



# WHITE DWARF

JUNE 234  
£3.50



**From beyond  
the grave...**

**The Vampire Counts  
are on the march!**

**GAMES  
WORKSHOP**

ISSN 0265-8712



9 770265 871059

06>



# WHITE DWARF



## VAMPIRE COUNTS

COVER

Art by Geoff Taylor

## GAMES WORKSHOP NEWS

2

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.

## THE GAMES WORKSHOP READER SURVEY

38

Fill out the survey, send it in and you could win as much Games Workshop stuff as you can carry!

## GAMES WORKSHOP STORES

54

A new month with all new events! What's going on at your local Games Workshop store?

## MAILBOX

60

Your letters, your views and your opinions.

## WARHAMMER WORLD

72

More upcoming Warhammer World events here at Games Workshop HQ, including the Battlefleet Gothic Campaign Weekend. Plus details of the Black Library Open Day.

## J-FILES: SEASON FOUR

88

The recent Warhammer Empires event, run at Warhammer World, was a great success. Jervis Johnson explains the ins, the outs and the double dealings that took place.

## MAIL ORDER

117

Seen something you like this issue? These pages tell you how to get hold of it! You never know, there may even be a special offer or two...

## WARHAMMER 40,000



Kruellagh the Vile

### SWIFT DEATH 29

Dark Lord Gav Thorpe gives budding Archons a slice of his dark tactical wisdom.

### DEEP PURPLE 33

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

### RED RAGE 41

When we first saw Ian Dearie'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!

### BURNING RUBBER 50

Bikes, the cavalry of the 41st Millennium, are a potent weapon in the right hands. Simon Shuker mounts up and takes a look at their various roles on the battlefield.

### COMPANY OF RAVENS 67

Iain Compton takes a look at one of the specialised companies of the Dark Angels Chapter – the Ravenwing.

### CHAPTER APPROVED 77

Questions & answers, new rules, Tzeentch summoning and the Grey Knights – a secretive Chapter created to fight the forces of Chaos. What more could you want?

### RUINED 84

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.



Dark Angels  
Master of the  
Ravenwing

### KRUELLACH THE VILE 96

One of the most beautiful, feared and hated of the Dark Eldar. We uncover an ancient transcript that sheds new light on this dangerous beauty.

### RAVAGER 98

This deadly tank hunter has been sighted in Dark Eldar armies and Dark Lord Gav Thorpe takes us through its test run.

### LOSS OF CONTACT WITH VIDUIM 99

Inquisitor Amadeus of the Ordo Xenos investigates the loss of contact with the Imperial planet of Vidium.



# WARHAMMER

## VAMPIRE COUNTS

7

Something dark and sinister stirs in the land of Sylvania – be very afraid...

## THE DAWN OF THE LIVING DEAD

8

Now that the Vampire Counts have burst from their tombs, Vampire Lord Tuomas Pirinen explains what exactly has changed for the Undead.

## THE BLACK COACH

11

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

## CREATURES OF THE NIGHT

12

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.

## KNIGHTS OF BLOOD

22

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.

## BOXING CLEVER

36

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!).

## MERCENARY GENERALS

46

Fancy taking an Ogre mercenary general to lead your Dogs of War army? Or perhaps a dispossessed High Elf noble? Exclusive for White Dwarf, new rules by Nigel Stillman.

## RECORD BREAKERS

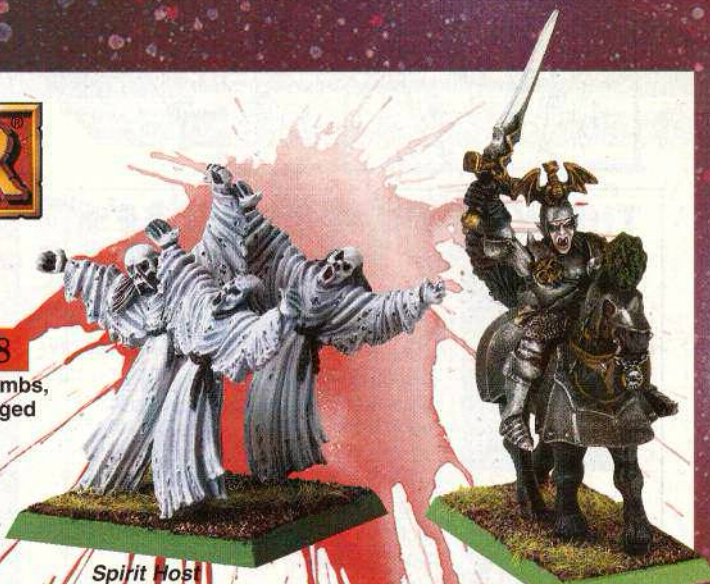
70

Nick Davis reports on a record breakingly huge Warhammer battle in sunny Scarborough. Dedication, that's what you need.

## 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

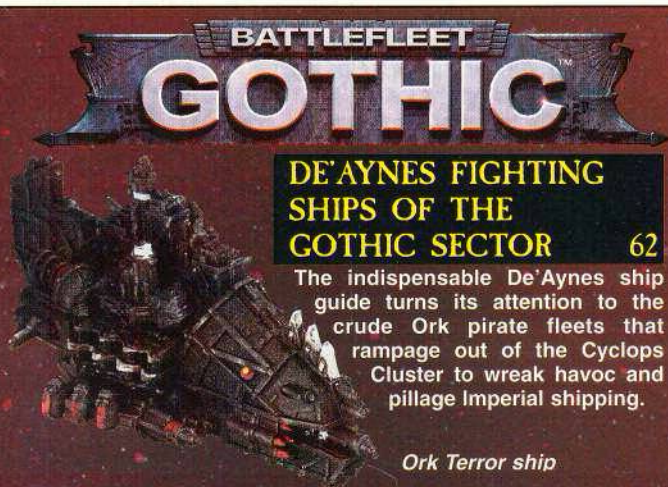
Blood Dragon Vampire knight



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!

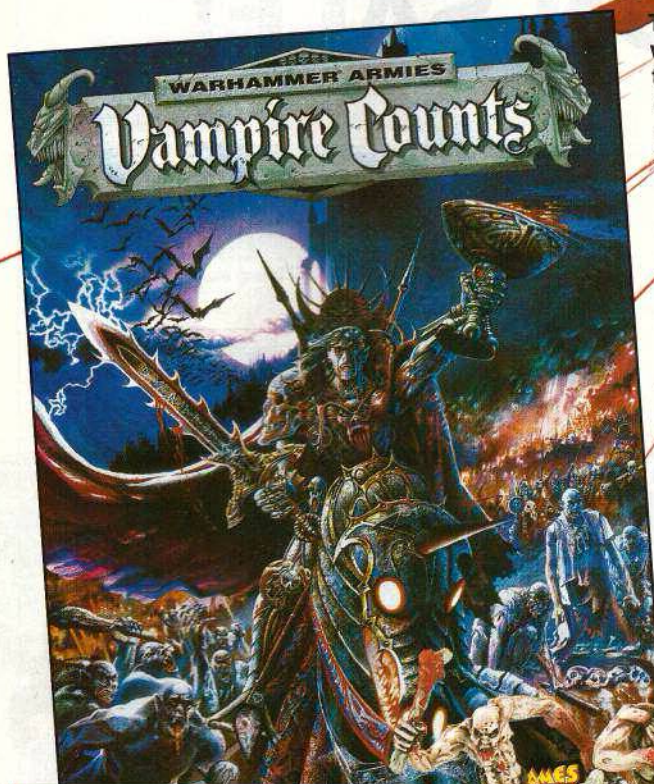
All the ships from the Ork fleet list are released this month, so budding Warlords can take to the stars in Terror ships, Savage gunships and all the others – including the fearsome Ork Kill kroozer!

► 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.

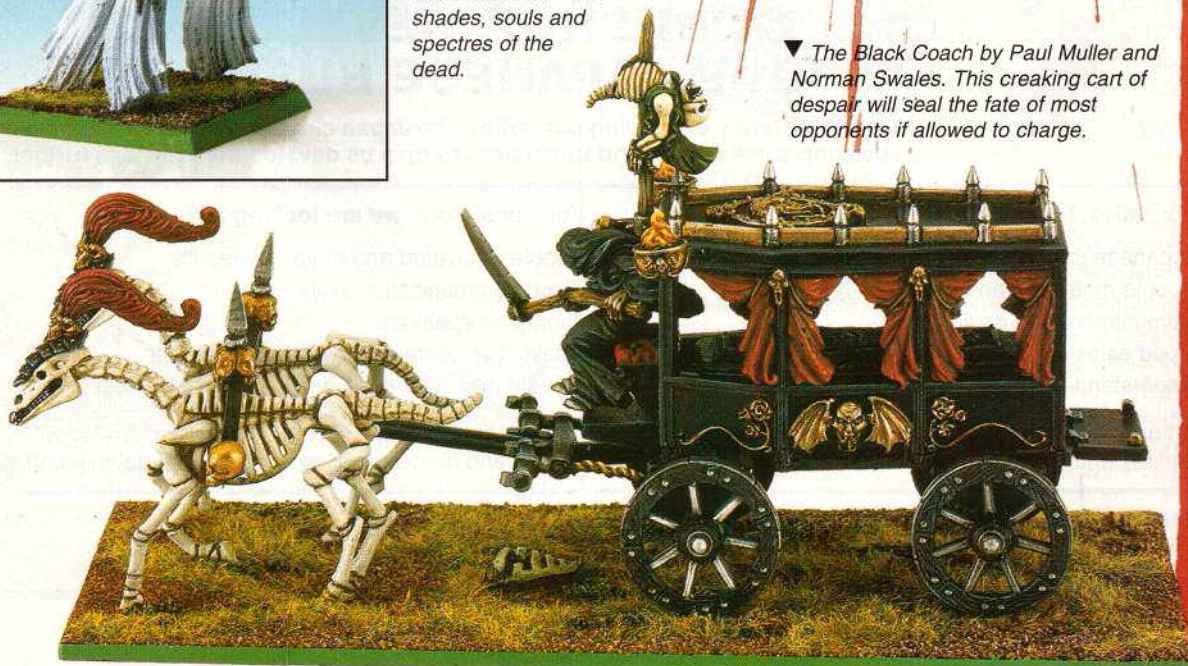
▼ The new, blood hungry Ghouls by Paul Muller.



◀ 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).

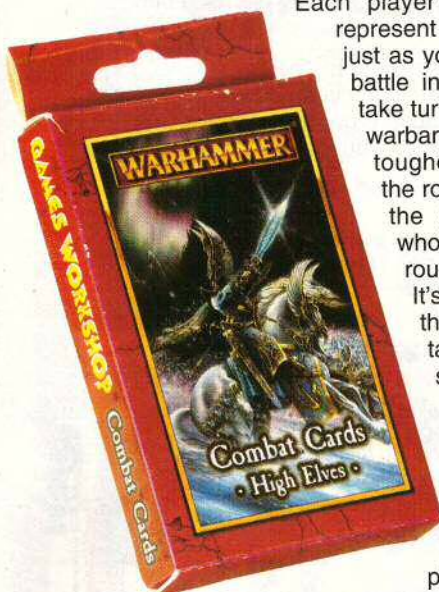
With a completely new game, designed by none other than Rick Priestley, the new **Combat Cards** are a fast and fun game for two or more players.

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



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



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



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



This month from the Black Library:

Warhammer Monthly 16 £2.00

Inferno 13 £5.00

Journal 32 £4.00

Mutterings from the



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...

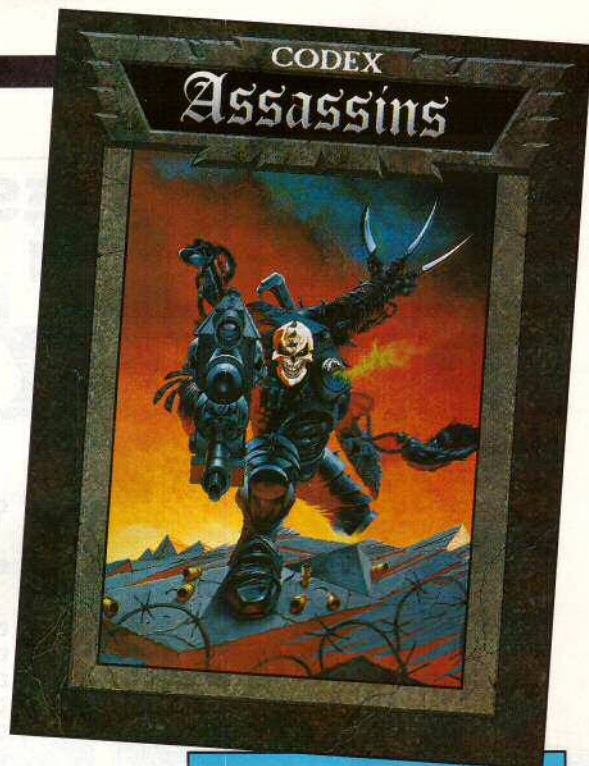
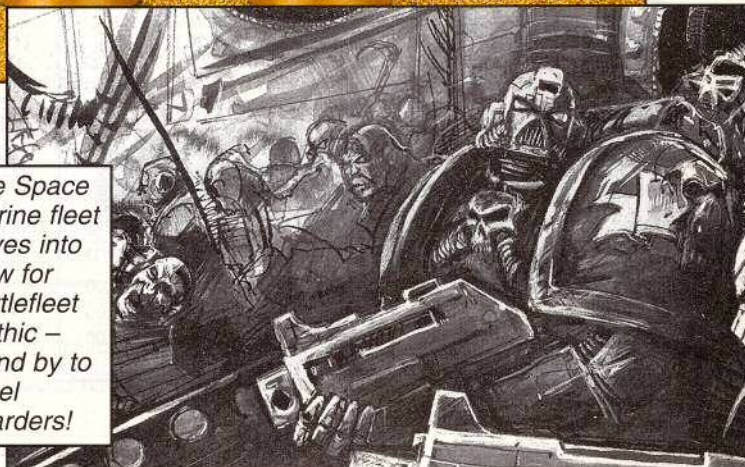
## CODEX ASSASSINS FREE WITH WD235!

*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



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-in-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 von 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

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





# the Living Dead



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

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.

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, slaving 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 tombs 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 a 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 scribing, 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!

*Tommy*



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

*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

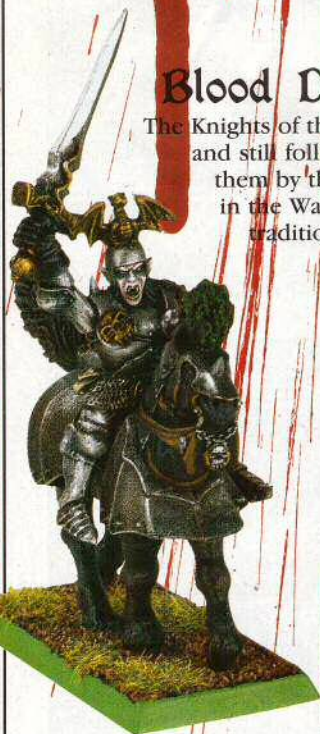
The von Carstein Vampires are the most infamous Sylvanian family to plague the Old World in all its long history. Theirs are the powers to gather and command the creatures of the night and unleash them against the mortals that dare to challenge them. Their anger is such that even the elements reflect 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 their 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 their 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 and they have refined the ancient art of seduction to the point that now they can bend the will of the most resolute and pious 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 handed 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 ferpiciously.

*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.*

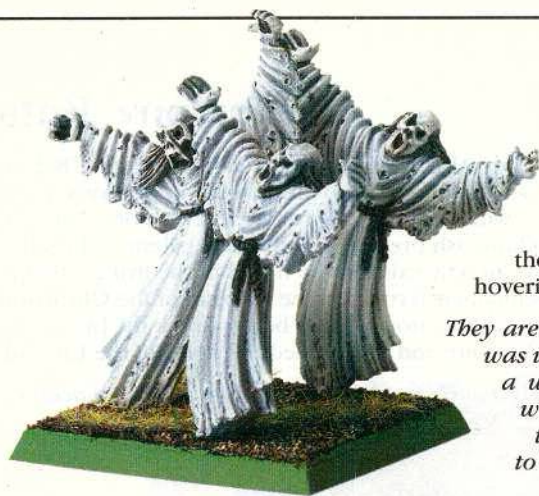
## Dire Wolves

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.*







## 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 howl 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-banded weapons that cause multiple wounds. It's great if you get them to fight an extra round of hand-to-hand combat in the magic phase, when your enemies cannot fight back.*

## Zombie Dragons

Far to the south lies the forbidding Plain of Bones. It is a lifeless desert filled with titanic skeletons from an earlier age and it was here that the dragons of old came once their long lives were coming to an end.

*Huge monsters like this are very good at destroying small units of heavily armoured elite troops (like heavy cavalry), because of their great strength and their nasty breath. Do not engage big units with lots of ranks and try not to expose it to enemy shooting.*

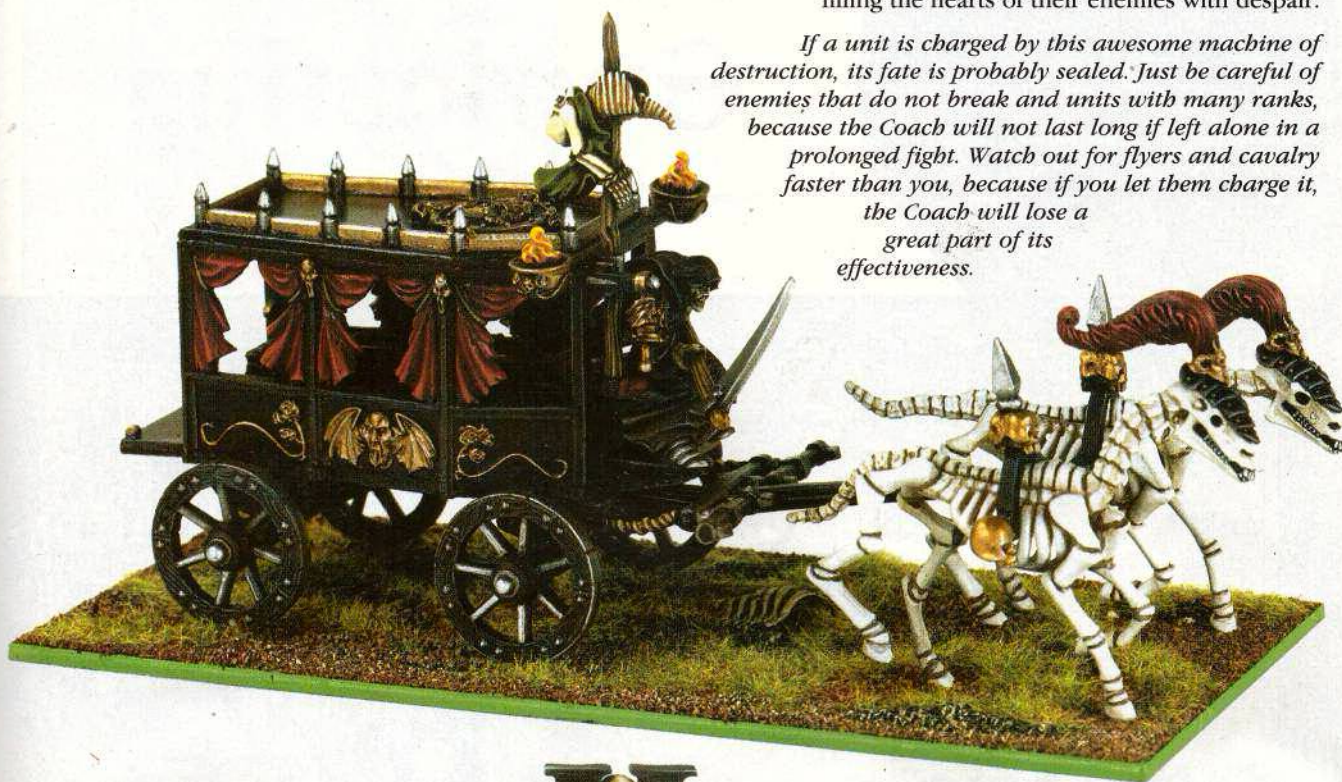




## Black Coach

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.



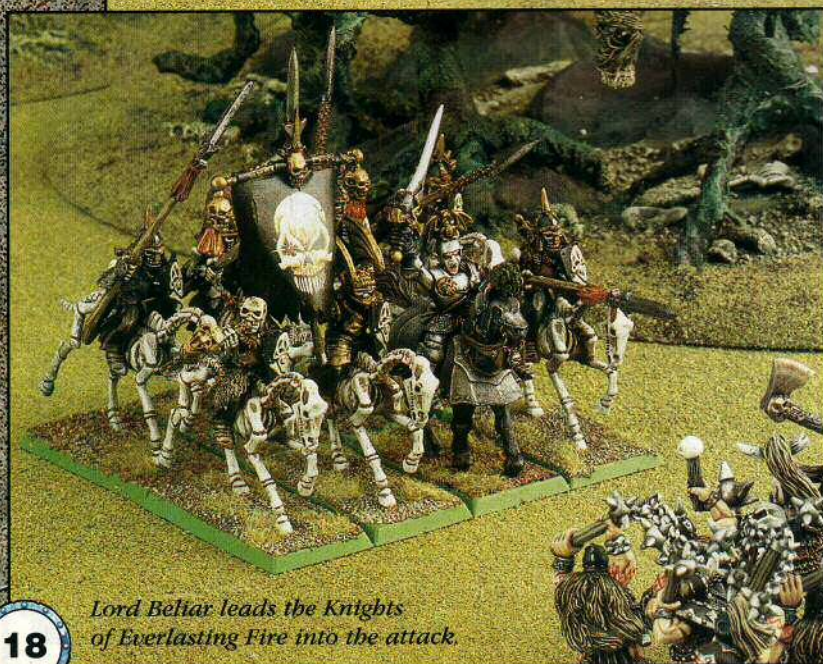


**WARHAMMER**

# 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.*

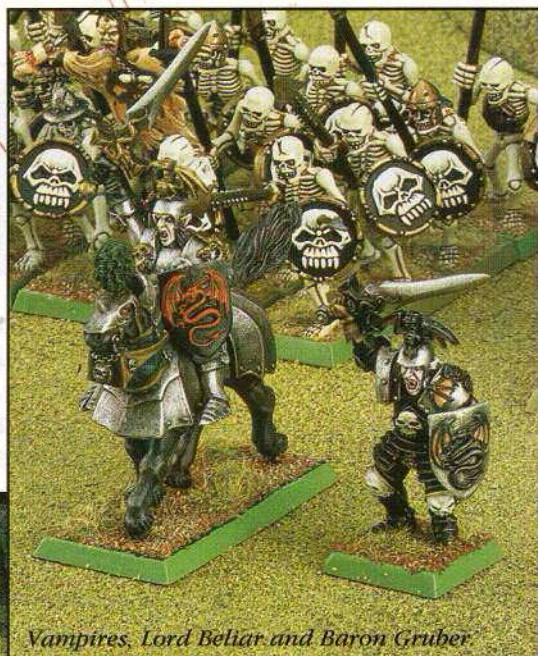
**L**ord Beliar was once a knight of the Blood Dragon Order. Since the fall of Blood Keep he has travelled to all corners of the Old World in the hope of finding an opponent who can test his martial skills.

Most opponents have been no match for Lord Beliar's combat prowess and can now be seen accompanying him as Wight cavalry and Grave Guards. One such opponent though, did test his skill sufficiently. Baron Gruber was a knight from the realm of the Empire. As he lay on the edge of death, his heart pierced, Beliar decided to share his damnation with him. Gruber now fights at 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 lands 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<br>Vampire Lord<br>Army General<br>Barded Nightmare<br>Heavy armour, shield, lance, sword     | 6 | 8    | 6  | 7 | 6 | 4 | 9 | 4 | 10 | 2+   | Magic Weapon: Blade of Leaping<br>Beasts (x2 Attacks)<br>Bloodline powers: The Strength of Steel<br>(may wear normal armour and cast spells)<br>Heart Piercing (Vampires can re-roll missed<br>hand-to-hand attacks in the first round<br>of every combat) | 457          |
| KNIGHTS OF EVERLASTING FIRE<br>7 Night Cavalry<br>Heavy armour, shield, sword, lance<br>Barded Nightmares | 4 | 3    | 0  | 3 | 4 | 1 | 3 | 1 | 8  | 1+   | Unit contains a musician and standard<br>Magic Standard - Standard of<br>Shielding (x1 Save). Weapons cause D3 Wounds  | 385          |
| BARON GRUBER<br>Vampire Thrall<br>Heavy armour, shield, sword   | 6 | 6(7) | 4  | 6 | 5 | 2 | 7 | 2 | 8  | 4+   | Magic Weapon: Bone Blade (each wound<br>inflicts not 1 but D3 wounds)<br>Bloodline power: Might of Iron (x1 WS)  | 119          |
| ZARPHAZH<br>Wight Lord Champion<br>Heavy armour, shield, halberd  | 4 | 4    | 0  | 4 | 4 | 2 | 4 | 2 | 9  | 4+   | Weapon causes D3 Wounds  | 42           |
| THE GUARDS OF LETHE<br>19 Skeleton Warriors<br>Heavy armour, shield, halberd                              | 4 | 2    | 2  | 3 | 3 | 1 | 2 | 1 | 5  | 4+   | Unit contains a musician and standard  | 294          |
| KALORIS<br>Skeleton Champion<br>Shield, spear   | 4 | 3    | 3  | 4 | 3 | 1 | 3 | 2 | 5  | 6+   |  | 22           |
| SERVANTS OF BELIAR<br>19 Skeleton Warriors<br>Shield, spears  | 4 | 2    | 2  | 3 | 3 | 1 | 2 | 1 | 5  | 6+   | Unit contains a musician and standard  | 210          |
| 20 Ghouls<br>Claws  | 4 | 2    | 0  | 3 | 4 | 1 | 3 | 2 | 5  | -    |  | 120          |
| 5 Dire Wolves<br>1 Doom Wolf  | 9 | 3    | 0  | 4 | 3 | 1 | 2 | 1 | 4  | -    |  | 75           |
| Spirit Host   | 4 | 2    | 0  | 3 | 3 | 4 | 1 | 4 | 5  | -    | Ethereal   | 75           |
| 5 Bat Swarms  | 8 | 3    | 0  | 3 | 2 | 5 | 1 | 5 | 10 | -    |  | 200          |

Warhammer is a registered trademark of Games Workshop Ltd. © Copyright Games Workshop Ltd. 1995. All rights reserved.  
English Roster Sheet 110604

Permission is granted to photocopy this sheet for personal use only.

TOTAL

1988 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 moves. 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

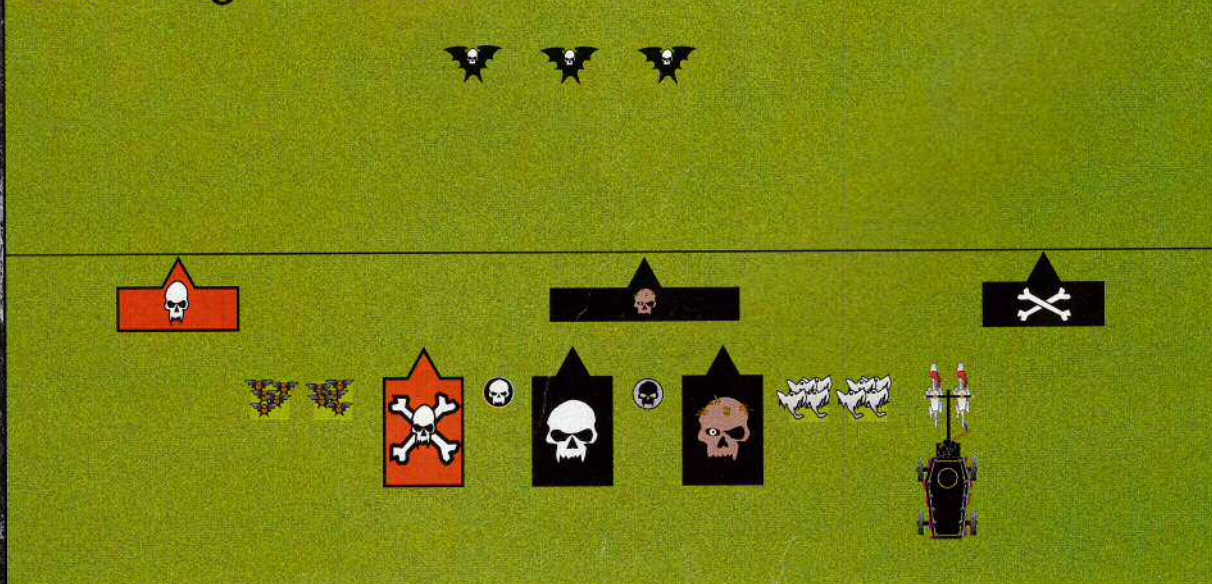
coordination between normal movement and the extra movement you will get in your magic phase. To achieve this you need to consider your actions in the coming magic phase while you are still in the movement phase. In other words, if you want to charge an enemy, you need to move your unit into position in your movement phase, and then concentrate all your efforts on casting the spell 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.

