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WHITE DWARF

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MINIATURE!**

MORDHEIM



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Missing your free Mordheim Citadel Miniature? Why not ask your newsagent or shop staff for one?

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MINIATURES

MORDHEIM

**NEW GAME
REVEALED
INSIDE!**

ISSN 0265-8712



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10>

GAMES WORKSHOP



Paul Sawyer

You may have noticed that your copy of White Dwarf is somewhat lumpier than usual this month.

Unbelievable though it may seem, we really are giving away a free Citadel Miniature! Not only that, but this fantastic model, sculpted by the talented hands of Brian Nelson, is none other than the

special character, Aenur, the Sword of Twilight. This awesome feat of generosity (some would say insanity) is in celebration of our brand new game, Mordheim, City of the Damned. In fact Tuomas Pirinen, the author of the game, has annexed a whole chunk of the magazine for Town Cryer, his guide to the madness that is Mordheim. In it you'll find Tuomas's introduction to the game, as well as loads of stuff on painting warbands and getting the best out of your terrain. There's also a battle report, and the full rules for using Aenur in your skirmishes.

Of course, the rest of the magazine is still packed with all the usual goodies, such as painting and modelling articles, and new rules and ideas for your games. You'll find a full list of this month's contents over the page.

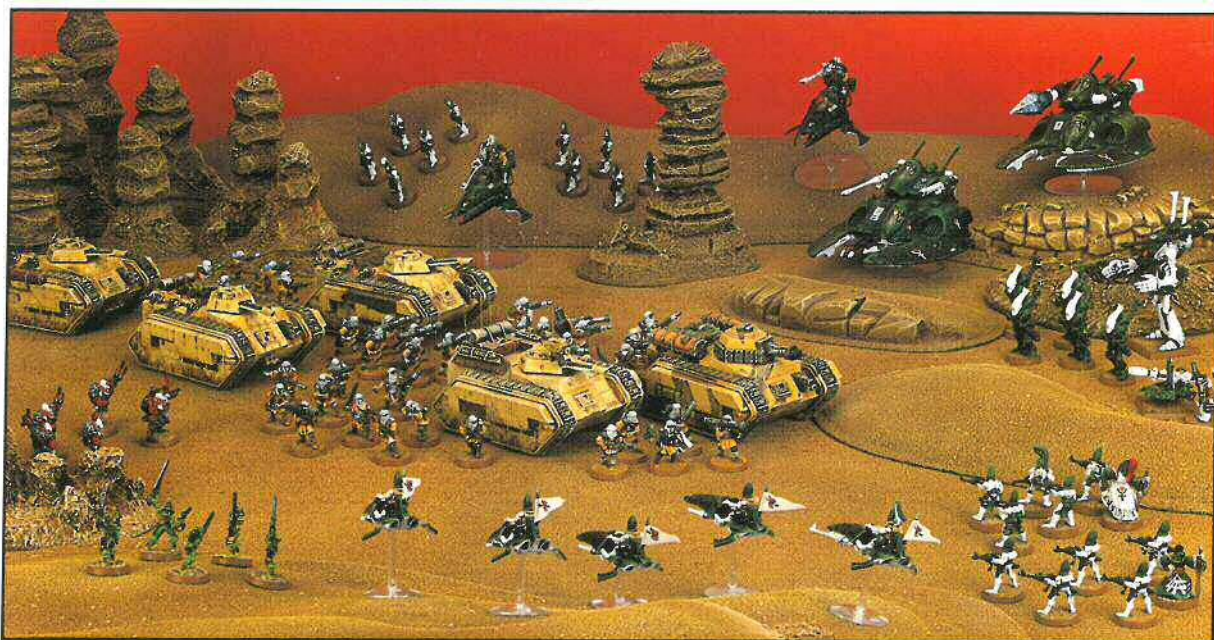
It may well be that you are new to our hobby, and that the wonderful miniature on the cover has tempted you to forgo your usual copy of Stoat Fancier's Monthly in favour of your very first White Dwarf. If this is true then I suppose we've got some explaining to do...

(If you are a regular reader, then feel free to: a) go all misty eyed and recall the days when you didn't know the difference between a Land Raider and a Snotling Pump Wagon, or b) quickly turn to the contents page.)

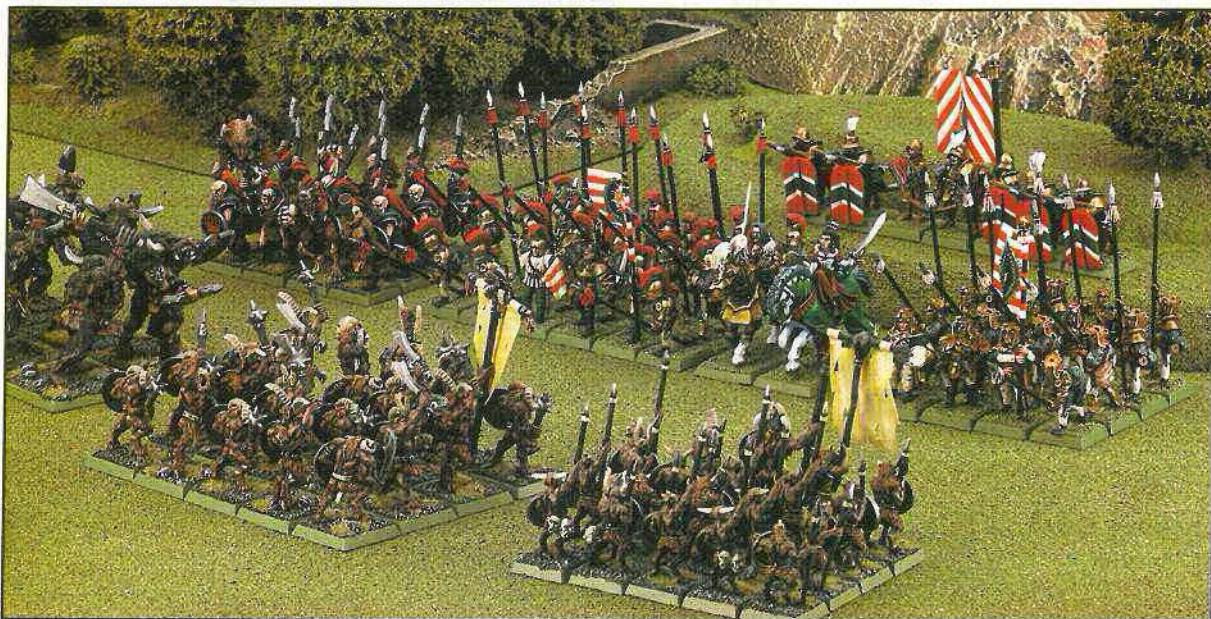
The Games Workshop hobby is all about collecting, painting and fighting battles with armies of model miniatures. If that sounds like a lot then that's because it is. In truth, it's not really one hobby, but several related ones. For some people, their obsession is all about spending hours painting the minutest detail onto their models, and honing their skills to truly incredible levels. For others, painting is merely a necessary step to fielding armies in colossal battles, which can last anything from a couple of hours to a whole weekend. One of the things that makes the hobby so fascinating is that everyone has a slightly different take on it, so it's always exciting to see someone else's army or new piece of terrain.

Although Games Workshop produces several different games, everything revolves around our two core game systems, Warhammer and Warhammer 40,000. Both are wargames which involve armies of painted miniatures fighting it out in tabletop battles.

Players take the role of army general on the tabletop, formulating plans for their troops and directing them accordingly. If you want to get involved in the hobby, the first decision you will have to make is which army to collect. This can seem pretty daunting, as there are lots of armies, and each one has its own unique character, but luckily there's plenty of help at hand. Every month White Dwarf itself is packed with



Set in the nightmare future of the 41st Millennium, Warhammer 40,000 allows players to command a wide variety of troop types, ranging from deadly aliens with bizarre weaponry, to the superbhuman Space Marines who strive to defend humanity.



Warhammer is a world of fantasy and adventure, where you can command armies such as Lizardmen from the jungles of Lustria, noble knights from Bretonnia or even the dread legions of Chaos.

information on the different armies, from painting ideas to historical background and tips on how to fight with the army. In this month's issue, we take a look at the Eldar army for Warhammer 40,000, and it may be that after seeing this army arrayed in all its glory you decide this is the army for you. Equally, it may make you certain that Eldar aren't your cup of tea*, in which case at least you've narrowed down the field a little.

There are over a hundred Games Workshop stores around the UK, which are ideal places to learn more about the hobby, as they are staffed by enthusiasts (which is a polite euphemism for obsessive), as is our Mail Order department. You'll find details of how to find these elsewhere in the magazine. The stores are also ideal places to meet other gamers, and they can also put you in touch with local clubs. One word of warning though: gamers are a partisan bunch, and if you ask one which army you should collect, you can guarantee that they'll launch into a lengthy explanation of why their chosen army is vastly superior to all others. This is often followed by a hasty and unconvincing retraction, as they realise that you, as an

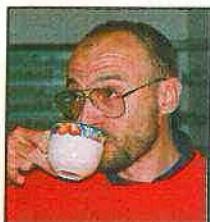
inexperienced player, are a potential enemy, and hopefully an easy one to beat.

Above all, don't worry. Your first efforts to paint your miniatures will probably be less than perfect, and the rules can seem a little daunting at first. There is, however, little that can't be achieved with a steady hand and a basic grasp of tactics – and the staff in our stores will be only too happy to give you a helping hand. Good luck and have fun!

Paul Sawyer

Fat Bloke and Editor

FAT BLOKE



**Tea, as games design supremo Rick Priestley will testify, plays a central role in the hobby. Many a general has fought his way*

out of a seemingly impossible situation after a reviving cup of tea.



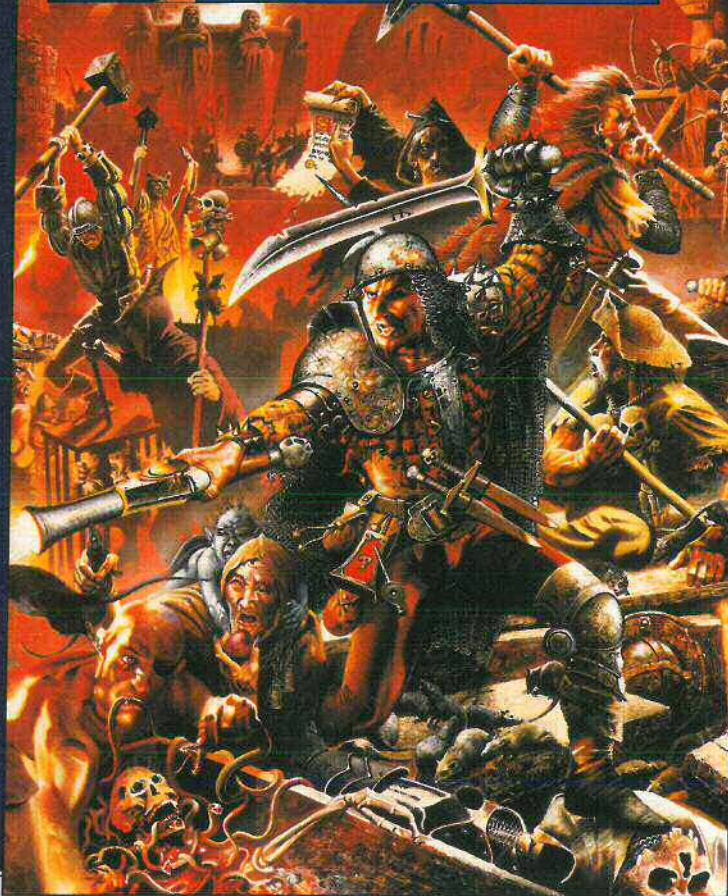
Two Games Workshop staff members enjoy a game of Warhammer 40,000.



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Product Code: 60249999238

WHITE DWARF



VISION OF MORDHEIM

COVER

Art by Geoff Taylor.

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Find out what's going on at Games Workshop.

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Have at you, you cur. The Black Library introduces their new range of interactive warrior game books...

GAMES WORKSHOP STORES

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There's always something going on at your local Games Workshop store. Here's what's happening and how to join in...

rites of war

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Fat Bloke and Editor Paul Sawyer takes a look at the latest Warhammer 40,000 computer game.

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More fantastic stuff going on at Warhammer World at the Games Workshop HQ in Nottingham.

MAIL ORDER

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Find out what the Trolls have in store for you this month. All the latest releases and some very special Mordheim deals are only a phone call away!

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WARHAMMER 40,000

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

ASPECTS OF WAR

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The latest in our regular series of complete guides to collecting an army. This month, the Eldar.

FARSIGHT

76

The Shining Spear Exarch and Farseer are now available to lead your craftworld to battle.

ORK ODDBOYZ

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Andy Chambers takes a closer look at Ork kultur!

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Mark Jones takes us through his latest modelling project – an Eldar Wave Serpent.

LAND SPEEDER TYPHOON

96

A technical breakdown of the new Space Marine Land Speeder.

CHAPTER APPROVED

100

Roads, craters and Chaos Cultists.



Hear ye! Hear ye!

Vile Skaven overrun devastated city.
Read all about it in this month's Town Cryer!

Hear ye! Hear ye!

We reveal the dark secrets of the
Elven swordsman Aenur.
All in this month's Town Cryer!

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CHAPTER APPROVED 100



WARHAMMER

The Game of Fantasy Battles

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Grapeshot for cannons plus Undead Liche Priests can both be
found within the pages of the Warhammer Chronicles...

**BATTLEFLEET
GOTHIC**

SPACESHIP BATTLES IN THE 41ST MILLENNIUM

SPACE IS GREEN!

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Ork Rokks and Space Hulks explored...

MORDHEIM

City of the Damned

Hear ye! Hear ye!

Town Cryer

published within

Read the shocking truth
of the Elven scoundrel
Aenur, the vile Skaven
uncovered and the
fighting formations
of the stout men
of Reikland.





THE WHITE DWARF BLOKES

While editor Paul Sawyer (alias Fat Bloke) swans off to Australia for Oz Games Day, the rest of the Dwarfers work their fingers to the bone to finish the issue. Left to right: Nick Davis, Matt Nicholls, Graham Davey, Simon Shuker, Matt Hutson and new boy Dan Ebeck. Games Workshop accepts no responsibility for Nick's legs.

FREE MODEL!

Aenur, the Sword of Twilight, sculpted by Brian Nelson. Full rules and background in Town Cryer, later this issue.



TYPHOON

Laying down a thunderous barrage of firepower, the Space Marine Land Speeder Typhoon swoops onto battlefields this month. The final Land Speeder variant to be released, the Typhoon acts as a heavy gunship, firing accurate missile salvos into the heart of the enemy.

Designed by Jes Goodwin, Mike McVey & Norman Swales



YOU WIN SOME, YOU LOSE SOME...



Glorious victory!

Games Developer Alessio Cavatore has achieved a great victory, winning the recent Games Workshop Warhammer Staff Tournament for the second year running. Not so impressive however was his defeat, a week or so later, at the hands of ten year-old Vicky Elliot, in a battle at Warhammer World's gaming club! With his Goblin army totally decimated, Alessio was heard complaining bitterly about Vicky's devastating Terradon attacks...



Utter defeat!

RECRUITMENT TOUR



To Apply:

Send your application and CV (quoting Ref: RT2), stating at which area you would like to attend, and we'll then confirm all the details with you.

Rob Griffiths, UK Sales Personnel Department, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS.

Tel: 0115 916 8172 Fax: 0115 916 8024
E-mail: louiseb@games-workshop.co.uk

RETAIL CAREER OPPORTUNITIES

Calling all potential Store Managers, Assistant Managers and Trainee Managers. Due to the success of our June Recruitment Tour, we are doing it again. The team will be at the following locations through October:

- Thursday October 7th - EDINBURGH
- Thursday October 14th - NEWCASTLE
- Thursday October 28th - BIRMINGHAM
- Thursday November 4th - CENTRAL LONDON

- Looking for an exciting career?
 - Are you a graduate?
 - Had any supervisory experience?
 - Want to play games, but still have a serious career?
 - Want to use your potential leadership skills to manage a store?
- We offer great career opportunities, superb training and competitive salaries.

Victory needs no explanation, defeat allows none.

MORDHEIM

CITY OF THE DAMNED

Our new game is getting its own regular section in White Dwarf, called the Town Cryer. This will feature stacks of stuff including model releases, artwork, designer's notes, advice on choosing, assembling and painting your warband, modelling scenery, extra rules and, this issue, full details for Aenur, the Sword of Twilight (the gorgeous model that is free with this issue) and a complete battle report to help you learn to play and get a few ideas about tactics.

GAME ON SALE 9TH OCTOBER

We also suggest you hurry down to your nearest Games Workshop store and have a go yourself! Our staff will be running loads of participation games from 25th September!



Human Mercenary models made up from the brilliant plastic sprues in the box. You also get vicious Skaven and an equipment sprue with loads of useful extra bits to add on to the models in your warband.



Town Cryer

Issue 1

Published on the first Anniversary of each Mordheim

2 Coins

The Citizens of Outcast Mordheim are Bored by Rats of Ravine, Monstrous and Still Sworn.

The End of the World is Nigh!

The great Catastrophe has led many to our once magnificent port, but we the City of Mordheim suffer the Fate! What hope is there for the great cities of the West? Will Mordheim, Nails, Mordheim, or even Mordheim itself succumb to this Horror? What have the great Cities in store for all Mordheim?

Has Sigmar Deserted Us?

More details of the Catastrophe inside.

HUGE ROCK HITS CITY

Burgers blame Agents of Chaos. The Old Town in Turmoil.

The product city of the Old World has been reduced to an infernal hell of smouldering ruins and twisted buildings. The ancient architecture of our greatest nation, that once played host to the greatest nobles of our time, is now inhabited by foul and twisted followers of Dark Gods. When our most bustling markets and streets of commerce now mean only misery and murder. The shadows of the deadly ruins hold only corpses and tell no more.

Here Within

A free and direct action of 27, Elven Scouts, Agents of Twilight

Grants of Mordheim: a complete new way, remind that Mordheim has been not only lost, but also lost.

Twelve and twelve: a complete new way, remind that Mordheim has been not only lost, but also lost.

A free and direct action of 27, Elven Scouts, Agents of Twilight

NEXT ISSUE IMPERIAL GUARD

The Imperial Guard is the first line of defence against the Imperium's many enemies. It comprises millions of soldiers who battle across countless worlds, supported by columns of heavily armoured Imperial battle tanks. The new Codex will be invaluable to Imperial Guard players who want to blast their opponents to oblivion.



WINNERS!

Back in WD234 we published the Great Games Workshop Reader Survey, and everyone who sent theirs back was entered into a draw to win as many Games Workshop products as they could carry out of the store at our HQ. The five lucky winners are:

Stephen Homer, Christchurch; Ian Watson, Pinner; David Elison-Earl, Bolton; Thomas Bloom, Peterborough; Calum Deans, Edinburgh.

The runners up, who each receive a signed boxed game, are:

Adam Jaworski, Poland; Chris Durman, Borden; Jonathan Simpson, Woking; Ian Nash, Solihull; Ben Blake, Bristol; Gareth Moor, Bridgend; Keith Fraser, Alloway; Edward Cornish, Fitzwarren; Matthew Titterton, Buxton; Jamie Driver, Slough; Greg McClymont, Wilandslow; Matthew Pennell, Chelmsford; Luke Archer, Easter Compton; James Johnson, Waterlooville; John Mobbs, Brixworth; Chris Scothorne, Sheffield; Darren Stone, Oxford; Dann Fellows, Wolverhampton; David Simpson, Milton Keynes; Alex Taylor, London.

Our thanks to everyone who took the time to fill in the survey.

NEW RELEASES THIS MONTH



This month's Mordheim releases:

Mordheim, City of the Damned (boxed game) £40.00

Skaven

Skaven Warhunters (plastic boxed set) £10.00
Skaven Assassin Adept (1 model per blister) £4.00
Black Skaven (1 model per blister) £3.00
Skaven Night Runners (2 models per blister) £4.00
Clan Eshin Sorcerer (1 model per blister) £4.00

Mercenaries

Human Mercenaries (plastic boxed set) £10.00
Reiklander Captain (1 model per blister) £4.00
Reiklander Champion (1 model per blister) £3.00
Reiklander Youngbloods (2 models per blister) £4.00

Hired Swords

Freelance Knight (mounted & on foot) £6.00
Ogre Bodyguard (1 model per blister) £6.00



This month's Warhammer 40,000 releases:

SPACE MARINES

Land Speeder Typhoon (metal & plastic boxed set) £17.00

ELDAR

Shining Spear Exarch (metal & plastic boxed set) £8.00
Eldar Farseer (1 model per blister) £5.00



This month from the Black Library:

Warhammer Monthly 23 £2.00
Citadel Journal 34 £4.00
Blood Bowl Compilation 2 £4.00

TOURNAMENT

Calling all Danish gamers! Giant Fanatic is a huge tournament and convention taking place in Copenhagen on 1st, 2nd and 3rd October (starting on the Friday evening). Special guest is figure designer Mike McVey, so if you'd like to chat to him about his latest models, take part in the tournament or join in all the other games and events being run, call the Giant's Club on (+45) 35 42 96 40 for details and get down to 'Remisen', Blegdamsvej 132, DK-2100 Copenhagen.

GAMES WORKSHOP STAFF WRITER

'Need... more... time, master...' the hunched figure begged through gritted teeth, clasp the sheaf of ragged parchments to his chest, his wild, desperate eyes seeking some escape from the icy glare of his interrogator.

'Is the work complete?' his torturer demanded, nothing more than a darker shadow in the gloom of the cell.

'Just a... a few more corrections, master. A few hours more, perhaps a day...' the scribe replied hesitantly, his body twitching with nervousness, his demeanour vacillating between hope and despair.

'You have one hour more, and then I shall return with the branding tongs again,' the master hissed to his charge, leaning forward and baring his teeth.

'B-but master... I have but one pair of hands... and they are broken and cracked from my hard labours...' the scribe pleaded, falling to his knees and grabbing the hem of the master's shirt in his blistered, ink-stained fingers.

'If there are others such as you, we shall search the length and breadth of all the lands to find them,' the master said quietly, relenting slightly at the sight of the desperate creature clinging to the front of his shirt.

'Oh thank you, thank you!' the scribe burred, kissing the scuffed toes of the overlord's boots.

'Yes, yes...' muttered Lord Priestley, swiftly delivering a sharp kick to the scribe's midriff before stalking out of the chamber.

Games Workshop is looking for a Staff Writer to join the Games Development Team at its Nottingham Studio. Our ideal applicant would be over 21 with a degree or equivalent level of education. You should be a literate, competent writer with an adaptable style, who can order and present what you are saying in a coherent and interesting way. Most importantly, you must have a passion for gaming, wargaming and Games Workshop games in particular, and an unswerving desire to communicate that passion to a wide range of readers.

The work would be highly varied. One day you might be writing a short piece of fiction for a White Dwarf article before moving on to sorting out a manuscript from one of the other members of our team. The next day might involve playing three or four games of Warhammer or Warhammer 40,000, in order to help develop a forthcoming supplement.

Games Workshop has its own unique culture, dedicated to producing the very best games and miniatures in the world. It almost goes without saying that in order to fit in with this culture, you should have an outgoing, cheerful personality, with the capacity for endless hard work. If this sounds like you, then write or phone for an application pack at the address below.

Human Resources Department,
Games Workshop Ltd, Willow Road,
Lenton, Nottingham. NG7 2WS
Tel: 0115 916 8393

Closing date: 15th October 1999



Greetings from the Black Library

IMPERIUS DICTATIO STOMPS BACK

Issue 23 of Warhammer Monthly kicks off with the start of a brand new Titan story. After their victory in Bator Secundus, Princeps Hekate and the crew of the mighty war machine Imperius Dictatio are transported halfway across the galaxy to face one of the most deadly enemies in the galaxy – the Tyranids. Prepare yourself for a comic spectacular as the mighty Titans of the Imperium face the terrifying bio-Titans of the Tyranid hive.



TITAN GRAPHIC NOVEL

Don't worry if you didn't see the first Titan story, or if you

missed the odd episode or two, because we are busy putting together a Titan graphic novel, collecting all the episodes from the first story into one volume. So look out for the Titan graphic novel to find out how Princeps Hekate came to command Imperius Dictatio, one of the most ancient and revered Titans in the Imperium.

BLOOD BOWL 2nd HALF

Fanatic Press are proud to announce the imminent release of the second Blood Bowl Compendium. The first Compendium was a huge success and completely sold out in a few months, and the second issue promises to be just as popular. Packed full with over 96 pages of top Blood Bowl mayhem, make sure that you order your copy today.

WARHAMMER®
40,000

The craftworld-dwelling Eldar are the last survivors of a race that once ruled the universe. Now the Eldar battle against the lesser races of the galaxy, even resorting to piracy in their fight to avoid extinction.



ELDAR WRAITHLORD
£15



ELDAR JETBIKE £5



**ELDAR JETBIKE WITH
SHURIKEN CANNON** £7



ELDAR FALCON GRAV TANK £17



ELDAR GUARDIAN SQUAD £12

Eldar Guardian Squad contains: 16 plastic Eldar Guardians



ELDAR FIRE PRISM GRAV TANK £19



ELDAR VYPER JETBIKE £12



ELDAR WAR WALKER £15



ELDAR AVATAR £15

Eldar boxed sets – available now!

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

ASPECTS OF WAR



by Matt Nicholls

As I cast the runes of divination for the final time, the realisation that our fate is unavoidable dawns upon me. Our craftworld must go to war. The choices that lie ahead must be taken with the utmost care – many conflicts await us, and our resources are already stretched. Gather round my fellow seers, a battle force must be raised...

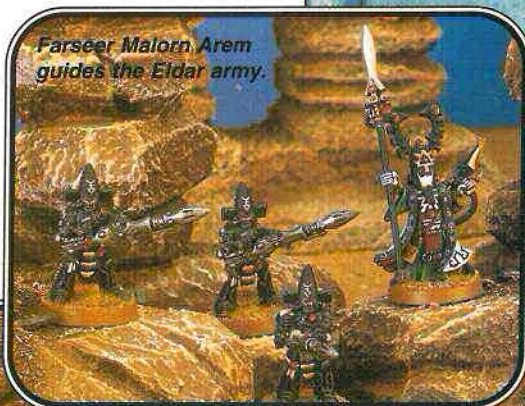


The Eldar are a strange and enigmatic people, complex and unpredictable, and I'm sure that most gamers will agree these traits are faithfully represented in their new Codex. They are undoubtedly one of the most challenging armies to control, but if used well, one of the most devastating. People are always unsure about playing against Eldar, "what can Warp Spiders do again?", "how many powers can a Farseer have?" are some of the many questions that will go through the mind of your opponent.

