

236 August £3.50

# WHITE DWARF

- FAST ATTACK! - CODEX ELДАР SWOOPS IN!
- THE VON CARSTEINS RETURN
- IMPERIAL FISTS, LEGION OF THE DAMNED & ELДАР CLASH IN A CATACLYSMIC BATTLE REPORT!

**GAMES  
WORKSHOP**

ISSN 0265-8712



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# WHITE DWARF



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Art by Geoff Taylor.

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Graham Davey takes us on a guided tour on what's going on in the world of Games Workshop. We uncover the return of the enigmatic Eldar and news of more restless dead rising from their graves.

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The Youngbloods category of our Golden Demon competition is one of the most hotly contested. Last year's winner, Tom Allen, won with a fantastic Orc Warlord, which he actually uses to lead his own Orc & Goblin army. We asked him to bring the whole lot in.

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Mannfred von Carstein, the last Vampire Count of Sylvania.

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Mannfred von Carstein leads a horrific Undead army into battle.

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## TOP GEAR?

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Just how good is a Beastman chariot in an impact test with a unit of archers? - find out on p66.



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Out of the webway come the new Eldar Guardians, the latest addition to the Warhammer 40,000 Battle Squad range. We take a look at what you can do with these fantastic miniatures.

## PATH OF THE WARRIOR

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The Eldar of Biel-Tan place more emphasis on the 'Path of the Warrior' than any other craftworld, as they strive to rebuild the glories of the Eldar race. This month we take a closer look at the background of these war-like people...

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Listen now, children of Morrian, to a tale of great woe, a tale of the greed and foolishness of Mankind.

## ORKY TAKTIKS?

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Andy Chambers takes a look at the brutally cunning, cunningly brutal tactics of the Orks - with comments from Grand Warlord Adrian Wood.

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It can carry six fully armed Space Marines into the heaviest of fighting and provide them heavy weapon close support. Iain Compton takes the new Razorback for its first combat test drive.

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In this month's battle report, Codex Eldar author Gav Thorpe takes command of the Eldar, while our own Nick Davis commands the Imperial Fists Space Marines plus unexpected allies, the Legion of the Damned! There are rumours about an ancient artefact that is hidden on the battlefield - will the Space Marines recover it or will it fall into the hands of the Eldar?



A Warlock aids a Guardian squad with his psychic battle skills.



Karandras,  
The Shadow Hunter



Jain Zar,  
The Storm of Silence

# BATTLEFLEET GOTHIC

## OUT OF THE WARP

76

Heavy Metal painter and part time Chaos Warmaster Rich Baker shares his wisdom on how to steer your Chaos fleets down the road of dark glory and damnation!



Infidel class raiders, invaluable  
escorts in Rich Baker's Chaos fleet.



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## THE WHITE DWARF BLOKES



**Paul Sawyer,**  
Fat Bloke &  
Editor



**Graham Davey**



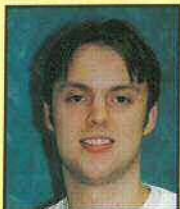
**Simon Shuker**



**Nick Davis**



**Iain Compton**



**Matthew Hutson**



**Matt Nicholls**

## EVIL SPIRITS

Out this month are the terrifying Wraiths, which make powerful unit champions for regiments of Skeletons and Zombies.



*Designed by Alan Perry*

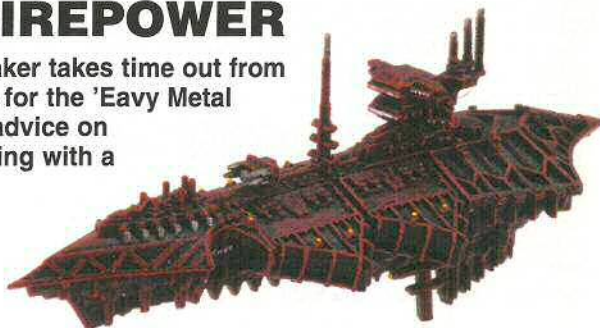
Wraiths are the spirits of evil men who used black enchantments to cheat death. However their willpower is not strong enough to maintain a physical form, and over the years they have withered away to nothing.

Because they are insubstantial, Wraiths can only be harmed by magic weapons, so they are very hard to destroy. They also cause terror, making any unit they lead even more frightening!

## CHAOS FIREPOWER

In this issue, Rich Baker takes time out from painting new models for the 'Eavy Metal team, to give us his advice on assembling and gaming with a Chaos fleet.

*A Styx class heavy cruiser from Rich Baker's Chaos fleet.*



## BLOOD BOWL®

## FINAL SEASON SELL OFF!

Check out this issue for details of the Blood Bowl final season sell off in our stores! From Monday 26th July to Sunday 1st August, all our Blood Bowl products are available at 50% off!



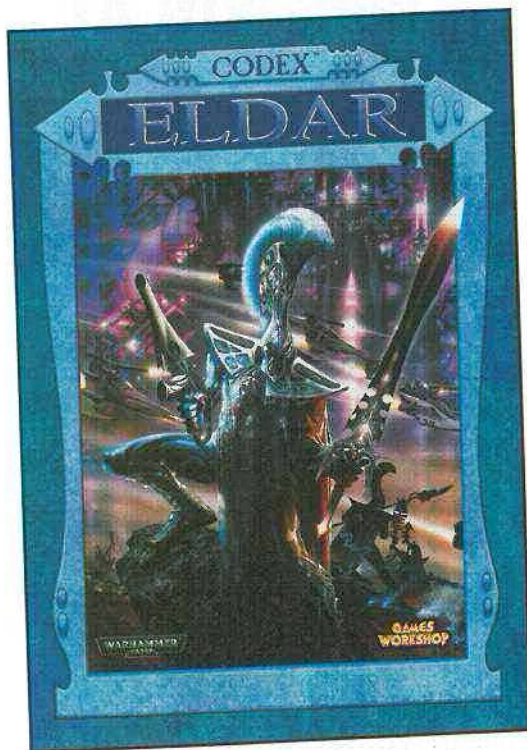


## CODEX ELДАР

The Eldar are an incredibly ancient race, who once ruled a vast empire across the stars. They are now very few in numbers, but still they are one of the most technologically advanced races in the galaxy. This advantage is combined with the prodigious abilities of their Farseers, who scry the future and guide their kin along the most favourable paths of fate.

Codex Eldar includes loads of new wargear and weapons, Warlock and Farseer psychic powers and Exarch warrior powers, which make Eldar forces even more lethal!

To help you assemble your Eldar army, we are also releasing the Eldar Guardians Battle Squad, a new Warlock and the Howling Banshee Aspect Warriors.



◀ Examples of Eldar Guardians made up from the multi-part kits in the new Battle Squad. These models have been painted in the colours of the Biel-Tan craftworld.

## DWARFERS NEEDED AT THE BUNKER



Have you got what it takes to be a Dwarf? Well Fat Bloke is looking for a new recruit 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 these qualities 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



## WPS WIN AT SALUTE '99

The Warhammer Players Society attended Salute 1999 with a demonstration game consisting of a massive battle in which the Orc & Goblin forces of Rob Broom and Jerry Marshall laid siege to a Chaos castle. The castle was manned (or should I say dwarfed) by Chris Stones' Chaos Dwarfs, whilst outside the castle were Adrian McWalter's and Darren Dabells' Khorne Daemon army, including a Bloodthirster and accompanied by a Chaos Beastman army!

The game was greatly enjoyed by the crowds that attended Salute 1999 and won the award for Best Demonstration Game. The WPS team members were all pleasantly surprised at winning, so much so that they missed the awards presentation ceremony, as they had no idea that they had won at all!



## DUE NORTH



Rick Priestley



Tuomas Pirinen

Calling all gamers in Finland! If you want to meet games designers Rick Priestley and Tuomas Pirinen, they will be attending Ropecon 99. Ropecon is the biggest yearly Finnish gaming convention, and one of the largest in Europe. Why not drop by and attend the convention? It is packed with games, competitions, dioramas, costumes and loads of events, and promises to be bigger and better than ever before.

Ropecon will be held in the Dipoli centre, between 20-22 August, and Rick and Tuomas will be hosting seminars, running demonstration games and attending panels (or at least, that's what they claim - more likely they will spend all their time relaxing in a sauna!).

## SUMMER ROADSHOWS

Over the Summer, we have several roadshows visiting our stores across the country. Each roadshow is a hive of activity based around an enormous game, with competitions and prizes galore! Make sure to call your local store to see if there are any others visiting your area soon!

### SKULLS OUT FOR SUMMER

- Altrincham, Trafford Park, Birmingham, Leeds, Loughborough . . . . . 24-25th July
- Liverpool, Manchester, Hull, Nottingham, Dudley, Meadowhall . . . . . 31st July & 1st August
- Warrington, Bolton, Wolverhampton, White Rose, Derby . . . . . 7-8th August
- Chester, Walsall, Harrogate, Lincoln, Sheffield, Stockport . . . . . 14-15th August
- Shrewsbury, Bradford, Solihull, York, Leicester . . . . . 21st-22nd August
- Stoke, Coventry, Doncaster, Grimsby, Copenhagen . . . . . 28-29th August

### THE STRANIVAR OFFENSIVE

- Cardiff . . . . . 24th July
- Cribbs Causeway . . . . . 31st July
- Swindon . . . . . 7th August
- Salisbury . . . . . 14th August
- Southampton . . . . . 21st August
- Guildford . . . . . 28th August

### DA GREEN, DA BAD AN' DA UGLY

- Edinburgh, Glasgow, Dublin . . . . . 3rd July
- Perth, East Kilbride, Belfast . . . . . 10th July
- Dundee, Ayr, Blanchardstown . . . . . 17th July
- Aberdeen, Stirling, Darlington . . . . . 24th July
- Metro, Preston . . . . . 31st July
- Sunderland, Southport . . . . . 7th August
- Middlesborough, Blackpool . . . . . 14th August
- Newcastle, Carlisle . . . . . 21st August

### THE SIEGE OF GER'ASHKLEM

- Plymouth . . . . . 24th July
- Bournemouth . . . . . 31st July
- Portsmouth . . . . . 7th August
- Woking . . . . . 14th August
- Reading . . . . . 21st August
- Oxford . . . . . 28th August



## NEW RELEASES THIS MONTH



This month's Warhammer releases:

### VAMPIRE COUNTS

Wraiths (1 model per blister)	£3.00
Mannfred von Carstein (1 model per blister)	£8.00



This month's Warhammer 40,000 releases:

### ORKS

Ork Stikk Bommas (metal & plastic Battle Squad)	£12.00
Ork Burna Boyz (2 models per blister)	£4.00
Ork Killa Kans (1 model per blister)	£10.00
Ork Nobz in Mega Armour (1 model per blister)	£5.00

### ELDAR

Codex Eldar	£8.00
Eldar Guardians (plastic Battle Squad)	£12.00
Howling Banshees (2 models per blister)	£4.00
Eldar Warlock (1 model per blister)	£4.00
Eldrad Ulthran (1 model per blister) re-release	£7.00
Asurmen (1 model per blister) re-release	£6.00
Karandras (1 model per blister) re-release	£6.00
Fuegan (1 model per blister) re-release	£6.00
Jain Zar (1 model per blister) re-release	£6.00
Baharroth (1 model per blister) re-release	£6.00
Maugan Ra (1 model per blister) re-release	£6.00

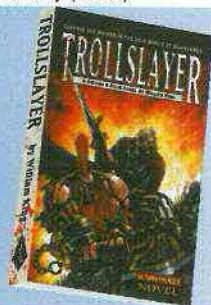
### SPACE MARINES

Space Marine Razorback (metal & plastic boxed set)	£20.00
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This month from the Black Library:

Warhammer Monthly 19	£2.00
Warhammer Monthly 20 Redeemer Special	£2.00
Bloodquest Book One (Graphic Novel)	£6.50
Trollslayer (Novel)	£5.99
First & Only (Novel)	£5.99



## Tidings from the Black Library

### NEW NOVELS

As you may or may not have heard, down here in the Black Library we have been busy working away at a new range of novels. Well the waiting is finally over, with the release of the first two novels later on this month. Trollslayer by William King is the first outing for Warhammer's masters of mayhem and carnage, Gotrek and Felix. This first novel is a collection of all the short stories to date, plus two totally new adventures, and the whole thing is neatly tied together into a novel with extracts from Felix's diary. If that doesn't satisfy your taste for action then you'll be pleased to hear that William King has already finished work on his next two novels, Skavenslayer and Daemonslayer.

Our second novel, First & Only, is an action-packed war epic featuring Commissar Gaunt and his Ghosts. You may already be familiar with Dan Abnett's character Gaunt, from the pages of Inferno! Well, First & Only is an all new tale about Gaunt's Ghosts and is laced with battles and intrigue aplenty.

Make sure you check out the article later on in this issue of White Dwarf, to find out all about the new novels, and what's in store for the coming year.

### INTERNET STUFF

If you want to get a taste of the carnage and mayhem and you've got access to the internet, then you can download a short sample of our new novels from the Black Library website: <http://www.blacklibrary.co.uk>

Or if you don't have access to the World Wide Web, you can get a sample by e-mail. For a sample of Trollslayer, simply send an e-mail with 'Troll' as the subject header, to [novels@games-workshop.co.uk](mailto:novels@games-workshop.co.uk) For a sample of First & Only, just send an e-mail with 'First' as the subject header, to the same address.

### BLOODQUEST GRAPHIC NOVELS

As if that wasn't enough, we also have the first of our graphic novels coming out this month. Many of you will have noticed the start of book two of the Bloodquest saga in recent issues of Warhammer Monthly. Well, to mark this event we have compiled all of book one into the first Warhammer graphic novel. Be on the lookout later on this year for graphic novels of Titan and the awesome Daemonifuge series.

### DEATHBLOW

If you're a fan of Warhammer Quest then you'll be pleased to hear that Fanatic Press has released Deathblow, a supplement devoted entirely to your favourite game of dungeoneering and monster bashing. With 96 pages totally crammed with great articles, including extra adventures and new Warriors, you can be sure there's something for everyone.



## NEXT ISSUE WAAAGH! AGAIN!

Not content with releasing loads of cool, new Orks for Warhammer 40,000, we've slaved long and hard to bring you Orks for Warhammer Fantasy Battle!

Aly Morrison, Brian Nelson and Mark Bedford have been busy finishing off the Orc Boyz Warhammer Regiment, to bolster your Orc & Goblin armies. This awesome boxed set will contain enough sprues to make a regiment of sixteen multi-pose models, and includes parts to make an Orc Boss, musician and standard bearer.



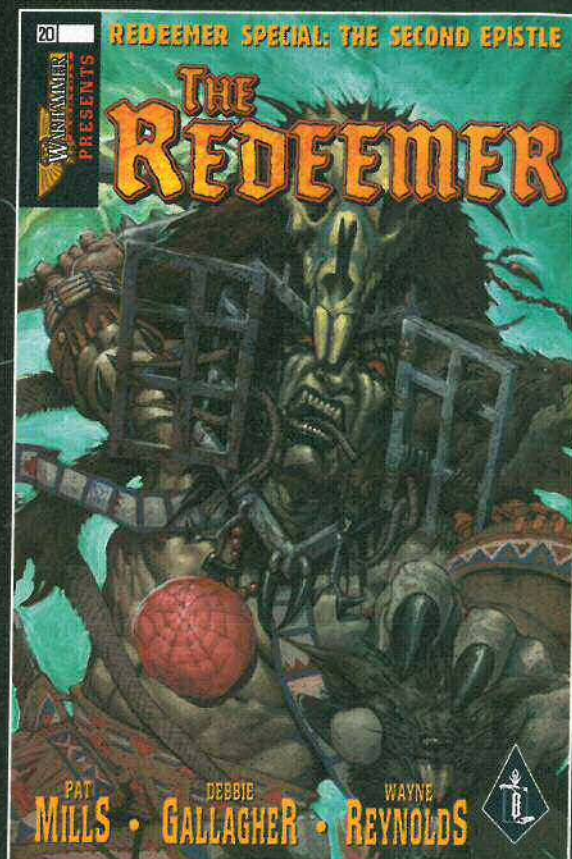
◀ Orc Boss  
Orc Boy ▶

## MISSING ARTIST!

We're trying to track down artist Gary Harrod, who drew the picture below. Gary worked for us about ten years ago, but since then we have lost all contact. If you are reading this, Gary, or if anyone knows his whereabouts, please write in to: Dave Gallagher, Games Workshop HQ, Willow Road, Lenton, Nottingham, NG7 2WS.



# SCOURGE & PURGE



Warhammer Monthly's summer of carnage continues unabated with the second issue of the Redeemer Special. The second epistle of this awesome three part mini-series sees the crazed Redemptorist Preacher after the heretical deviant shaman known only as the Caller. The Caller has the ancient Bloodmare stone, and using its power he intends to incite rebellion amongst the native Ratskins and bring the hiveworld of Necromunda to its knees. In the depths of the Underhive, the Redeemer finds carnage and chaos, where Ratskin colonies have revolted and turned upon the populace, but even worse, the Redeemer comes face to face with Ferron Voor, Zombie-master and ally of the Caller. The Redeemer and his followers must battle through Ferron and his mutated, half-dead minions, while the Caller gets closer to the hive-city.

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CODEX™

# ELDAR®

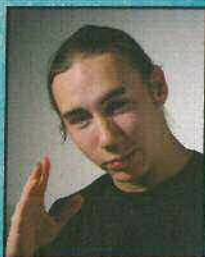


"What do you humans know of our pain? We have sung songs of lament since before your ancestors crawled on their bellies from the sea."

Farseer Eldrad Ulthran



# Arrogant Threat



**By Gavin Thorpe**

**Gav Thorpe vehemently explains some of the thoughts and decisions he made whilst writing and developing the all new Codex Eldar. Be warned though, he does get a bit carried away at times...**

I have always liked Eldar, and I probably always will. They've fascinated me since their earliest days as pirates and mercenaries in *Rogue Trader* and *The First Book of the Astronomicon*, through the introduction of Harlequins and Exodites, to their present incarnation with the Eldar Path, Avatars of Khaine and Aspect Warriors. I started my first proper Eldar army with the army list presented way back in WD127 (with the Dragon on the front), although I did have a Harlequin force before then. Anyway, suffice to say I was pretty keen to bring my own spin to the Craftworld Eldar army and background. The following are my thoughts and comments on some of the points raised by players during the time I was writing the Codex.

## A 'Typical' Eldar Army

First of all, the army list in Codex Eldar is intended to represent an average craftworld's army. By average, I mean that the bulk of its fighting forces is made up of Guardians and their vehicles, with some Aspect Warriors to support them. I've heard people argue that surely the Aspect Warriors would be the craftworld's first choice of fighters, backed up by the Guardians. Well, in my view it comes down to simple

numbers. Even in the largest of craftworlds there are relatively few Eldar actually on the Path of the Warrior at any one time. The vast bulk of Eldar will be Guardians, thus it follows that the greatest proportion of their army will be made up of Guardians. In fact, with Dire Avengers in the Troops section, people can have an all-Aspect Warrior army if they so desire. That said, the army has been designed and balanced with the idea in mind that a fair number of Guardians, jetbikes, Falcons and so on will be present.

Of course, not all craftworlds follow the same military organisation that underlies the Codex army list, and therefore special considerations must be made for the likes of the Saim-Hann and the Iyanden. I hope to write some short army lists for these craftworld variants, which may appear as Chapter Approved army lists or even as mini-Codexes (as the Assassins were, last issue). I see these types of armies (along with the all-Aspect army of Biel-Tan, the Rangers of Alaitoc and so on) as special cases, and if I'd written an army list so flexible that it allowed any or all of these types of 'specialist' army to be chosen, it would have been open to severe abuse by less conscientious gamers.

## Guardians

Having decided that Guardians were going to be a fairly integral part of any Craftworld army, it was essential that players did not feel they were getting a raw deal by playing with a balanced force. This is true of all the army lists – the basic squad type is often the best value for money (for example, one of the most difficult Space Marine armies to face is composed mainly of Tactical Squads, with only a few different units in support). There was much debate on the internet about the validity of Guardian squads, with many players seeing them as too expensive while others considered them essential to any battle plan. As you might expect, my own opinion falls into this second camp – Guardians will win you battles!

There was much comparison between Guardians and Dark Eldar Warriors, who have the same points value. Anti-Guardian lobbyists pointed out the fact that Dark Eldar Warriors have +1 WS, BS and I, and an extra 12" range on their gun if they stand still. In reply to this, I have to point out that when on the move, 10 Guardians can still fire twenty Strength 4 shots, while a similar number of Dark Eldar Warriors get ten Strength 3 shots... This basic ability is only worth the points if you





use the Guardians appropriately. I've seen people with a 5-strong Guardian squad plus a heavy weapon platform sitting around at the back of the table; the extra Guardians acting as very expensive and not particularly effective ablative armour for the weapon crew. On the other hand, my Guardian squads always include ten fighters, plus the two crew and their heavy weapon, and very often a Warlock with Conceal or Embolden. This makes a unit that can move forward and attack the enemy. In many battles my Guardians have seen off attacks by Khorne Berzerkers, Space Marine Assault squads and Ork mobs, all by their sheer weight of fire.

Also, it's actually quite pointless comparing points values between different army lists, as a model's value is based almost entirely upon its value to the army it is in. Hence Guardians, at 8 points per model, are the cheapest unit in the Craftworld army list, with the next unit being the Dire Avengers at 12 points – an increase of 50%. Most units cost at least twice as much as Guardians, so in context with the rest of the army the Guardians are a source of cheap troops. On the other hand, Dark Eldar Warriors are only a couple of points cheaper than Wyches, and the army also includes Warp Beasts, Mandrakes, Hellions and Scourges who all come in under 20 points each (without snazzy weapons). See the difference?

It is this idea of context within the army that determines the value of a unit. It's no use having a Striking Scorpion squad charge into an Ork mob, beat them in combat and then find that they can't break their enemy because they don't outnumber them. However, charge a Guardian Storm squad into the enemy at the same time and, even if the Guardians don't do any damage, you're looking at a greater likelihood of the enemy running away, with the possibility of you chasing them down and wiping them out

(incidentally, with two units in combat that's two pursuit rolls you make, doubling your chances of catching the enemy!). No unit is an island, particularly in an Eldar army. Eldar units are generally very specialised and they rely on the presence of other units to cover their weaknesses and make up for any shortcomings. Therefore, numerous but unskilled Guardians must work in combination with the highly adept but woefully small Aspect Warrior squads. A deadly combination when you perfect it!

### Wave Serpents

Along with the Guardian debate, there was much discussion concerning the Wave Serpent transport vehicle. In the 40K rulebook I dealt with the energy field of the Wave Serpent by giving it armour 14 to the front and sides. However, after playing lots more games and thinking endlessly about the problem, I decided this was a) too mechanistic and boring, and b) simply too effective. A fast, skimmer with a transport capacity of ten and armour 14 is just too valuable to put a points cost on. If I charged an appropriate amount of points (probably over 200 points on reflection!) then it would be stupidly expensive. If I didn't, then it would be stupidly powerful... The solution? Change the rules, of course. So now the Wave Serpent's force field gives it a little bit of extra protection against really



Fire Dragons rain molten death onto the Ultramarine Terminators, as they sweep into combat.



*A Warlock from the Biel-Tan craftworld.*



devastating weapons such as multi-meltas and demolisher cannons. As you might expect, people moaned. In fact they moaned, whinged and whined, particularly as I didn't lower the Wave Serpent's points value. The fact of the matter is, you're not buying armour, or even the twin-linked shuriken catapults. You're buying the ability to transport a powerful unit 24" a turn, in relative safety. Put ten Guardians inside and it'll seem expensive. Put ten Howling Banshees, Striking Scorpions or Fire Dragons inside and it's a real peach of a bargain!

Because of this, people have claimed that the Eldar must have a Wave Serpent in order to win a battle. Not true. Simply not true. I have won battles (and lost some) without having a Wave Serpent in the army. The same goes for Wraithlords too, but I'll get on to that later. What it all comes down to is the simple fact of knowing how to use your army. Of course it's fairly obvious how to use a Wave Serpent – load it with the best assault troops in your army and then whack them into the enemy at an opportune moment. Getting the best out of five Swooping Hawks isn't so simple, but can be just as useful against certain opponents.

"But why can't they have a cheap transport like the Dark Eldar Raider?" they begged. Put simply – because the Dark Eldar have them! Gone are the days when every army had everything going – Imperial jetbikes, Harlequin Land Raiders and other such hideous creations! An army's character is composed of its weaknesses as well as its strengths, and actually a lack of something isn't necessarily a weakness. Just because Dark Eldar have light transports, it doesn't

make the Craftworld Eldar weak because of the lack of them, no more than Space Marines or Tyranids are weak because they don't have Leman Russ battle tanks. The Craftworld army has Falcons and Wave Serpents instead, which require different tactical uses on the battlefield but are equally effective when used properly. More than any other army, you're going to have to learn how to use an Eldar army. Use them poorly and you'll get stuffed, use them well and they'll do the business time and time again.

As an aside, the new rules for the Wave Serpent work off the special rules for Dark Lances and Bright Lances. It would be pointless for any race to develop a tank that had defensive abilities negated by their own technology. In other words, to the Eldar, having lots of armour is no advantage at all, speed is more important. In game terms, Dark Lances and Bright Lances (the main Dark Eldar and Craftworld Eldar anti-tank weapons) treat armour values over 12 as 12, therefore it would be pointless them having a vehicle which relies upon having an armour value over 12 as its defence. Makes sense, doesn't it?

## Wraithlords

Okay, most of my ranting is over! One last point to put to its grave though, is the question of Wraithlords going up to Toughness 8. People have argued that this makes them better than the Dreadnoughts in other army lists. The fact of the matter is very different. Dreadnoughts generally have an armour value of 12 on the front and sides, making them totally immune to any weapon with a Strength of 5 or less. Totally immune. A Wraithlord's Toughness of 8 means that Strength 5 weapons can wound it on a roll of a 6. That's an infinitely better chance! Sniper rifles, agonisers and other weapons with a set 'to wound roll' are the bane of Wraithlords. In close combat a character with a powerfist (generally taking them to Strength 8) gets a sure-fire wound

*A Squad of Howling Banshee Aspect Warriors.*





on a roll of a 4 or more – against Dreadnoughts a roll of a 4 gives them a glancing hit, while a 5 or 6 is needed to cause your opponent serious consternation. What it boils down to is the fact that a Wraithlord is slightly more predictable – it will not be destroyed by a jammy glancing hit like a Dreadnought, and can't be stunned or immobilised. However, lighter weapons such as heavy bolters, big shooters and heavy flamers can actually hurt it! Also, there are times when it doesn't matter how many lascannons you fire at that vehicle, you can never seem to roll a 4 or more on the penetrating hits table! As with Wave Serpents, I've won battles against all kinds of opponents without taking Wraithlords (though I must admit that in staff tournaments my army includes two Wraithlords, but that's just because they suit my style of play...).

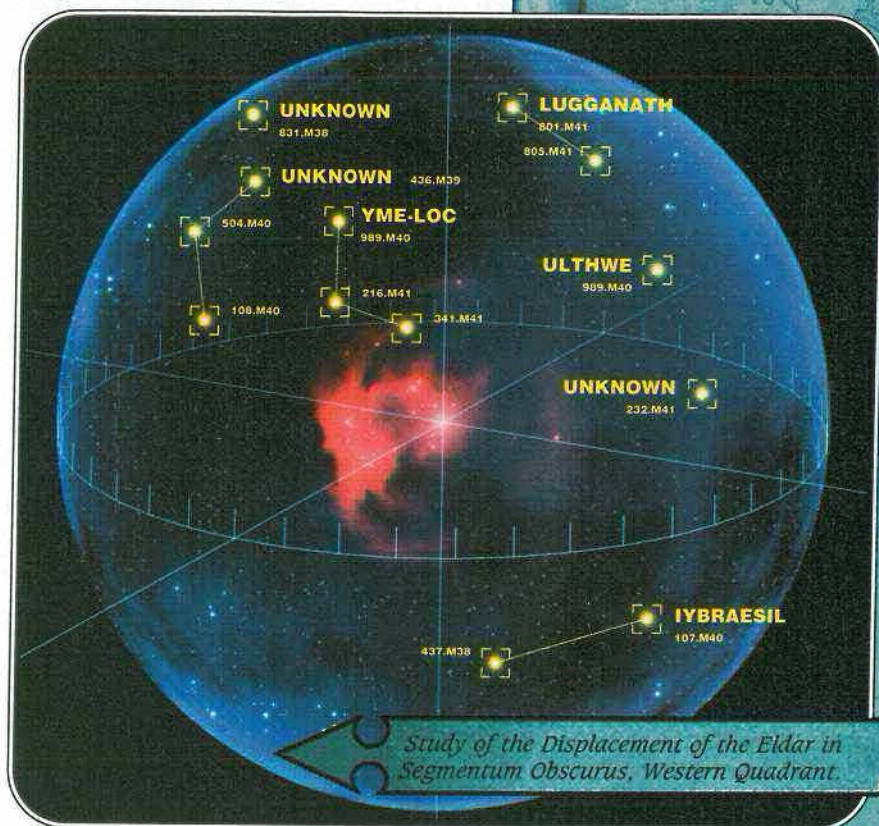
## The Background

As well as all the rulesy things like armour values and weapons, I turned my evil eye upon the background of the Eldar. Rest assured, I haven't changed anything, I've just made sure that certain parts of the Eldar character are emphasised more than they used to be. For instance, there was always this underlying impression that the Eldar were somehow 'good guys'. Wrong! The Eldar are possibly one of the most selfish and self-serving races in the galaxy. It is true that they have indeed fought many battles alongside the Emperor's forces, but this is definitely for their own ends, not out of some altruistic attitude to humanity. This is best summed up by an old quote from WD110:

"Make no mistake human. We do not fight for your Emperor. We fight against Horus."

A second facet of the Eldar I wanted to explore a bit more was their total and utter arrogance and self-righteous attitude to the rest of the galaxy. They once ruled a vast and mighty empire, which they foolishly lost. However, except for a few of the wisest Farseers, the Eldar do not blame themselves, but turn their anger upon the 'usurper' races who sprang up in the vacuum – Orks, Humans, Kroots and so on. To Eldar, the only other creature worth considering with any degree of respect is another Eldar; all other races are brutish animals (the Dark Eldar see 'prey species' quite literally as cattle!)

Attached to both of these principles is the way that the Eldar, particularly the Farseers, callously manipulate other people. They will gladly start a war that will see ten billion humans die, if it means that in five thousand years time an Eldar life is saved. Because the Eldar mind is so utterly different to the human psyche, the Eldar seem to be a completely capricious race. The Eldar often make decisions that only have a consequence in the distant future, making them appear to be motiveless and random. In addition, the Eldar are a pretty bloodthirsty race, particularly the Avatar and Aspect Warriors. When their blood is up, the Eldar are downright vicious and nasty! This



all adds to the 'alien-ness' of the Eldar, further reinforcing the fact that they are more than simply humans with pointy ears.

In terms of actually presenting the background, I have now sorted out the many and subtle links between the Harlequins, Exodites, Dark Eldar and the Craftworlds, along with their attitudes to each other and the Fall. I actually created what came to be known as the 'Eldar Metaphysics Flow Chart', a diagram which demonstrates the whole background of the Eldar since the Fall (an Eldar language version is presented in Codex Eldar!). This background information will be spread across all of the Codexes. Each Codex will obviously focus on the Eldar faction it is concerned with, but since all the Eldar come from a common source and are inter-linked with each other, the Codexes will also shed light on different aspects of other types of Eldar. On a personal note, I am particularly looking forward to writing the Harlequins, as I then get to reveal much of my grand scheme for the Eldar, dealing with why the Craftworld Eldar collect spirit stones, just where (and when...) the Dark Eldar come from, and the jaw-droppingly horrifying plans of the Harlequins. But then again, I'm not going to tell you everything – it's always nice to be kept guessing...

*GW*



Eldrad Ulthran,  
Farseer of Ulthwé



# Rebirth

*By Gav Thorpe*

It was calm in the shrine, the faint smell of delicate incense hung in the air and the soft tinkling of small wind chimes sounded gently from a side chamber. Sirech sat cross-legged on the white floor, his eyes closed in meditation. He considered the irony of the shrine, how it could be so serene in times of peace and yet it became vibrant with thoughts of bloodshed when the Avatar awoke. The Exarch was just returning to full consciousness when he felt a disturbance in the shrine's aura. Opening his eyes, he looked around, but could see nothing. There was something different though, something had made the atmosphere more tense. Finding nothing else amiss, Sirech decided to continue with his ritual duties. He passed into the chamber that served as the shrine's armoury, and began checking the weaponry and armour of his Striking Scorpion warriors. He started with his own armaments, passing a knowledgeable eye over the shuriken catapult of his scorpion's claw, checking the flexing of the powered glove fingers.

Suddenly, the tension increased once more, causing the Exarch to snap straight as if he'd heard a footstep. He turned on his heel slowly, and looked out of the armoury door into the main chamber, eyes narrowed dangerously. With a gasp of surprise he noticed that the webway portal was active, the doorway that led to other Striking Scorpion shrines on different craftworlds. Only

another Exarch would know how to open the portal. If the webway was opening on this end, Sirech did not have long to prepare for the visit. Why had he not been warned of this?

Walking quickly to the altar in the middle of the chamber, Sirech took a knife from its stone top and sliced his palm. Holding his hand over the altar, the Exarch allowed his lifeblood to drip into a silver bowl in the centre. Closing his eyes once more, Sirech began the meditation of war, focusing his thoughts on Khaine, breaking back the barriers that held his savage instincts in check when not in battle. Normally the culmination of the ritual would be to don his Exarch armour, finally putting on his helmet to symbolise the transition from peace to war. When that happened, his own consciousness was absorbed into the many other spirit stones that studded the armour, his thoughts mingling with those of the Eldar who had worn the armour before him for hundreds of generations since the shrine was formed.

However, Sirech was not going to war, he was meeting a fellow Exarch, and the wearing of full armour would not be necessary. Instead, as the prayer to Khaine spilled from his lips, Sirech dipped his fingers into the bowl, and with smooth strokes began to draw his rune upon his face and forehead as a symbolic mask. As he felt his life fluid trickling across his skin, Sirech's thoughts began to fill with memories of war, images of the battles that he had fought in. In day-to-day life these memories were suppressed by the mental shields he had built up over years of training, but as he assumed his Aspect of the war god Khaine, the scenes of bloodshed and hatred were revived once more. As he made the final stroke of the rune across his lips and tasted his own blood, the final locks on his psyche were broken and the full fury of his race's bloodthirst and passion filled his mind. For a moment the Exarch stood shuddering with the fierceness of the feeling, a slight moan escaping his lips as sensation flooded his body. This was why he had become trapped on the Path of the Warrior, this was why he was doomed to be an Exarch for all eternity, for the rest of his long life and even after death.

Reigning back on his suddenly violent urges, the Exarch looked towards the webway gate. As he watched the glossy, black disc of energy, he could feel the shrine began to fill up with the will of Khaine – fury and destruction seemed to fill the air. An armoured figure broke through the portal, staggering against the wall and then falling to the ground. Sirech leapt to the newcomer's side and then took a step back in amazement. There, lying against the wall of his shrine, was the Shadow Hunter, Karandras the Phoenix Lord. Sirech could see that the ancient warrior's armour was rent in several places, a particular gash across his chest plate was wide enough to slip a hand into. Although it was obvious he was grievously wounded, there was no sign of blood on the Phoenix Lord. Through the holes in the armour Sirech could see only a swirling cloud of tiny starlights; the Phoenix Lord had passed beyond the need for physical form. Slowly, Karandras stirred, the glowing yellow eyes of his helmet turning towards Sirech. Soundlessly, the Shadow Hunter reached out with his hand, as if to be helped up. Without thinking, Sirech grabbed the proffered arm.

For a moment the whole universe seemed to pause. Sirech felt himself pulled into the Phoenix Lord, his presence wrenched from reality into another realm. With a blinding flash, his spirit collided with that of Karandras, and his mind was filled with a kaleidoscope of vignettes.

A group of children were huddled behind him as the mob rampaged through the streets, smashing windows and pounding at doors. He was stood with a blade in his hand, dripping with the blood of other Eldar.

He was looking out of an ornate window at the stars, staring back towards the world he had left behind. Suddenly his mind exploded as the Great Enemy screamed into full life. Around him his friends and relatives fell to the ground, their eyes vacant, their lips slack.

He was battling against Arhra, their weapons flashing in the moonlight of some alien world. His chainsword bit across his





enemy's stomach and Arhra launched a desperate counter-attack to force him back before the traitorous one turned and leapt through the webway portal.

Mon-keigh soldiers advanced alongside him. Before him stood rank upon rank of the human Space Marines. They had fallen into the grip of Chaos, their leader threatened to overthrow the entire Human empire, plunging the galaxy into the grip of the Dark Gods. His mask spat death as he charged into the midst of the armoured humans.

The screams of dying Eldar filled the air, the sky itself seemed to burn with purple fire. A squadron of Falcons skimmed past before erupting into flames, struck down by the insanely powerful weapons of the Nightmares.

He matched the bestial bellowing of the Orks with an angry roar of his own, smashing his fist through the chest of their leader. Wrenching the head from its shoulders, he held the prize aloft for all to see, revelling in the victory.

The hieroglyphs of the Necrontyr adorned the tunnel walls around him, semi-sentient constructs flung themselves at him to protect the stasis chamber ahead. He cut through them effortlessly, determined that he would destroy this nest of ancient horror, firm in his belief that none would rise to challenge the Eldar.

On and on came the visions, laying themselves on Sirech's mind like his own memories. Battle after battle raged in his thoughts, fights against alien abominations across the breadth of the galaxy, from the Skavengers in the earliest days to the relatively new threat of the Tyranids. And after each plateau of war came a vision of death, the demise of that spirit's physical life. The next would begin with the discovery of Karandras's armour by some Eldar, sometimes by a Ranger on a long-forgotten world, other times in the heat of battle. The last battle was on a world a few days journey from the craftworld, where a huge Ork horde had massed and was beginning to send its crude spaceships into the heavens. Sirech saw his own memories added to the psyche of the Shadow Hunter, from his first battle on Durya to the sight of his own arm reaching down towards himself. Sirech realised that he could no longer discern which of the memories were his, and which belonged to others. A voice spoke to him then, soothing away his fears.

"Welcome, Exarch Sirech. With your essence, we shall live on."

Sirech felt the last vestiges of his true self disappearing, and he felt like screaming, both in fear and joy.