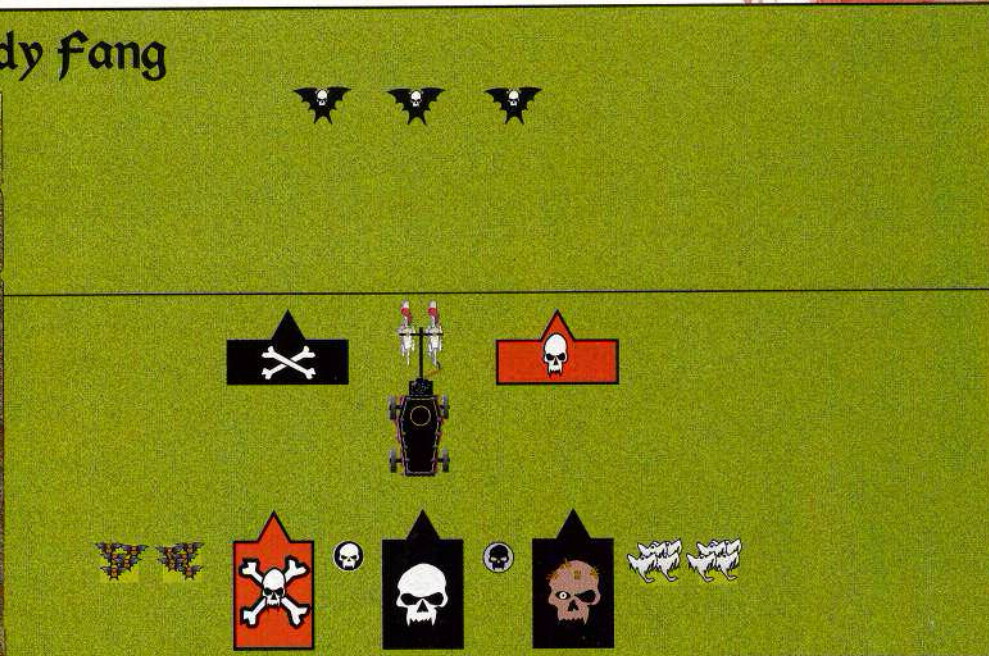
You have a strong centre based on resilient core units (Skeletons and Zombies), containing your characters, with a screen of a few Zombies (five or so) as protection in front of them. This centre will advance slowly towards the enemy to deliver the killing blow in the final turns of the game. The

## 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*



# 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 Labmia and their founding Vampire Lord, Abborash 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 and grasped Lambert's wrist, while the left easily stopped the charging warhorse. For a second the eyes of the two warriors met. Looking into those two pools of ancient darkness, Lambert understood that there were powers in the world against which he was less than nothing.

Then the Vampire unhorsed him and flung him like a puppet into the trees. Lambert crashed against a trunk and 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 muscles didn't respond to his will.

"I am sparing your life, Lambert – you fought with courage. I'm leaving this forest; you have saved your precious peasants, so your pride is intact. Now let your magnificent steed take you to the village. There you will rest and heal, so 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 Blood Dragon, and if you learnt something from tonight's experience, you will not come after me before you are ready. Fare thee well, 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. Only now did he understand that he was lacking one of the most important knightly virtues. To reach perfection and see the Grail a Knight needed humility. He praised the Lady for this revelation and then slipped once more into unconsciousness.



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-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 honorary

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.*

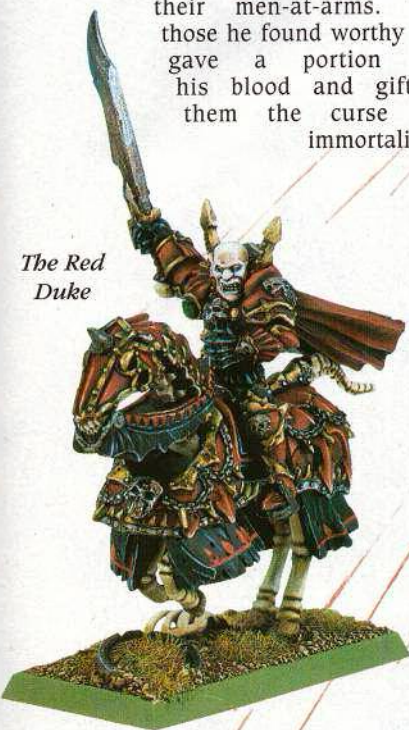


With my strength I shall destroy.  
With my sword I shall kill.  
With my power I shall dominate.  
With my blood I shall corrupt.

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.

*Thomas*



# 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 bowl 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 Danse 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-handed 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 REAVER JETBIKE

Designed by Gary Morley & Dave Andrews



## DARK ELDAR SCOURGE SQUAD

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

Designed by Gary Morley



## DARK ELDAR TALOS

Designed by Mark Bedford



## 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, 5 Reaver jetbikes & a Warhammer 40,000 tree sprue (enough components to make 4 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.





A Dark Eldar Raider squad assaults Eldar Dire Avengers

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

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

Tyranids 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.

*Gav*



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.





• SHORT STORIES •

• FANTASTIC  
ARTWORK •

• ILLUSTRATED  
FEATURES •

• COMIC STRIPS •

• CUTAWAY  
DRAWINGS •

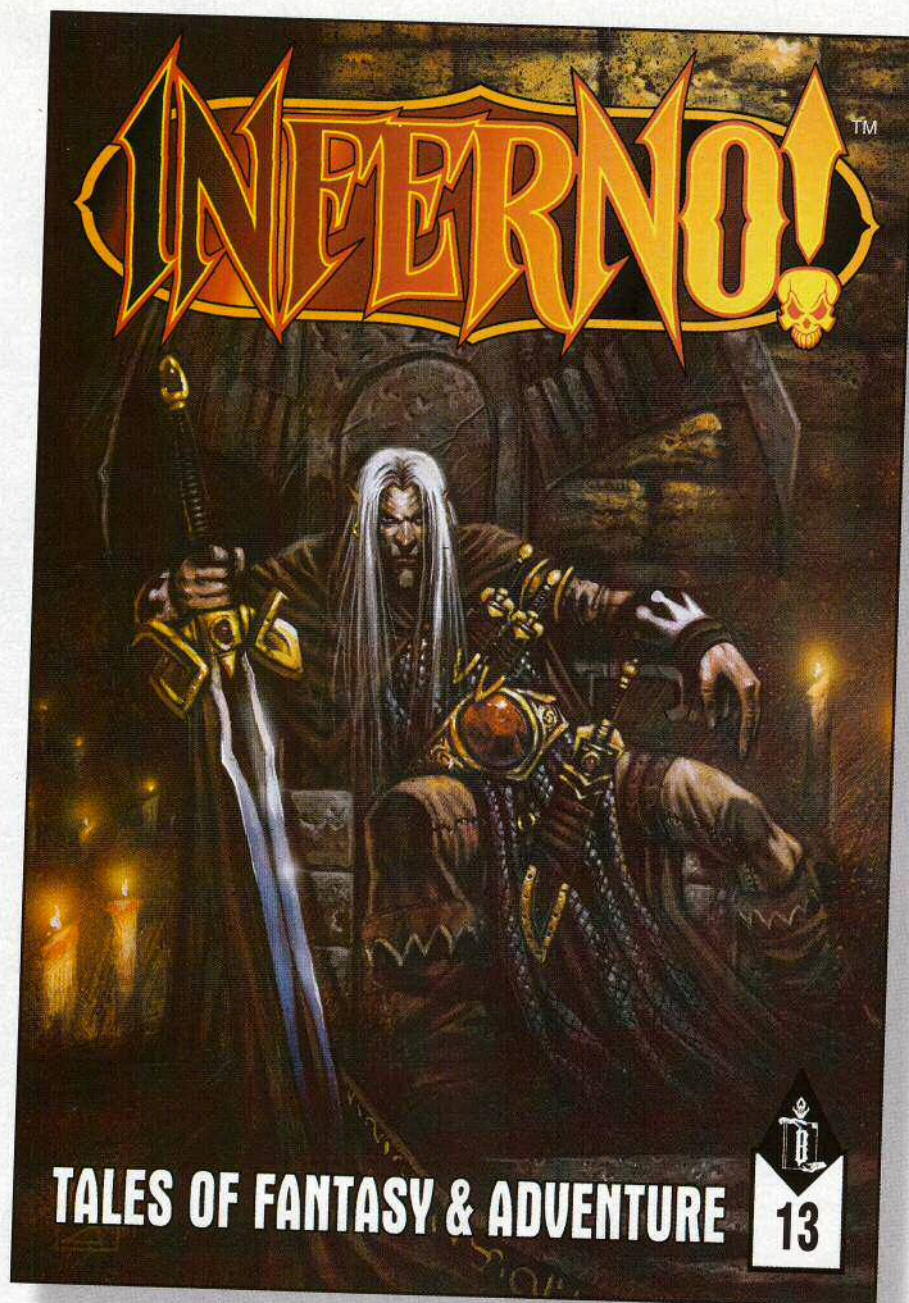
*INFERNO!* is brought to you from the heart of the Black Library. It is our bi-monthly anthology of short stories, illustrated features, comic strips and much, much more, all set in the dark and gothic worlds of Warhammer and Warhammer 40,000.

So if you enjoy playing our games and want to learn more about the worlds in which they are set, then make sure you pick up the latest copy of *INFERNO!*

Each episode is jam-packed with literally loads and loads of great Warhammer fiction and features, and issue 13 is no exception.

We've got four fantastic short stories, including a brilliant, new Gilead story. Plus there are two complete comic strips and an awesome cutaway through a Basilisk artillery gun.

**SUBSCRIBE  
AND GET SIX  
ISSUES FOR  
JUST £25**



**68 STORMING PAGES OF FICTION AND  
FEATURES FROM THE WORLDS OF WARHAMMER  
AND WARHAMMER 40,000 FOR ONLY £5**

**GET TWO FREE BACK ISSUES WHEN YOU SUBSCRIBE TO *INFERNO!***

Subscribing to *INFERNO!* is the best and easiest way to make sure you don't miss a single issue of rip-roaring mayhem and carnage. Not only do you get six issues of *INFERNO!* at the lower price of £25 (that's over 15% off the cover price), but we'll throw in two free back issues as well! Please note: this offer is only available from the UK branch of Games Workshop Mail Order.



**TO SUBSCRIBE TELEPHONE ☎ 0115 91 40000 NOW!**

Get all the latest news about the Black Library at our cool website: <http://www.blacklibrary.co.uk>



# 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 usual charge straight at the nearest heavy weapon squad at full turbo. Their invulnerable save is a real bonus and it's really cool to watch you 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 female (like the Dark Elf Witch Elves). This of course called for lots of converting. A lot of it just involved very simple weapon swaps or limb bending to make the most of the three different female Wych models available.

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

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

"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

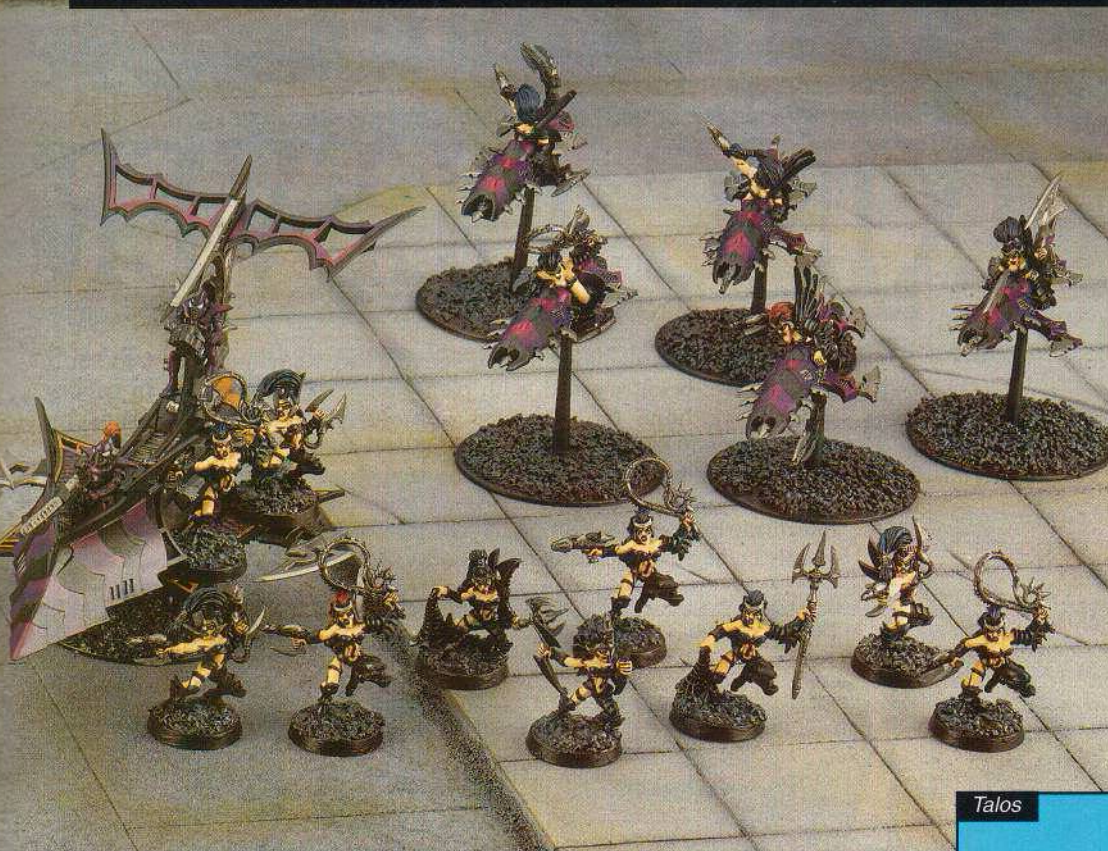
Wych squad & Raider transport





# Paul Handley's Dark Eldar Army

## THE KABAL OF THE BROKEN SOUL



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.

Warrior squad



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.

Talos

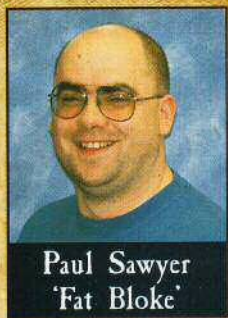


The Talos is the latest addition to my army and the simplest of my conversions. I have always seen the Talos as a mass of spinning arms, so I decided to put an extra set on it!





# 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?*

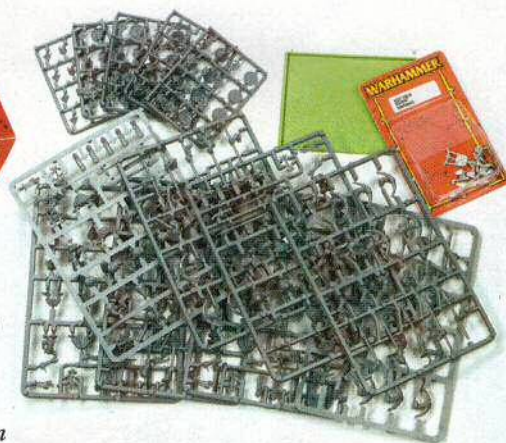
**FAT BLOKE**

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 cost 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 – hurrah!*





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!*





# WIN AS MUCH STUFF AS YOU CAN CARRY!

Let's face it, that's a lot of models. So what do you have to do in order to deserve this amazing prize? A superb paint job? Come first in a hard-fought tournament? No, it's rather easier than that...

All you have to do is take five minutes to fill in the questionnaire opposite and post it off to us at the address below.

This survey is your chance to let us know what you think about all aspects of Games Workshop – what you like, what you don't like and loads of other useful info, all of which will help us to give you more of the stuff that you really want!

If your survey is one of the first five to be drawn out of the mail bags after the last entry date (30th June 1999), you'll be invited for a tour of our HQ at Lenton, and then let loose in the store and allowed to walk out with as many Games Workshop products as you can carry in one trip! There'll also be 20 runners up, who will each receive a big boxed game of their choice, signed by the game's designers.

So what are you waiting for? Complete the survey using a black pen (only one survey per person please, or we'll send Fat Bloke round to sit on you) and then post it to:

**The Great Games Workshop Reader Survey,  
Games Workshop HQ, Willow Road,  
Lenton, Nottingham, NG7 2WS**

Winners will be drawn on 1st July 1999  
and announced in WD238.



*The prize includes a tour around the Studio, where you will see future models being sculpted, the 'Eavy Metal team painting the latest releases and artwork being created ready for forthcoming rulebooks!*





# THE GREAT GAMES WORKSHOP READER SURVEY

## WHO ARE YOU THEN?

1. Are you: male ☐ 1 female ☐ 2

2. How old are you then? ☐ ☐

3. Marital status: Married/Living with partner ☐ 1 Single ☐ 2

4. What do you do?

|                      |                            |
|----------------------|----------------------------|
| Work full-time       | <input type="checkbox"/> 1 |
| Work part-time       | <input type="checkbox"/> 2 |
| Self employed        | <input type="checkbox"/> 3 |
| Currently unemployed | <input type="checkbox"/> 4 |
| College/school       | <input type="checkbox"/> 5 |
| Retired              | <input type="checkbox"/> 6 |
| Housewife/homemaker  | <input type="checkbox"/> 7 |

5. Name: \_\_\_\_\_

6. Address: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

7. Postcode: \_\_\_\_\_

8. Daytime telephone number: \_\_\_\_\_

9. E-mail address: \_\_\_\_\_

## GAMING STUFF

10. Please estimate the average number of hours you spend per week playing and painting?

|                       | Playing                    | Painting                   |
|-----------------------|----------------------------|----------------------------|
| Under 1 hour          | <input type="checkbox"/> 1 | <input type="checkbox"/> 1 |
| 1-3 hours             | <input type="checkbox"/> 2 | <input type="checkbox"/> 2 |
| 3-5 hours             | <input type="checkbox"/> 3 | <input type="checkbox"/> 3 |
| 5-10 hours            | <input type="checkbox"/> 4 | <input type="checkbox"/> 4 |
| 10-15 hours           | <input type="checkbox"/> 5 | <input type="checkbox"/> 5 |
| Greater than 15 hours | <input type="checkbox"/> 6 | <input type="checkbox"/> 6 |

11. Where do you game? (tick as many as apply)

|                     |                            |
|---------------------|----------------------------|
| Club                | <input type="checkbox"/> 1 |
| Games Workshop shop | <input type="checkbox"/> 2 |
| Friend's house      | <input type="checkbox"/> 3 |
| Home                | <input type="checkbox"/> 4 |
| Work/school/college | <input type="checkbox"/> 5 |
| Over the internet   | <input type="checkbox"/> 6 |

12. For which army were the first miniatures that you bought?

13. Roughly, how many miniatures do you have in your collection now?

14. Roughly, what percentage of these miniatures are currently painted?

15. How long have you played GW games?

|                      |                            |
|----------------------|----------------------------|
| Less than 6 months   | <input type="checkbox"/> 1 |
| 6-12 months          | <input type="checkbox"/> 2 |
| 1-2 years            | <input type="checkbox"/> 3 |
| 2-3 years            | <input type="checkbox"/> 4 |
| 3-5 years            | <input type="checkbox"/> 5 |
| Greater than 5 years | <input type="checkbox"/> 6 |

16. Which of the following games have you owned/played?

|                  | Owned                      | Played                     |
|------------------|----------------------------|----------------------------|
| Warhammer 40,000 | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Warhammer        | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Epic 40,000      | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Bloodbowl        | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Warhammer Quest  | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Space Hulk       | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Talisman         | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Gorkamorka       | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Necromunda       | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |

17. On average, how much do you spend, each month, on Games Workshop products?

18. Please give us your opinion on the following:

|                                | Poor                       | Fair                       | Average                    | Good                       | Excellent                  |
|--------------------------------|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| GW shop service                | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 |
| Mail Order service             | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 |
| Independent shop service       | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 |
| Value for money of GW products | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 |
| Quality of GW products         | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 |

19. Have you ever bought a defective GW product (miscast, missing pieces, mis-picked, etc.)?

If yes, where did you go to sort it out?

|                        |                            |
|------------------------|----------------------------|
| Games Workshop shop    | <input type="checkbox"/> 1 |
| Hobby shop             | <input type="checkbox"/> 2 |
| Mail Order             | <input type="checkbox"/> 3 |
| I did nothing about it | <input type="checkbox"/> 4 |

Was the problem resolved to your satisfaction? Yes ☐ 5 No ☐ 6

## WHITE DWARF

20. Where do you usually buy White Dwarf?

|  |                            |
|--|----------------------------|
| High street newsagent (WH Smith, etc.) | <input type="checkbox"/> 1 |
| Independent newsagent                  | <input type="checkbox"/> 2 |
| Convenience store                      | <input type="checkbox"/> 3 |
| Airport/train station, etc.            | <input type="checkbox"/> 4 |
| Mail Order                             | <input type="checkbox"/> 5 |
| Games Workshop shop                    | <input type="checkbox"/> 6 |
| Local hobby shop                       | <input type="checkbox"/> 7 |
| Subscription                           | <input type="checkbox"/> 8 |

21. Who normally buys your copy of White Dwarf?

|                       |                            |
|-----------------------|----------------------------|
| You                   | <input type="checkbox"/> 1 |
| Friend/Brother/Sister | <input type="checkbox"/> 2 |
| Parent                | <input type="checkbox"/> 3 |
| Other                 | <input type="checkbox"/> 4 |

22. To what extent do the following influence your decision to purchase White Dwarf?

|                            | A Great Deal               | Slightly                   | Not At All                 |
|----------------------------|----------------------------|----------------------------|----------------------------|
| The cover                  | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 |
| Price                      | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 |
| Cover-mounted miniature    | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 |
| Editorial/articles         | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 |
| Card insert                | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 |
| Offer inside - competition | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 |

23. How often do you buy White Dwarf?

|                   |                            |
|-------------------|----------------------------|
| Every issue       | <input type="checkbox"/> 1 |
| Every other issue | <input type="checkbox"/> 2 |
| Occasionally      | <input type="checkbox"/> 3 |
| Never             | <input type="checkbox"/> 4 |

24. How do you rate White Dwarf in terms of value for money?

|             |                            |
|-------------|----------------------------|
| Very Good   | <input type="checkbox"/> 1 |
| Good        | <input type="checkbox"/> 2 |
| Indifferent | <input type="checkbox"/> 3 |
| Poor        | <input type="checkbox"/> 4 |
| Very Poor   | <input type="checkbox"/> 5 |



25. If you collect and keep previous copies of White Dwarf, how many issues do you currently have?

- 1-5 ☐ 1  
6-10 ☐ 2  
11-20 ☐ 3  
20-30 ☐ 4  
30-50 ☐ 5  
Greater than 50 ☐ 6

26. On average, how many people read your copy of White Dwarf?

- 1 ☐ 1  
2 ☐ 2  
3 ☐ 3  
4 ☐ 4  
Greater than 5 ☐ 5

27. Listed below are the main sort of articles which appear regularly in White Dwarf. By ticking the relevant box, please indicate how interesting you find each topic.

|                       | Very Interesting           | Interesting                | Indifferent                | Uninteresting              |
|-----------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| News                  | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 |
| Battle reports        | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 |
| Gaming advice/tactics | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 |
| Painting articles     | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 |
| New rules             | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 |

28. What other GW publications do you buy/read?

|                   | Tick one box per publication |                            | Tick one box per publication |                            |
|-------------------|------------------------------|----------------------------|------------------------------|----------------------------|
|                   | Buy                          | Read                       | Every Issue                  | Sometimes                  |
| Warhammer Monthly | <input type="checkbox"/> 1   | <input type="checkbox"/> 2 | <input type="checkbox"/> 3   | <input type="checkbox"/> 4 |
| Inferno           | <input type="checkbox"/> 1   | <input type="checkbox"/> 2 | <input type="checkbox"/> 3   | <input type="checkbox"/> 4 |
| Citadel Journal   | <input type="checkbox"/> 1   | <input type="checkbox"/> 2 | <input type="checkbox"/> 3   | <input type="checkbox"/> 4 |

## HOW DID YOU START ALL THIS THEN?

29. What was it that created your initial interest in hobby gaming?

- Introduced through family/friends ☐ 1  
Through Games Workshop comics/novel ☐ 2  
From reading White Dwarf ☐ 3  
Through Games Workshop computer games ☐ 4  
Through visiting a Games Workshop shop ☐ 5  
Through fantasy literature ☐ 6  
Local club ☐ 7  
Through hobby shop ☐ 8  
Other (please specify) ☐ 9

34. What is your monthly spend on the following items?

|                         | £0                         | £1-10                      | £10-25                     | £25-50                     | £50-100                    | £100-150                   | >£150                      |
|-------------------------|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| Music                   | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Videos                  | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Books                   | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Personal computer       | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Software                | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Games console           | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Software                | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Clothing                | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Sports equipment/events | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Cinema/theatre/shows    | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| Other                   | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |

35. Which of the following magazines do you read regularly?

- Q ☐ 1  
Mojo ☐ 2  
Select ☐ 3  
Loaded ☐ 4  
Sky ☐ 5  
FHM ☐ 6  
GQ ☐ 7  
Esquire ☐ 8  
Arena ☐ 9  
Maxim ☐ 10  
Time Out ☐ 11  
Max Power ☐ 12  
BBC Top Gear ☐ 13  
Mac User ☐ 14

- Computer Active ☐ 15  
Computer & Video Games ☐ 16  
Nintendo Magazine ☐ 17  
N64 ☐ 18  
Official Playstation ☐ 19  
Sega Saturn ☐ 20  
PC Gamer ☐ 21  
PC Format CD ☐ 22  
Dragon ☐ 23  
The Duelist ☐ 24  
Match ☐ 25  
2000 AD ☐ 26  
Kerrang ☐ 27

36. Excluding those magazines specified above, what other magazines do you read?

- Computer magazine ☐ 1  
Game Console magazine ☐ 2  
Music magazine ☐ 3  
Food magazine ☐ 4  
Car magazine ☐ 5  
Fashion magazine ☐ 6  
Sport magazine ☐ 7  
Other ☐ 8

30. Did you play other hobby games before Games Workshop ones?

yes ☐ 1 no ☐ 2

If yes, for how long have you been interested in hobby games?

- Under 1 year ☐ 1  
1-2 years ☐ 2  
3-5 years ☐ 3  
6-10 years ☐ 4  
Greater than 10 years ☐ 5

## OTHER HOBBIES / PASTIMES

31. Which of the following leisure activities do you enjoy on a regular basis?

- |                        |                            |                  |                             |
|------------------------|----------------------------|------------------|-----------------------------|
| TV                     | <input type="checkbox"/> 1 | Pub              | <input type="checkbox"/> 9  |
| Videos                 | <input type="checkbox"/> 2 | Theatre          | <input type="checkbox"/> 10 |
| Books                  | <input type="checkbox"/> 3 | Cinema           | <input type="checkbox"/> 11 |
| Comics                 | <input type="checkbox"/> 4 | Concerts         | <input type="checkbox"/> 12 |
| Computer games         | <input type="checkbox"/> 5 | Other modelling  | <input type="checkbox"/> 13 |
| Sports                 | <input type="checkbox"/> 6 | Other collecting | <input type="checkbox"/> 14 |
| Fashion                | <input type="checkbox"/> 7 | Music            | <input type="checkbox"/> 15 |
| Competitions           | <input type="checkbox"/> 8 |                  |                             |
| Other (please specify) |                            |                  |                             |

32. Which of the following computer game systems do you own?

|                             | Own                        | Intend to own in next 12 mths |
|-----------------------------|----------------------------|-------------------------------|
| Computer - PC               | <input type="checkbox"/> 1 | <input type="checkbox"/> 2    |
| Computer - Apple Mac        | <input type="checkbox"/> 1 | <input type="checkbox"/> 2    |
| Games Console - Nintendo 64 | <input type="checkbox"/> 1 | <input type="checkbox"/> 2    |
| Games Console - Playstation | <input type="checkbox"/> 1 | <input type="checkbox"/> 2    |
| Games Console - Dream Cast  | <input type="checkbox"/> 1 | <input type="checkbox"/> 2    |

33. What kind of computer game would you most like to see us make? (one from each column only)

| Game System                                   | Type/Genre   |
|---|--|
| WH40K <input type="checkbox"/> 1              | 1st person shooter/combat <input type="checkbox"/> 1 |
| Warhammer <input type="checkbox"/> 2          | Vehicle simulation/combat <input type="checkbox"/> 2 |
| Necromunda <input type="checkbox"/> 3         | Real time strategy <input type="checkbox"/> 3        |
| Gorkamorka <input type="checkbox"/> 4         | Adventure <input type="checkbox"/> 4                 |
| Epic 40K <input type="checkbox"/> 5           | Turn based strategy <input type="checkbox"/> 5       |
| Bloodbowl <input type="checkbox"/> 6          | Role play <input type="checkbox"/> 6                 |
| Space Hulk <input type="checkbox"/> 7         | Driving <input type="checkbox"/> 7                   |
| Battlefleet Gothic <input type="checkbox"/> 8 | Beat 'em up <input type="checkbox"/> 8               |
| Mordheim <input type="checkbox"/> 9           | Other <input type="checkbox"/> 9                     |



# 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

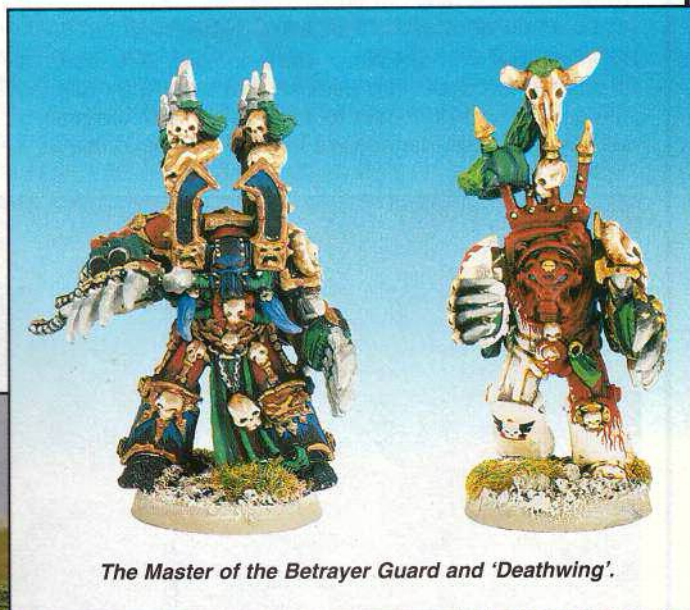
Champion lightning claw. The others were equally straightforward, simply sticking Khârn's head and Space Marine lightning claws onto standard Chaos Terminator bodies. Special mention must be made of one of them in particular however. Ian thought about the idea of Space Marines becoming corrupted by Chaos 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.