Many players are happier facing off against Space Marines, simply because they know where they stand. Against Eldar, there's always that chance, a nagging fear in your opponent's mind, that your strategy will click and he'll take a real hammering (*too right, some of my most crushing defeats have been at the hands of the Eldar – Graham Davey*). Now, I know what you're all thinking: "how do I make it click?" Well the answer is (ahem), that you'll only really discover this yourself.

However, having always played Eldar in 40K myself, I do have a few ideas on the subject, some of which I hope that you will take on board and add to your own. It all begins with the troop choices that you make...

Farseer Malorn Arem guides the Eldar army.



The Swordwind host assembled for war.

Last issue we published the rules for a Biel-Tan Swordwind army, and in the next few pages Matt Nicholls will share his wisdom (? – *Fa Bloke*), on how to assemble your very own deadly Biel-Tan Swordwind ho

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Malorn Arem	5	5	3	4	3	5	1	10	4+	Singing spear, Farseer power: Guide	89pts
Quen Talarn	4	4	3	3	1	4	1	8	4+	Shuriken pistol, Warlock power: Conceal	31pts
6 Howling Banshees	4	4	3	3	1	5	1	9	4+	Shuriken pistols, power weapons, Banshee mask	96pts
Scorpion Exarch	5	5	4	3	1	6	2	9	3+	Shuriken pistol, chainsword	108pts
5 Striking Scorpions	4	4	4	3	1	5	1	9	3+	Shuriken pistols, chainswords	108pts
Dragon Exarch	5	5	3	3	1	6	2	9	3+	Firepike, melta bombs	131pts
5 Fire Dragons	4	4	3	3	1	5	1	9	4+	Fusion guns, melta bombs	111pts
3 Dark Reapers	4	4	3	3	1	5	1	9	4+	Reaper launchers	119pts
16 Guardian Defenders	3	3	3	3	1	4	1	8	5+	Shuriken catapults	119pts
3 Shining Spears	4	4	3	4	1	5	1	9	3+	Laser lances	150pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Falcon grav tank	12	12	10	3	Pulse laser, scatter laser, holofield	170pts

Weapon	Range	Str	AP	Type	Notes
Pulse laser	48"	8	2	Heavy D3	
Firepike	18"	8	1	Assault 1	Armour penetration: roll 2D6+strength for targets within half range
Fusion gun	12"	6	1	Assault 1	Armour penetration: roll 2D6+strength for targets within half range
Laser lance	n/a	5	5	Assault 1	Close combat only

TOTAL: 1,005pts

As I'm sure you've already seen, we featured the rules for an Eldar Biel-Tan Craftworld Swordwind army in White Dwarf 237. In the Studio we have a fantastic Biel-Tan army, so I thought it would be really cool to pick an army based on these rules. Now I'm sure some of you will be thinking, "But I want to collect a different craftworld." Well don't worry, the principles behind the troop selections are the same whatever craftworld you chose, so everybody should be able to take something from this article. For those of you that are unfamiliar with the way the rules work for a Biel-Tan Swordwind army, they are designed to reflect the fact that the Biel-Tan craftworld is extremely warlike and involved in many conflicts. As a result of this, most Aspect Warrior units can be selected as Troops choices from the army list rather than Elites choices, and by the same token, as Guardians are less numerous on Biel-Tan, they count as Elites.

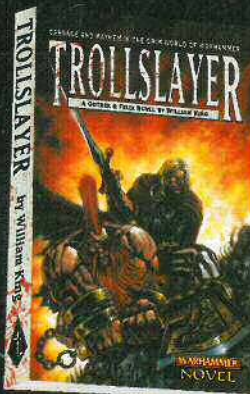
This is the part where non-Eldar players start to moan, "It's not fair, this means that they can have loads of really powerful Aspect Warriors." Well I would look at this in a different light – the fact that Eldar players must include more specialised troops actually poses several problems. For example, most successful Eldar armies are based on a strong backbone of Guardian Defender squads, however this is not an option that is available to the commander of a Swordwind army. The backbone of his army will be made up of specialised Aspect Warrior squads, and as such will be much more fragile.

"This is our world, you are no longer welcome. In three days we will return to remove any stain that remains."

Ultimatum from Za Liem, Farseer of Biel-Tan, to the Imperial commander on Hubris II



NOVELS

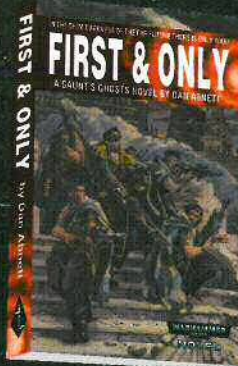
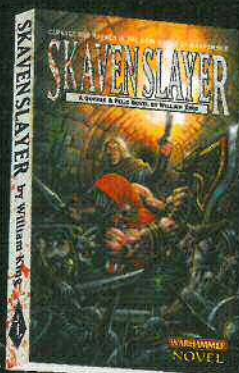


TROLLSLAYER

Gotrek, the taciturn Dwarf warrior, is seeking his own death in battle. His companion Felix, the disgraced son of a wealthy noble, has sworn an oath to record the epic story of Gotrek's demise.

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.

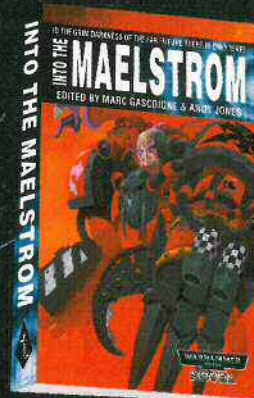


FIRST & ONLY

In the Chaos-infested Sabbat system, Gaunt must lead his men through as much in-fighting amongst rival regiments as against the forces of Chaos. It seems like everyone is out to get the Ghosts, and the bodycount is rising...

INTO THE MAELSTROM

An anthology of the very best Warhammer 40,000 short stories. A dozen awesome gothic sci-fi stories collected from over two years of Inferno!, our regular fiction magazine.



£5.99 • OUT NOW

CASTING THE RUNES

I think it's time to look at the army in a little more detail (i.e. find out what's actually in it). It seems the norm in an article of this type to start with the leader of the army, and then work your way down. However all I'm prepared to say for now is that I've chosen a Farseer as my HQ choice, and it will be better for me to explain why I've chosen him at the end of the article, when a little more light has been shed on how the rest of the army works. Let's start with the Troops choices. A quick glance at the army reveals that three of the Troops choices (Scorpions, Banshees and Dragons)

have been chosen in squads of six models; this is not a coincidence. I've picked the army in this way so that you can decide which of the three squads you want the Falcon grav tank to carry into battle (a Falcon has enough space to transport a squad of up to six models). The choice of which squad the Falcon is going to carry will largely be based on which army you're fighting against (more on this later). The general principle behind having six-man Aspect Warrior squads and a Falcon grav tank is to make your army as tactically flexible as possible.

CHILDREN OF ARHRA



Striking Scorpions

As far as I'm concerned, Striking Scorpions are the business. They are the toughest (3+ save) and the strongest (S4) foot troops in the Eldar army (apart from Wraithguard). Also, many players really seem to underestimate their battlefield prowess. I think one of the many reasons for this, is that like much of the Eldar army, they must be used properly. It's vitally important that they make it into close combat, because armed only with shuriken pistols, they're not exactly what you would describe as a 'shooty unit'. As I've already mentioned, Striking Scorpions get a 3+ armour save. This really increases their survivability, and perhaps more importantly serves as an excellent source of frustration for your opponent, as more often than not he'll have real trouble killing them. However, on the down side, the effect of this heavier armour means that they are unable to utilise the Fleet of Foot rule. Bearing this in mind, picking six Scorpions (five basic troopers and an Exarch) means that I can use the Falcon to

transport them if necessary. So, the question is, under what circumstances would the Scorpions get the nod to ride in the Falcon, ahead of the other two six-man squads? Being an Eldar commander, I think it's always useful to bear in mind the maxim 'horses for courses', and in the case of Striking Scorpions, they are at their most effective when chopping up Imperial Guardsmen or Dark Eldar Warriors. These enemy troop types have very little armour, and so the Scorpions' lack of power weapons becomes fairly irrelevant, as their Strength 4 attacks (including a special Strength 4 attack from their helmet-mounted mandiblasters before the combat begins) carve a bloody swathe through your opponent's ranks. Their 3+ save means that once they have been delivered, they should be able to survive on their own for a little while, leaving the Falcon to go and hunt some more prey. I also decided to upgrade one of the Scorpions to an Exarch, who I've named Sahranin. He adds character to the unit, as well as an extra edge in close combat.

SCREAMING DEATH

Howling Banshees



Howling Banshees are another really hard close combat unit. I've picked six of them to target and take out any heavily armoured troops in my opponent's force. The crucial difference between Banshees and Scorpions is that Banshees wield power weapons. This means that armour saves are completely bypassed (this sort of thing gets Space Marine players very worried). Now if I were playing against Space Marines (who wear power armour) or Dark Eldar, and fancied butchering a few Incubi (who wear the Dark Eldar equivalent of power armour), then it would be sensible to let the Banshees travel in the Falcon. However, when using Banshees it's worth

remembering that they are not as heavily armoured as Scorpions, and as such they quickly die without support. Sure, Banshees are great when they charge, (especially as their Banshee masks allow them to attack first regardless of initiative), but if there's anyone left standing, they tend to exact a bloody revenge. My advice would be to use them first and foremost to take out troops in decent armour, usually your opponent's elite troops (it's such a shame to see those power weapons go to waste), and secondly to look out for any unit that has become isolated from your opponent's main force. This will allow your Banshees to pounce, without the rest of his army jumping on them in the next turn.

FIRE OF VAUL



Fire Dragons



I have chosen six Fire Dragons for entirely different reasons to those behind choosing the Scorpions and Banshees. These two units are great when they get into close combat, whilst Fire Dragons are deadly when they just get close. When picking the army I started to get a bit worried that it lacked anything to dent (or melt) vehicles. Fire Dragons were the natural choice. If they get within 6" of their target, which is half range for fusion guns, then they roll 2D6 for penetration rather than 1D6. They also come equipped with

melta bombs (it just gets better), making them a tank commander's worst nightmare. For maximum effect I upgraded one of the troopers to an Exarch, who I have called Fuream, and armed him with a fire pike for even more tank-busting firepower. So, if you're really worried about Tanks or Terminators (yes, fusion guns have AP2), then let Fuream and his boys commandeer the Falcon so it can drop them off nice and close where they can have maximum impact.

Dark Reapers



FURY OF KHAINE



For me, Dark Reapers are a must in any Eldar army. Most of the firepower in the Eldar army is actually quite short ranged, so being able to choose a squad where every member carries a heavy weapon comes in fairly handy to say the least. I have chosen three Dark Reapers for this army, (the minimum number allowed). Their job will be to provide fire support to the rest of the foot troops, and perhaps target any light vehicles that threaten my lines. Just make sure they are well positioned so they have a good field of fire, and try to keep them out of trouble.

WINDS OF DEATH



Shining Spears



The new Shining Spears models are so cool that I just had to have some in my army (for me they evoke images of futuristic knights). As well as looking brilliant on the table top, there are two other reasons in particular why they fit so well in a Swordwind army. Firstly, they give me the option of choosing another unit of Aspect Warriors. Don't get me wrong, I really like Guardians on jetbikes, but Shining Spears fit in much better with the overall theme of the army. And secondly, they complement

my overall tactical plan superbly well. Even though I've only chosen three of them, they should still be able to have a considerable impact. I envisage the Shining Spears supporting the Falcon grav tank, and pouncing in a combination attack at the same time as the Falcon delivers its cargo. Just imagine the potential damage caused by a unit such as the Striking Scorpions, charging in tandem with the Shining Spears. And don't forget, the unit being charged should have been softened up already by the Falcon's scatter laser!

Aspect Warriors are the most deadly Eldar fighters. Each wholly takes on a part of the personality of their war god, forgetting their life outside of the shrine. The aspect is all important to them. Thus it is that a once peaceful artist may become a merciless Fire Dragon, or a male Eldar can assume the role of a female Banshee.

Inquisitor Czevatk, address to the council of nine

CRAFTWORLD DEFENCE

Guardian Defender squad



The army really needs filling out, and a large unit of Guardian Defenders will do the job perfectly. 16 Guardians armed with shuriken catapults are not to be underestimated. This squad provides a solid block that can advance quickly (using fleet of foot), soak up lots of firepower (all will be explained) and deliver a fearsome punch

(shuriken catapults are assault 2 which means that this squad is capable of throwing out 32, Strength 4 shots – not bad eh?). As for the “soaking up firepower” bit, the squad is accompanied by a Warlock, Quen Talam, who has the Warlock power ‘conceal’. This gives the whole squad a 5+ cover save, and really adds to the survivability of the unit.

If you're feeling really brave, you could try choosing a Swordwind without any Guardians at a

HAMMER OF KHAINE



The Falcon grav tank is an important tactical link in the make up of the army, mainly because it can quickly transport any of the three six-man squads (Dragons, Scorpions or Banshees) into the heart of battle. As well as this, the Falcon's pulse laser is an excellent anti-tank weapon, and as the army is pretty short on such weapons, it will be very important to use the

Falcon wisely. I have also equipped the Falcon with a scatter laser, which is an excellent anti-personnel weapon, and as such will come in particularly handy for softening up enemy squads, before the unit that the Falcon is carrying disembarks to deliver the killer blow. As the Falcon is such an integral part of the force, I have decided to equip it with a holofield, to try to keep it alive for as long as possible – it's bound to attract a huge amount of firepower!

Falcon grav tank



Eldar Farseer



Last but not least comes the leader of the army, Malorn Aren, a Farseer of considerable standing within the Biel-Tan craftworld, and an important figure on the tabletop. Malorn has been equipped with a singing spear so that if things are getting desperate he can make an impact in combat. However his true role on the battlefield is to utilise the Farseer power Guide that I have chosen for him. Malorn's position on the battlefield really depends on the type of army you are fighting against. Guide

GUIDER OF SOULS

allows Malorn to choose a squad within 6" to re-roll any missed shooting to hit rolls. If you're fighting against Space Marines, it may be wise to position him near the Dark Reapers, who are particularly skilled at taking down these ignorant brutes. Against Eldar, Imperial Guard or even some of the smaller, less scary Tyranid creatures (*Less scary? What do you mean, less scary? – Simon Shaker*), try putting him within 6" of the Guardians, because 32 shots, re-rolling missed hits is very nasty. Whatever you do, make sure he has an impact – Guide is a very effective power, and should not be wasted.

BROTHERS OF ASUR

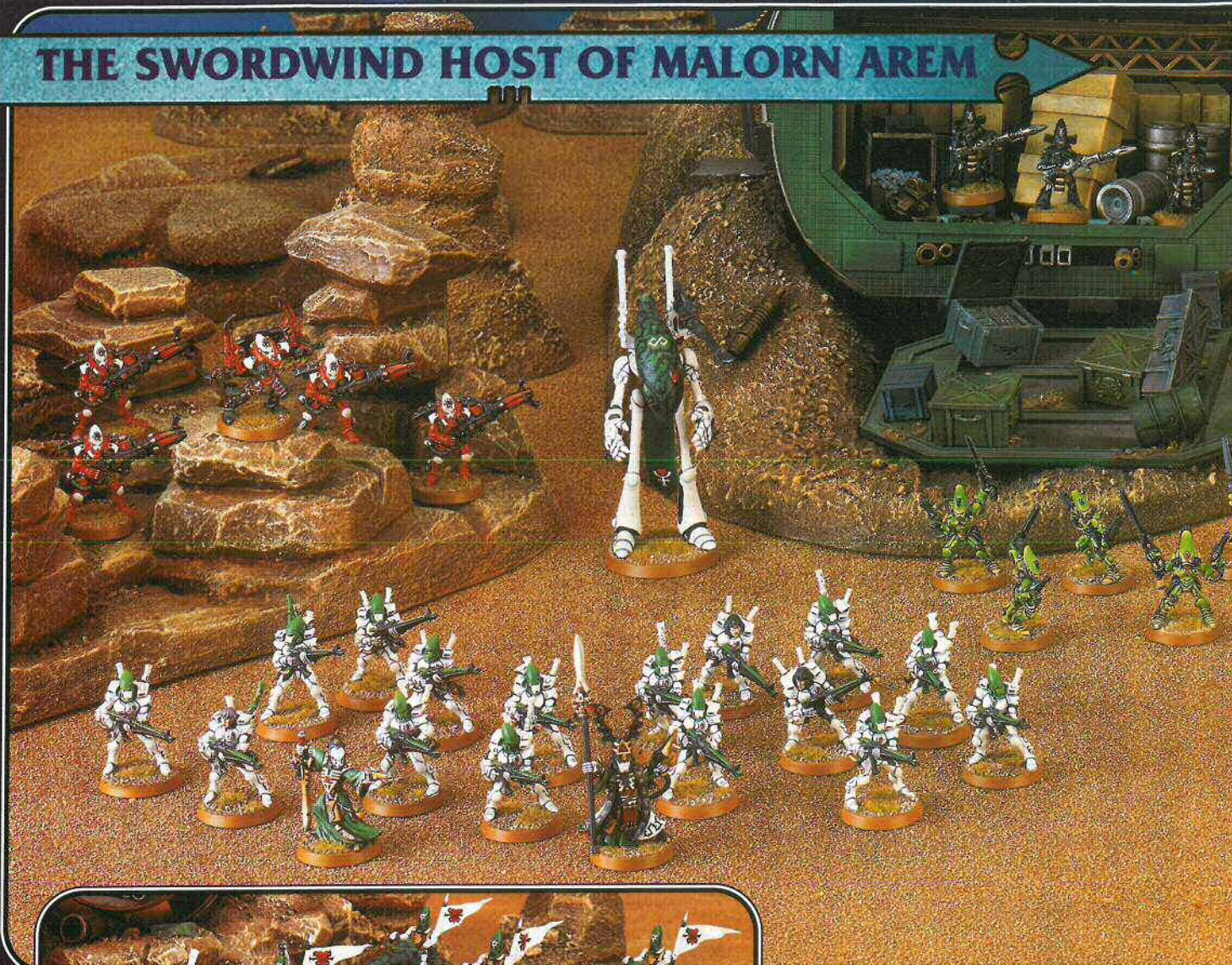
Well, we have our 1,000 point Swordwind army, so what next? It would be great to take the army up to 1,500 points. This would mean that in smaller battles, you would be able to pick and choose which squads you wanted to take, as well as having a big enough force to take part in larger engagements. So, what would I include?

I think first of all I must have a Wraithlord. I just couldn't squeeze one into the first 1,000 points so now is the ideal opportunity. Armed with a bright lance, he increases the tank-killing capabilities of the army quite considerably (apart from the Fire Dragons, the first 1,000 points lacks much fire power of this type). Another possible weakness in the first 1,000 points is that the army is a little slow moving (with so many troops on foot). This can easily be remedied in the extended force, with the

inclusion of a squad of six Warp Spiders (including an Exarch), and five Guardian jetbikes. Giving the Warp Spider Exarch the power 'Withdraw', should help to protect his squad if they find themselves in any tricky situations (i.e. being charged by something big and nasty). I've got just enough points to spare to allow me to apply a few finishing touches to the force. Firstly I can give Fuream the Exarch power 'Tank Hunter', allowing him to reroll any AP rolls he has to make (useful when you've got a firepike). Secondly I can give Malorn Aren a second power, 'Fortune'. This allows a single squad within 6" to re-roll failed armour or cover saves (this will make a great combination with Quen Talam's 'Conceal' power).

Finally, good luck to all you Eldar players out there. The future of a dying race is in your hands...

THE SWORDWIND HOST OF MALORN AREM



Left: Shining Spear Aspect Warriors lead Guardian jetbikes into battle.

Below: Striking Scorpions locked in vicious combat with Ork Nobz.





Above: The expanded Swordwind host in all its glory.



Above: Fuream and his Fire Dragon squad attack an Ork Dreadnought.

"The Eldar cannot be trusted; promises to aliens have no validity."

Major Gloris upon ordering his company to open fire on the Biel-Tan peace delegation on Zophris V

Welcome to this new White Dwarf feature, which will include new rules, scenarios, previews of stuff still in development and much, much more...

Warhammer Chronicles takes a look at the Warhammer game, its rules, background and game mechanics, frequently stolen from in-progress developments here at the Studio. It also acts as a forum for dedicated Warhammer players who have produced inspired, well thought-out and exciting additions to the game (the worth of which will be decided by the gods of the Warhammer world). If you have got a good item for Warhammer Chronicles then write in to:

*Tuomas Pirinen
(Warhammer
Chronicles)
Games Workshop
Willow Lane, Lenton
Nottingham, NG7 2WS*

Please note that any letters containing rules queries, requests for monetary donations, attempts to convert me to watching Barney the Dinosaur, etc. will be fed to the Snotlings, as the volume of mail we receive is quite large enough already!

Tuomas

Warhammer Chronicles

By Tuomas Pirinen

To start with, we are going to focus our efforts on unpublished stuff from the games development team. Alessio has written some additional rules for new types of cannon balls, grapeshots and mortar shells – these should interest Dwarf and Empire generals in particular. Then Nigel and Rick present some new rules for the Lich Priests of the Khemrian Undead featured in WD227.

As with all material in Warhammer Chronicles, these rules and additions are sanctioned by the Grand Theogonist, and should be fair and balanced. If you

disagree, send us a letter and tell us your views. If you have a good point, we will publish your letter.

So what's in store for the future then? I will be detailing the rules for Beastman Centaurs, a new regiment for the Beastman army which I did not have time to finish when we published the Realm of Chaos book. Nigel still has a couple of Regiments of Renown up his sleeve, and I have plans to introduce Warhammer underground rules sometime in the future.

Right then, let's get stuck in...

Special Artillery Ammunition

By Alessio Cavatore

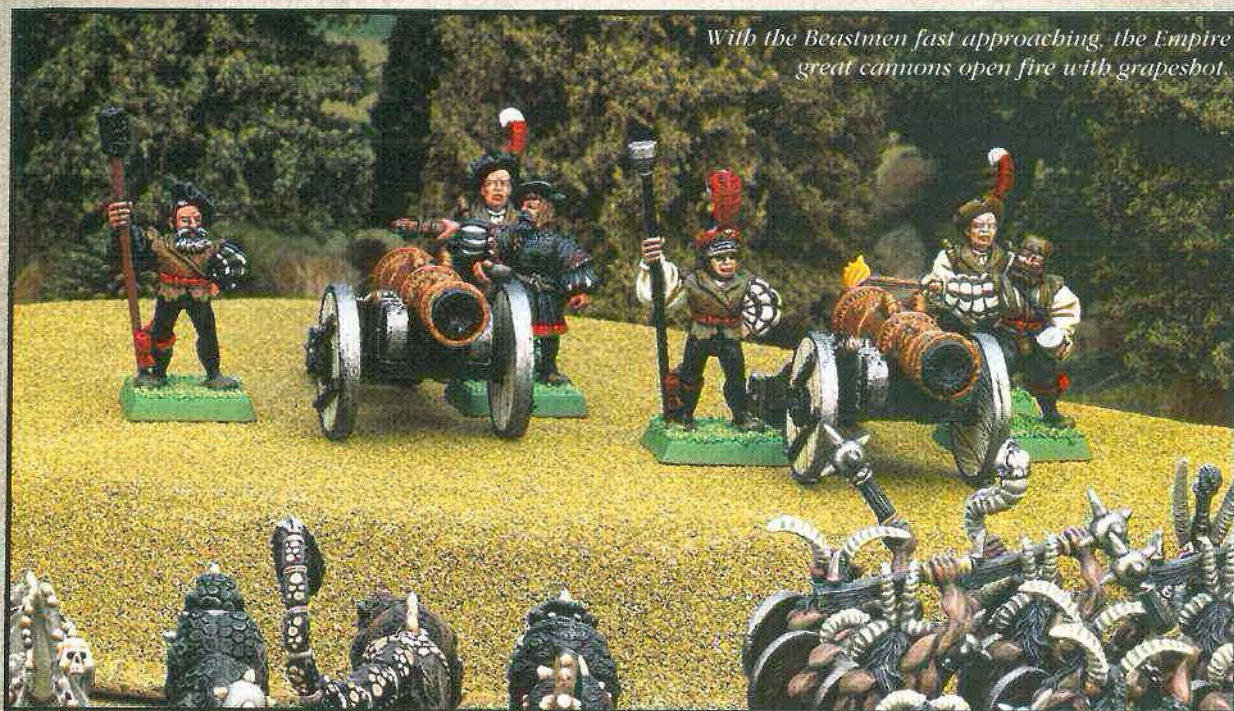
In a recent game against Dwarfs, my Gutter Runners infiltrated the enemy lines to attack a hill that, not surprisingly, was crammed with cannons. The Dwarf artillery was busy laying a heavy barrage on my advancing furry horde. During the Dwarf shooting phase one more gun materialised out of thin air, right in front of my surprised Gutter Runners. It was the classic Dwarfish Invisible Cannon ploy. At this point a strange thing happened; my ninja-rats reacted in a most unexpected way and started to laugh maliciously at the Dwarf crew.

You see, the gun had appeared too close to them to be of any threat. As many experienced players know, in Warhammer the safest place to be if you don't want to get hit by a cannon, is sitting right in front of its muzzle! How is this possible? Well, if the crew wants to hit a target that is very close, they will level the gun and the player will declare 0 inches. The problem is then that the minimum distance the cannonball can travel before hitting the ground is 2", so if you are standing right in front of the cannon and inside those two inches you are perfectly safe (yes, I've heard of Runes of

Immolation, but that's not the point!).

In reality, let's say during the Napoleonic period, a regiment a few metres in front of a cannon would surely not have been as confident as my Gutter Runners. This was because as well as solid cannonballs, these guns could be loaded with different kinds of ammunition, some of which were specifically designed to deal with massed troops very close to the artillery piece. Names like grapeshot or canister instilled fear in veteran soldiers, as that kind of ammunition consisted of a load of little metal balls, nails and various other small metal projectiles. When fired, this saturated a wide cone-shaped area in front of the gun with deadly shards of metal. The range was quite short, because those little projectiles quickly lose energy in flight, but at point blank range the effects were horrifying.

