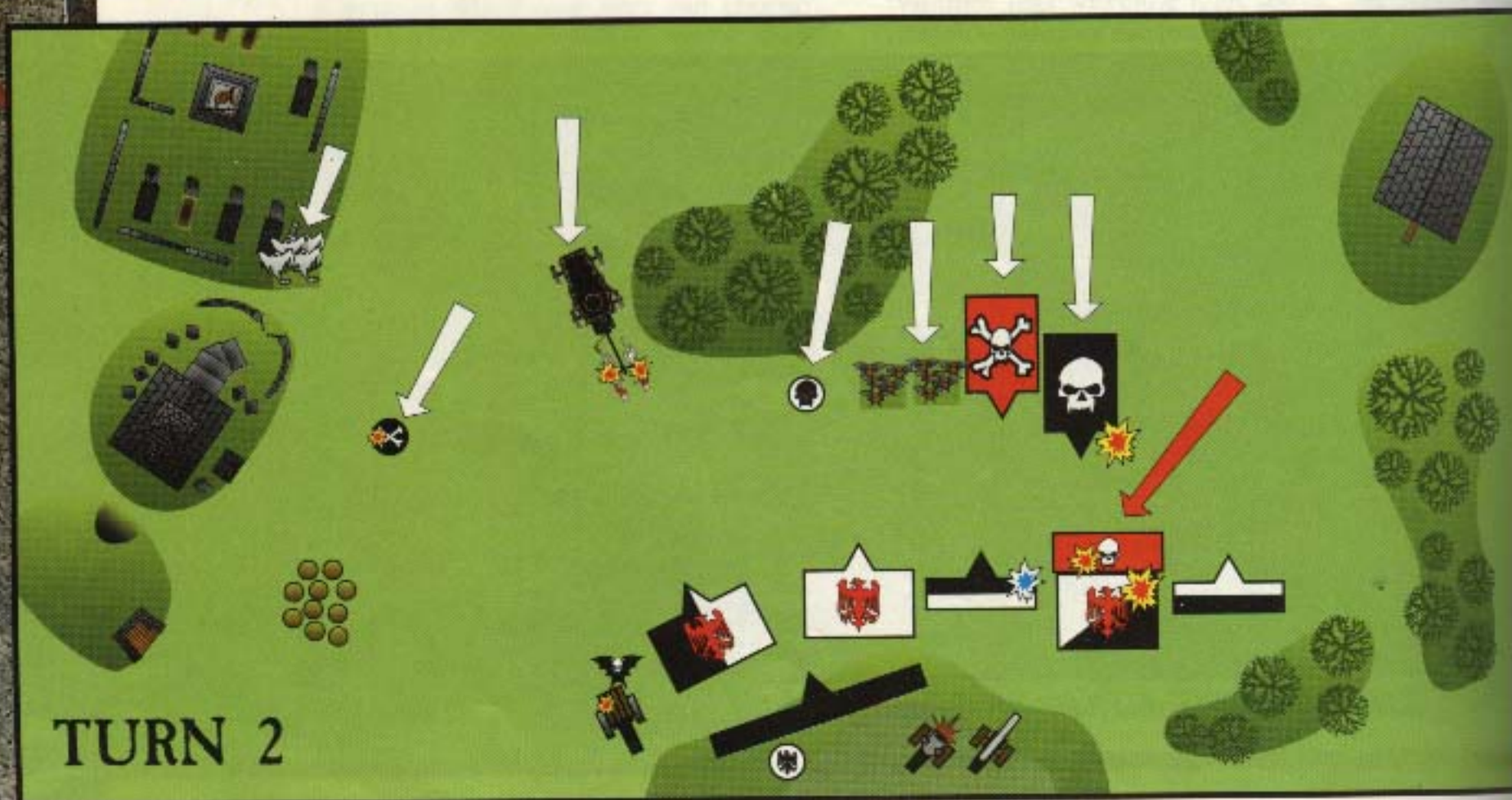
The Empire's second turn started with an excellent opportunity to even up the rather one sided combat between the Wight Cavalry and the Nuln Spearmen. The detachment of Handgunners on the right flank was in a perfect position for a flank charge, but their nerve failed them at the last minute and they refused to go into combat with the Undead. Having seen his best chance disappear, Iain opted not to move anything else and concentrated instead on peppering the Undead. Unfortunately for the forces of Nuln, if Iain's last turn had been unimpressive, then this turn was positively disastrous. Lumpin Croop's Fighting Cocks began well enough by shooting at the Black Coach. However there wasn't a lot that they could do to it, as the crewman was ethereal and their bows couldn't actually harm the sturdy frame of the coach itself. Still, they did well to destroy one of the horses pulling it, thereby reducing its movement. The remaining cannon was also brought to bear upon the Black Coach but it misfired and would be unable to fire this turn or the next. The mortar crew lobbed a shell towards the Ghouls but despite catching the disgusting fiends in the resultant explosion, not a single one was killed. The other detachment of Handgunners also fired at the Ghouls but were just as ineffective as the mortar had been. Finally, to really spoil Iain's day, the remaining thirteen Crossbowmen fired at the Black Coach in a desperate attempt to slow it down further. Despite only needing a four or more to hit, only one Crossbowman managed to find his mark! Iain did gain a measure of consolation when he managed to destroy the last horse pulling it, but was aghast when he discovered that it could still move, even without horses! Iain's words at this point were a rather dumbstruck "It's magic is it Alessio? I see..."