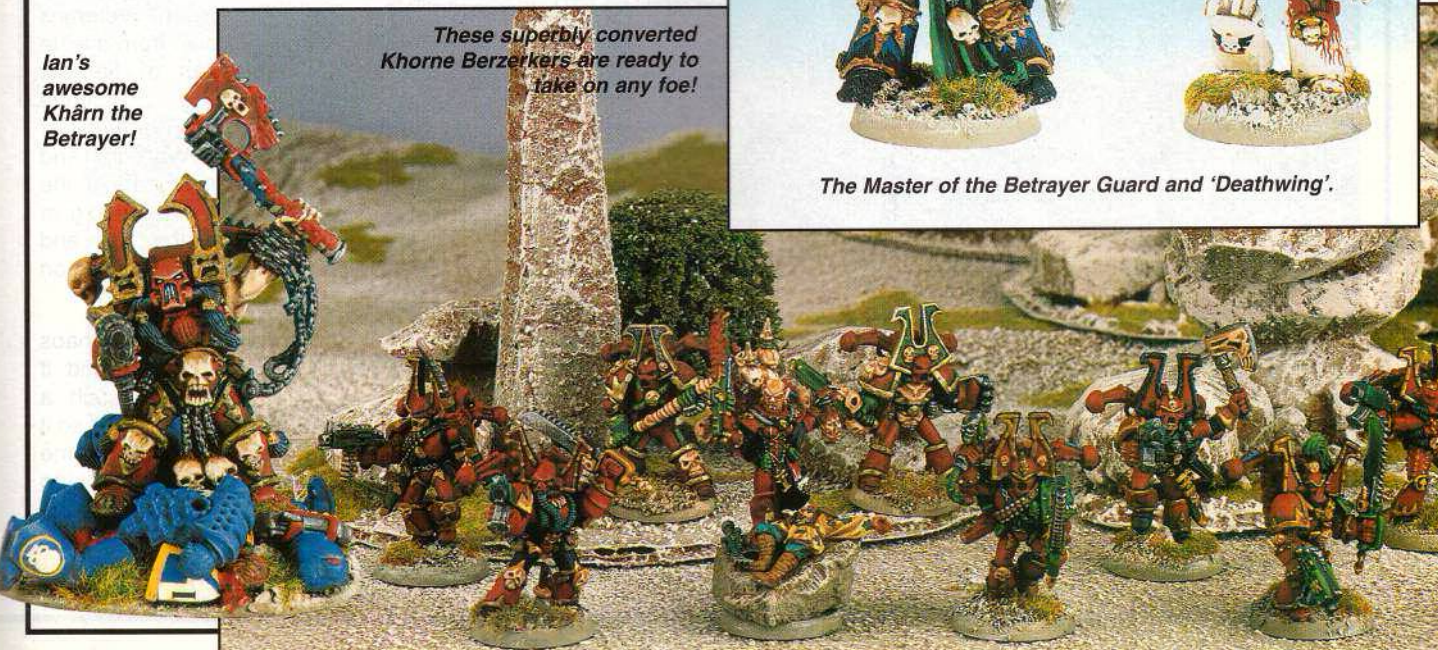
Ian Dearie

Ian's  
awesome  
Khârn the  
Betrayer!

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



*The Master of the Betrayer Guard and 'Deathwing'.*





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

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 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 in 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 Eversor Assassins, Daemonettes and Kharn 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 next choice, followed in quick succession by a Terminator squad and another squad of Veterans, this time with heavy weaponry. The assault Veterans were built from a wide selection of figures, including Space Wolves, Warhammer Chaos Warriors and even an Eldar! All the

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 Kharn would find it difficult to command such a fearsome horde by himself so it seemed only fair to add some more commanders. Flicking through Citadel Journal 20, Ian came across a conversion by



*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!*





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

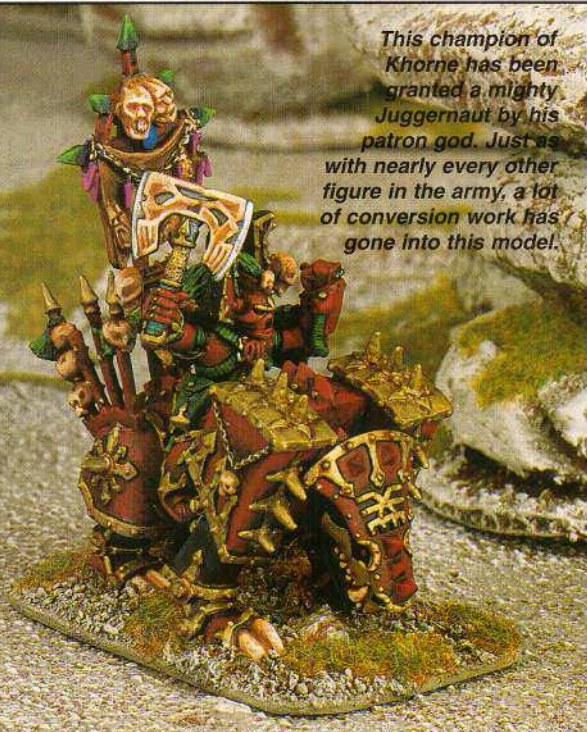
his own, so a bit more detail was added and a suitably impressive scenic base was built. Ian's 'Syrack' has his own standard bearer complete with 'pet' Flesh Hound on a leash!

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 Chaps, 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

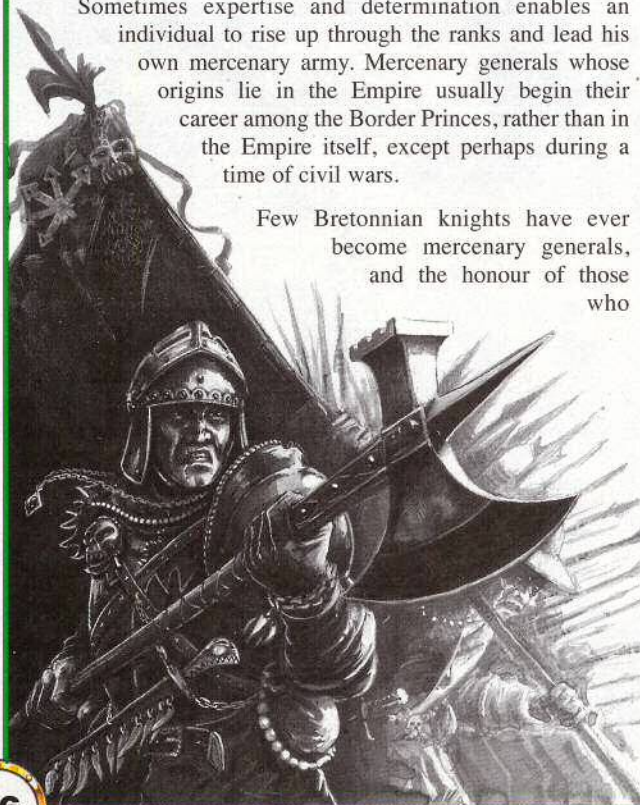
Few Dwarfs become mercenary generals. This is because any Dwarf with the qualities of a general will be utterly loyal to clan and ancestry. Dwarf mercenary generals are likely to be outcasts for some reason, or cherishing some terrible grudge against all their kin. What else could force a Dwarf to associate with the kind of treacherous scum who become mercenaries? Furthermore, the payment of gold to hired sell-swords 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 Hobgoblin 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 Ummler 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 Ithilmar 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)<br>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)**

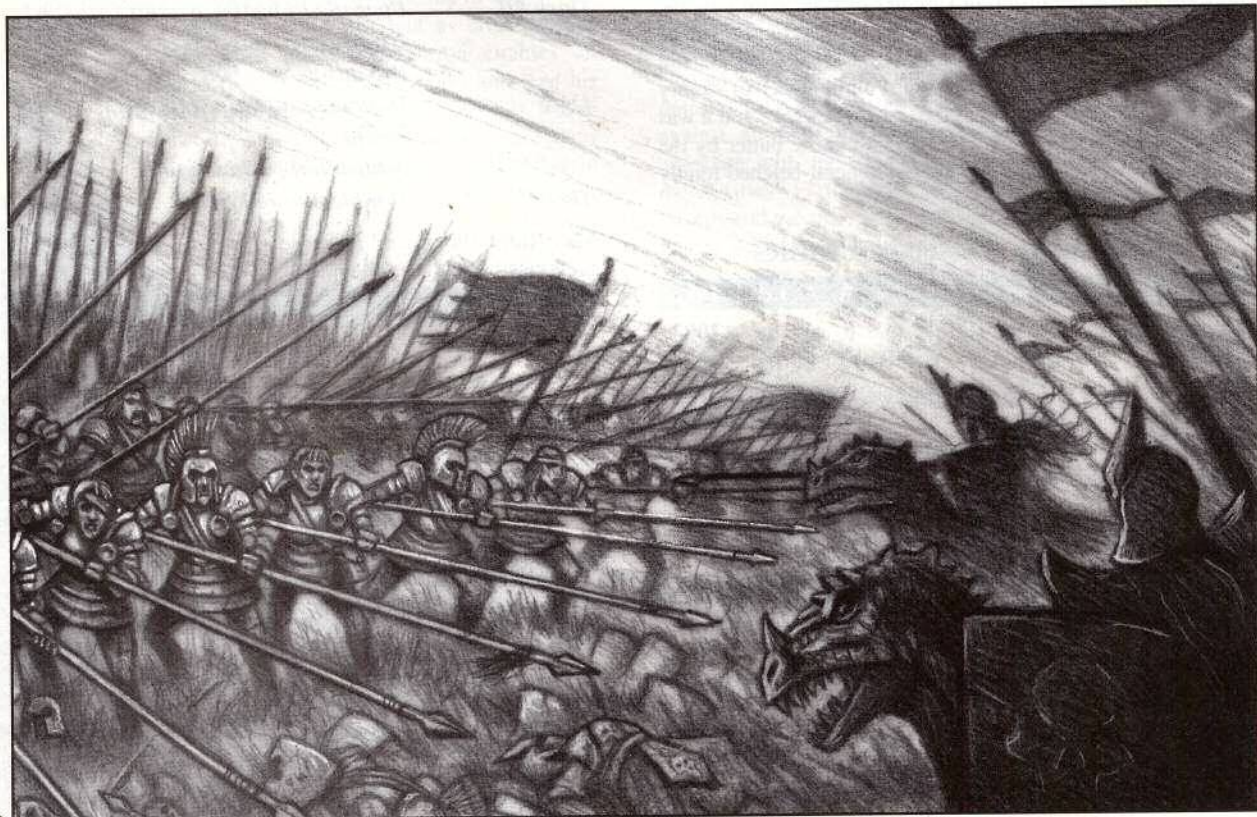
The character has a long-standing grudge or blood feud against a specific race. This is probably because they once double-crossed him, treacherously betrayed him or wiped out his entire clan. The character *hates* one specific race of your choice. The general will not include any regiments of the hated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



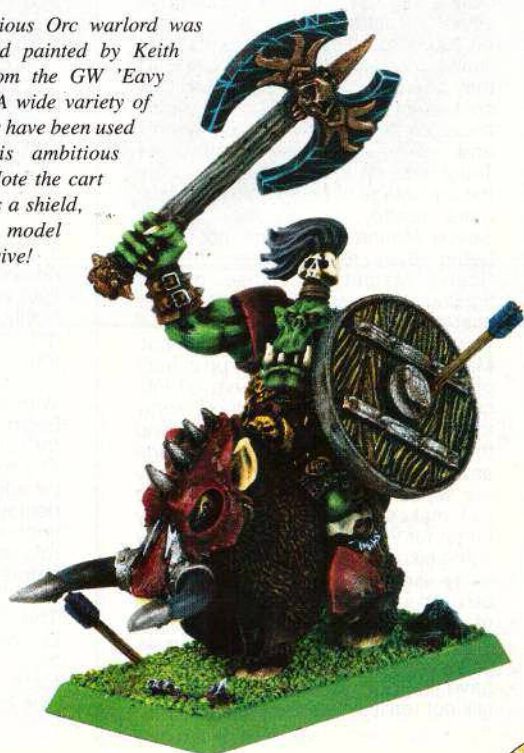
◀ Nelson, who works in the Studio, has converted Tzarina Katarin the Kislev Ice Queen into a Dark Elf general, to lead his Dark Elf army. However it would make a perfectly fine leader for a mercenary force.



▶ 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 (or whatever your particular bikes have). Using your bikes on one flank will mean 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 this 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 the bikes behind the rest of your troops (or even in Reserve) they can be held back to deal with enemies where the attack is strongest. Their mobility means that bikes can rapidly fill the gaps in your front line (in the Imperial Guard army this role is often taken by Rough Riders and Sentinels). A clever opponent will use his best troops on the weakest point in your force (whether it be an isolated squad or something vitally important to you achieving a mission), but having a good reserve to react to the enemy's deployment and movements deprives him of the chance. The down-side to this is that your very expensive bikes are





# 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!

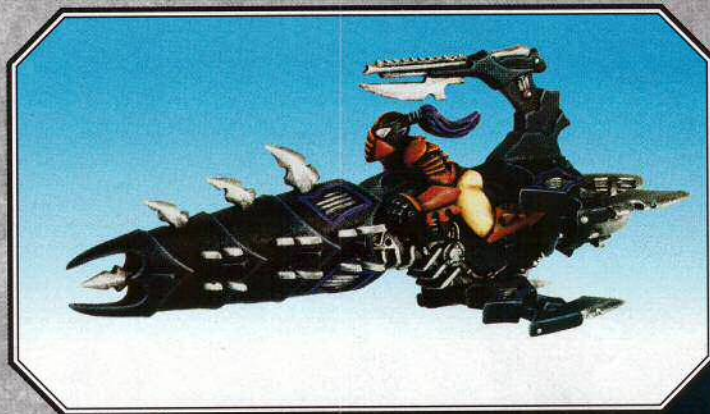
### CHAOS BIKES

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 squads 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 HQ 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 into one hard-hitting column. I place the Reavers to the 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" movement and their guns to soften up targets behind the enemy's front line before pulling back for the assault. Combining the Reavers with another squad doubles their effectiveness and makes them a lot more deadly on the battlefield than they could ever be by themselves.

**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)**







GAMES WORKSHOP  
STORES

# ALL THE GAMES WORKSHOP ACTION IN EVERY STORE!

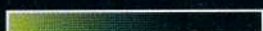
If you've always really wanted to lead an army of heroic knights across the battlefield or command a strike force of Space Marines against the enemies of Mankind, then get down to your nearest Games Workshop store.

+++downloading+++



decryption key valid.....

+++ decrypting +++



+++ COMPLETE +++

**Games Workshop Opening Times Mon-Tues & Fri-Sat:**

**10am to 6pm. Weds-Thurs: Midday to 8pm. Sun: 10am to 4pm.**

Stores marked with a white star are not open on Sundays. Stores in shopping centres may not adhere to these opening times, so ring the store for details.

Want to know where your nearest store is and what's going on there? Just drop in or give them a call. Shops marked with a white circle also have a Games Workshop Gaming Club. Contact your local store for details!

## UK STORES

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

**ALTRINCHAM:** Unit 1, 17 Grafton Street.

Tel: 0161 9299896

**BASINGSTOKE:** 3 Potters Walk, Wote Street.

Tel: 01256 466050

**BATH:** 30 Upper Borough Walls.

Tel: 01225 314414

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

**BIRMINGHAM:** 116 Corporation Street.

Tel: 0121 2367880

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

**BLUEWATER CENTRE:** Upper Thames Walk,

Bluewater, Greenhithe, Kent. Tel: 01322 427880

**BOLTON:** Unit 13, The Gate Centre.

Tel: 01204 362131

**BOURNEMOUTH:** 24 Post Office Road.

Tel: 01202 319292

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

**BRIGHTON:** 7 Nile Pavilions, Nile Street.

Tel: 01273 203333

● **BRISTOL (CENTRAL):** 13 Broad Weir.

Tel: 0117 9251533

● **BRISTOL (CRIBBS CAUSEWAY):** Unit 129

(next to M&S), upper level, The Mall at Cribbs

Causeway. Tel: 01179 592528

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

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

452880

**CARLISLE:** 2 Earls Lane, Lowther Street.

Tel: 01228 598216

**CHELMSFORD:** Unit 4c, Phase II, The Meadows

Shopping Centre, Chelmsford. Tel: 01245 490048

**CHELLENHAM:** 16 Pitville Street.

Tel: 01242 228419

**CHESTER:** 112 Foregate Street. Tel: 01244311967

**COLCHESTER:** 2 Short Wyre Street.

Tel: 01206 767279

**COVENTRY:** Unit 39, Upper Level,

Cathedral Lanes Shopping Centre.

Tel: 01203 227311

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

**DARLINGTON:** 78 Skinner Gate.

Tel: 01325 382463

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

★ **DONCASTER:** Unit 10, The Colonnades.

Tel: 01302 320535

**DUDLEY:** Unit 36, Merry Hill Centre, Brierly Hill,

Dudley. Tel: 01384 481818

**EASTBOURNE:** 13 Terminus Road.

Tel: 01323 641423

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

**GLOUCESTER:** 35 Clarence Street.

Tel: 01452 505033

**GRIMSBY:** 9 West St Marys Gate.

Tel: 01472 347757

● **GUILDFORD:** 12 Tunsgate.

Tel: 01483 451793

**HARROGATE:** 29 Beulah Street.

Tel: 01423 564310

**HEMEL HEMPSTEAD:** 16 Bridge Street.

Tel: 01442 249752

★ **HIGH WYCOMBE:** Unit 29, The Balcony,

The Octagon Centre. Tel: 01494 531494

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

★ **IPSWICH:** 2nd Floor, Debenhams, Waterloo

House. Tel: 01473 210031

**LEAMINGTON:** 22 Park Street. Tel: 01926 435771

**LEEDS (CENTRAL):** 12-16 Central Road.

Tel: 0113 2420834

**LEEDS (WHITE ROSE CENTRE):** Unit 28D

(near Debenhams), White Rose Centre, Leeds.

Tel: 0113 2723470

**LEICESTER:** 16/20 Silver Street.

Tel: 0116 2530510

● **LINCOLN:** Unit SUA, Saltergate (on outside of

Waterside Centre). Tel: 01522 548027

**LIVERPOOL:** 47 Lord Street. Tel: 0151 2581404

**LOUGHBOROUGH:** 22 Biggin Street.

Tel: 01509 238107

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

**MAIDENHEAD:** 2 Blandy House,

3/5 King Street. Tel: 01628 621854

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

Tel: 01622 677435

● **MANCHESTER (CENTRAL):** 69/70 Marsden

Court (lower level near Argos), Arndale Centre.

Tel: 0161 8346871

● **MANCHESTER (TRAFFORD CENTRE):**

No. 77, Festival Village, The Trafford Centre,

Trafford Park. Tel: 0161 7472121

**MIDDLESBROUGH:** 39 Dundas Street.

Tel: 01642 254091

**MILTON KEYNES:** Unit 2, West End Extension,

504 Silbury Boulevard, Milton Keynes Shopping

Centre (on outside of centre near M&S).

Tel: 01908 690477

**NEWCASTLE (CENTRAL):** 63 Clayton Street.

Tel: 01912 322418

**NEWCASTLE (METROCENTRE):** Unit B14, First

Floor (near the Mediterranean Village).

Tel: 0191 4610950

★ **NORTHAMPTON:** 6/7 The Friary, Upper Level

(near Sainsbury's), Grosvenor Centre.

Tel: 01604 636687

**NORWICH:** 12-14 Exchange Street.

Tel: 01603 767656

● **NOTTINGHAM (CENTRAL):** 34a Friar Lane.

Tel: 0115 9480651

● **NOTTINGHAM (WARHAMMER WORLD):**

Games Workshop HQ, Willow Road, Lenton,

Nottingham (near Central TV studios).

Tel: 0115 9168410

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

Tel: 01865 242182

**PETERBOROUGH:**

3 Wentworth Street. Tel: 01733 890052



## All Games Workshop stores provide:

- **The complete range of Games Workshop games, miniatures and accessories.**
- **The chance to learn to play Games Workshop games – our enthusiastic staff are ready to show you how.**
- **Exciting battles for you to take part in every week.**
- **Help with your miniature modelling and painting in the store.**
- **A Mail Order service for components and older miniatures.**
- **The latest releases every Saturday.**



**PLYMOUTH:** 84 Cornwall Street. Tel: 01752 254121  
**POOLE:** Unit 12 Towngate Centre, High Street. Tel: 01202 685634  
**● PORTSMOUTH:** 34 Arundel Street. Tel: 01705 876266  
**PRESTON:** 15 Miller Arcade. Tel: 01772 821855  
**READING:** Unit 3, Cheapside. Tel: 0118 9598693  
**ST ALBANS:** 18 Heritage Close, High Street. Tel: 01727 861193  
**SALISBURY:** 1b Winchester Street. Tel: 01722 330955  
**SHEFFIELD (CENTRAL):** 16 Fitzwilliam Gate. Tel: 0114 2750114  
**SHEFFIELD (MEADOWHALL CENTRE):** 91B High Street, Upper Mall (next to entrance near Boots). Tel: 0114 2569836  
**SHREWSBURY:** 2 Bridge Street. Tel: 01743 362007  
**SLOUGH:** 101 High Street. Tel: 01753 575675  
**SOLIHULL:** 690 Warwick Road. Tel: 0121 7057997  
**SOUTHAMPTON:** 23 East Street. Tel: 01703 331962  
**SOUTHEND:** 12 Southchurch Road. Tel: 01702 461251  
**SOUTHPORT:** Unit K2, Marble Place Shopping Centre. Tel: 01704 501255  
**STOCKPORT:** 32 Mersey Square. Tel: 0161 474127  
**STOKE ON TRENT:** 27 Stafford Street, Hanley. Tel: 01782 205287  
**SUNDERLAND:** 253 York Street, (just off the high street near M&S). Tel: 0191 5673646  
**SWINDON:** 17 Fleet Street. Tel: 01793 436036  
**THURROCK LAKESIDE:** Unit 415, Level 3/Food Court, Thurrock Lakeside. Tel: 01708 867133  
**TORQUAY:** 12 Market Street. Tel: 01803 201036  
**TRURO:** Unit 1, Bridge house, New Bridge Street. Tel: 01872 320047  
**TUNBRIDGE WELLS:** 4A Camden Road. Tel: 01892 525783  
**WALSALL:** Old Square Shopping Centre. Tel: 01922 725207

**WARRINGTON:** Unit 20, Time Square (near Curry's). Tel: 01925 651984  
**WINCHESTER:** 6 St Georges Street. Tel: 01962 86 0199  
**WOKING:** Unit 3 Cleary Court. Tel: 01483 771675  
**WOLVERHAMPTON:** Unit 98, Mander Centre. Tel: 01902 310466  
**WORCESTER:** 4 Charles Street. Tel: 01905616707  
**YORK:** 13a Lendal. Tel: 01904 628014

## LONDON (INNER M25)

**BROMLEY:** Unit 8, The Mall, Bromley, Kent. Tel: 0181 4660678  
**BRENT CROSS:** Unit F9, Lower mall (near Fenwicks), Brent Cross Shopping Centre. Tel: 0181 2024979  
**CROYDON:** Unit 35, Drummond Centre (outside at the back of the centre), Keeley Road. Tel: 0181 6804600  
**EALING:** 52D St Saviours Mall (towards back of the centre), Ealing Broadway Centre. Tel: 0181 8400171  
**ENFIELD:** 3/5 Genotin Road. Tel: 0181 3633238  
**● HAMMERSMITH:** 161 King Street. Tel: 0181 8469744  
**HARROW:** 296 Station Road. Tel: 0181 861 2350  
**KENSINGTON:** Shop 7, Lancer Square, Kensington Church Street. Tel: 0171 9377011  
**● KINGSTON ON THAMES:** 33 Fife Road. Tel: 0181 5495224  
**● LONDON (CENTRAL):** Unit F10, The Plaza Shopping Centre, 1st floor, 116-128 Oxford Street. Tel: 01714 360839  
**RICHMOND:** Unit 8, Westminster House, Kew Road. Tel: 0181 9486122  
**★ ROMFORD:** 12 Quadrant Arcade. Tel: 0708 742140  
**STAINES:** 52D Elmsleigh Centre (at back of M&S). Tel: 01784 460675  
**SUTTON:** Unit 26, Upper Mall, Times Square Shopping Centre. Tel: 0181 7709454

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

## SCOTLAND

**ABERDEEN:** Unit 1, 30/40 Kirkgate. Tel: 01224 621261  
**AYR:** 10 Arran Mall, Dalblair Arcade (behind Hourstons dept. store). Tel: 01292 610673  
**DUNDEE:** 110 Commercial Street. Tel: 01382 202382  
**EAST KILBRIDE:** 4 Righead Gate (at the back of M&S). Tel: 01355 224680  
**EDINBURGH:** 136 High Street. Tel: 0131 2206540  
**● GLASGOW:** 66 Queen Street. Tel: 0141 2263762  
**PERTH:** 6 Fleshers Vennels. Tel: 01738 445840  
**STIRLING:** 14 Barton Street. Tel: 01786 448263

## WALES

**● CARDIFF:** 31 High Street. Tel: 01222 644917  
**NEWPORT:** 25 Skinner Street. Tel: 01633 256295  
**SWANSEA:** 45 Princess Way. Tel: 01792 463969

## NORTHERN IRELAND

**BELFAST:** 70A Castle Court (towards back of the centre). Tel: 01232 233684

## IRELAND

**BLANCHARDSTOWN:** Unit 249, The Blanchardstown Centre (near the yellow entrance), Co. Dublin. Tel: 01 822 3868  
**DUBLIN:** Unit 3, Lower Liffey Street, Dublin 1 Ireland. Tel: 01 8725791

## DENMARK

**★ COPENHAGEN:** FREDERIKSBORGGADE 5. Tel: ++ 33 12 22 17

## NETHERLANDS

**AMSTERDAM:** ROKIN 36, 1012KT AMSTERDAM, Tel: ++ 020 6223 863  
**ROTTERDAM:** VAN OLDENBARNEVELT PLAATS 452 Tel: ++ 102 800 268





# IPSWICH CRUSADE DAY THURSDAY 10th JUNE

*On June 10th Games Workshop Ipswich will be holding a Crusade Day Sale. Every single item in the store will have 20% off. That's right, 20%!! For example, that means Warhammer 40,000 will be only £40!*

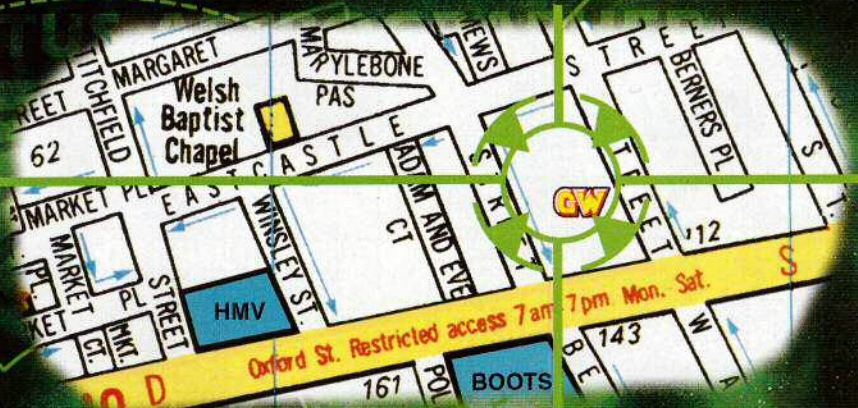
Games Workshop Ipswich (Tel: 01473 210031) is located inside Debenhams Dept store in the middle of Ipswich. On the same day Debenhams Dept store will be holding a Blue Cross Sale, so you can easily persuade your mother, girlfriend or wife that it's a good idea to visit!

## LONDON CENTRAL STORE

The address of the London Central store is:

Unit F10,  
The Plaza  
Shopping Centre,  
1st floor,  
116-128 Oxford  
Street, London

Tel: 01714 360839



## BRAEHEAD STORE

A brand new shopping development is opening just outside Glasgow, namely the Braehead shopping centre. If you live in this part of Scotland then get ready, because a Games Workshop store will open as part of the new shopping centre. Keep an eye on this space for more details.



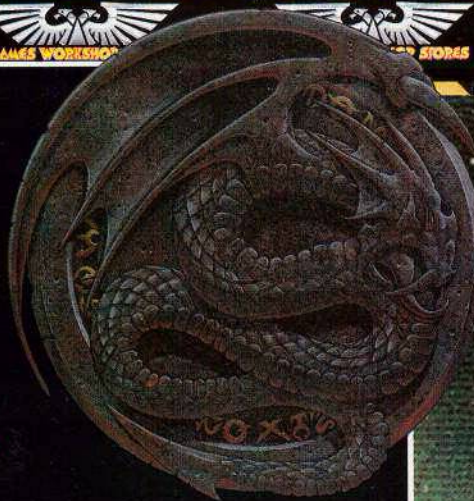


# A TASTE OF BLOOD

**PARTICIPATION GAME  
SATURDAY 29TH MAY**

When the darkness falls and even the gods are asleep, our time is at hand. We are the rulers of the dark, we are the predators of the shadows, we are the aristocracy of the night. Come hither and we will show you the true meaning of terror.

On Saturday 29th May the forces of the Warhammer world battle the Undead legions of the Vampire Counts.  
**Turn up at your local store and join in!**







# Come down to your local Games Workshop store and see what's going on this Half Term!

The Half Term holidays start at the end of May, and all our Games Workshop stores will be running special events throughout the week. Huge games, campaigns, painting competitions and terrain making lessons: you'll find it all at your local Games Workshop store! Don't be bored in the holidays, the battlefield awaits you!

You don't need any of your own figures to take part in these events – we'll provide everything you need. In many events you can bring your own troops to take part with if you wish.

## CALL YOUR LOCAL STORE FOR DETAILS



# D-DAY!

## PLANETARY INVASION PARTICIPATION GAME

The first moments of a planetary assault are always the most fraught engagements of any conflict. Take part in this massive landing at your local store, on Saturday 5th June.

### COME DOWN TO YOUR LOCAL STORE ON SATURDAY 5TH JUNE





# RETAIL MANAGEMENT POSITIONS

## CALLING ALL POTENTIAL STORE MANAGERS AND TRAINEE MANAGERS

The Games Workshop recruitment team are searching for talented people to drive our expansion programme forward, and throughout June we will be at the following locations:

Manchester Arndale store  
Derby store  
Bromley store  
Cribbs Causeway store, Bristol

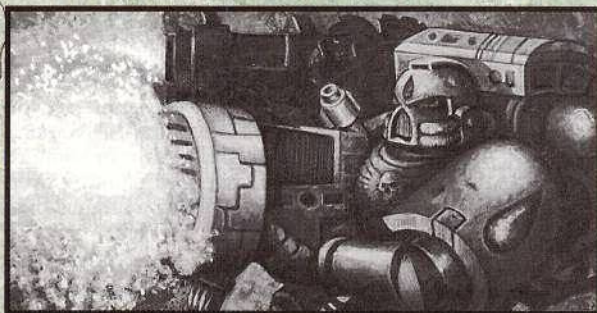
Tuesday 8th June 1999  
Tuesday 15th June 1999  
Tuesday 22nd June 1999  
Tuesday 29th June 1999

## POSITIONS AVAILABLE

### STORE MANAGER

#### THE IDEAL CANDIDATE:

- Probably in a supervisory or management position.
- Has the ability to lead and command staff.
- Possesses drive and determination.
- Has retail sales skills.
- Can deliver quality customer service.
- A good level of knowledge of the Games Workshop hobby.