Many kinds of 'special ammunition' have been developed throughout history. In this article I have tried to represent some of them in Warhammer, to make the game a bit more realistic and to avoid silly situations like the one involving my Gutter Runners and the Dwarfs. Now it's the Dwarf crew's turn to laugh...



With the Beastmen fast approaching, the Empire great cannons open fire with grapeshot.

All war machines are equipped with an unlimited supply of the special ammunition specified below (and when I say Dwarf Cannons I do not mean Organ Guns or Flame Cannons, but just the normal, plain, old cannon!). The crew of the war machine can decide which ammunition to use at the beginning of each shooting phase, and must declare this before rolling any dice. If the player does not say anything and rolls the dice, assume that normal ammunition has been employed.

Dwarf Cannons and Empire Great Cannons

Full charge As normal

Half charge *The crew decides to employ a smaller charge of powder to reduce the chances of a destructive malfunction. Their shots will be less effective, but they are almost sure of not blowing up their cannon.*

Maximum range you may guess:
half normal.

Strength 7, D3 Wounds, no save.

Distances rolled on Artillery dice: halved (e.g. if you roll an 8, the ball travels/bounces 4").

+1 to rolls on the Misfire table.

Grapeshot *Seeing the enemy are a bit too close for comfort, the crew loads a deadly canister full of copper coins, nails etc...*

Roll the Artillery dice. If it's a Misfire, roll normally on the table. If it is any other result, ignore the dice and place the flame template straight in front of the gun. All models under the template (even if only grazed by it) suffer a Strength 4 hit (1 Wound, -2 save modifier).

Chained shot *Invented for naval warfare, this ammunition consists of two cannonballs linked by a chain, capable of inflicting horrible damage on massed regiments of troops as well as on large creatures.*

Hits two models-wide column in the affected unit (instead of the normal single model-wide column).

Maximum range you may guess: halved.

Strength 6, D6+1 Wounds, no save.

Distances rolled on Artillery dice: halved.

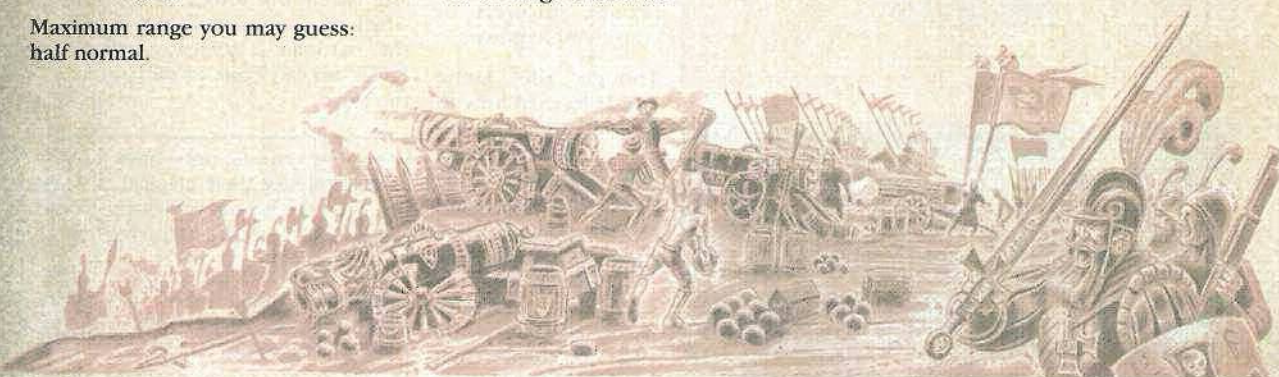
-1 to rolls on the Misfire table.

Catapults and Mortars

Single rock/explosive As normal

Multiple rocks/shrapnel *These projectiles split/explode during their descending trajectory, showering the unfortunate troops below with a terrible rain of death.*

Position template as normal, all models under the template (even if only grazed by it) suffer a Strength 4 hit (1 Wound, -2 save modifier).



Incendiary These missiles are made of a concoction of highly flammable liquids that ignite on impact and transform the area hit into a blazing inferno.

As normal, but S4, 1 Wound, -1 save modifier.

In addition the unit is moved backwards until it is completely out of the template.

If hits a wood or a building, on a 4+ the item of scenery immediately becomes impassable terrain for the rest of the battle and troops occupying it must move out of it by the quickest possible route.

Gruesome (catapults only)

Sometimes a regiment has to endure the shocking experience of being hit

by the remains of former comrades or of civilians slaughtered by the enemy and transformed into grisly projectiles.

As normal, but only the model under the central hole of the template is hit, suffering a Strength 5 hit (1 Wound, -2 save modifier). The unit hit has to take a Panic test, regardless of casualties suffered. If they roll a 2 for the Panic test, the unit will Hate all of the enemy army for the rest of the battle.

Bolt Throwers (single shot only)

Normal bolt As normal

Reinforced bolt All bolt throwers carry a reserve of heavy bolts, with

bands of iron and sharp blades riveted along the shaft.

Range: halved

Strength 6, D3+1 Wounds, no save.

Aiming device One of the many works of the genius Leonardo da Miragliano was the development of optics applied to targeting devices for artillery.

The crew can choose not to shoot, in order to aim more carefully at one target in sight (declare which unit they are aiming at). If the target is still in sight in the next shooting phase, they can choose to fire at it with a +2 bonus on the roll to hit, to fire at a different target with no bonuses to hit or to spend the phase aiming at another target.

Liche Priests

By Nigel Stillman & Rick Priestley

For those of you who play with the Tomb Kings of Khemri, the following entry provides more background for the enigmatic Liche Priests as well as a new magic system for these masters of the rites of death.



"Revered One, Venerable One, Lord of Secrets, High Priest of the Temple of Millions of Years, Keeper of the Pyramid of Eternity, Interpreter of Mysteries, Prophet of the Lord of the Tomb, Master of Awakenings, Bearer of the Serpent Staff, Khatep the Enduring."

Names and titles of Khatep,
Liche High Priest of Khemri.

In their desire to defy death, the mighty kings of Nehekhara commanded their priests to study the sorcerous arts of mummification and resurrection. To this end the priests studied sinister magic and learned many secrets from the mouths of dark and nameless creatures. Each generation of priests exceeded their tutors in power and in age, until they became sorcerers of considerable power.

Though the Liche Priests learned how to extend their own lives by hundreds of years, they did not become truly Undead until Nagash cast his great spell over the land of Nehekhara. As the spell took its effects, living things were slain and dead things returned to life. As

many of the Liche Priests were more dead than alive they were turned into Undead!

Since then they have served their masters, the Tomb Kings, whose ancient tombs they and their kind had guarded for untold ages. The Priests of each necropolis watch over their King as he rests, performing the age-long rituals of preservation, and when the time is right they cast the spells of awakening that return him to the mortal world. When their King leads his Undead legions to war, the Liche Priests march too, ready to lend their sorcerous arts to the battle.

Special Rules

Liche Priests always use their own Scroll magic as detailed below, instead of the Necromantic Magic which is used by Necromancers and Vampires. They still count as wizards in all other respects.

Scrolls of the Dead: The Liche Priests cannot cast spells in the manner of other wizards or sorcerers. Their magical powers, though considerable, are based on long, tedious rituals which are altogether impractical on the battlefield. Instead, each Liche Priest can carry one or more Scrolls of the Dead.

As Liche Priests now have to pay separately for their magical powers, replace the points values presented in WD227 with the following:

Liche Priest	25pts
Liche Priest Champion	60pts
Master Liche Priest	105pts
High Liche Priest	179pts

Scrolls of the Dead

There are four different kinds of Scrolls of the Dead: *Menkare's Scroll of Urgency* (which affects movement), *Horekhab's Scroll of Righteous Smiting* (which increases a unit's Attacks), *Neferre's Scroll of Mighty Incantations* (which is used to cast spells), and *Djedre's Summonation of the Vengeful Dead* (which summons Undead reinforcements). As with all magical scrolls, a Scroll of the Dead may be used only once, as the moment it is read it crumbles to dust. However, a Liche Priest can carry an unlimited number of each of these scrolls in addition to any magic items he has, at the points cost shown.

A Liche Priest can read a Scroll of the Dead at any appropriate moment as described below: the magic encribed upon it is unleashed immediately as he does so. A Liche Priest can read only one Scroll of the Dead during any single phase, except for *Scrolls of Mighty Incantations*, one of which may be read per magic level.

Menkare's Scroll of Urgency

A Scroll of Urgency can be used during the player's movement phase. When the scroll is read, any one unit can move double distance that turn. The scroll's magic invigorates ancient limbs and drives old bones with fresh determination. Only the unit's normal move is affected: the scroll does not increase the unit's charge distance, pursuits, flees or any other unusual moves. A unit can only move a maximum of double distance, it may not move further, so it is not possible to use several scrolls from different Priests to move a unit vast distances across the tabletop.

Horekhab's Scroll of Righteous Smiting

A Scroll of Righteous Smiting can be used either in the player's own shooting phase or during any hand-to-hand combat round before a unit strikes its blows. The unit is suffused with magical energy which enables the troops to fight with supernatural vigour. If used in the shooting phase, the player selects one unit of troops or a single war machine – the chosen unit or machine shoots twice that turn. If used in hand-to-hand combat, the player nominates a unit of troops that is fighting, and each model in that unit, including any characters fighting with

the unit, make one extra Attack that turn. Only one Scroll of Righteous Smiting can be used on any single unit during a turn. Note that because the scroll can be use in any round of hand-to-hand combat, it can be used in the enemy's turn if you wish.

Neferre's Scroll of Mighty Incantations

A Scroll of Mighty Incantations can be used in the player's own magic phase. When the scroll is read, the Liche Priest automatically casts one of the following spells. The player chooses which of the spells to cast once he decides to use the scroll. The spell may be countered like any other spell cast by a wizard of the Liche Priest's level. The spell requires no power to cast but power cards can be used to reinforce the spell in the usual way. Scrolls count as spells of power 2 for purposes of Rebounds etc. The number of Scrolls of Mighty Incantations a Liche Priest can read in a single magic phase is one per level – so Liche Priests can read one scroll, Liche Priest Champions two, Master Liche Priests three and High Liche Priests four. This is the only instance where a Liche Priest can read more than one scroll in a single phase.

1. Tomb Dust. This spell can be cast upon any enemy unit within 18". The unit is enveloped by choking dust and abrasive sand. The unit suffers D6 Strength 4 hits and no armour saves are allowed against any wounds caused. In addition, roll a D6 and subtract the number shown from the the unit's total permitted move distance in its following turn. You might wish to leave the dice by the unit to remind you of this penalty.

2. Quaking Horror. This spell can be cast on any enemy unit within 24". The unit is beset by terrible, haunting visions of death and must take an immediate Fear test but with a -1 penalty (2D6 against Leadership -1). If this test is failed the unit flees immediately, and in addition, its Leadership value is reduced by -1 for the rest of the battle. Units which are immune to fear cannot be affected by this spell.

3. Serpent of Death. This spell can be cast on an enemy unit that the Liche Priest can see (i.e. to which he has 'line of sight') and which is within 24" of him. A ball of black energy bursts from his bony hand and strikes the foe. This causes 2D6 Strength 4 hits on the target with no armour saves allowed.

Djedre's Summonation of the Vengeful Dead Scroll

The Summonation of the Vengeful Dead Scroll can be read at the start of the player's own turn. Nominate any unit of Skeleton warriors, Skeleton bowmen, Skeleton cavalry, Tomb Guards or Skeleton chariots. Roll a D6. If the nominated unit is Skeleton warriors, bowmen or Tomb Guards, add the number of models rolled to the unit. If the nominated unit is Skeleton chariots, add nothing on a roll of 1-2 and one model on a roll of 3-6. If the nominated unit is Skeleton cavalry subtract -1 from the dice score, so no models are added on a roll of 1, 1 on a 2, 2 on a 3 and so on. Several Summonation of the Vengeful Dead Scrolls (from different Liche Priests) can be used upon a unit during a turn, allowing a unit to be substantially reinforced if necessary.

If 5 or 6 Skeleton warriors, Skeleton archers or Skeleton cavalry should be created by a Summonation of the Vengeful Dead Scroll, the models may be used to create a new unit instead of adding to the existing one. New units automatically have the same equipment as the original nominated unit, but no standards, musicians or champions. Note that you cannot create new units of Tomb Guards or chariots. New units must be placed within 12" of the Liche Priest who has summoned them, and must be positioned so that they are at least 1" away from the enemy. A new unit can declare charges, move and fight that turn.

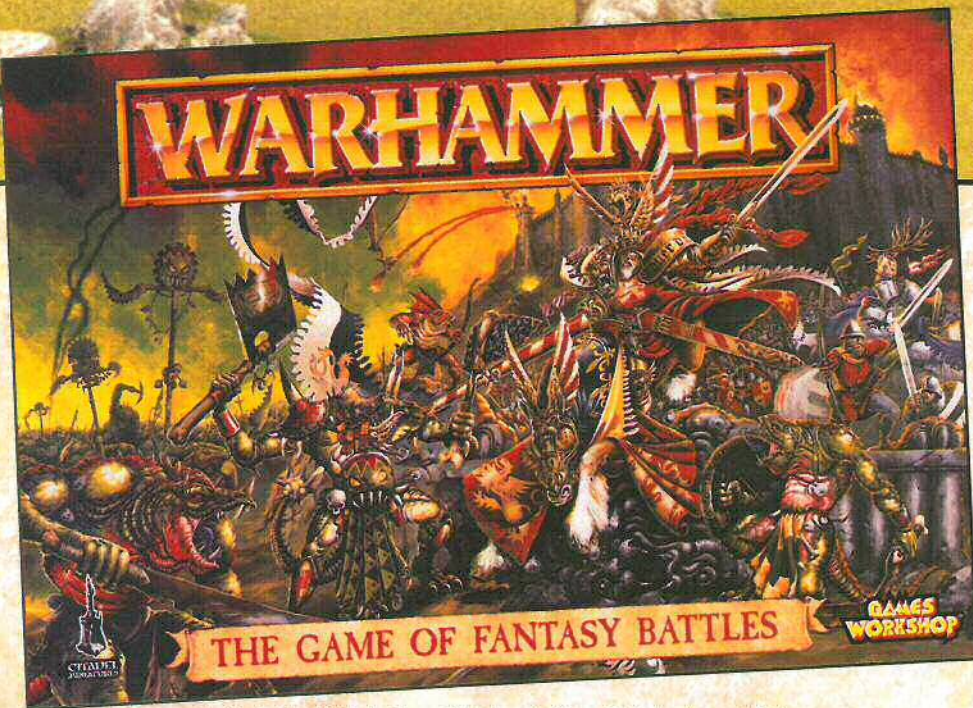
Adding reinforcements to a unit does not increase its value when it comes to working out victory points at the end of the game. If you create a new unit it is automatically treated as worth 1 victory point.

<i>Menkare's Scroll of Urgency</i>	15pts each
<i>Korekhab's Scroll of Righteous Smiting</i>	25pts each
<i>Neferre's Scroll of Mighty Incantations</i>	25pts each
<i>Djedre's Summonation of the Vengeful Dead Scroll</i> ..	20pts each

WARHAMMER



The Bretonnian army in combat with their arch enemies the Lizardmen. The photograph above features metal miniatures not available in the Warhammer boxed game.



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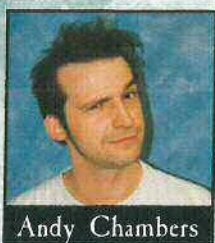
In Warhammer you become a fearless commander, painting and assembling mighty fantasy armies to do battle on the tabletop. Warhammer provides you with the core regiments of two armies – the knightly Bretonnians and the reptilian Lizardmen – and all the information you need to collect and paint your forces ready for battle.

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The Warhammer boxed game contains everything you need to get started including Citadel miniatures, buildings, rulebooks, dice, range rulers and much, much more.

Models supplied unpainted and unassembled. Contents and components may vary from those illustrated.



SPACE IS GREEN!

The Ork menace in the Gothic Sector escalates, with Andy Chambers' new rules for Ork Hulks and Roks.

In uncounted lairs, the Orks lurk, seething like a cancer beneath the skin of the Imperium. Until now their space-faring capabilities were limited to kroozers and raiders, but all that is about to change. Andy Chambers unveils rules for Ork Roks and the terrifying Ork Hulk. In space, EVERYONE can hear the Waaagh!

The Orks are not the greatest space-faring race in the galaxy. Their ships are usually nothing more than rusty hulks, kept going by the constant efforts of Ork Mekboyz. They make great use of salvaged hulks and their largest vessels are often refitted Space Hulks or asteroids (or Roks as the Orks call them) that have drifted too close to one of their worlds.

Although Orks build spaceships for raiding and general piracy, these captured Space Hulks and Roks are generally used in the huge Waaagh! fleets that are a constant threat to the Imperium. They are also used as pirate bases for Freebooter Kaptains and for defending Ork-held systems.

Note: Due to the chaotic construction of Space Hulks and Roks its highly unlikely that any Citadel miniatures will ever be made for these craft. But we've decided to include rules for them anyway, because they're fun and very easy to scratch-build.



An Imperial Retribution battleship exchanges fire with an Ork fleet led by a Rok.

ORK ROK 80pts

Orks Roks are basically large asteroids hollowed out and fitted with drives, guns and crew quarters. Though Roks are incapable of travelling through the warp, any system containing Orks will quickly accumulate a growing number of Roks, as the Orks 'build' them at a prodigious rate. For example, in 147.M41 an Imperial cruiser force swept the Kaloth system for Ork pirates and destroyed seven escort class ships and four Roks. In 148.M41 another expedition encountered twenty-one Roks in the same system and was forced to disengage after the battlecruiser *Stalwart Warrior* suffered crippling damage and was in danger of being overwhelmed by Ork boarding parties.

Special Rules

Roks are sufficiently different to both Orbital Defences and true spaceships to require a number of special rules. However any rules

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	10cm	Special	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Heavy Gunz Battery		15cm	4	All Round	
Gunz Battery		45cm	D6+6	All Round	
Torpedoes		30cm	D6	All Round	

which are not specifically noted as being modified below, apply in full to Roks. For example, Roks which lose half their damage are crippled just like other vessels.

Movement:

Because they are basically large lumps of rock with engines studded all over them, Roks don't move in the same way as normal ships. In their movement phase Roks travel 10cm forward in a straight line, no more, no less.

Roks may not turn or use *Burn Retros* or *Come To New Heading* orders.

On *All Ahead Full* orders Roks move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the left.

Due to their low speed and considerable momentum, Roks which are crippled or moving though Blast markers do not reduce their speed. Roks in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

Critical Hits:

Roks lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

Catastrophic Damage:

When a Rok is reduced to 0 damage it breaks up. Do not roll for Catastrophic damage, instead the Rok is replaced by 4 blast markers.

A successful Rok course change



An unsuccessful Rok course change



Under attack from the rest of the Ork fleet, Imperial capital ships close with an Ork Space Hulk.



ORK SPACE HULK 600pts

Space Hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam, that are cast together after millennia of drifting in and out of warp space. How and why Space Hulks appear from the warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. Some Space Hulks are infested with alien life forms, Chaos renegades or even worse horrors, but most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard Space Hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

For the Orks, Space Hulks are their primary method of travelling between the stars. When a Space Hulk appears in an Ork-held system it is soon seized and converted into a huge invasion craft, with cavernous launch bays for innumerable assault boats and hundreds of thousands of Ork warriors and their war machines. Once completed, the Space Hulk is sent back out of the system with an attendant fleet of attack ships, kroozers and Roks. Once beyond the outer reaches, the Space Hulk will eventually be drawn back into the warp and, if all goes well, arrive at some point at a world ripe for conquest. No Ork Space Hulks were reported in the Gothic Sector during the course of the war, but by their very nature, a Space Hulk could appear at any place at any time.

Special rules

Like Roks, Hulks are so unlike other spaceships that they require a number of special rules. Again, any rules which are not specifically noted as being modified below, apply in full to Hulks.

Leadership:

Due to their enormous size, and the strain this places on Ork communications systems (ie shouting loudly), a Hulk is always Leadership 6.

Warlords:

Having an Ork Warlord aboard a Space Hulk does not double its boarding value. Also, the Warlord's upgrades are modified as noted over the page:

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/40	10cm	Special	3	4+	6
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Prow Gunz Battery		45cm		2D6+6	Front
Prow Torpedoes		30cm		2D6	Front
Prow Heavy Gunz Battery		15cm		8	Front
Dorsal Lances		60cm		4	All Round
Starboard Gunz Battery		45cm		2D6+6	Right
Starboard Torpedoes		30cm		2D6	Right
Starboard Launch Bays		Fighta Bommas: 25cm Assault Boats: 30cm		D6+2	-
Port Gunz Battery		45cm		2D6+6	Left
Port Torpedoes		30cm		2D6	Left
Port Launch Bays		Fighta Bommas: 25cm Assault Boats: 30cm		D6+2	-
Aft Gunz		45cm		2D6+6	Rear

++Contact established.

++Opticon reports twelve... no, thirteen wrecks making up the main body of the hulk.

++Augurs divine power sources emanating from eight of the wrecks.

++No indications of guidance or active weapons.

++Moving in for a closer sweep...

++Imperator! Multiple attack craft launches, look like Ork configurations, gun batteries powering up! Helm! lay in a course to get us out of here. If we can just..."

<<<<< message ends >>>>>

Last communication of the Frigate Vistula

“...**F**lotsam of ages past returned to contaminate the holy spheres of Man with all manner of alien foulness. These gigantic craft may bear heretics and deviants of the worst kinds: Genestealers, renegades, pirates, Orks and worse. But, as the lowest sea creature may subsist on the filth and detritus of the ocean bed and yet carry pearls of incomparable worth, so do these harbingers of terror carry ancient secrets of worth beyond measure. Where such means are at hand, the hulk must be boarded, cleansed of the dread taint of the alien and rendered unto the auspices of the Adeptus Mechanicus to allow proper study. Wherein the hulk is found to be in the hands of the brutal Orks, these beasts have been found to swarm in such numbers that victory can only be won with the might of entire Space Marine Chapters. Where such strength is lacking, the hulk must regrettably fall to the guns of the fleet, for to permit their entry to the inner spheres is to permit invasion on a nigh unstoppable scale.”

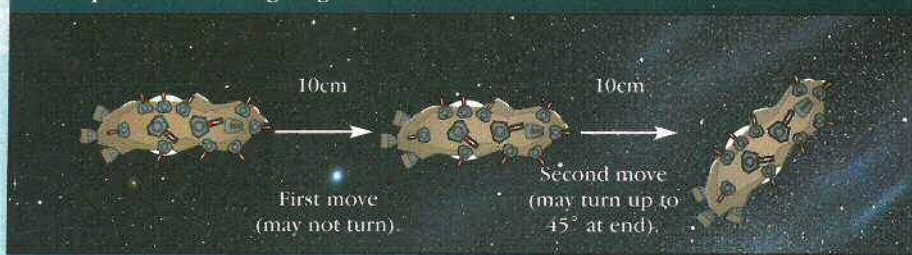
Excerpt from *De Xenos Maleficorum*.
Inquisitorial tome of the Ordo Xenos.

- Looted Torpedoes and Maniac Gunners upgrades can be used to effect only one weapon system or torpedo battery per turn. Which system is being effected must be nominated before the roll is made for its effectiveness – the re-roll can't be transferred elsewhere afterwards!
- Extra Powerfields costs +50pts instead of +25.
- Mad Mek's enables the hulk to ignore the effects of a critical hit on a D6 roll of 6.
- Mega-armoured Boarding Parties is unchanged.

Special orders:

A Space Hulk may not use *Come To New Heading* or *Burn Retros* special orders. Due to their enormous capacity, Space Hulks do not run out of ordnance if they roll a double for their command check for *Reload Ordnance* special orders.

Ork Space Hulk turning diagram



Critical Hits:

Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on a Space Hulk using the Critical Damage table. Instead the player who inflicted the critical can choose one of the three options below to represent him ordering his ships to target specific areas or systems of the Hulk.

1: “*Target high energy systems!*” Each critical hit using this option will reduce one of the following characteristics by one point (chosen by the player who inflicted the critical):

- Turret value.
- Shield value.
- Lance strength.

OR

2: “*Target weapons clusters!*” Each critical hit using this option will reduce one of the following characteristics by two points (chosen by the player who inflicted the critical):

- The firepower of a battery facing the direction the attack came from.
- The strength of a torpedo battery facing the direction the attack came from.
- The strength of either one of the launch bays.

OR

3: “*Target thruster assemblies!*” The Hulk must roll higher than the number of thruster damage criticals it has suffered on a D6 in order to turn.

Note that Hulks may not repair damage from critical hits during the game.

Catastrophic Damage:

When a Space Hulk is reduced to 0 Damage roll on the Catastrophic damage table. The drifting and blazing hulk results remain unchanged.

A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into asteroid field D3x5cm wide and long.

On a Warp drive implosion result the hulk is hurled back into the warp. Replace the Hulk with a Warp drift (celestial phenomena, p45). Any ships caught in the rift are effected immediately.

Using Roks and Space Hulks in campaigns

(With thanks to Johnathan Daniel's for his suggestions.) An Ork pirate fleet may use a single Ork Space Hulk as their pirate base in a campaign. If the pirate base comes under attack, substitute one Space Hulk for the target planet in a Planetary Assault or Exterminatus mission, and the planets in the *Hunter*, *Prey* scenario presented in WD233 (note that this does take some of the guesswork out of the scenario but does make for a very different encounter!). The Space Hulk must still be purchased using the fleet and/or planetary defence points allocation for the scenario, but the Hulk itself is not considered part of the fleet registry. In these scenarios, the low orbit table will actually represent very close range passes on the Hulk, so the normal victory conditions remain the same as far as assault points or the Exterminator are concerned. Also, should the Space Hulk be destroyed then the attacker will automatically win. Note that it is still possible for the Ork player to purchase low orbit defences, these simply represent short ranged point-defence systems studded about the Space Hulk.

In a campaign, Orks can build Roks by expending repair points. Once a Rok has accumulated 8 repair points it becomes active and may be added to the Fleet Registry.

Alternatively, by using the full Waaagh! Fleet list, Ork players can participate fully in a campaign, conquering systems and engaging in battles in the same way as Imperial and Chaos fleets.

Crippling:

Space Hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire.