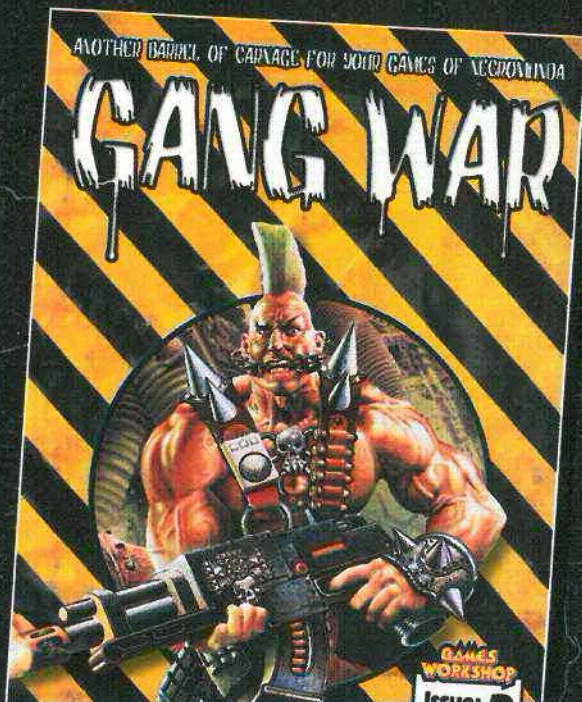
Karandras opened his eyes and looked at the husk of the Exarch lying next to him. As he stood up, the Phoenix Lord's armour began to heal, the tears across his body closed up and sealed without a trace. Looking around the shrine, he recognised where he was from the memories of Sirech. Reaching into those same memories, he remembered where the Dome of Crystal Seers could be found, and strode from the shrine, intent on warning the Farseers of the peril that lay ahead.

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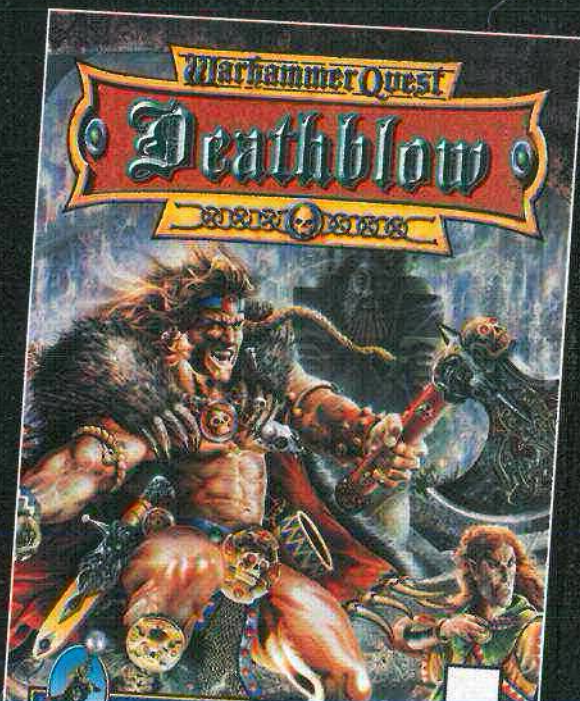
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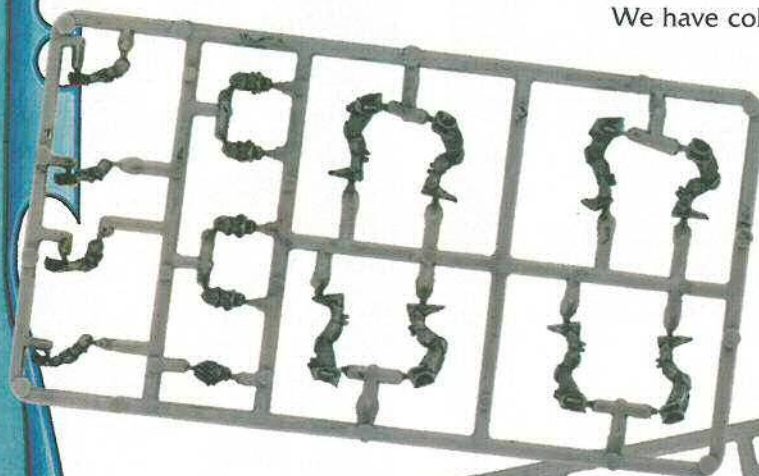


# Eldar Guardians

Appearing through the Webway comes the new Eldar Guardian boxed set. This, the latest addition to the Warhammer 40,000 Battle Squads, contains four Eldar Guardian sprues, enough to assemble sixteen Guardian warriors.

Designed by Mike McVey and Jes Goodwin, the Eldar Guardian Battle Squad is perfect for using as the basis to start an Eldar army. The addition of a second boxed set and a Farseer will quickly and cheaply form the core units in your army. The Guardian models can be assembled in a variety of different poses. The sprues also contain a number of cool extras such as ammo clips.

We have collected together a number of models and conversions from around Games Workshop HQ, to show you some alternative colour schemes and how this new plastic sprue can be used for different projects.







The **'Eavy Metal** team assembled these models in a variety of poses, showing how flexible the multi-part kits are.



More Guardians painted by the **'Eavy Metal** team – check out the the separate ammo clips available on the sprue.



**Nick Davis** has used the plastic sprue to create even bigger, badder Dark Eldar warriors.



**Andrew Chesney** from the Warhammer World store re-positioned this model to create an even more dynamic pose.



**Phil Yip**, also from the Warhammer World store, has repositioned the legs and body and, with a bit of green stuff, given his models a sprinting posture.



**Iain Compton** has used the Guardian parts to create a new rider for this jetbike.



With the help of his bits box, **Matt Nicholls** has used the plastic Guardians as a basis for these Warlock bodyguards for his Farseer.





# Path of the

## By Gav Thorpe

Biel-Tan is one of the largest and best known of the Eldar craftworlds. The Eldar of Biel-Tan place more emphasis on the 'Path of the Warrior' than any other craftworld, as they strive to rebuild the Eldar race to its former glory. In this article we take a closer look at the history and people of Biel-Tan.

Biel-Tan is located towards the southern rim of the galaxy, right at the edge of what is believed to be the extent of the ancient Eldar empire. Amongst the Eldar, the Biel-Tan have a reputation for being warlike, which on the whole is well-deserved. The name Biel-Tan itself means 'Rebirth of Ancient Days' in the Eldar tongue, and it is the Biel-Tan who most actively strive to rebuild the glory of the Eldar. To this end, the Biel-Tan place greater importance upon the Path of the Warrior than other craftworlds, for they know that if a new Eldar empire is to be forged, it will be done so in the heat of battle and with much bloodshed.

## The Aspect Shrines

Every craftworld has one or more shrines, tended to by the Exarchs, where the warriors of the craftworld can learn the battle-skills of one of the Aspects of Khaine, the Bloody-Handed God. Some Aspects are more widespread than others, such as the Dire Avengers and Striking Scorpions, while others are rare and may even be limited to only one or

two craftworlds. On Biel-Tan all but the rarest Aspects are present, and the most common actually have several shrines, the largest being the Shrine of the Dire Avengers. This means that in battle the Biel-Tan can draw on a great number of Aspect Warriors in comparison to other craftworlds, and their Guardians are seen only as a secondary force, to be used in times of the greatest peril or need.

## The Court of the Young King

The large number of Exarchs on Biel-Tan also has implications on the way the craftworld is ruled. On all craftworlds the most important figures are the psykers of the Seer council, who divine the path of the future using their runes and the age-spanning wisdom of the spirits contained within the infinity circuit. On Biel-Tan however, there is also another major governing force in the form of the Court of the Young King. This organisation takes its name from the ceremony required to awaken the Avatar of Khaine, that sits at the core of every craftworld. Once, at the beginning of every year, the Farseers cast their divinations and from amongst the

*The Avatar and the Court of the Young King lead the Swordwind to war.*





# Warrior

Exarchs of the craftworld select one, who is named as the Young King (although of course the individual could be female – gender is merely a physical trait to the Eldar, nothing more). This is a position of great honour, and much feasting and singing in praise of the Young King follows the ceremony. Unless called upon to perform the Ritual of Awakening, the Exarch holds the position for exactly one year, when another Exarch is selected as a replacement.

When the Eldar go to war, the metal form of the Avatar begins to heat up as the spirit of Khaine begins to fuel its mortal shell. The Avatar's blood begins to boil and tendrils of fumes and steam issue forth from the Avatar's sanctuary, while at the same time the Avatar's psychic call rouses the Exarchs to action. The oldest Exarchs gather together at the Avatar's throne room, one from each of the principle shrines on the





"There can be no peace while alien feet tread upon Áth-Ethon."

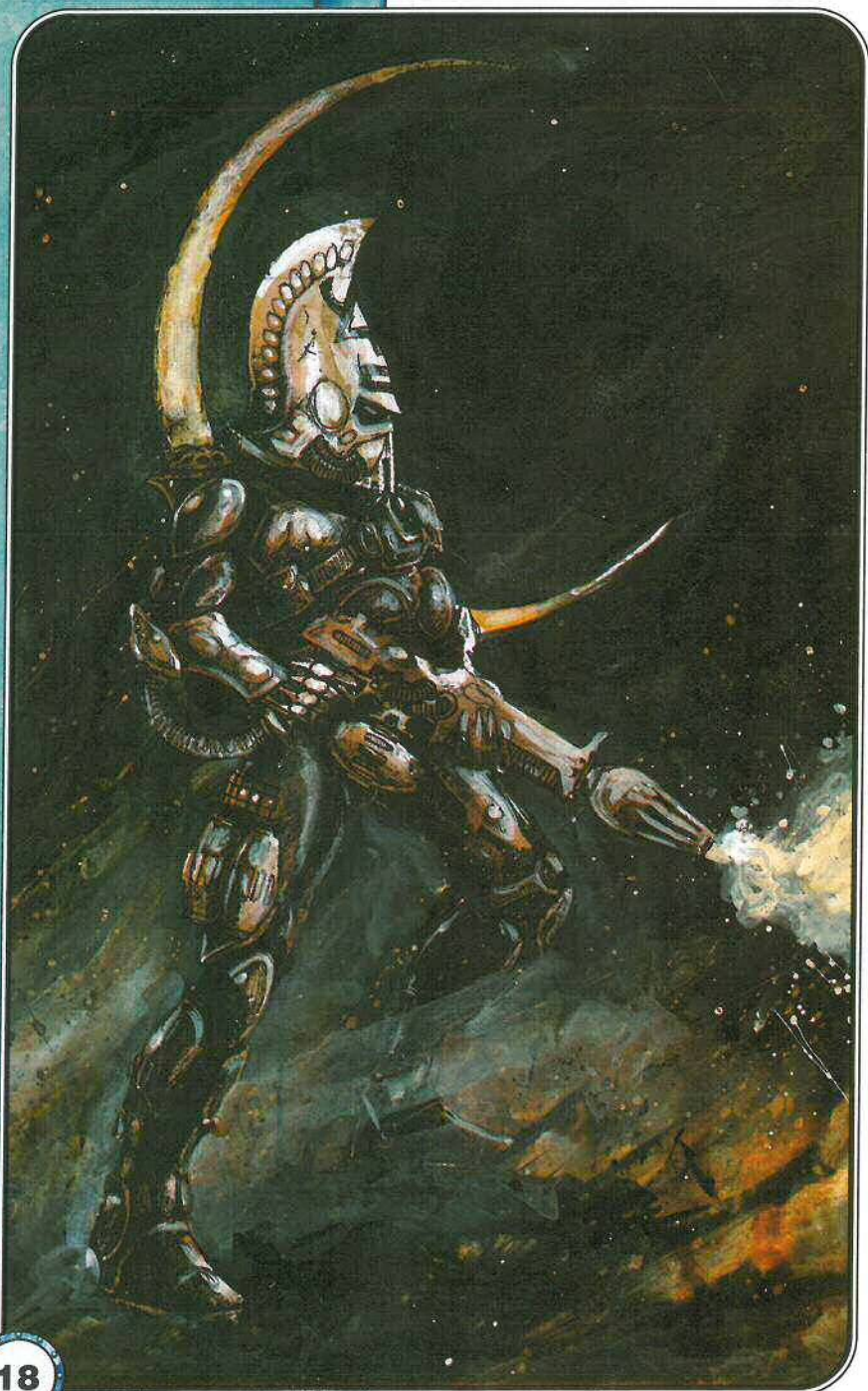
Response to the surrender of the Fourth Imperial Garrison, Rigal IV

craftworld. With them they bring the Young King, who is ceremonially disrobed, except for an ornate cloak and his or her waystone. The Exarchs then paint a swirl of Eldar runes across the Young King's bare skin, using a mixture made from their own blood. The Exarchs bring the sacraments of the Avatar and give them to the Young King – the Siun Dallae, the Wailing Doom and the Cup of Criel, which is filled with the Young King's own blood.

As the Ritual of Awakening progresses, the doors of the Avatar's chamber grow hotter and hotter until they glow with a fierce heat. At the culmination of the ceremony the doors crash open, accompanied by a chorus of Eldar psykers singing the battle songs of the craftworld. The crackle of flames fills the air, and deep within the throne room can be seen the sinister shadow of the Avatar itself, surrounded by a baleful glow of power. The Young King steps into the ruddy glow and smoke beyond the gateway, and strides out of sight as the assembled Exarchs recite the Hymn of Blood – a chorus of ritualised screams and war cries that seem almost random but have a disturbing rhythmic quality. For several hours, even days, the assembly awaits the Avatar, until, with a roar like thunder breaking, the incarnation of Kaela Mensha Khaine strides out of the gloom, its skin smouldering with unearthly heat, its eyes blazing pits of fire. In its right hand it carries the wailing doom, its left fist constantly drips with boiling blood. Of the Young King there is no sign, although the numerous spirit stones that adorn the Avatar's body will have increased by one, and its iron skin is covered in a sheen of steaming blood.

The Court of the Young King is made up of those Exarchs who have been elected as the Young King but have not been called upon to sacrifice themselves to the Avatar. They are a powerful political force, backed up as they are by the might of all the craftworld's Aspect Warriors. Farseers are often conservative and cautious by nature, preferring to avoid conflict and danger wherever possible. However, Exarchs are fiery, hot-blooded individuals, and this difference in outlook can often cause conflict and tension between the two ruling powers.

As the Court of the Young King holds more influence on Biel-Tan than the Exarchs on other craftworlds, it is more often that the Biel-Tan go to war, driven forward by the bloody instincts of their Aspect Warriors. It is also for this reason that the Aspect Warriors are always first and foremost amongst the army, as the Court of the Young King would never commit their craftworld to a conflict without being prepared to sacrifice themselves and their warriors to the cause. Also, many of the other Eldar of the craftworld see fighting as the Aspect Warriors' responsibility, considering the fact that it is the Exarchs who start most of the conflicts. Both of these factors mean there are relatively few Guardians in a Biel-Tan warhost.





## The Swordwind

The assembled warhost of Biel-Tan is known as the Bahzhakhain, which means the Swordwind. The Swordwind relies on a single attack, which uses surprise and the immense fighting skills and firepower of its Aspect Warriors to annihilate the enemy in one swift blow. To this end, the Swordwind employs numerous Wave Serpents and Falcons to move its units into position, from where the Aspect Warriors then launch a devastating, all-out attack, smashing into the enemy and giving them no chance to recover.

This kind of attack has proved particularly devastating against the Swordwind's most favoured type of target – alien colonies. The Biel-Tan see any colonisation by other races as a threat to the future growth of the Eldar empire; better to eradicate any usurpers as soon as possible, before the enemy becomes well established. To this end, there have been countless conflicts between the Imperium and Biel-tan craftworld, as the Explorators of the Adeptus Mechanicus discover and colonise worlds near to Biel-Tan's course, only for the Eldar to launch an attack and wipe out the settlers. For this reason, the Imperium must provide heavy garrisons for newly-settled worlds on the southern rim, to protect the colonists from these sorties by the Eldar, thereby draining valuable resources for battles elsewhere.

It is not only humans who suffer from the wrath of the Biel-Tan, as the Swordwind has fallen upon other alien races as well. The Orks in particular are hated by the Biel-Tan, as they can rapidly spread across a newly colonised world. The starships of Biel-Tan constantly hunt

across the stars for Ork hulks and spaceships, so that they may be destroyed before they can find a world to engulf with a tide of green warriors. There have been many accounts through the millennia of the Biel-tan Eldar arriving to help a beleaguered Imperial force fighting against the Orks, only for the Aspect Warriors to turn on their erstwhile allies once the Orks have been destroyed. The Swordwind also sees it as its duty to protect the Exodite worlds from alien invasion. As the Biel-tan see it, when the time comes for the Eldar to emerge from the shadows and reclaim what is rightfully theirs, the Exodite worlds will be the first staging points to conquering the mon-keigh worlds that litter the galaxy. Many an incautious expeditionary force has made planetfall on a world, not knowing that the Exodites inhabit it, only to find themselves swept away by the ferocious attack of the Swordwind.

*A Warlock aids a Guardian squad with his psychic battle skills.*



*A squad of Howling Banshees tear into the Chaos Space Marine line.*





Released this month are the dreaded Eldar Phoenix Lords. These mighty lords date back to The Fall. Re-born many times, it is said that these most ancient of Exarchs will finally meet their deaths at the Rhana Dandra, the final battle against Chaos.



### Asurmen, The Hand of Asuryan

The Eldar believe that the first Exarch was Asurmen, founder of the Shrine of Asur, which initiated the most widespread of the Aspects – the Dire Avengers. It is claimed that he was first killed whilst fighting the minions of the Great Enemy, and that his many reincarnations have continued this fight. Asurmen's ritual armour is said to incorporate two mighty vambraces containing shuriken catapults, and it is believed that his diresword was the first ever created.

### Fuegan, The Burning Lance

Fuegan is the founder of the Fire Dragon shrine, teaching many Exarchs the art of death through flame and fire. Fuegan refused to flee when the Shrine of Asur was destroyed by the Fallen Phoenix, and he was thought lost for many centuries, until he reappeared to fight alongside the Eldar at the Haranshemash. It is said that Fuegan will call together the Phoenix Lords for the Rhana Dandra, and that he will be last to die in that final conflict.



### Karandras, The Shadow Hunter

Legends of Karandras the Shadow Hunter tell of one of the most mysterious of all the Phoenix Lords. No one knows where he originally came from, but it is thought that he was not the first Exarch of the Striking Scorpions. It is said that before him came one called Arhra, the Father of Scorpions, and that Arhra turned to the darkness and waged war upon his own kin. Eventually he fled into the webway to become the Fallen Phoenix.



### Jain Zar,

### The Storm of Silence

The most swift and ferocious of the Asuryan was Jain Zar, first chosen of Asurmen. Like her mentor, Jain Zar travelled the webway, teaching her skills to many – so the Howling Banshees can be found on all but the remotest craftworld. Her chosen weapons are the Silent Death and the deadly Blade of Destruction which she wields with devastating speed and skill.



### Baharroth, The Cry of the Wind

As Asurmen is the first Exarch, so his finest pupil is believed to have been Baharroth. He was the Winged Phoenix, who taught the skills of what would become the Swooping Hawk Aspect. Like all the Phoenix Lords, Baharroth has been re-born many times, and it is claimed that he will meet his end at the Rhana Dandra, the final battle.



### Maugan Ra, The Harvester of Souls

It is said that Maugan Ra is the only survivor from the craftworld Altansar, which was destroyed when it was dragged to its doom by the Eye of Terror. Maugan Ra is the first of the Dark Reapers. He carries the Maugetar and wears the morbidly decorated armour of his now destroyed temple.





## Biel-Tan Swordwind Army



The Court of the Young King is made up of those Exarchs who have been elected as the Young King but have not been called upon to sacrifice themselves to the Avatar.

To the Biel-Tan, the first and most important part of the Eldar Path is the Path of the Warrior. For an Eldar society, they are highly militaristic and the

Exarchs have as much say in decision making as the Farseers and Warlocks. The craftworld of Biel-Tan has more Aspect Shrines than the other craftworlds, and consequently a larger number of Exarchs and Aspect Warriors.

### Modifications

To field the Biel-Tan Swordwind army, the following changes are made to the Craftworld Eldar army list:

**Warp Spiders, Striking Scorpions, Howling Banshees, Fire Dragons and Dark Reapers** are treated as Troops choices.

**Guardian Defender squads, Guardian Storm squads, Rangers, Guardian jetbike squadrons and Vypers** are all Elites choices.

In addition, the **Avatar** of Biel-Tan may be accompanied by the **Court of the Young King** as detailed below.



### COURT OF THE YOUNG KING

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dire Avenger Exarch	26	5	5	3	3	1	6	2	9	3+
Howling Banshee Exarch	32	5	5	3	3	1	6	2	9	3+
Fire Dragon Exarch	28	5	5	3	3	1	6	2	9	3+
Striking Scorpion Exarch	28	5	5	4	3	1	6	2	9	3+

*If your army has an Avatar then he may be accompanied by the Court of the Young King.*

**Squad:** The Court of the Young King consists of between 3 and 5 Exarchs chosen from above. Note that you may mix different types of Exarch in the Court of the Young King if you wish.

**Weapons:** All wargear and warrior power options from the relevant squad entry in the Craftworld Eldar army list may be taken, at the points cost given in that entry.

### SPECIAL RULES

**Retinue:** The Avatar and the Court of the Young King form a single HQ unit and count as one choice from the Force Organisation chart.

**Fearless:** As long as the Avatar is on the table, the Court of the Young King is fearless, and so automatically passes any Morale checks or Pinning tests it is required to make.



*The Avatar leads the Aspect Warriors of Biel-Tan against the sinister Necrons.*



# Eldar of the Biel-Tan





# Craftworld



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# The World of the Bloodied Sword

By Gavin Thorpe

**L**isten now, children of Morrian, to a tale of great woe, a tale of the greed and foolishness of Mankind. It is a tale of a human leader named Guyan Sethe, ruler of the world that we once knew as Taqamathi and that the mon-keigh call Assyri. It is a tale that brings with it a warning – that tolerance of lesser races is rarely rewarded with gratitude, that wisdom and understanding is beyond other species. For this is the tale of the creation of the World of the Bloodied Sword – Zamorshemash.

In ancient times, on the southern edge of our empire, was the world of Taqamathi, second only in beauty to glorious Thelcontir itself. During that time which we do not mention, Taqamathi became deserted, and although her fair lands remained, she was reclaimed by the wilderness. Then the barbaric mon-keigh arrived, bringing with them their filth and squalor, razing the fair valleys and meadows so that they could seed Taqamathi with their own bland and colourless vegetation. Food-beasts roamed through what was once the glittering Palace of Tranquillity, and humans bred in abundance across our sovereign realm. This we knew, for the webway still led to Taqamathi and our Rangers still went there – for Taqamathi was our ancestral land.

The humans were running wild across our domains and yet we stayed our hand, knowing that in their ignorance the mon-keigh did not realise what outrageous offence they were causing, what abuses they were heaping upon our lands. But then their supposed wise men arrived, archaeologists intent on plundering the treasures of other races. They came with their rough picks and shovels and hewed at the stones of the Palace of Tranquillity. We could not allow this to happen, for beneath those once glimmering spires lay the akliamor, those weapons which allowed us once to control the stars and carve an empire in blood and glory. Such powers are not for the humans, when even we could not always control the irresistible forces they unleash. And so we sent Ambassador Arhan and his aides to the humans, offering the sign of peace.

The ruler of this mon-keigh farm world was called Guyan Sethe, a man of politics and therefore one to whom treachery and hypocrisy was second-nature. He accepted our overtures of peaceful conference and welcomed the wise Arhan to his lowly world. Arhan and his advisors flew to Taqamathi to meet with Guyan Sethe personally. They were met with great celebration, as the honoured guests that they were. At first Guyan Sethe was most cordial and accommodating, listening to

Arhan's carefully prepared tales of religious artefacts being lost beneath the Palace of Tranquillity.

For several days the negotiations continued, but as the talks continued Guyan Sethe became more and more distracted. He began asking questions about the cultural treasures hidden beneath the surface, and spoke much of the splendour of Eldar craftsmanship. In particular he began making references to the waystones carried





upon the chests of the delegation, remarking on how beautiful they seemed. In the end Guyan Sethe suggested that he would allow our peoples full access to the Palace of Tranquillity in return for Arhan's waystone. As you might imagine, Arhan was horrified at the thought. He was being asked to give up his one and only protection against the Great Enemy. Arhan was a skilled diplomat though and he checked his temper, informing Guyan Sethe that such baubles were worthless in comparison to the treasures of Taqamathi, and his spirit of free trade would not allow him to make such a barter. Guyan Sethe became most insistent, a mad gleam came to his eye and he began to demand that he be given the waystones as indemnity against any hostile action taken by our people if the matter could not be resolved peacefully. Once again Arhan calmly informed Guyan Sethe that such a trade was impossible.

The conference degenerated into veiled threats and insults. Guyan Sethe ordered that Arhan and his assistants be held on Taqamathi until they were ready to deal properly. Arhan warned Guyan Sethe that if a finger was raised against him, our people would descend upon the world with fire and sword and reclaim what was rightfully ours by force. This incensed Guyan Sethe even further and he called for his guards. Arhan's delegation was unarmed, after all they had gone to Taqamathi on a mission of peace, not war. Despite this provocation, Arhan tried all that he could to avoid bloodshed. He promised Guyan Sethe that if they could speak alone together, they could find some compromise. It is believed that Arhan

told Guyan Sethe the true nature of the waystones and how they capture our essence at the point of death so that She Who Thirsts does not claim us. Unfortunately,

such open honesty did not have the desired effect. They once again returned to the audience chamber and Guyan Sethe spoke briefly with the captain of his guards. Then, in an act of such treachery only a mon-keigh could conceive of it, Guyan Sethe's soldiers turned their weapons on Arhan and his attendants, slaying them in cold blood.

As if this were not a crime heinous enough for the utmost retribution, Guyan Sethe then took the spirit stones from our dead, now containing the essence of these noble Eldar. He marvelled at the way they glowed with inner fire, and became even more entranced with them. He ordered his finest artisan to take the shining gems and craft them into a chain of office for him, which he would wear around his neck. This was too much! The spirits of our dead comrades cannot be taken from us, for they are our hope for the future and precious beyond mortal comprehension. Even then we were loathe to wake the Avatar of Khaine, for we are a small craftworld and such a conflict would be perilous for our survival. We sent a messenger with an ultimatum to Taqamathi, warning Guyan Sethe that if he did not return the spirit stones of our kin we would fall upon his lands like a storm, we would slay every creature on his world in our quest to reclaim them. Guyan Sethe dismissed our threats and slew the messenger, adding her spirit stone to his collection. At the same time that we sent the envoy to Guyan Sethe, we had also dispatched messages to the other craftworlds. Our Farseers consulted the infinity circuit, we cast the runes to see what fate might befall our people if we

were to go to war. The signs were clear though. The runes of Khaine, Death and Blood were always central, always the deciding factor in every casting. For the first time in countless thousands of years, war would come again to Taqamathi.

We did not fight alone. The warriors of Saim Hann answered our call to arms, fully a dozen of their Wild Rider clans came through the webway to our aid. The Zandros made the perilous journey through the warp to come to Taqamathi and Aspect Warriors from Alaitoc also arrived to add to our force of arms. We were also greatly honoured by the presence of two of the revered Phoenix Lords – the Burning Lance and the Cry of the Wind came to lead our Aspect Warriors. Our cousins in the corsair fleets gathered in the outer asteroids of the Taqamathi system, while our own warships prepared for bloodshed. The Exarchs chose a Young King from amongst their ranks, he who would become one with Khaine and rouse the fiery Avatar from his rest. All preparations were made, our plans were laid out and our will was hardened. Then the Young King stepped into the Chamber of the Bloody-Handed God, passing forever from mortal existence save as a tiny spark of consciousness in the spirit of Khaine. I remember a stillness passing through the infinity matrix, a silence descending upon the whole craftworld for an entire day. It seemed as if the whole universe was waiting to see what would happen. With a roar the Avatar awoke, our minds reverberated with his bloodthirsty call. His raging desire for battle and death suffused us. With Khaine's presence flowing in and around us, we descended upon Taqamathi as fury incarnate.

The mon-keigh sent their crude and gawky spaceships to combat our





vessels, but these were unworthy opponents, not even their so-called Imperial Navy but merely short-ranged craft with stubby guns and inelegant design. They did not last long against the onslaught of our battleships. Taqamathi lay open before us and we did not flinch in the execution of our duty to our dead kin. In our minds Taqamathi existed no more, this was now merely the crude mon-keigh world of Assyri. Our ships razed the humans' fields from orbit, while wave after wave of our aircraft unleashed sonic warheads and fusion bombs against their few cities. The mon-keigh fled in terror to the mountains, but they would find no safety there. Our Rangers searched far and wide for them, and wherever they found them our warriors would arrive. We did not take prisoners, we offered no mercy. Such things are worthless when fighting animals, for that indeed was how we viewed the people of Assyri, these mindless creatures which had stolen the spirits of our loved ones to turn them into trinkets. There could be no pity for such base creatures, and we showed no quarter. Khaine was with us, fuelling our hunger for blood, our thirst for vengeance against these petty mon-keigh.

In a few places the humans resisted us. Guyan Sethe's army was well equipped, for he was a rich man, and paranoid as only a man who has much to lose could be. Ever since our arrival he had been preparing for war, distrustful of our intentions, and so he had armed many of the citizens and turned factories producing farming machines into ammunition workshops and tank production facilities. They made their greatest stand at their capital, which took up part of what had been the Palace of Tranquillity. How ironic it was that a place built to the devotion of peace and the heightening of intellect was to be the scene of the bloodiest battle our craftworld has ever seen. Guyan Sethe mustered all of his surviving soldiers and war machines at that place, and for a while we were daunted by the sight. Rows of barricades blocked the streets and the rooftops were filled with guns for shooting down aircraft. Their lumbering vehicles waited in several columns, each a hundred yards in length. Their men stood waiting behind improvised fortifications, a ring of soldiers around the approach to Guyan Sethe's keep. We could not stop now though, for all the losses we had taken already cried out for us to continue fighting. The war had become more than just a quest for Arhan's spirit stone. It had become a holy war, an example to the mon-keigh that you do not anger us, that we are not yet finished with the galaxy. We would scour all mon-keigh existence from Taqamathi, we would bathe in their blood and glory in scattering the bones of their children to the harsh winds. No, there could be no turning back now.

Khaine was with us and we had become the servants of death.

The battle for their capital was as bloody as any I've ever seen. They demolished their own buildings to deny us routes of attack. We sped across the killing ground, the enemy's huge cannons filling the air with a constant thunderous roar. Scores of our warriors fell with every salvo, the wrecks of our Falcons and Wave Serpents littered the rubble. There was no choice but to push forward into that nightmarish fusillade. The screams of our dying almost drowned out the barking of the guns at one point. But then we were on them, our shuriken catapults sang a song of destruction. We scythed through their ranks without faltering, killing twice the number of our own fallen in a matter of minutes. The Avatar was there, the wailing doom carving easily through the hulls of their tanks, the blossoming explosions of their crude engines invigorating his holy fervour even more. It seems a storyteller's fancy to say that the ground was stained red with blood, but the stones and debris were truly a crimson testament to the ferocity of our attack. With no hesitation or delay, our army swept on towards the citadel of Guyan Sethe.

We found the mon-keigh leader cowering in the dungeons of the keep, and easily slew the few retainers who tried to protect him. We seized the obscene necklace from around his throat and threw him to the ground. Jorochal, the Exarch of our Striking Scorpion shrine, raised his biting blade and prepared to deliver the final blow, but Yridba of Salm Hann stayed his hand and said that she had conceived of a more fitting and painful punishment. What he proposed filled us with utter horror, but it was true that there could be no fate more appropriate. Before Yridba's plan could be acted upon, we still had to deal with the few remaining humans polluting Taqamathi. We returned here to the craftworld and set its course for the doomed world. We considered how best to achieve the obliteration of the mon-keigh, when Farseer Tyladhras realised that the solution had always been staring us in the face. The whole reason we had come to Taqamathi had been to reclaim the aklamor, that devastating arsenal that lay beneath the remains of the Palace of Tranquillity. Our Rangers located the old passages to the underground chambers and led the Seer council there. It was decided that we could not risk the aklamor falling into mon-keigh hands ever again. Using the ancient ways, the Seers set the aklamor to destroy themselves, and Taqamathi with them.

We departed the world's surface and watched from the stars as the aklamor began to activate. It happened slowly to begin with, I remember some of the children standing at the windows,

competing to see who could spot the first few blossoms of explosions. Then a chain reaction began to build, as the dark matter at the centre of each weapon was released and began to accumulate. We watched a cloud of death spreading across the face of our ancient home. My vision was clouded with tears and the weeping of our kin weighed heavily on our hearts. Fields were stripped bare, the rocks crumbled to dust, the seas boiled into the air creating massive electrical storms across the skies, all living things were scattered to the howling winds. We sang the Hymn of Lamentation as we watched Taqamathi dying before our eyes. It did not take long. A final eruption of power shattered the world's skin, causing great volcanoes to spring into life belching rock and dust into the already polluted atmosphere. Cracks and rents ripped across her once beautiful continents. Where the forests of Lietha once spread as far as the eye could see, there was now only rivers and lakes of lava and fire; the Gardens of Maegan were an ash-strewn desert; the majestic Zamua valleys were filled with boiling mud slides and fountaining geysers. At that final moment Taqamathi again retained something of beauty; the savage and powerful beauty of the universe unleashed and returning to its natural form, for Taqamathi had always been tamed to our will and now she was returning to her wild origins. Satisfied that nothing could ever live on Taqamathi, we turned our attentions back to the creature who had brought this upon ours and its people.

Killing Guyan Sethe would have taught him nothing, for a punishment needs the punished to have learnt the full consequence of their actions and to convey to them the anguish that they have caused. Thus it was that Guyan Sethe needed to know the agony that a bodiless spirit can endure, the pain and misery that Arhan and his followers had suffered when at Guyan Sethe's mercy. And so we bound the mon-keigh and took him with us back to Morrian. Our Rangers carried him into the twisting depths of the webway until they encountered a band of Harlequins. They explained what Guyan Sethe had done to our peoples and what Yridba had proposed, and the Harlequins concurred and took the mon-keigh with them to Commorragh, that horrifying realm of the Dark Kin. There they related the story of Zamorshemash, of how one of our worlds had died for the greed of this man. They told of his contempt for our peoples, his disregard for our power. As you can imagine, our vile cousins were most displeased at this, and their most skilled Haemonculi laboured long and lovingly on his body and spirit. I hear that Guyan Sethe yet lives on in essence, still tortured and in eternal agony. Most remarkable, considering some 1,500 human years have passed since we destroyed Assyri...





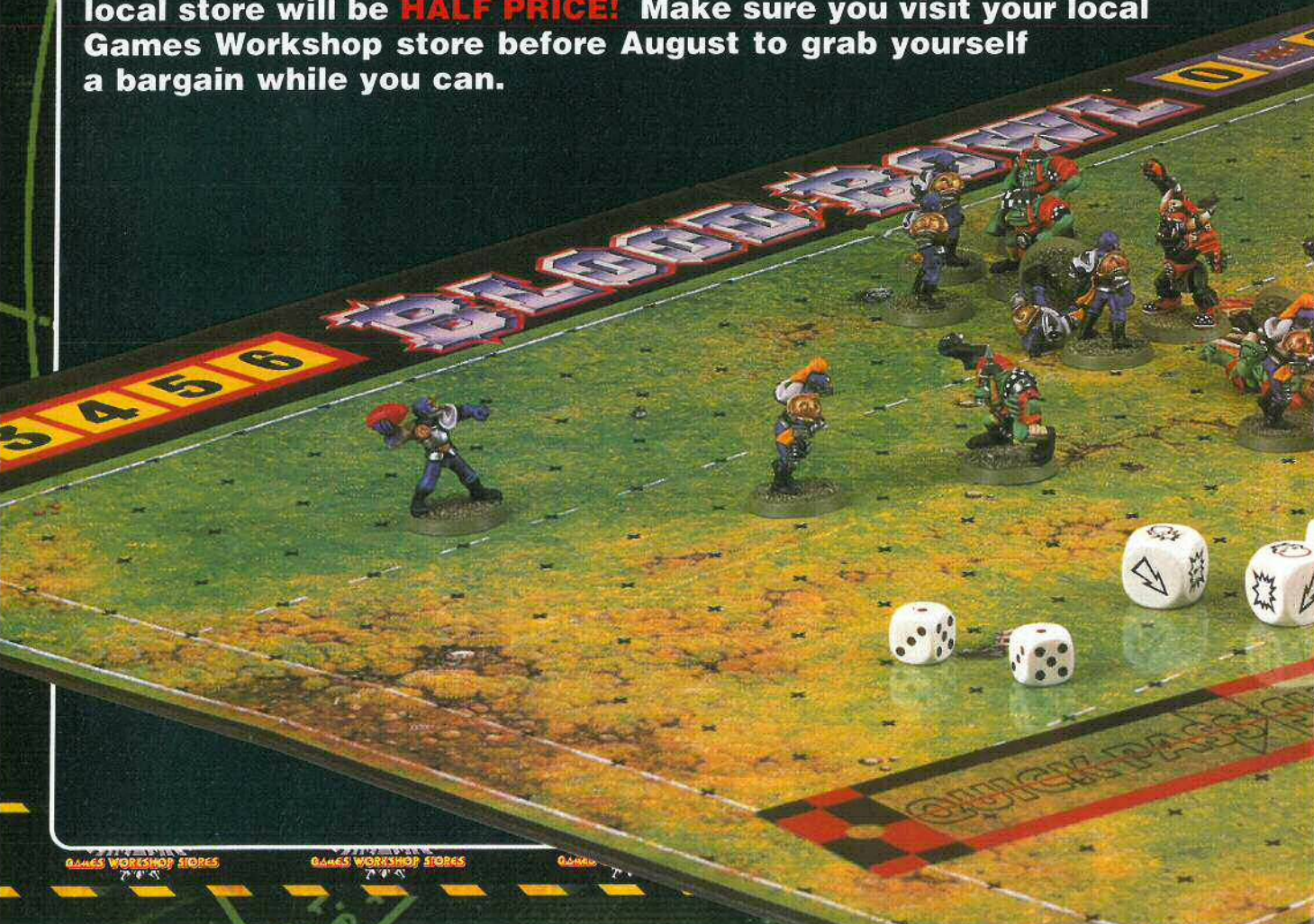
# BLOOD

# FINAL SEASON SELL OFF!

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# NOVELS

A BRAND NEW CHAPTER FROM THE BLACK LIBRARY

They've been a long time coming, some would say too long, but they're here at last – a brand new range of novels from Games Workshop Publishing. Over the next year or so we plan to publish ten great, all-action adventure novels set in the worlds of Warhammer and Warhammer 40,000. We've got a pretty equal mix between fantasy and science fiction, and an even balance of brand new characters and returning old favourites.



Gotrek and Felix are back, in a trilogy no less, with *Trollslayer*, *Skavenslayer* and *Daemonslayer*, all from arch-heretic William King. If you are looking for epic tales of death and adventure, from the sewers of Nuln to a long-lost Dwarf hold in the Chaos Wastes, then the *Trollslayer* saga is your kind of read.

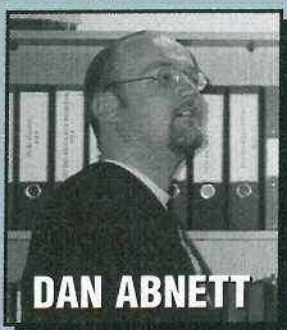
Then we have two Gaunt's Ghosts novels from Dan Abnett, as the fated Imperial Guard of Tanith fight battle after bloody battle across the hell worlds of the Sabbat campaign. As if that's not enough, they have politics and backstabbing from within their own high command to deal with, so the Ghosts are in for a very rough ride.