### TRAINEE MANAGER

#### THE IDEAL CANDIDATE:

- Energetic, enthusiastic, ambitious.
- A good level of knowledge of the Games Workshop hobby.
- Possibly a graduate or looking for that first step on the management level.

#### The Benefits

- We have superb training for store managers and a well structured trainee manager programme.
- We provide competitive salaries, pension schemes, excellent levels of staff discount and all the normal benefits you would expect from a leading international company.
- Unlimited prospects all over the world.

#### To Apply

- Send your C.V., stating why you think you are ready to accept the challenge Games Workshop has to offer, and indicating at which RECRUITMENT LOCATION you would like to attend, to:

ROB GRIFFITHS, UK SALES PERSONNEL DEPARTMENT, GAMES WORKSHOP LTD,  
WILLOW ROAD, LENTON, NOTTINGHAM, NG7 2WS.

TEL: 0115 916 8172

E-MAIL: [siu-ting@games-workshop.co.uk](mailto:siu-ting@games-workshop.co.uk)





# MAILBOX

*Do you have a topic you're passionate about or problem nobody else can help you with? Be it gaming, painting, other gamers, White Dwarf or Games Workshop games, drop us a line at this address:*

**'Mailbox', White Dwarf, Games Workshop Ltd,  
Willow Road, Lenton Lane, Nottingham, NG7 2WS**

## 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 bravery through loyalty to their colours. A bare pole doesn't quite have the same effect. Yet when your talent at artwork reached 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 like 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 of all is often used by the Bretonnian army – which is just two colours. A rune or 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 identity. When painting a standard, use the main colours of the unit itself, so 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 could be tailored into a banner. Cutting out part of a picture or using the piece as a template and painting over it are good ways of gaining original banners without being an art whizz.

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

Iain Ferris  
Bristol

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



## 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 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' Piscina 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!! (*bmm...*)

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...**

**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.*



# 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.

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.



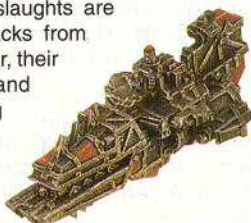
### Gothic War Training Dogma

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

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



## 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 Quinox 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/Hits: | Armament           | Rng/Spd                                    | Firepower/Strength | Arc   | Armour:<br>6+ front/<br>5+ side/<br>4+rear |     | Shields:<br>1 |
| Cruiser/10 | Port Launch Bay    | Assault boats: 30cm<br>Fighta Bommas: 25cm | 2 squadrons        | –     |  |     |               |
| Speed:     | Port Gunz          | 30   | D6                 | Left  |  |     |               |
| 20         | Starb'd Launch Bay | Assault Boats: 30cm<br>Fighta Bommas: 25cm | 2 squadrons        | –     |  |     |               |
| Turns:     | Starb'd Gunz       | 30   | D6                 | Right |  |     |               |
| 45°        | Prow Gunz          | 45   | D6+2               | Front | Turrets:<br>1                              |     |               |
|            | Prow Heavy Gunz    | 15   | 6                  | Front |  |     |               |

## 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 cripplingly 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/Hits: | Armament           | Rng/Spd | Firepower/Strength | Arc   | Armour:<br>6+ front/4+ |    | Shields:<br>1 |
| Escort/1   | Heavy Gunz Battery | 15      | 4                  | Front |                        |    |               |
| Speed:     |                    |         |                    |       |                        |    |               |
| 20         |                    |         |                    |       |                        |    |               |
| Turns:     |                    |         |                    |       |                        |    |               |
| 45°        |                    |         |                    |       | Turrets:<br>1          |    |               |
|            |                    |         |                    |       |                        |    |               |



## Ork Ravager attack ship

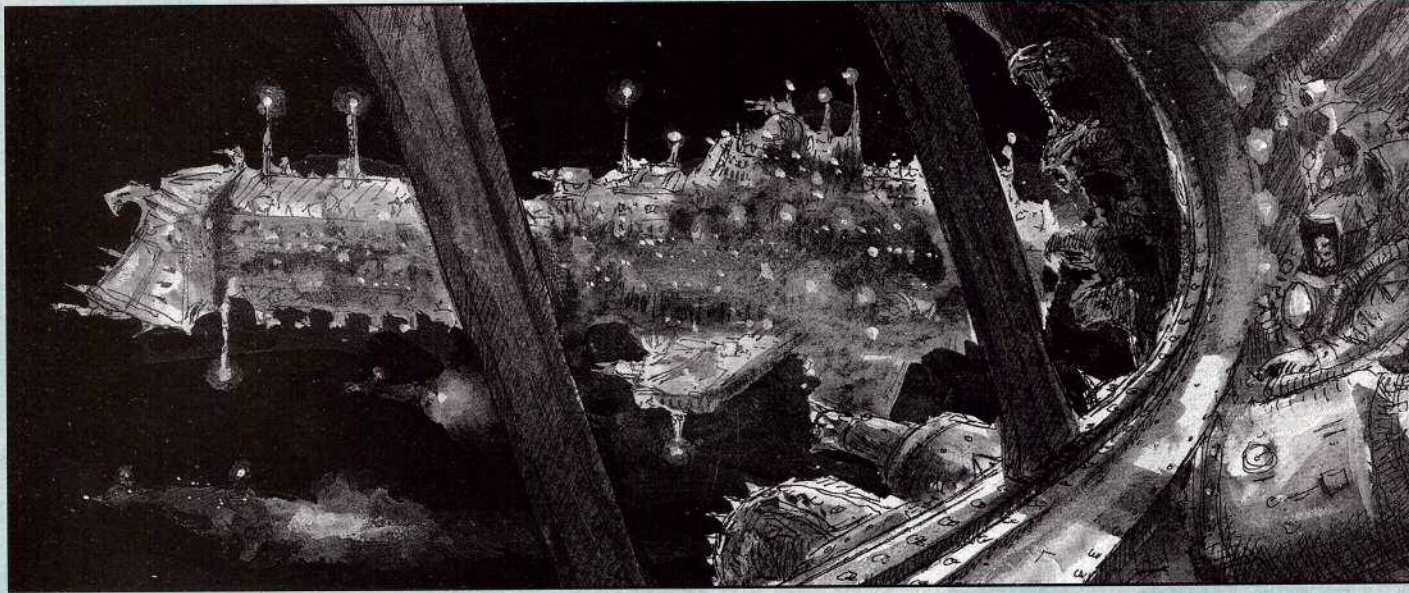
Ravager attack ships add a dangerous new dimension to Ork fleets – the ability to launch powerful salvos of torpedoes against the enemy from long range. The necessity of dodging or intercepting torpedo attacks while the Ork fleet is bearing down on them is an extra distraction most captains could do 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 coordinating 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: | Armament                | Rng/Spd  | Firepower/Strength | Arc   |         |    | Armour:     |
| Escort/1   | Torpedoes               | spd 30cm | D6                 | Front |         |    |             |
| Speed:     | Gunz Battery            | 30       | 2                  | Front |         |    | 6+ front/4+ |
| 20         |                         |          |                    |       |         |    | Shields:    |
| Turns:     |                         |          |                    |       |         |    | 1           |
| 45°        |                         |          |                    |       |         |    | Turrets:    |
|            |                         |          |                    |       |         |    | 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 in

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 terror into the hearts of all those unfortunate enough to cross its path. Grand cruisers can take more damage and mount more weaponry than a standard cruiser, 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.



## 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 Verstap. 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.



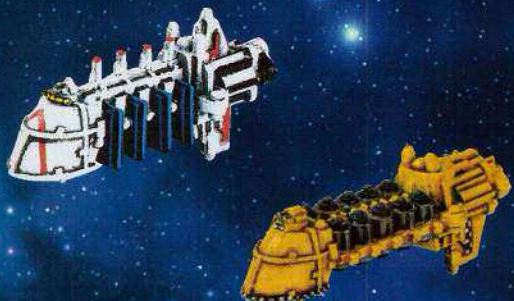
| Class:     | Ork Brute ram ship |         |                    |                  | Points:                          | 25 |
|------------|--------------------|---------|--------------------|------------------|----------------------------------|----|
| Type/Hits: | Armament           | Rng/Spd | Firepower/Strength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



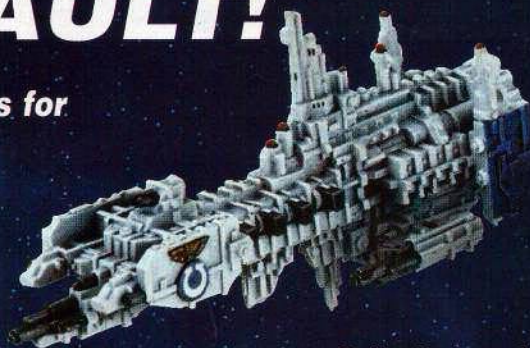
Also released from the shipyards this month are two Imperial Transport ships. These are used primarily in the Convoy scenario, but they are also invaluable in planetary assaults.

## SPACE MARINE ASSAULT!

Exclusive rules for  
Space Marine  
Battle Barges  
and Strike  
Cruisers only  
in White  
Dwarf 235!



Imperial Transports  
designed by Dave Andrews.



Strike Cruiser of the  
Ultramarines Space Marine Chapter

BATTLEFLEET  
**GOthic**



# WHITE DWARF



**3 White Dwarfs for £5**

Get them while you can. These back issues will never be reprinted so this may be the last chance to get your hands on these classic issues of White Dwarf.

Many have already sold out or are now limited.

**PHONE MAIL ORDER ON**  
**0115 91 40000**



**203:** Bretonnian knights, Slann Mage Priests, Necromunda battle report, Space Hulk.

**204:** Warhammer Magic, Bretonnian formations, Plague Marines, WHQuest adventure.

**205:** Golden Demon winners, Bretonnian knights, Dreadnoughts, Strategy cards.

**206:** Lizardmen, Noise Marines, Stillmania, the Green Knight, Warhammer battle report.

**207:** Eldar Vyper jetbike, Space Marine attack bike, Great Unclean One, terrain.

**208:** Epic 40K, Lizardman tactics, How Citadel Miniatures are made.

**209:** High Elves, Epic Imperial armies, Space Marine heroes, Warhammer battle report.

**211:** FREE Epic Battle Tracker, Undead army, High Elf White Lions, Sisters of Battle.

**212:** FREE card terrain, Sisters of Battle scenarios, Warhammer tournament, John Wigley.

**214:** FREE Epic 40K Fate Cards, Epic 40K Eldar, Gorkamorka.

**217:** FREE Necron miniature, Realm of Chaos, Epic 40K tactics.

**219:** FREE Golden Demon poster, Digganob, more Necrons, Epic 40K scenarios.

**219:** Khorne Karmage, Gorkamorka terrain, 40K Eldar Fire Prism, Stillmania.

**220:** Ork Scurcher, Warhammer battle report, Gorkamorka Meks, Necron terrain, Stillmania.

**222:** Magic Revisited, Epic Orks, Last Stand at Glazier's Creek, Gorkamorka Muties.

**223:** FREE Ork Bar-Room Brawl game, Mordheim game rules, Epic Chaos armies.

**225:** Dogs of War, More Mordheim rules, Castles, Battlefleet Gothic rules.

**226:** FREE Dark Eldar miniature, New WH40K, Collecting an Undead army.

**227:** Codex Dark Eldar, Tomb Kings army list, Collecting an Empire army.

**229:** FREE Arena of Blood game, Blood Angels Death Company army list, Goblins.

**230:** FREE WH40K reference Chaos, Skaven, Necrons Golden Demon winners.



# 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.

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!"



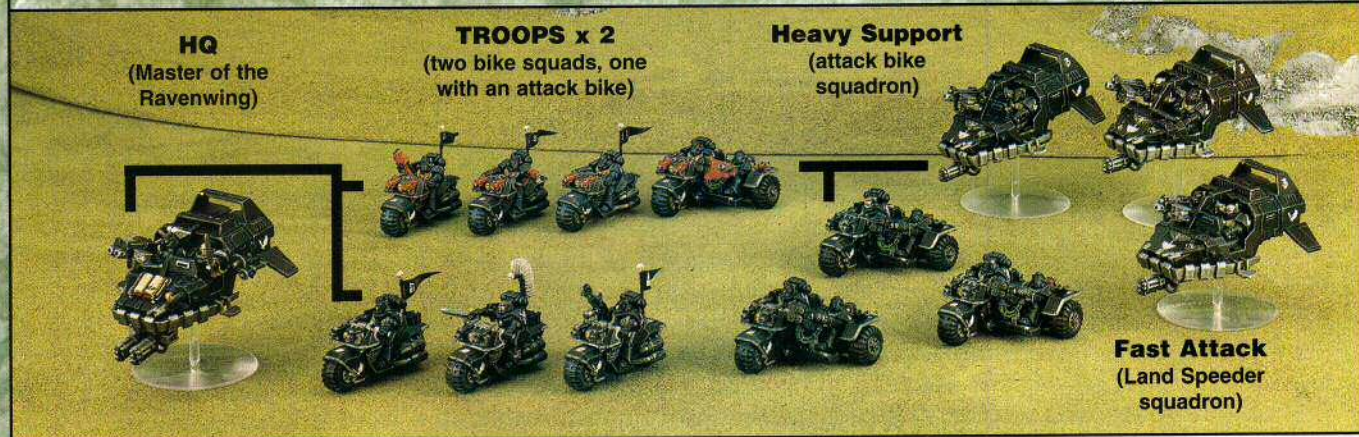
*Unlike the majority of the Dark Angels, the Ravenwing do not wear the dark green armour which is usually associated with the Chapter. Instead their power armour and all of their vehicles are painted jet black – hence the name Ravenwing.*



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



# CHOOSING A RAVENWING ARMY



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, so if they do fall the loss will be greater. The cheapest model that you can buy for a Ravenwing army costs 45 points – the cost of three Tactical Space Marines! Your Ravenwing army is going to look very small when it is arrayed on the tabletop!

By far the biggest advantage of the Ravenwing over other armies is their speed. They can manoeuvre to attack the enemy where and when they want to, then withdraw before the enemy can react. That's the theory anyway – in practice it isn't as easy as all that, as Mark Bedford discovered to his cost in last 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 massed 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 your opponent shoots at them, each of his squads will 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 your manoeuvrability advantage, especially if you get drawn into a close combat. Every turn that your troops are in hand-to-hand combat is an extra 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' save in assaults.

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



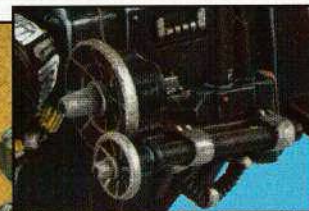
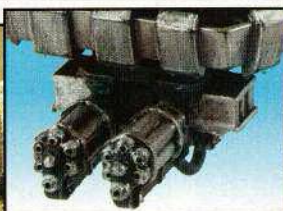
Also marching in this month are new Dark Angels Space

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



**T**he 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.



# WARHAMMER RECORD BREAKERS!

By Nick Davis

*It started with a phone call from Kelvin Pickup, an excited club organiser from Scarborough, who claimed he was going to break the world record for the largest Warhammer game ever played! We dispatched Nick to find out what was going on.*

That was how it all started. Up to this point I only knew three things about Scarborough: one was the famous song about the fair, two was that the steps at the castle hurt if you fall down them wearing armour (I used to do medieval re-enactments) and three, Graham (White Dwarf's Wordy Bloke) sold fudge on the seafront. It is also home to Da Orc's Lair Fantasy Wargaming Club, organised by Kelvin Pickup – and they're a bunch of frothing GW nutters! This was going to be the second time Kelvin and his club had gone for this world record. In fact the club is the holder of the previous world records for the largest battle using Citadel Miniatures – 485,555 points, the most 28mm Fantasy Citadel Miniatures used – 7,000 miniatures, and most hours played – 97 hours (*check out WD212 for details!*). The whole idea came from his son Gareth who wanted to raise money for Children in Need. This time, again urged on by his son and fellow club members, Kelvin was out to smash the records for the largest battle, most 28mm figures used and total gaming points used. Instead of going for the gaming endurance record they decided to play the game over 4 days and raise more money for Children in Need and the local YMCA. With all this in mind I battled my way to Scarborough in the worst weather we had all year (near horizontal rain all the way there!), to record this epic attempt, and I was under orders not to leave until I had found a crate of Scarborough rock for Fat Bloke...

I met Kelvin at his gaming club, Da Orc's Lair (which is a huge cellar under his house), to discuss what he'd planned for the event. Last year they played a standard Warhammer game, keeping track of victory points. This year's attempt

was going to be a little different. Instead of winning with victory points, the forces, which would be split between good and evil, would have to fight over objectives to achieve victory. The entire game would be themed around the D-Day landings of World War II, with the good forces of the Empire, Dogs of War, Dwarfs, Elves and Bretonnians trying to stop a sea-borne assault upon the shores of the Empire instigated by the evil forces of Chaos, Undead, Dark Elves, Skaven and Orcs. The evil forces would win if they controlled all the objectives by the end of the event and the good guys would win by holding onto these objectives. This, he hoped, would make for a much faster game, with both forces going flat out for victory!

The objectives would be based on historical actions that took place at the time of the landings. The main objectives the evil forces had to capture were St Eglise, Pegasus Bridge, Pointe-du-hoc and Villiers Bocage. To achieve their record breaking aspirations (and to represent reinforcements), the armies would be continually recycled as they were killed during the event.

Suffice to say I had a great few days and even found time for a quick game – 3,000 points of Wood Elves in La Bocage against a combined force of Chaos, Skaven & Undead – I only lasted an hour! At the end of it all, the evil forces had just managed to clinch a narrow victory. I even managed to get the rock for Fat Bloke (*and thus stay employed!* – Fat Bloke). Kelvin and Da Orc's Lair managed to break all the records they had set for themselves (see opposite) and all in all I had really entertaining weekend – well done chaps!



Want to get involved in gaming clubs that run mega events like this? Perhaps you are just starting out in the hobby and are trying to find a local gaming club? Or maybe you have moved into a

new area and need to find some fellow gamers to meet in battle? Well the Citadel Journal (GW's very own fanzine) includes a Gaming Contacts list every issue, so you can find out what's going on and who's playing what in your local area...



*Kelvin Pickup (in the middle) and his crazed fellow members of Da Orc's Lair enjoy a stretch before the start of the game!*



▼ Last minute painting down in Da Orc's Lair.



► Every box contains an army!

▼ These two had the job of adding up the points for all those armies – nightmare!



◀ The first Citadel Miniature to be used – Dieter Helsnicht – is placed on the table.

► The battle commences on the first day – over 14,000 Citadel miniatures would see action.



▼ The battle for St Eglise Chapel. Historically on D-Day American paratroopers actually dropped into the town of St Eglise. Here, for a neat little twist, the Undead rose out of the earth!



▲ The destruction of my Wood Elves as they are overrun by Chaos at La Bocage, and the guys who caused it.



## THE FINAL TOTAL

(drum roll please...)

The largest battle using  
28mm fantasy Citadel Miniatures:  
688,783 points

The most 28mm fantasy  
Citadel Miniatures on the battlefield:  
14,355

The total gaming points used in a  
28mm Fantasy Warhammer game:  
2,003,165 points

(Using their army recycle rule, it worked out at about 300,000 points a day getting killed, or 14,000 points an hour, or 233 points a minute!)

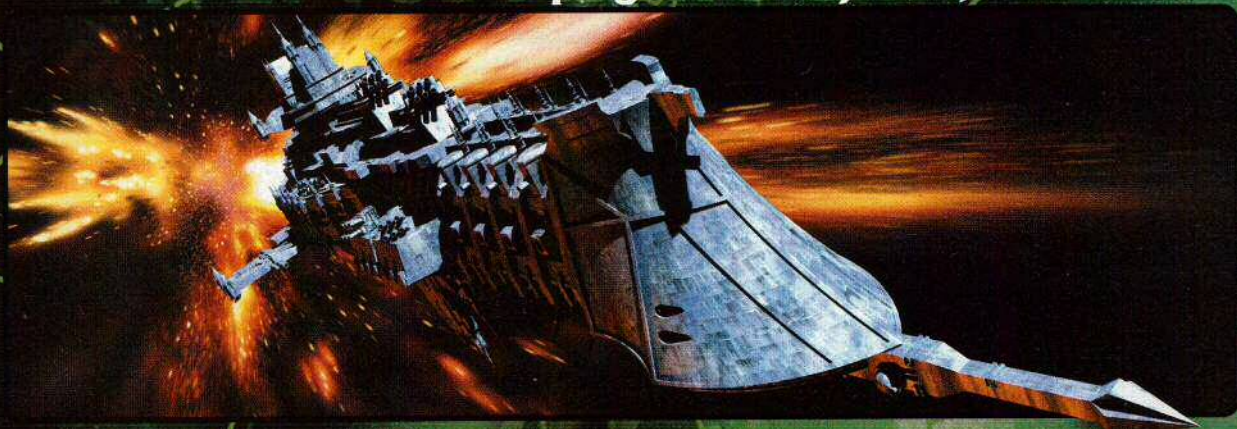
Everyone who took part had a great time, and certainly won't forget what an epic struggle it was in a hurry!



# BATTLEFLEET GOTHIC

## THE GOTHIC WAR

Battlefleet Gothic Campaign Saturday 5th June 1999



**GAMES WORKSHOP PRESENTS THE FIRST EVER BATTLEFLEET GOTHIC CAMPAIGN. OUR PURPOSE BUILT EXHIBITION HALL WILL BE LAID OUT WITH LOADS OF GAMING TABLES, ARRANGED TO REPRESENT THE ENTIRE GOTHIC SECTOR!**

**EVERY PLAYER CONTROLS A FLEET AS PART OF A GREAT ARMADA, AND WILL BE ABLE TO MOVE FROM TABLE TO TABLE, FIGHTING BATTLES FOR SUPREMACY OF THE SYSTEMS IN THE GOTHIC SECTOR. BOOK YOUR TICKET NOW TO DECIDE THE VICTOR OF THE GOTHIC CONFLICT.**

You will need a painted 1,250 point fleet, conforming to the Battlefleet Gothic rulebook fleet lists. When you order your tickets we will send you full rules and all the details of this incredible day! Tickets for this event are available priced £7 through all Games Workshop stores and from Games Workshop Mail Order (0115 91 40000).

- Tickets on sale from 1st April 1999.
- Entry strictly by ticket only. Open 10am-6pm.
- Tickets will not be available on the day.
- Over 16s only, unless accompanied by an adult.

For more information phone Mail Order on 0115 91 40000.

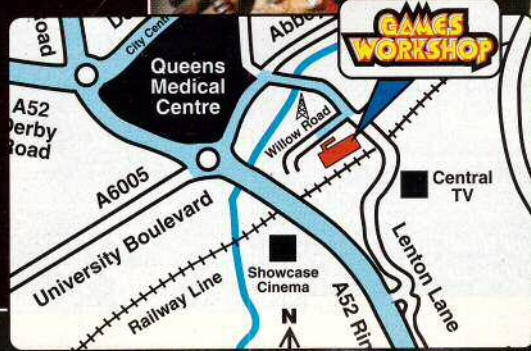
# WARHAMMER WORLD

**THE  
GAMES  
WORKSHOP  
MUSEUM**

**GAMES WORKSHOP EXHIBITION CENTRE,**  
Games Workshop HQ, Willow Road, Lenton, Nottingham.

**G**ames Workshop presents the Warhammer World museum featuring awesome, life-size Warhammer 40,000 characters in amazing settings, including Blood Angels Space Marines, Ork dungeon, Space Hulk corridor and Chaos Space Marine battle scene! As if that wasn't enough, come and see our great selection of massive games displays including the Ultramarines Chapter, Massacre at Big Toof River, the Antoch Plains and last year's mega display, the Siege of the Emperor's Palace, plus lots more great displays!

**ADMISSION £1:** Guided tours of the museum are conducted most days at the HQ store. Adults accompanied by gamers under the age of 16 may enter free. **VERY IMPORTANT!** Before you set off to visit us, please telephone the HQ store to ensure that the Museum is open and that guided tours are available. Open 7 days a week. Tel: 0115 916 8410. Warhammer World is a small but truly exciting museum; a must for all Games Workshop fans! Remember most weekends you can also visit Bugman's Bar for refreshments. Some areas of the HQ will be off limits when the museum is open.





# Black Library Open Day

GAMES WORKSHOP EXHIBITION CENTRE,  
WILLOW ROAD, LENTON, NOTTINGHAM  
SUNDAY 4TH JULY 1999 10AM-4PM

THE DOORS TO THE BLACK LIBRARY ARE THROWN OPEN FOR YOU TO GET A GLIMPSE OF SOME OF THE MARVELS CONTAINED WITHIN: A CHANCE TO EXPLORE THE OTHER SIDE OF GAMES WORKSHOP. TICKET PRICE IS ONLY £5 INCLUDING A BLACK LIBRARY GRAB-BAG. TICKETS AND FURTHER DETAILS ARE AVAILABLE FROM OUR MAIL ORDER HOTLINE ON 0115 91 40000 OR FROM YOUR LOCAL GAMES WORKSHOP STORE.

## the citadel Journal BUNKER

Presents Warwick's awesome 'Dark Tide Rising' battle, displays from clubs all around the country and loads more!



Come and meet the artists and writers, view a gallery of original artwork, take part in a full comic strip improvisation where the audience will guide the action, and don't miss out on our first exclusive ARTWORK AUCTION! Meet the writers and artists from Inferno! who will be available to chat all day!

## Forge World

Get your hands on the latest large-scale ForgeWorld creations, including the 140mm resin Imperial Space Marine statue, Warhammer and Warhammer 40,000 battlefield scenery sets, and much more!



Take part in a demonstration of this exciting game, and also find out what's new from Hogshead Publishing.



## Special Editions

Get your hands on secret, special creations, including limited edition T-shirts, Black Library character figures and fantastic resin conversion kits from the factories of the Imperial Armoury, including the Leman Russ Vanquisher, Destroyer and Conqueror! Finally, the day would not be complete without participation and demonstration games, awesome deals from Mail Order, the Black Demon painting competition and Vehicle Conversion competition.

For more details on the competitions see White Dwarf 235, write, enclosing a SSAE to: Exhibition Organiser, Warhammer World, Games Workshop HQ, Willow Road, Lenton, Nottingham, NG7 2WS, or check out the Black Library website ([www.blacklibrary.co.uk](http://www.blacklibrary.co.uk)).

WARHAMMER WORLD





# WARHAMMER WORLD

THE  
GAMES  
WORKSHOP  
MUSEUM

GAMES WORKSHOP EXHIBITION CENTRE,  
Games Workshop HQ, Willow Road, Lenton, Nottingham.



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 Lucrezzia 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.

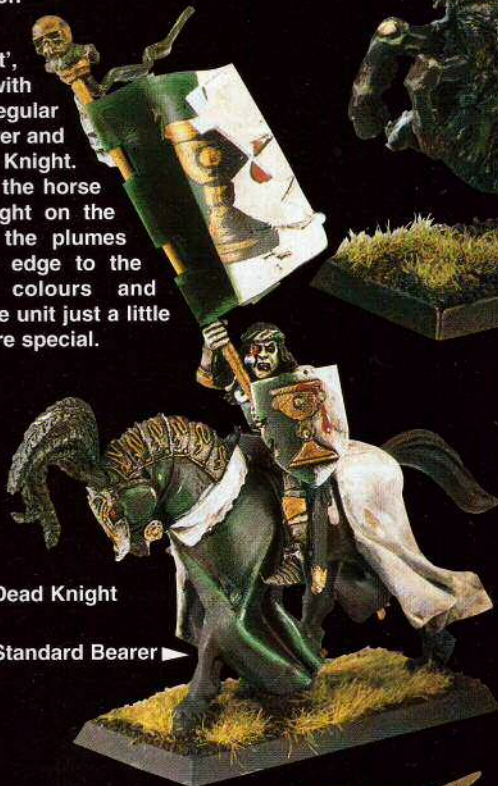


▲ Lady Elysabet



◀ The Dead Knight

Wight Standard Bearer ▶



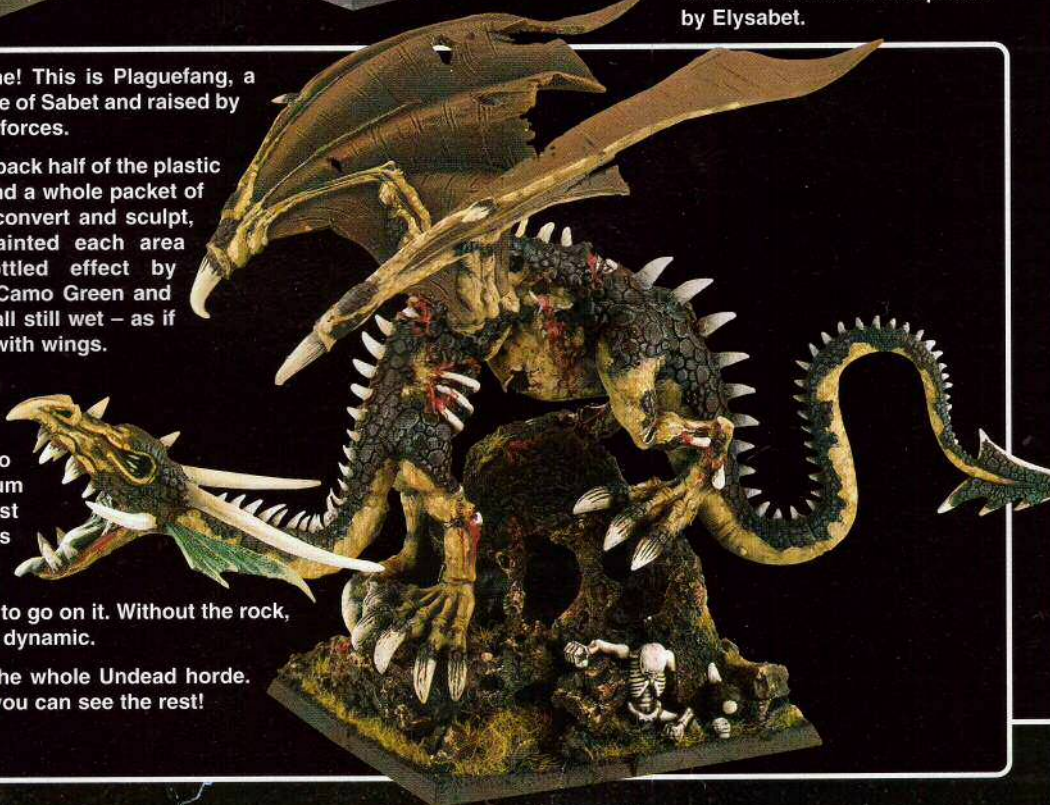
Christine, former Sorceress, who was turned to Vampirism by Elysabet.