Movement:

Like Roks, Space Hulks must move 10cm in a straight line each turn, no more, no less. Space Hulks likewise do not have their speed reduced by Blast markers or damage.

Turning:

A Space Hulk may turn up to 45° and only in every second movement phase. The turn must be taken at the end of the Space Hulk's 10cm movement. This can be seen more clearly in the diagram left.

Gravity Wells:

If a Hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a Space Hulk means that it creates its own gravity well extending 5cm from the edges of its base. This affects other ships in exactly the same way as a planetary gravity well and means that ships, Roks, etc can take up a stationary orbit around the Hulk. Objects orbiting the Hulk are moved along with it until such time as they break orbit.

“Like throwing eggs at a stone wall.”

Captain Hannish on the effectiveness of nova cannons against Space Hulks.

SPACE HULK & ORK ROKS

Our Ork Space Hulk was built by 'Eavy Metal painter Richard Baker, who also painted all the ships in our new Ork fleet (see over the page).

He built the Hulk using loads of Battlefleet ship parts taken from the 'Eavy Metal bitz box. He also used a lot of the left over plastic battery sprue bits, such as the turrets and flight bays, to bulk out the hulk.

Remember that no two Space Hulks look alike – they are made up from the flotsam and jetsam of space. As well as using the plastic battery bits, Rich has used Epic tank turrets, an Ork Kill kroozer, prours from both Chaos battleships (which could easily be replaced by a using a plastic cruiser), metal and plastic ship bridges, plastic tubing (from an old biro pen), gantries from an Epic plastic mega-Gargant and Ork metal glyph plates.

Ork Rok



The Ork Rok was also built by Richard Baker and uses the same techniques and bits as the Space Hulk. This time he has used an Ork kroozer and the left over bits from the plastic Epic mega-Gargant.

BATTLEFLEET
GOthic

Space Hulk



BUILDING ORK ROKS

Roks are nice and easy to build, and make good practice for building Space Hulks! Rich Baker presents a step-by-step guide to Rok engineering.

1: Get a chunk of polystyrene (anything up to about 5cm across) and make it a more irregular shape by cutting into it with a modelling knife.



2: Find lots of small pieces of junk from your bits box – spare turrets, engines, antenna, whole escort ships, pieces of Epic tanks, small tubes and so on. Don't go too mad with the number of pieces (especially metal bits).

3: Push some of the larger metal bits into place on your Rok, use PVA glue to stick them securely. Important note: Do NOT use superglue for this as it will only melt the polystyrene and produce horrible toxic fumes – and it won't stick at all.



4: Take a flying base and find the centre of gravity on your Rok (or the whole thing will not balance and will tip over all the time in an annoying fashion), then push it into the polystyrene.



5: Paint the polystyrene with textured paint (available from DIY stores), failing that, paint or PVA glue mixed with sand will do.



6: While the textured paint is still wet, add coral rock or sand for additional texture.

7: Spray it black and paint it. You will need to put a mark on the Rok's base to show which way it travels. We used a metal Glyph plate for this but transfers or a blob of paint work just as well.

If you are looking for inspiration, check out the pictures above and the Ork fleet painting guide featured over the page.

BUILDING A SPACE HULK

As mentioned above, Hulks are built in a very similar fashion to Roks. The main difference is that a Hulk needs a central core to give it some rigidity, and a big base.

1: Take a length of wood, doweling or plastic tube to form your central core and cut it so that it's about 15-20cm long.

2: Drill a hole in the core halfway along it, and glue some strong wire or brass tubing into the hole (coat hanger wire is about stiff enough) using a two part epoxy glue. This will give you a 'handle' to hold the Hulk while you're modelling it, and later a stem for your base.

3: Find another chunk of wood for the base of the Hulk and drill a hole in it that the wire attached to the core can fit into. This makes a useful temporary stand while you're working on the Hulk and eventually you can glue the wire into place to form a permanent base when you've finished it. Note, you could simply use a battleship-sized base but you'll need to keep the Hulk itself light or go for some serious reinforcement to prevent the perspex stand breaking. On my Hulk I ended up having to use three stands to brace it because it was so heavy!

4: Scrunch some polystyrene onto the core and secure it in place with lashings of PVA glue. Use the polystyrene to give it a general shape – you can add bits on later.

5: Paint the polystyrene with textured paint as for a Rok.

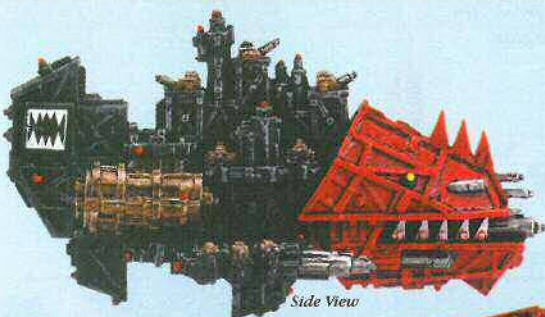
6: Add antenna, wrecked ships and gun turrets to taste. On my Hulk I also used pieces of tubing to represent fighter launch tubes and a number of really old metal spaceships I've had kicking around since dinosaurs ruled the earth. However don't add anything which is too big, as it will destroy the sense of scale. Secure the pieces in place as for the Rok.

7: Cover any exposed bits of polystyrene with more glue and sand.

8: Spray or paint it black and paint it. You will need to mark the proper base size – a 6cm diameter circle (same as a battleship) – onto whatever you're using to mount the Hulk on. You could just use the Hulk's actual base of course but this will make it a huge target for nova cannons, torpedoes, attack craft, etc.

ORK FLEET COLOUR SCHEMES

By Nick Davis

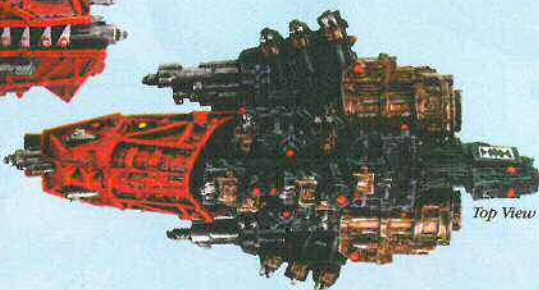


Side View

KILL KROOZER



BLOOD RED CHAOS BLACK BOLTGUN METAL BRAZEN BRONZE SKULL WHITE



Top View

Quick tip: If you need a flat area on your Ork kroozers to paint on a design, glue a small piece of plasticard (or just thin card) to your ship. Or if you don't want to paint a design, use metal Ork Glyph plates, which are available from Mail Order.

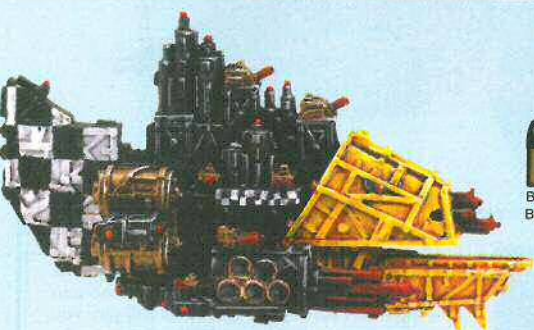
Ork fleets may be made up of ramshackle, ill-maintained ships, but this does not mean Ork Kaptains don't take pride in their warships. Many pirate fleets have been spotted painted in the loud, proud colours of their Warlord's tribe.

With the creation of our new Ork WAAAGH! fleet, complete with Space Hulk, we have taken the opportunity to take a look at some of the known Ork fleet colours in the Gothic Sector. These Ork fleets are made up of ships painted in colours chosen by their Warlord. The colours and how they are applied can vary tremendously from ship to ship, according to the ship's own Kaptain's personal taste. However, if you paint your fleet this way (although it would look truly Orky), it would look cobbled together and eclectic.

A good idea is to choose one colour scheme for the entire fleet and just add little individual details to your ships. Orks make use of glyphs, dags, checks and other similar markings, some of which you can see on the ships themselves (see photos). This will give your fleet a much more coherent appearance on the tabletop.

You could drybrush your ships in metallics like Brazen Bronze or Boltgun Metal, with only small bands of colour painted directly onto the black to give the ship a dulled down effect. This would give your fleet a rusty, unkempt look. Or you could paint your ships in the brash, defiant colours that Orks love – greens, yellows, reds or even blues are great colours to paint your fleet in. Or perhaps you could combine the two methods.

There are no hard and fast rules to painting an Ork fleet. Remember whatever colours you choose, Orks are brutal, no nonsense warriors. Subtle blended colours just won't look right. Paint your ships like an Ork – loud and proud... WAAAGH!



Side View

TERROR SHIP



BRAZEN BRONZE SKULL WHITE SUNBURST YELLOW BLOOD RED CHAOS BLACK BOLTGUN METAL



Top View

ORK PIRATES OF THE GOTHIC SECTOR

Here is a quick run-down of some of the more infamous Ork pirate bands of the Gothic War, and their colour schemes. This is by no means a complete list and as Ork pirates are a pretty diverse bunch there is huge scope for all sorts of modelling projects!

Kaptain Skumdreg's Wreckin' Krew

Convoys have learned to be especially wary when moving between Moab and Thanet in the Cyclops cluster, for this is the hunting ground of Kaptain Skumdreg's Wreckin' Krew. The Wreckin' Krew includes at least one Terror ship and between ten and thirty attack ships. The blue splinter pattern and skull and cross bones emblems of their vessels are instantly identifiable and Lord Admiral Ravensburg has gone as far as to place a considerable bounty on every ship destroyed.

The Pulsar Pirates

The notorious Pulsar Pirates are based in the eastern edge of the Cyclops cluster. From hidden bases they launch attacks on shipping around Halemnet, Rebo, Verstop and Corlini. The name of the band derives from their habit of attacking when the radiation emissions of the numerous pulsars in the area are at their height. These serve to conceal the pirates' presence until the last minute, and scramble any communications which might summon help for their intended victims. The predominantly red war paint of the Pulsar Pirates' ships would seem to indicate that they hail from the Orkish 'Evil Sunz' clan.

Bien-Hor's Ram Boyz

Operating primarily in the Bhein Morr sub-sector, the Ram Boyz are renowned for their head-on attacks using large numbers of Brute ram ships. In one skirmish

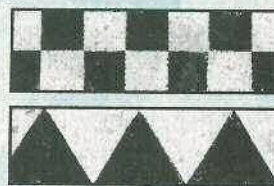
Fleet-Admiral Mourndark encountered over twenty ram ships daubed in the black and white livery of the Ram Boyz.

Mork's Murderaz

Led by the notorious Terror ship *Mork's Blade*, the Murderaz appear to be based in wilderness space in the Cyclops cluster between Moab and Mezoa. Mork's Murderaz have an infamous reputation for using fake distress calls to lure in unsuspecting prey. Often this will be used to draw enemy ships over old minefields or into the flare region where they will be easy prey for the attacking Orks. The Murderaz ships commonly use a camouflage scheme of black and green, presumably to help conceal their attack ships when they are landed on a planet's surface.

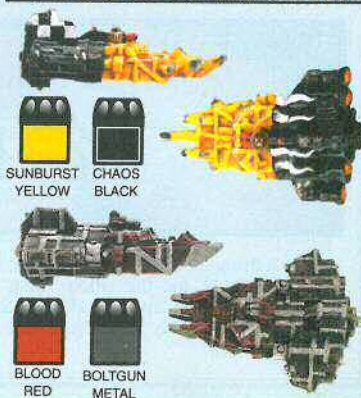
Da Yellow Moon

The Yellow Moon pirates operate from a heavily fortified satellite of the Ariach system, a double binary of stars in wilderness space near Arimaspa in the Lysades sub-sector. Their fleet strength is considerable, including several Kill kroozers and a brace of Terror ships, making them one of the most heavily equipped pirate forces in the sector. Four Imperial attacks have been mounted on the Ariach system but every one has been thwarted by the shifting shoals of asteroids and dust surrounding the Yellow Moon base. Yellow Moon pirate vessels are well known for their distinctive yellow colour schemes.

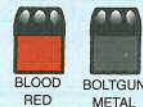


Left: You can use checks and dags (triangles) to brighten up your ships or to act as squadron markings.

BRUTE RAM SHIP



SUNBURST YELLOW CHAOS BLACK



BLOOD RED BOLTGUN METAL

Right: As with all escort size ships, Ork attack ships fight in squadrons. For our WAAAGH! attack ships we have chosen bright, simple colours.

You can also vary the markings in your squadron by adding checks or dags to the tail areas. These add a touch of individualism to your attack ships as befits an Ork warship.

Quick tip: The quickest and easiest way to deal with squadrons of attack ships is to paint them at the same time.

ATTACK SHIPS



Savage gunship



Onslaught gunship



Ravager attack ship



Onslaught attack ship



Onslaught attack ship

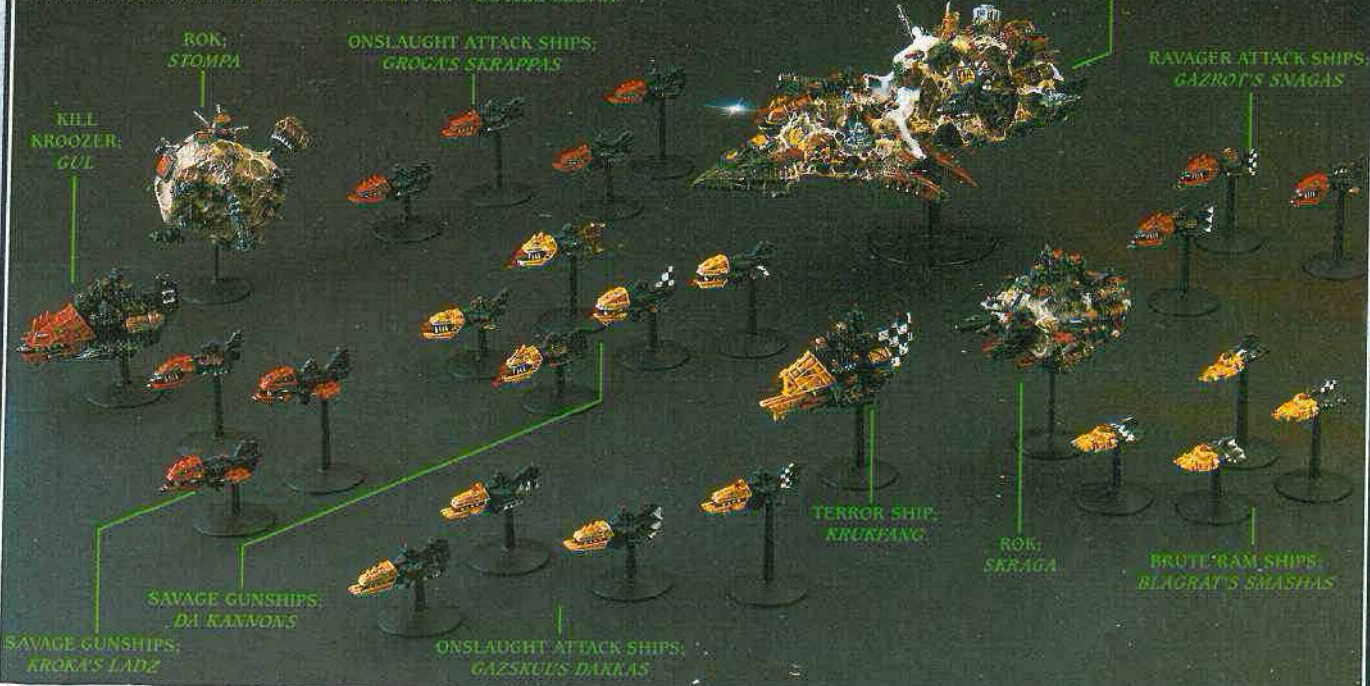


Ravager attack ship



ORK WAAAGH! FLEET OF WARLORD GORKAN

SPOTTED MOVING OUT OF THE CYCLOPS CLUSTER - GOTHIC SECTOR



ORK WAAAGH! FLEET LIST

This fleet list represents an Ork fleet either conducting, or preparing for, an Ork Waaagh! and may be used instead of the Ork pirate fleet list in the Battlefleet Gothic rulebook. The Waaagh! Fleet list is particularly appropriate for using with Ork fleets which are fighting battle scenarios, especially planetary assaults and fleet actions.

WARLORD

Up to 1 Warlord per 500 pts

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more, it must include at least 1 Warlord to lead it.

Ork Warlord 40 pts
Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll 20 pts
Two extra re-rolls 40 pts

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below, at the additional cost indicated.

Maniac Gunners +35 pts
The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Mekz +25 pts
The ship may re-roll the dice for damage control.

Extra Power Fields +25 pts
The ship's shield value is increased by +1.

Mega-armoured Boarding Parties +15 pts
+1 modifier on boarding.

Looted Torpedoes +20 pts
The ship may re-roll the dice for the strength of torpedo salvos when it fires.

An Ork fleet can include a maximum of one Warlord per 500 points. So if the fleet is worth up to 500 points, it may have one Warlord. If it is worth 500-1,000 points two Warlords may be included, etc.

SPACE HULKS

You may include up to one Ork Space Hulk in your fleet per 1,500 points.

Ork Space Hulk 600 pts
An Ork fleet can include a maximum of one Space Hulk per 1,500 points. So if the fleet is

worth up to 1,500 points, it may include one Space Hulk. If it is worth 1,500-3,000 points, two Space Hulks may be included, etc. Each Ork Hulk must be assigned an Ork Warlord to command it.

KROOZERS

You may include up to six kroozers in your fleet.

Ork Kill kroozer 155 pts
Ork Terror ship 185 pts

ESCORTS

You can include any number of escorts in your fleet.

Ork Onslaught attack ship 45 pts
Ork Ravager attack ship 35 pts
Ork Savage gunship 40 pts
Ork Brute ram ship 25 pts

ORK ROKS

You can include any number of Ork Roks in your fleet.

Ork Rok 80 pts
Ork Roks may also be purchased with points for planetary defences, in scenarios where these are used.



BATTLEFLEET GOTHIC

SPACESHIP BATTLES
IN THE 41ST MILLENNIUM



Available now, the Battlefleet Gothic boxed game contains everything you'll need to get started. You can choose to command the fleets of the Imperium or one of its deadly enemies. The game provides the rules, scenarios and all the fleet lists you need to fight a battle, and guides you through how to paint the highly detailed, plastic Citadel Miniatures spaceships included in the box and then how to put together your own Battlefleet.

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



▲ Using a moon for cover, the blood red Chaos fleet prepares to unleash a devastating broadside at the unwary Imperial fleet.

The Battlefleet Gothic boxed game contains:

- Battlefleet Gothic rulebook with campaign rules
- 4 Imperial cruisers (multi-part kits)
- 4 Chaos cruisers (multi-part kits)
- 12 assorted dice
- Fleet Registry roster pad
- 2 plastic range rulers
- Over 100 game counters
- Two reference sheets
- Getting Started guide with exclusive comic strip



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

THERE IS NO PEACE AMONG THE STARS – AVAILABLE NOW FOR £40

Town Cryer



Published on the first Angestag of each Mannslich.

2 Groats



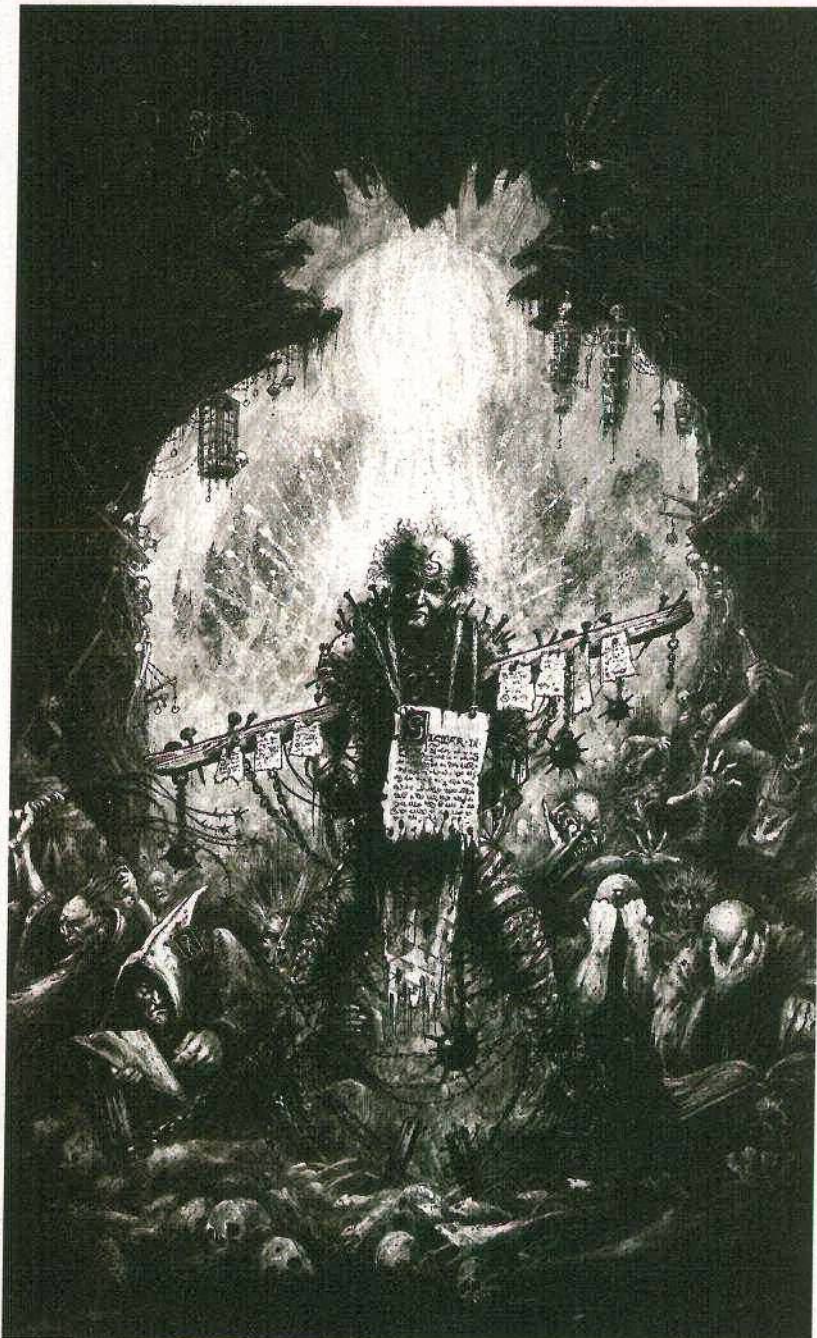
The Citizens of Once-Fair Mordheim are Beset by Bands of Roving Mercenaries and Sell-Swords.

The End of the World is Nigh!

The great Catastrophe has laid ruin to our once magnificent port. Are we the first to suffer this Fate? What hope is there for the great cities of the West? Will Middenheim, Nuln, Marienburg, or even splendid Altdorf succumb to this Horror? What have the dread Fates in store for all Mankind?

Has Sigmar Deserted Us?

More details of the Catastrophe inside.



HUGE ROCK HITS CITY

Burghers blame Agents of Chaos. The Old Town in Turmoil.

The proudest city of the Old World has been reduced to an infernal hell of smouldering craters and desolated buildings. The ancient architecture of our grandest mansions, that once played host to the greatest nobles of our time, is now inhabited by foul and putrid followers of Dark Gods. Where once stood bustling markets and streets of commerce now reigns only banditry and murder. The shadows of the deathly ruins hide only cutpurses and fell monstrosities.

Here Within



A true and honest account of ye Elven scoundrel, Aenur, the Sword of Twilight.

Gareth of Hamilton investigates growing rumours that Ratmen have made our once fine city their home.

Tactics and combat techniques of the famous fighting men of the Reikland.

A first-hand report of ye recent hoo-hah between the vile Skaven and a warband of Reiklanders.



The Editor Speaks

Greetings, wyrdstone hunters, and welcome to the first issue of Town Cryer! I write from the scriptorium and printing press of Greiss the Younger. I have wrestled control of this venerable institution from the burghermeister Paulus the Fat. He has now been banished into the Pits of Eternal Hunger, where no loaf of bread with bacon is ever served.

As each moon waxes full, I shall deliver a new issue of this illustrious publication for your wonderment and delight, discoursing such bizarre things as tactics, new rules,

scenarios, painting tips and strange artwork.

To begin with, the first Town Cryer will include a treatise on the verminous ratmen known as Skaven, as well as a description of the writing, illustration and compiling of the game of Mordheim. Finally we will tell the tale of a great struggle between Skaven and warriors of Reikland (though the author, Luthor Wolfenbaum, has a reputation for being a rake and agitator, and his stories are without doubt exaggerated and fanciful).

Should you have any comments or contributions, or if you are in need of a hired sword or a good suit of armour, or want to advertise the fame of your warband, Town Cryer welcomes your submissions and queries. Write to the following address:

Town Cryer,
Games Workshop,
Willow Lane,
Lenton,
Nottingham,
NG7 2WS.

Luthor

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In the Dark

After months of development, Mordheim, City of the Damned is here. Tuomas Pirinen explains just what the game is all about.

Who goes there? Cover up that lantern, it hurts my eyes! Who am I, you ask? I fear I know not. A long, long time ago I was known as a 'Games Developer' but that was long before my imprisonment. Now I am but a nameless scribe, locked in this cold tomb, spending untold days in the darkness, writing down bizarre rules and describing the diverse and foul inhabitants of the Cursed City. The moon, which never seems to change, is my only source of light. And the rats, which sometimes stray too close, are my only food.

But enough of me and my fate. Why have you come here? A seeker of knowledge, are you? Ah, so you would like to know the tale of Mordheim, City of the Damned...

Mordheim

From its humble beginnings in White Dwarf, Mordheim has grown into a full-blown skirmish game, detailing a period of time in the history of the Empire when hundreds of small warbands fought in the streets and alleys of Mordheim.