Following on are *Space Wolves*, *Rogue Traders*, *White Wolves*, *Chaos* and loads of other nail-biting novels throughout the year. For now though, it looks like I've run out of space, so I'll leave you with extracts from our first two books. They're out in August, so make sure you get your copies!

Andy Jones – Black Library Inquisitor

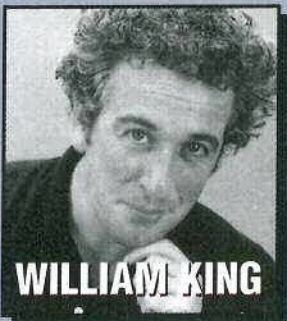
## ABOUT THE AUTHORS

Dan Abnett is renowned for his work in the comic industry, having embraced everything from the Punisher to Rupert the Bear, by way of Batman, Conan and Mr Men. Having written numerous short stories for *Inferno!*, *First & Only* will be the first in a series of novels starring Gaunt's Ghosts.

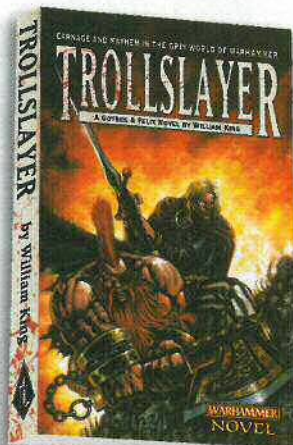


DAN ABNETT

William King is an old hand at writing Warhammer fiction, with his *Gotrek and Felix* characters being his most famous. William still resides out on the Eastern fringes, in Prague in the Czech republic, where the beer is rumoured to be cheap enough to bathe in.



WILLIAM KING



## BLOOD & DARKNESS

a small slice of carnage and mayhem from the first Gotrek & Felix novel by

**William King**

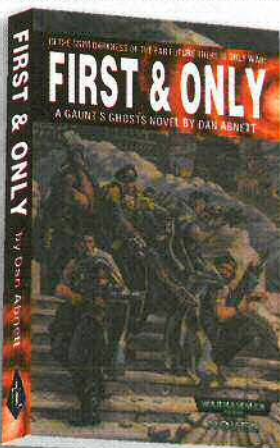
**W**HAT IS YOUR name?' Justine asked. The bearded man whom her scouts had captured spat at her. She nodded to Malor. The Beastman brought his fist forward. There was a crack as ribs broke. The man slumped. If it had not been for the two Beasts supporting him he would have fallen.

'What is your name?'

The man opened his mouth. Blood trickled down his chin

and onto his leather jerkin. Justine reached out and took some on her fingertip. When she tasted it, it felt warm and salty, and strength flowed through her.

'Rolf,' he said eventually. Justine knew then that he would tell her whatever she asked. She knew that it had not been the foresters who had killed Tryell's band. The tracker who had survived the assault on the camp had told her about the girl's guardians.



## NUBILA REACH

An extract from  
Dan Abnett's  
forthcoming novel:

**FIRST & ONLY**

**T**he two Faustus-class interceptors swept in low over a thousand, slowly spinning tonnes of jade asteroid and decelerated to coasting velocity. Striated blurs of shift-speed light flickered off their gunmetal hulls. The saffron haze of the nebula called the Nubila Reach hung as a spread backdrop for them, a thousand light years wide, a hazy curtain which enfolded the edges of the Sabbat worlds.

Each of these patrol interceptors was an elegant barb, about one hundred paces from jutting nose to raked tail. The Faustus were lean, powerful warships that looked like serrated cathedral spires with splayed flying buttresses at the rear to house the main thrusters. Their armoured flanks bore the Imperial eagle, together with the green markings and insignia of the Segmentum Pacificus Fleet.



'There is a Dwarf and a blond-haired man travelling with a young girl. Tell me about them.'

'Go to the hell that spawned you.'

'That I will... eventually,' Justine said, 'But you will be there to greet me.'

He shrieked as one of the Beastmen dislocated his shoulder. His entire body stiffened with pain. The muscles in his neck stood out like taut wires. Eventually the tale of how he had met with the Dwarf, the man and the girl in the forest came tumbling from his lips. He stopped speaking and stood before her, drained by his own confession.

'Take him to the altar!' Justine commanded.

The man tried to struggle as they carried him towards Kazakital's cairn. His efforts to escape were futile. The Beasts were too strong and too many. He wept with terror when he saw what awaited him. He was more daunted by the sight of that great cairn and the black altar atop it than he had been

when he was taken captive by the Beasts. He must know what's coming, Justine thought. The sight of the heads of Lord Klein and Hugo seemed to scare him most of all.

'No! Not that!' he shrieked.

She saw to his binding herself and carried him to the altar easily. The army gathered in anticipation of what was coming. As the moon broke through the clouds she gestured for the drummers to begin. Soon the great drum sounded, rhythmic and slow as a heartbeat.

She stood atop the cairn and sensed the slow gathering of forces. She looked out and down at a sea of animal faces. They were upturned, eyes bright with anticipation. She drew her sword and brandished it above her head.

'Blood for the Blood God!' she shouted.

'Skulls for the skull throne!' The answering cry was torn from a hundred throats.

'Blood for the Blood God!'

'Skulls for the skull throne!' The response was even louder

this time. It rumbled like thunder in the woods.

'Blood for the Blood God!'

'Skulls for the skull throne!'

The blade came down and parted Rolf's ribs. She reached forward and stuck her gauntleted hand into the sticky mass of the man's innards. There was a hideous sucking noise as she tore the heart free and held it high over her head.

Somewhere, in a space beyond space, in a time beyond time, something stirred and came in answer to her call. It flowed inwards, spiralling from beyond. In the space over the altar a red, pulsing darkness gathered. It flowed in to the heart she held above her and it began to beat once again. She reached out and placed the heart back within the sacrifice's chest.

For a moment, nothing happened and all was silence, then a great scream emerged from the throat of the thing that had once been Rolf. The flesh of the corpse's chest flowed together and began to smoke. The corpse sat upright on the

altar. Its eyes opened and Justine recognised the intelligence which peered out from within. The body was temporarily possessed by the mind of her daemonic patron, Kazakital.

Smoke rose from the corpse as flesh flowed beneath skin. A smell of rot and burning flesh filled her nostrils. The mind and the power contained within the deathless frame was moulding it into a new shape, a shape that bore some resemblance to the Daemon Prince's inhumanly beautiful form. Justine knew that the body would be burned out within minutes, unable to contain the power which pulsed within it, but that did not matter. She needed only a few minutes to commune with her lord and seek his council.

Swiftly she outlined what Rolf had told her. 'I will go to this place and kill everyone there.'

'Do that, beloved,' the Daemon Prince's lovely voice tolled like a bell from within its corrupting form. Once again she felt the sense of certainty

Locked in the hydraulic arrestor struts of the command seat in the lead ship, Wing Captain Torten LaHain forced down his heart rate as the ship decelerated. Synchronous mind-impulse links bequeathed by the Adeptus Mechanicus hooked his metabolism to the ship's ancient systems, and he lived and breathed every nuance of its motion, power-output and response.

LaHain was a twenty-year veteran. He'd piloted Faustus interceptors for so long, they seemed an extension of his body. He glanced down into the flight annex, directly below and behind the command seat, where his Observation Officer was working at the navigation station.

'Well?' he asked over the intercom.

The observer checked off his calculations against several glowing runes on the board. 'Steer five points starboard. The Astropath's instructions are to sweep down the edge of the gas clouds for a final look, and then it's back to the fleet.'

Behind him, there was a murmur. The Astropath, hunched in his small throne-cradle, stirred. Hundreds of filament leads linked the Astropath's socket-encrusted skull to the massive sensory apparatus in the Faustus's belly. Each one was marked with a small, yellowing parchment label, inscribed with words LaHain didn't want to have to read. There was the cloying smell of incense and unguents.

'What did he say?' LaHain asked.

The observer shrugged. 'Who knows? Who wants to?' he mused.

The Astropath's brain was constantly surveying and

processing the vast wave of astronomical data that the ship's sensors pumped into it, and psychically probing the warp beyond. Small patrol ships like this, with their Astropathic cargo, were the early warning arm of the fleet. The work was hard on the psyker's mind, and the odd moan or grimace was commonplace. There had been worse. They'd gone through a nickel-rich asteroid field the previous week and the psyker had gone into spasms.

'Flight check,' LaHain said into the intercom.

'Tail turret, aye!' crackled back the servitor at the rear of the ship.

'Flight Engineer ready, by the Emperor!' fuzzed the voice of the engine chamber.

LaHain signalled his wingman. 'Moselle... you run forward and begin the sweep. We'll lag a way behind you as a double-check. Then we'll pull for home.'

'Mark that,' the pilot of the other ship replied, and his craft gunned forward, a sudden blur that left twinkling pearls in its wake.

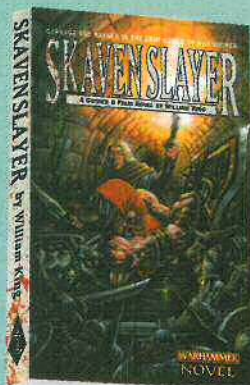
LaHain was about to kick in behind when the voice of the Astropath came over the link. It was rare for the man to speak to the rest of the crew.

'Captain... move to the following co-ordinates and hold. I am receiving a signal. A message... source unknown.'

LaHain did as he was instructed and the ship banked around, motors flaring in quick, white bursts. The observer swung all the sensor arrays to bear.



# NOVELS



## SKAVENSLAYER

In this second tale of epic adventure, Gotrek and Felix are immersed in a plot by the insidious Skaven – Chaos ratmen who plan to use their arcane sorcery to destroy the city of Nuln.

and of worship that she always did in his presence.

'I will kill the girl. I will give you the hearts of the Dwarf and the man if they try to protect her.'

'Best kill them quickly. They are a fell pair, ruthless and deadly. The Dwarf carries a weapon forged in ancient days to be the bane of gods. They are both killers without mercy.'

'They are both as good as dead. I stand armoured in your prophecy. No warrior will ever overcome me in battle – if what you have spoken is the truth.'

'Search your heart, beloved. You know I have never spoken anything but the truth to you. And know you this also – if you do this thing, immortality and a place among the Chosen will most certainly be yours.'

'It will be done.'

'Go then with my blessing. Spread chaos and terror and leave none of your chosen prey among the living.'

The sense of presence ended. The corpse fell headlong into the dirt, already starting to

crumble to dust. Justine turned to her troops and gave them the signal to move out.

**N**IGHTMARE SHAPES drifted to the edge of the wood. In the pale light, Felix thought he could see a great horn-headed figure among the trees. An arrow rushed out from the parapet and fell short. Yes, they were there. More beastial silhouettes became visible. Something disturbed the undergrowth. It rustled and moved like water displaced by great behemoths beneath its surface. The clouds parted and the moons leered down. Their glow illuminated a hellish scene.

'Grunni's bones!' Gotrek cursed. 'Look at that!'

'What?'

'There, manling! Look! They've got a siege machine. No wonder Kleindorf fell.'

Felix saw the black-armoured figures. They surrounded a great long-snouted machine, like a many-barrelled siege cannon. With whips they drove back a crowd of snarling mutants. As he watched he saw their twisted

leader climb up into a seat at the engine's back. Other dark warriors hurried round the machine's base, pulling out metal legs to secure the thing in place. As the leader turned a great crank, the weapon swivelled to bear on the village. Its barrel was moulded in the shape of a dragon's head. Even at this distance Felix could hear the creaks from its mounting. More arrows hurtled towards it but again they fell short. Jeering cries echoed from the woods.

'What is it, Gotrek? What will it do?'

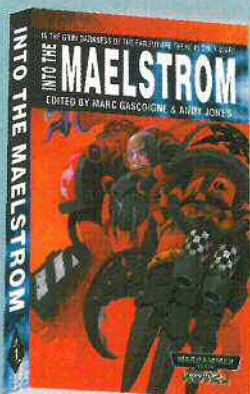
'Damn them – it's a cannon of some sort! Now we know what did for the fortifications at Kleindorf.'

'What can we do?'

'Nothing! After full dark they'll breach the walls and then charge us. The Beasts can see in the dark. The villagers cannot.'

'That sounds too sophisticated for Beasts.'

'It's not just Beasts we fight, manling. It's a Chaos champion and her entire retinue. They do not lack intelligence. Believe me, I have fought their kind before.'



## INTO THE MAELSTROM

Look out for this anthology of the very best Warhammer 40,000 short stories. A dozen awesome gothic sci-fi stories, collected from over two years of Inferno!

'What is this?' LaHain asked, impatient. Unscheduled manoeuvres off a carefully set patrol sweep did not sit comfortably with him.

The Astropath took a moment to respond, clearing his throat. 'It is an Astropathic communiqué, struggling to get through the warp. It is coming from extreme long range. I must gather it and relay it to Fleet Command.'

'Why?' LaHain asked. This was all too irregular.

'I sense it is secret. It is primary level intelligence. It is Vermilion level.'

There was a long pause, a silence aboard the small, slim craft broken only by the hum of the drive, the chatter of the displays and the whirr of the air-scrubbers.

'Vermilion...' LaHain breathed. Vermilion was the highest clearance level used by the Crusade's cryptographers. It was unheard of, mythical. Even main battle schemes usually only warranted a Magenta. He felt an icy tightness in his wrists, a tremor in his heart. Sympathetically, the interceptor's reactor fibrillated. LaHain swallowed. A routine day had just become very un-routine. He knew he had to commit everything to the correct and efficient recovery of this data.

'How long do you need?' he asked over the link.

Another pause. 'The ritual will take a few moments. Do not disturb me as I concentrate. I need as long as possible,' the Astropath said. There was a phlegmy, strained edge to his voice. In a moment, that voice was murmuring a prayer. The air temperature in the cabin dropped perceptibly. Something, somewhere, sighed.

LaHain flexed his grip on the rudder stick, his skin turning to goose-flesh. He hated the witchcraft of the psykers. He could taste it in his mouth, bitter, sharp. Cold sweat beaded under his flight-mask. Hurry up! he thought... It was taking too long, they were idling and vulnerable. And he wanted his skin to stop crawling.

The Astropath's murmured prayer continued. LaHain looked out of the canopy at the swathe of pinkish mist that folded away from him into the heart of the nebula, a billion kilometres away. The cold, stabbing light of ancient suns slanted and shafted through it like dawn light on gossamer. Dark-bellied clouds swirled in slow, silent blossoms.

'Contacts!' the observer yelled suddenly. 'Three! No, four! Fast as hell and coming straight in!'

LaHain snapped to attention. 'Angle and lead time?'





# GOTREK & FELIX ARE BACK!

Felix tried to estimate the number of Beastmen in the forest but could not. They kept too well out of sight, knowing that lack of knowledge of their numbers would frighten the defenders even more. Fear of the unknown was another weapon in their armoury. Felix felt his heart sink.

'Maybe we should sally forth and spike the cannon,' Felix suggested.

'That's just what they're waiting for. The killing ground out there will work just as well for them as it would for us.'

'Do they have bows, though? They're Beasts.'

'Doesn't matter. There's too many traps out there for comfort. Someone would be bound to blunder into them.'

'I thought you wanted a heroic doom?'

'Manling, if I just stand here and wait, it will come to me. Look!'

Felix glanced in the direction indicated by the Dwarf's stubby, outstretched finger. He saw the black-armoured Chaos Warrior ride up to beside the

huge cannon. He could see now that a horde of bestial faces glared out from under the edges of the trees. As he watched, a veritable tide of horned figures flowed out from under the eaves of the forest, and began to form up in units, just out of bow-shot. Somewhere deep in the forest a huge drum began to beat. It was answered by the blast of a horn and the beating of another drum somewhere off to the south. A chorus of screams and bellows filled the night. Somehow, within the rhythmic cadences of the strange words he began to sense a meaning. It was as if the understanding had been bred into his ancestors in ancient times, and it had taken this event to waken it. Blood for the Blood God. Skulls for the skull throne. He shook his head to clear the hallucination but it did not matter. Whatever he did, it seemed like the thread of understanding would come back.

The noise reached a crescendo, fell silent for a

The observer rattled out a set of co-ordinates and LaHain steered the nose towards them. 'They're coming in fast!' the observer repeated. 'Throne of Earth, but they're moving!'

LaHain looked across his over-sweep board and saw the runic cursors flashing as they edged into the tactical grid.

'Defence system activated! Weapons to ready!' he barked. Drum autoloading chattered in the chin turret forward of him as he armed the autocannons, and energy reservoirs whined as they powered up the main forward-firing plasma guns.

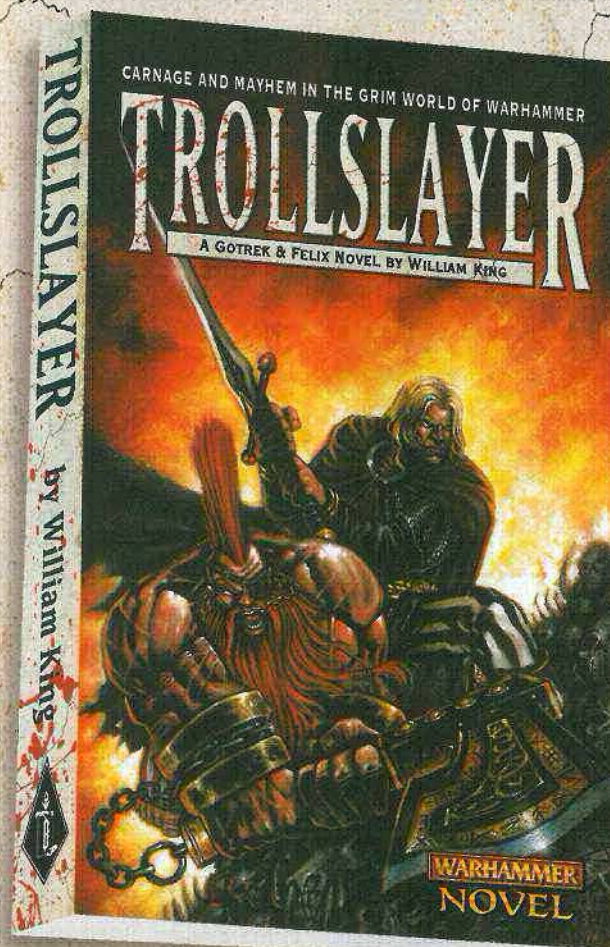
'Wing Two to Wing One!' Moselle's voice rasped over the long-range voxcaster. 'They're all over me! Break and run! Break and run in the name of the Emperor!'

The other interceptor was coming at him at close to full thrust. LaHain's enhanced optics, amplified and linked via the canopy's systems, saw Moselle's ship while it was still a thousand kilometres away. Behind it, lazy and slow, came the vampiric shapes, the predatory ships of Chaos. Fire patterns winked in the russet darkness. Yellow tracers of venomous death.

Moselle's scream, abruptly ended, tore through the voxcast.

The racing interceptor disappeared in a rapidly-expanding, superheated fireball. The three attackers thundered on through the fire wash.

'They're coming for us! Bring her about!' LaHain yelled and threw the Faustus round, gunning the engines. 'How

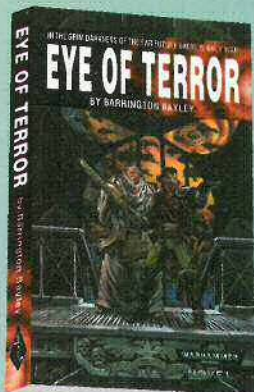


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## ON SALE: AUGUST



# NOVELS



## EYE OF TERROR

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**OUT: NOVEMBER**

moment and then started again. It grated on the nerves and set butterflies fluttering in Felix's stomach. Looking out, Felix could see that the chanting served a dual purpose. It worked to undermine the morale of the Beastmen's enemies and it helped work the followers of Chaos up into a frenzy. He could see them clashing their weapons against their shields, gnawing the edges of their blades, slashing themselves. They danced insanely, raising their legs and then stomping the earth as if they were crushing the skulls of an enemy beneath their hooves.

'I wish they would just come on and get it over with,' Felix muttered.

'You're about to get your wish,' Gotrek said.

The Chaos Warrior raised her sword. The horde fell suddenly silent. She turned and spoke to them in their own bestial tongue and they answered her with cheers and growls. She turned to the armoured figures atop the siege engine and gestured with her blade. One of

them capered for a moment, then lit a fuse. After five long, silent heartbeats the mighty war engine spoke with a voice of thunder. There was a loud whistling sound and then a section of the wall near to Felix exploded, sending fragments of wood, torrents of earth and gobbets of flesh erupting into the air. The Beastmen cheered and howled like the hordes of hell unleashed from torment.

Felix flinched as the cannon's barrel began to traverse on its mount. He could see that there was no way these wooden walls could withstand the sorcerous power of that awful weapon. They had just not been built to stand up to anything like this sort of punishment. Perhaps the best thing to do would simply be to leap down from the wall and take cover deeper within the township.

Gotrek seemed to sense his thoughts. 'Stay where you are, manling. They will hit the watchtower next.'

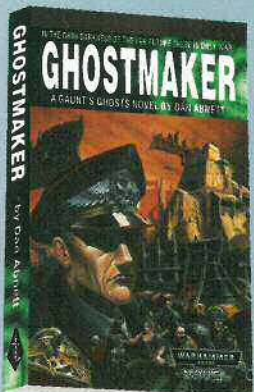
'How can you be so sure?'

'I have worked with cannons in my time, and this one is no

different from any other. I can tell the trajectory they are shooting at.'

Felix forced himself to stand where he was, despite the way the flesh crawled down his back. He felt certain that he was virtually looking down the muzzle of the weapon. It spoke once more. Flame and smoke gouted from the barrel. Once more the whistling noise sounded. One of the legs of the great, wooden watchtower was blasted away as the shot smashed a hole in the palisade in front of it. The tower teetered backwards and fell. One of the sentries fell from his post, arms wheeling, to crash to the ground below. His long wailing cry, audible even above the noise of the Beasts, was cut off by his sudden impact on the earth below.

Felix smelled smoke and heard the crackle of burning from behind. He cast a glimpse over his shoulder and saw that one of the buildings and the remains of the tower had started to blaze. He could not tell whether it was as a result of



## GHOSTMAKER

Commissar Gaunt returns for a second novel. This time we chart the founding of Gaunt's regiment of crack troops, the Tanith First, or Gaunt's Ghosts as they are more usually known.

**OUT: JAN 2000**

much longer?' he bellowed at the Astropath.

'The communiqué is received. I am now... relaying...' the Astropath gasped, at the edge of his limits.

'Fast as you can! We have no time!' LaHain said.

The sleek fighting ship blinked forward, thrust-drive roaring blue heat. LaHain rejoiced at the singing of the engine in his blood. He was pushing the threshold tolerances of the ship. Amber alert sigils were lighting his display. LaHain was slowly being crushed into the cracked, ancient leather of his command chair.

In the tail turret, the gunner servitor traversed the twin auto-cannons, hunting for a target. He didn't see the attackers, but he saw their absence: the flickering darkness against the stars.

The turret guns screamed into life, blitzing out a scarlet-tinged, boiling stream of hypervelocity fire.

Indicators screamed shrill warnings in the cockpit. The enemy had obtained multiple target lock. Down below, the observer was bawling up at LaHain, demanding evasion procedures. Over the link, Flight Engineer

Manus was yelling something about a stress-injection leak.

LaHain was serene.

'Is it done?' he asked the Astropath calmly.

There was another long pause. The Astropath was lolling weakly in his cradle. Near to death, his brain ruined by the trauma of the act, the Psyker murmured, 'It is finished.'

LaHain wrenched the Interceptor in a savage loop and presented himself to the pursuers with the massive forward plasma array and the nose guns blasting. He couldn't outrun them or outfight them, but by the Emperor he'd take at least one with him before he went.

The chin turret spat a thousand heavy bolter rounds a second. The plasma-guns howled phosphorescent death into the void. One of the shadow-shapes exploded in a bright blister of flame, its shredded fuselage and mainframe splitting out, carried along by the burning, incandescent bow-wave of igniting propellant.

LaHain scored a second kill too. He ripped open the belly of another attacker, spilling its pressurised guts into the void. It burst like a



the blast or not. Somewhere in the distance someone started shouting to others to bring water.

He cast a glance along the wall, where what seemed like a pitifully few defenders waited with their bows clutched near at hand. He exchanged glances with the nearest, a lad of not much more than sixteen years, his face white with dread.

Felix stared out desperately in the gloom, wondering how much longer this could go on, before either the morale of the defenders was broken or the town was reduced to a flattened ruin.

**J**USTINE WATCHED AS the great cannon smashed a third gap in the town's wall. It was enough, she judged. They needed to save powder for the next fortress they came to. The gaps were large enough for her force to flow through. The defenders were tired and rattled. It was time. She gestured to her trumpeter. He sounded the call to advance. Marching in step to the beat of their human-skinned drums, the Beastmen started forward.

Justine felt the bloodlust grow within her, and her desire to offer souls to the Blood God along with it. Tonight she would make him a mighty offering...

**If you've enjoyed this short extract from the very first Gotrek and Felix novel, read all about the continuing adventures of our daring heroes in Trollslayer, the new novel by William King.**

swollen balloon, spinning round under the shuddering impact and spewing its contents in a fire trail behind itself.

A second later, a rain of toxic and corrosive warheads, each a sliver of metal like a dirty needle, raked the Faustus end to end. They detonated the Astropath's head and explosively atomised the observer out through the punctured hull. Another killed the Flight Engineer outright and destroyed the reactor interlock.

Two billiseconds after that, stress fractures shattered the Faustus class interceptor like it was a glass bottle. A superdense explosion boiled out from the core, vaporising the ship and LaHain with it.

The corona of the blast rippled out for eighty kilometres until it vanished in the nebula's haze.

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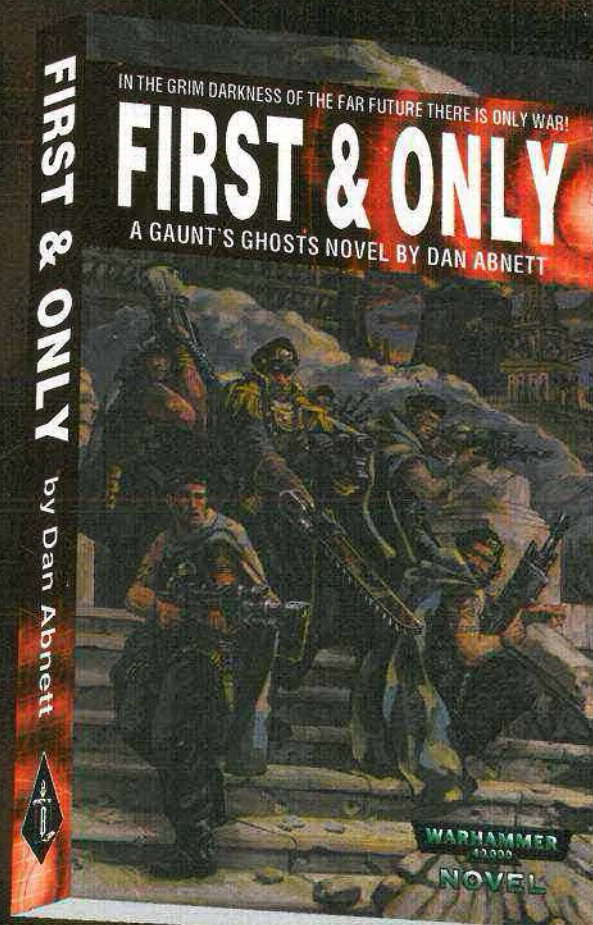
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## Vampire Counts

## The Oldest of Enemies

By Tuomas Pirinen and Nigel Stillman

*The secret order of the Witch Hunters is the sworn enemy of all who are evil, whether they be Chaos Cultists or Mutants. Some of their oldest adversaries are the dreaded Vampires. There are many tales of Witch Hunters encountering these most foul of beasts and here we present a handful of these dark tales...*

## Aristocracy of the Night

Witch hunters came to the town. The Elector Count, tiring of the incessant reports of strange happenings, unaccountable deaths, apparitions and such like, and fearing the hysteria of the mob, finally sent for them. They were given the edict of authority and carried the Theognist's seal. With the haste and zeal that is typical of them they set to work at once. Some wretches were rounded up quickly by the torch-bearing mobs that followed the witch hunters from village to village. Who knows how many of those summarily dispatched by the sword, the stake and the flame were really

Vampires or sorcerers? These witch hunters are not reasonable men, and they thrive on the superstition of the ignorant.

Having purged the countryside, the witch hunters turned their attention on the nobility. Wealth, luxury and decadence were denounced in the public square, and the mobs began banging and baying at the doors of rich households. Even the Count was alarmed at this turn of events and chose this moment to visit Altdorf with his entire household, so as to be safely out of the way. The strange Zmada family, merchants from Ostland, also vanished overnight, leaving their huge, ornate and creaking timbered mansion deserted in the centre of the town. It was not long before the leader of the witch hunters, Lars Tonowe, broke in, with the usual mob behind him. As soon as he saw the splendour of the mansion and had decided for himself that the Vampires had fled (for there was no doubt in his mind that is what they were), he commandeered the house as his headquarters for the duration of the purges.

That night Lars dined in the mansion with the other two witch hunters. There was nothing to light the room except flickering candles. They drank the good wine of the Zmada cellars and ate food from their larder. They did not pause from their meal long enough to reflect that Vampires do not need to eat ordinary food. Instead the conversation revolved around estimating the value of the ornaments and paintings in the great hall, and how they could be turned into funds for the holy cause.

The paintings were indeed very fine. Portraits of several generations of the Zmada family hung above the witch hunters on the walls, dimly lit by the candlelight. The females of the family were particularly striking, with their pale white faces and long dark hair, bedecked in jewels. There seemed to be no end to the wine and the flagon hardly needed refilling from the barrels in the cellar each time it went round the table.

The next day the mob burst into the mansion again, vexed this time by the fact that the witch hunters had not made an appearance for most of the day. They found Lars and his companions slumped in their chairs, their faces on the table and blood dripping from the wounds in their throats. The mob recoiled in fear. Then someone pointed at the Zmada family portraits. Red paint was running down the walls from the finely curved lips of the Zmada ladies. But it was not paint, it was blood. The mob fled in terror, screaming and making the sign of Sigmar. That night they burnt the mansion to the ground.





## For the eyes of the most benevolent Grand Theogonist, Volkmar of Altdorf

### 21st of Sigmarzeit

Your Holiness,

According to your wishes, I have travelled to the tainted land of Sylvania, crossing the border on 1st of Sigmarzeit, to investigate the rumours of the resurgence of the most vile Undead, in this province known for the activity of the restless dead. We have heard claims that a minor Necromancer has taken residence in Drakenhof Castle, and I have gathered a force of forty men from amongst our order, including Klaus Kriegsburg, a warrior-priest in the service of the most holy Sigmar. I am confident that we shall finish this quest quickly and efficiently.

It has been a long journey and a hard one, and I am pleased to inform you that during my travels I had to put two villages, Lichenheim and Folburg, to the torch, due to the unmistakable blasphemous rites in which the peasants of said villages hung bundles of garlic and witchbane to ward off evil. Me and my men acquired confessions of witchcraft, daemon-worship and unnatural practices from the villagers, and I ordered the ultimate sanction. There were no survivors in either place. We cannot tolerate such open displays of black sorcery in our most holy Empire, and we must show the righteous wrath of Sigmar to these wretches.

Now, after spending three weeks on the accursed roads and paths of this, the most dire of the provinces, my men and I can see the ruins of Drakenhof Castle on the horizon. Sigmar willing, we should be able to reach them before dusk-time tomorrow.

Coming upon the Castle, my suspicions were immediately raised, as the ruined battlements were restored, and a banner bearing the device of a snarling wolf was flying from the topmost tower.

We first encountered resistance when we approached the gates of the castle itself. Five huge wolves, their eyes gleaming in the dark, attacked from nowhere. My own four warhounds, brave beasts though they are, whimpered in terror and refused to attack them. Three of my men died fighting against these hounds from hell, for even after they were mortally wounded, these ghastly creatures refused to die. We had to cut them to pieces, and even then the bodies continued to twitch, long after any natural animal would have given up its life.

We decided to camp in the ruins of the hamlet of Drakenhof, and I set a strong watch for the night. Despite this, I felt uneasy and my sleep was plagued by nightmares.

### Unknown day

I beg forgiveness from your Holiness, for I have not been able to write for several days. I am hiding somewhere in

these accursed woods, and my lifeblood is slowly draining away. There is little time, and much to tell.

The following morning I found my sentries dead, their faces ashen with terror, their hair white as if they had aged fifty years in a single night. One of my men wished to abandon our mission, and I was forced to shoot him as he tried to run. There is no room for cowards in the ranks of our order. The rest of my men saw the sound reasoning of my argument, and followed me to the gates of the castle.

We entered the gates unopposed, and made our way through the dimly lit corridors of the castle. Torches and braziers illuminated the halls and chambers, a further proof that someone occupied the castle. We made our way all the way to the great banquet hall before meeting anyone or anything.

On the table, laid out on a red silk tablecloth, was a hideous parody of a nobleman's feast. Carcasses of men and women were laid on the plates, still dripping blood, and the golden goblets were filled with red liquid. I have smelled blood before, and I knew that men had given up their lives so those who gathered around this table could drink.

At the head of the table sat a tall, gaunt man, dressed in the fashion of noblemen of old. When we entered, he stood up, and smiled, revealing long, canine teeth. He spoke to us, confirming my fears.

"I am von Carstein. Welcome to my house. I hope your stay here will be long. Very long."

I immediately gave the command to attack. Dieter, my adjutant, charged the man claiming to be von Carstein, but was flung aside, his skull crushed by the force of the blow. I didn't even see when the man struck, so swift was his hand.

The man claiming to be von Carstein drew a sword with a wolf-head guard, and in an instant was in our midst. He had killed two before the rest of us could draw our weapons. The blade of Hans, my best swordsman, took him in chest, and yet he did not go down but gutted the brave Hochlander with a deadly riposte.

Klaus, the warrior-priest, lifted his warhammer with a prayer to Sigmar in his lips, but the Count turned his red eyes on the holy man, and spoke a single word. To my horror I saw the flesh ripped from Klaus's bones, and his skeleton collapsed on the floor.

I knew then that we could not stand against such horror alone, and ordered a retreat. As we ran, we could hear the mocking laughter of the Vampire Count following us.

There is little else to tell, for we fled through the Sylvanian woods and my men were taken one by one by the pursuers the Count sent after us: walking corpses.



# Vampire Counts

huge, blood-sucking bats and great Undead wolves. Now only I remain, and I am mortally wounded. There is no doubt in my mind – the dread Count has returned to his abode and even now he prepares his armies to wreak a terrible revenge on the Old World.

All of my men are dead, or worse, and I can hear my pursuers closing in. The howling of the great wolves fills the air, and it can be only a short while before they find me. There is little time left for me before I go before Morr, in the land of the dead.

I will tie this scroll to the collar of my last warhound, Stein, and hope that it somehow reaches the capital and finds its way to your presence. I urge your Holiness to alert his Majesty the Emperor to the danger. If I am right, we are all in dire peril, and it

will be only a matter of time before the armies of the vile Undead strike west against Stirland and Ostland, as they did three hundred years ago.

Even in death I remain your most humble servant.

Gunter Stahlberg, Witch Hunter Captain of the Secret Brethren of Sigmar.

*My lord von Carstein, we recovered this letter before it could reach the safety of Stirland. I felt that you lordship would find it amusing.*



**W**hen 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.

Mannfred Von Carstein



**I**f say you can find out the servants of Death and tell them by their Mark. No man is born so unnatural that his body does not revolt at the foul pollution of Undead blood.

And by these Marks can you tell them. By the fangs of the predator, for their thirst for blood is the thirst of a fanged fiend. From their porcelain-white skin, cold to the touch and unnatural to the eye. From the glow of their eyes behind which lives the Hunger.

Johann van Hal, Witch Hunter General



## Extracts from The Great Book of Banishment

Chapter 10: Being a Description of the Diverse Artifacts with which the Righteous shall equip themselves against the Undead.

### The Stake

Seek the holy tree of Sigmar and from its staves, cut thee sturdy stakes. And the length of the stakes shall not be less than two hands breadth. Then sharpen thou the stake with an axe of iron of the Dwarfs. Shun thee the iron that rusts. Harden then the spike in the holy flame, while reciting the words of banishment. And ye shall prepare not less than three such stakes and carry them with thee always.

### The Hammer

Take thou thine hammer, like unto that which holy Sigmar wielded on his day of valour. Let it be graven with his holy sigil, against which nothing that is unclean may prevail. And its head shall be of the iron of the Dwarfs, which rusteth not. Let the handle be hewn from the hard oak of the Forest of Lorelor, that shall faileth not on the day of striking. And know ye that the unclean shall be dispatched with but three strikes of the hammer upon the stake. And the stake will penetrateth the heart of the evil one and accomplish the banishment for all eternity. And when thou striketh, say the prayer of Sigmar.

### The Book

Keepst thou the sacred book with thee always, so none that are unclean may come nigh unto it. And its pages shall be of vellum, inscribed in the high tongue. And the leather bindings shall be graven with all the marks of Sigmar. When thou reciteth from the book, speakest thou with authority, that the evil-doer may tremble at thy words and shrink back from thee, for they cannot show their faces to righteousness.

### The Mirror

Take thou a mirror of polished silver which cometh out of the Dwarf realms and tarnisheth not. Behold it is incorruptible metal and revealeth the souls of men. Keep it discreetly and let not anyone see it in the palm of thine hand. Whosoever shall have no reflection in the mirror ye shall deliver unto them the holy stake of banishment.

### The Sacred Water

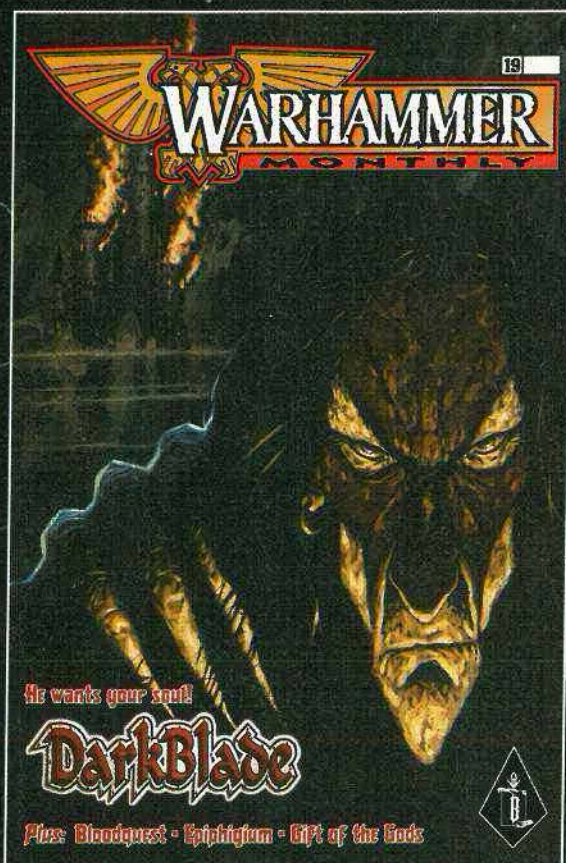
And thou shalt have with thee a phial and the sacred water of the well of Sigmar shall be within it. Draw thou this from the holy temple upon his feast day. Behold the sacred water burneth the flesh of the Undead and causeth them to recoil from thee.