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!





# 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!

Quite 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 any 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's 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, Daemons packs, beasts or cavalry, Juggernauts or Nurglings).

**B** – A Chaos Sorcerer uses a psychic power.

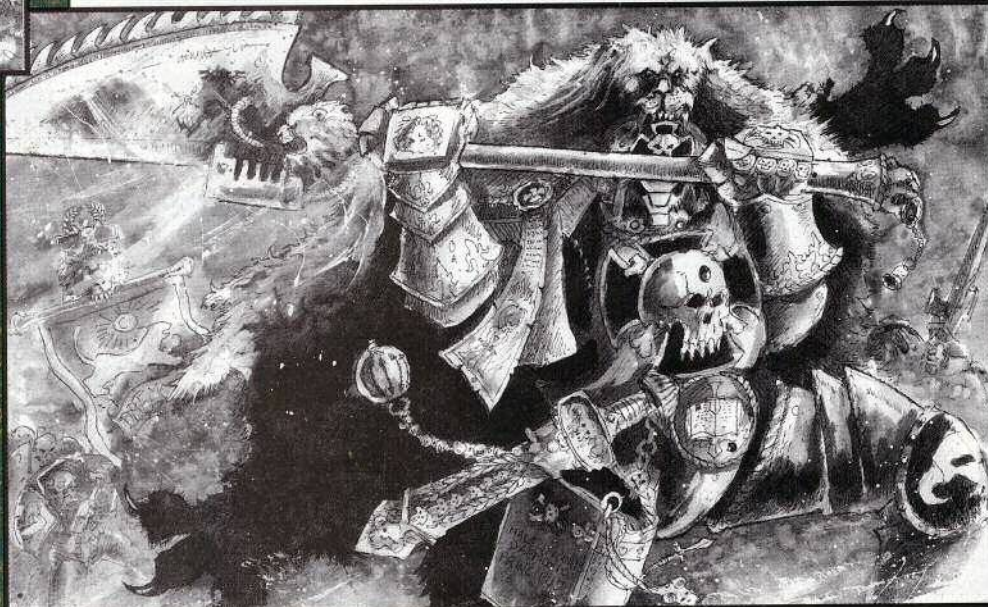
**Equipment:** Grey Knights are armed with two items exclusive to their order, the Nemesis Force Halberd and the Aegis Suit.

**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 Pinning 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 unending 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  
await 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.  
Falsehood 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



**T**hanks 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.



# 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, hmm 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!

**P** 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.





# CHAPTER APPROVED

## 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

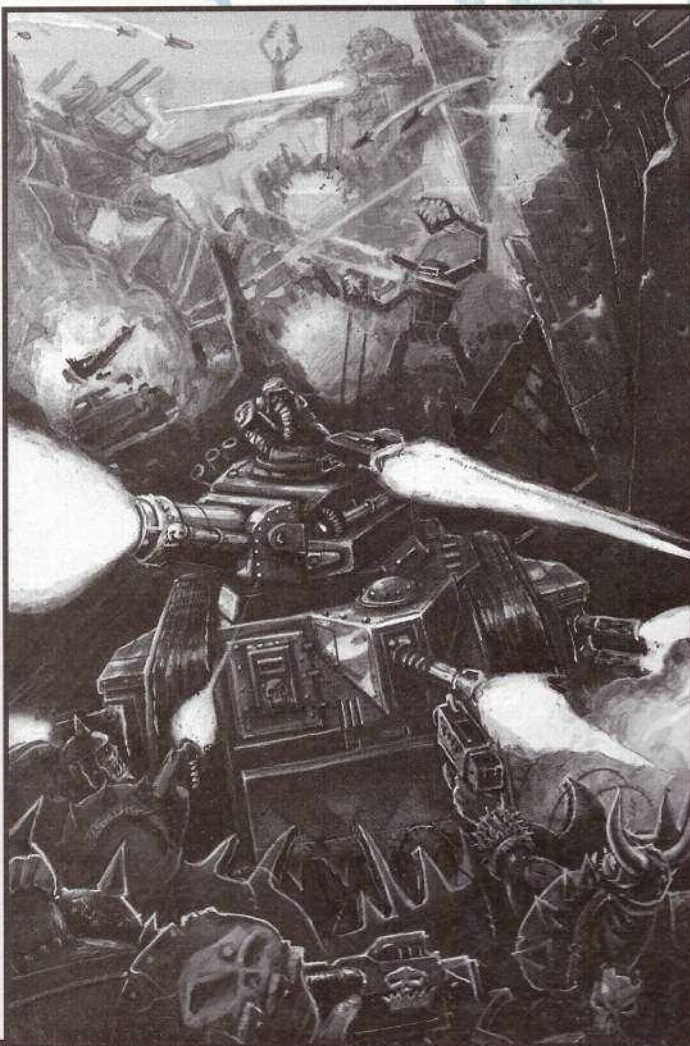
I don't feel that the Tank Shock rule gives vehicles a fair deal, but I think this was probably intentional on the part of the designers, to lessen the effect they have on the game. Players may wish to amend the Tank Shock rule as follows: any models that would end up underneath a tank as it moves over 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 the cost (I had a very tight budget!). I settled on three ruined buildings, a storehouse, a broken Imperial monument, a burnt out 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 was then given a few more (thanks everybody!). I gathered all the crate and barricade sprues I could find and found some very odd shaped packaging which would be perfect for my store house. I would use the remaining polystyrene tiles left over from building my Lizardman fort (see WD225) for the bases.



**Above:**  
The first and simplest of all my ruined buildings. I only used one and a half Gothic Ruins sprues in its construction.



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



## MAKING RUINS

Now I could have made ruins complete with rubble, broken pipes, craters – the full works. While this would look absolutely fantastic, I would have one small problem – the ruins would be so 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 or 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 of 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).



**Right:** This was to be my final construction. (I had only two and a half sprues left). So I decided to try to make a two-storey building.



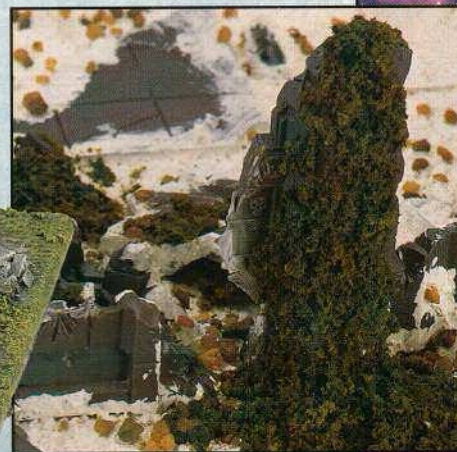
a few pieces of coral gravel, and then left it to dry.

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.

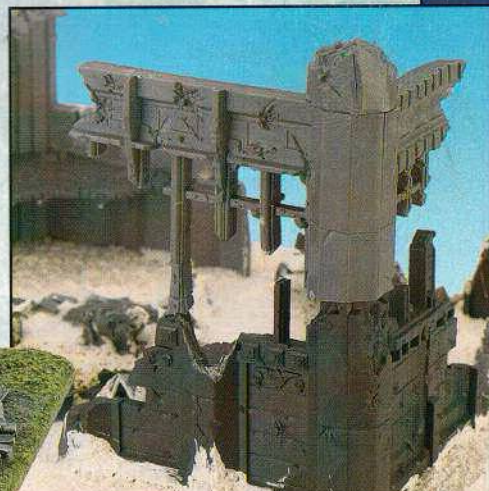
The first construction took me less than two hours and it was all pretty easy to build. I had found the secret to making ruins. They can be really roughly constructed and look great. I started on the next two ruins...

## 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 storey 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.

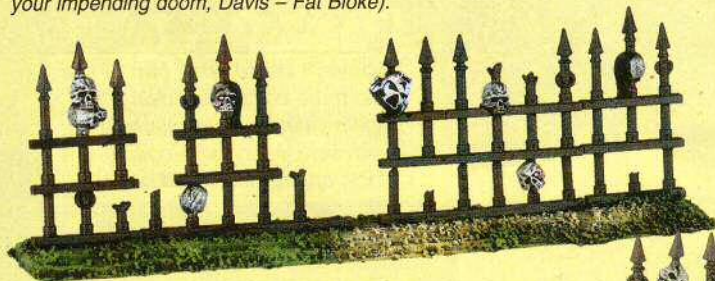
**Right:** The storehouse's gateway is made out of an old Necromunda bulkhead cut in half.



## 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.

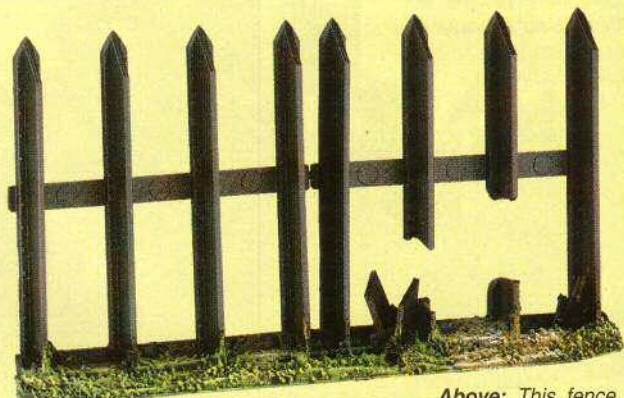
**Below:** The railings are made from the spike rows taken from the Chaos Spiky sprue. All I did was glue them on top of each other, after cutting off the spiky bits on the bottom row. The spiked heads make a gruesome decoration (it appealed to my Dark Eldar nature) and it's a complete coincidence that 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:** 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.



**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).

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





## 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.

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.

*Cake pillars come in all shapes and sizes.*



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!

## 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.

**Right:** I used coarse turf modelling flock glued onto the broken pillar for that overgrown effect that you always see in old Tarzan movies.



To get hold of the Gothic Ruins,

Barricade

or Chaos

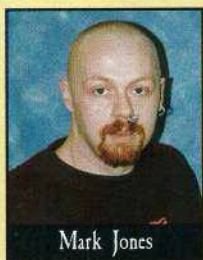
Spiky sprues, give Mail Order a call on

0115 91 40000!

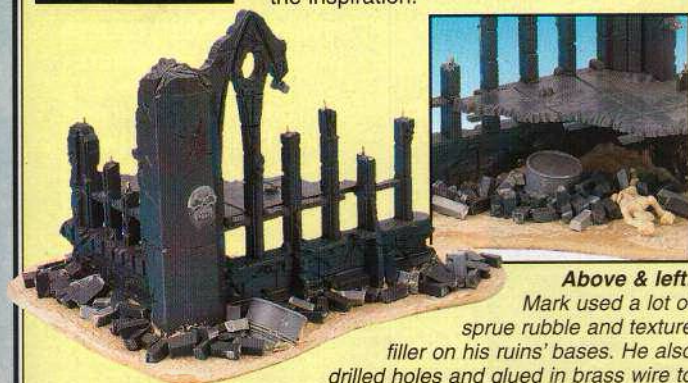


## THE INSPIRATION

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!"



Mark Jones

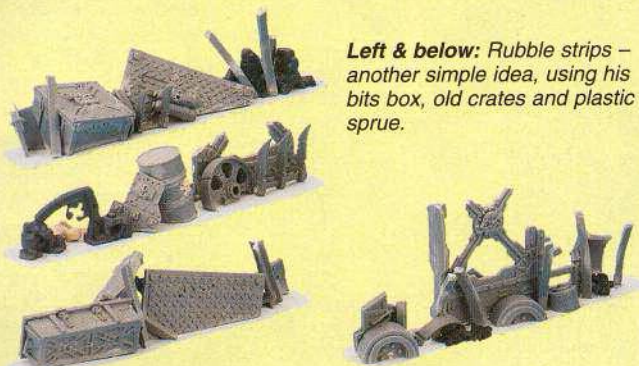


**Above & left:** Mark used a lot of sprue rubble and texture filler on his ruins' bases. He also drilled holes and glued in brass wire to represent the metal reinforcement rods you find in smashed concrete.



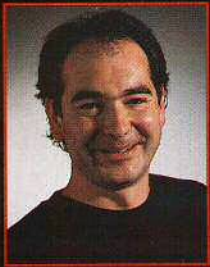
**Above:**

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.





# J-FILES: SEASON 4 WARHAMMER EMPIRES

By Jervis Johnson (and a cast of dozens!)

file  
J/234-1

It's a welcome return for the J-Files, in which Jervis takes a personal look at an aspect of the hobby that piques his interest. As a follow on from the J-files article in WD218 about using multiple tables, Jervis has a report on the recent Warhammer Empires weekend held at Warhammer World, on the weekend of 16-17 January.

For those new readers who weren't around for the last lot of J-Files, these articles are really just an excuse for me to ramble on about something to do with the GW hobby that isn't directly related to things we publish or make. In other words, to explain why we designers do things the way we do, present ideas for alternative ways of playing our games, or to report on other aspects of the hobby such as events, clubs, or whatever.

This article is one of the last type, being a report on the Warhammer Empires campaign we ran at Warhammer World here at Games Workshop HQ on the weekend of 16-17 January. Personally I've always looked at wargaming as a social activity, where a group of like-minded individuals get together to play games, chat, and generally pass their time in a pleasant manner. Because of this, events like Games Day, the Grand Tournaments, and all of the other gatherings held around the world (not just run by us, I hasten to add) are of vital importance to the hobby, serving as they do to gather a whole bunch of people together to take part in their favourite past-time. More importantly, they offer a really good chance to meet fellow hobbyists and build up the circle of fellow gamers that you know



The gaming hall in all its splendour.

and can play games against. Speaking from my own experience, I now have a number of friends who I first met at a gaming event. This article, then, describes one such event, in the hope that it will encourage people to both attend and even set up such things themselves.

## MULTI-TABLE CAMPAIGNS

To start at the beginning then, some time ago I wrote a J Files article for White Dwarf describing how to fight multi-table battles, where a group of players fight on a series of interlinked tables. The article appeared in WD218 and following on from that I've now run several multi-table campaigns for anywhere from 16 to 70 players. Warhammer Empires was the latest of

these campaigns and also the largest, with 74 players taking part.

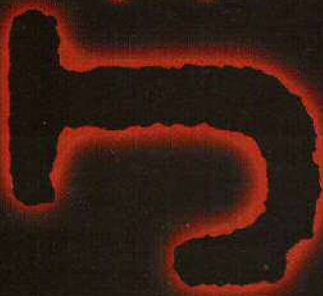
I'm not going to go into a huge amount of detail about how the event worked, otherwise I'll just end up repeating my previous article. Suffice to say that when the players arrived they were split into 'empires' and given a map that showed how the tables set up in the gaming hall were linked together. Each of the empires started out in control of one table, and by travelling along the routes marked on the map were able

file  
J/234-2

### THE RULES PACK

If you'd like a copy of the complete rules pack we used for the weekend, then write to me at the following address: Jervis Johnson, Games Workshop Design Studio, Willow Road, Lenton, Nottingham, NG7 2WS. Please include a large, stamped, SAE with your request.

SETTLE





to take control of more. If a table was occupied by players from an enemy empire then a battle took place, with the winner taking control of the table and the loser being forced to retreat. At the end of the weekend the empire that controlled the most tables would be declared the winner. Simple!

### BUSY, BUSY, BUSY!

Well, simple to write down, at least. However, based on my experiences with all the events I'd helped run, I knew that the devil is in the detail. In this case the biggest job was getting the gaming tables and other paraphernalia together ready for the event. Although I'd like to say that we planned this all well in advance, it would be a lie. We were already into the new year before we really got down to the hard work of organising the event. I say 'we' here, which implies that I had a lot to do with the process, but in fact it was the GW Events team (Tony 'how much!' Cottrell, Che 'The Preacher' Webster, John 'Warlord of Mars' Carter, and Matt 'Power Tool' Fletcher) that worked all the hours god sends to get everything together in time. This included making over sixty brand new gaming tables, dinky little stand-up flags to mark which table each empire controlled, and a lovely full-colour map of the gaming hall to replace the naff black and white version I'd come up with. Many players commented on how nice all these touches were, and what a difference it made to their enjoyment of the event – the point being that it's the little details like this which

can make all the difference, and are well worth the extra effort. Just expect to be up rather late the night before the event getting them ready, that's all.

Anyway, while the events team were feverishly putting the finishing touches to the gaming hall, Tuomas Pirinen and myself were coming up with the rules for some of the 'special' tables Matt had made for the campaign. One of the things I really like about this type of event compared to a normal tournament is that you don't have to be 'fair' to the players. In a tournament, players would get all upset if we said that on one table there was a chance of a snowstorm blowing up so they couldn't use their missile weapons (I know this from experience, having done it in a staff tournament, and then having to put up with all the moans and complaints), whereas in a multi-table campaign,

### DWARF ARMOURY

*The empire that controls this table on Sunday morning receives a Dwarf rune weapon worth 75 points. Design the weapon yourself on Saturday night and hand the design to an umpire for approval.*

### SWAMP

*Roll a D6 if you want a unit to march or charge. On a roll of 1, 2 or 3 the unit loses that many models. On a roll of 4+ it makes the move safely.*

### ICELANDS

*Each player rolls a D6 at the start of their turn. If they roll 1 it starts to snow heavily, and they cannot make ranged attacks of any kind that turn.*

### RIVERS, PONDS & OTHER WATERWAYS

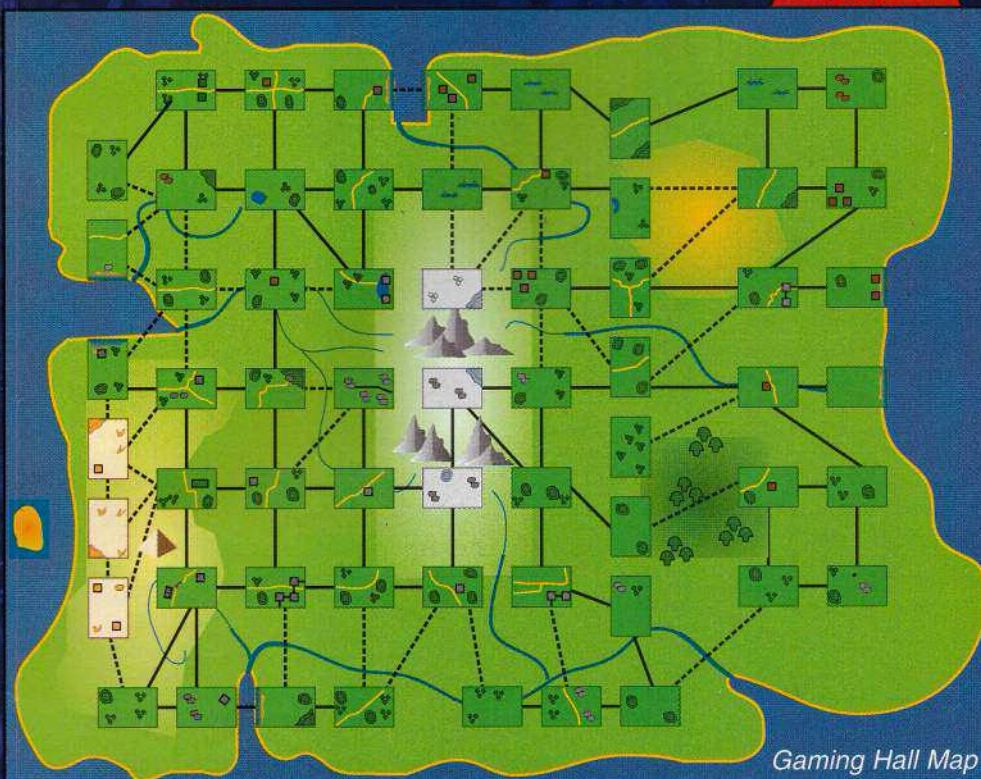
*All water is considered difficult terrain, rather than impassable terrain (rivers are shallow, the tide is out, etc).*

### FE-FI AND FO-FUM

*Fe-Fi and Fo-Fum are Giant twin brothers. They will fight for the army that pays them the most gold. However, they have a tendency to forget which side they are fighting for. Roll a D6 at the start of each of the controlling player's turns; on a roll of 1 the Giants change sides (see the rules for Mercenaries changing sides in the rules pack).*

players see it as part of the fun. This said, it is possible to get carried away, and I've learnt to

keep the rules for any special tables as simple as



Gaming Hall Map



possible. The players are perfectly capable of making a game complicated without any help from the organisers! The trick is to come up with something that has character but is easy to use (see file J/234-3, on the previous page for a few of the things we thought of).

## THE DAY COMES

So it was that we finally arrived at the morning of the Warhammer Empires event itself. By the time I turned up at 8.30, the players were already arriving. A quick dash around showed that there was only one thing still to be sorted (which was good going – there are usually at least half a dozen things), and that was which Empire each player would belong to. Fortunately John Carter had this well in hand, and soon we were able to post up a list of which player belonged to each of the twelve empires in the campaign. It was then a simple job to register the players, give them a set of magic items, their gold, and tell them to check out the listing to see where they would start and who their allies were.

Oh yes, magic items and gold! As already noted, the idea was for players to move around the hall, capturing tables and fighting battles. However, in order to make things more interesting we'd come up with special rules about the use of magic items. These were limited to three per player, no more than one per character, and to make sure that there wouldn't be any duplicates in our campaign, we allocated the items to the players rather than letting them

choose for themselves. This made magic items both rarer and more random than in a normal game, and all of the players I spoke to thought this was a good thing. Perhaps Rick's Free Thinking Radical rule for magic items in WD222 is not quite as silly an idea as some players think!

Anyway, in addition to magic items the players received 500 gold pieces – represented by paper money, sadly, rather than real gold – that they could spend on a number of activities. The most common use for gold was hiring one of the staff mercenaries that took part in the campaign to fight with you, but there were a number of other uses too (my path finder Marcus Harthorn had an especially good day on Sunday, earning almost 6,000 gold pieces for guiding armies along secret routes to adjacent tables).

## AND... GO!

At 10 o'clock that morning Warhammer Empires got under way. In previous events like this, players have been allowed to make a move whenever they like, by simply putting their hand up and waiting for an umpire to sanction the move. Especially at the start of a session, this invariably led to a lot of exhausted umpires and irate players, as everybody wanted to move at the same time. To avoid this we instead announced when players could make a move. To start off with Pete, our announcer, worked through each empire, proclaiming, "empire A, put your hands up if you want to move," then when the moves had been made, "empire B, put your

file  
J/234-5



Dozens of armies compete for new territory.

file  
J/234-6



The Chaos Warriors of empire G assault their neighbours.

file  
J/234-7



Two huge armies charge towards each other.

hands up if you want to move," and so on. After a couple of moves like this, most players were fighting rather than moving, so we were able to have Pete simply announcing,

"players, put your hand up if you want to move," every 15 minutes or so. This system worked much better than the old method, and players that had been along to both kinds of events



gave it a big thumbs up – so it will be the method of choice in future.

However, even with the new calling system, the first twenty minutes or so was hectic. My main memory is of running from one end of the hall to another as players thrust their hands in the air demanding the right to move. After a short while, though, most players were embroiled in battles, and the umpires' job became mainly confined to allowing players to make an occasional move or answering questions. Fortunately I had Tuomas around to help with any Warhammer rules questions, so my usual reply of "Erm, I'd roll a D6 for it if I were you," was replaced with "Erm, I'd ask Tuomas about it if I were you."

As I've already said, one of the things I like about campaign events as opposed to tournaments is that the battles don't have to be fair. In particular, in a campaign either side in a battle can include extra contingents of troops, either lent by fellow players from the same empire that aren't taking part in a battle themselves, or staff mercenaries hired with the gold each player had been given. Past experience had taught me to limit the size of contingents to avoid them unbalancing a game too much, but even so, a player fighting against an opponent with more than one contingent was going to be in for a tough fight (possibly too tough – I think I'll cut the contingents down still further next time round). As an aside, one thing these campaign events have underlined to me is how extraordinarily

*Saturday morning*



well balanced the Warhammer army lists actually are. I know that some players feel otherwise (especially about other players with a new army list!), but to be honest, what I saw over the weekend (where a player with an advantage of just one 250 point contingent rarely lost a battle no matter what army he or his opponent had)

makes me think that the army lists are pretty much spot on. This isn't to say that new lists aren't 'better' than old ones, just that the improvements in terms of presentation, entertaining special rules and so on don't in themselves make the army perform any better on the battlefield.

But I digress. For the first session of play the

action was fast and furious as each empire claimed its territory. Empires B (High Elves), E (Empire) and G (Chaos Warriors) got off to a flying start, but by lunch time empires E and G had been forced back, empire E in particular suffering at the hands of a

*Saturday afternoon*





combined assault by empires B, J and K (Orcs & Goblins). Empire E also lost a territory to empire H (more Chaos Warriors) which hired a fleet to move them from one coastal board to another one. Players on coastal sections were allowed to hire a fleet in this way by paying the umpire a certain amount of gold, which tended to increase depending on the urgency of the move! By lunchtime dozens of battles had been fought, and the High Elves of Empire B were emerging as the front runners.

## RISE AND FALL

Pausing only for food and drink, play resumed for the afternoon session. Things went from bad to worse for empire E as they were squeezed back into a corner with only a single table remaining. Meanwhile empire C (Wood Elves) cheerfully broke the non-aggression pact they'd arranged with empire B, and launched an

invasion that swiftly grabbed almost half of B's territory. But these two tales of woe were nothing compared to the plight of empire G. Attacked from all sides, and with nowhere to retreat to, empire G was carved up by the other empires around it. As player after player from empire G lost the battles they were taking part in, they found they had nowhere to go, and were forced to join the empire that had defeated them as 'subjugated kingdoms'. By 3 o'clock empire G had ceased to exist for the time being.

By the end of the day, empire E had managed to fight their way back into the game, along with the Undead of empire A, who at one time had also been reduced to a single table. Sadly the players in empire M had not been able to pull off a similar feat, and like empire G before them they were surrounded and crushed by the powerful empires around them. Meanwhile two players from the defunct empire



The Bretonnians gallantly hold off the Orc horde.

G managed, quite literally, to pull off something of a coup. The players approached me and explained that they had been left to guard a table by themselves. Could they rebel and re-establish empire G, they wondered? After all of ten seconds pondering I allowed them to succeed in their daring revolt — there was nothing in the rules about this kind of thing, but as chief umpire I could (and did!) make up and change rules on the spot. As noted several times, the

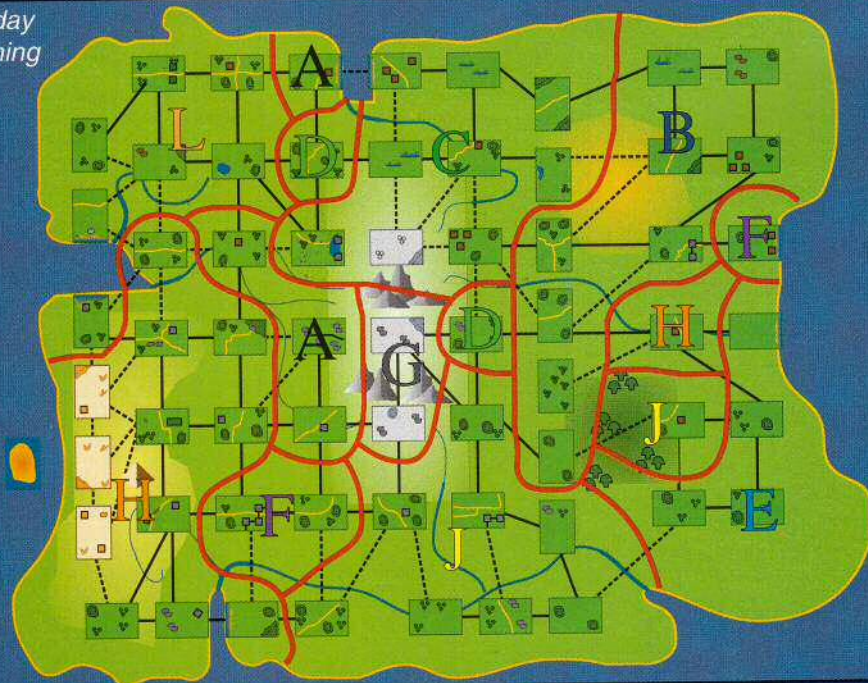
great thing about running an event like this is that it doesn't have to be fair, just fun! So it was that empire G came back from the dead. They were even able to engineer the revolt of some of the other players from their old empire, and by the end of the weekend their empire had carved out a small niche for itself and consisted of some 4 or 5 players.

But this was in the future. By the end of play on Saturday, empires had risen and fallen, been destroyed and reappeared and we still had a day to play! The strongest empire appeared to be that of the Chaos Warriors of empire H, but empire C also looked very strong. In any case, the day had shown that the situation could change very quickly indeed.

## WIN, WIN, WIN!

Although game play ended at six, we had arranged for a number of events to take place in Bugman's bar that evening. Many players still had some gold remaining, and these events gave them a chance to gamble their assets and perhaps even increase them. Of more interest were the magic items on offer. When we'd divided up the magic items, we'd

Sunday morning





limited them to a maximum value of 50 points. Players had had the opportunity to swap cards for race specific items worth up to 75 points, but this still left all of the best items still out of play and it was these which were up for grabs that evening! However, even without the lure of gold and magic, I'm sure that the evening's games would have been well attended, and as far as I can remember they were. Unfortunately the things that went on became rather, erm, blurred after we moved from the gaming hall into Bugman's bar. I can't understand it; I guess I must have been more tired than I thought.