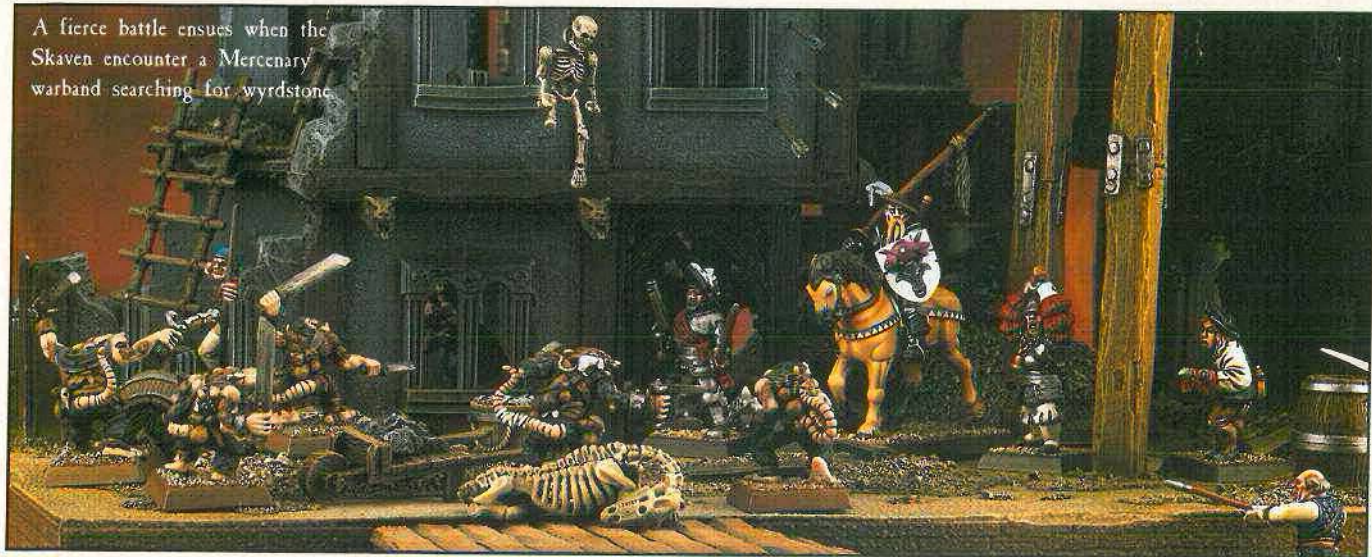
The concept of publishing rules in progress in the pages of this illustrious magazine was immediately very popular, with countless warbands springing up in gaming clubs around the world. Many, many players wrote to me with their own ideas and suggestions, and many of these have found their way into the manuscript. The most prominent contributors are credited in the rulebook itself. Thanks to all of you out there – without your encouragement and help, this game would never have seen the light of day.

It was a difficult task to import the atmosphere and evocative feel into the rules and background text, but I hope that we

An Ogre bodyguard accompanies his client through the ruins.



A fierce battle ensues when the Skaven encounter a Mercenary warband searching for wyrdstone.



have done the idea justice. Of course this task was not solely on the shoulders of the GW games designers and writers.

The Games Workshop artists, stalwartly led by John Blanche, created a equally unique atmosphere and style for the artwork and layout of the Mordheim rulebook. The results are nothing if not stunning, as I am sure you will agree. Every single page of the Mordheim book literally oozes with detail, depth and character, thanks to this brilliant artwork.

Warbands

The Mordheim game details eight unique and varied Warbands for you to command. Each has its own strengths and weaknesses, its unique warriors and special equipment. All have their own motivation to be in the city, but many covet the wyrdstone – shards of strange rock that are scattered amongst the ruins, whose allegedly magical properties have made it more precious than gold.

The proud Reiklanders, the mighty Middenheimers and the rich men of Marienburg have come to the city to claim the wyrdstone on behalf of their own candidates for the Imperial throne, while the Witch Hunters of Sigmar have come to the city to cleanse it from the filth of the heretics and Chaos worshippers and gain temporal power for their leader, the Grand Theonist.

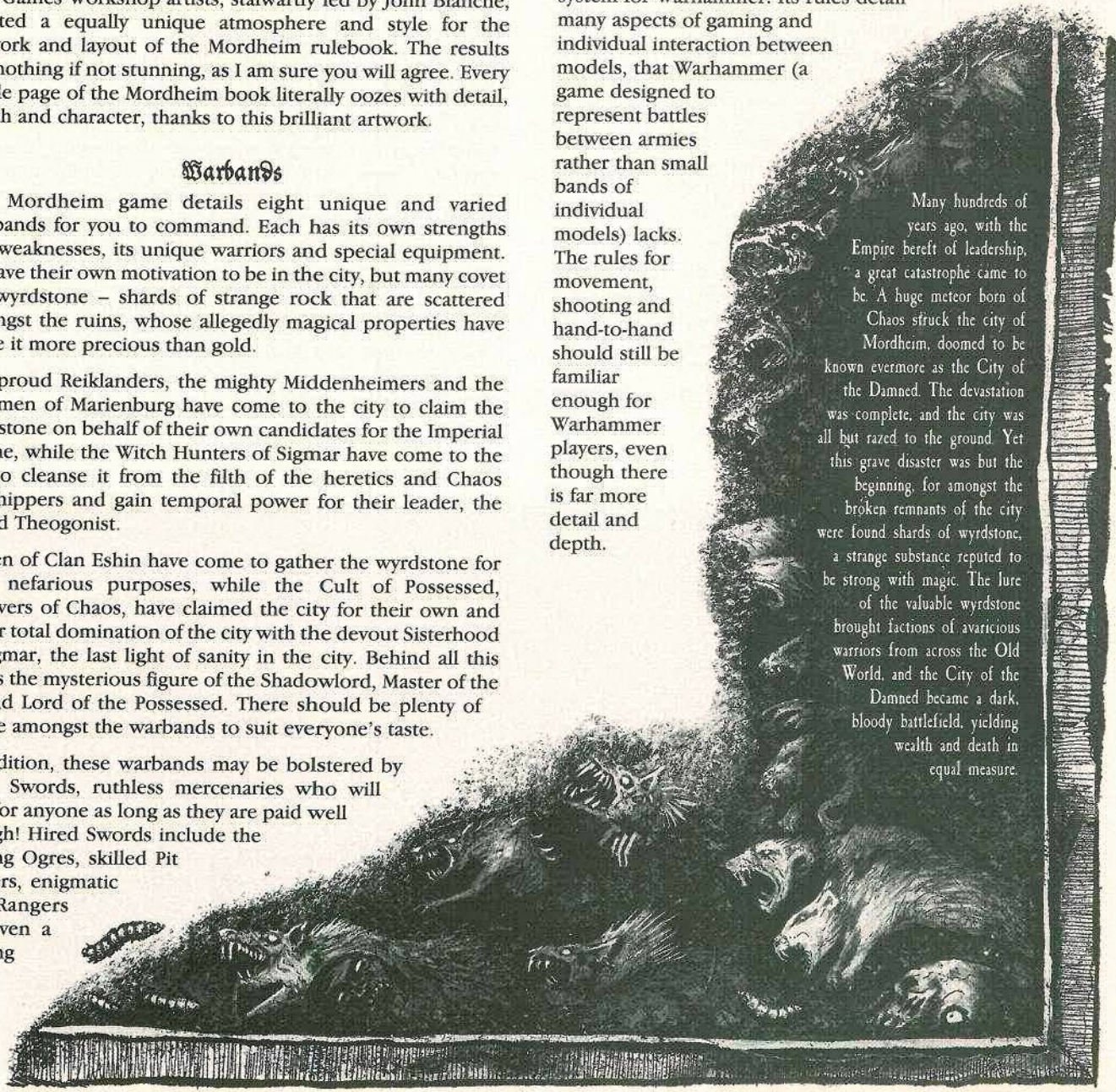
Skaven of Clan Eshin have come to gather the wyrdstone for their nefarious purposes, while the Cult of Possessed, followers of Chaos, have claimed the city for their own and vie for total domination of the city with the devout Sisterhood of Sigmar, the last light of sanity in the city. Behind all this looms the mysterious figure of the Shadowlord, Master of the Pit and Lord of the Possessed. There should be plenty of choice amongst the warbands to suit everyone's taste.

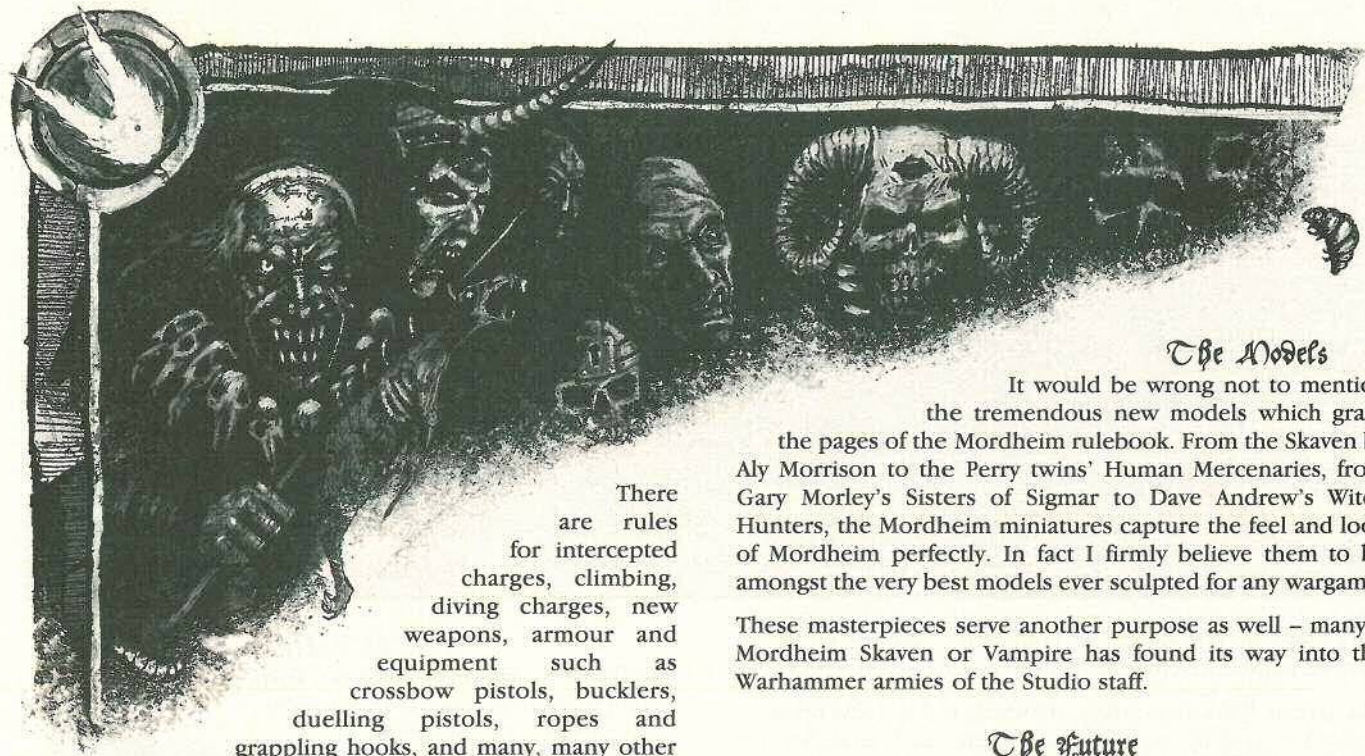
In addition, these warbands may be bolstered by Hired Swords, ruthless mercenaries who will fight for anyone as long as they are paid well enough! Hired Swords include the hulking Ogres, skilled Pit Fighters, enigmatic Elf Rangers and even a Halfling Cook!

The Rules

Mordheim has been designed as a skirmish system for Warhammer. Its rules detail many aspects of gaming and individual interaction between models, that Warhammer (a game designed to represent battles between armies rather than small bands of individual models) lacks. The rules for movement, shooting and hand-to-hand should still be familiar enough for Warhammer players, even though there is far more detail and depth.

Many hundreds of years ago, with the Empire bereft of leadership, a great catastrophe came to be. A huge meteor born of Chaos struck the city of Mordheim, doomed to be known evermore as the City of the Damned. The devastation was complete, and the city was all but razed to the ground. Yet this grave disaster was but the beginning, for amongst the broken remnants of the city were found shards of wyrdstone, a strange substance reputed to be strong with magic. The lure of the valuable wyrdstone brought factions of avaricious warriors from across the Old World, and the City of the Damned became a dark, bloody battlefield, yielding wealth and death in equal measure.





The Models

It would be wrong not to mention the tremendous new models which grace the pages of the Mordheim rulebook. From the Skaven by Aly Morrison to the Perry twins' Human Mercenaries, from Gary Morley's Sisters of Sigmar to Dave Andrew's Witch Hunters, the Mordheim miniatures capture the feel and look of Mordheim perfectly. In fact I firmly believe them to be amongst the very best models ever sculpted for any wargame!

These masterpieces serve another purpose as well – many a Mordheim Skaven or Vampire has found its way into the Warhammer armies of the Studio staff.

The Future

Forthcoming Town Cryers will feature plenty of new material for Mordheim. Without going into too much detail, I can reveal that there will be tactics articles for all the warbands, new warbands, scenarios and equipment, as well as new stories from the twisting streets of Mordheim. All in all, Mordheim is set to be one of the most strongly supported games we have released. In fact many players amongst you have already promised to contribute in this, and you will see many articles written by people besides your humble scribe.

Go now. The light hurts my eyes, and I hear my captors approaching. Blow out your lantern quickly, lest they see you and bind you with chains as well, writing insane babble for all eternity. Believe me, you do not want to share my grim fate. Can you hear their blood-curdling roar echoing through the catacombs?

"Why isn't the next manuscript finished yet!???"



There are rules for intercepted charges, climbing, diving charges, new weapons, armour and equipment such as crossbow pistols, bucklers, duelling pistols, ropes and grappling hooks, and many, many other things. The book also includes a section of optional rules, which should serve as an inspiration to those who like to create their own rules and add-ons for games.

The Campaign section details the procedure for exploring the ruins of Mordheim, gathering wyrdstone and looking for rare items at the traders and merchants. It gives details of serious injuries your warriors can suffer, plus advances and skills your Heroes can earn as they gain experience.

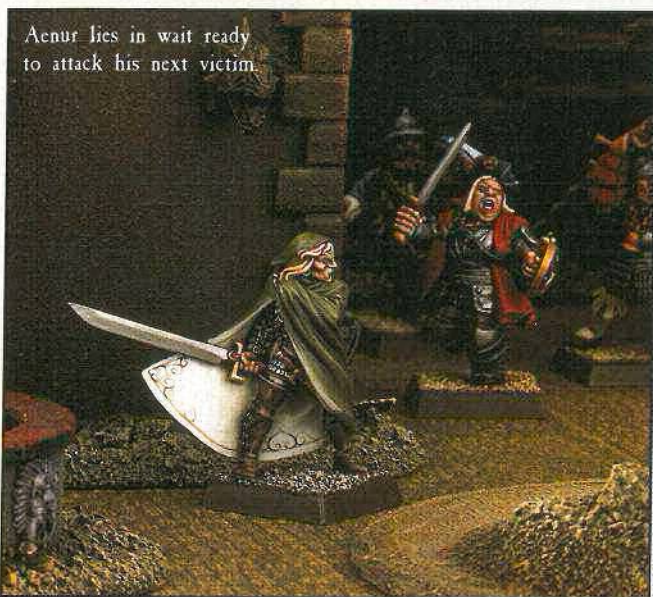
While the Campaign section of the Mordheim rulebook details the cursed city and its surroundings in great detail, the game system itself is flexible enough to be imported into almost any setting. Those who play Warhammer should find it relatively easy to use the Mordheim system for staging skirmish games all over the Old World and beyond. So if you want to play skirmishes with Lizardmen or Wood Elves, Mordheim should have plenty to offer to you.

A Freelance Knight cautiously leads a Middenheim warband into the ruins of a house.



Aenur, the Sword of Twilight

Your new, free miniature is none other than the enigmatic Mordheim special character, Aenur – the single most dangerous warrior in the city. To give you a taster of what Mordheim is all about, here is the tale of his many feats of swordsmanship, along with rules for using him in your games.



Aenur lies in wait ready to attack his next victim.

Many famous swordsmen have come to Mordheim to make their fortune, but few can match the terrifying reputation of the Elf swordsman Aenur. This mighty warrior was responsible for slaying the entire Possessed warband of Karl Zimmeran, and single-handedly cleansed the Rat Hole, a settlement that had been overrun by Beastmen.

Rumours about Aenur's origin abound. Elves usually avoid human settlements, and Mordheim in particular, but for some reason the tall, pale swordsman has stayed in the proximity of the ruined city for months.

Some say Aenur comes from beyond the Great Ocean, from the fabled Elven kingdoms, and that he is the captain of the legendary Order of Swordmasters. Others claim that he is a Wood Elf prince in exile. Aenur himself says little about his past and those who are wise do not question him.

Whenever a warband prepares an expedition to explore the inner city, there is a chance they may hear a sharp rap at the gate of their encampment – their unexpected visitor will be Aenur, offering his services to their leader.

If, indeed, Aenur seeks something in the grim ruins of Mordheim, no-one knows what this might be. Some say that he wishes to explore the Pit itself, and slay the enigmatic Shadow Lord, though such a task must surely be beyond even this mighty warrior.

Aenur is tall even for an Elf, and beneath his finely woven Elven cloak he wears armour of gleaming ithilmar. He carries a sword of immense size which is rumoured to have arcane properties. Certainly no-one who has been struck by it has ever lived to tell the tale.

Hire Fee: 150 gold crowns to hire.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Aenur.

Rating: Aenur increases the warband's rating by +100 points.

	M	WS	BS	S	T	W	I	A	Ld
Aenur	5	8	4	4	3	2	7	3	8

Weapons/Armour: Aenur wears ithilmar armour, an Elven cloak and carries an enormous sword known as *Ienh-Khain*.

Skills: Aenur has the following skills: *Strike to Injure, Expert Swordsman, Step Aside, Sprint, Lightning Reflexes, Dodge* and *Mighty Blow*.

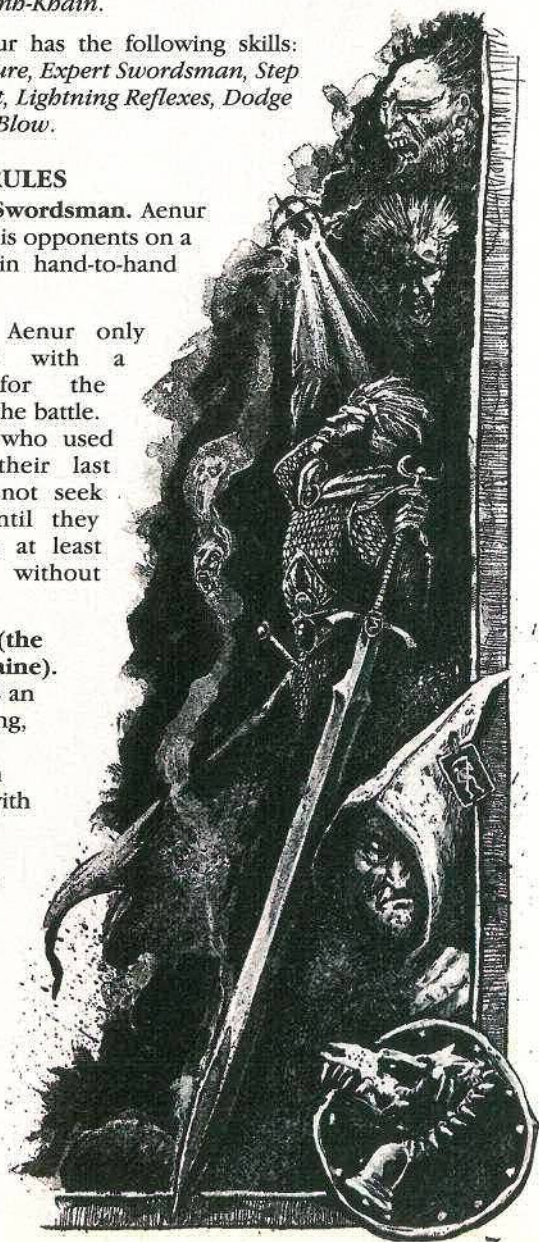
SPECIAL RULES

Invincible Swordsman. Aenur always hits his opponents on a roll of 2+ in hand-to-hand combat.

Wanderer. Aenur only ever stays with a warband for the duration of the battle. A warband who used Aenur in their last battle may not seek him out until they have fought at least one battle without him.

Ienh-Khain (the Hand of Khaine).

Ienh-Khain is an incredibly long, single-edged sword, which Aenur uses with consummate skill. This sword allows Aenur to parry, adds +1 to his Strength and causes a critical hit on a roll of 5-6 when rolling to wound.







'Vision of Nordheim' by Geoff Taylor

In the Box

Obviously you'll have spotted by now that there's a new game out this month, and of course there'll be dozens of awesome new models and loads of articles, battle reports and other interesting stuff in *White Dwarf*. But what exactly do you get in the box? Graham Davey tears off the shrink-wrap...

The first thing that strikes you about Mordheim, City of the Damned, before you've even opened the box, is the artwork on the lid. Just take a moment to look at all the weird little details – like the warrior with a cat's head, or the pig in a glass box, or the tarot cards... Geoff Taylor has really outdone himself this time! But let's see what's inside.

The Rulebook

One hundred and seventy-six pages, packed with rules, background and more amazing artwork. Here's how it breaks down:

Rules: This bit covers all you need to know to play a game of Mordheim – Movement, Shooting and Close Combat, plus Leadership and Psychology, using different weapons, armour and other equipment, and finally Magic (look out for some tasty spells!).

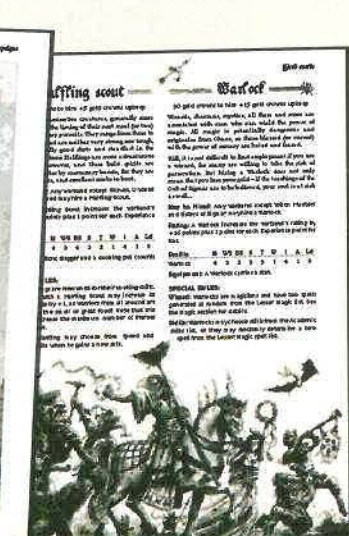
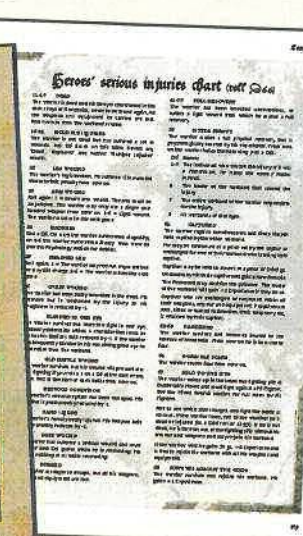
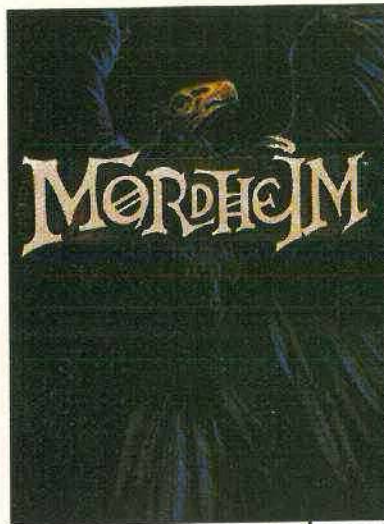
Warbands: How to go about hiring, arming and equipping your own band of cut-throat warriors. You can choose from Human Mercenaries, the Cult of the Possessed, Witch Hunters, the Sisters of Sigmar, Undead and Skaven, and each warband has Heroes and Henchmen with their own special abilities and skills.

Campaigns: This part of the book details how to run a series of linked games, involving a number of players, in which your warbands will gain experience from fighting battles, earn income, recruit extra warriors and learn new skills and spells. There are nine challenging scenarios in which to test your skill and the might of your warband, plus rules for Hired Swords and special characters who may fight on your side – for a price.



Matt Nicholls and Nick Davis enjoy a game of Mordheim on Nick's newly built ruined buildings. See page 20 to find out more about assembling the card terrain you get in the box.



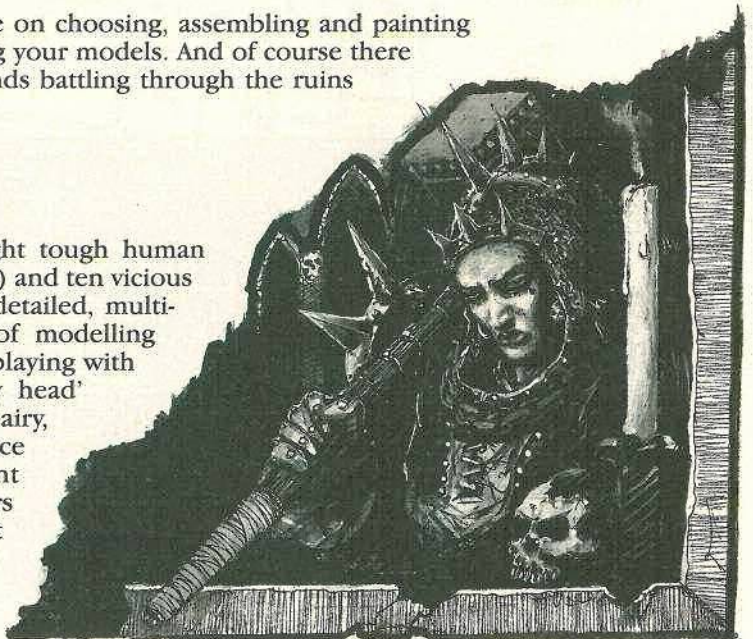


Optional Rules: These introduce some slightly more complex rules, which you can use to add an extra level of detail into your games. There are different Critical Hit tables for different weapons, rules for mounted warriors, blackpowder weapons and plenty more.

Colour Section: This bit contains useful advice on choosing, assembling and painting your warband, plus loads of ideas for converting your models. And of course there are dozens of gorgeous photographs of warbands battling through the ruins of Mordheim.

Warband Kits

The box contains enough sprues to build eight tough human Mercenaries (sculpted by Alan and Michael Perry) and ten vicious Skaven (sculpted by Aly Morrison). These are detailed, multi-part plastic kits, giving you a huge variety of modelling options, and are just what you need to get you playing with two starting warbands. There is also a 'hairy head' sprue, which contains (surprise, surprise) hairy, bearded heads, which can be used to replace the normal Mercenary heads to represent Middenheim Mercenaries (it's got warhammers and fur cloaks, too), and finally an equipment sprue with loads of useful bits that your warband can actually purchase when you play a campaign – rope, a lantern, extra weapons and a spell book, to name just a few.