### The Sign of Sigmar

And this shall be the mark of the witch hunter. He shall wear the sign of Sigmar which is the Hammer. By this sign his foes may know that the power of holy Sigmar is with him. And none shall withstand the wrath of holy Sigmar, who cometh to save the righteous from the depredations of evil. And whosoever maketh the sign of Sigmar with his hand, he also shall be protected.



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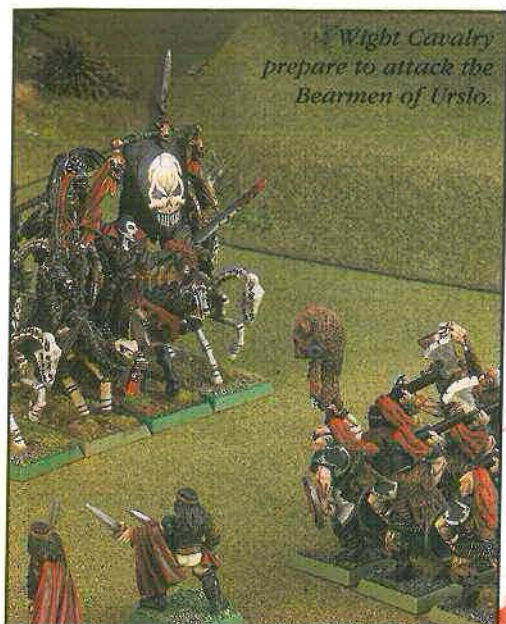
# Aristocracy of the Night



*A horde of Night Goblins are no threat to the forces of the Undead.*







**M**annfred was always the most cunning of the von Carsteins. He is the only Vampire of that cursed bloodline that still survives to this day.

Mannfred is a great Necromancer, fully capable of matching any mortal practitioner of Necromancy. Using his dark powers, Mannfred has summoned his army from the battlefields that litter the cursed land of Sylvania.

Vampire Bats and Bat Swarms have made their nests in the many ruined castles of the von Carsteins, so can easily be summoned by any powerful practitioner of the dark arts.

## WARHAMMER ROSTER SHEET

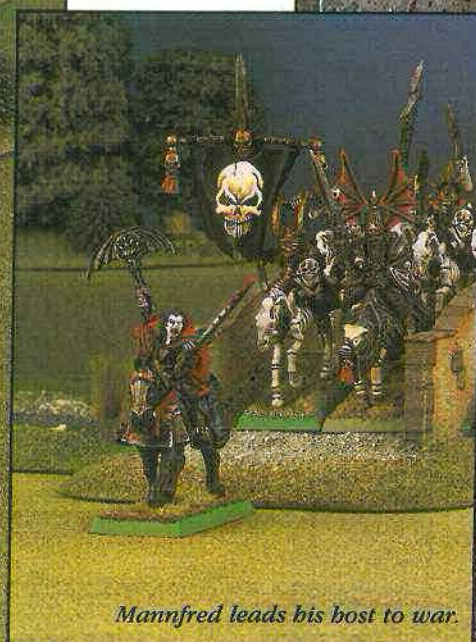
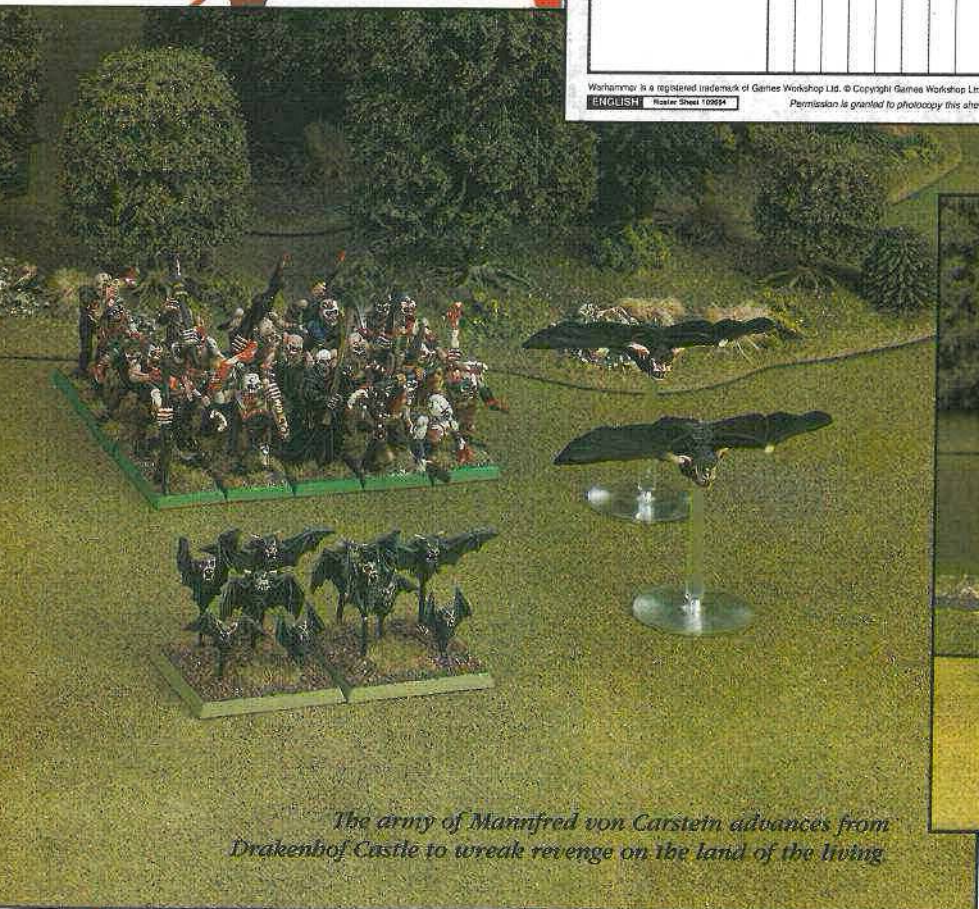
THE HOST OF MANNFRED VON CARSTEIN - VAMPIRE COUNTS ARMY

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
MANNFRED VON CARSTEIN Von Carstein Vampire Count Army General Nightmare	6	7	5	6	5	3	8	3	9	-	Special Rules: See Warhammer Armies: Vampire Counts 2 Magic items: Ebony Staff (1 Unlaid unit can march move) Cursed Parchment (Lasts one turn, slain enemy models turn into Zombies) 2 Bloodline powers: Undeading Willpower (Unit Vampire is with suffers 1 less Wound in combat) Call Wights (See Warhammer Armies: Vampire Counts)	600
DARKAN Wight Lord Light armour, shield, sword, lance Nightmare	4	4	0	4	4	2	4	2	9	4+	Weapons causes D3 Wounds	43
6 Wight Cavalry Light armour, shield, sword, lance Nightmare	4	3	0	3	4	1	3	1	8	4+	Unit contains a musician and standard Weapons cause D3 Wounds	240
ROCKS BADENOV Necromancer (Champion) Sword	4	3	3	4	4	2	4	1	8	-	2 Magic items: Skull Staff (-1 to Pkpt) Papel Magic Scroll (Automatic Pkpt)	189
GARDIN Skeleton Champion Shield, spear	4	3	3	4	3	1	3	2	5	6+		22
19 Skeleton Warriors Shield, spears	4	2	2	3	3	1	2	1	5	6+	Unit contains a musician and standard	210
MERLON Wraith Double-handed scythe	4	3	0	3	4	3	3	2	5	-	Ethereal	70
20 Zombies None	4	2	0	3	3	1	1	1	5	-	Unit contains a musician and standard	110
9 Dire Wolves 1 Doom Wolf	9	3	0	4	3	1	2	1	4	-		115
Black Coach Wraith Double-handed scythe Nightmare	6	0	0	7	7	5	1	0	5	-	Special Rules: See Warhammer Armies: Vampire Counts Ethereal	200
2 Vampire Bats	2	3	0	3	3	2	3	2	5	-		50
2 Bat Swarms	8	3	0	3	2	5	1	5	10	-		150

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TOTAL

1399 points





# Mannfred von Carstein

*Of all the Vampires ever known, the bloodline of the von Carstein family is the most infamous. There have been many Vampires from this cursed bloodline, but Mannfred von Carstein was always the wisest and most cunning.*

In the legends of the Empire, the names of the Vampire Counts of the von Carstein bloodline are still remembered and hated. There have been many: Vlad and Isabella, the first undying rulers of Sylvania; Pieter and Emmanuelle von Carstein, who slaughtered a hundred maidens in a single night to slake their thirst; Fritz von Carstein, the One Without Pity; Konrad, the insane Count of Blood and Mannfred von Carstein, the wisest and most cunning, a twisted genius and the greatest of the Vampires in his mastery of the art of Necromancy.

Mannfred von Carstein is the only member of the doomed aristocracy of Sylvania that still survives to this day. Following the death of Vlad and Konrad von Carstein, it was Mannfred who finally emerged as the sole ruler of Sylvania.

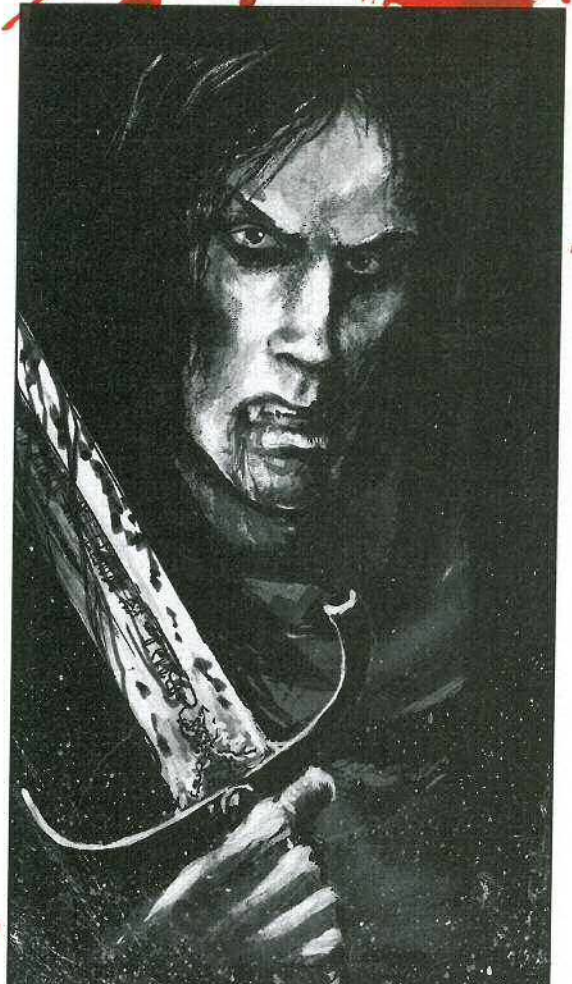
Mannfred was described as a handsome, tall man, with deep set eyes and long black hair. He was always courteous and lordly, as befits one from such a powerful family. He was also a masterful tactician as well as being a great general, and attacked the Empire in the infamous Winter War of

2131, coming close to victory. However, over a century of warfare had taught the leaders of the Empire how to deal with the forces of the Undead, and in the end Mannfred was defeated and his army annihilated at the Battle of Hel Fenn.

Mannfred was not, however, destroyed. Now he is gathering his strength in order to wreak his revenge on the descendants of those who defeated him all those centuries ago. Many Witch Hunters have sought out this lord of the Undead but he has always been too clever. It can only be a matter of time before an army led by the last of the Vampire Counts once again marches on the Empire.



Mannfred von Carstein, the last Vampire Count of Sylvania.





# WARHAMMER WORLD

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MUSEUM

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

• SHOP  
• EVENTS  
• MUSEUM

## Games Workshop presents Warhammer World, based at our Nottingham HQ

Warhammer World is a complete centre, which includes a small but exciting museum, a purpose-built exhibition hall and a unique store.

The Warhammer World Museum features awesome, life-size Warhammer 40,000 characters in amazing settings, including the Chaos Space Marine battle scene and the Blood Angels Space Marines. If that's not enough to whet your appetite, there is also an entire gallery filled with a great selection of massive games displays, including Antoch Plains and the Siege of the Emperor's Palace – the ultimate conflict of the Horus Heresy!

The Warhammer World Exhibition Hall is used each month to allow gamers from all over the world the opportunity to come together and enjoy Open Days, Campaigns and Tournament events. To find out what is coming up soon, just check out the Warhammer World pages in White Dwarf each month. All of the Exhibition Hall events are very popular, so remember to book your ticket as soon as you see an event advertised in White Dwarf!



The Warhammer World Exhibition Hall also hosts the Nottingham Games Club on Wednesday nights between 6pm and 10pm, and all visitors are welcome to join in. During the school holidays we often run extra Gaming Club activities too. For details of these Club activities, phone the staff at Warhammer World.

The Warhammer World Store is not quite like any other Games Workshop store. It features all of the usual things you would expect from Games Workshop, and also stocks an exclusive range of special things for visitors to Warhammer World, including the special Citadel Legends range, the full 'Eavy Metal 'Ardwear range, Warhammer Fantasy Roleplay and the newest Games Workshop computer games. All the figures available in the Mail Order catalogues are available instantly in the Warhammer World store. And finally, the store has on show some of the superb armies and scenery featured in White Dwarf.



## WARHAMMER WORLD MUSEUM ADMISSION £1

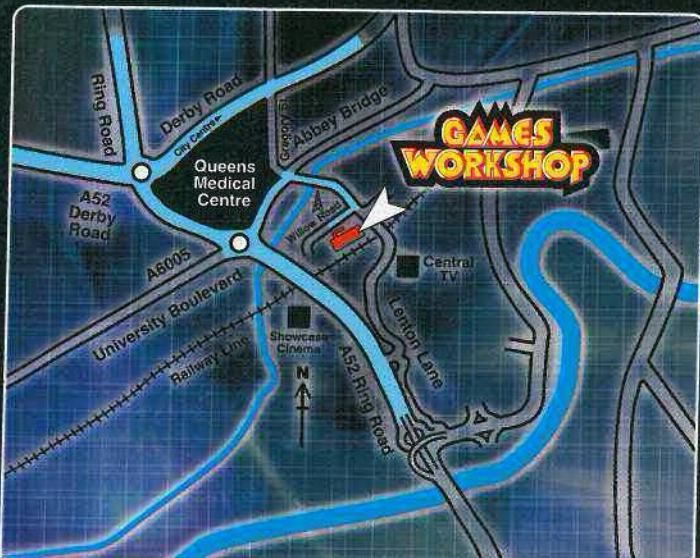
Guided tours of the Museum are conducted most days. Adults accompanied by gamers under the age of 16 may enter free.

## IMPORTANT!

Before you set off to visit us, please telephone to ensure that the Museum is open and that guided tours are available.

Tel: 0115 916 8410

Warhammer World is easy to reach by car from the M1. It is also only a short taxi ride from Nottingham Railway Station.





# WARHAMMER WORLD

THE  
GAMES  
WORKSHOP  
MUSEUM

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

## THE MUSEUM GENESIS

**W**hen it opened in October 1998, the Warhammer World Museum received immediate praise and recognition as the best collection of Games Workshop displays in the world. Attracting 1,000's of visitors, the Museum has become the must-see for any fan of the worlds of Games Workshop.

However, the most common question we are asked about Warhammer World is simply, "Wow! How did you do that?" This is the answer to that question...

When Games Workshop moved its H.Q. to our current site at Lenton, Nottingham, in 1997, part of the plan was to have a custom built gaming hall. This brought the opportunity to create something extra special – a museum. Initially the Exhibition Hall had an upper-level balcony, which was filled with our most impressive displays. Yet the mad Techpriests of the Imperium could not resist going a step further. In June 1998, the builders moved in and, as you can see from the photos, chaos reigned.

One of the first decisions we made was that Warhammer World should have a set of life-size displays. During the move from our old H.Q. to Lenton, we recovered a host of parts that had once made up the suits and equipment used when filming short movie clips.

We used these film clips at Games Day and in several of our computer game projects in the past. It was after finding these ancient artifacts, believed lost to the warp for all time, that work began to restore them to their former glory.

Work began, to turn the balcony into two large chambers, one above the other. The top one would house the life-size displays and the lower one the huge games displays.



The lower chamber of Warhammer World was custom built to house each of the big displays from Games Days past. After these interior walls were complete, we moved the displays in. Games Workshop products from the distant past also came for display in here.



This view of the early days in the construction of the Chaos display and the Blood Angels display shows how we used film backdrops to create atmosphere.



It is rarely appreciated how many hours were spent setting up all the miniatures for each of the displays, numbering in their thousands. Eventually, guided by some ancient wisdom, the staff at Warhammer World gave in and glued the bulk of the figures to the boards – it seems likely that suggesting they move the boards another time will send them into a crazed frenzy.

Bugman's Bar is the place where, on most weekends and school holidays, you can sit and relax after visiting the Museum. It was custom-built to provide an appropriate finish for any visit to Warhammer World.



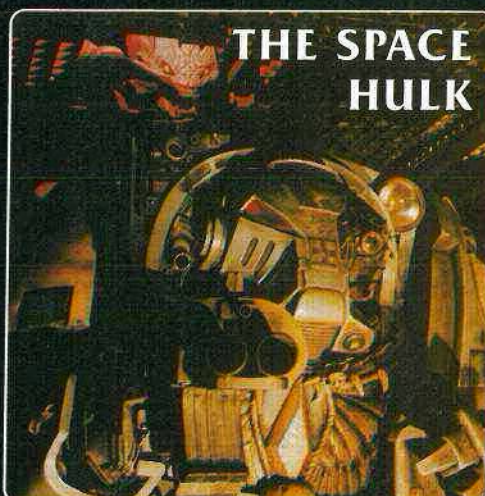


# LIFE-SIZE DISPLAYS



The Space Hulk scene started life as this empty space. To turn this into the interior of a space ship we used all manner of everyday scrap, everything from drain pipes to ceiling tiles.

Here's a midway view of the Space Hulk after a night's frantic spray painting. The Warhammer World staff are the creators of many of the displays featured in the Museum.

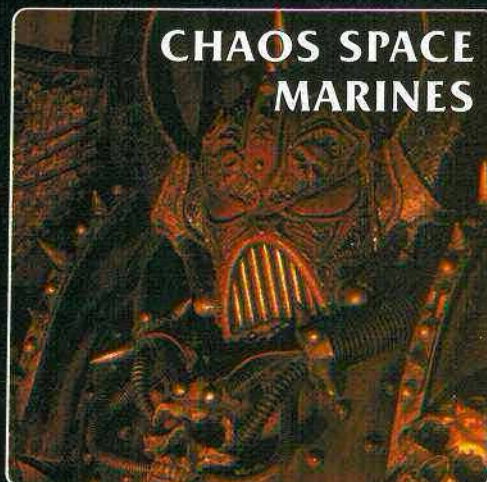


## THE SPACE HULK

Andy Foster spent many hours re-touching and painting the figures, largely by hand. Here he is finishing one of the Chaos Space Marines (Andy's the one on the left!).



One of the Chaos Space Marine suits prior to renovation. All of these artifacts needed extensive work to transform them.

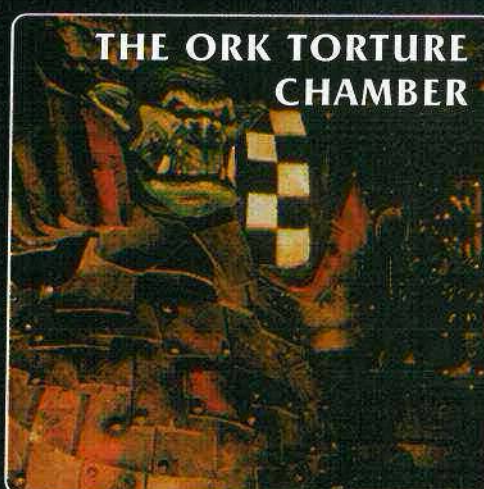


## CHAOS SPACE MARINES



All of the figures required the making of an armature, onto which the armour was fitted and the figurine was filled out. This method was inspired by the same processes Games Workshop uses to design its miniatures.

Matthew Fletcher wrestled the Ork machinery into the Torture Chamber. Many of these artifacts were rescued from film sets, previously used to create computer and Games Day footage.



## THE ORK TORTURE CHAMBER

## What does the future hold for Warhammer World?

As ever, nothing is set in stone, and anything may happen. Rumours abound regarding the big display for Games Day 1999, and some say that work has been planned for some life-size Warhammer Fantasy scenes. This much is certain – Games Workshop has many plans for future battle displays and life-size figures... you'll have to keep visiting to find out!

# WARHAMMER WORLD



# ORKY TAKTIKS?

By Andy Chambers, with comments from Adrian 'Grand Warlord' Wood.

Right, OK, tactics. For Orks. Erm... isn't it just "GET THEM!" (plan A as I like to think of it)? Well broadly yes it is – the Orks are the close combat kill-machines of Warhammer 40,000. But Tyranids, Blood Angels, Chaos and Dark Eldar all have claims to that title too. Sometimes you need to be that bit more cunning...

## Da Grand Warlord sez

Everyone has their own favoured tactics, such as standing back and shooting (really boring!), but the one thing you must do when fighting with the Orks is... forget the lot! Orks fight a certain way, and any attempt at any other tactics simply will not work. Get in character, paint your skin green if you have to, but fight like an **ORK!**

Overall tactics are discussed in the Ork Codex, so I'm hoping to shed some light on fine-tuning your army so that it can achieve the best results. Fine tuning is a vast subject, rather too vast to cover here, so I'm writing this in the light of personal experience of doing battle using my Ork warband, mainly against Space Marines and Blood Angels. Hopefully the lessons which have been bought at the cost of piles of dead Orks will be of some use to you aspiring Warbosses out there.

some sort of meaningful firepower, you're inviting your opponent to form up his favourite firing line and shoot you to pieces before you get anywhere near the enemy.

The best example of this is mobs of Ork Boyz. They can be armed with either sluggas or shootas, and it's tempting to just say, "To hell with shootas, I'll arm all my Boyz with sluggas so that they're better in close combat!" However, shoota-armed Boyz are cheaper in points and just as good at ripping apart light troops like Imperial Guardsmen or Eldar Guardians in close combat, against whom Slugga Boyz are simply overkill. More importantly, having some mobs of Shoota Boyz gives you the potential of shooting up to 24". In some scenarios (like Take and Hold for example) you need troops who can hold their position and fight, not just charge off towards the nearest enemy in the hopes of getting into close combat.

## Da Grand Warlord sez

Big shootas rule in every situation, but if you want rokkit launchas then take them in Tank Busta mobs. They cost more but have an extra point of Armour Penetration. If you want burnas, take a mob of Burna Boyz led by a Mekaniak. That's five Burnas in a mob! Also, always take all the same weapons in a mob. For instance, with a Slugga mob, a mix of weapons is nowhere near as effective as all big shootas or burnas.

## GUNZ

First of all, let's talk gunz. Not just big gunz but everything that shoots in an Ork army. Let's face it, Orks aren't good shots – they're Ballistic Skill 2, which means they need a 5 or 6 on a D6 to hit. Now this doesn't mean that it's unimportant what guns you take, in fact it's more important to pay attention to armament because whatever the Orks are firing needs to have an effect despite their poor accuracy.

What I've found is that if you give up on being able to shoot with your army, you'll surrender the initiative to the enemy – they can do what they like in terms of hanging back, clumping together and standing around in the open where it suits them. Without

Aside from the issues of how to arm your teeming mobs of Boyz, is which heavy weapons to give them. Orks have just three kinds; big shootas, rokkit launchas and burnas. Each of these has pros and cons depending on the kind of enemy you're up against.

Big shootas form the benchmark – three shots at

## Shoota Boyz

**Wot dey're best at:** Blasting anyfing dat might give da Slugga Boyz some trouble, blowin' up speeders an' flyin' stuff.

**Favourite place:** Up front, or anywhere dey can shoot.

**Watch out fer:** Standin' too close togevver an' gettin' fragged.





## Tankbusta Boyz

**Wot dey're best at:** Blowin' up tanks and Marine-boyz.

### Favourite place:

Round da sides of tanks to shoot at da squidgy side armour.

**Watch out fer:** Gettin' shot up by 'eavy weapons.



Strength 5 and it's an assault weapon to boot! The number of shots means that you can guarantee a few hits each turn, and against lightly armoured opponents the casualties soon mount up. Unfortunately, against heavily armoured opponents you have to rely on getting lots of hits or your opponent being unlucky on their armour saves.

When it comes to cracking armour, you need Rokkit launchas. A high Strength and good Armour Penetration make these useful against tanks and armoured troops (a hit from one will kill a Space Marine stone dead). However rokkits only get one shot a turn, so you need to fire several at once to guarantee hits, which means putting several in the mob and having less big shootas.

To prevail against well armoured opponents who want to close in

for assaults (like Chaos or Blood Angels), burnas are the key weapons. They can be fired as flamers or used in close combat with the same effect as power weapons. It's tempting to ignore the flamer effect and simply treat burnas as power weapons, but occasionally a gout of flames is useful for opening up some gaps in an enemy unit before an assault (so more Boyz can crowd into base-to-base contact), or clearing opponents out of cover. Here's an example from a recent game, to show what I mean.

A mob of Skarboyz were attempting to counter-attack the objective in a Sabotage mission, in order to prevent the Space Marines attaching demo charges. A Space Marine squad had been placed to screen the

objective and the Skarboyz couldn't get past them without assaulting them. Foolishly I opted to use the burnas in close combat. The Skarboyz easily defeated the Space Marines, but didn't reach the objective in time. The automatic hits which would have been caused by the burnas' templates if I had shot with them instead could have opened up a route to the objective and made all the difference.

So, what's the answer to what gunz to take? A good mix, but with a predominance of big shootas because everything counts in large amounts. Use burnas for dedicated close combat mobs like Skarboyz and Slugga Boyz. Always take some rokkits but if you are fighting an opponent with a lot of tanks and/or power armoured troops, be prepared

to take more. It's interesting to note that

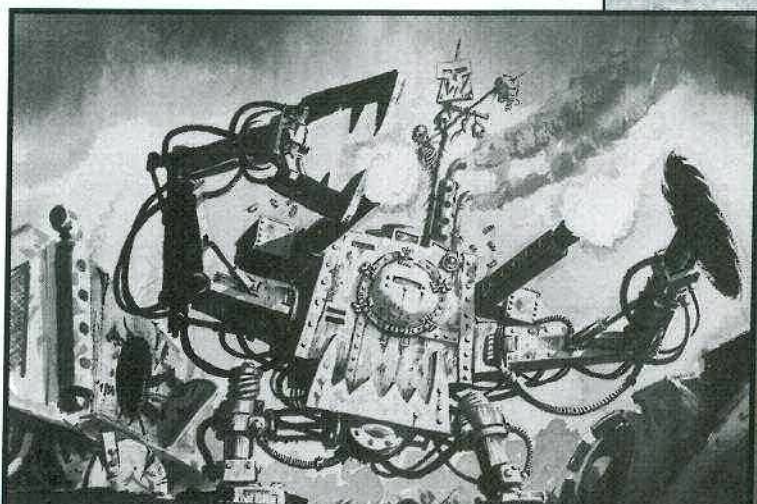
one of the first Shoota Boyz mobs I painted included two rokkits and one big shoota, but I later changed this to three big shootas because I didn't think it was dedicated enough. My most recent Shoota Boyz mob (put together after many more battles and much deliberation) includes two rokkits and one big shoota...

## Da Grand Warlord sez

Whatever you do, don't forget to use the wargear you choose for your army. It's a waste of points! This is why I always try to keep it simple, and hardly buy any. I'd rather buy more Boyz with the points left over. The only wargear I really favour are things like Squig Hounds, kustom gunz and Riggers for all my vehicles.

## Da Grand Warlord sez

Don't ignore Shoota Boyz in favour of Slugga Boyz. A mob of twenty (I always favour BIG mobs) can be a formidable sight and very effective when all guns are brought to bear. Don't be afraid to have them stand still and fire at 24" either. Orks DO value heavy fire power, particularly when there are big shootas in the mob!



## Dreads 'n' Killer Kans

**Wot dey're best at:** Duffin' up anything in a fight.

**Favourite place:** Da middle of da enemy.

**Watch out fer:** Dreads wot are quicker in a fight. Gunz wot can blow 'oles in your armour.

## Da Grand Warlord sez

When dealing with tanks, particularly Imperial Guard battle tanks, remember, think Orky! It's almost pointless trying to shoot 'em up, (only the rokkit launchas in Tankbusta mobs really have a chance at penetrating the armour, and that's their job anyway) so just remember wot Orks iz good at. Dreadnoughts with their power claws are superb at smashing up tanks in close combat. This is especially good as they have the best armour in the whole Ork army and can stand the extra attention they receive from the enemy's heavy weapons. Nobz in Trukk mobs are another good option - they can speed around and easily hunt down a tank. Even though they are very strong, power claws are best used on side and rear armour.





## Burna Boyz

**Wot dey're best at:** Burnin' up blokes in cover. Cuttin' up blokes in armour.

**Favourite place:** Up close where dere's loads of fings to 'ide behind.

**Watch out fer:** Fings wot are quicker in a fight and chop 'em before dey can fight back.

## Da Grand Warlord sez

Grots are the secret weapon of the Ork army. Mighty super-warriors have been known to crawl in the dirt at the onslaught of these pesky varmints!

## MOB SIZE

Mob size has special significance for the Orks because their morale is so dependent on it – big mobs of Boyz can keep going despite horrendous casualties. However the amount of big shootas etc you can include in a mob is the same whether it's ten strong or thirty strong, and very big mobs are difficult to deploy, move into cover and keep together in a

## Da Grand Warlord sez

When mobs Mob Up they end up with all the original mob's best gunz and Nob. This gave me the idea for a great Orky tactic. To protect your mobs of specialist Orks, such as Tankbustas and Burna Boyz, literally hide or screen them inside larger mobs of Orks. These mobs tend to be small, and benefit from the cover afforded by da bigger mob. The larger mobs benefit from the extra firepower in the form of Rokkits and Burnas from the smaller mobs inside them.

cohesive way. A mob always needs a certain amount of elbow room on the battlefield, and using a few big mobs tends to create a very inflexible and clumsy army.

The compromise I've come to for my own Ork warband is mobs which are twelve to sixteen strong. Sixteen strong mobs take up the forward positions where they are most likely to get shot at, while the smaller mobs bring up the rear and get swelled in size by the remnants of larger mobs falling back after absorbing the enemy's firepower.

The biggest advantage this gives is that the mobs cost between 150 and 200 points, so you can fit lots of them into an army. It's important to underline that basic Ork Boyz are some of the most cost-effective things in the army. Any warband which doesn't include forty plus Boyz isn't worthy of the name!

## Da Grand Warlord sez

Don't worry too much about master plans or even army lists when picking an army. Chose the models you like, paint them the best you can and make an army out of what you end up with. There's nothing worse than picking a huge army that becomes a chore to paint. Also, you might discover a great combination of Boyz/weapons that no one else has ever tried before!



Newly released this month are the Killer Kans. Although more lightly armoured than Ork Dreadnoughts they still retain the deadly close combat abilities (namely hack, saw, stomp and squish) to destroy anything in their path.



# THE WARBAND

I'm dreadful when it comes to putting together an army to a plan or with a specific tactic in mind. What I tend to do is start by painting up a load of cool-looking stuff for my army, and then weld it into some sort of cohesive whole once I've fought enough games to see where its strengths and weaknesses lie. For most armies this is a case of finding out which units actually do damage to the enemy, and then working on the best ways of getting them into position to do that damage without being blown to pieces in the process.

In the case of the Orks I've tended to find that the most deadly bits are as follows:

- a) The Warboss and his bodyguard
- b) Dreadnoughts and Killer Kans
- c) Boyz mobs

Admittedly this is against Space Marines; versus other opponents which don't have such a princely armour saving throw, other Ork units would prove just as effective. When the warband deploys, these elements are committed to an attack which (if properly timed) will put the enemy under threat from all of them at once. The Boyz and Dreads advance together, while the Warboss lurks around in his truck with the bodyguard, ready to lunge forward at the appropriate moment (ie when the truck won't be turned into a burning wreck and leave the Warboss and co well short of their target).

## Da Grand Warlord sez

Don't give your Warboss a power claw unless he's wearing mega-armour: he's too fast to go last!

## Da Grand Warlord sez

If you are going to take fast attack choices, then make sure they are all the same choice: for example, three truck mobs are far more effective than a mix of different vehicles. Ignore those who say this isn't characterful and remember what every good Warboss swears by: 'Everything Counts in Large Amounts!'

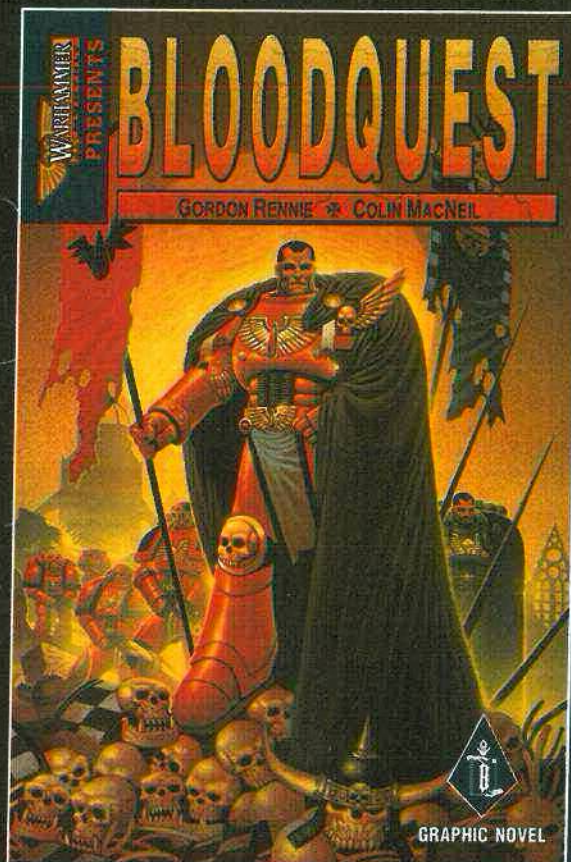
Other elements are more useful for winning games by seizing objectives instead of killing things. For example my faithful wartrak squadron has won several games for me by occupying table quarters at a critical moment in a Cleanse scenario or stealing the objective in a Rescue. This goes to show that it's important to maintain a flexible approach, because many of the scenarios are not won by destroying the enemy. An army which is magnificently honed for committing mayhem and nothing else may well find itself outmanoeuvred.

To sum up, tactics you use start with the army you choose. The tactics your army embraces need to be flexible enough to respond to differing opponents and situations. An army that is geared up to killing tough opponents like Space Marines will probably not fair as well against Imperial Guard. Part of the fun of collecting and gaming an army is developing tactics for it as you go, discovering your army's weaknesses and opponent's strengths, and selecting troops and tactics to compensate for them.

*Handwritten signature: #and/C*



# BLOODQUEST GRAPHIC NOVEL

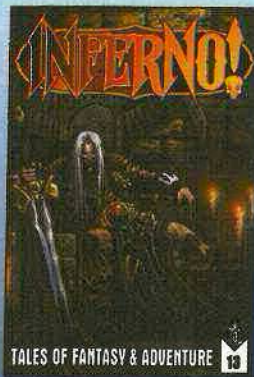


Great news for all Bloodquest fans – you can now get the entire first series of Bloodquest collected together in this superb graphic novel. Written by Gordon Rennie and illustrated by Colin MacNeil, Bloodquest is the epic saga of Captain Leonatos. Exiled from the Blood Angels, he and his loyal battle brothers quest for the lost Blade Encarmine, so that they can redeem themselves and return to their Chapter. In addition the Bloodquest graphic novel includes the prelude episode from Inferno! and Red Secrets, the bloodsoaked story of Brother Sergeant Cloten.

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# BURNA BOYZ

Burnas are cutting torches used by Mekboyz and their assistants for cutting up vehicle wrecks into useable chunks. However, a quick twist of the valve and WHOOSH! the burna spits out a blast of incinerating flame. Often seen on the battlefield firing gouts of flame over lightly armoured enemies or cutting down heavily armoured opponents in close quarter fighting, burnas are a favourite Ork weapon.



*Designed by Mark Bedford*

# STIKK BOMMAS

The Stikkbomb is an Ork version of the grenade, used for attacking enemies in cover or as a high explosive for taking out vehicles. Stikk Bommas are special among Ork society for one reason – they know that when you pull the pin out of a stikkbomb, you throw the bomb not the pin! This unique ability means they are frequently the first Orks sent on special missions to sort out well dug in defenders or to destroy vehicles and bunkers.



*Designed by Brian Nelson*



A Stikk Bomma mob attacks a defended Crimson Fists position.





Ork Nob  
in mega  
armour  
with  
kombi  
shoota/  
rokket  
launcha



Mega armoured Nobz lead the attack against Silver Skulls Space Marines.



Ork Nob  
in mega  
armour  
with  
kombi  
shoota/  
skorcha

# MEGA ARMOUR

**Mega armour is the ultimate in personal protection for an Ork. Mega armour is literally a suit of massively thick armour plates, over a powered exo-skeleton, with built in shoota and power claw. Fortunately for enemies of the Orks, Nobz and Warbosses are the only Orks ever seen wearing mega armour.**



Ork Nob  
in mega  
armour  
with  
kustom  
shoota





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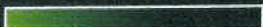
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GAMES WORKSHOP  
STORES

# WHAT ARE YOU DOING THIS SUMMER?

There can be  
no bystanders  
in the battle  
for survival.  
Anyone who  
will not  
fight by  
your side  
is an enemy  
you must  
crush.