### NEW FRIENDS

Sunday dawned bright and clear as, nursing an inexplicable headache, I made my way back to Games Workshop HQ for the second day of the event. Clearly a certain amount of planning and conniving had been going on the previous night, for the opening gaming session was especially hectic and bloody. First of all empires D and K, both of which were made up of

Sunday  
afternoon



Orcs and Goblins, decided to combine their efforts and joined their empires together. Again, this wasn't strictly allowed by the rules, but what the hell I thought, I couldn't see it doing any harm (I should explain here that each empire's score at the end of the weekend was based on the number of tables it controlled divided by the number of players in the empire – so having lots of players was not necessarily an advantage).

Meanwhile the rebels of empire G staged their uprising, claiming another two tables. By the end of the session, empire B managed to re-establish itself, mainly at the cost of empire C, and empires H and J established themselves as major contenders

for the title. With only two hours for the final session it looked like one of these four would be our winner. But which one?

The final session started off with a bombshell; empires B and C had ended their differences and declared a joint Wood Elf and High Elf alliance, as the Orcs had done earlier. This gave them both the largest empire, but also the one with the most players. The final session carried on as it had started, with all kinds of back-stabbing and dodgy deals being made. Empire E, tenacious as ever, were

booted off the mainland, but managed to capture Treasure Island to hang on in the game. The rebels of empire G were almost wiped out, but managed to pull off another last minute escape by capturing a coastal territory. Meanwhile the 'big players' were battered, then tried to fight back. Empire J failed in its attempts to hang onto its empire, but empire H came back strongly, recapturing many of the tables it lost to surprise attacks just after lunch. However, though

file  
J/234-12

### TREASURE ISLAND

*Probably the most popular of the special tables was Treasure Island. This could only be reached by boat, but hidden upon it was Gotrek's Axe. In order to find it all a player had to do was point to the place he thought it was hidden. If he guessed right, he got the magic item. Even though the spot where the treasure was hidden was marked with a large black X (X marks the spot, ho ho ho!), the first five players to arrive at the island failed to find it because they assumed that the X was just too obvious a place for it.*

file  
J/234-14



Empire H attacks on all fronts, but will it be enough?



empire H thought they had done enough for a win (see the 'stewards enquiry' note below!), when the final bell went, it was the High Elf and Wood Elf empire alliance that had the highest score and had won!

file  
J/234-16

## STEWARDS' ENQUIRY

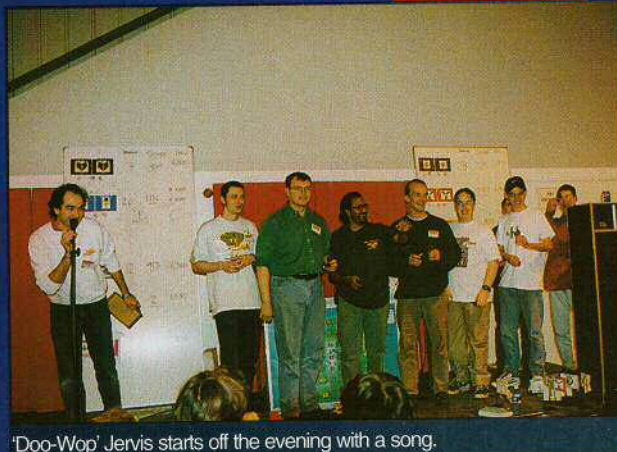
*After we'd had the awards ceremony, a couple of players from empire H came forward to say that they thought they had captured one more table than they were credited with on the score board, and that this would have given them enough to win the event. Unfortunately by the time we checked, the flags had been cleared from the tables as we prepared to tidy up. In the absence of any other evidence I had to stick with our written records of who controlled each table, and so the result stood. However, I accept that we might have got things wrong, so I arranged for a special set of 'We Were Robbed' certificates to be sent to the players of empire H as a consolation prize.*

## THE WINNER IS...

Or rather, thought they had won – for in keeping with the spirit of the event, I decided that having an alliance win just wasn't quite on.

There should only be one winner!

To resolve this, we had a 'penalty shoot-out' between players from empires B and C to decide the overall winner. The shoot-out consisted of three players from each team being invited to the stage to answer some horribly difficult Warhammer questions set by Tuomas. After a suitably tense few minutes empire B managed to net the winning question, and were declared the winners. Well done to



'Doo-Wop' Jervis starts off the evening with a song.

them for a well deserved and hard worked-for victory, but also to all the players that took part and helped make it such a memorable weekend (especially the players of empires G and E, who never, ever gave up, and the members of empire H who almost won!).

Hopefully this report will inspire some of you to come along to one of the future campaign

events that we are planning to run, or to try to run a similar campaign event yourselves. They don't have to be as large or as long as this event; I've run several with a fraction of the players and tables we used for Warhammer Empires. As always I learnt a lot from the weekend, and am really looking forward to the next two events we run like this. The first of these, Total War, uses a slightly modified version of the Warhammer Empire rules to produce a similar system for 40K players. In Total War the players are split into divisions rather than empires, under the control of a Supreme Commander who gives out orders, hands out replacement troops, and plans orbital bombardments and air strikes! It should be a real blast, and I look forward to seeing you there.

file  
J/234-15

## The Final Results

| Position | Empire | Race(s)                                      | Territories | Players | Score |
|----------|--------|--|-------------|---------|-------|
| 1st      | B & C  | High Elves, Wood Elves, Dwarfs               | 20          | 17      | 1.176 |
| 2nd      | H      | Chaos Warriors, Chaos Beastmen, Chaos Dwarfs | 9           | 8       | 1.125 |
| 3rd      | D      | Orcs & Goblins                               | 12          | 13      | 0.923 |
| 4th      | A      | Undead, Skaven                               | 7           | 8       | 0.875 |
| 5th      | J      | Bretonnians                                  | 5           | 6       | 0.833 |
| 6th      | G      | Chaos Warriors                               | 3           | 4       | 0.75  |
| 7th      | F      | Dark Elves, Dogs of War                      | 3           | 5       | 0.6   |
| 8th      | L      | Lizardmen                                    | 3           | 6       | 0.5   |
| 9th      | E      | Empire                                       | 1           | 5       | 0.2   |
| -        | M      | Empire                                       | 0           | 6       | 0     |

*Jervis*





# 96

**PAGES OF  
HARDCORE HOBBY  
EVERY TWO  
MONTHS!!**

*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.*

*Here's just a small selection of the great stuff in the latest Citadel Journal:*

*We've got a WH40K terrain-making spectacular, so get some hot tips and check out the cool terrain that you guys have been making!*

*Cheerleaders aren't just for decoration, you know – give your team an injection of morale, with these cool bouse rules.*

*Plus Palanquin of Nurgle, Necromunda campaign, Conqueror tank and much, much more....*

**SUBSCRIBE AND  
GET A FREE BOX  
OF MINIATURES  
WORTH £5**



boxed set of miniatures absolutely free! You can choose any boxed set worth up to £5.



**TO SUBSCRIBE TELEPHONE ☎ 0115 91 40000 NOW!**

Get all the latest news about the Black Library at our cool website: <http://www.blacklibrary.co.uk>

# the citadel® Journal

The Games Workshop magazine by fanatics, for fanatics!

issue 32

£4.00/US\$7.99

- Warwick's World
- Palanquin of Nurgle
- Blood Bowl Cheerleaders
- WH40K Wargames Terrain

IMPERIAL  
ARMOUR

**EXCLUSIVE!**

**GAMES  
WORKSHOP**

**The essential Games Workshop  
hobby magazine, written by  
gamers, for gamers!**

**GET A FREE BOXED SET OF MINIATURES WHEN YOU SUBSCRIBE TO THE JOURNAL**

Subscribing to the Citadel Journal couldn't be easier. For just £24 you get 6 issues of the Journal delivered direct to your door. No more traipsing through the Chaos Wastes into the depths of the Underhive and battling with the denizens of the deep to pick up your copy. But that's not all, we're also going to give you a



Data obtained during interrogation of captured Eldar Pirate [name unknown] 2645725.M39.

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: Krv 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



HISTORICAL LIBER VISUAL RECORD DOWNLOADED:  
 ELДАР PIRATE FORCE SIGHTED ON CALTHOR IX  
 +++EXIT LIBER+++++  
 Run cross reference matrix +XENO+ with known  
 xenomorph pirate organisations.  
 +++Press ¶ rune to run matrix+++

# WARHAMMER® 40,000



DESIGNATION: Wych cult  
 TROOP TYPE: Reaper jetbike squad



DESIGNATION: Infiltrators  
 TROOP TYPE: Mandrakes

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



DESIGNATION: Infantry squad  
 TROOP TYPE: Dark Eldar Warriors



DESIGNATION: Retinue  
 TROOP TYPE: Incubi bodyguard, Raider transport



DESIGNATION:  
 Unknown  
 TROOP TYPE:  
 Haemonculus



DESIGNATION: Dreadnought  
 TROOP TYPE: Talos



# 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.*



TRANSMITTED: Vidium (Vidium Prime Hive)  
DESTINATION: IQ-0II  
TELEPATHIC DUCT: Astropath-terminus Fazel  
\*\*\*DECRYPT CIPHER ORDER ACCEPTED\*\*\*  
TRANSMITTED: Vidium (Vidium Prime Hive)  
DESTINATION: IQ-0II  
TELEPATHIC DUCT: Astropath-terminus Fazel  
REF: Inq/01428235257/PT

RECEIVED: IQ-0VI  
DATE: 5356675.M40

RECEIVED: IQ-0VI  
DATE: 5356675.M40

TITLE: Report on Loss of Contact with Vidium.

THOUGHT FOR THE DAY: "The population needs deception, so deceive them."



#### Extracts from Vocalog.

**5263675.M40** • Made planetfall to Vidium Prime on a shuttle from the Vigilance of the Emperor, just after dawn. Guidance beacons still in operation at the Starhaven landing port. My Othervoice is strangely silent, the psychic equivalent to the calm and peace left after a storm has passed. I am left with the feeling that a great amount of psychic pressure has been here recently and that its passing has created a vacuum, sweeping away the thoughts and feelings of the inhabitants when it left. However, preliminary augurs from the Vigilance of the Emperor showed little sign of damage to the structure of the Vidium Prime Hive. I, myself, can see no evidence of life at all, however the landing port is free from blast marks or debris that would indicate fighting. This is strange as Starhaven is the principle port and would make a perfect beach-head and staging point for any invasion. In addition, the port would be heavily defended in the event of an uprising; in fact it has its own Arbiters precinct which appears to remain unbreached.

• Strange – the main entry-way to the barbian is shut down. My attempts to bypass the security locks have been thwarted. I can only surmise that the portal mechanisms have been burnt out, barred or disabled in some other way. However, this is intriguing in itself. I must get inside.

**5303675.M40** • I slept on my problem and when I awoke this morning set about another investigation. Of course, the solution was brutally simple with hindsight. Shedding my austere robes of office and donning a workman's tunic, I then broke open the maintenance integument on the secondary docking platform and, by dint of trial and error, navigated my way through those interminably long tunnels and conduits, until I came into the main chamber. It took several hours and was back-breaking labour, but work is prayer, as you taught me.

• This too is deserted and without trace of incident. There is no evidence of a rapid evacuation, everything seems to be in perfect order. Using the security ciphers I have in my possession, I will gain access to the data repositories and examine the lists of docking ships, and their manifests.

• Even a cursory examination of the repository took the whole of today. There was no hint of anything untoward in the data, with the exception that the entries suddenly ceased some seven months ago, roughly one score days previous to loss of communication with Vidium.

**5306675.M40** • My investigations have so far brought nothing but more questions. Why was Starhaven closed? What has become of the Adeptus Arbiters? Today I will endeavour to shed some light on these matters. This morning I will pay a visit to the Arbiters precinct.

• The primary stockade around the Precinct shows nothing more than the utter desertion I have so far encountered.

• Interesting, it seems that the secondary portal has been overloaded in some fashion. Flash burns around the seal indicate some form of high-powered voltage accelerator, which has shattered the relays and cause the door to freeze open. I will look inside.

• Emperor protect us! Inside is a scene of carnage, the likes of which I have never encountered, though I have looked upon the bloody field of a hundred battles. Close quarter fighting is always horrific, but the slaughter that took place here is tenfold worse than I have ever seen in an overrun bunker or fortifications breach. Almost all of the Arbiters must have mustered here for their defence. What manner of horror could have made them seek refuge in this one precinct, when there are hundreds of such enclaves throughout Vidium Prime's fifty domes?

• I can only find the corpses of the Arbiters, there are no bodies of the attackers. After examining the wounds and other evidence, I have come to a number of conclusions.

• The weapons were a mixture of energy, projectile and close assault.

• The attackers had a grasp of monomolecular technology which far surpasses our own.

• The majority of wounds seem to be inflicted by a hail of razor-sharp shards thrown at extremely high velocity. This literally flays skin and flesh from the bone upon impact, causing horrendous tissue damage. Even glancing hits cause massive gouging, and blood loss from these wounds must be tremendous.

• Bladed weapons and whip-like scourges have also been used to remove large portions of skin and flesh in bizarre patterns. Whether this was done before or after death is impossible to surmise.

• Cauterisation and scarring indicates use of powered weapons and also long range energy weapons, possibly linked to the accelerator used to overload the portal relays.

• Casualties appear to be in an advanced state of decomposition, and there is evidence of pathogenic, mutagenic and corrosive agents. In simple terms, the victims, in life, would have been hideously blinded and disorientated, their skin would have felt as if it were burning, their respiration and even the circulation of the blood would be erratic and extremely painful. Ego horresco referens! This has, of course, been determined by the most cursory examination only and I will arrange samples for full autopsy upon concluding my preliminary investigations. One can conclude from these basic facts that the unfortunate Arbiters died in extreme agony, whether from shock and physical trauma or the immensely painful and debilitating effects of the toxins used.

**5310675.M40** • I have decided to cut through to the heart of this and, pace tae, will travel to Duke Masal's chambers direct. For the Arbiters to have been slaughtered in such a wholesale fashion points towards collusion at a very high level.

• As I get closer to the Imperial Commander's offices, there are more scenes of fighting. As yet there have been no bodies of the attackers, but there is much damage to the structure of the travel-way and piles of human corpses litter the path. All have died in states of extreme agony and horror, their rictus screams stare at me from every direction. My Othervoice is now picking up a distant growl, a heaving menace just beyond the borders of consciousness.

• I have accessed the memorials of Duke Masal. I think it is better if he speak for himself...

#### Vocalog download from Imperial Commander's personal entries.

• **5032675.M40.** The accursed Duke Vajo of Hive Remus is trying to usurp me again! My bodyguard remain loyal, yet the Arbiters steadfastly refuse to allow me to send the troops to deal with this threat to my authority. They must be... circumnavigated somehow. My emissaries to Vorst Sector have brought word of a mercenary contingent who will do as I require. In return they require a few slaves. I will order my abduction squads to double the quota on their next tour of the Downreaches.

• **5023675.M40.** My avenging angels have arrived. I closed off Starhaven and allowed them entrance through my secret chambers. They have taken up residence in the Sanguinius Suite, a household of some fifty of them. They are strange creatures, these Eldar. There are men and women amongst them, some of the women have caught my eye in particular – mayhap I will avail myself of other services they have to offer!

• **5027675.M40.** Victory is mine! That scurrious cur, Duke Vajo is but a blot on the pages of history. Against these almighty warriors, the Arbiters could do nothing but cower in their hole. I ordered all off-world communications withheld. My cousin, Gravis, now sits upon the chalcedony throne of Remus! My Eldar allies attacked without mercy, they captured most of Vajo's household and their pleasing screams echo around my chambers even as I speak. What joy just retribution brings...

• **5032675.M40.** My allies have demanded more slaves, two hundred to be precise. Obviously this cannot do, I myself have but four hundred slaves and to give these vagabond aliens such power is unthinkable. The fifty they have already been gifted will suffice them. If they prove problematic, my guards will kill them while they sleep!

• **5033675.M40.** These Eldar are insane. Another three of their ships descended today and their cargo of alien warriors disappeared to the Downreaches without a word. My spies tell me they are killing and slaughtering the peasants, or chaining them up in long lines, a hundred at a time. This behaviour is truly unacceptable!

• **5034675.M40.** These accursed beings are devastating my domains. Gravis tells me that more of them have come to Remus and my allies in Romulus and Carthage tell me that they too have suffered assaults at the hands of these beasts. They are truly monsters – they are slaughtering my subjects with the cruellest contempt. I myself am kept locked here in my chambers. What my ultimate fate will be I cannot tell.

• **5035675.M40.** They have allowed me one last entry. They have shown me the instruments of my torture and I have been taken to the Sanguinius Suite to see what became of the others. Their ships have taken maybe ten thousand of my fellow men, taken them I know not where. At least a thousand times this number lie dead already. There is someone outside. They're coming for me!

• So it appears that Duke Masal, in his conflict with the other Lords of Vidium, took it upon himself to recruit a party of renegades for his fight. Veritas odium. Having completed their task, these mercenary Eldar then turned on their erstwhile employers, enslaving them for whatever diabolic needs they have. I am now proceeding to this Sanguinius Suite to see what lies within.

• Incredible odii! The nine chambers, each capable of housing a large family, have been turned into a charnel house. There are corpses everywhere I turn. I cannot describe the horror of it. The stench is unbearable, flies swarm over everything. Every possible torture and mutilation has been enacted upon these wretched dead. Wait! Here lies one of the fiends themselves. The armour is of ornate design, the body inside desiccated as if dead for centuries. He, I think it is male, has a look of utter horror upon his face. The eyes, though dried and shrivelled, are open in stark terror. This truly is a place of death and dread.

• I have just had word from the Vigilance of the Emperor. An alien ship has appeared in-system. They are moving to investigate.

• I have had no further word from my comrades, I must believe them destroyed. I am utterly alone, as my research has led me to believe that all nineteen hives of Vidium have suffered a similar fate to Prime.

• My... my Othervoice is exploding... with sensations. A great... darkness is coming, the pressure is almost unbearable. I hear the gibbering of voices, hundreds of souls... souls in... in total and utter torment. I can hardly stand up, such is the pain in my mind. My body is going into shock from the sheer assault upon my senses. There is some kind of portal appearing at the far end of the chamber. It is... is a swirling energy. It hurts my eyes to look at it. I am terrified, I cannot help myself. All my training, all my iron will cannot stop the wave of fear passing through me. I have closed off my Othervoice, yet it... it is like a nagging pain in my head, such is the presentiment of destruction that fills my mind. I can see a vague shape coming through the gateway. It is one of them... no – more than one, five, six! They are coming for me, they are coming for me!

• My legs are paralysed, my right arm numb. The toxins from the wound are seeping into my blood and through my nervous system. As my last act I am setting my Vocalog to transmit on all bands. Hopefully someone, one day, will pass close by and detect the transmission. Non omnis moriar.

I remain, as ever, your most faithful and obedient servant.

Inquisitor Amadeus Sorjik Vlachén of the Ordo Xenos.

Vocalog ends.





# 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 hit hard and fitted the background of the Blood Dragons.

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 my 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 *Staff of Flaming Death*, useful at the start of every magic



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

| Models/Unit   | M | WS | BS | S | T | W | I | A | Ld | Save | Notes   | Points Value |
|---|---|----|----|---|---|---|---|---|----|------|---|--------------|
| Haagen Vraik the Cold<br>VAMPIRE COUNT<br>Heavy armour, shield<br>& Nightmare | 6 | 7  | 5  | 7 | 6 | 3 | 8 | 3 | 9  | 3+   | Jade Amulet, Blade of Leaping Bronze<br>The Strength of Steel, Red Fury | 281          |
| Kugel van Els<br>WIGHT LORD<br>Lance, shield<br>& Nightmare                   | 4 | 4  | 0  | 4 | 4 | 2 | 4 | 2 | 9  | 3+   | Armour of Endurance   | 46           |
| 4 WIGHT CAVALRY<br>Heavy armour, shield,<br>lance & Nightmare                 | 4 | 3  | 0  | 3 | 4 | 1 | 3 | 1 | 8  | 3+   | Standard of Shielding   | 185          |
| Hans Kalt<br>VAMPIRE THRALL<br>Heavy armour, shield                           | 6 | 6  | 4  | 6 | 5 | 2 | 7 | 2 | 8  | 4+   | Sword of Swift Slaying<br>Blademaster                                   | 119          |
| Herr Frost<br>WRAITH CHAMPION   | 4 | 3  | 0  | 3 | 4 | 3 | 3 | 2 | 5  | -    | Cursed Book   | 95           |
| Pistak Zapfen<br>MASTER NECROMANCER   | 4 | 3  | 3  | 4 | 4 | 3 | 5 | 2 | 8  | -    | Dispel Scroll, Staff of Flaming Death<br>Warrior Familiar               | 308          |
| 17 SKELETONS<br>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        |

Warhammer is a registered trademark of Games Workshop Ltd. © Copyright Games Workshop Ltd. 1994. All rights reserved.  
 PERMISSION IS GRANTED TO PHOTOCOPY THIS SHEET FOR PERSONAL USE ONLY.





# "READY THE CANNONS!"



Iain Compton

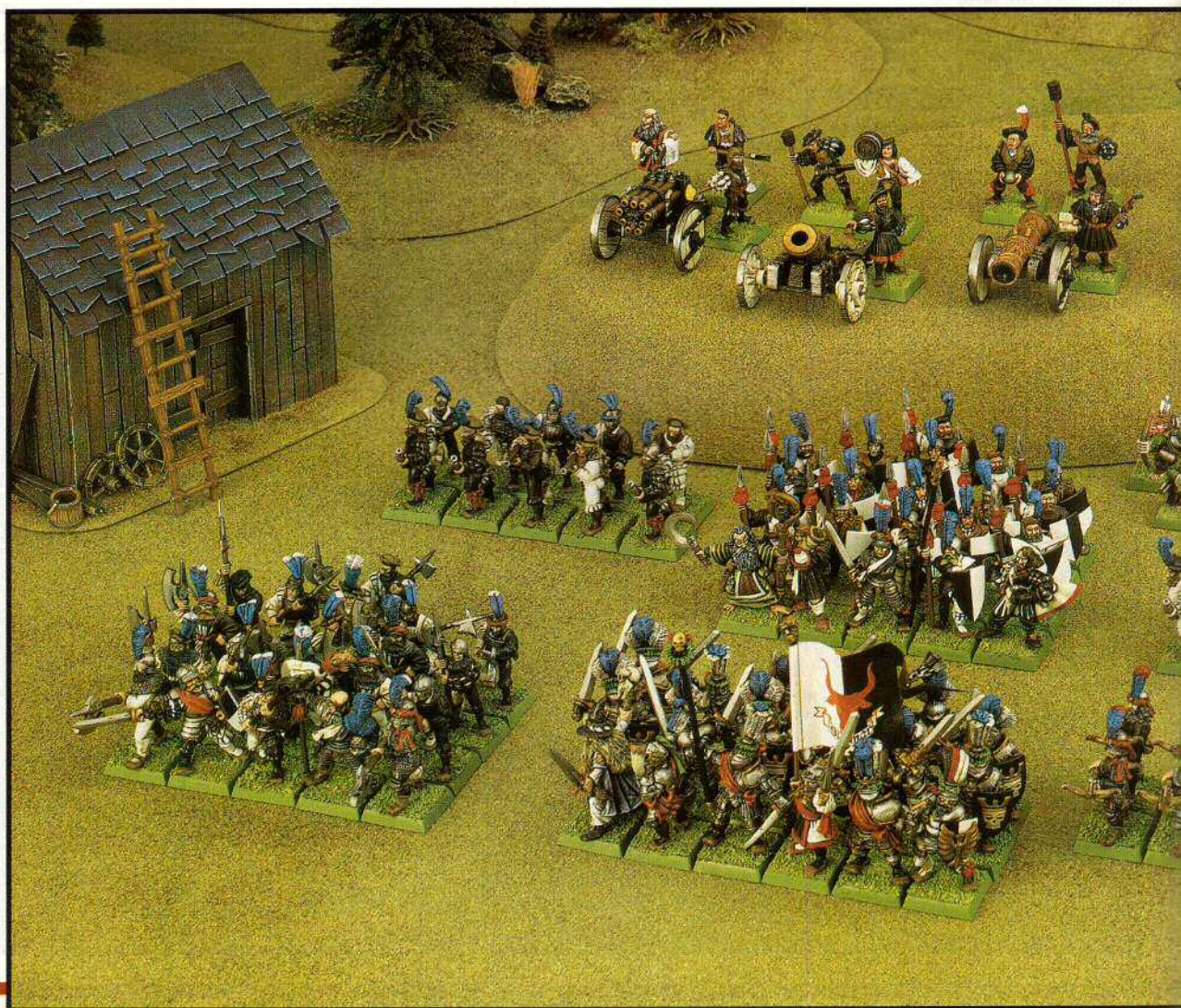
**Iain:** I must admit to a feeling of trepidation as I approach this battle report. Not only will I be against a brand new army which I have never fought before, but I will also be playing against Alessio – the GW Warhammer staff champion and ex-national champion of Italy. This game was not going to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

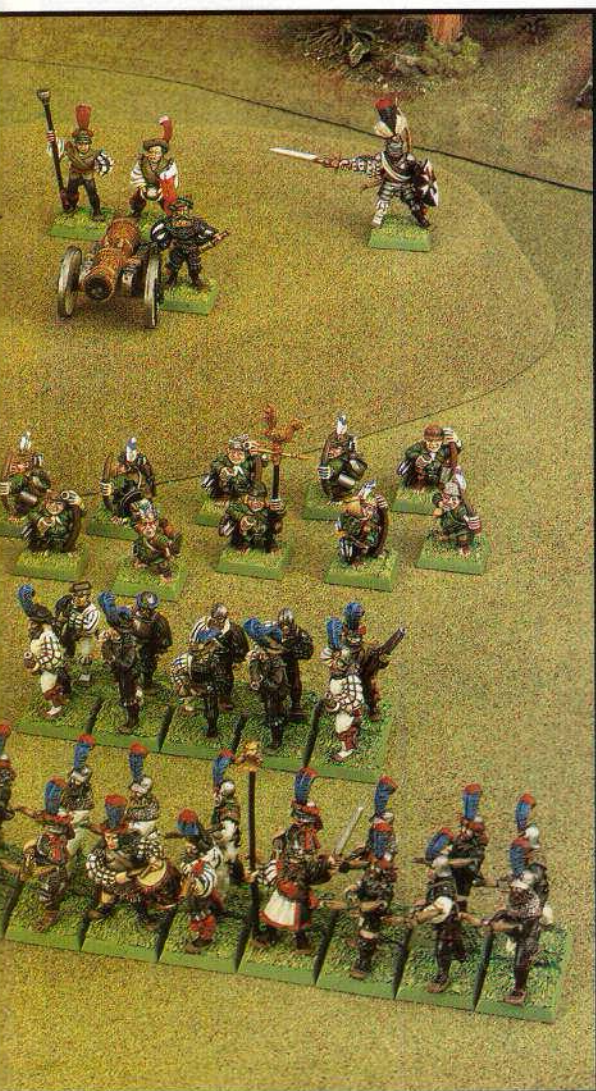
My basic battle plan is to stand still, pour as much fire into the Undead as possible until they charge me, try to absorb the charge and then counter-attack. This sounds quite easy, but in practice all kinds of things can go wrong. To minimise the effects of terror and fear – traditionally the main strengths 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

| Models/Unit   | M | WS | BS | S | T | W | I | A | Ld | Svc | Notes                             | Points Value |
|---|---|----|----|---|---|---|---|---|----|-----|-----------------------------------|--------------|
| Reinhard von Speer<br>ARMY GENERAL  | 4 | 6  | 6  | 4 | 4 | 3 | 6 | 3 | 9  | 2+  | Armour of Meteoric Iron, Runefang | 155          |
| Joachim von Sprichter<br>BATTLE STANDARD<br>BEARER<br>Sword, shield<br>& heavy armour | 4 | 4  | 4  | 4 | 3 | 1 | 4 | 2 | 7  | 4+  | Valourous Standard                | 119          |
| Werner von Zapf<br>WIZARD<br>Sword  | 4 | 3  | 3  | 3 | 4 | 1 | 4 | 1 | 7  | -   | Dispel Scroll                     | 81           |
| 15 REIKSQUAD<br>Swords, shields<br>& heavy armour                                     | 4 | 4  | 3  | 4 | 3 | 1 | 4 | 1 | 7  | 4+  | Standard & musician               | 204          |
| Ritter Badenhof<br>HERO   | 4 | 5  | 5  | 4 | 4 | 2 | 5 | 3 | 8  | -   | Banisher Sword                    | 90           |
| Lutpold Braun<br>WIZARD<br>Sword  | 4 | 3  | 3  | 3 | 4 | 1 | 4 | 1 | 7  | -   | Dispel Scroll                     | 81           |
| 20 SPEARMEN<br>Spears & shield  | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  | 6+  | Standard & musician               | 154          |
| 10 HANDGUNNERS<br>Handguns  | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  | -   |                                   | 80           |
| 10 HANDGUNNERS<br>Handguns  | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  | -   |                                   | 80           |
| 20 HALBERDIERS<br>Halberds & shields  | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  | 6+  | Standard & musician               | 154          |
| 16 CROSSBOWMEN<br>Crossbows   | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  | -   | Standard & musician               | 144          |
| Albert von Reintrop<br>HERO<br>Heavy armour & shield<br>& long bow                    | 4 | 5  | 5  | 4 | 4 | 2 | 5 | 3 | 8  | -   | Sky Arrow of Naloer               | 102          |
| 2 CANNONS<br>1 HELBLASTER<br>1 MORTAR   |   |    |    |   |   |   |   |   |    |     |                                   | 400          |
| LUMPIN CROOP'S<br>FIGHTING COCKS<br>Lumpin Croop<br>Ned Hamflist<br>Halfling          | 4 | 3  | 5  | 3 | 3 | 2 | 6 | 3 | 9  | 5+  |                                   | 150          |
|   | 4 | 3  | 5  | 3 | 2 | 1 | 6 | 2 | 8  | 5+  |                                   |              |
|   | 4 | 3  | 5  | 2 | 2 | 1 | 6 | 1 | 8  | 5+  |                                   |              |
| <b>TOTAL</b>  |   |    |    |   |   |   |   |   |    |     |                                   | <b>1,994</b> |

Warhammer is a registered trademark of Games Workshop Ltd. © Copyright Games Workshop Ltd. 1999. All rights reserved.  
 ENGLISH: Revised Sheet 10091  
 Permission is granted to photocopy this sheet for personal use only.

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.