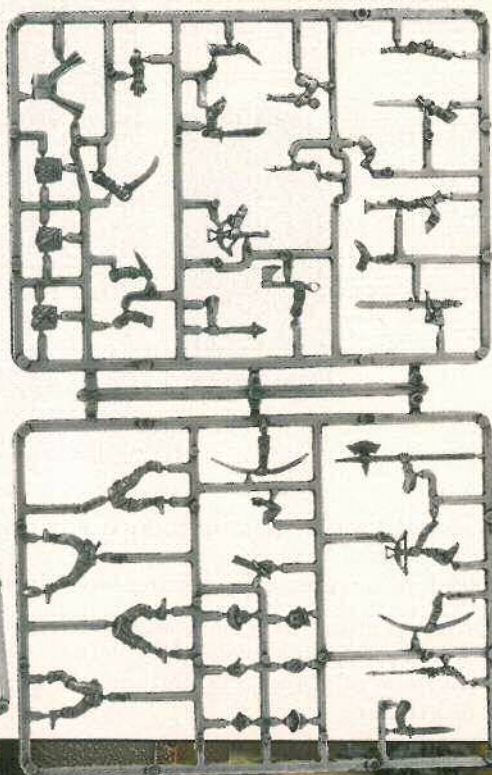
As you can see, Alan and Michael really have excelled themselves with their Mordheim plastics.



Alan and Michael:

We designed the Mercenaries to look like pirates and brigands. These men are hardbitten cut-throats, unlike the proud regimental troops of the Empire

armies. We also made a second sprue with wild, bearded heads, wolf-skin cloaks and arms wielding warhammers, which are ideal to represent Mercenaries from Middenheim (although they mix into other warbands just as well). Between the two sprues there are twelve different heads to choose from, and of course the Mercenary kits are fully compatible with the plastic Soldiers of the Empire, so it is easy to swap bits between the two kits.



Sprues shown at approximately 40% actual size.

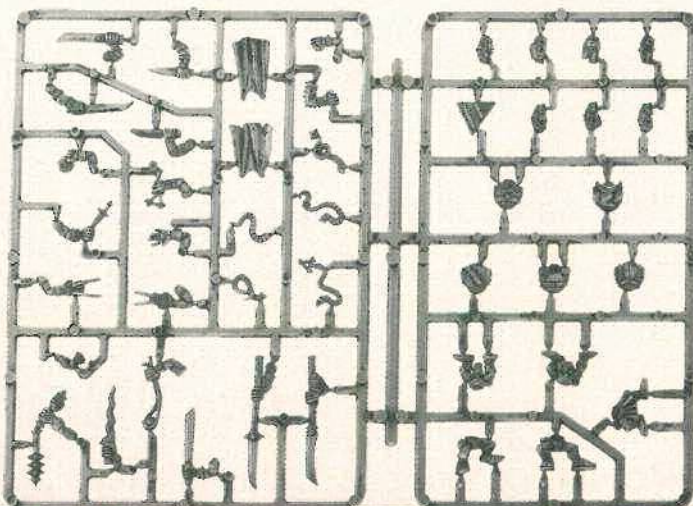


The 'hairy head' sprue adds a whole new range of options to the Mercenary warband.



Aly: The plastic Skaven for the Mordheim game are designed so they look like they belong to the sinister Clan Eshin, with cloaks and hoods and evil, razor-sharp blades. I've also included plenty of the weapons that you can purchase and equip

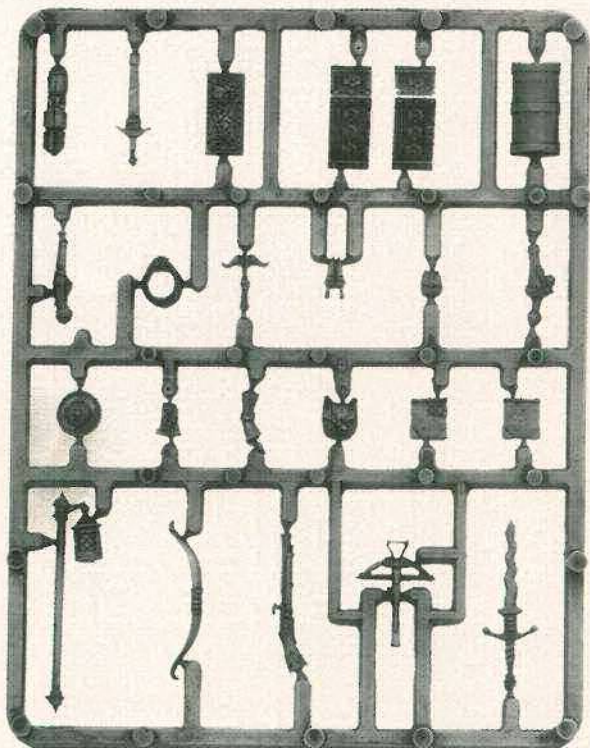
your warband with, like throwing stars and fighting claws. Like the plastic humans, all the components on the Skaven sprue are interchangeable with the Warhammer Regiment of the same race, so you could make literally thousands of models without using the same combination of parts twice!



Sprue shown at approximately 40% actual size.



The Skaven can be armed with a huge variety of weapons and accessories (and are completely interchangeable with the plastic Skaven Clanrats Warhammer Regiment).



Accessory sprue shown at approximately 70% actual size.

City Ruins

The game is set amidst the devastated city of Mordheim, so there are some superb ruined buildings for your warbands to fight through. The buildings have full colour card walls and floors, with plastic corner pieces, roofing, windows and doorways, a ladder and gargoyles! Also hidden among the card bits are useful Hidden markers and Wyrdstone counters. Take a look at page 20 where Nick Davis describes how to get the most from your Mordheim buildings.

Other Stuff

There is a getting started leaflet which gives you a basic run-through of the most fundamental rules, along with construction diagrams for the card buildings and plastic models that come in the box.

And finally, of course, there are the essential dice and range rulers.

So that's what you get in the box. Now check out the battle report later in this Town Cryer to see how the game actually works!

Mordheim™

City of the Damned



A terrible place of nightmarish ruins, where death awaits in every shadow. Here hardbitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.





Models supplied unpainted and unassembled. Contents and components may vary from those illustrated.

Mordheim is a tabletop skirmish game where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city.

Everything you need to start your warband and fight battles in Mordheim is in this box. There are two warbands and a whole host of card ruined buildings so that you can create the ruined streets of Mordheim. The comprehensive rulebook describes eight different warbands and a vast array of weapons and equipment. There are also rules for running ongoing Mordheim campaigns as well as including hired swords and special characters in your warband.

The Mordheim boxed game contains:

- 10 Skaven
- 8 Human Mercenaries
- 176 page Rulebook
- City Ruins
- 6 Dice
- 2 Range Rulers

Available now for £40



Warp Hunters

So you have bought the game, read the rules and drooled over the stunning plastics in the box and now you can't wait to get started building up your Mordheim warband.

The first thing you will need to consider is which of the eight warbands listed in the game you would like to play.

For me the choice was easy; over the past two years I have been steadily collecting and

building up a Skaven army for Warhammer, and I have grown somewhat attached to these vile, plague infested ratmen. The chance to expand the

under-empire of the Skaven into the streets of Mordheim could not be missed. If, due to some particularly unfortunate genetic defect, you don't fancy a Skaven warband (who wouldn't, with their cute, curly tails and sharp but appealing teeth), you might want to try a different warband. The human models included with the game can be used to make either an eagle-eyed, professional band of Reiklanders or a strong-as-an-ox band of Middenheimers. If you are still not satisfied you also have the choice of fanatical Witch Hunters, pious Sisters of Sigmar, restless Undead, deformed Possessed or the wealthy Marienburgers. Whichever warband you decide to

use, you will stand no chance against the Skaven and the might of the Horned Rat. After all, finding wyrdstone is what the Skaven do best.

Now that you have wisely chosen to fight with a Skaven warband, you need to assemble it. I hope the following advice will help you in your efforts.

Planning

Before you start to assemble your warriors, you need to plan out your warband on paper. This applies to all warbands, not just Skaven. It is important because you need to know what weapons and equipment are to be shown on the models. It will also allow you to develop an effective, cohesive force. If you assemble your models first and then try to work out your warband to fit those models, you can be sure you will not have the funds to buy the equipment you have stuck on your warriors. And it is almost certain you will have assembled models with weapons and equipment totally unsuitable for your tactical preferences. This will result in time-consuming alterations, that could so easily have been avoided if you had only put a little bit of planning into the warband before picking up your modelling knife and glue.



Cut-throat's Cut-throats

Being a Treatise on the Presence of the Skittering Hordes of Ratmen within the ruins of the Damned City.

By noted scribe of this province, Gareth Hamilton.

I have found there are three points you need to consider when planning the type of warband you would like:

The tactics you intend to employ.

The models and 'bits' you have available.

How you wish your warband to develop in the future.

Tactics

As the main thrust of this article is how to model your warband, I will leave advice on tactics for your warband to others. I do, however, have a couple of observations to make. Firstly, 500 Gold Crowns is never enough to buy all that you would like. Secondly, equipment is very expensive (especially so for Skaven warbands as they pay premium rates for those rare but powerful weapons when first starting out).

The Models

One of the best things about choosing a Skaven warband is the range of models you have at your disposal. Not only do you have those wonderful new plastic Skaven that come with the game, you also have the plastic Warhammer Clanrat Regiment boxed set – the designers have cleverly made both these totally interchangeable with each other. And of course you also have a huge range of new and old metal miniatures from the Warhammer Skaven range to draw from.

The new plastics are bristling with weapons and equipment ideal for use by your heroes. As an established Skaven player I had a few unused sprues of Skaven from the Clanrat Regiment boxed set, so I decided to use the new Mordheim plastics for my Heroes and use the Skaven Clanrats for my Henchmen. This had the added benefit of contrasting those warriors in charge (the Heroes) with those following orders (the Henchmen), and left me a few extra models for when my warband develops and changes with newly acquired skills and weapons and, The Horned One forbid, deaths.

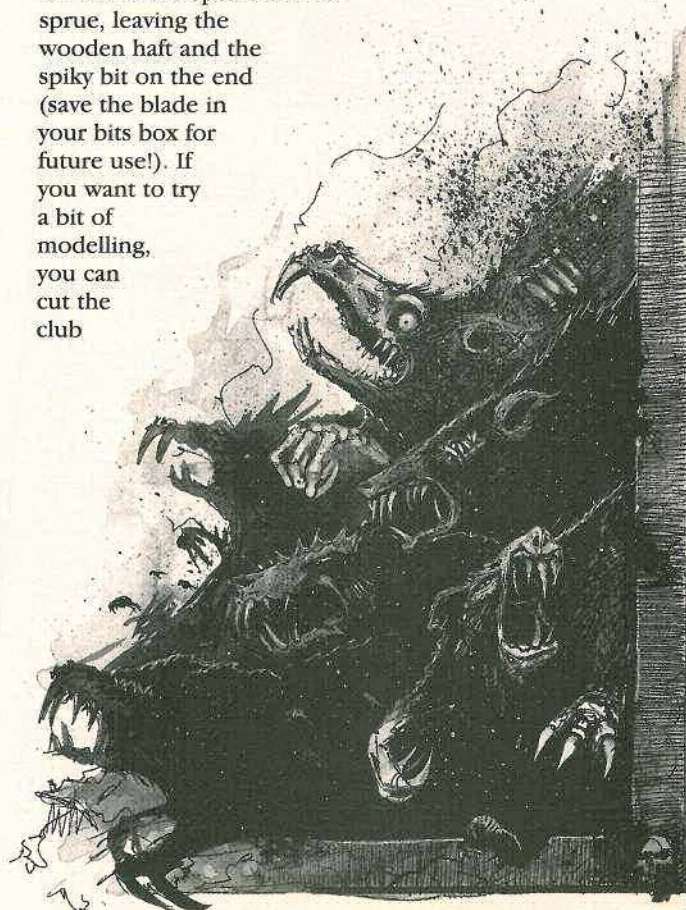
Example: After much saving and searching you finally manage to equip your Warlock with a brace of warlock pistols – now a powerful rat indeed. The pistols are lovingly modelled on to your Warlock. But then disaster – your Warlock gets himself killed! Do you, in a fit of despair and anger, rip off those warlock pistols you worked so hard to get? No! You put aside your loved, but unfortunately deceased, rat in a suitably reverential place and assemble and paint a new one. Now you must once more save and search, but this time you have your model ready for resurrection when you finally roll that elusive 11.

As I mentioned earlier, having one or two Clanrat sprues will come in very useful for assembling your Verminkin. It means you will be able to equip your warband with extra spears and swords simply by using the Clanrat arms! However, sooner or later, as your warband grows and acquires more equipment, you will probably want to use different weapons. Two that I think players are most likely to need are clubs and some extra

slings, so here are a few ideas as to what you can do about it...

Slings: The new Skaven sprue in the Mordheim game includes a sling. This means you can field two slingers in your start-up warband. If you want more slingers then finding mates that have unused slings is one solution. If your friends also have good taste and are collecting Skaven warbands themselves, then a simple option is to use a metal Skavenslave with sling as a Verminkin (or *just buy more Mordheim Skaven! – Fat Bloke*). Although the models are a slightly different size, this is fine as the Skaven are notoriously varied in physique, and Verminkin are no different.

Clubs: The easiest thing to do if you want clubs for your Verminkin is simply to clip the blade off one of the spears on the sprue, leaving the wooden haft and the spiky bit on the end (save the blade in your bits box for future use!). If you want to try a bit of modelling, you can cut the club





from the Mercenary sprue that you also get in the box and glue it to one of the empty Skaven hands. And of course you could easily buy one of the Skavenslave models armed with clubs. You could even kill two birds with one stone and use the Skavenslave with sling AND club! Remember - all the figures available for Warhammer give you loads of extra options for assembling your warband.

Planning ahead

So you've worked out your tactics and have looked at the models you have available. The final thing to consider before you draw up your warband is how you expect particular models to develop. A little planning for the future could save you a lot of work. For example, in my warband I would like my leader to be equipped with weeping blades.

Unfortunately, at 75 gold crowns, these are far too expensive to buy at the start, but by waiting and buying them in the trading phase of the game, I get them at the knockdown price of 45 gold crowns. In anticipation of buying these weeping blades (which come as a pair of poisoned swords) I will start by equipping him with two swords at 20 gold crowns. Now all I have to do, when he is fortunate enough to find the blades, is to paint some suitable looking venom onto his swords. If I had equipped him with, say, throwing stars and spear, I would have had to assemble a completely new model to represent him when he acquired his weeping blades.

At this point I should mention the 'bits sprue'. This is a collection of just about all the necessary pieces of equipment your warband will need. It has ropes, books, hand crossbows, pistols and throwing knives, all ready just to stick on a model and paint. Just make sure you leave a suitable place to attach the item.

Having taken all the above into consideration, my starting warband is shown below.

Assembling

One of the best things about the multi-part plastic kits that are now being produced, is that they allow you to assemble your figures in a multitude of dramatic poses. I was very pleased with the final look of Cutthroato my Assassin Adept; he really looks like he knows how to use those swords. As I wanted my leader to stand out from the other warriors in my warband, I decided he alone would have a cloak.

Henchmen			
WARBAND NAME: CUTTHROATO'S CUT THROATS		WARBAND TYPE: SKAVEN	
TREASURY: Gold crowns: 0 Wyrdstone shards: 0		WARBAND RATING: Total experience: 30 Members x 5: 00 Rating: 00	
STORED EQUIPMENT			
SPECIAL RULES			
NAME: POBBY STEAK		EQUIPMENT: Spears, Shields	
NUMBER: 4 TYPE: Vermin		Group experience: <input type="checkbox"/>	
M W S S S T W I A L L		5 3 3 3 1 4 1 5	
NAME: SLIMBA CLURDAS		EQUIPMENT: Slings, Clubs	
NUMBER: 3 TYPE: Vermin		Group experience: <input type="checkbox"/>	
M W S S S T W I A L L		5 3 3 3 1 4 1 5	
NAME: _____		EQUIPMENT: _____	
NUMBER: _____ TYPE: _____		Group experience: <input type="checkbox"/>	
M W S S S T W I A L L		_____	
NAME: _____		EQUIPMENT: _____	
NUMBER: _____ TYPE: _____		Group experience: <input type="checkbox"/>	
M W S S S T W I A L L		_____	
NAME: _____		EQUIPMENT: _____	
NUMBER: _____ TYPE: _____		Group experience: <input type="checkbox"/>	
M W S S S T W I A L L		_____	

Heroes			
NAME: CUTTHROATO		EQUIPMENT: 2 Swords	
TYPE: Assassin Adept		SKILLS, INJURIES, ETC.	
M W S S S T W I A L L		0 4 4 3 1 5 1 7	
Experience: <input type="checkbox"/>		<input type="checkbox"/>	
NAME: RAZEKAN		EQUIPMENT: Fighting Claws	
TYPE: Night Runner		SKILLS, INJURIES, ETC.	
M W S S S T W I A L L		0 2 3 3 1 4 1 4	
Experience: <input type="checkbox"/>		<input type="checkbox"/>	
NAME: TAKRAT		EQUIPMENT: Dagger, Throwing Stars	
TYPE: Night Runner		SKILLS, INJURIES, ETC.	
M W S S S T W I A L L		0 2 3 3 1 4 1 4	
Experience: <input type="checkbox"/>		<input type="checkbox"/>	
NAME: MANKARM		EQUIPMENT: Sword	
TYPE: Elite Skavens		SKILLS, INJURIES, ETC.	
M W S S S T W I A L L		5 3 3 3 1 4 1 0	
Experience: <input type="checkbox"/>		<input type="checkbox"/>	
NAME: BRUTO		EQUIPMENT: Flail	
TYPE: Black Skaven		SKILLS, INJURIES, ETC.	
M W S S S T W I A L L		0 4 3 4 3 1 5 1 0	
Experience: <input type="checkbox"/>		<input type="checkbox"/>	

Quick Tip: Cloaks and tails do not always mix. Make sure when you attach the tail you also leave room for the cloak. It is also a good idea not to attach the cloak until the model is painted. It makes the painting a lot easier.

I chose the body and legs with the robes to be my Warlock, as to me this looked the most 'wizard-like'. By raising his left arm I have left room to attach a warlock pistol to his belt when funds and fortune allow.

For my Verminkin I have mostly used parts from the Skaven Clanrat boxed set, although I have attached the slings from the new Mordheim Skaven sprue and used clubs from some spare Skavenslaves.

Painting

How I paint Skaven can be found in an earlier edition of White Dwarf (230) so I shall not repeat it here. The models for my Mordheim warband were painted in just the same way, except the colour scheme has been slightly changed. To represent Skaven from Clan Eshin I have chosen a black and brown colour scheme. The only exception is the Warlock Magikarmi. He was painted in a dirty crimson and brown scheme, to differentiate him from the other, non-magic using members of the warband.

One of the advantages of painting a warband with only a few figures is the time you can spend on each one. I suggest painting the models one at a time, as opposed to groups of 4-5 as you would in a Warhammer army. It is also worthwhile spending a little more time than you would normally on getting your figures just right. Each figure must stand alone. Those little blotches and splashes can't be hidden in the massed ranks of a regiment.

The final consideration is the base. Don't make the mistake of painting your bases in the traditional green, Warhammer style. (I made this mistake with my Necromunda gang and it looked terrible amongst the Necromunda terrain). Mordheim is set in the ruins of a city destroyed by an apocalyptic event

and the bases should reflect this. As the warbands will be fighting in the ruined streets of Mordheim I suggest bases painted to look like rubble or the broken flagstones of the street. This was the effect I have used on my models and is very easy to achieve. The paving stones are simply thick card cut to the desired shape and size and then glued onto the base. For the rubble I just put some PVA glue onto the desired areas of the base and dipped the model into a mixture of fine sand and coarse grit. Once dry, I first painted the base with a thin wash of a Chaos Black/Bestial Brown mix. Then picked out the stones in Codex Grey, highlighted by drybrushing with Elf grey.

Exactly how you decide to model the bases of your warband will depend a great deal on the type of terrain you will be fighting over and the colour of your gaming board. But as has been mentioned many times, good bases can do wonders to your figures' appearances, so don't ignore them.

Now my warband is complete, it is time to enter the perilous streets of Mordheim and find that wyrdstone. Other warbands don't stand a chance. Remember – finding wyrdstone is what the Skaven do best. The wyrdstone is mine, do you hear?! MINE, ALL MINE!



Cutthroato leads his warband through the ruins.



Mordheim Architecture

By Nick Davis

Mordheim – a once proud city, now nothing but ruins and rubble. In the first of our features on Mordheim architecture, we take a look at the first sight greeting a newcomer to the City of the Damned – the Mordheim City Ruins within the boxed game itself...

Nick: Well, I have finally managed to get my hands on the fantastic Mordheim City Ruin buildings along with the Mordheim building sprues. Let's see what I can do with them. Now as you may know I spend a lot of my spare time building wargaming scenery for my Lizardman army (WD232) and WH40K ruined settlement (WD234) battlefields. This is all made out of cardboard, bits of polystyrene, plastic Gothic Ruins, garden wire and sticky tape, all held together by a large amount of PVA glue! Now I have the chance to build some pre-cut buildings that come with their own supports in the form of the Mordheim building sprues. This should be fun...

Now the basic Mordheim ruins, once built, look great by themselves, but if you just add a few little touches you can make them hard wearing, durable and that little bit more of an extra special terrain piece. The first thing I will be doing with my buildings, as with all my scenery, is basing them. This will help protect them from the knocks and unfortunate crunches that befall all wargaming scenery. Plus, I have taken a few little ideas from my Ruined article (WD234) – I will be adding extra pieces of rubble and paving slabs to the bases, so check out the hints and tips scattered around this article.

A word of advice though before you go ahead and glue your buildings together – test fit them first! You may find that you need to do some extra trimming here and there, with a modelling knife or scissors, to ensure a snug fit with the plastic building components.

Well I have a lot to do, so here goes...

Sprue rubble

Here's a quick tip straight from Design Manager Alan Merrett, not glory-bogging GW Modelmaker Mark Jones as we said in WD234 (sorry Alan, he didn't tell us, honest!). If you clip up the plastic frame pieces, it makes great rubble. You can also keep any interesting bits of plastic frame to make broken support beams.

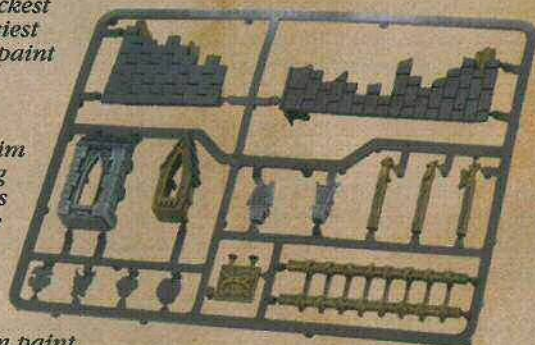


Above: A spare WH40K Gothic Ruin rubble piece fits in perfectly with the Mordheim sprue rubble.

Painting your plastics

The quickest and easiest way to paint all the pieces on the Mordheim building sprues is to spray the whole sprue black and then paint the pieces whilst still on the sprue.

Before you glue the pieces onto the card buildings. Just touch up the areas of chipped paint that are caused by cutting the pieces off the sprue.

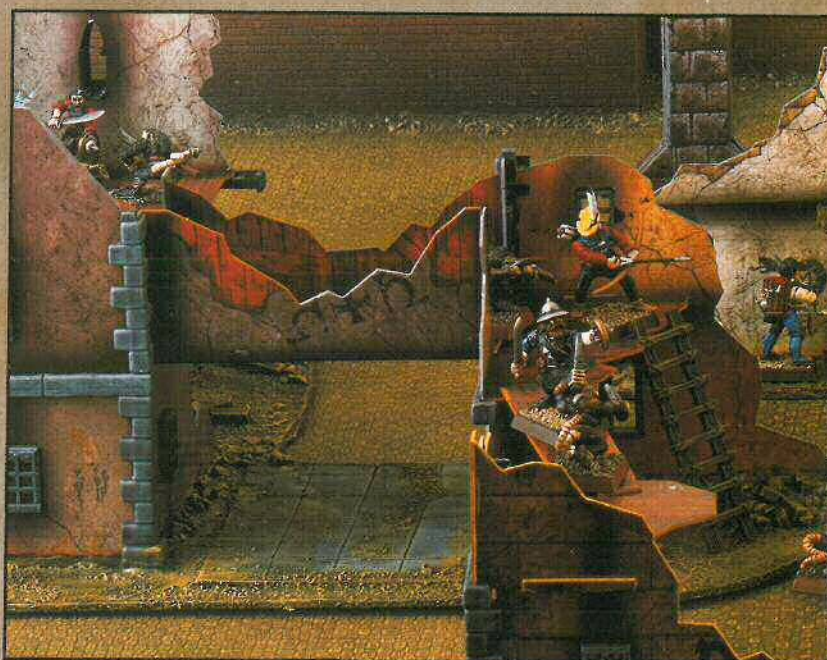


Paving slabs



The paving slabs are made out of pieces of thin cardboard from cereal packets, cut into 2x2cm squares.

These squares were then cut up and rearranged to give a broken look.



Building and basing a Nordheim ruin

Put together your card buildings by following the instructions in the Getting Started leaflet. If you want your buildings to last longer, I suggest you glue the plastic pieces to the card buildings – I used PVA glue for this. I also added a base for additional stability and because I wanted to add some extra rubble to the model. This is what I did...

1 First cut your base to size. You want about a 1 to 2 cm edge around the building itself to help protect it from knocks.

For the base I used thick cardboard called artboard, but corrugated cardboard will do just fine. I then glued some paving slabs to the front. I covered the base with coarse textured paint, and whilst the paint was wet I added some sprue rubble and small pieces of gravel. Do not glue the building to the base yet.

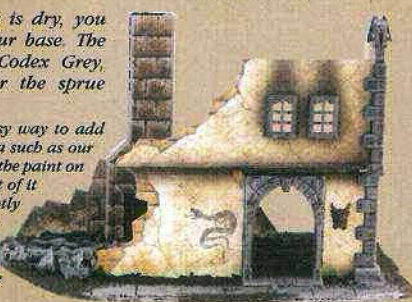


2 Paint or spray the base black. Then once this is dry, attach the building to the base using PVA glue. I also attached the chimney piece, to give the building a back wall.

You may find that you have some small gaps between the bottom of the building and the base. I filled in these gaps with textured paint, and when this was dry I painted it black as well.