Scriptorus  
Munificentus

**Come down to your local  
Games Workshop store  
and see what's happening  
this summer!**

*If you're not already enjoying the summer holidays, then you soon will be!*

*All our Games Workshop stores will be running special events every day throughout the holidays. Huge games, campaigns, painting competitions and terrain-making lessons: you'll find it all at your local Games Workshop store! So don't be bored in the holidays, the battlefield awaits you!*

*Make sure to call your local store for details of what's happening this summer.*

**Every single day, huge  
battles will be raging in  
your local store!**

*Each day of the week your local Games Workshop store will be focusing on a different aspect of the hobby (although every day will still see battles on their tabletops).*

*If you want to learn more about painting or converting your figures, each store will be running a special workshop on Tuesdays. Mondays see all our stores in a frenzy of terrain making, and on Fridays the mysteries of collecting and gaming with every army in the Warhammer and Warhammer 40,000 worlds are explained.*

*All our usual favourites continue throughout the summer, Wednesday (Warhammer) and Thursday (Warhammer 40,000) Games Nights, the Saturday 'Warlords' massive battles and our special Beginners 'Initiate' Sundays.*

**SUNDAY**



BEGINNERS GAMING

**MONDAY**

**TERRAIN  
WORKSHOP**

**TUESDAY**

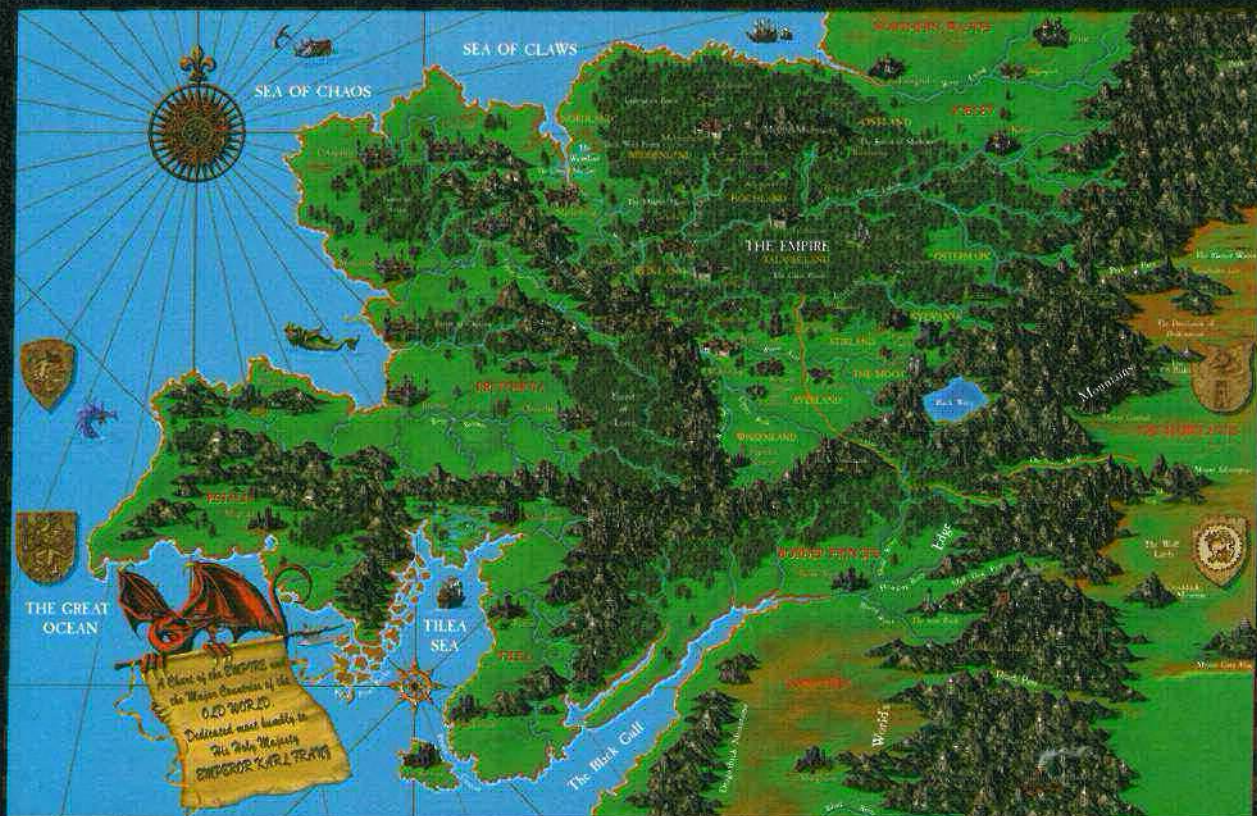
**PAINTING  
WORKSHOP**

**WEDNESDAY**



GAMES NIGHT





# CAMPAIGNS

We'll be running campaigns and tournaments in all our stores – your chance to claim the Old World for your own, or use your 40K task force to seize an entire star sector.

Not only is all this happening, but our stores are also running a myriad of other events; and why not visit Warhammer World, or check out the roadshows happening throughout the country. In the Midlands we have the 'Skulls Out for Summer' roadshow, and the 'Da Good, da Green and da Ugly' will be touring our Northern and Scottish stores.

**DON'T FORGET OUR BLOODBOWL FINAL SEASON SALE (MONDAY 26th JULY TO SATURDAY 1st AUGUST) AND OUR 2 MASSIVE BATTLES:**

**Exterminatus (Saturday 24th July)**

**The Great Enemy (Saturday 31st July)**

THURSDAY	FRIDAY	SATURDAY	SUNDAY
WARHAMMER 40,000	ARMY COLLECTING WORKSHOP	SATURDAY WARLORDS	SUNDAY INITIATE
GAMES NIGHT		GAMING & NEW RELEASES	BEGINNERS GAMING



# Come down to your local Games Workshop store and game!

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**



Our Sundays are specially designed to help those who have just started out in the Games Workshop hobby. Whether you want to lead the planetary assaults of the Space Marines or command the hordes of the Undead in battle, you can learn about playing, painting and collecting an army in our stores.



Saturday is big gaming day in our stores. Every week a different, awesomely huge game rages across the battlefield in each of our stores! Not only that, but every Saturday our latest releases arrive!



## GAMES NIGHTS



**WEDNESDAY**



**THURSDAY**

Once you're past the beginners' stage, our Games Nights on Wednesday & Thursday are for you. Learn more about gaming, tactics, army building and advanced painting techniques at our Games Nights.

Some of our stores aren't open on Sundays or late nights, but do have special beginners & gaming events – call your local store for details. Stores that are closed on Sundays are Doncaster, High Wycombe, Ipswich, Northampton, Romford, Staines and Copenhagen.







**WARHAMMER**  
**40,000**

# SKULLS OUT FOR SUMMER TOUR '99

**Right den ladz, sluggas ready. Lets give dem humies a taste of zoggin' boot.**

Over the summer, massive roadshows will be touring the country. Featuring massive Ork vs Space Marine battles, painting clinics, terrain making and competitions, they have it all! Check out 'Skulls out for Summer' touring the Midlands, and 'Da Big, da Bad and da Ugly' in the North and Scotland.

**BATTLEFLEET**  
**GOTHIC**

IMPERIAL BIODOME VI.647

START UP SYSTEM 1.24

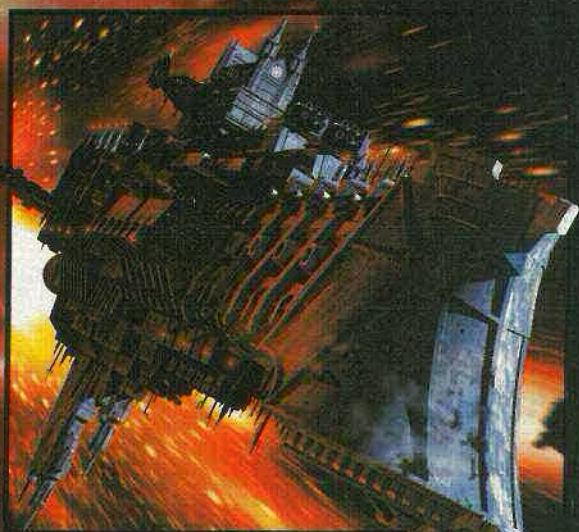
# EXTERMINATUS

ONE CONSTRUCTION

**The behemoth of the Chaos fleet approaches! The Chaos Planet Killer launches its first strike against the Imperium at your local store on:**

## SATURDAY 24TH JULY

**Bring down your fleet to take part, or just come down and take command of some of your local store's vessels, in this awesome game.**





# WORCESTER STORE ARMY

## WARRIORS OF THE GLADES



Russ Charles  
GW Worcester Store Manager

The reason I started a Wood Elf army is simple – I saw the army in 'A Tale of Four Gamers' (in White Dwarf 218-223) and thought "I could do that!"

I started with the Glade Rider unit which forms the core of my attack, my general 'Elyriad the Red', and then some Archers to support them. Most people expect a Wood Elf army to be bright and clean looking, but I've found that the quickest way to paint them is using a black undercoat, leaving the black showing as shading on the figures. As the force has grown, I've decided that the trick to successfully commanding an Elven army is to take the initiative and attack, attack, attack.

Otherwise, your opponent will beat your flimsy troops around the board with no effort whatsoever! Using this strategy seems to work, and my army has won many victories!

Currently, my favourite units are the Scouts, the converted chariot and Naieth the Prophetess, with a little Othu the Owl model to put by my Archer units. A favourite use of the Scouts is to give them a champion with the *Hail Of Doom Arrow* and sit in a wood, nice and close to the enemy, pepper their best unit with bowfire in the first turn, then run off, shouting abuse, before anyone can attack back!

I plan to finish off the army with more Archers, and maybe another chariot. And maybe some more Waywatchers. Oh, and some skirmishing cavalry. And another Treeman, and Ariel and Orion... and...



# WARHAMMER

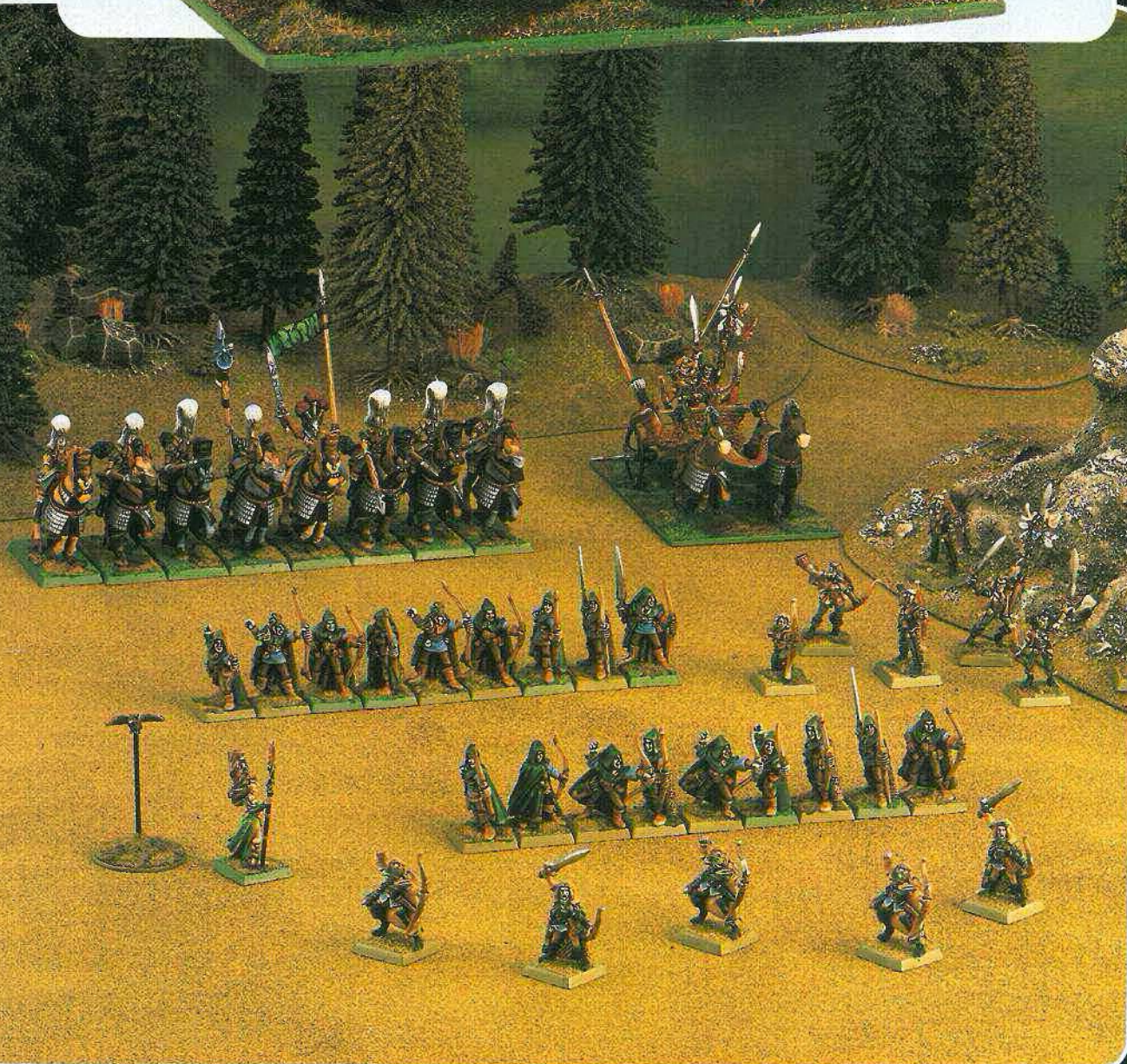
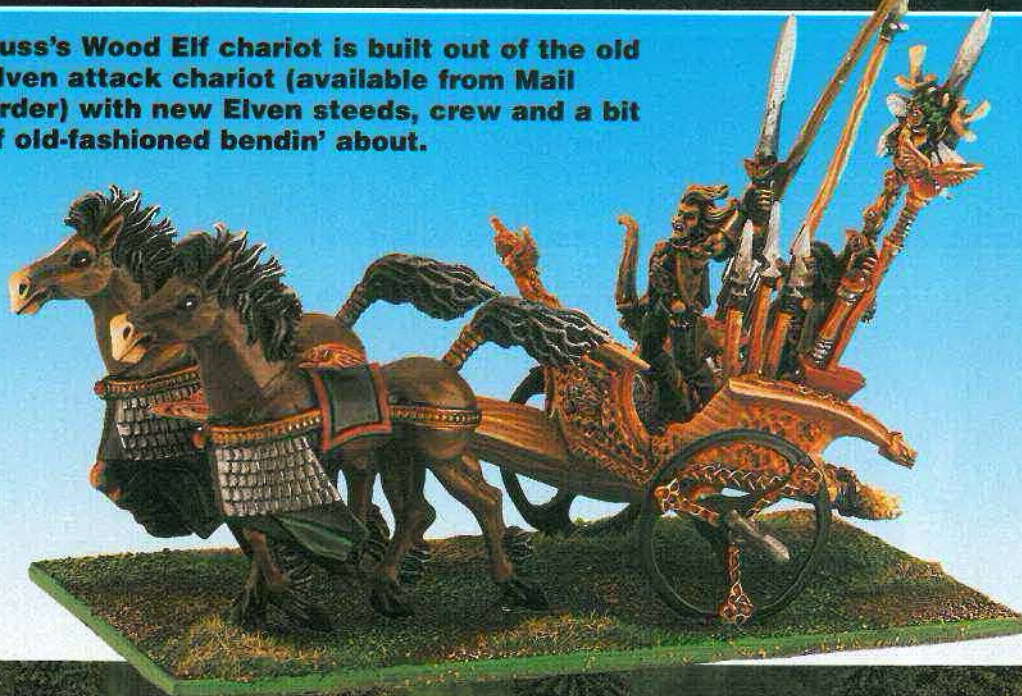
Games Workshop Stores

Games Workshop Stores

Games Workshop Stores



**Russ's Wood Elf chariot is built out of the old Elven attack chariot (available from Mail Order) with new Elven steeds, crew and a bit of old-fashioned bendin' about.**







Like the Warhawk unit, Russ has matched the Glade Riders' banner design to their shields. Russ uses his Glade Riders as shock cavalry, thus he has used the armoured Elven steeds rather than the standard steeds supplied with the miniatures.

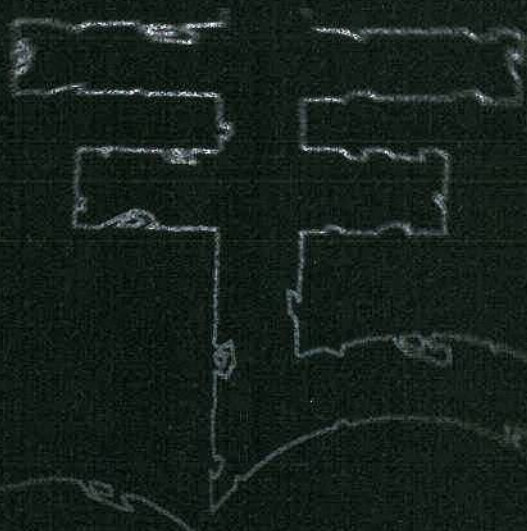






# THE GREAT ENEMY

Warhammer 40,000 participation game



**SATURDAY 31st JULY**

JOIN THE CONFLICT! ASK STAFF AT YOUR  
LOCAL GAMES WORKSHOP FOR DETAILS.





# WARHAMMER<sup>®</sup> 40,000

## RAZORBACK

***It carries six fully armed Space Marines into the heaviest fighting and is capable of destroying any tank on the battlefield. It's the Razorback and it's brand new this month! Iain Compton looks at this unique vehicle and finds out why every Space Marine player will want one (if not two or three!).***

Most Space Marine players tend to look enviously at the troop transport options available to other races. Eldar Falcons and Dark Eldar Raiders both have a lot of advantages over the basic Space Marine Rhino. Even the Imperial Guard get carried into battle in a Chimera! It begins to make the humble Rhino look a bit outclassed. Luckily help is at hand. This month sees the release of the new Space Marine Razorback – a Rhino that bites!

It's true that you sacrifice a little transport capacity (only being able to carry 6 Space Marines rather than 10), but just look at the trade-off – you get serious firepower in the turret! Two turret variants have been released (you get both in the box), allowing you to fit your Razorback with either twin-linked lascannons for tank-busting or twin-linked heavy bolters to clear away enemy troops. In addition to this, the original version with a single lascannon and twin-linked plasma guns is still available from Mail Order, giving you more choice than ever before.

Due to its reduced transport capacity, the Razorback will be ideal for ferrying small squads such as command squads or even smaller assault squads. In fact, the Razorback makes a perfect complement to an assault squad, as it can provide a lot of heavy support once it has dropped off the Assault Marines.

Razorbacks also work well alongside Predators in an armoured spearhead. Break a hole in the enemy lines with a concentrated mass of tanks, then have the Razorbacks unload Space Marines into the midst of the enemy's position. Faced with the Emperor's finest rampaging freely through their deployment zone and backed up by some seriously heavy armour, most foes will be completely overcome and victory will be yours.

The only problem now is just how to shoehorn as many Razorbacks as you can into your Space Marine army!

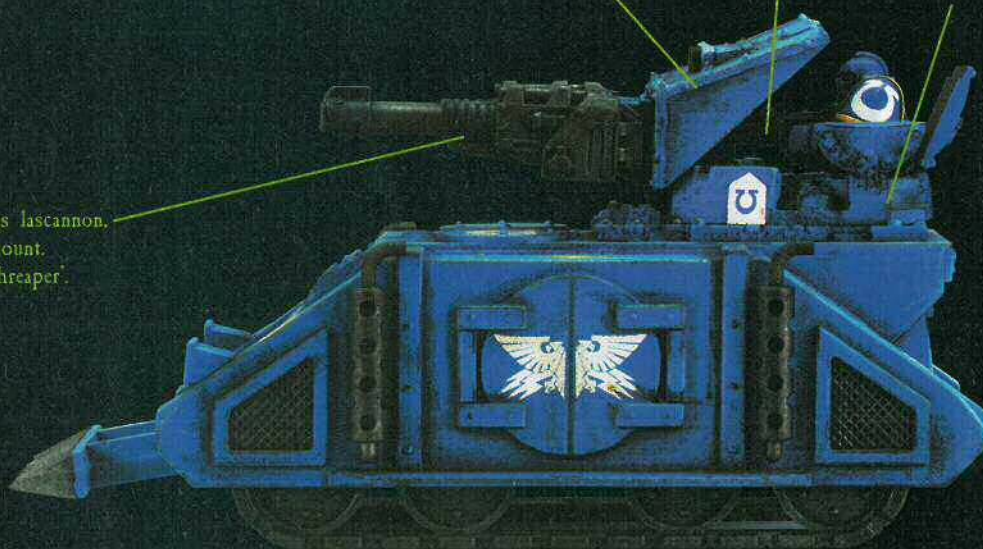
**Classified**

M.38 pattern Astartes lascannon,  
twin-linked mount.  
Codename 'Deathreaper'.

Ceramite/titanium  
bonded gunshield,  
including photo-  
suppressive visor.

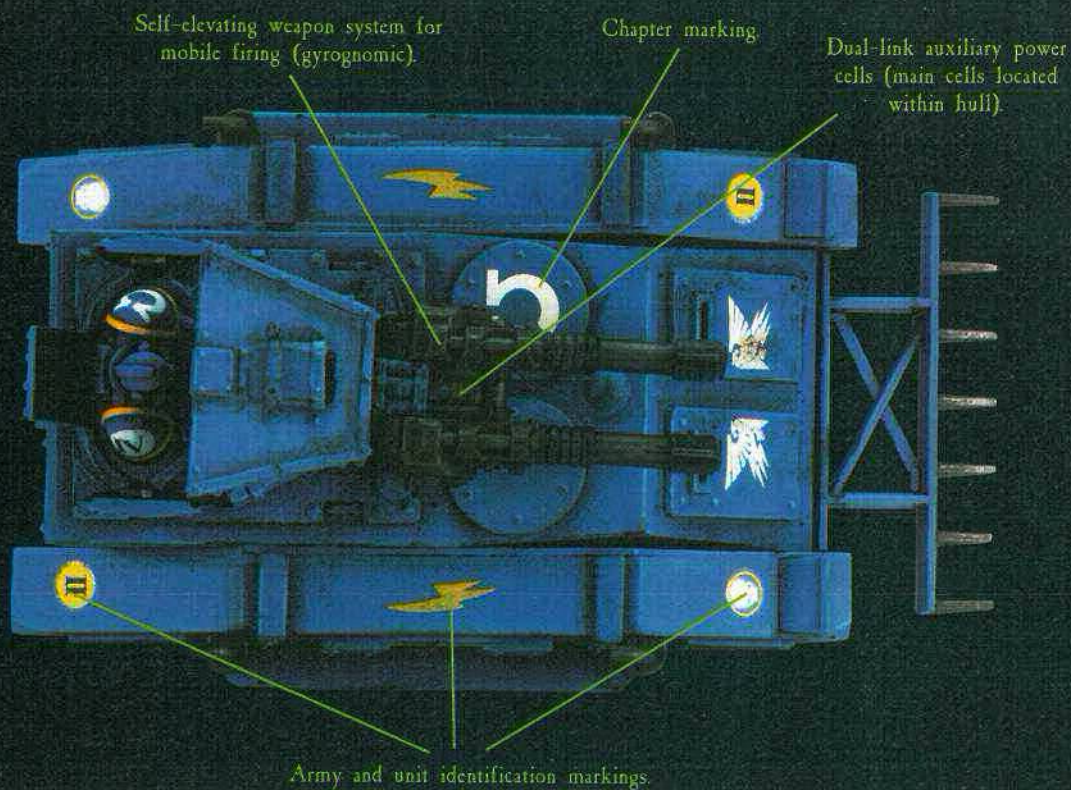
External firing and traverse controls  
(note: weapon is still fully functional  
whilst gunner is inside hull).

Reinforced turret ring.  
Displaces 40% of hull  
troop carrying capacity.





*This Crimson Fists Razorback has the standard weapons fit of twin-linked heavy bolters.*





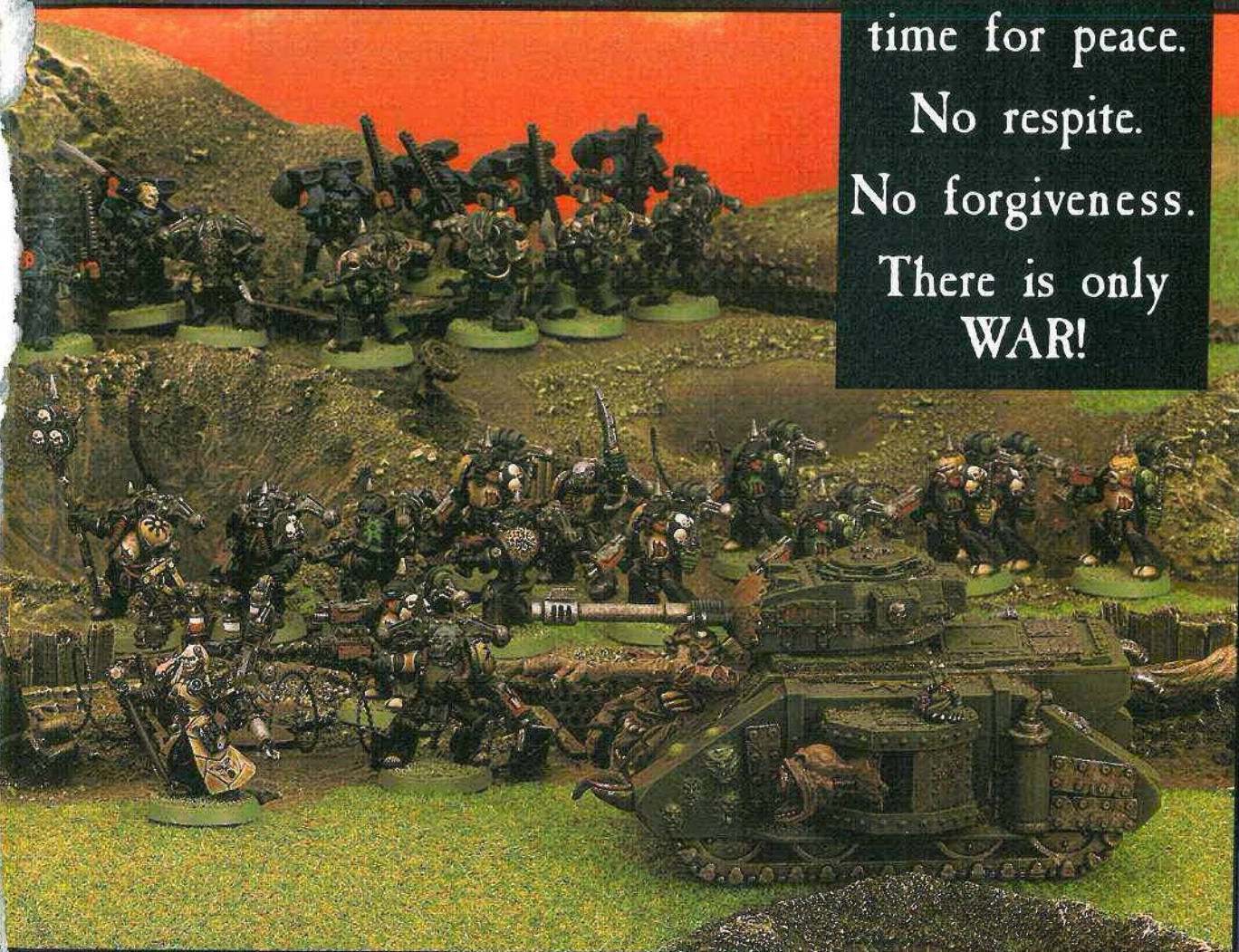
## The logo for Warhammer 40,000, featuring the word "WARHAMMER" in a large, green, metallic, blocky font with a 3D effect. Below it, "40,000" is written in a smaller, similar green font. The text is set against a black background with jagged, lightning-bolt-like edges. The entire logo is framed by a red and black border.



Contents and components may vary from those illustrated. Models supplied unpainted and unassembled. Glue and paints not included.



There is no  
time for peace.  
No respite.  
No forgiveness.  
There is only  
**WAR!**



Warhammer 40,000 is a tabletop wargame for two or more players where you command the forces of the Imperium or one of its deadly enemies. The game provides you with all the rules, scenarios and army lists you need to fight a battle, and guides you through how to paint the detailed plastic Citadel miniatures in the box and then how to collect together your own army.

The Warhammer 40,000  
Boxed Starter Game contains:

- 10 plastic Space Marines
- 1 plastic Land Speeder
- 20 plastic Dark Eldar Warriors
- 288 page Rulebook
- 2 Card Playsheets
- 1 set of Gothic Ruins
- 3 Plastic Weapon Templates
- 7 Assorted Game Dice
- 2 Range Rulers
- 4 complete Jungle Trees
- Assorted Barricades

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



# WARHAMMER

## TOP GEAR?

By Mike Walker

**Mighty machineries of destruction or a bit of free target practice for the enemy? Regular contributor Mike Walker turns his attention to the problems faced when using chariots in games of Warhammer.**

The deadly glint of the razor sharp scythes, the wicked crack of the driver's whip and the motionless bodies of the freshly shot animals. All of these things will be familiar to players who use chariots as part of their tabletop force.

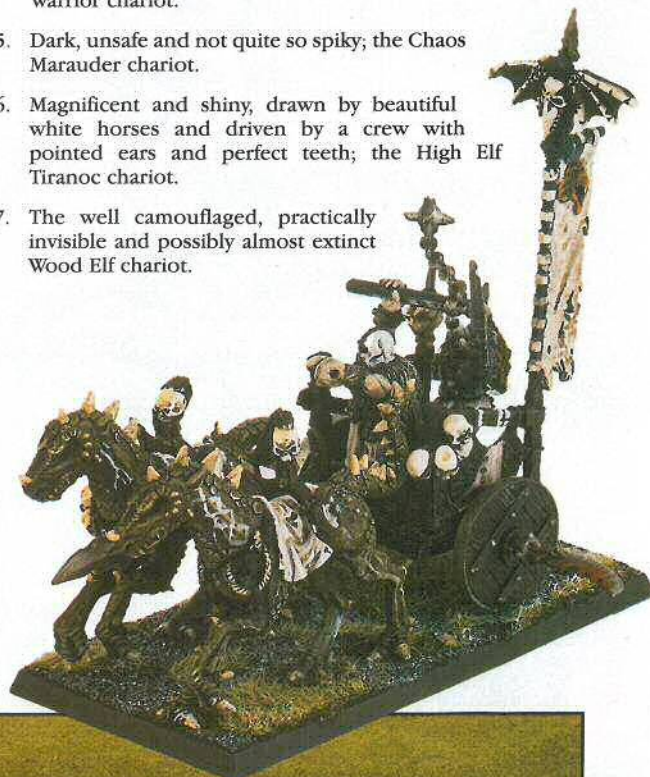
***I can sum up why I like chariots so much in two words: Impact Damage.***

A quick flick through the Warhammer Armies books reveals the fact that there are seven different types of chariot, as follows:

1. Two small, terrified, crazy, foul mouthed and green creatures, clinging desperately to a very rapidly moving, wolf-powered vehicle; the Goblin chariot.
2. Much slower, much bigger and pulled by creatures even more savage (but with a crew just as green, if slightly more inventive with the expletives); the Orc chariot.
3. It's very tough, very solid, dead hard and very smelly; the Beastman chariot.

4. Dark, dangerous and horrendously spiky; the Chaos Warrior chariot.
5. Dark, unsafe and not quite so spiky; the Chaos Marauder chariot.
6. Magnificent and shiny, drawn by beautiful white horses and driven by a crew with pointed ears and perfect teeth; the High Elf Tiranoc chariot.
7. The well camouflaged, practically invisible and possibly almost extinct Wood Elf chariot.

*This converted Chaos Marauder chariot is from the army of Warhammer World's Andy Foster.*



*Phil Yip from Warhammer World loves chariots so much that he has no less than nine of them in his huge Beastman army! You can see the rest of Phil's army by visiting the Warhammer World store at Games Workshop HQ.*



This article concerns the delights and problems of using these highly mobile engines of war on the tabletop. I will briefly discuss tactics and then give them all a test drive to measure and report on their battlefield performance.

So why do I like using chariots? Is it the brilliant models, full of a sense of speed and power? Is it the excuse when advancing them, to mime the action of the driver cracking a whip (and if I get really carried away to simulate the sound as well)? Nope, it's neither of those things. I can sum up why I like chariots so much in two words: Impact Damage.

Why is impact damage so good? Well, the hits are automatic, and there can be up to eight of them. The hits are nearly always Strength 7, able to inflict a whole world of hurt on most troop types. It also happens before the enemy can strike, so any opponent(s) killed ain't gonna fight back.

If impact damage is the good side of using chariots, then the major down side is the propensity of the beasts pulling the chariot to snuff it at the first twang of a bowstring. To use chariots properly you need to follow the three golden rules of charioteering:

## THE GOLDEN RULES OF CHARIOTEERING

- 1: ALWAYS CHARGE
- 2: MAXIMIZE THE DAMAGE
- 3: TAKE CARE OF THE ANIMALS

### 1: ALWAYS CHARGE

Charging is everything. If you fail to charge with your chariot, it will have all the combat effectiveness of a shopping trolley with a wobbly wheel, that has already been chucked into the canal.

Chariots that do not charge, or are fighting in the second round of combat, are not going to win. They are simply not going to do enough damage to overcome enemy bonuses for ranks and standards<sup>1</sup>.

### 2: MAXIMIZE THE DAMAGE

You must always maximize the damage you cause upon contact. Your only real chance for victory is to break your opponents as you wallop into them. When buying upgrades for a chariot, select the options that improve the chances of damaging the enemy. An extra twenty points on scythes makes sense for nearly all chassis. More crew members and weapons of improved nastiness are also good.

Boosting the protection of crew and animals does not always pay off quite so well. If you are going to be successful in routing the opposition, most of the troops that could fight back will be killed by impact, animals and crew. Therefore the number of return attacks needing to be deflected by heavy armour should be minimal.

### 3: TAKE CARE OF THE ANIMALS

Animals get half of all the firepower aimed at the chariot. As soon as the nose of a pulling animal is in range, you can expect to see more arrows than at a motorway diversion plunging towards it. So here are a few ideas for getting into contact with the enemy, without unnecessary animal annihilation.

*A mean, green slaying machine! This Orc chariot belongs to Paul Robins, manager of Forge World.*

Most obviously, direct your chariot attacks against units without missile weapons. Approach from the flank or rear. Troops that can move and fire can still turn and deliver a volley at you, but they will suffer a penalty for moving if they do so.

Advance your chariots behind the cover of skirmishers. Since chariots get no march move, even foot skirmishers can keep ahead of them. This way, despite the fact that chariots are large targets, unless the enemy is on a hill, they cannot aim missile weapons at the war engines through the troops screening them.

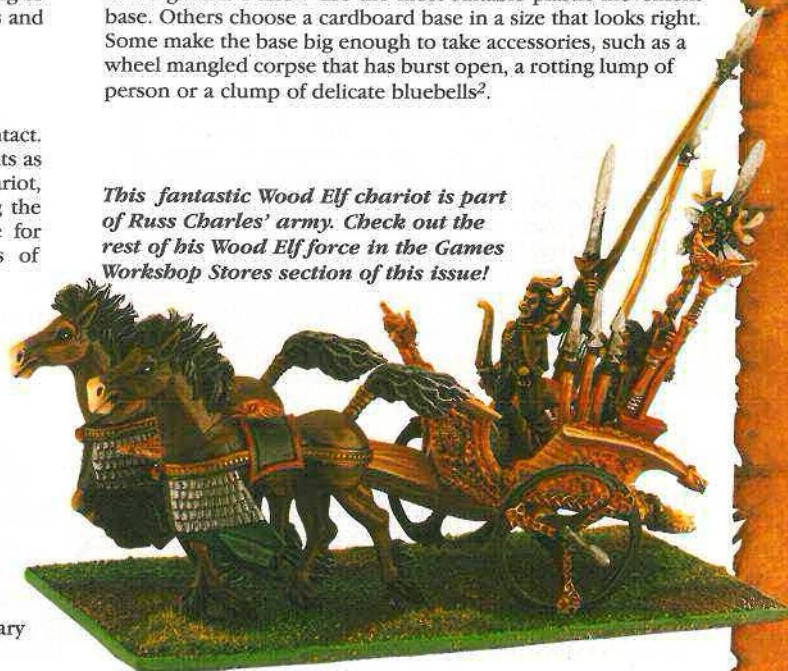
### FURTHER THOUGHTS

There is a question, a much pondered and critical question, that must be resolved before any chariot can take to the tabletop. Every Warhammer gamer that has ever wanted to use a chariot has wrestled with it. The answer is not in anything ever published by Games Workshop. It's up to the individual player to consider, worry over, cogitate and finally to decide on an answer that suits them. That question is; how big do I make the base?

To gain maximum gaming advantage, I guess the answer is as small as possible.

Some gamers I know use the most suitable plastic movement base. Others choose a cardboard base in a size that looks right. Some make the base big enough to take accessories, such as a wheel mangled corpse that has burst open, a rotting lump of person or a clump of delicate bluebells<sup>2</sup>.

*This fantastic Wood Elf chariot is part of Russ Charles' army. Check out the rest of his Wood Elf force in the Games Workshop Stores section of this issue!*



<sup>1</sup> Sorry, but the beautiful and powerful magical banner strapped to the back of your vehicle helps not one jot in combat resolution. However if a banner is waved enthusiastically by a Battle Standard Bearer stood in the back of your chariot, then this does yield the normal combat result bonus.

<sup>2</sup> Very few modellers' tastes extend to including all three items on the same base.



## ALESSIO HAS A WORD

Games Developer Alessio Cavatore recently came across a situation involving chariots during a game between Paul Sawyer's Beastmen and Matt Nicholl's Orcs & Goblins, and being a helpful chap has decided to share with us the way in which he resolved it.

*"According to the rules on chariots and challenges, characters on chariots fight their challenge from the chariot and the creatures pulling it will take part in the duel. The remaining crew's attacks and the impact hits caused by the chariot will hit the other models in the enemy unit. Note that if a character on his own is charged by a chariot, the impact hits will hit him anyway. You can't avoid them just by challenging your opponent!"*

*These rules can generate a complex situation: the character involved in the challenge will roll to hit against the character on the chariot's WS and his hits will be allocated normally, using the table on page 76 of the Rulebook. A result of 4-6 on the table means that he has hit the character.*

*Meanwhile, the fight between the crew and the other models in the enemy unit will continue. When the rank-and-file troopers attack the chariot, they will roll to hit against the crew's WS, because the character is fighting in the challenge. Their attacks will hit the chariot body on a 1 or the crew on a 4-6, but you will have to re-roll any hit on the creatures, because they are involved in the challenge.*

*Clearly this is an overly complex nightmare, especially if the poor guy in the challenge is facing a Chaos Hero on his chariot pulled by two Juggernauts! Another problem is caused by Stegadons. It's easy to understand that Lizardmen players would like to count the Stegadon as a chariot and support their Skink Shaman with the huge dinosaur during challenges! In a previous Q&A there has been a wonderful suggestion on how to solve this problem.*

*Simply imagine that your character jumps down from the bowdab and fights on foot against the challenger, while the Stegadon and the other Skinks exchange blows with the rank and file troops.*

*I see this as a perfect solution for resolving challenges involving chariots. Just assume that the character gets down from the chariot and fights the enemy on foot (no need to allocate hits, straightforward and much quicker), while the rest of the chariot's crew and the steeds deal with the rank and file troopers as normal. I strongly encourage players to adopt this 'easy way' in friendly games and whenever both players agree on it. I'm fully aware though that this may unbalance a competitive 'tournament' game, in which players will probably decide to go through the more complex and detailed system - that's up to them!*

A slightly different motivation dictates the size of the bases I now use. I am absolutely fed up with having to repaint chipped scythes and repair bent banners. For that reason I now base my chariots so that no part of the model extends over the base edge. This has greatly reduced damage<sup>3</sup> and actually looks pretty good.

Probably the best compromise, and a good rule of thumb, is to make the base as wide as the total base widths

of the draught animals and as deep as it needs to be to include the whole model, beasts and all.

Once based, your chariots are ready to fight, and one possible opponent to especially look out for is cavalry.

Cavalry units, because they are generally found in small numbers, tend to make excellent targets for chariot charges. Of course, the problem with trying to attack cavalry is that they can often charge as far as you can. As soon as your chariot moves into range, they dig in their spurs, charge and then smash it to pieces in a flurry of lance strikes.

I have developed a little tactic for using chariots against cavalry (or any fast moving troops). It requires two chariots so I call it Double Jeopardy.