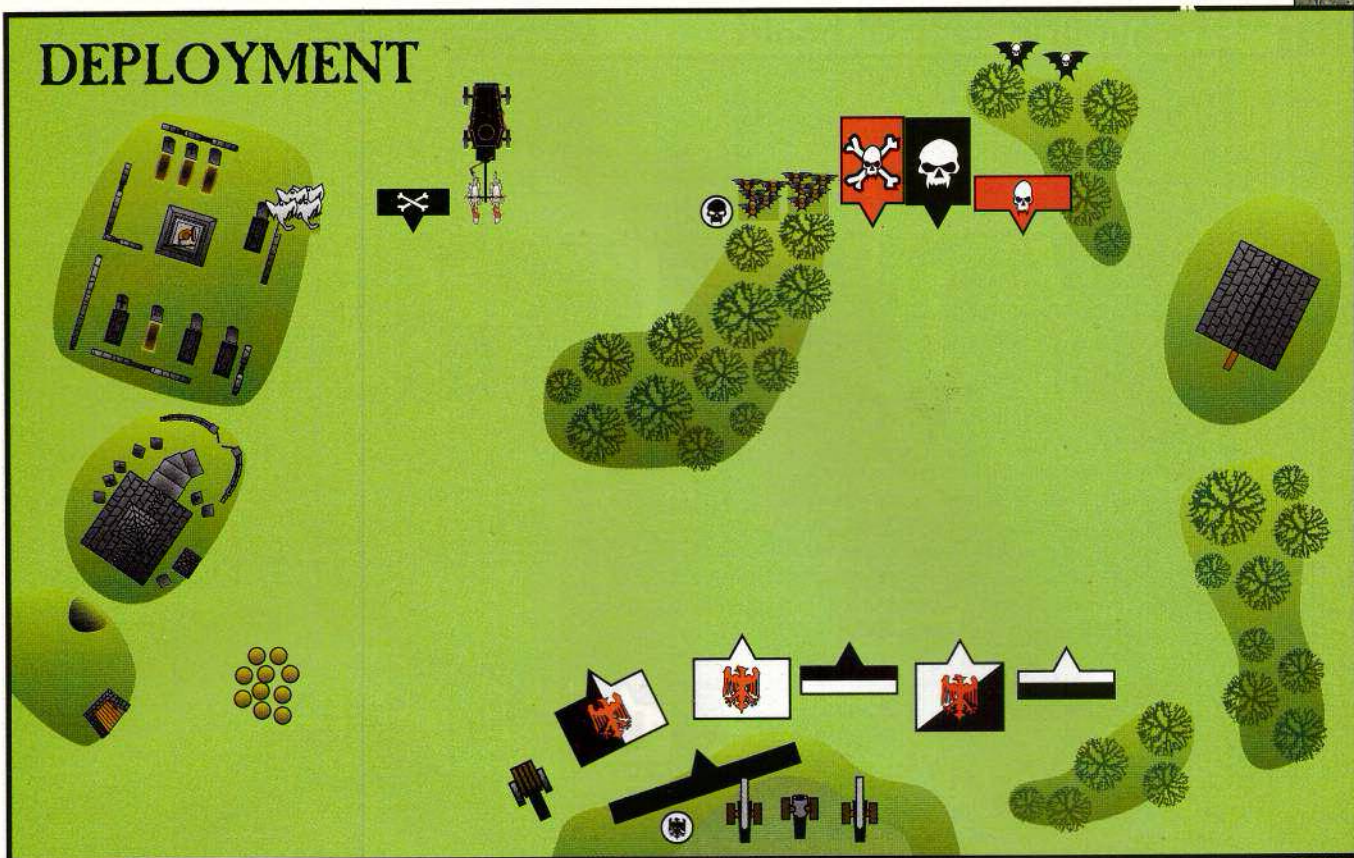
At the start of the game I received my spells: *Protect*, which is a very useful spell, although it does take three power cards to cast, and *Heal* – not so useful, as my heroes were likely to be killed outright or not at all. Still, overall I was quite pleased and ready to do battle...







# DEPLOYMENT



|   |  |  |  |
|---|--|--|--|
| Wight Cavalry,<br>Vampire Count,<br>Wight Lord                          |  | Reiksguard,<br>General,<br>Battle Standard Bearer,<br>Wizard |  |
| Ghouls  |  | Halberdiers  |  |
| Skeletons,<br>Vampire Thrall,<br>Wraith Champion,<br>Master Necromancer |  | Spearmen,<br>Hero,<br>Wizard                                 |  |
| Banshee   |  | Crossbowmen  |  |
| Bat Swarm   |  | Handgunners  |  |
| Spirit Host   |  | Handgunners  |  |
| Black Coach   |  | Artillery Captain  |  |
| Dire Wolves,<br>Doom Wolf   |  | Mortar   |  |
| Vampire Bats  |  | Cannon   |  |
|   |  | Helblaster<br>Volley Gun                                     |  |
|   |  | Lumpin Croop's<br>Fighting Cocks<br>(Skirmishers)            |  |

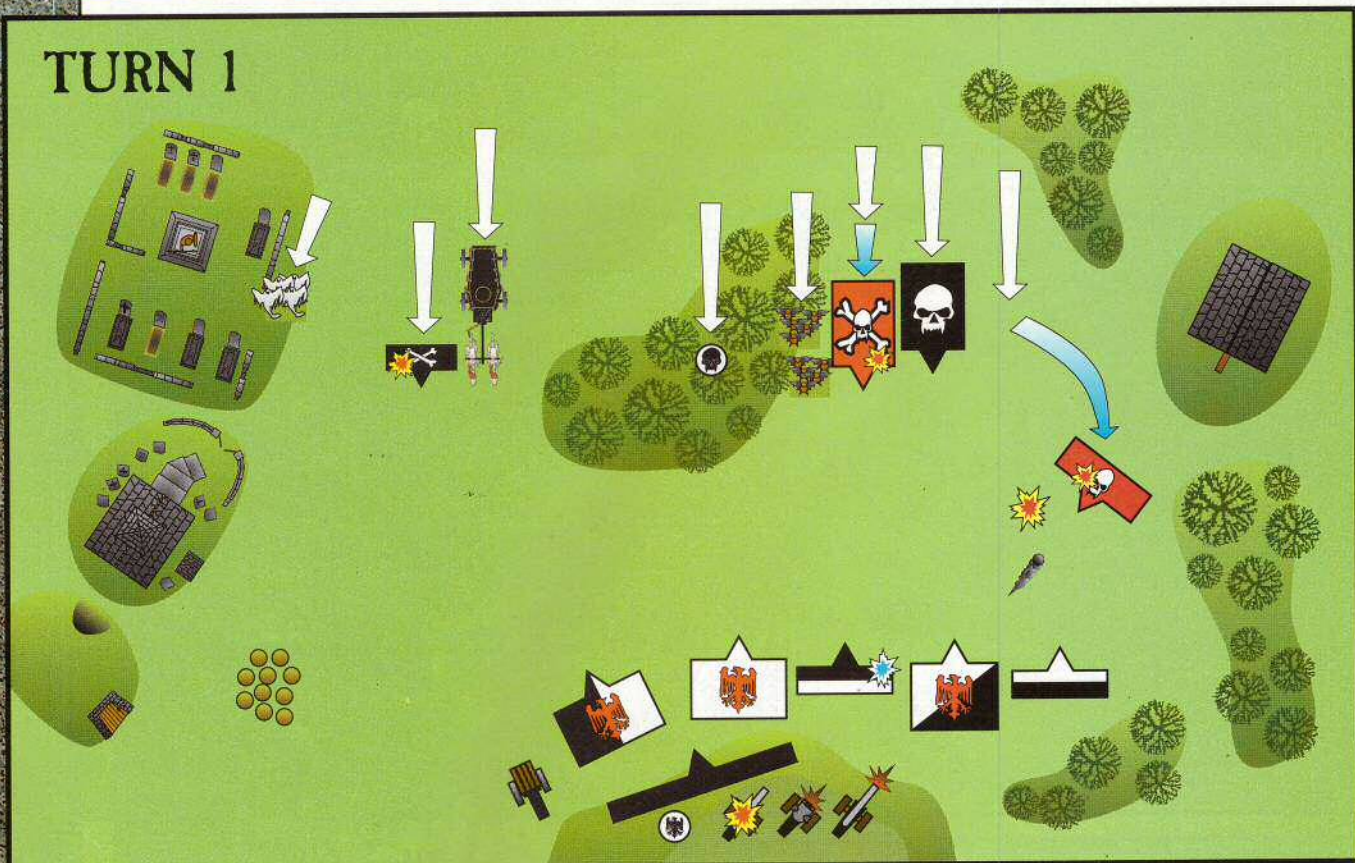
## Blood Dragon Vampires: Turn 1

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 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



## TURN 1



distance away and the spell probably wouldn't hit until the next turn, Iain wasn't taking any chances and put a lot of power into dispelling it – which was exactly what Alessio wanted! Now that Iain had used up most of his cards, Alessio was free to cast the spells that he really wanted to work. First up came *Vanbel's Danse Macabre* on the Wight Cavalry, giving them a march move, and then the same spell with the same effect on the Skeletons. Undead spellcasters have a number of unique advantages over other wizards. For a start they can choose which Necromantic spells they want rather than having to draw them randomly and they also have a chance to cast the same spell more than once each turn. Finally, Alessio finished the magic phase with a *Summon Skeletons* spell to add four more to the ranks of his Skeleton unit.

## The Empire: Turn 1

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 Dire





▲ 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 handgunner.

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 Badenhorf 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 *Arnizapal'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

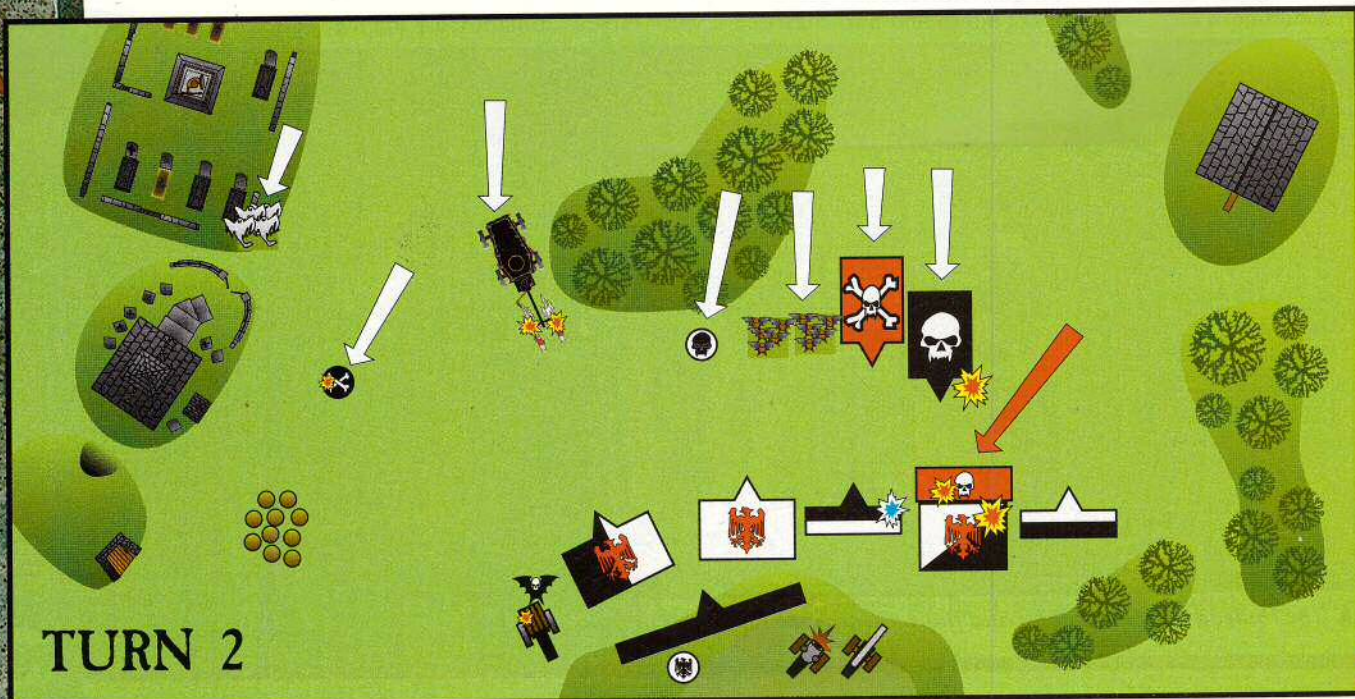
The Empire's second turn started with an excellent opportunity to even up the rather one sided combat between the Wight Cavalry and the Nuln Spearmen. The detachment of Handgunners on the right flank was in a perfect position for a flank charge, but their nerve failed them at the last minute and they 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 Badenhof 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

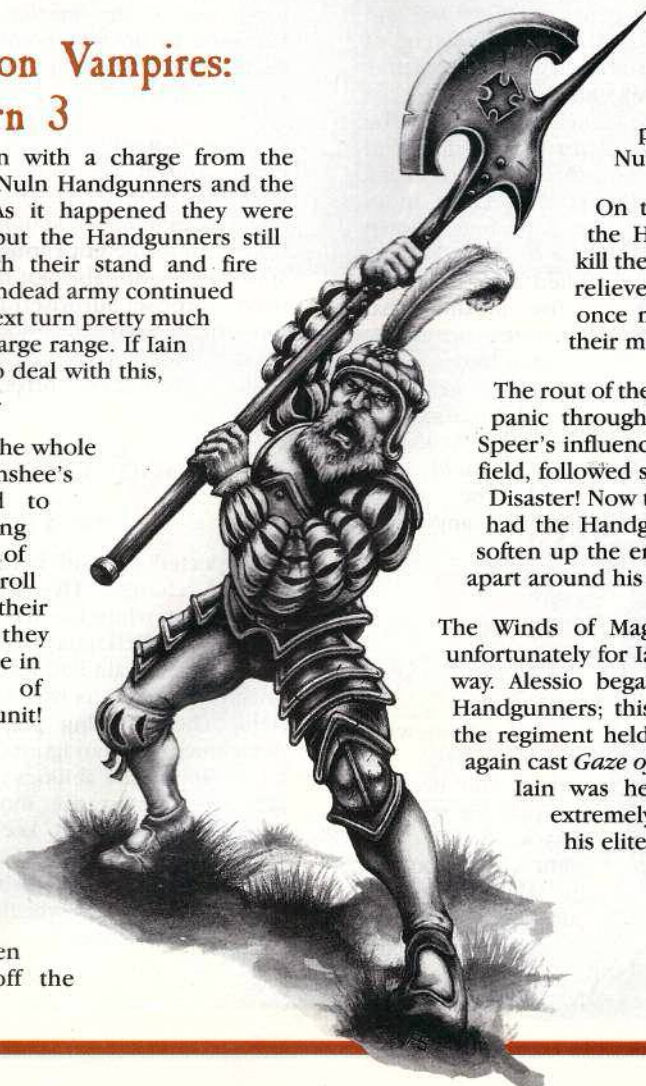


table. The Undead general kept his cavalry in order and they didn't pursue the terrified men of Nuln.

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.





## 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.

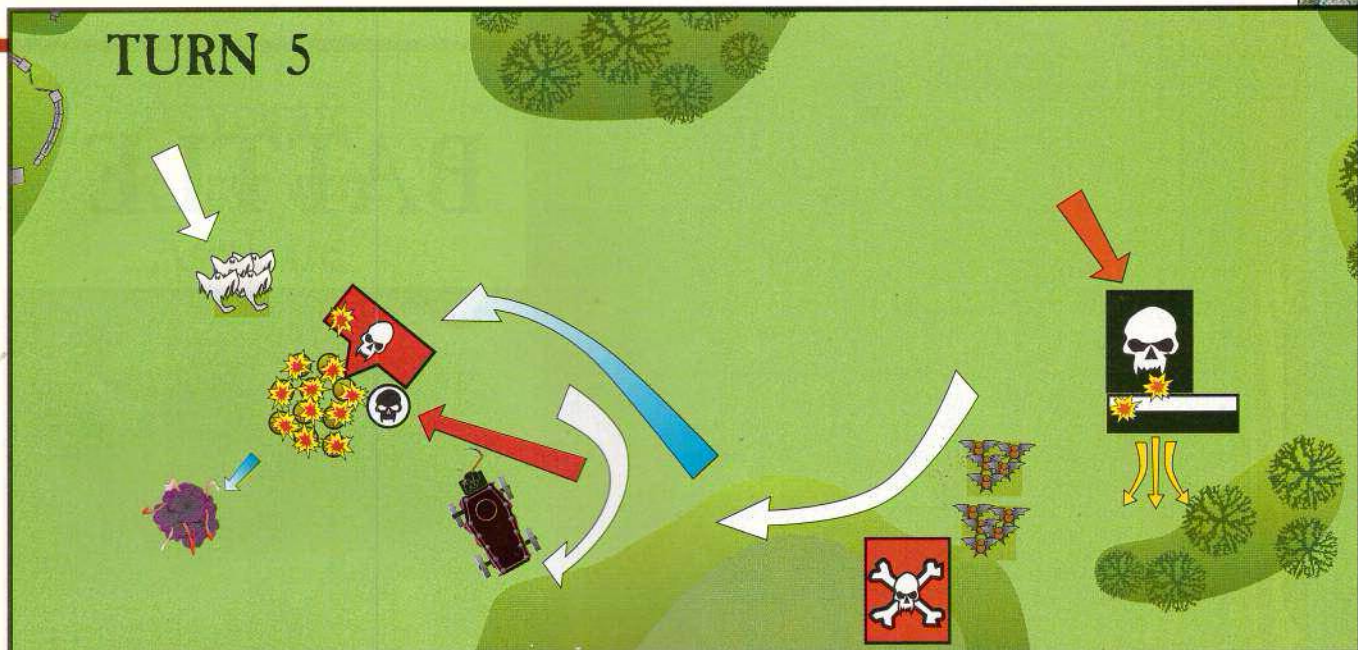
The combat phase promised to be much more eventful. To start, the Vampire Count challenged General von Speer to single combat. Reluctantly, the Imperial commander agreed and the two crossed swords in the middle of the swirling melee. The Vampire Count wounded von Speer five times and Iain failed three 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.



## TURN 5



### Blood Dragon Vampires: Turn 5

Alessio's final turn was essentially a mopping up operation. The Banshee charged the Halflings and the Ghouls charged into the remaining Handgunners.

The deadly scream of the Banshee was too much for three of Lumpin Croop's band and they fell to the ground, stone dead. As Banshees are ethereal creatures, none of the Halflings could affect her, but she was unable to hurt them back for the moment. The Ghouls however, were doing well. They killed a Handgunner and as they were outnumbered by a Fear-causing enemy, the humans fled, were caught and then savagely devoured.

Overkill was definitely the word to use for the Blood Dragons final magic phase. First Alessio cast *Arntzapal's Black Horror* though the Halflings, killing Ned Hamfist and three others. Then he used *Vanbel's Danse Macabre* to get the Vampire Count into combat with the survivors of the doomed Halfling unit.

Halfling leader was butchered by the Vampire Count, Haagen Vrahk the Cold. Then a lighter moment amidst the slaughter – one of the two remaining Halflings killed the Wight standard bearer! Despite needing sixes to wound and Alessio saving on a two or more, the little fellow actually managed to topple a Wight Cavalryman. Unfortunately Iain's jubilation (*yes, a real moment for joy, Iain, having your army butchered to a man! – Fat Bloke*) was short lived as no sooner was Iain's victory lap complete than the Wight Lord brutally speared both the remaining Halflings.

The game was over and not one Empire soldier was left alive. The victory points were duly worked and at this point Iain's eyes glazed over...

### The Empire: Turn 5

By the last Empire turn, all that remained of the once proud army of Nuln was Lumpin Croop and two Halflings! Iain moved them into contact with the Wights and decided as a final act of defiance to issue a challenge with Lumpin Croop. Accepting the challenge the



▲ The doomed Halflings fight on despite the destruction of the entire Empire army.

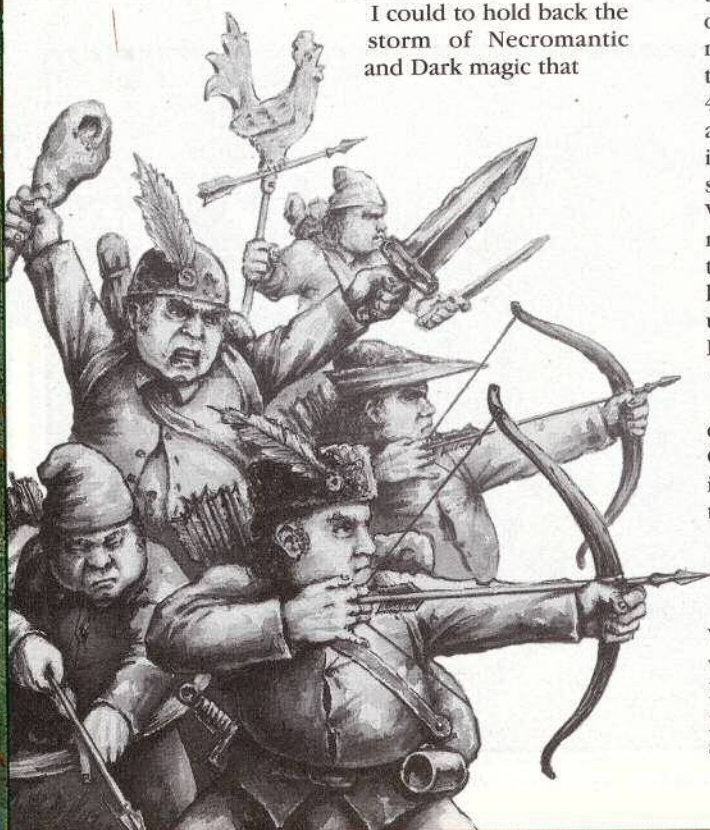


# AFTER THE BATTLE

## Aaargh!!!

tain: 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.

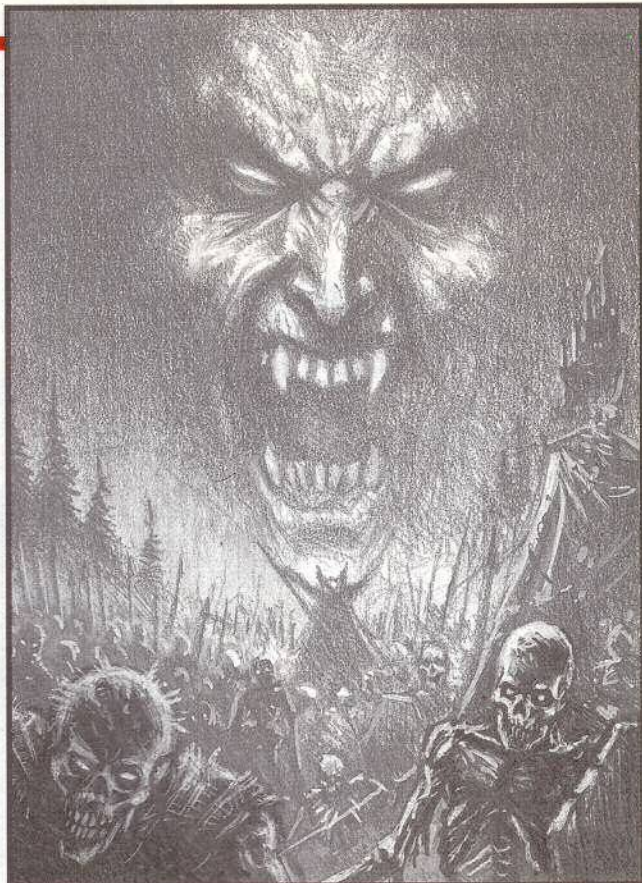
hand fight against a big unit of Fear-causing models. When equipping your characters for combat against the Undead, take wards or magic armour that offer an unmodified save, because against creatures with a starting Strength of 7 (ie. Vampires), normal armour is about as useful as thin air.

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.*



# GAMES WORKSHOP® MAIL ORDER

- **THE RESTLESS DEAD!**  
The Vampire Counts lead their Undead minions to war!
- **EMPIRE MILITIA**  
We take a look at the soldiers of the Empire
- **RAPID ATTACK!**  
The Master of the Ravenwing
- **ORK FLEET!**  
The most brutally cunning pirates in the Gothic Sector!
- **HIT & RUN!**  
Chaos Space Marine Bikers
- **SWIFT DEATH**  
Kruellagh the Vile and the shadowy forces of the Dark Eldar!
- **STUBBORN**  
Dark Angels Space Marines



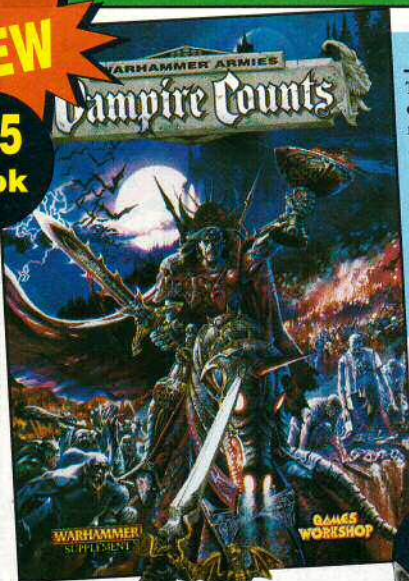
ANYTHING AT ALL - GIVE US A CALL

☎ 0115 91 40000 ☎



**NEW**

**£15  
book**



## VAMPIRE COUNTS

The Vampire Counts armies book contains the background and rules for the dark Counts of Sylvania and their sinister forces of Undead.

Check out this month's White Dwarf battle report to see the Vampire Counts in action, as a brave Empire army of Nuln attempts to stop an evil Undead horde led by an evil Blood Dragon Vampire knight.

**£7**

blister or  
£3.50 each



*Vlad & Isabella von Carstein*

Designed by Gary Morley

**£6**

*Mounted  
Blood Dragon  
Vampire*

Designed by Colin Dixon

**NEW**



**£6**

*Krell - the Wight Lord*

Designed by Gary Morley



**NEW**

**£4**

*Blood Dragon  
Vampire on foot*

Designed by Colin Dixon



**£6**

*Heinrich Kemmler -  
the Lichemaster*

Designed by Gary Morley



**NEW**

**£15  
boxed set**



*The Black Coach*

Designed by Paul Muller & Norman Swales



£5

per base

**NEW**

*Spirit Host*  
Designed by  
Trish Morrison



**Armoured  
Skeletons**  
£5 for 3 or  
£1.75 each

Armoured Skeleton champion £3  
Armoured Skeleton musician £2  
Armoured Skeleton standard bearer £2



*Armoured Skeletons*  
Designed by Aly Morrison

£3

per base



*Bat Swarms*  
Designed by Trish Morrison

£15

for 4 or  
£4 each



*Wight Cavalry*  
Designed by Aly Morrison



£12

plastic  
boxed set

**NEW**

*Skeleton Warhammer  
Regiment*

Designed by Colin Dixon  
& Aly Morrison

This boxed set contains 20 plastic, multi-part Skeleton warriors, plus metal parts to make a champion, musician and standard bearer.



*Skeleton Champion*

£5

for 3 or  
£1.75 each

**NEW**



*Ghouls*  
Designed by Paul Muller

£8

*Mounted  
Vampire  
Lord*

Designed by  
Aly Morrison



£6

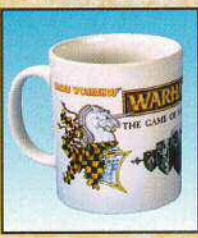
*Mounted  
Wight Lord*  
Designed by Aly  
Morrison







# WARHAMMER



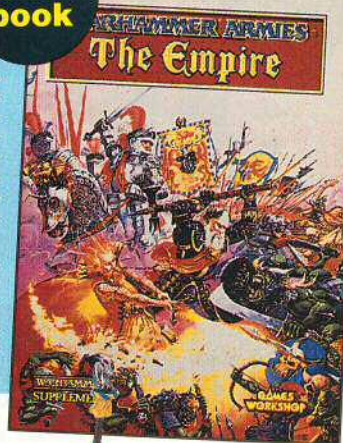
Empire Regiment boxed sets are an ideal way to quickly and easily assemble an Empire army for battle. Choose any three of these great boxed sets and we will send you a Warhammer mug (to hold the battle sustaining elixir known as tea) absolutely **FREE!**

**£15**  
book

## THE EMPIRE

The Empire is the largest and most powerful realm in the Old World. This armies book contains the complete Empire army list and full background for the mightiest of the human realms.

Check out this month's White Dwarf battle report to see the brave Empire army of Nuln take on an Undead horde led by an evil Blood Dragon Vampire.



**£12**  
boxed set



*Soldiers of the Empire*  
Designed by Alan & Michael Perry

**£12**  
boxed set



*Empire Crossbowmen*  
Designed by Alan & Michael Perry

**£25**

*Empire War Wagon*  
Designed by Michael Perry & Norman Swales



**£12**  
boxed set



*Empire Handgunners*  
Designed by Alan & Michael Perry

**£10**



*Empire Mortar*  
Designed by Alan Perry & Norman Swales

**£10**



*Empire Great Cannon*  
Designed by Alan Perry, Michael Perry & Norman Swales

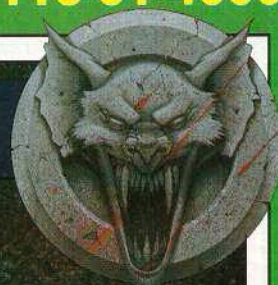
**£10**



*Empire Helblaster volley gun*  
Designed by Alan Perry, Michael Perry & Norman Swales



# LORD HAAGEN VRAHK'S UNDEAD ARMY



**£125**  
army  
deal

The restless dead are rising from their graves, heeding the call of their masters, the vile Vampire Counts. Mail Order have put together this special army deal, based on Lord Haagen Vrahk's Undead army (pictured above) that clashed in this month's battle report with Von Speer's Nuln Militia Empire army.



Buy Lord Haagen Vrahk's Undead army now for £125 and you will receive coffin lid shields FREE! for all twenty of your Skeleton warriors.



# VON SPEER'S NULN MILITIA

**£167**  
army  
deal

The Empire is the largest realm in the Old World. Empire armies are made up of valiant soldiers, willing and able to face any foe, however terrible.

Mail Order has put together this special army deal based on the Von Speer's Nuln Militia army (pictured opposite) used in this month's battle report.