3 When the black paint is dry, you can start painting your base. The first colour I used was Codex Grey, which I drybrushed over the sprue rubble and paving slabs.

Painting tip: A quick and easy way to add paint to a raised, textured area such as our base is to drybrush it. First, get the paint on your brush and then wipe most of it off onto a tissue. Then lightly brush over the area you want to add colour to. The paint will come off on the raised detail, leaving black in the recesses to provide shading.



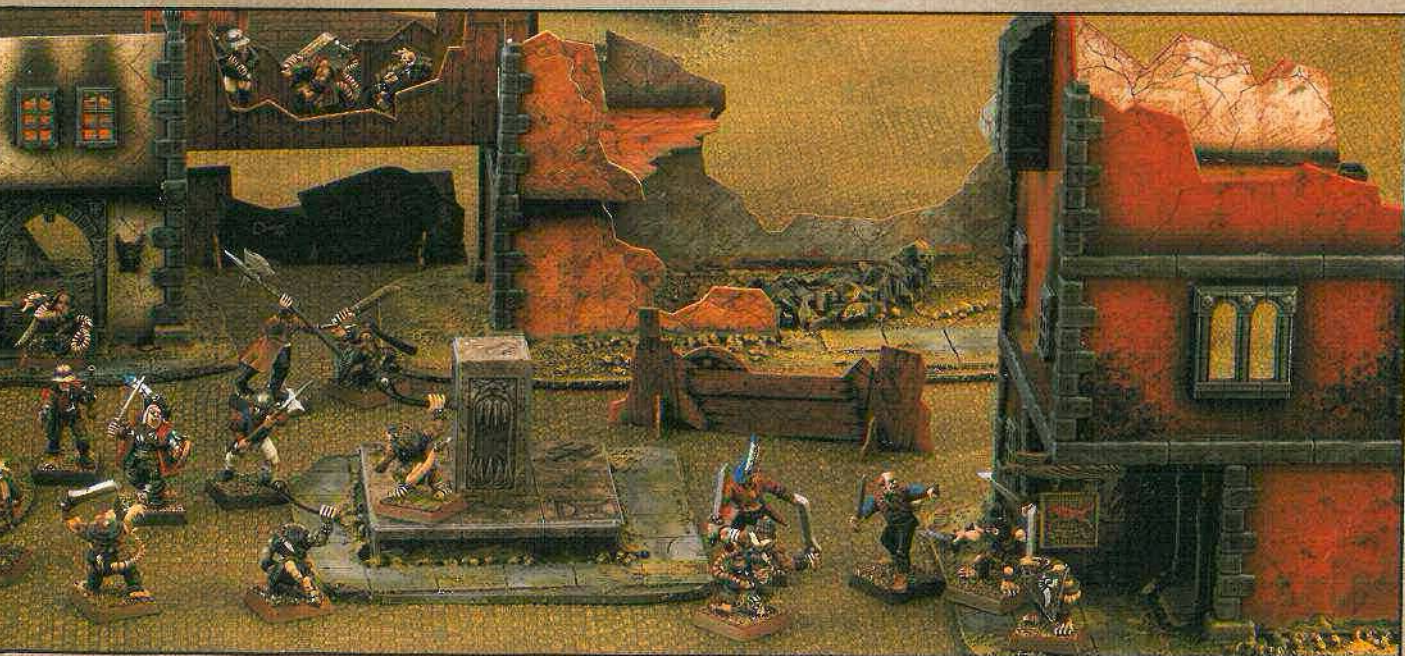
4 Now drybrush the entire base with Snakebite Leather Go over the edges of the paving slabs, the sprue rubble and up the sides of the building. Don't worry too much about keeping this neat and tidy. Nordheim was hit by a big rock so it is going to be a little bit dusty...

5 To finish off your base, give it a final drybrush of Bubonic Brown. Again go over the edges of the paving slabs, the sprue rubble and up the sides of the building.

Excellent, you have completed your base. Your building is ready, so go play some games!



Right: To add a finishing touch to your ruins, paint the edges and folds of the card in grey or light brown. This helps to tidy up the piece and gives it a more solid appearance.





Finest of Men

Brave and disciplined, the soldiers of Reikland are are well versed in the arts of war. Alessio Cavatore discusses how to assemble a warband of these loyal warriors and the tactics he uses in the ruins of Mordheim.

It's hard to be a Human warrior in the Warhammer world. You will have to face opponents that are physically superior like Beastmen, and supernatural creatures like the Undead, which attack your mind with horrifying visions of death. And

that's when you're lucky and don't run into something that is both powerful and scary, like the Possessed. Experienced Heroes may become a challenge for such monstrous foes, but at the start you will have to rely on your equipment to save the day.

Mercenaries have the widest and best selection of weapons, especially missile weapons. This, in my opinion, is the answer: hit them from afar, before they can get their hands (claws, pincers, tentacles, whatever...) on you.

When preparing a starting warband for a campaign, it is always best to begin by buying all the Heroes you can.



A warband of Reiklanders

A warband searches the ruins for the rare and valuable wyrdstone.



Heroes are vital in a campaign, because they directly influence the number of dice you roll for exploration; therefore the more Heroes you have, the more wyrdstone and treasures you will find. They are also useful in locating rare items and special characters, they get a better selection of equipment and definitely make better use of their experience, developing new skills as well as improving their statistics. On top of all this, there is one more point that makes them better than Henchmen in a campaign; they are much more resilient. The point is, you see, that a Henchmen who is 'taken out' will be permanently out of the campaign on a result of a 1 or 2, while a Hero will die only if you roll a 1 on the first dice of your D66. So a Hero has double a Henchman's chance of survival...

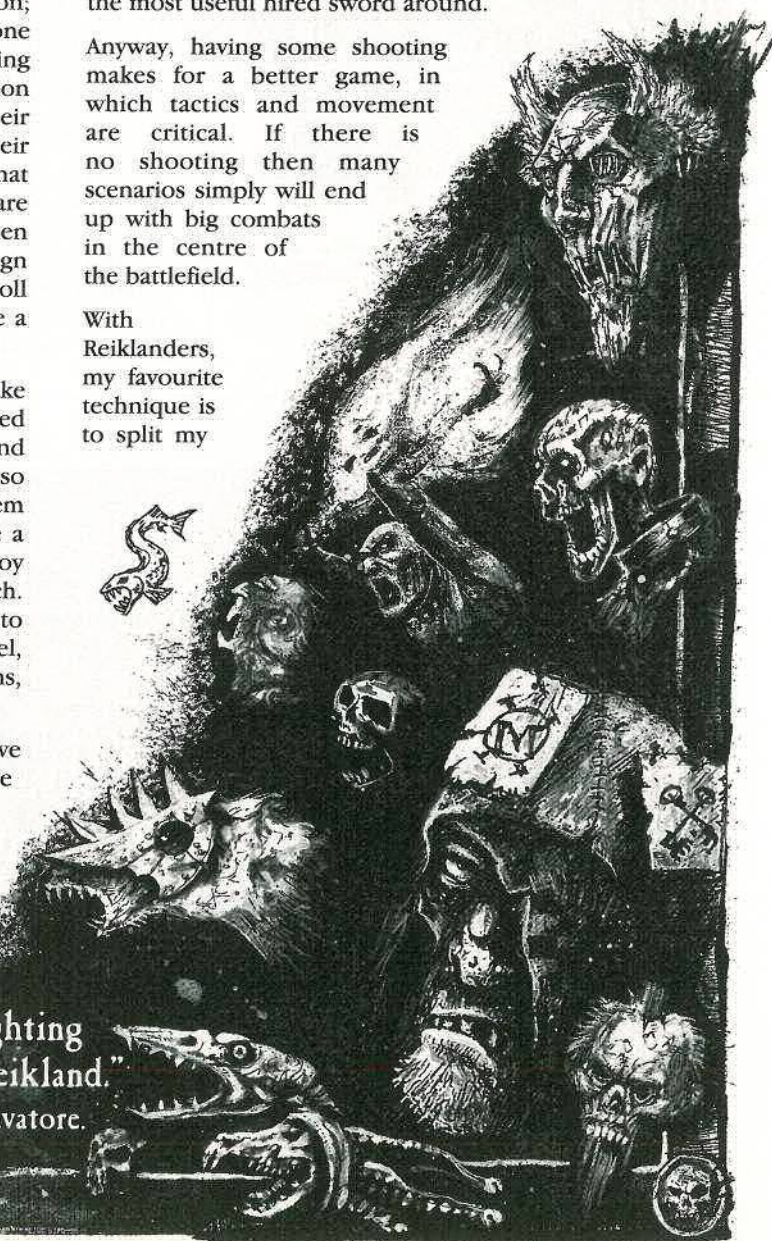
A Reiklander warband is the best choice if you want to take advantage of the Mercenaries' great choice of long-ranged weapons. Your Marksmen's BS of 4 is quite impressive and will allow you to out-shoot any other starting warband, so buy all the Marksmen you can afford! I normally arm them with a mixture of crossbows and longbows. If you have a good line of sight (from an elevated position is best), deploy your crossbows there and don't move them too much. Longbow-armed models have the advantage of being able to move and shoot, so I normally deploy them on ground level, where they can move freely and get into better positions, reacting to the enemy's movement.

With a bit of luck, your Marksmen will soon get to improve their BS to 5, and that will make a big difference! For the same reasons, employing an Elf Ranger is normally a good idea, because he will contribute to your hail of arrows and will also help you greatly in the

exploration phase. I really think this pointy-eared fellow is the most useful hired sword around.

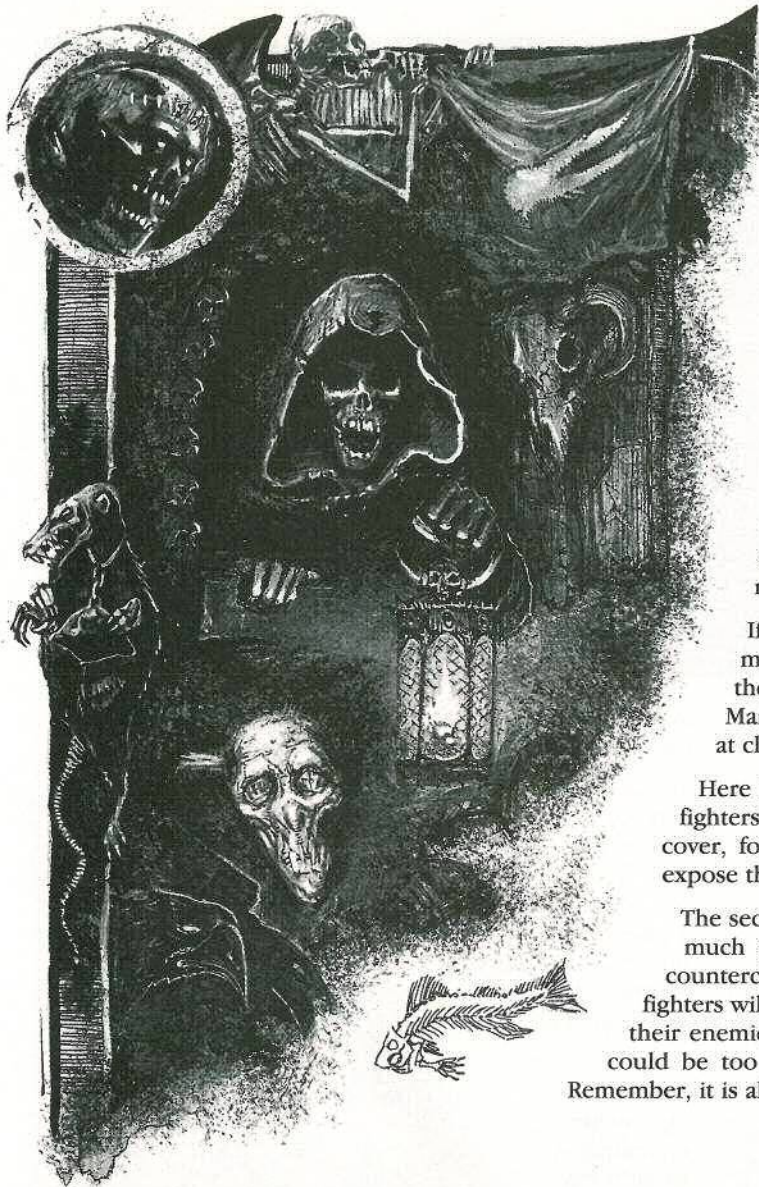
Anyway, having some shooting makes for a better game, in which tactics and movement are critical. If there is no shooting then many scenarios simply will end up with big combats in the centre of the battlefield.

With Reiklanders, my favourite technique is to split my



An Extract from "The Fighting Techniques of the Men of Reikland."

By master tactician, Alessio Cavatore.



warband into two groups. The first consists of all the Marksmen I can afford, led by my Captain. They will deploy in elevated positions and stay at the back, moving as little as possible and making good use of their missile weapons and their high Ballistic Skill.

Under their covering fire, the second group will advance. This group will be made of my hand-to-hand specialists, like my Champions, Youngbloods and Swordsmen – I will call them the 'fighters'. I normally use them to fulfil the victory conditions if the scenario involves searching or capturing an area. In a Skirmish or in any other scenario where victory is achieved by routing the enemy, I don't push the fighters too far away from my Marksmen. In this way the fighters will engage the enemy under the covering fire of the Marksmen and they can also use the amazing Leadership of their Captain. With Reiklanders the Captain's influence extends to 12" around him – double the normal range!

If the enemy is clever, his warriors will be advancing towards my warband staying hidden and using every inch of cover they can find, until they are in charge distance. And if my Marksmen are charged, I'm in trouble. They are not too good at close quarters!

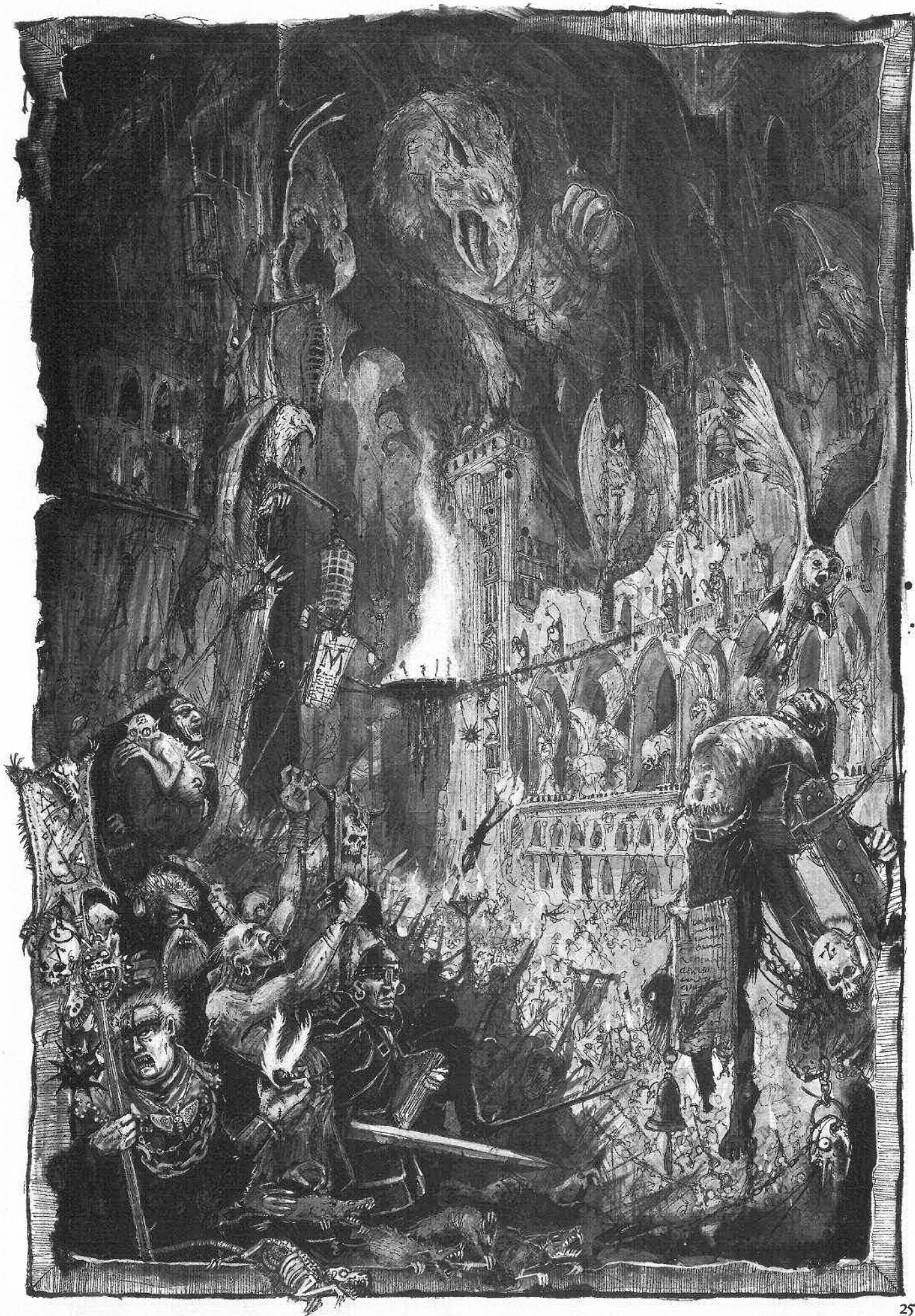
Here I have two alternative tactics. The first one is to keep my fighters in front of my Marksmen, trying to flush the enemy out of cover, forcing them to come out to engage me, and as a result expose themselves to my missile fire.

The second alternative is to keep the Marksmen in front, cause as much damage as possible before they are charged and then countercharge with my second line. The advantage is that my fighters will get to charge and will stand a better chance of taking out their enemies. Of course if all my Marksmen have been butchered, it could be too late and I may have to take a Rout test...

Remember, it is always a good idea to look for Holy Relics!



A small party of Reiklanders fights the evil Skaven in the ruins of the city



Painting your models

Here are a few hints and tips that should help you to put together and paint your Mordheim models. Of course, this isn't an exhaustive list and we'll be bringing you even more painting ideas in coming issues.

Preparing to paint

To start with you'll need to glue your models together. Before you can assemble them, you'll have to remove the plastic models from their frames with a modelling knife or pair of clippers. Metal and plastic miniatures may have mould lines which you should gently remove with a modelling knife or file. It's worth taking a bit of time preparing your miniatures as the end result will always look better if you do.



The undercoat

Before you start painting you must give your model an undercoat. This is a thin coat of paint onto which you can easily apply your colours. If you want your models to have lots of bright colour it's best to use a white undercoat and if you want to use darker tones then use a black undercoat. The quickest and simplest way to undercoat a model is to use spray paint.



The Skaven on the right was undercoated black first, then dark colours were painted on top. The Mercenary on the left was undercoated white, which suits the brighter, more lustrous colour scheme.



Where to start

Mordheim warbands are made up of warriors who flock to the city in search of wealth and glory, so your rag tag band of warriors are unlikely to be wearing uniforms. The models in your warband don't all have to be painted in exactly the same

way, so you can vary the colour scheme on each model. For instance you can paint your first model with red trousers, the second with a red tunic, the third a red hat, etc. Next paint a blue tunic on the first followed by blue trousers on the second, and so on. This means that all your models will appear to be from the same warband but their clothes will look less like a uniform. A great example of this is the Reikland warband shown on the right. What looks to be a fairly random colour scheme is simply three colours painted on different areas of each model.

Top Tip: Thin down the paint

If you use paint straight from the pot, it may obscure some of the detail on the model, so it's a good idea to thin down your paint with a little water first. If the first coat doesn't cover the model completely, wait for it to dry and then paint on a second coat.

Some gamers like to thin down their paint with a matching colour ink, such as Red Ink for Blood Red, as this makes the original colour brighter.

Shading

Many painters like to add extra depth to a painted model by adding a bit of shading. One way to do this is to paint the area you've chosen a dark colour, such as Vomit Brown, then paint a lighter tone of that colour by mixing in some Skull White. Make sure you leave the original darker colour showing in the recesses of the model, as the shading. Another way to add shading is to wash over the colour you've chosen with a suitable coloured ink, such as Chestnut Ink over Vermin Fur or Flesh Ink over Bronzed Flesh. The ink flows into the recesses of the miniature providing the shading.



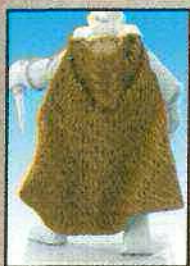
Highlighting

As well as shading the recesses, you can highlight the raised areas of the model to bring out even more detail. Simply mix a lighter tone of the colour you want to highlight and apply it to the raised areas of detail on the model. Another way to highlight is to drybrush the lighter colour onto the model. This technique is described opposite.

Adding the detail

The final areas of the model to paint are the weapons, belts, armour plates and extra equipment such as lanterns and rope. It's usually easier to paint belts and straps a dark colour like Bestial Brown or Chaos Black. Alternatively you could paint them a contrasting colour. Metallics such as Mithril Silver and Boltgun Metal look best when painted over a black undercoat. Metal objects can be made to appear rusty by giving them a wash of Brown Ink. Highlight Boltgun Metal with Chainmail or Mithril Silver to create keen razor edges to axes and blades.





This fur cloak was painted with Snakebite Leather and shaded with Chestnut Ink. The shaded fur cloak was then drybrushed with Vomit Brown.

Drybrushing

A quick way to paint textures and raised detail such as fur, beards and hair is to drybrush them. Pick a lighter shade of the base colour and wipe away most of the paint on the brush onto a tissue. Then lightly brush over the area you want to highlight. The colour in the brush will come off onto the raised detail. This leaves the darker colour in the recesses, providing shading. The more you drybrush over the model, the lighter the model will look. You can also paint armour, weapons, cloth, faces and hands in this way.

Dirt and grime

Battles in Mordheim are normally fought in dirty, burned out buildings and muddy streets, so most warriors are usually covered in a layer of grime and dirt. This means you don't actually need to be too neat when painting your models – a little roughness helps! Use Vermin Fur or Bestial Brown to apply streaks and splashes of mud to the boots and feet of your troops.



Bolgun Metal was painted over Chaos Black to make the metalwork on these Skaven stand out. The teeth on the throwing star were picked out with Chainmail and a wash of Brown Ink was used to make the metal look really rusty.

Top Tip: Smooth ink washes

Inks can sometimes dry in a blotchy way, but if you add a drop of washing up liquid to your ink before painting it on, it will flow much better.

Bases

If you paint your warband's bases all the same way, it helps to make them look more coherent on the battleground. The simplest way to finish a base is to paint it a suitable colour, such as Vermin Fur, Shadow Grey or Chaos Black. Bases also look more impressive if they have some surface texture. Gluing sand to the top of a base is a quick and easy way to do this but for Mordheim, cobblestones and flagstones would look even more effective. For example, small blobs of modelling putty pressed onto the base make great stonework. If you are feeling adventurous you could use textured plasticard (available from model shops) or even wallpaper that has a suitable raised pattern on it. Paint and drybrush the texture to really finish the bases off. Why not add extra detail to the base such as grass, gravel, rats, skulls, etc?



Choosing your colours

If you look through the different warbands shown in Town Cryer, you'll soon have lots of ideas for different colour schemes. Feel free to mix and match any of the ideas you see. Remember, because you have only a few models to paint, you can really go to town on the detail! Experiment, take some chances and most importantly, have fun!



A painted Reiklander warband ready for use in a game.

City of Nightmares



Have I told you the story of my first battle? No? Great! Sit down then and listen. It was two years ago. I was young then, and stupid. I had just come from Reikland with a couple of lads, our minds filled with stories about Mordheim. We were convinced that we would be rich. A quick trip to the city, load up with hoards of wyrdstone, get out. How wrong we were! But let me tell you the whole story of my first venture into that city of nightmares...

A True Account of the recent skirmish between the Skaven Manflayers, commanded by the vile Mark of Bedford, and the Reiklander warband Luthor's Looters, captained by Alessio Cavatore. Penned by the scribe Tuomas Pirinen under commission from Luthor Wolfenbaum.

The Reiklanders



Alessio Cavatore

Well, when it came to choosing how to spend my 500 gold crowns, I was mainly influenced by one important factor – the models available...

Normally you prepare your warband and then build the models, but in this case I had to adapt my warband to the models that the 'Eavy Metal team had painted at the time. First I picked my five Heroes and then I started to look for Marksmen.

Shooting really is the greatest strength of Reiklanders and I think it's better to build on your strengths than try to compensate for your weaknesses. Therefore I made sure that every model with BS4 had a missile weapon, and I went over the top on my Captain, whose equipment reached an impressive total cost of 120 crowns! The problem was that the model was obviously wearing heavy armour and

that's really expensive. Having a helmet is great to avoid being stunned and taken out while you lie on the floor, while duelling pistols are simply awesome (better to buy them now when the warband is starting out, so that I don't have to roll to find them at the trading post).

The plan for the fight is simple: stay back, find a good sniping position for my Marksmen and advance just enough to flush those rats out of cover and into the open, where I can (hopefully) shoot them to bits... may Sigmar be with me!



Reiklander Captain Luthor

The Skaven



Mark Bedford

Having just finished the design work on my last Mordheim figure, a Beastman, I was asked by Paul Sawyer if I would like to fight a Mordheim 'Skirmish' scenario for a battle report in White Dwarf. I would be using the Skaven, Alessio Cavatore the Reiklanders, and we would be fighting over the superb Studio Mordheim terrain. Well, who could refuse an offer like that – time to put down my sculpting tools and pick up a Mordheim warband roster and pen.

I have played a few games of Mordheim before, while the game was going through the rigours of playtesting, and I have recently put together a Skaven warband of my own, 'The Black Shields', for the Studio Mordheim campaign.

The first thing I did was to get together the Studio's Mordheim Skaven figures and try to come up with a strategy to fight against Alessio's Reiklanders. The superbly painted Studio models included the plastic Skaven that you get in the game, sculpted by Aly Morrison, and the fantastic metal Skaven, by Colin Dixon. In the end I went for a mix of metal and plastic models. You could quite easily make an entire warband from just the plastic Skaven, but the metal figures were far too tempting.

Having sent out my Eshin spies, they returned with information on the enemy. Reiklanders are disciplined and

brave and are all greatly skilled at shooting. This is reflected in the special rules of testing on their Captain's Leadership within 12" rather than 6", and having +1 to their standard BS. With this in mind I went for quantity not quality. I needed a warband with more troops than the Reiklanders so they could soak up missile fire before taking a Rout test, using Skaven speed to get into combat quickly. If this worked, I could hopefully force Alessio's warband to take a Rout test early on in the game.