Move one of your chariots into charge range of the cavalry. Leave the second chariot a few inches behind the first, but outside of the reach of the cavalry. If the cavalry charge, flee with the first chariot (if they don't charge, attack them with the first chariot). The cavalry (unless you make a really rubbish rout distance on the dice) will be unable to catch the first chariot and end up making a normal move forward. The second chariot should now be in range of the cavalry and can launch an attack in your next turn. This tactic requires a keen eye for judging distances and careful positioning of your general to help with rallying the first chariot.

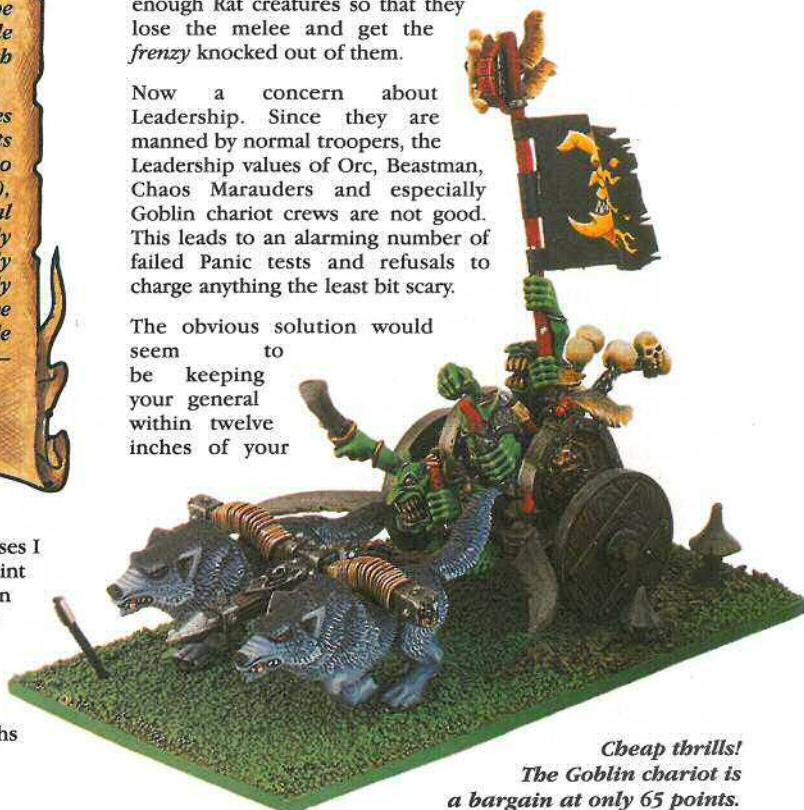
Other good targets for chariots include small, elite units, characters wandering about all by themselves (very careless) and even artillery.

## I like to crash cheap and expendable chariots into Skaven Censer Bearers.

I like to crash cheap and expendable (in other words Goblin) chariots into Skaven Censer Bearers. With their *hatred* you are unlikely to rout them, but even as they gas your animals to death, impact damage will probably kill enough Rat creatures so that they lose the melee and get the *frenzy* knocked out of them.

Now a concern about Leadership. Since they are manned by normal troopers, the Leadership values of Orc, Beastman, Chaos Marauders and especially Goblin chariot crews are not good. This leads to an alarming number of failed Panic tests and refusals to charge anything the least bit scary.

The obvious solution would seem to be keeping your general within twelve inches of your



*Cheap thrills!  
The Goblin chariot is  
a bargain at only 65 points.*

<sup>3</sup> To the chariot model but not its victims... *beb... beb... beb...*



chariots, so they can benefit from his Leadership. This is not always practical. If your chariots must survive without enhanced Leadership you need to use them carefully.

Spread the chariots out when they are attacking, so if one breaks<sup>4</sup> it will not cause too many Panic tests amongst the rest of your attackers. If any chariots get locked into a second round of combat, hold the rest of your troops back so they will not be in range of all the running away that is going to happen.

Which brings me to my last subject for this bit. Setting up and moving your chariots.

When you place your chariot on the tabletop, you want a nice, solid enemy unit to crash it into, preferably one without ranged weapons. You need to avoid difficult terrain (moving into this can cause terminal amounts of damage) and skirmishers (who will either manage to get out of the way of your chariots or go and hide in difficult terrain).

If you mess up your deployment (and find yourself facing a unit of Wood Elf Scouts in a wood), avoid dithering and move decisively forwards anyway. If nothing else, it will force your enemy to stay put and take you on. It takes a long time (due to a lack of march moves) to reposition a chariot. If you never get to attack with it, you might as well have left it at home.

Okay I can see the chariots starting to assemble so it must be time for...

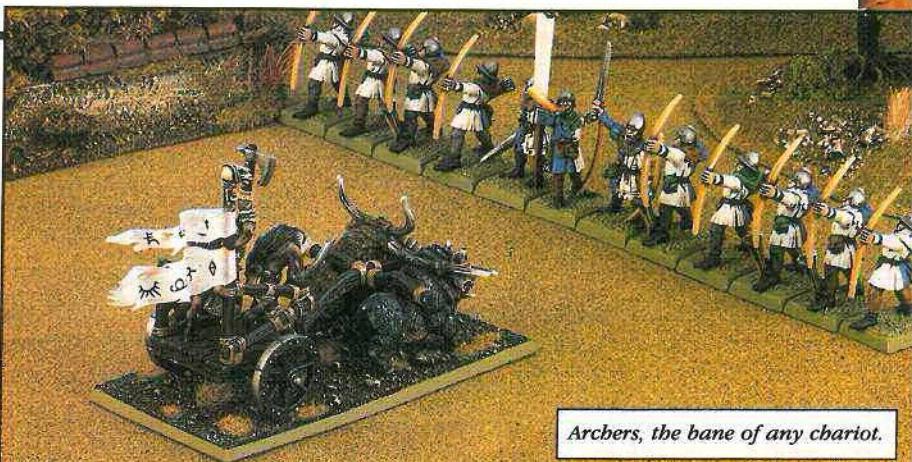
## THE TEST DRIVE

As I mentioned in my introduction, there are seven normal types of chariot. I must now confess to only having six available for this test.

The missing chariot is that of the Wood Elves. I have a real problem with this vehicle. I find it difficult to see its role in the Loren army as I believe the word 'Elves' has always been missing from the saying "You can't see the wood for the trees."

My Wood Elf army spends most of its time hiding in, advancing through, setting traps and picnicking in woods. A war machine that cannot go into woods would not be very useful to the way I play, so it is not a part of my Wood Elf army. I would have a hard time justifying it in my force – it would be like a unit without facial hair and beer-flavoured breath being present in my Dwarf army or a creature that uses mouthwash being found in my Beastman horde.

Just to remind you then, the six participants are: Goblins, Orcs, Beastmen, Chaos Warriors, Chaos Marauders and High Elves. I could easily expand the definition of a chariot to include things like Stegadons, War Wagons and the like, but for the purposes



*Archers, the bane of any chariot.*



*The rock-hard Chaos chariot makes short work of the spearmen...*



*...but then so will the much cheaper Goblin chariot.*

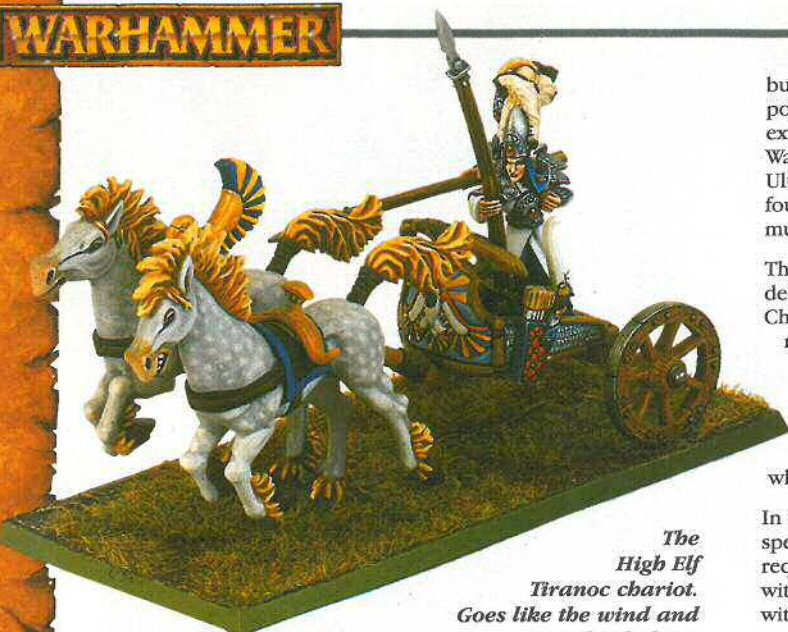
of this test, I will stick to the original six.

All the chariots have scythes and two animals pulling them, except the Goblin chariot which has three and the High Elf Tiranoc chariot with four. There are two crew in each chariot, except for the Orc chariot with three and the Goblin chariot with four. All the crews are using hand weapons except the High Elves who have spears, the Chaos Marauders with flails and the Beastmen and Chaos Warriors with halberds.

No expense was spared arranging this test drive. Two mercenary units have been hired to test the vehicles. Twelve confident looking Bretonnian bowmen and twenty worried Empire spearmen. I will now spend an afternoon smashing the chariots into them.

<sup>4</sup> A chariot starts with more than five Wounds, so it does cause other troops to panic when it breaks.





*The High Elf Tiranoc chariot. Goes like the wind and gets third place.*

## TEST RESULTS

The first test was to determine how often a successful charge could be completed against the dozen archers. Each chariot attempted to cross fourteen inches of tabletop whilst a volley was loosed at it.

The archers had the upper hand by a wide margin. Almost every attempt resulted in the loss of at least one animal from the chariot. Only the Beastman chariot with the super tough, two Wounds, save on a four Tuskgors managed the distance with any regularity. Close behind, due to their extra animals were the Goblins and the High Elves.

My conclusions from this first test are: To make a good charge distance, unless you have Tuskgors, get as many animals as possible. Charging even a dozen bowmen of average ability is a real challenge for most chariots.

Next, each chariot had to attempt to break the unit of spearmen in a single charge.

Despite forming up five ranks deep and including both a standard bearer and a musician, the spearmen got hammered. They were consistently broken by every chariot type.

If the scythes are removed however, the combat shifts significantly in favour of the spearmen. The impact damage with scythes accounts for an average of five casualties as opposed to only three without them.

The crew and animals scored mostly between two and three casualties in a turn. The beefy Chaos Warriors were the best, averaging very close to three kills in a charge. The most significant factor in this test was the low Leadership value of the spearmen. Decent sized units with a Leadership of nine or more will present a very tough challenge for a single chariot.

Conclusions: Scythes are well worth the extra twenty points. Without them most infantry units will stand up to a single chariot charging them, so to be successful you will need to attack with multiple chariots or other supporting units.

## THE BEST

Here is my choice of best chariot. As is traditional I list the results in reverse order.

With an ample supply of spikes, two beefy looking crew, and horses with scary heads, the Chaos Warrior chariot model is the

business. But at a hundred and forty odd points it costs fifty points more than my Goblin chariot and only averages one extra fatality when it charges – though admittedly the Chaos Warrior crew can sometimes survive a second round of combat. Ultimately though, the Chaos Steeds – despite a Toughness of four and barding – fare little better against missile fire than much cheaper machines.

The Chaos Marauders are forty points cheaper, but end up with dead Warhorses faster than you can say 'pincushion'. Both Chaos chariots would be vastly improved by the option to have more creatures pulling them.

The Orc chariot costs about the same as the Chaos Marauder chariot, but I rate it higher as the War Boars have a little more survivability with their improved Toughness of four and have a hefty Strength of five when charging.

In third place is the Tiranoc chariot. The reason I love it is its speed. With four horses (a reasonably simple conversion, requiring two yokes) it really looks the part. Equip the crew with spears to boost their Strength in a charge, but don't bother with barding as its only real effect is to reduce equine swiftness.

In second place are the Goblins. Brilliant model, brilliant speed, brilliant low cost, rubbish Leadership. Helpfully, the new model (my favourite of all the chariot models) can be purchased from Games Workshop Mail Order with the parts to allow three Wolves to pull it. I recommend this towing configuration without reservation, as even with a dead Wolf it can go nearly as fast as the Beastman or Chaos Warrior machines.

Finally, in first place is the Beastman chariot. It is the clear winner because it has Tuskgors. These two Wound, Toughness four, save on a four beauties will get the chariot to its target whilst under fire more times than any other set of animals. Okay they could do with moving a bit faster<sup>5</sup> and you really need to give the crew halberds to boost their moderate Strength, but at a cost of only about a hundred and ten points, this vehicle is simply the best at completing a charge – and completing a charge is what chariots need to do best.

Well that's it, I have to go now as there is a somewhat beaten up Empire Sergeant who wants to discuss danger money and private health care plans with me.



*Best in class! The mighty Beastman chariot.*

<sup>5</sup>I suppose if I had little, short, plastic legs and a huge, metal head, I wouldn't run very fast either.



# GAMESDAY & GOLDEN DEMON 99



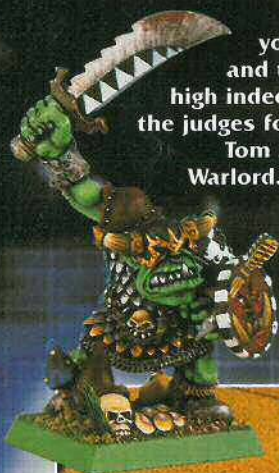
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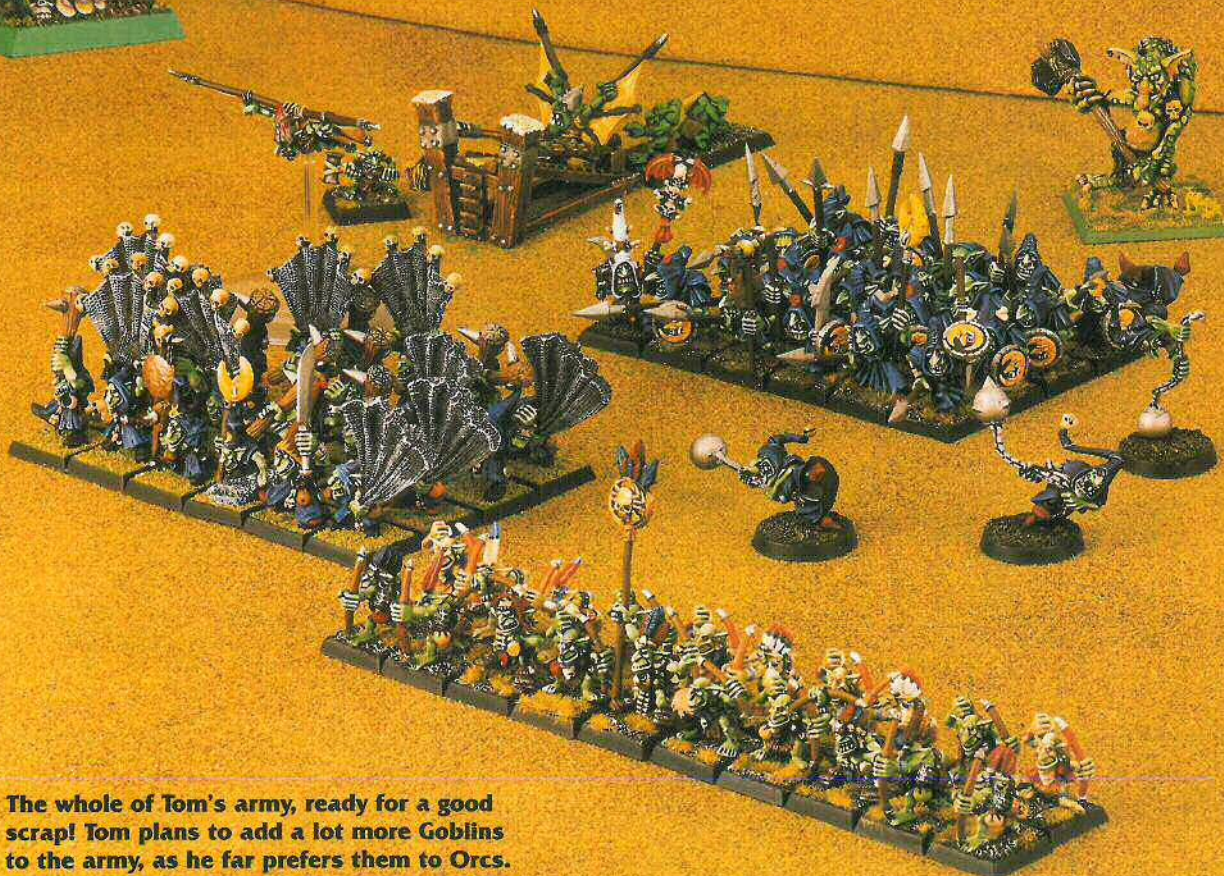


# GAMESDAY & GOLDEN DEMON 99

**A**t last year's Golden Demon painting competition, one of the most hotly contested categories was the Youngbloods competition. This is a special category for painters under 14 years old. Literally hundreds of hopeful young painters entered, and the standard was very high indeed. In the end though, the judges found a clear winner in Tom Allen's fantastic Orc Warlord. We invited Tom up to the Studio so we could take a look at the rest of his army...



This Night Goblin regiment took less than a day to paint!



The whole of Tom's army, ready for a good scrap! Tom plans to add a lot more Goblins to the army, as he far prefers them to Orcs.





Another speedily painted unit. Tom plans to add more Savage Orcs to this unit, just as soon as he's done about a hundred more Gobbos!

**Y**ou'd never believe it to look at this fantastic Orc & Goblin army, but Tom has only been painting for about a year and a half (Jealous – me? Why would I be jealous of someone who's talented, quick, young... – Fat Bloke)!

Tom paints his army five models at a time, and always starts with a black undercoat from which he highlights up. Incredibly he can paint five normal troopers in only three hours, and he reckons that his Golden Demon winning Orc Warlord took only fifteen hours all told!

The Orc force that you see here is his first army, but he has also built up a small force of Eldar for Warhammer 40,000 and he plans to start a new Warhammer army shortly – just as soon as he can decide between Skaven and Beastmen. These armies are especially appealing, as he loves to have as many figures on the tabletop as possible.

Unluckily, Tom will be just too old to enter the Youngbloods category again this year, but that isn't putting him off as he has several exciting projects on the go, including an Eldar Exodite Lord on a Dragon, and a converted Avatar. If the standard of these is as high as his previous work, we can expect to see a lot more of Tom in the future!





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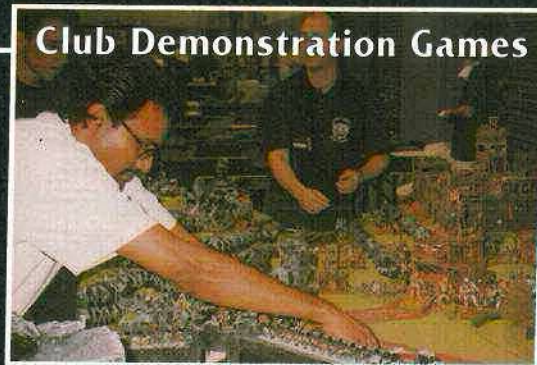
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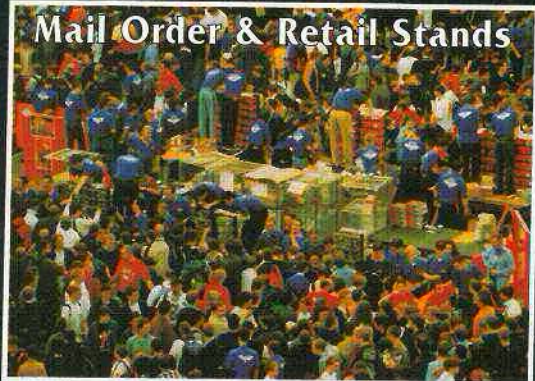
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Games Day tickets are on sale now for £12. You can buy tickets from your local Games Workshop store or direct from Mail Order (0115 91 40000). We'll be running coaches from Games Workshop stores to Games Day. Get details and prices from your local store.

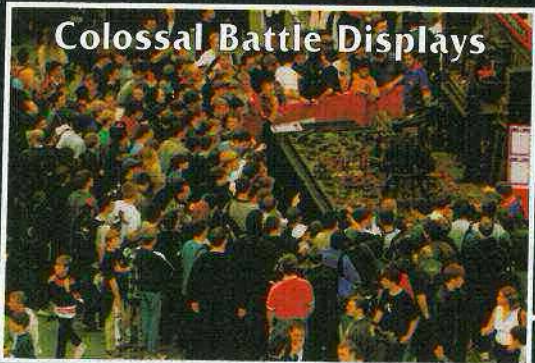
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# BATTLEFLEET GOTHIC

## OUT OF THE WARP!

*Battlefleet Gothic Chaos fleets by Rich Baker*



Rich Baker

*'Eavy Metal painter Rich Baker takes some time out from painting all the latest releases to give us his views on collecting and playing with the fell forces of Chaos. Rich has been on the route to Damnation for a while now, and took part in the recent Studio Battlefleet Gothic campaign – ending up with an impressive renown of 30!*

“Baker,” the yell came, “You’ve always got something to say about the rules. It’s time to put your money where your mouth is, so sit down and write!” As Fat Bloke lumbered out of the ‘Eavy Metal dungeon, I had the feeling I might be in big trouble! Once I’d got over my panic, I started to write down some ideas. My task here is to initiate all you would-be acolytes of Chaos into the foul and depraved rites of collecting and gaming (and winning) with a Battlefleet Gothic Chaos fleet.

So, the big question – why Chaos? Firstly the models, which look superb. Secondly, the answer to this question is simple brute force! If you ask anyone I have played

against, they will tell you that I am not the most subtle of players. I play with Beastmen and Skaven in Warhammer – two armies with all the subtlety and finesse of a half-brick in a sock! The first thing that you will notice when you look through the Chaos fleet list in the Battlefleet Gothic rulebook is that the Chaos ships have very few of the ‘wonder weapons’ such as torpedoes or lances, preferring to rely on the strength of massed weapons batteries... very big weapons batteries! The few ships that specialise in torpedoes, lances or attack craft tend to be both expensive and fairly weak in firepower. Therefore they usually end up acting as supporting

units, rather than operating independently like their Imperial or Eldar equivalents. What this means when you are collecting a Chaos fleet is that you should start off with a large helping of firepower before adding in a small sprinkling of specialised craft to help out!

My own Chaos fleet has now reached the grand size of 3,500 points, but what I am going to do here is tell you about the first 1,500 points that I collected and the reasons for my selections. This may seem a little large but it’s a good size for using the campaign rules in the rulebook and should give you about 2 to 3 hours playing time during a game.

*Rich's entire fleet, totalling over 3,500 points! Believe it or not, Rich is still adding to it, and is currently painting up the lethal, new Planet Killer.*

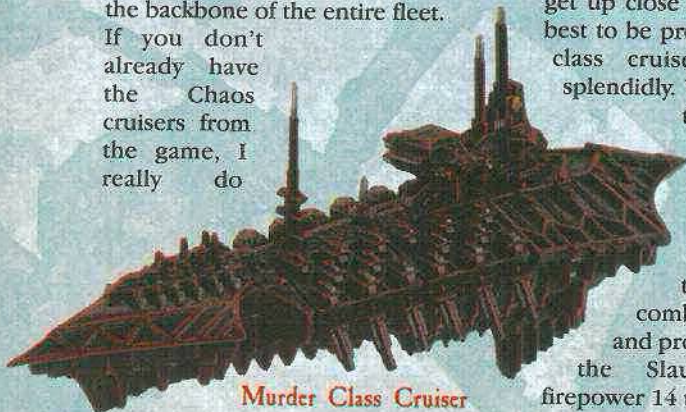




## CRUISERS: BACKBONE OF THE FLEET

The first thing that any prospective Chaos Warlord should buy is cruisers. I really cannot overemphasise this. Cruisers form the backbone of the entire fleet.

If you don't already have the Chaos cruisers from the game, I really do



**Murder Class Cruiser**

recommend that you buy some first. If you don't pay now, you WILL pay when you start to play.

The first two cruisers that I collected were a pair of Murder class cruisers. These ships were the mainstay of the Chaos fleets during the Gothic conflict. They pack a mean firepower 10 broadside on both sides, with a range of 45cm, as well as two prow lances that can pick off a foe from 60cm away. Together these two ships form a solid core of firepower at the centre

of the fleet, and have proved time and again to be really dependable.

My next priority was to purchase close-up firepower. In any engagement it is pretty much inevitable that things are going to get up close and personal, so it is best to be prepared. The Slaughter class cruiser fulfils this role splendidly. With the exception of

the Eldar ships, the

Slaughter is the fastest capital ship in the game, allowing it to close with the enemy at a tremendous rate. By combining its broadside and prow weapons batteries, the Slaughter can bring firepower 14 to bear, as well as two lance shots. If you have used its speed to close to short range, this barrage can cripple or even destroy a capital ship in one round! Sold to the spiky-armoured chap at the back!

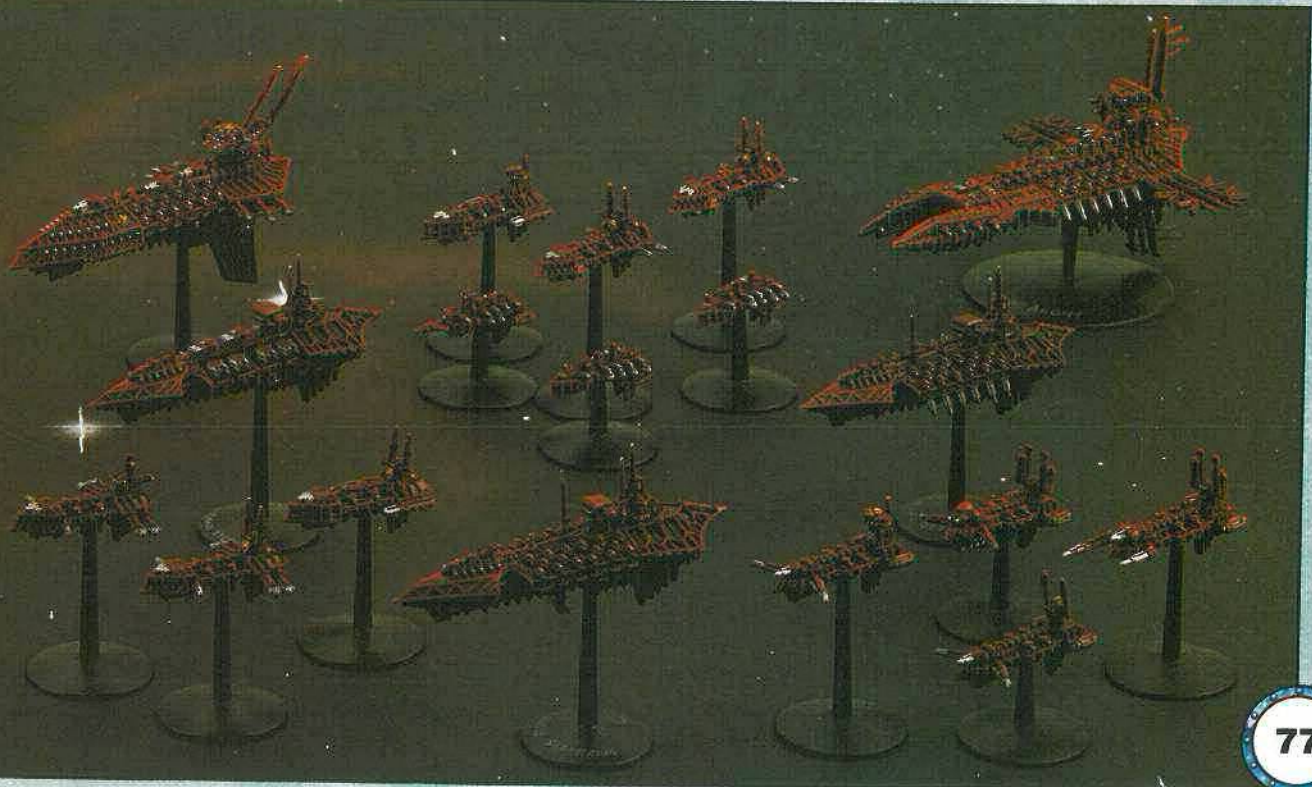
My next port of call had to be some serious long range firepower. This is absolutely essential when fighting against Eldar fleets, which are not going to close with you but adopt hit and run tactics, or Ork fleets that you want to keep at arm's length for as long as

possible. Possibly the best cruiser in the Chaos fleet to fulfil this role is the Carnage class. Mounting nothing but weapons batteries, this cruiser is as subtle as a brick and has an excellent range on all its weaponry. In addition, when you get in close to the enemy, the amount of dice you roll for a firepower 16 broadside will make your opponent go white with fear – it always works on Grand Admiral Nick Davis anyway!

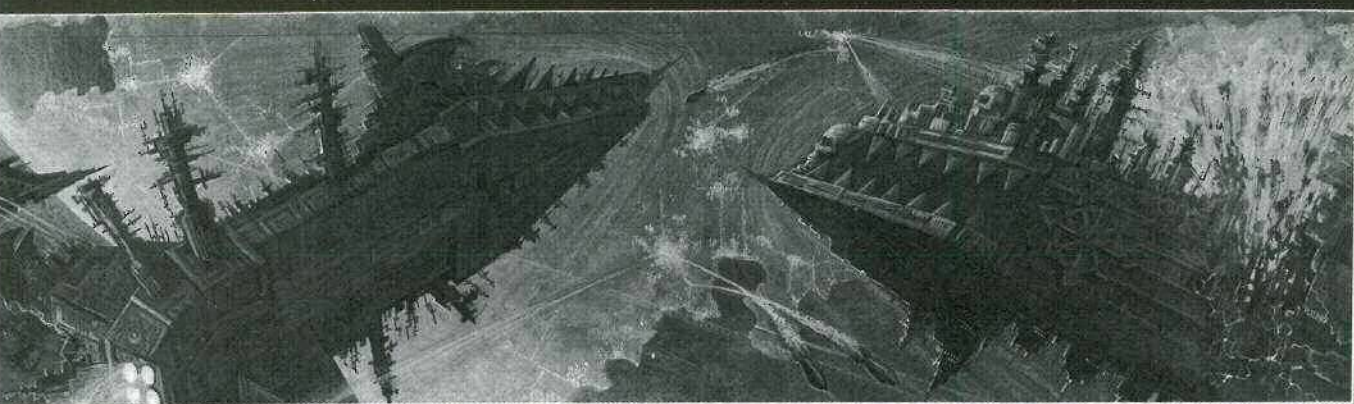
Okay, now I have a solid core of firepower to throw at the enemy, I guess it is about time to think about my weaknesses. Without any torpedoes or attack craft of my own, my ships are vulnerable to both these forms of attack. To remedy this the best plan is probably to get a carrier of my own... a big one! Thumbing through the fleet list, I found the Devastation



**Slaughter Class Cruiser**







class cruiser. Not bad, but more thumbing soon unearthed something even meatier – the Styx class heavy cruiser! Weighing in at a hefty 290 points, this monster can throw out six squadrons of attack craft each turn, as well as having a decent amount of long range firepower and lance fire. What better



**Styx Class Heavy Cruiser**

flagship for a budding Chaos Warmaster? I had to have one – the extra firepower is a bonus but six squadrons of fighters can intercept any torpedoes or attack craft with ease and should give me 'air' superiority in most games! Six Doomfire bomber squadrons or six Dreadclaw boarding craft should be able to cripple any other cruiser in a single attack, leaving them vulnerable to the guns of the rest of my fleet.

Right, that's enough cruisers for now. With two thirds of my points spent on the core of my fleet it was time to invest in additional purchases. An essential choice is a Chaos Warmaster to lead your fleet. Since the Warmaster always fights from the most expensive ship in the fleet, he has to be stationed on the Styx class heavy cruiser. This is not really a problem but I do recommend shelling out the full 100 points to give him

Leadership nine, as this is a great help when you come to reload your launch bays at the start of each turn.

The other advantages that the Warmaster brings are a free re-roll and Marks of Chaos. To reload attack craft after each launch, the Styx has to pass a Command check. If it fails to reload then no more ships in the fleet

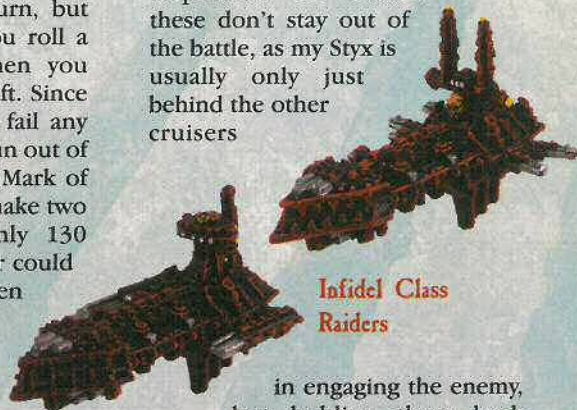
may use special orders that turn, but even worse, if you roll a double to reload then you have run out of attack craft. Since I definitely didn't want to fail any Reload Ordnance rolls or run out of attack craft, I paid for the Mark of Tzeentch, allowing me to make two re-rolls per game. At only 130 points all in, the Warmaster could mean the difference between success and failure!

## INDISPENSABLE ESCORTS

The final choices for your Chaos fleet are the escorts. These smaller vessels should always be used in large numbers, so that they can take some losses and still mount a serious attack. My first choice was a squadron of six Iconoclast class destroyers. These are the cheapest Chaos escorts at 30 points each, but they have a decent firepower, are able to fire to the front, left and right, and can also move at 30cm a turn, allowing them to stay in touch with my Slaughter class cruiser. Their chief weakness is that they only have 4+ armour, so

they tend to die quickly if you're not careful, but they make a good screen to protect the cruisers.

The second squadron of escorts I chose had a very specific task in mind. While the rest of my cruisers and escorts are getting stuck in, my carrier will often be vulnerable to sneak attacks, so I needed another screen of escorts to give it some protection. This squadron is a mix of three Infidel class raiders and three Iconoclast class destroyers, giving it a very respectable firepower 15, as well as six torpedoes. Of course these don't stay out of the battle, as my Styx is usually only just behind the other cruisers



**Infidel Class Raiders**

in engaging the enemy, but holding them back slightly gives you a hard hitting rapid response force to react to any unexpected moves. For example, in a recent game with Nick, he tried to outflank my fleet with a Lunar class cruiser and five Cobra destroyers. In reply I countered with this escort group, wiping out the Cobras and badly damaging his Lunar class. I ended up sitting in its rear fire arc, sending torpedoes into it every turn while it fled, unable to turn, all for the loss of just one Iconoclast!

This brings the total value of the fleet to 1,495 points, enough to see



**"T**he Imperial dogs are turning to face! Can it be that they intend to give battle? Oh lord Khorne, surely we are blessed in your sight."

Valkis the Defiler, at the Battle of Quinox Sound.

you through the early stages of a campaign and a good core for a larger fleet.

## EXPANDING THE FLEET

Trust me, when you see the damage attack craft can cause, you will want a Despoiler class battleship! This beast can launch a massive

## The Imperium

My most common foe is the hated Imperium, so I will deal with them first. The main problem that Imperial ships pose is that they are incredibly tough from the front. The trick then is to either split their formation, allowing you to attack from all angles, or to get your ships behind them. Games Developer Gav Thorpe, who created the rules for the Chaos fleet, recommends splitting your fleet into two groups each in line astern, to encircle the Imperial fleet using your superior range and speed to punish them



Despoiler Class Battleship

eight squadrons of attack craft a turn, as well as mounting seven lances for close quarter mayhem! As far as adding things to my fleet goes, I have just finished painting a Repulsive class grand cruiser, which will work brilliantly alongside the Murder class cruisers, and finally, I managed to get hold of one of the fantastic, new Chaos Planet Killers (out next month). The sheer terror that this thing can generate is well worth its points cost!

## INFLECTING PAIN AND SUFFERING

Now that you have read my ideas on collecting a Chaos fleet, I'm going to share some tactical tips with you. Since the tactics of a Chaos Warmaster must always change depending upon the opponent that you are facing, I will try to give you an overview of the tactics I use against each different race.

as you move around them without letting them close with you. Failing that, form one long line astern and move around them, again using your superior range and speed to advantage.

My only response to this is one of scorn! After all, what true Warmaster would hold his ships back from the fray? The most effective tactic I have found for dealing with the misguided lackeys of the Imperium involves a bold stroke that is definitely not for the faint hearted!

After manoeuvring for position, the Imperial fleet will most likely be

facing you, to benefit from their armoured prows and torpedo tubes. Launch as many Swiftdeath fighters as possible and move these ahead of your fleet to intercept any torpedoes. Failing this, a handful of Iconoclast destroyers make an acceptable if more expensive ablative screen.

After bearing the brunt of the initial torpedo salvo, I place the Slaughter class cruiser and its supporting Iconoclast squadron on All Ahead Full orders to take them right into the heart of the Imperial fleet! My other cruisers pick one target cruiser and throw everything they can at it (usually two firepower 6 weapons batteries from the Carnage and the Styx, as well as six lance shots from the Styx and the two Murder class ships). This fearsome barrage usually damages the enemy cruiser enough for the Slaughter class and Iconoclasts to finish it off, even with half strength firing!

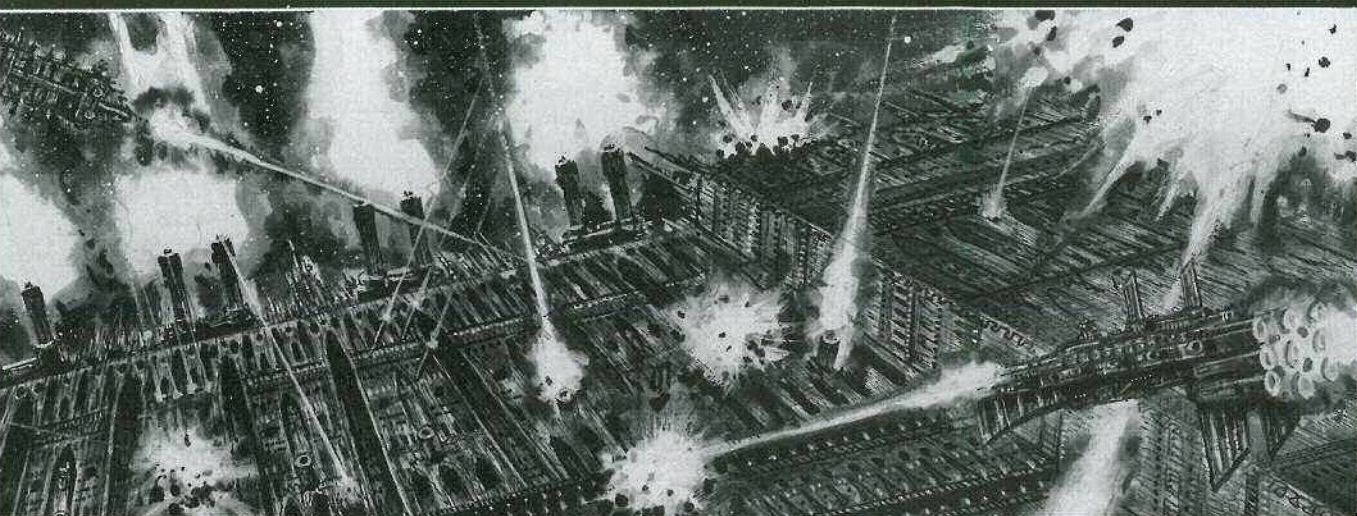
Following this devastating attack, the Infidels and Styx launch their torpedoes and attack craft just ahead of the Imperial fleet. Presented with a Chaos cruiser and escorts in their ranks as well as plenty of ordnance about to hit home, Imperial players will almost invariably break formation and concentrate most of their firing on the Slaughter class. If you brace for impact you should start the next turn with a surviving cruiser and escorts in the middle of the disarrayed Imperial fleet, and



Imperial lackeys - kill them, kill them all!