In the combat phase the lone Vampire Bat killed a Helblaster crewman but the remainder stood firm. Meanwhile Vampire Count Haagen Vrahk issued a challenge which Captain Badenhorf felt honour-bound



to accept. But inevitably the superior skill and inhuman strength of the lord of evil was decisive and the brave hero was summarily dispatched. Two more Spearmen were slain by the Wights but incredibly the regiment held fast.

As Iain only had one spell, and that was cast already, his magic phase was nothing more than an opportunity to stock up on dispels for the inevitable magical battering in the next turn.





**"If it doesn't hurt
it doesn't count!"**

Find out what great comic strips are in this month's action-packed, mayhem-loaded issue of Warhammer Monthly.

THE REDEEMER

Script: Pat Mills & Debbie Gallagher
Art: Wayne Reynolds

Behold, the first, spectacular episode of The Redeemer. This awesome story, set on the hive world of Necromunda, is a pilot for a brand new comic by Pat Mills and Debbie Gallagher, with artwork by Wayne 'Slaine' Reynolds. The Redeemer, hero of the Redemption, is crossing the Ash-Wastes in his Pulpitak.

The Redeemer preaches the Redemption to all, purging any deviants who stand in his path.

Make sure you don't miss this darkly humorous first episode from one of the comic industry's finest teams.

INQUISITOR

Script: Dan Abnett Art: Simon Coleby

Cardinal Sarthos questions Defay's methods when the Inquisitor interrogates a seemingly innocent nobleman of Nicodemus.

DARKBLADE

Script: Dan Abnett Art: Kev Hopgood

Darkblade is forced to admit that the Orb of Malkin isn't all it's cracked up to be, when it leads him straight into the lair of a terrifying dragon.

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WARHAMMER

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Dave Taylor's Crimson Fists Space Marines

Dave is editor of the Australian edition of White Dwarf and also organises their Games Day. As you could expect, he's rather busy, but he always seems to find time to collect a new army or two. Inspired by the cover of Codex Space Marines and the history of the rock-hard Captain Cortez, Dave just had to paint a Crimson Fists army of his own! Dave's even created a Captain Cortez conversion to lead his strike force. Unfortunately, in a recent game against the Dark Eldar of White Dwarf's Nick Davis, Cortez was captured by those vile alien pirates. How will he escape the tortures of the Flamencaul? I guess a rematch is in order!



Dave Taylor