Buy Von Speer's Nuln Militia now for £167 and you will receive these Empire shields FREE! for all 20 of your Empire Halberdiers.



## MASTER OF THE RAVENWING

Designed by Jes Goodwin & Mike McVey

**£20  
boxed  
set**



**NEW**

## CODEx DARK ANGELS

This 24 page Codex contains the unique Dark Angels organisation and the full low-down on all the special Dark Angels rules, troops (like the fast, deadly Ravenwing) and awesome wargear. Plus it reveals some of the dark secrets of one of the most mysterious Space Marine Chapters in the Imperium.

Codex Dark Angels is not a stand alone Codex. You will need a copy of Codex Space Marines to make full use of the Dark Angels army list.

**£4  
book**

**£2  
each**

## DARK ANGELS SPACE MARINES

Designed by Mike McVey



**NEW**

## SPACE MARINE BIKE £5 boxed set

Box set contains: Space Marine bike kit  
Designed by Jes Goodwin



## SPACE MARINE LAND SPEEDER TORNADO

Designed by Jes Goodwin & Norman Swales

**£17  
boxed  
set**



## CODEx SPACE MARINES

This 48 page Codex contains the army list, background and rules for the Space Marines, the most powerful and feared of all the Emperor's warriors.

**£8  
book**



## SPACE MARINE ATTACK BIKE £10 boxed set

Box set contains: Space Marine bike kit and metal attack bike parts  
Designed by Jes Goodwin



## DARK ANGELS RAVENWING COMMAND SQUAD

Designed by Jes Goodwin & Mike McVey

**£20  
boxed  
set**



## DEATHWING TERMINATORS

Designed by Jes Goodwin

**£5  
each**



## DARK ANGELS SPECIAL CHARACTERS

Designed by Jes Goodwin

**£7**

**£6**

**£6**

**£4**

**£4**



SUPREME GRAND MASTER AZRAEL & WATCHER IN THE DARK



GRAND MASTER LIBRARIAN EZEKIEL



INTERROGATOR CHAPLAIN ASMODAI

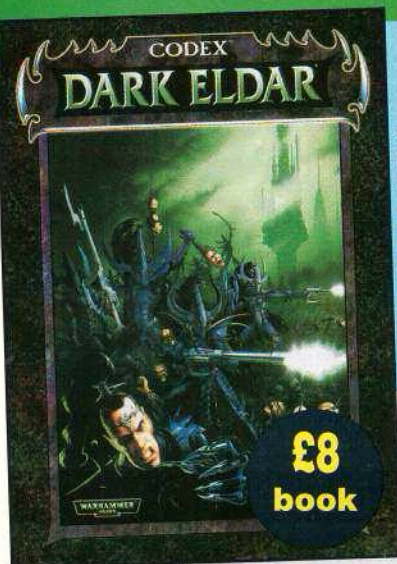


DARK ANGELS STANDARD BEARER



DARK ANGELS SERGEANT





**£8**  
book

## CODEX DARK ELDAR

This 48 page Codex contains the army list, background and rules for one of the most evil races in the Warhammer 40,000 universe.

For a few hints and tips on how to use a Dark Eldar army, check out Gav Thorpe's 'Swift Death' article in this month's White Dwarf.

**£5**

**NEW**

**£6**



KRUELLAGH THE VILE

Designed by Gary Morley



DRAZHAR  
MASTER OF BLADES

Designed by Chris FitzPatrick

**£2.50**  
each



INCUBI WARRIORS

Designed by Chris FitzPatrick



DARK ELDAR LORD

Designed by Gary Morley



URIEN RAKARTH  
MASTER HAEMONCULUS

Designed by Paul Muller

**£3**  
each



HAEMONCULI

Designed by Paul Muller



GROTESQUES

Designed by Mark Bedford

**£2**  
each

**£1.75**  
each



MANDRAKES

Designed by Gary Morley

**£3**  
each



WYCHES WITH WYCH WEAPONS

# DARK ELDAR

## BOXED SETS

|  |     |
|--|-----|
| <b>DARK ELDAR BATTLE FORCE</b> . . . . .   | £40 |
| Boxed set contains 20 plastic Warriors, 5 Reaver jetbikes and 1 Raider kit               |     |
| <b>DARK ELDAR WARRIORS</b> . . . . .   | £12 |
| Boxed set contains 20 plastic Warriors   |     |
| <b>DARK ELDAR WYCHES</b> . . . . .   | £12 |
| Boxed set contains 3 Wyches, Wych Succubus & Wych with assault weapon                    |     |
| <b>DARK ELDAR REAVER JETBIKE SQUAD</b> . . . . .   | £18 |
| Boxed set contains 3 Reaver jetbikes, 1 Succubus body, 2 Wych bodies and assault weapons |     |
| <b>DARK ELDAR JETBIKE</b> . . . . .  | £5  |
| Boxed set contains 1 Reaver jetbike  |     |
| <b>DARK ELDAR RAIDER</b> . . . . .   | £12 |
| Boxed set contains 1 Raider kit and 4 plastic Warriors                                   |     |
| <b>DARK ELDAR RAVAGER</b> . . . . .  | £17 |
| Boxed set contains 1 Raider kit with metal Ravager parts                                 |     |
| <b>DARK ELDAR TALOS</b> . . . . .  | £12 |
| Boxed set contains 1 Talos   |     |

All the Dark Eldar boxed sets that have been featured in this month's White Dwarf are available from Mail Order.





£6

CHAOS SPACE MARINE LORD

Designed by Jes Goodwin

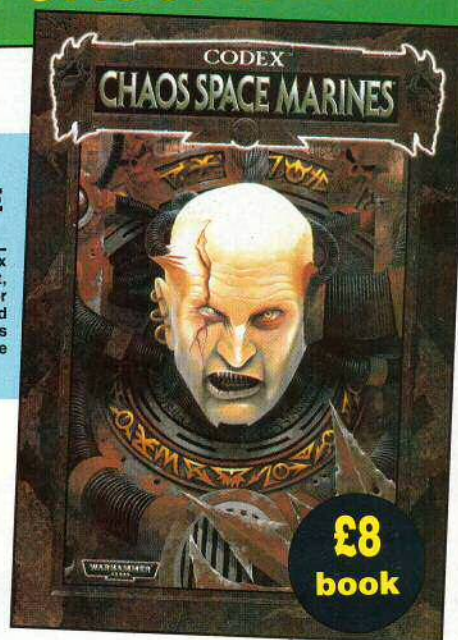


£6

CYPHER,  
FALLEN ANGEL

### CODEX CHAOS SPACE MARINES

This 48 page Codex contains the army list, background and rules for one of the most feared and hated fighting forces ever to threaten the Imperium.



£8  
book

NEW

£20  
boxed set

### CHAOS SPACE MARINE BIKE SQUAD

Boxed set contains: 1 Chaos Space Marine biker champion, 1 Chaos Space Marine biker with assault weapon & 1 Chaos Space Marine biker

Designed by Dave Andrews, Norman Swales & Jes Goodwin



### CHAOS SPACE MARINE BIKE BATTLE SQUAD

- 1 Chaos Space Marine biker champion
- 2 Chaos Space Marine bikers with assault weapons
- 3 Chaos Space Marine bikers

All for only £40 and get  
12 FREE Chaos Space Marine metal shoulder pads



This is a small selection of the Chaos shoulder pads available from Mail Order - ring for details.

NEW

## BATTLEFLEET GOTHIC ORK FLEET

THE ORKS ARE THE MOST BRUTALLY CUNNING AND DIRECT PIRATES IN THE GALAXY

Ork Fleet designed by Dave Andrews.  
Ork ships shown at approximately 80% actual size.

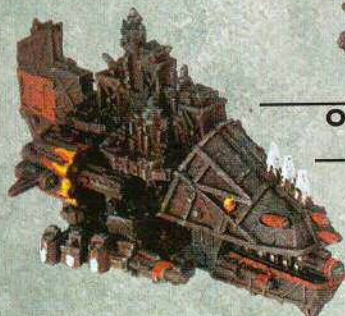
£6  
each

### ORK TERROR SHIP

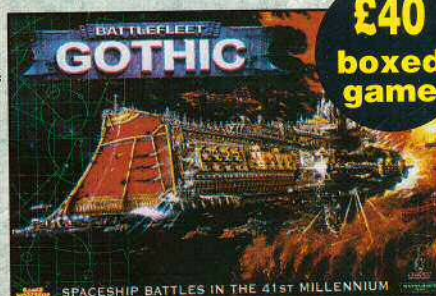


### ORK KILL KROOZER

£6  
each



Battlefleet Gothic, is the game of spaceship battles, set during the Gothic War in the 41st Millennium; a grim time when the Imperium of Man battles for survival in a hostile galaxy. Battlefleet Gothic lets you command fleets of warships in deadly conflict among the stars, though whether as Mankind's saviour or its destroyer is up to you!



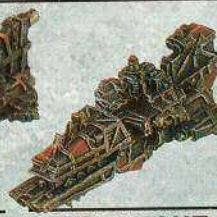
£40  
boxed game

### ORK ATTACK SHIPS

£1.75  
each



SAVAGE



ONSLAUGHT



RAVAGER

£1.25  
each

### ORK BRUTE RAM SHIPS



### ORK PIRATE FLEET DEAL

- 1 Terror Ship
  - 2 Kill Kroozers
  - 3 Onslaught attack ships
  - 3 Savage gunships
  - 3 Ravager attack ships
  - 4 Brute ram ships
- All for only £38 and get a  
FREE Ork Orbital Base.  
Ring Mail Order for details.





**ADVANCE ORDER  
CODEX ORKS  
RING FOR DETAILS**

# ADVANCE ORDER

## Did you know...

that you can place an Advance Order for all new games and miniatures, then have them delivered to your door by First Class post, sent on the day of release!

For more details give us a call!

**ADVANCE ORDER  
ORK  
BATTLE FORCE  
RING FOR DETAILS**

The Orks are the most barbaric of alien races. Their armies cover the battlefield in vast numbers and overrun their foes in a tide of bloodshed and mindless violence.

The Ork Battle Force boxed set contains;

- 16 Ork Boyz
- 5 Ork warbikes
- 1 Ork Warbuggy
- 1 Ork wartrukk
- 1 Barricade sprue



Some of the new, plastic Ork Boyz included in the Ork Battle Force boxed set.

## CHAOS REPULSIVE CLASS GRAND CRUISER

Designed by Tim Adcock

**£8  
each**

**NEW**

## TRANSPORTS

Designed by Dave Andrews

**NEW**

**£1.75  
each**



## WARHAMMER ZOMBIE REGIMENT



Designed by Mark Bedford & Aly Morrison

**NEW! Zombie**  
Warhammer Regiment  
contains 20 plastic,  
multi-part Zombie kits,  
including command  
group.

**ADVANCE ORDER  
ZOMBIE  
REGIMENT  
RING FOR DETAILS**



# GAMES WORKSHOP<sup>®</sup> MAIL ORDER FACTS

- Did you know that Mail Order can supply any back catalogue Citadel Miniatures that you could possibly want?
- Did you know, if you order miniatures we don't currently have in stock, we'll cast them up for you?
- Did you know that post and packing in the U.K & Eire is set at £4.00 for first class and £3.00 for second class, no matter how many miniatures you order?

**ANYTHING AT ALL - GIVE US A CALL**

**0115 91 40000 ☎**

Lines are open from 7am to Midnight seven days a week, including bank holidays.

Fax: 0115 916 8002

Post: Games Workshop Mail Order,  
Willow Road, Lenton,  
Nottingham, NG7 2WS

**USING MAIL ORDER IS AS EASY  
AS FALLING OFF A LOG!**

If you have access to a credit/debit card (either Access, Mastercard, Visa or Switch) then you can place your order by phone... Just ring the number above and the Troll on the other end will be only too happy to help you out. If you don't have access to one of the above cards, don't despair. Simply write out your order on the Order form and send it with a cheque or postal order made out to Games Workshop Ltd, to the address on the left. Still stumped? Well then, pick up the phone and give the Mail Order Trollz a call. We're never too busy to help!

## Deutsch/Holland Mail Order

DIESE LEITUNG IST MONTAG BIS FREITAG VON  
12 BIS 20 UHR OFFEN (Mez)  
0044 115 916 8256

GEOPEND VAN MAANDAG TOT VRIJDAG VAN  
12:00 TOT 20.00 UUR Nederlandse tijd  
0044 115 916 8255



### SUBSCRIPTIONS

Games Workshop's action comic, featuring stories about all your favourite Warhammer armies.

Subscribe to Warhammer Monthly now and not only do you get 12 issues for £22 plus P&P but you also get to choose three free gifts from the list below. That could get you goodies worth £36, absolutely **FREE!**

- IDOL OF GORK WHFB CAMPAIGN PACK ☐
- CITADEL PAINT GRAB BAG ☐  
(at least 6 assorted old style pots)
- BATTLES IN THE UNDERHIVE FOR NECROMUNDA ☐
- 4 PACKS OF OLD-STYLE COMBAT CARDS ☐
- MONSTROUS FULL COLOUR POSTER ☐
- 4 BACK ISSUES OF WHITE DWARF (our choice) ☐

Please note: if stocks of any of the above run out, we reserve the right to substitute a gift of similar value.

**12 Issues**

|           |      |
|-----------|------|
| UK & EIRE | £22  |
| USA       | \$80 |
| EUROPE    | £33  |
| ROW       | £33  |



### SUBSCRIPTIONS

Games Workshop's indispensable fanzine, featuring gaming ideas for gamers by gamers.

With a one year subscription to the Citadel Journal you can get a £5 boxed set free!

**6 Issues**

|           |          |
|-----------|----------|
| UK & EIRE | £24      |
| USA       | \$70     |
| AUS       | \$90     |
| GERMANY   | DM 90    |
| FRANCE    | FF 330   |
| SPAIN     | 8,000pts |
| EUROPE    | £36      |
| ROW       | £36      |

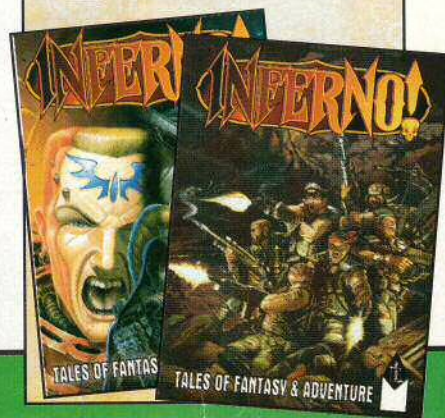


### SUBSCRIPTIONS

Subscribe to Inferno!  
for just £25

**HERE'S THE DEAL:**

- ☒ Six issues delivered direct to your door
- ☒ Two **FREE** back issues
- ☒ **FREE** UK post & packaging
- ☒ You'll save more money
- ☒ You won't miss an issue!





## BATTLEFLEET GOTHIC

|   |            |
|---|------------|
| BATTLEFLEET GOTHIC BOXED GAME   | £40.00     |
| IMPERIAL RETRIBUTION CLASS BATTLESHIP                                       | £12.00     |
| IMPERIAL EMPEROR CLASS BATTLESHIP   | £12.00     |
| IMPERIAL CRUISERS PLASTIC BOXED SET inc. 2 Imperial cruiser multi-part kits | £8.00      |
| IMPERIAL DAUNTLESS CLASS LIGHT CRUISER                                      | £5.00      |
| IMPERIAL SWORD CLASS FRIGATE  | £1.75 each |
| IMPERIAL FIRESTORM CLASS FRIGATE  | £1.75 each |
| IMPERIAL COBRA CLASS DESTROYER  | £1.25 each |
| CHAOS DESOLATOR CLASS BATTLESHIP  | £12.00     |
| CHAOS DESPOILER CLASS BATTLESHIP  | £12.00     |
| <b>NEW!</b> CHAOS REPULSIVE CLASS GRAND CRUISER                             | £8.00      |
| CHAOS CRUISERS PLASTIC BOXED SET inc. 2 Chaos cruiser multi-part kits       | £8.00      |
| CHAOS INFIDEL CLASS RAIDER  | £1.75 each |
| CHAOS IDOLATOR CLASS RAIDER   | £1.75 each |
| CHAOS ICONOCLAST CLASS DESTROYER  | £1.75 each |
| BLACKSTONE SPACE FORTRESS   | £12.00     |
| ELDAR SHADOW CLASS CRUISER  | £8.00      |
| ELDAR ECLIPSE CLASS CRUISER   | £8.00      |
| ELDAR ACONITE CLASS FRIGATE   | £1.75 each |
| ELDAR HELLEBORE CLASS FRIGATE   | £2.50 each |
| ELDAR NIGHTSHADE CLASS DESTROYER  | £1.75 each |
| ELDAR HEMLOCK CLASS DESTROYER   | £1.75 each |
| <b>NEW!</b> ORK TERROR SHIP   | £6.00      |
| <b>NEW!</b> ORK KILL KROOZER  | £6.00      |
| <b>NEW!</b> ORK SAVAGE GUNSHIP  | £1.75 each |
| <b>NEW!</b> ORK RAVAGER ATTACK SHIP   | £1.75 each |
| <b>NEW!</b> ORK ONSLAUGHT ATTACK SHIP                                       | £1.75 each |
| <b>NEW!</b> ORK BRUTE RAM SHIP  | £1.25 each |

## WARHAMMER 40,000

|  |            |
|--|------------|
| WARHAMMER 40,000 BOXED GAME  | £50.00     |
| WARHAMMER 40,000 RULEBOOK  | £25.00     |
| CODEx CHAOS SPACE MARINES  | £8.00      |
| CODEx SPACE MARINES  | £8.00      |
| CODEx BLOOD ANGELS   | £4.00      |
| CODEx DARK ANGELS  | £4.00      |
| CODEx DARK ELДАР   | £8.00      |
| SPACE MARINE BATTLE FORCE BOXED SET                                | £40.00     |
| CHAOS SPACE MARINE LORD  | £6.00      |
| CYPHER – FALLEN ANGEL  | £6.00      |
| <b>NEW!</b> CHAOS SPACE MARINE BIKE SQUAD                          | £20.00     |
| <b>NEW!</b> MASTER OF THE RAVENWING                                | £20.00     |
| <b>NEW!</b> DARK ANGELS SPACE MARINES                              | £2.00 each |
| SPACE MARINE LAND SPEEDER TORNADO                                  | £17.00     |
| SPACE MARINE COMMAND SQUAD BOXED SET inc. 4 HQ Marines & Commander | £15.00     |
| SPACE MARINE TACTICAL SQUAD BOXED SET inc. 10 Marines              | £10.00     |
| SPACE MARINE COMBAT SQUAD BOXED SET inc. 5 Marines                 | £5.00      |
| SPACE MARINE ASSAULT SQUAD BOXED SET inc. 5 Assault Marines        | £10.00     |
| SPACE MARINE DEVASTATOR SQUAD BOXED SET inc. 5 Devastator Marines  | £15.00     |
| SPACE MARINE TERMINATOR SQUAD BOXED SET inc. 5 Terminators         | £15.00     |
| DEATHWING TERMINATOR   | £5.00 each |
| RAVENWING COMMAND SQUAD inc. 3 Ravenwing Marines on bikes          | £20.00     |
| SPACE MARINE ATTACK BIKE BOXED SET                                 | £10.00     |

|                                     |            |
|-------------------------------------|------------|
| SPACE MARINE BIKE                   | £5.00      |
| <b>NEW!</b> KRUELLAGH THE VILE      | £5.00      |
| URIEN RAKARTH                       | £5.00      |
| FEMALE DARK ELДАР LORD              | £6.00      |
| DRAZHAR – MASTER OF BLADES          | £6.00      |
| DARK ELДАР MANDRAKES                | £1.75 each |
| DARK ELДАР INCUBI                   | £2.50 each |
| DARK ELДАР HAEMONCULI               | £3.00 each |
| DARK ELДАР GROTESQUES               | £2.00 each |
| DARK ELДАР WYCHES WITH WYCH WEAPONS | £3.00 each |
| <b>NEW!</b> DARK ELДАР RAVAGER      | £17.00     |
| DARK ELДАР BATTLE FORCE BOXED SET   | £40.00     |

## WARHAMMER 40,000 BATTLE SQUADS

|   |        |
|---|--------|
| DARK ELДАР WARRIORS BOXED SET inc. 16 Dark Eldar Warriors | £12.00 |
| KHORNE BERZERKERS BOXED SET inc. 12 Khorne Berzerkers     | £12.00 |

## WARHAMMER

|   |                    |
|---|--------------------|
| WARHAMMER BOXED GAME  | £50.00             |
| WARHAMMER MAGIC   | £25.00             |
| WARHAMMER ARMIES BOOKS  | £15.00             |
| WARHAMMER ROSTER PADS   | £2.50              |
| <b>NEW!</b> MOUNTED BLOOD DRAGON  | £6.00              |
| <b>NEW!</b> BLOOD DRAGON ON FOOT  | £4.00              |
| HEINRICH KEMMLER – THE LICHMASTER   | £6.00              |
| KRELL, THE WIGHT LORD   | £6.00              |
| VLAD & ISABELLA VON CARSTEN   | £7.00 for the pair |
| <b>NEW!</b> THE BLACK COACH   | £15.00             |
| <b>NEW!</b> GHOULS  | £1.75 each         |
| ARMoured SKELETONS  | £1.75 each         |
| MOUNTED WIGHTS  | £4.00 each         |
| MOUNTED WIGHT COMMAND   | £4.00 each         |
| MOUNTED WIGHT LORD  | £6.00              |
| LUMPIN CROOP'S HALFLING FIGHTING COCKS BOXED SET inc. 7 Halflings, standard bearer, musician & Lumpin Croop | £13.00             |
| HALFLING FIGHTING COCK  | £1.25 each         |
| EMPIRE WAR WAGON  | £25.00             |
| EMPIRE ARTILLERY  | £10.00 each        |
| inc. 3 gun crew & artillery piece   |                    |

## WARHAMMER REGIMENTS

|   |        |
|---|--------|
| SKAVEN CLANRATS BOXED SET inc. 20 Clanrats                        | £12.00 |
| NIGHT GOBLINS BOXED SET inc. 20 Night Goblins                     | £12.00 |
| EMPIRE CROSSBOWMEN BOXED SET inc. 16 Crossbowmen                  | £12.00 |
| EMPIRE HANDGUNNERS BOXED SET inc. 16 Handgunners                  | £12.00 |
| SOLDIERS OF THE EMPIRE BOXED SET inc. 16 Empire soldiers          | £12.00 |
| <b>NEW!</b> SKELETON WARRIORS BOXED SET inc. 20 Skeleton Warriors | £12.00 |
| CHAOS WARRIORS BOXED SET inc. 12 Chaos Warriors                   | £12.00 |
| CHAOS HALBERDIERS BOXED SET inc. 12 Chaos Halberdiers             | £12.00 |
| CHAOS KNIGHTS BOXED SET inc. 5 Chaos Knights                      | £12.00 |

## BLACK LIBRARY

|   |            |
|---|------------|
| WARHAMMER MONTHLY, Comic #16                | £2.00      |
| INFERNO, Tales of Fantasy and Adventure #13 | £5.00      |
| JOURNAL #32, 96 pages of hardcore hobby     | £4.00      |
| FIREPOWER, EPIC 40,000 compilation          | £4.00      |
| GANG WAR 1 or 2, NECROMUNDA compilations    | £2.75 each |

**CORRESPONDENCE** We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to: The White Dwarf, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS.

Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

You can find Games Workshop on the World Wide Web at the following Internet address: <http://www.games-workshop.com>

**SUBMISSIONS** All material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned by the author as beneficial owner and with full title guaranteed to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way!

**REGISTERED TRADEMARKS** The following are all registered trademarks of Games Workshop Ltd. Armageddon, Blood Bowl, Chivalry, Citadel, the Citadel logo, Dark Angels, Dark Future, Deathwing, Dungeonquest, 'Eavy Metal, Eldar, Eldar Attack, Epic, the Games Workshop logo, Games Workshop, the GW logo, The GW Flame logo, Genestealer, Slottabase, SpaceFleet, Space Hulk, Space Marine, Talisman, Tyrant, Warhammer and Warhammer. Marauder is a registered trademark of Marauder Miniatures Ltd. Used with permission.

**TRADEMARKS** The following are all trademarks of Games Workshop Ltd. Adepta Sororitas, Adeptus Astartes, Adeptus Mechanicus, Aekid Helbrass,

Amor 'Chakal, Arbaal, Archäon, Archon, Aspect Warrior, Avatar, Azazel, Banna Waver, Battlefleet Gothic, Black Library, Blood Angels, Blood Dragon, Bloodletter, Bloodthirster, Cadian, Cataphan, Celestian, Champions of Chaos, Codex, Count Mordrek, Culexus, Daemonelette, Dark Eldar, Dark Reaper, Death Zone, Dechala, Digga, Diggonob, Drachon, Dregmek Blitzkart, Egrimm van Horstmann, Eversor, Exarch, Eye of Terror, Falcon, Farseer, Fire Dragon, Fire Prism, Flesh Hound, Gargant, Gobbo, Golden Demon, Gorkamorka, Gorthor, Great Unclean One, Gretchin, Grey Knight, Grot, Haemonculus, Head Horcho, Hellion, Hunter Slayer, Immolator, Incubi, Inferno, Journal, Keeper of Secrets, Khazrak the One Eye, Khorne, Knights of the White Wolf, Knights Panther, Legion of the Damned, Leman Russ, Lichmaster, Lord of Change, Madboy, Mandrake, Man O' War, Marauder, Mekboy, Mordian, Necromunda, Necrarch, Necron, Nob, Nurgie, Nurgling, Obliterator, Ogryn, Old World, Ork, Painboy, Plaguebearer, Plague Fleet, Predator, Peyker, Raider, Raptor, Ratling, Ravager, Ravenwing, Rebel Grot, Red Gobbo, Scourge, Scylla, Sea of Blood, Sentinel, Servitor, Skaven, Slaanesh, Slann, Snol, Snodding, Space Wolves, Spanner, Squat, Squig, Striking Scorpion, Succubus, Sworping Hawk, Sybarite, Tallarn, Tears of Isha, Terminator, Troll Slayer, Tzeentch, Ultramarines, Valthalla, Valnor the Reaper, Vyper, Walach, Warhammer Quest, Weirdboy, White Dwarf, the White Dwarf figure, World Eaters, Wrathlord, Wych, Yool and Zoanthrope. The Citadel paint pot is UK registered design No. 2073130. Scatter dice are UK registered design No. 2017484.

**COPYRIGHTS AND TRADEMARKS** All subject matter in White Dwarf is © Copyright Games Workshop Ltd 1999. All artwork in all Games Workshop products, and all images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Ltd. © Copyright Games Workshop Ltd 1999. All rights reserved.

**LEGENDS CATALOGUES**  
**£1 EACH**

**CITADEL MINIATURES**  
**ORC AND GOBLIN**  
**LEGENDS CATALOGUE**

**NECROMUNDA**  
**THE CATALOGUE**

**CITADEL MINIATURES**  
**SPACE MARINE**  
**LEGENDS CATALOGUE**

**CITADEL MINIATURES**  
**ELДАР**  
**LEGENDS CATALOGUE**



## WHAT'S THIS THEN?

This is your Mail Order form. Now that you've seen all the models and new releases in this issue, we know that you can't wait to get your hands on them. All you have to do is fill out this form, stick it in an envelope with your payment and post it to the address shown at the beginning of the Mail Order section.

[illegible]

Please start my **White Dwarf** subscription with issue number: .....

I would like to subscribe to **White Dwarf** for 1 year ☐ / 2 years ☐

Ring **Mail Order** to find out what **subscription deals** are available now on **0115 91 40000**.

SUBTOTAL

**POSTAGE & PACKING**

**GRAND TOTAL  
(TOTAL + P&P)**

☐ Please start my **Citadel Journal** subscription with issue number:.....

☐ Please start my **Warhammer Monthly** subscription with issue number: .....

**POSTAGE & PACKING**

**UK & BFPO:** 2nd Class Add £3.00, 3-7 day delivery. 1st Class add £4.00, 2-3 day delivery. **Special Delivery (UK only)** add £7.00. Order Monday to Thursday before 1pm and it's guaranteed on your doorstep the next day.

**Overseas (including Eire):** Add 40% of your order value. If you pay by credit card, postage and packing will be charged at cost if less than this (minimum postage and packing £3.00).

NAME: ..... ADDRESS: .....

**COUNTRY:** ..... **Postcode:** ..... **Tel:** .....

**Method of Payment:** Cheque ☐ Postal Order ☐ Access/Mastercard ☐ Visa ☐ Switch ☐

Card No:    Card Expiry Date: .....

Switch Valid From: ..... Switch Issue No: ..... Cardholder Name:.....

**Cardholder Signature:** .....



Please feel free to photocopy this form

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





**"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 Pulpitok.

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.

**AND MUCH  
MORE...**

**UP TO £64 OF  
FREE GIFTS  
WHEN YOU  
SUBSCRIBE**

When you take out a 12-issue subscription to Warhammer Monthly, you get to pick three gifts from the list (right). That could get you goodies worth up to £41, absolutely free! Even better, if you get a friend to subscribe at the same time, both you and them get all six gifts – that's an awesome £64 worth of free goodies – EACH!

In the UK and BFPO, a twelve issue subscription is just £22. Overseas subscriptions are just £33. Please note: this offer is only available from the UK branch of Games Workshop Mail Order.

### FREE SUBSCRIBER GIFTS

- Idol of Gork Campaign Pack
- Citadel Paints Grab Bag (6 old-style pots)
- Battles in the Underhive for Necromunda
- Four packs of old-style Combat Cards
- Monstrous full-colour poster
- Four random back issues of White Dwarf

**REMEMBER: IF IT DOESN'T HURT, IT DOESN'T COUNT!**

# WARHAMMER MONTHLY

**Scourge  
& Purge!  
It's THE  
REDEEMER!**

**PLUS!  
INQUISITOR  
DARKBLADE  
FLESH AND BLOOD**

**WARHAMMER MONTHLY #16**  
✠ **OUT JUNE** ✠

**TO SUBSCRIBE TELEPHONE ☎ 0115 91 40000 AND ASK FOR YOUR FREE GIFTS**

Get all the latest news about the Black Library at our cool website: <http://www.blacklibrary.co.uk>



# WARHAMMER 40,000



## 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 Haemonculi? I guess a rematch is in order!



Dave Taylor