BATTLEFLEET  
**GOTHIC**





the rest of your fleet should be able to move to close range, delivering devastating broadsides into the more vulnerable sides and rears of the Imperial fleet! Job done!

## Eldar

Personally I find the Eldar a horrible fleet to face. They are amazingly agile, can unleash a horrendous amount of firepower and if there are a lot of celestial phenomena on the table you will rarely be able to see them, let alone fire at them. Fortunately the Eldar are very vulnerable to the greatest strength of the Chaos fleet – massed weapons batteries. In fact, against massed firepower, they last about as long as a chocolate teacup! Unfortunately they are also nearly invulnerable to lances, torpedoes and attack craft! This means that your Styx is most useful for launching fighters to intercept Eldar torpedoes and bombers (these are particularly nasty and

should be treated with a lot of respect), whilst any lances or torpedoes in the fleet become weapons of pure luck.

The best place by far to engage the Eldar is in open space, where you can use your massive ranged batteries to punish them after they have made their hit and run attacks. But regardless of where you meet them, you must always remember to keep your ships grouped together so they can support one another. If by some mischance you find yourself fighting over an asteroid field or dust cloud, as I did against Iain Compton's Eldar fleet, I recommend splitting your fleet into two forces to attempt a pincer movement. This is the worst situation to be in. Iain soundly thrashed me because my entire fleet moved into a dense asteroid field and was shot from every angle with little reward to show in return (next time, Compton, next time...)! If

anyone knows a foolproof way (and it'll need to be foolproof! – *Fat Bloke*) of administering a kicking to the Eldar, please, please write in and tell me about it.

## Orks

My final tactical tip concerns the ramshackle fleets of the Orks. Since they will always attempt to close with your fleet, I think that the best way to deal with them is to keep them at arm's length. The Chaos fleet is so much faster than the Ork fleet that you should be able to use Gav's encircling tactic to good effect, bombarding the tough Ork kroozers at range before closing to administer the killing blow. The main error to avoid is attacking them head on, because of their tough frontal armour and their ability to always use All Ahead Full orders to close quickly and ram with devastating effect.

So there we have it, my personal ideas for collecting and, with any luck, winning with a Chaos fleet. Hopefully this article will give you some new ideas, inspire you to start your own fleet, or even help you to win some games. Whatever happens, good luck and may the Chaos gods be with you!

*Rich So*

Eldar – shoot on sight!





## Kharak the Changeling.

*Rich's 1,500 point fleet list, all worked out and ready to fight! This fleet list formed the basis for his all-conquering campaign fleet. As the campaign progressed, extra ships were added and Kharak the Changeling was granted more Marks of Chaos. Now Rich has around 3,500 points of Chaos ships – not bad considering it all began with just the models from the Battlefleet Gothic box!*

BATTLEFLEET		GOTHIC		FLEET REGISTRY			
Fleet Commander:		Leadership:		Re-rolls:		Rank:	
Notes (Marks of Chaos, etc):						Renown:	
						Points:	

CLASS: Styx Class Heavy Cruiser							
Name: Relentless Hatred		Ld: 9	Pts: 290	Commission:		Trials:	
Name:		Ld:	Pts:	Commission:		Trials:	
Name:		Ld:	Pts:	Commission:		Trials:	
Type: Heavy Cruiser	Armament	Rng/Spd	Firepower/Strength	Arc	Armour:		
Speed: 25 cm	Port Launch Bays	20/30	3		5+		
Turns: 45°	Stbd Launch Bays	20/30	3		Shields: 2		
	Dorsal Lances	80	2		Turrets: 3		
	Prow Weapons Battery	80	6	L/R			

Notes: Carries Swiftdeath Fighters (spd 30cm), Doomfire Bombers (spd 20 cm) and Dreadclaw Assault boats (spd 30 cm).

Hits Remaining
 

8	6	4	2
7	5	3	1

CLASS: Slaughter Class Cruiser							
Name: Monstrous Heresy		Ld: 8	Pts: 165	Commission:		Trials:	
Name:		Ld:	Pts:	Commission:		Trials:	
Name:		Ld:	Pts:	Commission:		Trials:	
Type: Cruiser	Armament	Rng/Spd	Firepower/Strength	Arc	Armour:		
Speed: 30 cm	Port Lances	30	2	Left	5+		
Turns: 45°	Stbd Lances	30	2	Right	Shields: 2		
	Port Weapons Battery	30	8	Left	Turrets: 2		
	Stbd Weapons Battery	30	8	Right			
	Prow Weapons Battery	30	6	L/R			

Notes: Moves +506" when on All Ahead Full orders.

Hits Remaining
 

8	6	4	2
7	5	3	1

**CLASS:**

Name:

Name:

Name:

Type:

Speed:

Turns:

BATTLEFLEET

# GOthic

Notes:

**Fleet Commander:** Kharak the Changeling

**Notes (Marks of Chaos, etc):** Mark Of Tzeentch

**Leadership:** 9    **Re-rolls:** 2    **Rank:**    **Renown:**    **Points:** 130

**CLASS:**

Name:

Name:

Name:

Name:

Type:

Speed:

Turns:

**Carnage Class Cruiser**

**Endless Suffering**    **Ld: 7**    **Pts: 180**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Notes:**

Speed:	Armament	Rng/Spd	Firepower/Strength	Arc	Armour:
25 cm	Port Weapons Battery	45	6	Left	5+
Turns:	Starboard Weapons Battery	45	6	Right	Shields:
45°	Port Weapons Battery	60	4	Left	2
	Starboard Weapons Battery	60	4	Right	Turrets:
	ProW Weapons Battery	60	6	L/R	2

Hits Remaining

8	6	4	2
7	5	3	1

**CLASS:**

Name:

Name:

Name:

Name:

Type:

Speed:

Turns:

**Murder Class Cruisers**

**Hideous Betrayal**    **Ld: 6**    **Pts: 170**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Notes:**

Speed:	Armament	Rng/Spd	Firepower/Strength	Arc	Armour:
25 cm	Port Weapons Battery	45	10	Left	5+
Turns:	Starboard Weapons Battery	45	10	Right	Shields:
45°	ProW Lances	60	2	Front	2

Hits Remaining

8	6	4	2
7	5	3	1

**CLASS:**

Name:

Name:

Name:

Name:

Type:

Speed:

Turns:

**Iconoclast Class Destroyers**

**The Violators**    **Ld: 8**    **Pts: 180**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Notes:**

Speed:	Armament	Rng/Spd	Firepower/Strength	Arc	Armour:
30 cm	Weapons Battery	30	3	L/R	4+
Turns:					Shields:
90°					1
					Turrets:
					1

Hits Remaining

8	6	4	2
7	5	3	1

**CLASS:**

Name:

Name:

Name:

Name:

Type:

Speed:

Turns:

**Iconoclast Class Destroyers**

**The Tormentors**    **Ld: 7**    **Pts: 90**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Notes:**

Speed:	Armament	Rng/Spd	Firepower/Strength	Arc	Armour:
30 cm	Weapons Battery	30	3	L/R	4+
Turns:					Shields:
90°					1
					Turrets:
					1

Hits Remaining

8	6	4	2
7	5	3	1

**CLASS:**

Name:

Name:

Name:

Name:

Type:

Speed:

Turns:

**Infiltrator Class Raiders**

**The Tormentors**    **Ld: 7**    **Pts: 120**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Commission:**    **Trials:**

**Notes:**

Speed:	Armament	Rng/Spd	Firepower/Strength	Arc	Armour:
30 cm	Weapons Battery	30	2	L/R	5+
Turns:	Torpedoes	30	2	Front	Shields:
90°					1
					Turrets:
					1

Hits Remaining

8	6	4	2
7	5	3	1



In the last year of the second millennium,  
five hundred years before the rule of the most  
benevolent Emperor Karl Franz, there fell a  
time unlike any other. Just as they had before  
the birth of divine Sigmar, the wings of fire in  
the sky again heralded the coming of great  
things – the coming of Plague, the coming of  
War, the coming of Pestilence and Hunger.

Though its unholy name is now stricken from  
the records of the Great Library of Altdorf,  
and its ruins razed by Magnus the Saviour of  
the Empire, I would tell you the tale of the  
cursed city, brought low by the wrath of gods.

I would tell you the tale of...





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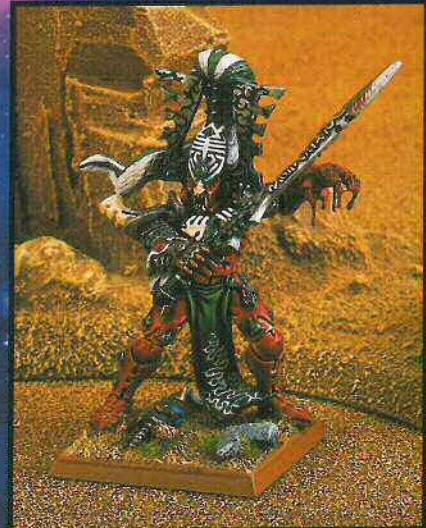
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*Eldar models designed by Jes Goodwin. Guardians designed by Jes Goodwin and Mike McVey.*



# THE PATH TO WAR

By Gav Thorpe and Nick Davis. Recorded by Simon Shuker.

In this month's battle report we showcase the new Eldar Codex. The book's author, Gav Thorpe, took command of the Eldar, while our own Nick Davis was put in command of the Imperial Fists Space Marines. As a little extra twist, we decided to use the Legion of the Damned in this battle report, using some new rules that we've been playtesting recently.

**Simon:** As well as using Legion of the Damned in this battle report, I managed to get my hands on Jervis Johnson's 'Advanced Mission Selection rules', which he's currently working on. Essentially this is based around the problem that people tend to collect set armies that fit into the standard force organisation, but that many missions require different force organisations. With Jervis's new rules, a mission is randomly selected by rolling on a table. Any part of your force that you wouldn't be able to field in that type of mission may come on as a reserve. Keep your eyes peeled for the full rules in a future issue.

It is worth mentioning at this point that the game was supposed to be 2,000 points a side, but when Gav chose what he wanted in his army he realised he was way over his limit. After cutting out sizable parts of the Eldar force he was still 50 points over and unable to decide what he couldn't do without. However Nick agreed to up the limit by 50 points so that he could include the extra Space Marine biker he wanted. As long as players both agree to this sort of thing, there is no reason why you shouldn't do it!

Elsewhere in this battle report are rules in progress for the Legion of the Damned. We've included rules for a Commander, Command Squad and Legionnaire Squad and these replace those in White Dwarf 228. We are currently playtesting the Legion of the Damned, so who knows – you may see more of them in a coming White Dwarf.

When it came to deciding which mission Gav and Nick were to be playing, I rolled on Jervis's Advanced Mission table. This led to the winner of a Strategy Rating roll-off deciding the mission. Gav won the roll, and after being allowed to look at Nick's army list he chose to play a Rescue mission.

I decided that the subject of the rescue was to be an STC unit (if you don't know what that is, read the datafile on the right), which the Eldar were trying to destroy to keep out of Imperial hands. The Legion of the Damned would mysteriously appear to assist the Imperial Fists in their crucially important mission, retrieval of the STC unit.

...LEXICUS MECHANICUS

...ENTER WORD/PHRASE/NOMENCLATURE: STC

...RETRIEVING IDENTIFICATION CODE

...RETRIEVING IDENTIFICATION FILE

...RETRIEVAL COMPLETE

**STC:** STC is an abbreviation of the term Standard Template Construct. STC technology was created by our forebears during the Great Colonisation in the Dark Age of Technology. Standard Template Constructs contain the design patterns of thousands of different machineries and artefacts, allowing such devices to be created using almost any available resources (sometimes even wood, paper, vegetation and so forth). The most blasphemous and complex STC systems did not require any human control at all, and were used to seed a colony world before the arrival of the colonists. It would survey the local surroundings, appraise the available resources and then set about constructing hab-domes, agricultural tools, mining equipment and such like, so that a near fully-functioning colony was already in place when the settlers landed.

Such technologies have long been lost, although we continue our quest to find such a treasure. Almost all STC data has also failed the test of time, and yet we continue our search in the hope that we shall one day unearth a fully operational STC database. Much of our existing technology is derived from STC discoveries – mainly half-shattered remnants of STC-built machinery, analysis printout and frozen images on cracked dataslabs. From STC data came the many variations of the Rhino APC used by the Adeptus Astartes. The guns and vehicles of the Imperial Guard are constructed using ancient STC designs rediscovered over the millennia. The discovery of a new STC source, of any description, is a cause of great celebration for our Order. Such information can start research into new facets of the Machine God's domain, lasting centuries, even millennia and spawning literally dozens of new design concepts and functioning artefacts.

Of course, in these troubled times, the most valuable STC designs are of weapons and machines of destruction. As yet, we have relatively few examples of pre-Imperial weaponry to study, yet our oldest legends tell of STC weapons that were powerful enough to destroy whole worlds, to capture the power of the stars themselves and to tear the fabric between the warp and the real universe. If such power were ours again, we should be able to cleanse the galaxy of all the foul races set against us.

ENTRY ENDS...



# THE SWORDWIND HOST



**Gav Thorpe**

**Gav:** This battle report could either be my crowning achievement, or a terrible embarrassment. Why? Well, have a read of my somewhat long-winded designer's notes elsewhere in this issue and you'll see that I had a very particular vision of how an Eldar army operates and what it should comprise of. The true test of this is of course on the field of battle – it's no good me saying that an Eldar army should be like this and this

and this, if, in taking such an army, you compromise your ability to challenge your opponent. If my army performs well in this battle, I shall be wholly vindicated, if they fare poorly then I'll get me coat...

So, putting my (dubious) reputation on the line, what do I see as a good Eldar army? As with any battle, it's a good idea to pick your compulsory units first, which in the case of a standard mission is an HQ and two Troops units. For my HQ I opted for a Farseer. I have played battles without Farseers and won, but I find that they help a lot (if you can remember to use their psychic powers). Almost more importantly than the Farseer himself though, are the Warlocks that you can choose to accompany him. I always like to have a Warlock for every Guardian squad I have,

and another if I'm going to include a Wraithguard unit (Wraithguard not led by a Warlock or Farseer have a chance of standing around doing nothing for a turn while they try to work out what all the living people are up to). Looking at the Studio's magnificent Biel-Tan army I saw that we had five Warlocks, armed with a mixture of witchblades and singing spears, so I took all of them! I gave them each a Warlock psychic ability, my favourite being Conceal, which gives the Warlock's unit a 5+ cover save. I then thought about my Farseer's psychic powers. Not knowing what type of scenario I'd be playing (let alone the exact mission!) I gave the Farseer two of the four available powers, one to aid and one to attack.

My Troops choices were equally straightforward – two Guardian Defender squads, each ten-strong with a heavy weapons platform and crew. I never take Guardians in units less than ten, because a unit suffers -1 to its Morale checks when below half strength and can't regroup if it's lost over half its members. I find that piddly little five-man units are not worth it unless they're really hard like Space Marines, Wraithguard or Aspect Warriors.

With the compulsory force organisation slots taken care of, I then went through the army list picking units that I liked the look of. You can see my choices on the force roster but I'll talk about a few of them in particular. The ten-strong Swooping Hawks unit was a bit of a first. I've never really considered them that useful against Space Marines – their



# ARMY OF BIEL-TAN



lasblasters need 5s or more to wound and the Marines get their armour save. However, because I could be doing any one of fourteen or more different missions, I wanted some fighters that I could depend upon to be in the right place and be mobile enough to react quickly. Swooping Hawks fit this bill very well, because they are always allowed to deep strike and their jump packs mean they can cover the ground quickly when needed.

The Striking Scorpions were also a break from my normal army, which usually has ten Howling Banshees (led by an Exarch of course) whose power weapons can cause Space Marines and Terminators no end of grief. However, Banshees are only Strength 3, whereas Striking Scorpions are Strength 4 and get a special Strength 4 mandiblaster attack in every round of combat, as well as a better armour save. In a slug-a-thon matchup, the Striking Scorpions' armour and higher Strength could make all the difference, rather than fancy power weapons.

I did have a slight advantage knowing that I was playing against Space Marines, as I knew that if I took a unit of Fire Dragons, with their armour-busting fusion guns, it'd be likely that I'd get my points back. For both the Fire Dragons and Scorpions, I kept their unit sizes down to 6 so that they could be transported in a Falcon. The Falcons' guns are an added bonus in my opinion – it's their ability to get short-ranged units like these into the thick of the fighting that makes them so useful.

On a final note, I'll make some effort to point out the things I *didn't* include in the army. Firstly, no Wraithlords. My overall plan was to use mobility as much as possible, and therefore Falcons seemed a much better choice. Secondly, I didn't take a Wave Serpent. As I mentioned in my rant earlier in this issue, I don't feel the Wave Serpent is as essential as some people seem to think and I aim to prove the point. Throughout the battle I'll be dropping little 'The Art of War' hints and tips about how I think certain units should be used to get the most out of them. With any luck, the result will somehow lend a little authority to these tactical nuggets (or a shining example of what *not* to do!).

For the roll to see which mission we were playing, I managed to win a Strategy Rating roll-off with Nick, which meant that I could choose any scenario that I wanted. However, comparing the army lists it seemed obvious that my Eldar were more likely to be hampered if I chose a mission with a different Force Organisation chart, as I had more Heavy Support, Elites and Fast Attack! Therefore, I opted to go for a Standard Mission (boring old me) and in the end decided that my mobile force would probably stand a good chance of winning in a *Rescue* scenario. This was a bit of a risky choice, because if the Space Marines did manage to find the objective first, I'd have a helluva time getting it back off them. On the other hand, if I nabbed the prize first, then my fast units (Swooping Hawks, jetbikes or a unit in a Falcon) could easily outdistance anything the Space Marines had. Well, let's see what happened...



# IMPERIAL FISTS RECOVERY FORCE



**Nick Davis**

**Nick:** When Paul asked if I wanted to fight a battle report I couldn't help myself, I had to say yes! It's been some time since I last played a battle report in White Dwarf – the last time was way back in WD227 when my 95th Cadian Rifles Imperial Guard army took on Dark Eldar raiders commanded by Tuomas Pirinen. This time I will be using the most feared of the defenders of the Imperium, the Space Marines – in this case the Imperial Fists – and again I will be taking on the alien Eldar, this time commanded by Gav Thorpe. The Eldar are still pointy-eared,

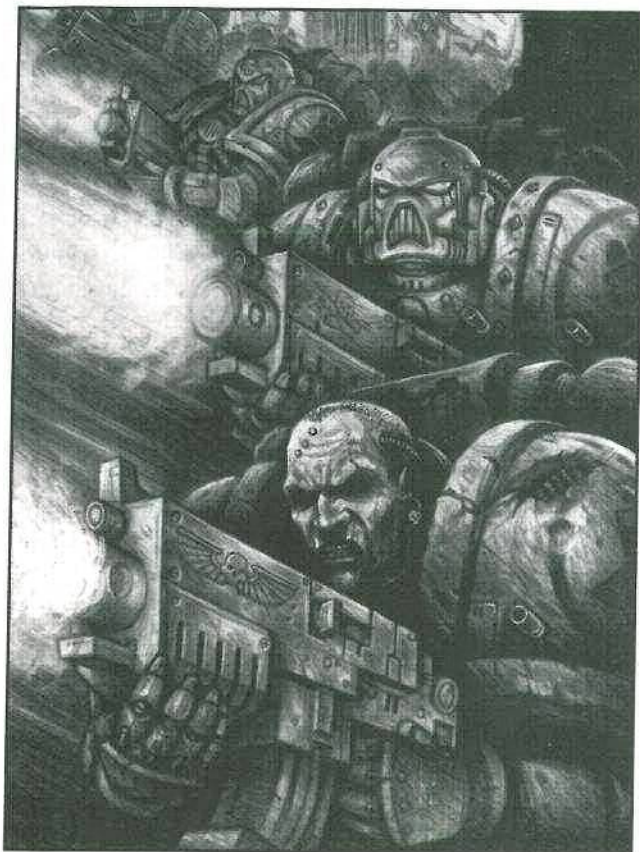
degenerate scum and I'm still using Imperial (albeit genetically modified) troops, which are superior to my Guardsmen in every way – so why do I feel this sense of apprehension and dread? Well over the last year I have been playing, collecting and honing my skills as a Dark Eldar Lord, and I am about to use Space Marines – an army that I have not used for absolutely ages. Its style of fighting is completely opposite to the way I have been battling for the past year. Also Gav is using Craftworld Eldar, and if they are anything like my Dark Eldar, I am in for a rough ride. This all sounds like I am forming excuses for an imminent defeat, so enough excuse making, time to form a plan. After all I once said "Don't worry about how the enemy is going to kill you, worry how you are going to kill them." And besides, in a recent WH40K tournament I did manage to beat Gav's Eldar – but that was with my Dark Eldar. Doh!

The only other problem is that I am not sure what mission I will be playing. Simon Shuker has managed to get his hands on Jervis' new random mission table and is planning to use it for this battle report (I think he is just taking his revenge for the WD235 battle report's last minute change of plans), so I cannot even tailor my force for the mission I am playing. Hmm... I think I am going to have to rely on the Space Marines' legendary adaptability and have a basic plan in mind to follow. With

the random element of the mission I will have to keep this plan very simple and very adaptable. With the exception of only a couple of missions I shouldn't need to advance into the enemy. Space Marines excel at laying down a curtain of defensive fire and then counter attacking. I will form my Imperial Fists into defensive formation which I will call the 'fist', after all I can't see much point in trying to outmanoeuvre the Eldar (unsurprisingly). With all my forces concentrated in one area, Gav won't be able to snipe at isolated areas of my force. This 'come and get me' approach will force Gav to commit his forces to an attack and then I will be able to counter attack with the more mobile elements of my army. One really good plus point – Paul has also given me the option of using the Legion of the Damned. With my main force forming the defensive 'fist' and the Legion's ability to deep strike with everything on the first turn, I can put the pressure on Gav straight away.

My plan is going to call for my main force to be split. The majority will form the defensive fist, with a couple of mobile units for a counter attack. The first choice in any army has to be the HQ or Commander – I choose a Force Commander. He will be joined by a Chaplain to read the litanies of hatred and to help my Imperial Fists steel themselves against the alien menace. This is the age of battle, and war in the Imperium is fought on a spiritual level as well as physical. The next choice is the Troops allocation and I start with a Tactical squad. They will be the 'fist' around which my defence is formed. The squad will be made up of the maximum number of Space Marines allowed and as I don't see them moving for the entire battle I will also give them the ever-adaptable missile launcher as a heavy weapon (I have found that this weapon is fantastic for taking out other races' armour). My second choice will be a squad of Scouts. They are equivalent to Space Marines in all but the armour they wear, and they will form the second layer of my 'fist'. I have given the squad a sniper rifle and a heavy bolter, so I will try to place them in an area that gives them a good field of fire. To add a little punch my 'fist' I will also choose a Predator Annihilator. I will set it up, if the cover allows, hull down. I fully expect this vehicle to be blown up by





the end of the second turn (I know I would target it if I was Gav), but if it downs a grav tank or two before it's destroyed, I will be happy. To finish off the defensive 'fist', my last choice has to be a Dreadnought – these revered ancestors are the heart and soul of any Space Marine army and they excel in a defensive position. Plus it should be able to slow down or maybe even kill an Avatar!

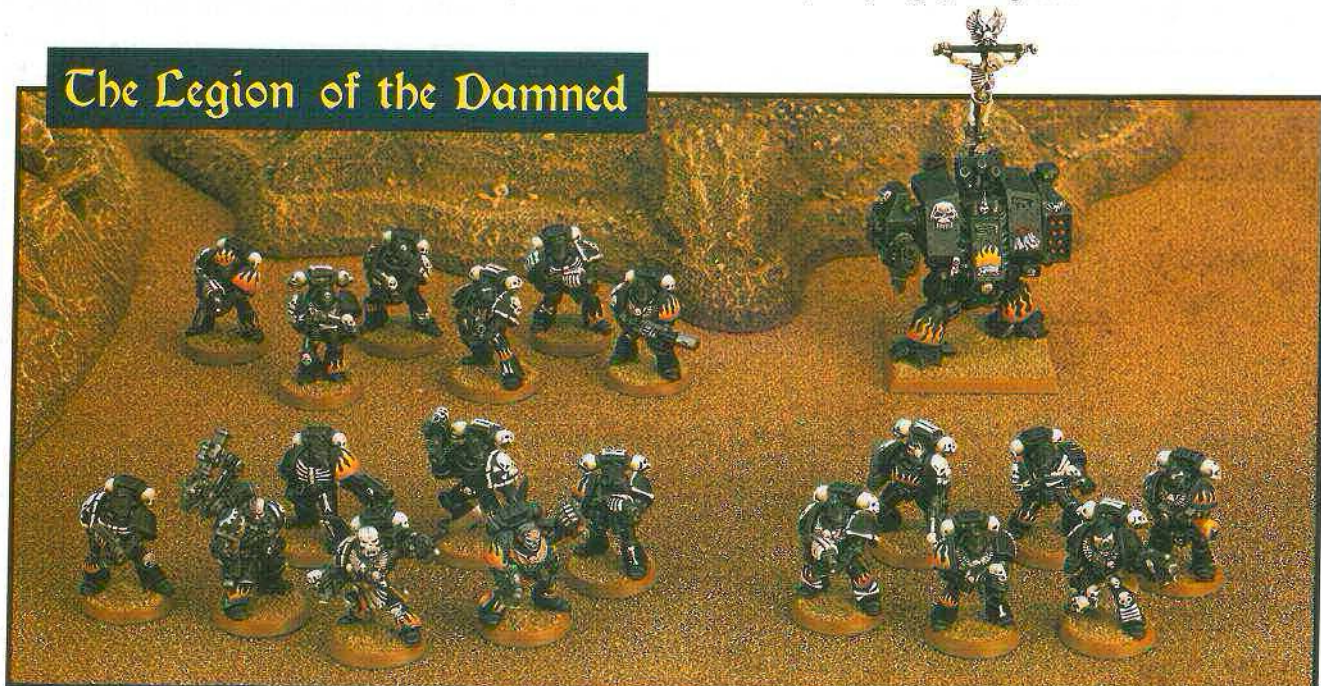
Now to choose the mobile elements for the counter attacking force. The first choice was really very easy, a ten-man Space Marine Assault squad, led by a Veteran Space Marine

Sergeant – should be enough to deal with any trouble I will encounter from the Eldar. They are fast, adaptable, deadly in an assault and with the Space Marines' mighty power armour, able to survive the worst that Gav can throw at them. They will sally out, take on and stop any threats before they reach my main battleline. The second choice is going to be a little harder. I really wanted to use another squad of Assault Marines or maybe even a Land Speeder or two, but then I read Simon Shuker's article on bikers in WD235. Now to be truthful I don't put that much faith in Space Marines bikers' ability as an assault force on the battlefield, but after reading Shuker's article, and seeing how deadly Graham Davey's Chaos bikers were in a recent battle, I knew I had to use them. They will be a mobile fire force, moving their weaponry to the most pressed parts of my line. That is my Imperial Fists force sorted out. Now for the Legion of the Damned.

Using the new Legion of the Damned rules is going to be a bonus for me. Each one of the Legionnaires has 2 Attacks, which makes them ideal assault troops. The plan for these deadly Space Marines is going to be simple. Using their ability to deep strike I will drop almost on top of the Eldar army, putting pressure on Gav straight away. I will just have to be careful in the first turn (if you deep strike in, you can only shoot – no assaulting!). If I am really lucky he might have to fight his way through the Legion to get to my Imperial Fists. To make this plan work I am going to need numbers, but first I need a commander and the Legion of the Damned Commander is as tough as they come. I will assign him a Command squad of a Veteran Sergeant with a power weapon, a Techmarine and four Legionnaires to soak up the casualties that would be coming my way. To accompany the HQ unit I will also form two units of six Legionnaires. Hopefully this will give me the numbers to see this plan and the battle through. To give the Legion a little heavy fire support they will also be joined by a Dreadnought, just in case I run into a Eldar Wraithlord or even an Avatar (this uses the normal Space Marine Dreadnought rules and deep strikes with the rest of the Legion of the Damned force).

Well those are my troops and I have a plan. The apprehension has gone but I still have that feeling of dread... I don't have any idea what mission I will be playing and Simon is grinning a little too sadistically for my liking. Well whatever happens, I have to remember the key to the Space Marines' success is their adaptability. Right, here goes...

## The Legion of the Damned





Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Commander Phemeus											
Force Commander	5	5	4	4	3	5	3	10	3+	Storm bolter, power sword, melta bombs, artificer armour	105pts
Chaplain Rankar											
Chaplain	5	5	4	4	2	5	3	9	3+	Crozius arcanum, rosarius, bolt pistol, purity seals	76pts
Tactical Squad Romero											
Veteran Sergeant Romero	4	4	4	4	1	4	2	9	3+	Powerfist, frag grenades	
9 Space Marines	4	4	4	4	1	4	1	8	3+	Bolters, flamer, missile launcher, frag grenades	216pts
Scout Squad Kraegus											
Veteran Sergeant Kraegus	4	4	4	4	1	4	2	9	4+	Boltpistol & chainsword	
4 Space Marine Scouts	4	4	4	4	1	4	1	8	4+	Sniper rifle, heavy bolter, frag & krak grenades	113pts
Assault Squad Lochage											
Veteran Sergeant Lochage	4	4	4	4	1	4	2	9	3+	Powerfist, plasma pistol	
9 Space Marines	4	4	4	4	1	4	1	8	3+	Bolt pistols, chainswords, plasma pistol, krak grenades	320pts
Bike Squadron Argus											
Veteran Sergeant Argus	4	4	4	4(5)	1	4	2	9	3+	Power sword	
4 Space Marine Bikers	4	4	4	4(5)	1	4	1	8	3+	Meltagun, plasma gun	221pts

Vehicle	Armour			BS	WS	S	I	A	Notes	Points
	Front	Side	Rear							
Dreadnought Hyplion	12	12	10	4	4	6(10)	4	2	Assault cannon, storm bolter & close combat weapon	105pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Predator Annihilator	13	11	10	4	Twin-linked lascannons, side sponson lascannons, pintle-mounted storm bolter	155pts

### Legion of the Damned












Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Commander	5	5	4	4	3	5	4	10	3+	Power sword, bolt pistol	86pts
Command Squad	4	4	4	4	1	4	2	9	3+	Techmarine (servo arm), 4 Legionnaires	
Veteran Sergeant	4	4	4	4	1	4	3	9	3+	Powerfist	210pts
6 Legionnaires	4	4	4	4	1	4	2	9	3+	Boltguns, flamer	156pts
6 Legionnaires	4	4	4	4	1	4	2	9	3+	Boltguns, meltagun	160pts



Vehicle	Armour			BS	WS	S	I	A	Notes	Points
	Front	Side	Rear							
Dreadnought	12	12	10	4	4	6	4	2	Missile launcher, multi-melta	125pts








# The Swordwind Host - Biel Tan Eldar Army

**WARHAMMER**  
40,000

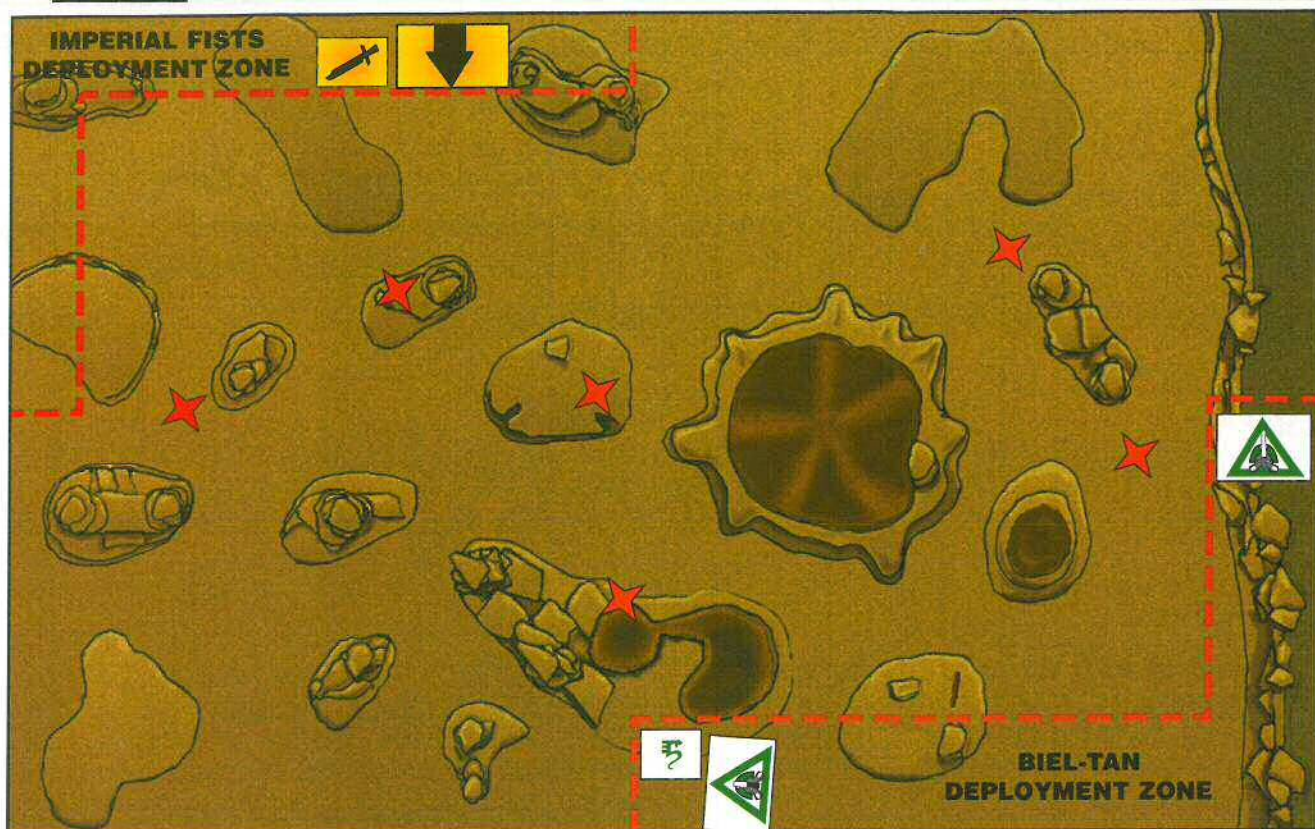
Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
 Avatar	10	0	6	6	4	5	3	10	5+	Wailing Doom	80pts
 Farseer Kalliath	5	5	3	4	3	5	1	10	4+	Witch blade, shuriken pistol, Guide and Mind War	101pts
5 Warlocks	4	4	3	3	1	4	1	8	4+	4 witch blades, singing spear, shuriken pistols (1 with Conceal, 1 with Enhance and 1 with Destructor)	188pts
 5 Wraithguard	4	4	5	5	1	4	1	10	3+	Wraithcannons	175pts
 Fire Dragons											
Fire Dragon Exarch	5	5	3	3	1	6	2	9	3+	Fire pike	
5 Fire Dragons	4	4	3	3	1	5	1	9	4+	Fusion guns, melta bombs	131pts
 Striking Scorpions											
Striking Scorpion Exarch	5	5	4	3	1	6	2	9	3+	Biting blade	
5 Striking Scorpions	4	4	4	3	1	5	1	8	3+	Chainswords, shuriken pistols, mandiblasters	113pts
 10 Guardians & 2 crew	3	3	3	3	1	4	1	8	5+	Shuriken catapults, starcannon platform weapon	130pts
 10 Guardians & 2 crew	3	3	3	3	1	4	1	8	5+	Shuriken catapults, bright lance platform weapon	130pts
 8 Rangers	3	4	3	3	1	4	1	8	5+	Ranger long rifles, shuriken pistols	152pts
 Dire Avengers											
Dire Avenger Exarch	5	5	3	3	1	6	2	9	3+	Power sword	
5 Dire Avengers	4	4	3	3	1	5	1	9	4+	Shuriken catapults	96pts
 6 Guardian Jetbikes	3	3	3	3(4)	1	4	1	8	3+	1 shuriken cannon, shuriken catapults	230pts
 Swooping Hawks											
Swooping Hawk Exarch	5	5	3	3	1	6	2	9	3+	Hawk's talon	
9 Swooping Hawks	4	4	3	3	1	5	1	9	4+	Lasblasters, plasma grenades	237pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
 Falcon	12	12	10	3	Twin-linked shuriken catapults, pulse laser, scatter laser	145pts
 Falcon	12	12	10	3	Twin-linked shuriken catapults, pulse laser, scatter laser	145pts

 H.Q.
  Elites
  Troops
  Fast Attack
  Heavy Support

**TOTAL: 2,053 points**





**Bike Squadron Argus**  
5 Space Marine Bikers



**Assault Squad Lochage**  
10 Assault Space Marines



**Scout Squad Kraegus**  
5 Space Marine Scouts



**Tactical Squad Romero**  
10 Tactical Space Marines



**Space Marine Predator**



**Space Marine Dreadnought Hypilion**



**Space Marine Chaplain Rankar**



**Space Marine Commander Phemeus**



**Legion of the Damned Dreadnought**



**Legion of the Damned Command Squad**



**Legion of the Damned Squad**



**Legion of the Damned Squad**



**6 Guardian jetbikes**



**2 squads of 10 Guardians with Warlocks and platform weapons**



**9 Swooping Hawks and Exarch**



**5 Fire Dragons and Exarch**



**5 Dire Avengers and Exarch**



**5 Wraithguard and Warlock**



**5 Striking Scorpions and Exarch**



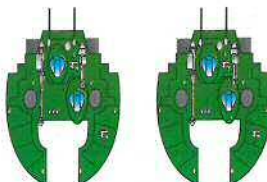
**8 Rangers**



**Farseer Kalliath with Warlock bodyguard**



**Avatar**



**2 Falcon grav tanks**



# LEGION OF THE DAMNED

## SPECIAL RULES

### Fearless

It is debatable whether the Legion of the Damned are truly alive and have any real minds. All Legion of the Damned units automatically pass any Leadership-based tests, including Morale checks, they are required to make.

### Terrifying

Any unit which loses an assault whilst fighting a Legion of the Damned unit suffers an additional -1 modifier to its Leadership for the subsequent Morale check.

### Where they come from, nobody knows...

All Legion of the Damned units deploy using the Deep Strike scenario special rules, even in missions which do not normally use Deep Strike. However, you must start rolling for them to appear from reserve on their first turn, rather than the second. This is summarised on the chart below:

Turn:	1	2	3+
Appear on D6 roll of:	4+	3+	2+

## LEGION COMMANDER

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Commander	70	5	5	4	4	3	5	4	10	3+

**Options:** The Legion of the Damned Commander may be given any equipment allowed from the Space Marine Armoury (except Terminator armour and Terminator honours).

### SPECIAL RULES

**Independent Character:** Unless accompanied by a Command squad, a Legion of the Damned Commander is an independent character and follows the Independent Character special rules in the Warhammer 40,000 rulebook.

**Command Squad:** The Legion of the Damned Commander may be accompanied by a Command squad; see the entry below. Note that the Commander and Command squad count as a single HQ choice.

## COMMAND SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Legionnaire	25	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	+15	4	4	4	4	1	4	3	9	3+

You may take a Command squad to accompany the Legion of the Damned Commander.

**Squad:** The squad consists of one Legion of the Damned Sergeant and between four and nine Legionnaires.

**Weapons:** Bolter. The Sergeant can exchange his bolter for a bolt pistol and close combat weapon at no extra points cost.

**Options:** Up to two Legionnaires in the squad can be armed with the following weapons: missile launcher at +20 pts; heavy bolter at +15 pts; lascannon at +35 pts; flamer at +3 pts; plasma gun at +6 pts; or a meltagun at +10 pts. The entire squad may be equipped with frag grenades at an additional cost of +1 pt per model and Krak grenades at an additional cost of +2 pts per model.

## CHARACTERS

One model can be upgraded to an Apothecary, one model can be upgraded to a Techmarine, and one model can be upgraded to a Standard Bearer. Any of these can take equipment from the Space Marine Armoury (except Terminator armour and Terminator honours). The Sergeant can be upgraded to Veteran Sergeant at an additional cost of +15 pts.

**Transport Vehicle:** The entire squad may be mounted in a Rhino at an additional cost of +60 pts.

## LEGIONNAIRE SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Legionnaire	25	4	4	4	4	1	4	2	8	3+
Veteran Sergeant	+15	4	4	4	4	1	4	3	9	3+

**Squad:** Legionnaire squad consists of one Legion of the Damned Sergeant and between four and nine Legionnaires.

**Weapons:** Bolter. The Sergeant can exchange his bolter for a bolt pistol and close combat weapon at no extra points cost.

**Options:** One Legionnaire in the squad can be armed with one of the following weapons: missile launcher at +20 pts; heavy bolter at +15 pts; lascannon at +35 pts. In addition, one Legionnaire may be armed with one of the following: flamer at +3 pts; plasma gun at +6 pts; meltagun at +10 pts. The entire squad may be equipped with frag grenades at an additional cost of +1 pt per model and Krak grenades at an additional cost of +2 pts per model. The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 points.

**Transport Vehicle:** The entire squad may be mounted in a Rhino at an additional cost of +60 pts.

WARHAMMER  
40,000



Almost nothing is known about the Legion's higher organisation. This mysterious figure has been sighted directing the Legion's attacks.



The Legion of the Damned has a number of Space Marine specialists, in the same way as other Chapters.



Although much is unknown about the Legion's organisation, there are reports that many of the Legion fight in a squad structure similar to Space Marine Tactical squads.





### BIEL TAN TURN 1

Gav began his first turn by moving his Rangers up the slope of the crater they were shielding themselves behind. Rolling 3D6 for the 'Difficult Terrain test' for his Rangers, Gav moved them 6" into the crater (in the new rules Eldar Rangers may roll one extra dice to represent their ability to slip unseen through even the most rugged terrain). The nearby Guardian squad then moved around the base of the crater, staying shielded from the Imperial Fists' guns. The Guardians on the far side of the valley moved down the side of the cliff as fast as they could manage (unfortunately Guardian squads with anti-grav platform weapons are not allowed to fleet foot, so it was going to take the Guardians quite some time to get into the combat zone).

As none of the Eldar were able to fire, due to lack of line of sight and range, the only thing left for Gav to do was to fleet foot his Rangers and discover whether the nearest marker was the objective or not. Rolling another 6, the nimble Eldar sprinted for the far side of the crater, taking cover from the Imperial Fists but finding nothing other than wreckage.

### IMPERIAL FISTS TURN 1

Nick started his first turn with a confident smile, knowing he could begin rolling for the Legion of the Damned reserves from turn 1. Unfortunately he hadn't counted on failing all four reserve rolls and having none of the mysterious Space Marines appear. Consoling himself in



The Eldar Rangers take cover inside the craters while Warlock Macthen leads the Guardians towards the battlezone.





### The Art of War – Warlocks

Warlocks are one of the greatest strengths of the Eldar army, turning fairly average Guardians into a really sharp thorn in the enemy's side. As I said in my introduction, the Conceal power is my favourite, and it has certainly served me well in the past. Warlocks with Enhance (+1 Initiative and +1 Weapon Skill to the squad) are almost as essential for Storm squads as buying an Exarch for Banshees or Scorpions, particularly for the look on your opponent's face when a squad of Guardians starts chewing through one of his units!

the fact that they would be turning up later with the rest of his reinforcements, he began his first turn. The Scouts moved forward ready to check the pile of scrap in front of

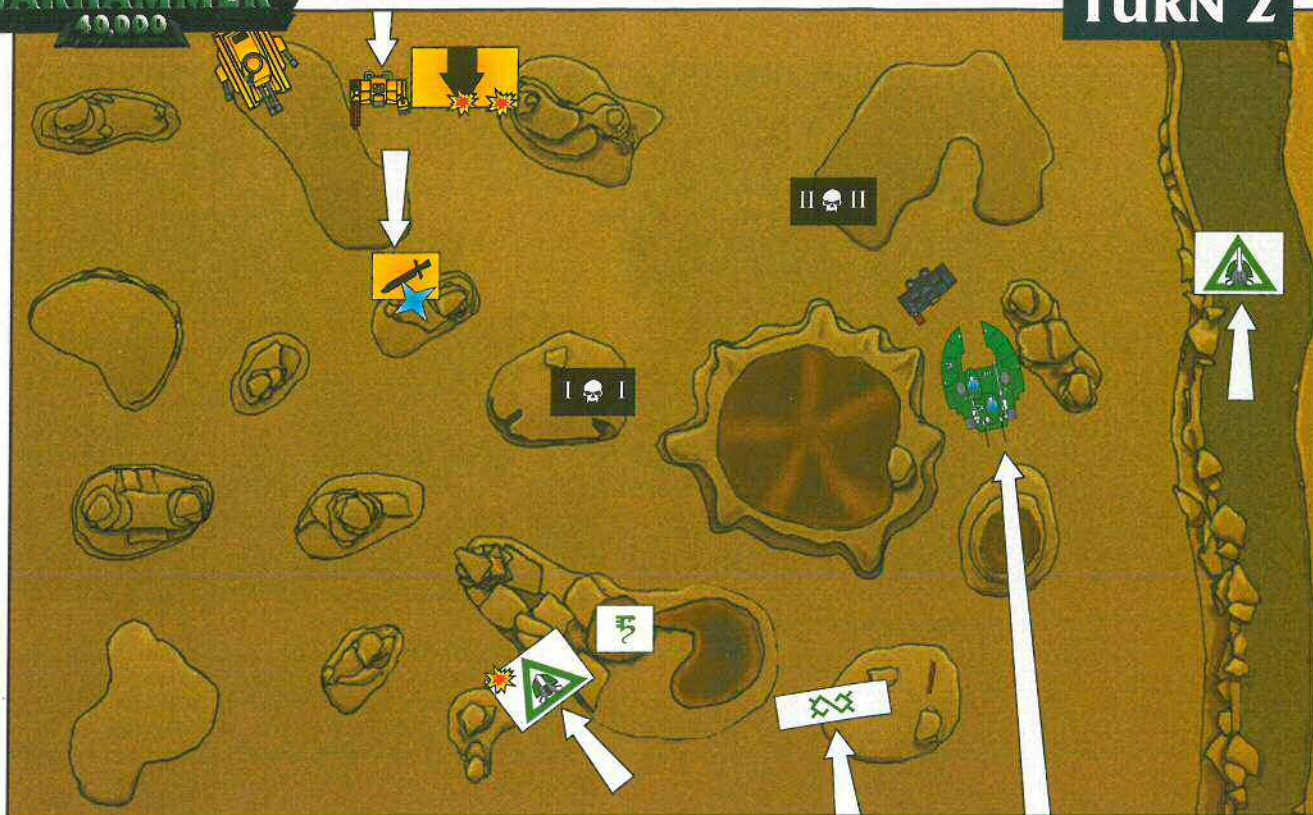
them next turn. Meanwhile the Tactical squad held their position, firing at the Rangers sheltering in the craters. The boltgun fire fell short but the missile launcher caught five of the Eldar in its fragmentation blast. Still, only one fell to the ground, impaled by the missile's shrapnel. First kill to the Imperial Fists.

### BIEL TAN TURN 2

Gav's reserves started to show up with the Wraithguard moving onto the table to the right of the Eldar position. A Falcon grav tank glided overhead, swooping down on the battlefield and moving around the rim of the largest crater. The Guardian squad near the Rangers moved up onto the rocky outcrop and fired their starcannon into the Imperial Fists Tactical squad, killing two of them outright, their armour offering them no protection against the advanced Eldar technology. The Rangers fired a volley of shots from their long rifles, causing two Wounds, though both were saved by the Space Marines' power armour. Meanwhile the Guardian squad on the far side of the battlefield continued their long walk down the side of the cliff.







## IMPERIAL FISTS TURN 2

Appearing on the battlefield from nowhere, the Legion of the Damned arrived – or at least most of them did. Nick decided to deploy the Dreadnought by one of the markers and directly in front of the newly arrived Falcon, with one squad of Legionnaires behind it in support. The other Legionnaire squad materialised in the centre of the battlefield, revealing another marker. Unfortunately neither of these markers turned out to be the objective. This left three markers on the table, any of which could be the objective. Nick's reserve Imperial Fists also began turning up, with the Predator taking position in the middle of his deployment zone and Dreadnought Hyplion lumbering forward in support of the Tactical squad. Meanwhile the Scouts moved up to the nearest marker and found their objective, the STC unit, still intact under a pile of scrap

metal. With the objective found, the fight was on, and currently Nick had the advantage.

Nick started his shooting phase by firing the Predator at its only visible target, the Guardians. Lascannon fire tore through the ragged landscape, catching just one unfortunate Guardian and cutting her in half. The Tactical squad's missile launcher fired again at the Rangers but missed, exploding harmlessly in the distance. Finally the Legion of the Damned Dreadnought fired all its weapons at the Falcon in front of it. But the multi-melta missed and the missile, although accurate, bounced off the Falcon's armour causing no damage at all.

## BIEL TAN TURN 3

With the STC unit found, Gav was in a position to concentrate his attacks on the Imperial Fists. More reserves showed up with the jetbikes flying onto the table next to the central Guardian squad and the Dire Avenger squad moving up behind the Wraithguard. Finally, the Swooping Hawks and their Exarch descended to a position that allowed them to fire on the Scout squad which had possession of the objective. Gav moved the rest of the Eldar to begin closing in on the outnumbered Space Marines and try to eliminate the Legion of the Damned. The Falcon circled around the rear of the Legion of the Damned Dreadnought and unloaded its cargo of Striking Scorpions.

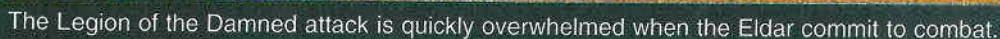
The Guardians steadily advanced over the rocky terrain, past the Rangers, and opened fire on the Legionnaires in the centre of the battlefield. One of the Legionnaires fell to shuriken fire, though he disappeared before his body hit the ground. The starcannon shot down another two and Warlock Macthen who was leading the Guardians threw his singing spear but it fell short, its potent psychic energy dissipating into the desert floor. The Legionnaires were then finished off by a shot from the Falcon's pulse laser and a round of shooting from the Rangers (one of these killing shots from the Rangers had a hit roll of 6, which

### The Art of War – Jetbikes

With the rules in the Codex, Eldar jetbikes can always make a 6" move in the assault phase, even if they aren't within 6" of the enemy. This can be used in one of two ways. Firstly, it effectively gives them a movement of 18" instead of 12" if you want to cover ground quickly. Secondly, and most usefully in this battle, it allows them to make hit-and-run attacks, by moving within 12" of the enemy, shredding a few models with their shuriken catapults and then ducking back out of rapid fire and assault range. You can also use this with shuriken cannons, so that you can glide out from behind cover, take a pot-shot at 24" and then duck away again before the enemy shoots back.



In the assault phase, Gav chose to take on the remaining Legion of the Damned squad, but because that was not the closest target, one of the squad had to assault the Dreadnought while the rest attacked the Legionnaires.





Although the lone Striking Scorpion couldn't actually penetrate the front armour, the Dreadnought was not well equipped for close combat and so the Eldar survived and the combat continued. Meanwhile the combat against the Legionnaires was faring better – despite all the mandiblasters ricocheting off their power armour, the Exarch was able to hack one of them in half with his biting blade and the rest of the squad slew another with their combined attacks. In return, the Legionnaires were unable to wound the Eldar – the loss of two of their number making their attack less effective. Although the Striking Scorpions won the combat, the Legion of the Damned fought on, due to their Fearless ability. Finally, the jetbikes moved back into cover and out of the Imperial Fists' line of sight, to avoid being shot down in the next turn.

## IMPERIAL FISTS TURN 3

Realising the chances of holding out on his own were slim, the lone Scout failed his Man Alone test and fell back towards the Tactical squad, leaving the STC unit unguarded. Nick made all his reserve rolls for the Imperial Fists and the Legion of the Damned, and the new troops entering the fray gave the Space Marines a valuable confidence boost. As the Scout had abandoned the objective, Nick materialised the Legion of the Damned Commander and his Command squad right on it. The Assault squad assigned to Commander Phemeus sailed through the air to land in front of the Swooping Hawks.

Sergeant Lochage gave the order to fire whilst simultaneously taking aim with his own plasma pistol. As the men under his command began to fire shot after shot into the Eldar, Sergeant Lochage and Brother Dargus's plasma pistols both let out a short warning sound before exploding in their hands (not only had both of the plasma pistols' hit rolls come up as 1s, but Nick also failed both his saves). What was left of these two Space Marines fell to the ground as little pieces of debris. To make matters worse, only a single Eldar had fallen to the bolt pistol fire, Gav making saves for all but one Swooping Hawk. The

Space Marine bikes traversed the dunes and sped into the battlezone with their twin-linked bolters blazing. A single Guardian was caught in the line of fire and shot down. Dreadnought Hyplion added his considerable weight of fire with assault cannon and storm bolter, and killed another two of the Guardians still holding their position. The Predator locked on to the advancing Wraithguard and destroyed two with a fusillade of lascannon fire, though the remaining Eldar machines continued to advance undisturbed (Wraithguard are Fearless in the new rules).

The leaderless Assault squad charged into the Swooping Hawks, killing one without any losses and sending them falling back into the Eldar lines. Nick opted not to follow, as Gav had managed to roll very high on his fall back distance and he knew that if he pursued, next turn he would be in position to be picked on by most of the Eldar army. The combat between the Striking Scorpions and Legionnaires continued with one of each side cut down. Meanwhile the Legion Dreadnought wounded the lone Scorpion attacking it, but the Aspect Warrior's armour saved him from any serious damage and he fought on.

## BIEL TAN TURN 4

With the sand beneath his feet fusing to glass from the heat of his body, the furious form of the Avatar arrived. By his side the Farseer and his Warlock bodyguard also turned up, leaving only the Fire Dragons in their Falcon as reserves. The Swooping Hawks regrouped and the Guardians moved forwards, trying to get into range to use their shuriken catapults. The Wraithguard and Dire Avengers continued the long march into the battlezone with the Dire Avengers shouldering their weapons and fleet footing. The Jetbikes moved into line of sight of the Assault squad that had seen off the Swooping Hawks' attack. On the far side of the valley, the Guardian squad stepped onto the desert floor, from where they would have been able to fire on the Dreadnought if it hadn't been locked in combat.

## TURN 4







The Striking Scorpions struggle to defeat the Legion of the Damned Dreadnought in hand-to-hand combat.

Gav fired the Falcon and the Guardian squad's starcannon at the Legionnaires who were protecting the objective. Two fell to the sophisticated Eldar weaponry while a third was impaled through the chest by Warlock Macthen's singing spear. The Rangers finally found their mark and managed to kill four Space Marines from the Tactical squad with the pinpoint accuracy of their long rifles. Four of the Emperor's finest died from monomolecular-edged shurikens before the jetbikes broke for the cover of the spires again. Though the Swooping Hawks had returned to the fray, their lasblasters proved completely ineffective, the few hits they scored ricocheting harmlessly off the Space Marines' power armour. Even so, with their numbers depleted the Assault squad failed its Morale check and made a tactical withdrawal. The combat between the Legionnaires and the Striking Scorpions continued unabated – the deadly Aspect Warriors' skill allowed them to avoid any attacks but they were still unable to penetrate the Space Marines' or Dreadnought's dark armour.

## IMPERIAL FISTS TURN 4

Nick moved the Imperial Fists Assault squad, bikes and Dreadnought forward to strengthen the defence of the STC unit. The proximity of the Guardians who had moved out into the open was obviously Nick's main concern, as he opened fire on it with everything he could spare. Realising that the area around the objective was going to turn into a complete blood bath, Nick moved the Legion of the Damned Command squad forward to grab the objective and back again into cover in the rocks.

The Guardians were consumed in a violent storm of boltgun fire. The Warlock and a single guardian managed to escape with their lives by fleeing for the cover of the crater. Although falling back, there was still a single

Guardian able to fire the starcannon as he retreated towards the board edge. Lascannons mounted on the Predator stabbed out at the Falcon, shattering the right engine and causing it to descend in gradually tightening circles before crashing into the valley floor.

The Striking Scorpions finally managed to slay the remaining Legionnaires through sheer weight of attacks, though their mandiblasters had been completely ineffective. Having dealt with the Legionnaires, the Aspect Warriors then swept towards the Dreadnought to assist their squad member, who was being battered around by the Dreadnought's attacks, but was still alive thanks to the protection afforded by his armour. Although the Scorpions' attacks couldn't penetrate the Dreadnought's front or side armour, by surrounding it one of them (namely the Exarch) would be able to attack the rear and stand a chance of destroying it.

## BIEL TAN TURN 5

Gav finally managed to make his reserve roll for the Fire Dragons and they glided onto the battlefield in their Falcon.

### The Art of War – Swooping Hawks

Swooping Hawks, like Dark Eldar Scourges, are unusual jump pack troops because they aren't equipped for assaulting the enemy. What you have to remember is that they always get two shots from their lasblasters up to range 24", and you should use the jump packs to get line of sight to the best targets and to keep out of trouble. Another important thing to remember is that just because a unit can deep strike, it doesn't mean that the best place for them to arrive is deep in enemy territory. In this battle, I used the Swooping Hawks to further bolster my line, rather than dropping them into the heart of the Space Marine army where they were likely to get shot to pieces and/or assaulted. Oh yeah, it's also a good idea to remember that Swooping Hawks have a got a special rule that allows them to use their grenade packs on the turn they deep strike, because I totally forgot (who wrote these rules, anyway?)!



The Swooping Hawks defend themselves from the Imperial Fists' counter attack.



They disembarked in front of the Imperial Fists Dreadnought, while the jetbikes and Swooping Hawks moved round the left where they could target the Assault squad. The Dire Avengers and Wraithguard continued their advance towards the objective and were joined by the Farseer and his two Warlock bodyguards who had made their way forward.

Both the jetbikes and Swooping Hawks fired everything they had into the Assault squad and wiped them out, mostly due to the renewed accuracy of the Swooping Hawks and Nick managing to fail three out of three saving throws. The Rangers, who had been a thorn in the Tactical squad's side all battle, fired on them again, felling two more before the survivors failed their Morale test and moved back toward the table edge.

The newly arrived Falcon fired its pulse laser at the Space Marine bikes and destroyed one. Although the Fire Dragons themselves did not have range, the Exarch's fire pike did, and succeeded in reducing another biker to molten slag. The fleeing Guardian directed his starcannon at the bikes as well, but his panic obviously affected his aim and the shots flew wide.

Meanwhile, the combat between the Striking Scorpions and the Dreadnought remained locked, with the Eldar unable to penetrate the machine's armour and it unable to hit the elusive enemy that surrounded it.

## IMPERIAL FISTS TURN 5

With his forces severely reduced, Nick tried to hold off the Eldar attack, moving the bikes into a better firing position and the Dreadnought towards the bulk of the enemy army, while the Legion of the Damned protected the STC unit.

The Bike squadron gunned down a single Swooping Hawk while Old One Hyplion unleashed the fury of his assault cannon on the Fire Dragons, shredding two. The Predator repeated its previous actions, knocking the second Falcon out of the skies with lascannon fire.

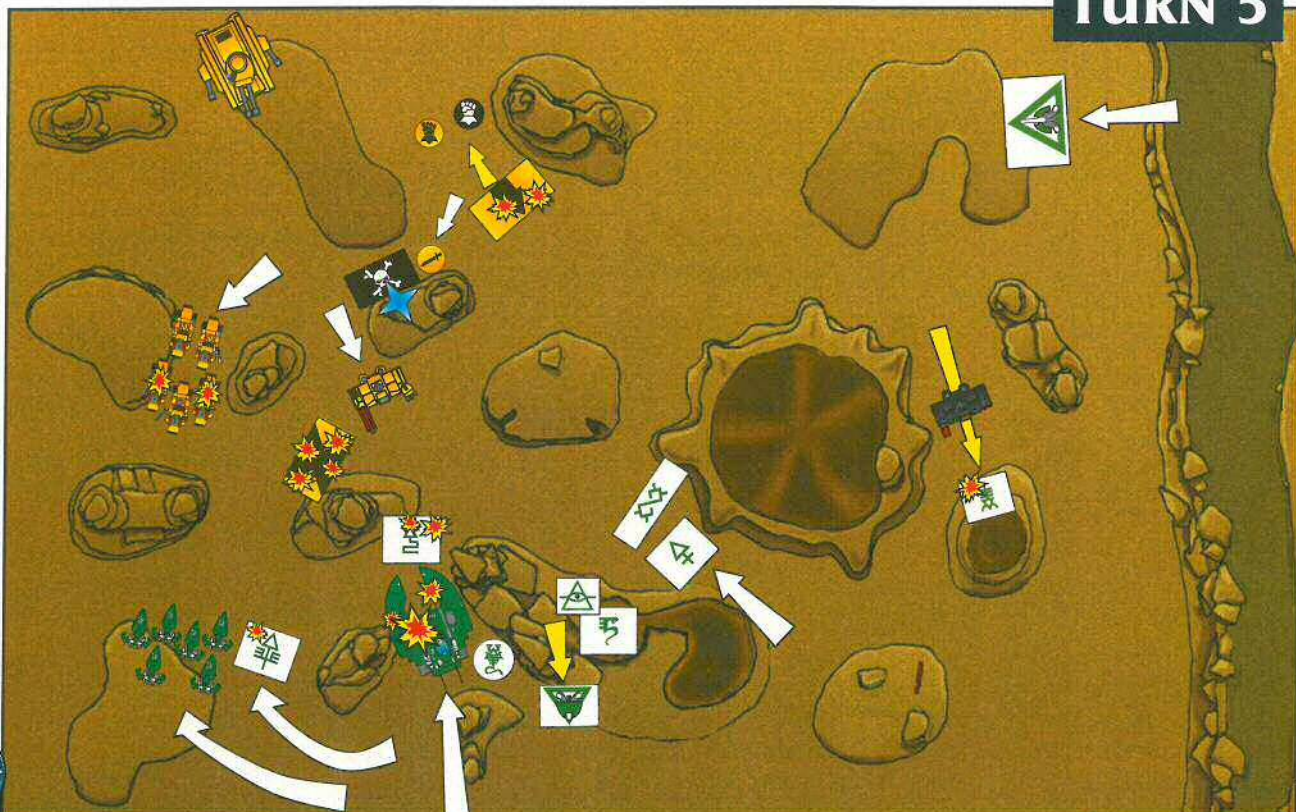
On the other side of the battlefield, the Striking Scorpions continued their futile attacks until the Dreadnought stepped forward and crushed one of its assailants. Horrified by this sickening death, the Aspect Warriors fled (11 inches) chased by the Dreadnought with somewhat supernatural speed (also 11 inches – Nick needed to roll 12 to catch and destroy them).

## BIEL TAN TURN 6

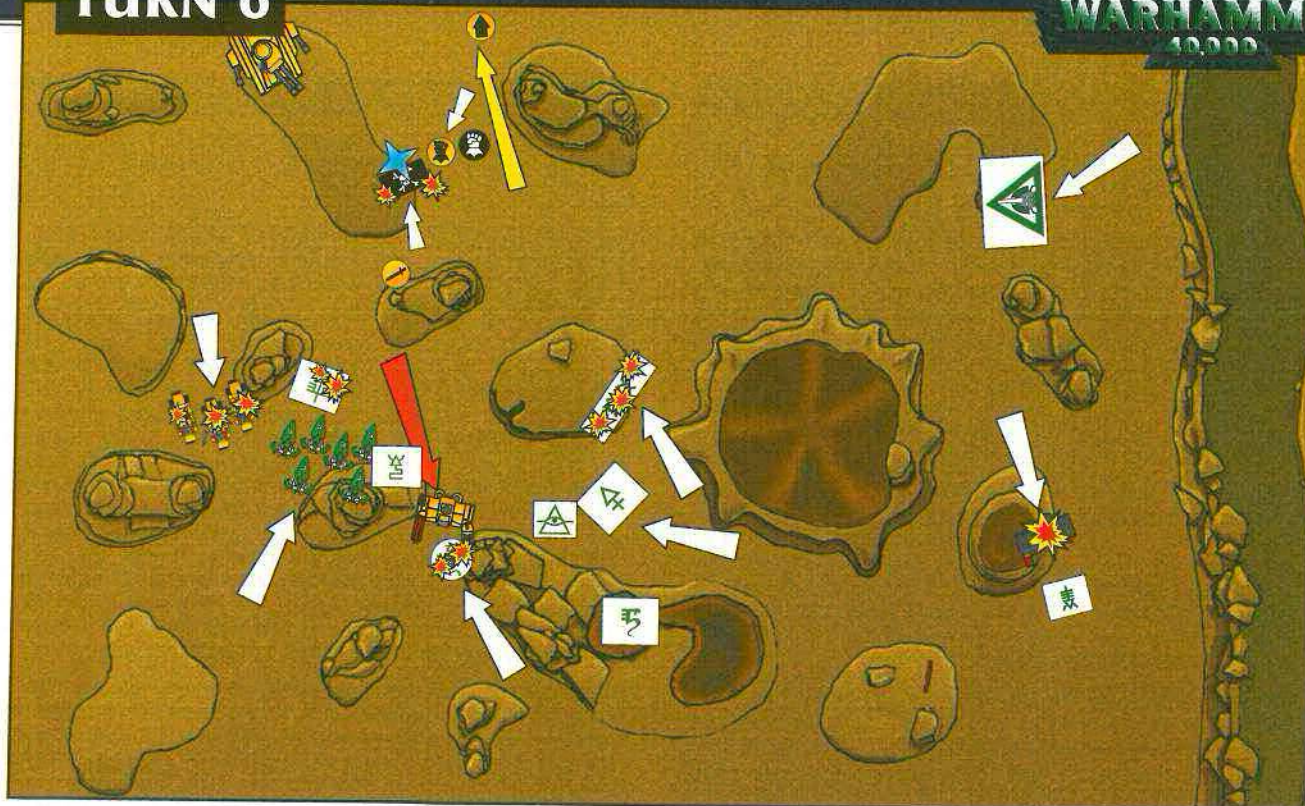
Gav knew that this would be his last chance to grab the objective from the Space Marines and went all out to do just that. It was at this point that his common sense was overwhelmed by the need for drama, and he began challenging Nick to assault his Avatar next turn! As the Avatar stalked toward the Dreadnought, the rest of the Eldar began to surround the Space Marines' position. The Fire Dragons' fusion guns destroyed two of the Space Marine bikes while the Exarch killed the biker Sergeant with his ornate fire pike. The Rangers, who were still in the cover of the crater, fired on the Tactical squad yet again, leaving just Sergeant Romero standing out in the open.

Farseer Kalliath cast Guide on the Wraithguard, who proceeded to fire on the Legion of the Damned, attempting to send them back to the warp. All of the Wraithcannons hit but the Legionnaires seemed determined to stay within the material realm and none were effected. Helpfully reminded by Graham Davey that the Warlock could still fire his shuriken pistol, Gav then proceeded to do just that and, much to Nick's annoyance, killed one of the Legionnaires. The jetbikes and Swooping Hawks began to fire upon them too, though only a single Legionnaire fell, to the Exarch's hawk's talon. As the Striking Scorpions continued to flee, the nearby Guardian squad who had played no part in the game so far, fired their bright lance platform weapon at the Dreadnought, destroying it easily but leaving no trace of any wreckage. With the Eldar shooting phase over, Gav was unable to assault the Legion of the Damned's position

## TURN 5







The Predator fired again at the Wraithguard, destroying all three remaining machines with ease. The lone Scout and Commander PHEMEUS both shot down a Swooping Hawk apiece, but the Eldar passed their Morale check. Hyllion fired his assault cannon at the Avatar, causing a single wound on the living embodiment of Khaine.

Nick knew that Gav couldn't take the objective from him now and he had effectively won (though with huge casualties) and it was a matter of tying up loose ends and inflicting as many kills as he could on the Eldar. To start with, Sergeant Romero failed his Man Alone test and fell back off the table. Deciding to risk it in the name of drama, Nick moved Old One Hyplion into assault range of the Avatar, while the Legion of the Damned began to carry the STC unit out of the battlezone.

To finish, Nick charged the Dreadnought into combat, fully expecting to be mashed by the Avatar. But Gav managed to miss with all three of his attacks! Unable to kill him outright the Dreadnought still inflicted another wound on the Avatar with his powerfist. The game ended with these two – machine and god-like creature – locked in combat and with the mysterious Legion of the Damned carrying the lost STC unit out of the Eldar's grasp.



Old One Hyplion sacrifices himself in order to allow his battle brothers to escape.



## PRAISE BE TO THE EMPEROR



I did it. Only just. But I did it. That was one of the toughest battles I've played for a very long time. By the end I had virtually no force (except for all my HQ units) and if it had gone on for one more turn I would have been completely overwhelmed. I think I won the game but lost the battle. However this goes to show, that no matter how badly things are going, if you keep an eye on the mission objectives you can still win your game. Even if I did have to skulk behind a big rock for two turns...

There were only a few missions which would have put my force at a disadvantage and Rescue (although always an enjoyable mission to play – I call it Blood Bowl with guns) was one of them. This mission forced me to advance towards the enemy, ruining my defensive 'Fist' plan and forcing me to use the Legion of the Damned in a different way. This sudden change of plans led me to lose control of the battle and in the end I could only react to what Gav was doing.

Was there anything about my army I would have changed? I would perhaps not have taken a Chaplain or so many Veteran Sergeants. I could have used these points and invested in more troops and maybe a transport vehicle. My entire army performed well under a constant withering hail of fire from the Eldar (now I know how other commanders feel when they face my Dark Eldar). I feel however that another Tactical squad would have helped, or maybe a second Assault squad. This would have given me the numbers to be able to mount a much more effective counter attack. During this entire battle I had to control my urge to go charging into the Eldar. The large area of open ground in front of me looked at first like an advantage for me, but turned into a death trap for any Space Marine by the end of the game, due to the scary amount of guns the Eldar could bring to bear. This led to my HQ units being able to do nothing but watch the Eldar advance towards them.

As for the Legion of the Damned, this battle didn't show them at their best, although thumbs up for the Legionnaires who managed to hold up the Striking Scorpions for three turns. Looking back on the battle, I think I would have been better served if I had stuck to my original plan and dropped down on top of the Eldar lines – I threw away the Legionnaires in the centre. But at the time I had no idea where the objective was, so I had to take a gamble. And I know having the Legion of the Damned Commander skulking behind a big rock for two turns was hardly heroic, but there were no Eldar in assault range until the last turn and by that time it was too late to make a difference. The biggest advantage they had was their Fearless ability – all the Legion of the Damned units took horrendous casualties but stayed in the fight to the bitter end. So at least they achieved one of my objectives and Gav had to fight through them to get at me.

Well I'm off now to find out what treasure of information was in that STC unit, and to hope it justifies the loss of so many battle brothers... I'll get you next time Thorpe!

## DEFINITE MORAL VICTORY



Okay, so technically I didn't win the battle, but I sure won the war! I'm not sure what the total Space Marine casualties were, but with four Marines, a Dreadnought and a Predator remaining, they certainly weren't a match for what I had left.

I'm pleased with the way things went, both with my own performance and that of the army. As you would expect, I've had a lot of practice with the Eldar, and Nick's inexperience with Space Marines certainly made things a little easier.

Overall, a most convincing demonstration of the sheer amount of firepower an Eldar army can muster if it needs to (and if you're clever enough to get the right units in the right places). Whole Space Marine units disappeared under the heavy fusillade. Shuriken catapults may only have a 12" range, but make sure you concentrate your strength properly, and don't throw units in piecemeal. Then when you open up with your whole army, there's not much that can withstand you!

As I expected, Nick's lack of mobility hampered him somewhat, although as it turned out he didn't have to go too far to get the objective. On the other hand, if it wasn't for the Legion of the Damned turning up to hold off my attack on my right, then his army would have been neatly surrounded. The Falcons were the only real disappointment – they did an admirable job of deploying their units where they needed to be, but were then promptly shot down without doing much damage. I was also a bit dumb with the Falcon carrying the Striking Scorpions, on two counts. Firstly, by attacking the Legion of the Damned squad and Dreadnought, I was playing right into Nick's hands; I would have done a lot better zooming them out of there and using them to bolster the attack on the objective. Secondly, for two successive turns I managed to place the Falcon in such a way that it blocked the line of sight of the bright lance with the Guardian squad – doh!

In the end, it was a well-deserved outcome. After all, I did concentrate on killing Space Marines more than I tried to actually reach the objective. In my defence, I've had plenty of bad experiences trying to attack Space Marines without giving them a good few turns of softening up first, but perhaps I should have launched that all-important massed attack a turn earlier. Well, that's the benefit of hindsight...

Nick has thrown down the gauntlet to fight me with his Dark Eldar – with which he recently won the Warhammer Players' Society club challenge tournament (beating me in the process). Now that's a rematch I'm looking forward to – Eldar and Dark Eldar battles are always bloody and tense!





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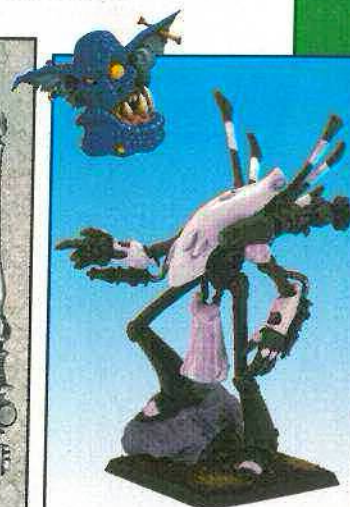
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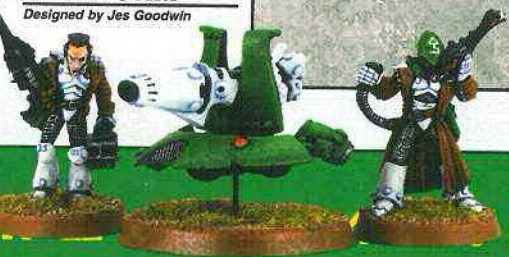


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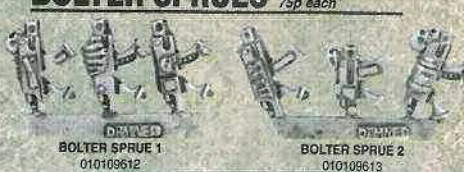
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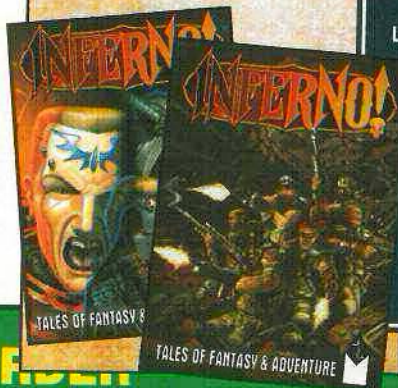
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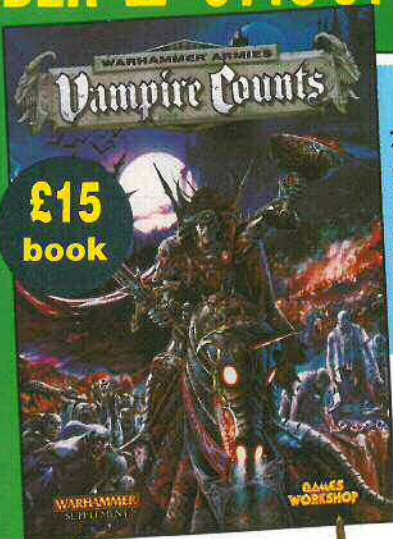
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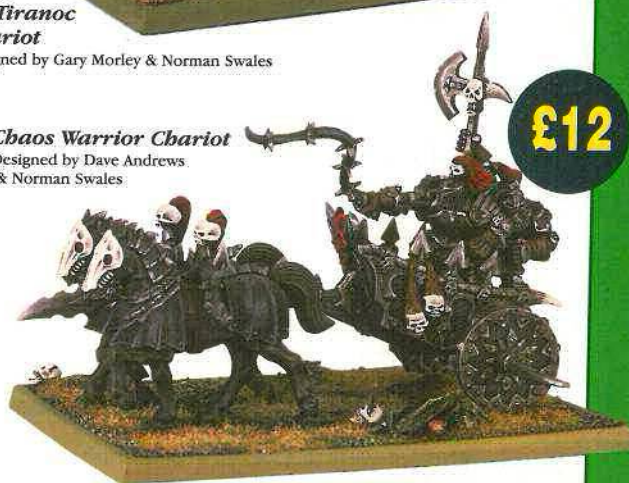
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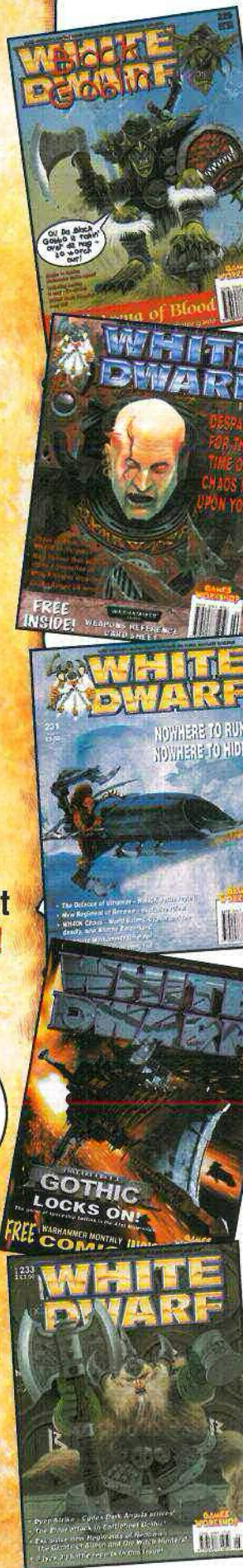
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