My warband included an Assassin Adept with fighting claws, who could mix it up with the best of the Reiklanders. Next, two Black Skaven armed with flails (if these guys got into combat it would be messy!), then a couple of Night Runners and seven Verminkin armed with various weapons.

I would use the Verminkin as a bodyguard for my Adept and to take the brunt of the enemy fire, and use the high movement rate of the Skaven to close the gap. There would be no point trying to outshoot the Reiklander warband – I wouldn't stand a chance. So that was my plan and I intended to stick to it...



Assassin Adept Klawful

Gentlemen

WARBAND NAME: Luthor's Looters

WARBAND TYPE: Raidkländers

TREASURY:
Gold crowns: 0gc
Wyrdsword studs: _____

WARBAND RATING:
Total experience: + 36
Members x 5: (9)=45
Rating: 81

STORED EQUIPMENT

NAME: Altford Archers
NUMBER: 2 **TYPE:** Marksmen

M	WS	RS	S	T	W	I	A	L
4	3	3	3	3	1	4	1	7

EQUIPMENT
Long bow

SPECIAL RULES

NAME: Altford Crossbowmen
NUMBER: 2 **TYPE:** Marksmen

M	WS	RS	S	T	W	I	A	L
4	3	3	3	3	1	4	1	7

EQUIPMENT
Crossbow

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

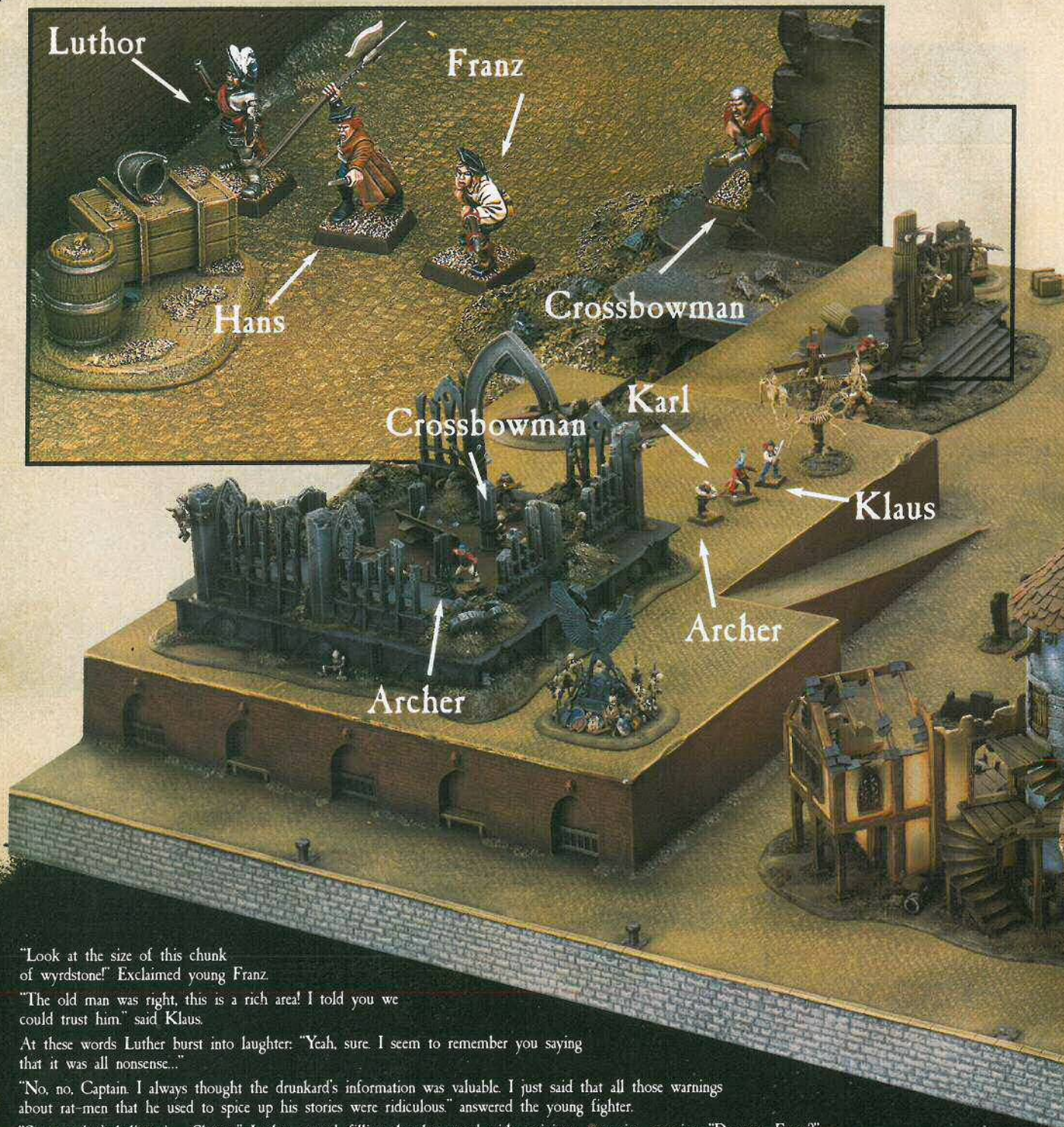
EQUIPMENT

SPECIAL RULES

NAME: _____
NUMBER: _____ **TYPE:** _____

M	WS	RS	S	T	W	I	A	L

[illegible]



"Look at the size of this chunk of wyrdstone!" Exclaimed young Franz.

"The old man was right, this is a rich area! I told you we could trust him," said Klaus.

At these words Luther burst into laughter: "Yeah, sure. I seem to remember you saying that it was all nonsense..."

"No, no, Captain. I always thought the drunkard's information was valuable. I just said that all those warnings about rat-men that he used to spice up his stories were ridiculous," answered the young fighter.

"So you don't believe in... Skaven." Luther paused, filling that last word with a sinister, menacing meaning. "Do you, Franz?"

In the dark alleys of the city, the tales about those evil denizens of the underground seemed much more real than they did in front of the tavern's fireplace - but the soldier could not show any sign of fear in front of his comrades, so he straightened up and replied, "Of course not! Everybody knows that those are all legends, tales to scare children and superstitious old women..."

Ssshhtukk

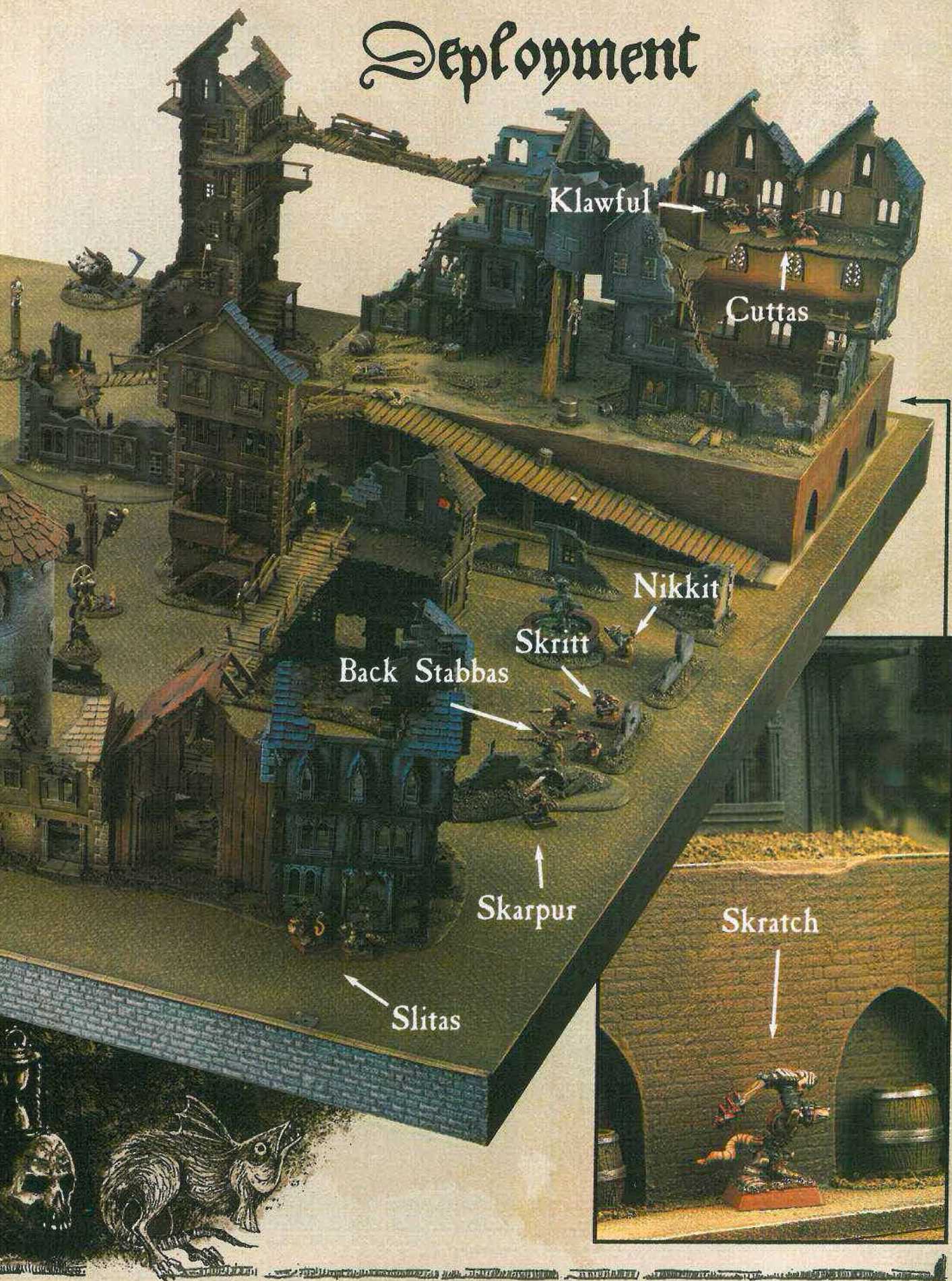
The man's words were interrupted as a barbed, steel throwing star flew a few inches in front of his astonished face and stuck into the wooden wall of a ruined house.

The Reiklanders turned, drawing their weapons, but all they saw was a dark, cloaked figure, scuttling away at blinding speed and disappearing into the shadows.

"Did... did you see that?! It had a... a..." gasped Franz.

"Tail is the word," said Luther, grim-faced, "and Morr take me if it didn't look exactly like a rat's tail. The only problem is that the rat was six feet tall, armed and rather unfriendly... Get ready, men. I think we have company!"

Deployment



Luthor's Looters One

Captain Luthor looked out across the ruins, trying to catch a glimpse of the Skaven scum. Ordering his men to move forward deeper into the ruins, he signalled the Marksmen to take up positions with good lines of sight. Luthor himself led his second in command, Hans Krieg, and the newest of his recruits, Franz, toward the nearest of the derelict houses.

With none of the Reiklanders able to see the Skaven, they were unable to fire upon them and their first turn ended rather quickly.



Karl and Klaus move forward, while a Marksman covers their advance.

Black Skaven Scratch silently ran headlong towards the enemy, hidden from view by the largest of the ruins. The massive Skaven had set his eyes on the bowman hiding behind a ruined gate. Licking the spikes of his wicked flail, the Skaven made certain that any wounds he caused would become infected.

Meanwhile on the left, the Slitas, eager to get into range with their slings, headed towards the Reiklanders who held positions in the temple ruins above.



The Slita slingers advance through cover.

Manflayers One

Following the chittering commands of the Master Assassin Klawful, the Skaven prepared to close in on the man-things as quickly as possible. The sooner the Skaven reached the humans, the better. Reiklanders were rightfully feared for the accuracy and deadliness of their Marksmen.

Klawful himself advanced, protected by two of his Verminkin, who he had promised to cut to shreds if they tried to dodge any arrows. The Skaven leader and his bodyguards ran towards the bridge which connected the ruined building with a tall, blasted tower.

Using every nook and cranny for cover, the rest of the Back Stabbas and Night Runner Nikkit, led by Black Skaven Skritt, made their way towards the Reiklanders in the middle.



A Marksman takes cover in the ruins.

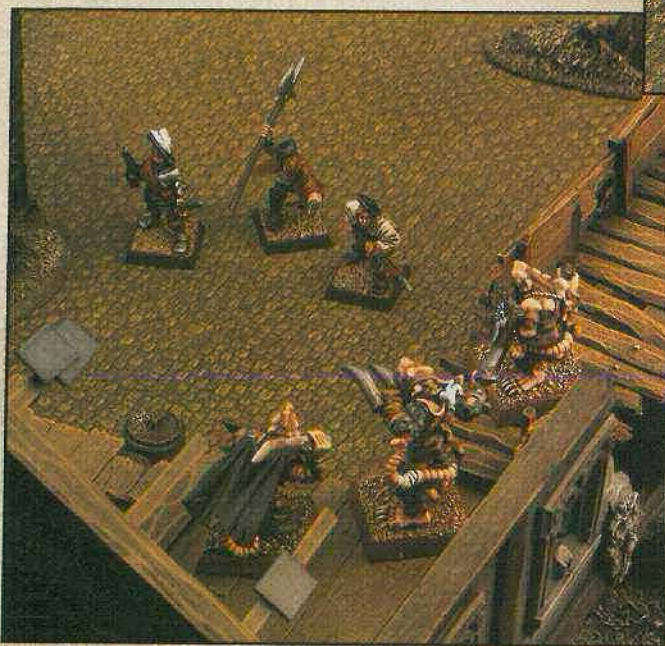


Klawful and his bodyguard creep through the derelict building.

Luthor's Looters Two

Seeing that he was outnumbered, Luthor told his men to seek cover and get ready to greet the Skaven with a hail of arrows and crossbow bolts.

Captain Luthor himself, followed by the Champion Hans and Youngblood Franz, took cover in a ruined town house. Reading the anxiety and fear in the youngster's eyes, Luthor decided to give the boy a bit of encouragement. "Watch me and learn," said Luthor, grinning at the trembling youngster, "And if you are hard pressed, just throw them a bit of cheese – they'll forget all about you in an instant!" Gripping his spear tightly, the Youngblood smiled weakly and nodded.



Klawful watches over the Reiklanders as they make their way into the ruins.

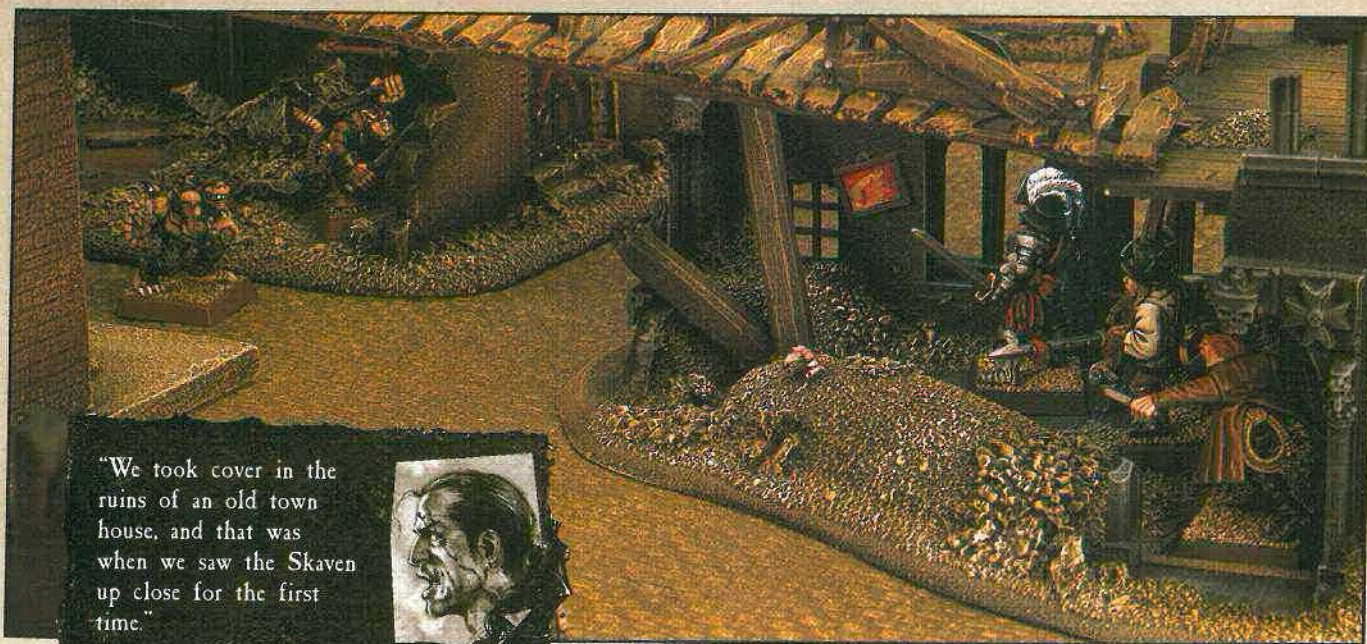


Skritt, Nikkit and the Back Stabbas stalk toward the Reiklanders.

The Marksmen took up positions in cover, taking higher ground where possible to get a clear line of sight to the enemy with their bows and crossbows. At the end of the turn the Reiklanders were in excellent positions to snipe at the advancing Skaven. Now it remained to be seen if that would be enough to stop them.

One of the Marksmen drew a bead to a Skaven, and fired at the distant Night Runner, Skarpur. The bolt hit its target, but it had lost most of its force, and only knocked down the Skaven.

The Marksman standing near the carousel of skeletal horses whispered a prayer to Sigmar, and took aim at one of the Skaven shielding Klawful. His aim was true, and the pitifully shrieking Skaven fell, skewered by an arrow through its thigh. Scornfully Klawful trampled and kicked the fallen Skaven, disgusted that it had only stopped one arrow before going down.



"We took cover in the ruins of an old town house, and that was when we saw the Skaven up close for the first time."



Captain Luthor readies his men to face the oncoming Skaven.

Manflayers Two

At the beginning of the turn, a slightly embarrassed Skarpur clambered to his feet, and climbed up the makeshift ladder to gain a better vantage point.

Skratch, continuing his relentless advance, dashed behind a corner of the building. Soon the massive Skaven would be in position to attack the hated man-things.

The great mass of Verminkin, led by Black Skaven Skritt, scuttled forward in the centre, taking shelter in the shattered ruin in the middle of the table.

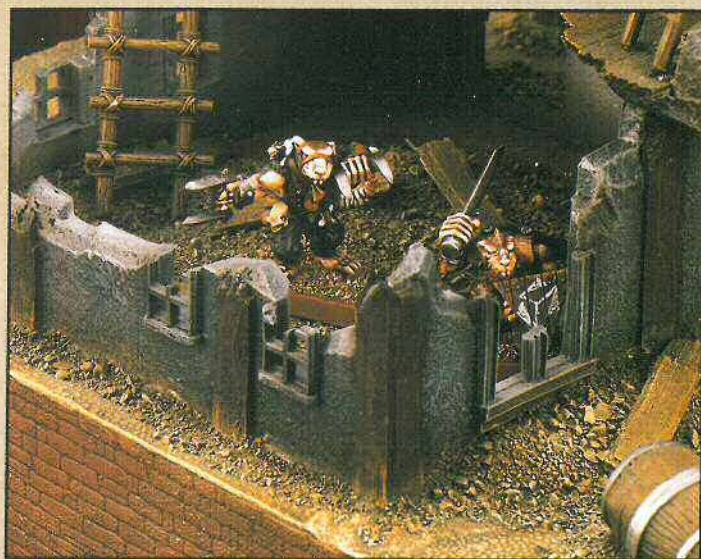
Klawful and his remaining Verminkin jumped down a level in the ruined building, and headed towards Captain Luthor and his two men. Klawful felt confident. In the hidden arena of the Clan

Eshin in Cathay he had defeated six armed slaves in one combat. With fighting claws on he knew he had no equal.

Meanwhile on the Skaven left, the wily slingers of the Slitas henchman group ducked into the cover of a ruined building, and advanced stealthily towards the bowmen sheltering in the ruins above. One of the Slitas slingers sent two stones towards the bowman hiding behind the statue, but the shots clattered against the gruesome sculpture and bounced off harmlessly. The other slinger moved closer to the humans, in hope of getting within short range for his weapon (slings can shoot twice per turn if within 9").



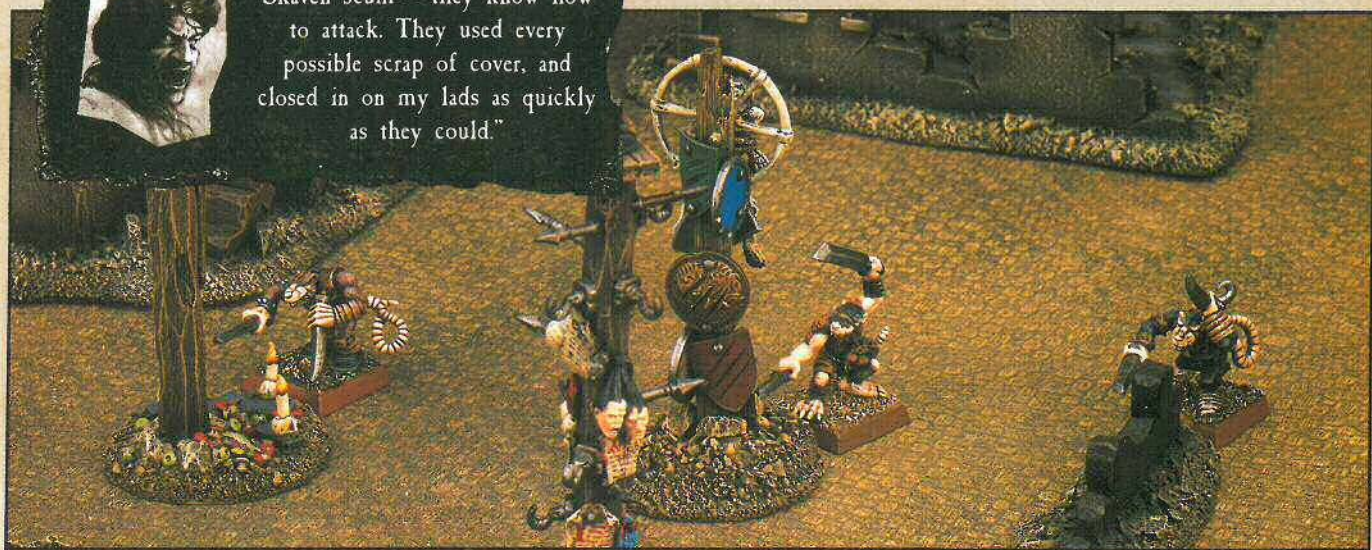
One of the Reiklander archers skillfully picks off a Skaven.



Klawful continues his advance on the humans, despite the loss of one of his bodyguards.



"I have to hand it to the Skaven scum - they know how to attack. They used every possible scrap of cover, and closed in on my lads as quickly as they could."

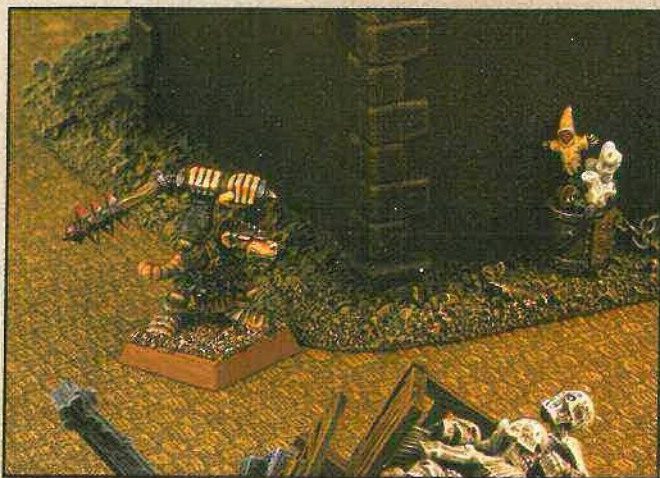


The Back Stabbas Verminkin use all the available cover as they approach the Reiklanders.

Luthor's Looters Three

Captain Luthor, followed by Hans and Franz, hurried up a ladder to stop the advance of Klawful. "Now is our chance, boy," said Luthor to the Youngblood and pointed at Klawful, "See that rat prancing around with iron claws? I bet he's the leader. If we take him out, the rest will run!"

After assessing the battlefield situation, Karl ran toward his Captain's position while ordering Klaus to go and back up the Marksman on the far side of the temple.



Skatch spies his intended victim, the crossbowman at the ruined gateway.



Skarpur clammers up the ladder to gain a better view of the Reiklanders' positions.

Luthor drew his exquisite duelling pistol, and took aim at the Verminkin shielding Klawful, but despite his skill with the weapon and the gun's excellent construction, the shot missed, and the lead bullet whizzed past the Skaven.

The Marksman huddling behind the statue took a deep breath and aimed towards the ratmen. His aim was true, but the arrow only grazed the shoulder of a Skaven slinger. The other Marksmen fared no better, and actually failed to hit a single Skaven! Alessio shook his head in disbelief; his much-vaunted Marksmen, the pride of Reikland, had let him down. Now the Skaven were getting dangerously close.



Franz readies himself for the oncoming Skaven attack.

Manflayers Three

Bounding forward with incredible speed, Klawful the Assassin closed in on the hapless Youngblood Franz, eager to cut the human to shreds. Skritt and Nikkit ran toward the Reiklander Captain and his companions, ready to attack next turn.

Meanwhile, below, Black Skaven Skritt ran up the ladder, ready to smash the life from the Mercenary Captain with his fearsome flail. Behind him the Verminkin fanned out, taking cover where they could, heading towards the scattered Reiklander Marksmen all around the table.

Once in range, the Slita slingers let fly with their slingshots, and one of the missiles hit a bowman hiding behind the statue. He went down screaming, his ribs cracked by the stone.

In the middle of the bridge, the Youngblood and Assassin met. Easily avoiding the clumsy thrust of Franz's spear, Klawful jumped high into the air and descended with a hail of blows, his fighting claws glinting in the darkness. "You are mine-mine!" skittered the Assassin. The Youngblood stood his ground on the bridge for a moment, and then, with dozens of cuts criss-crossing his chest, he fell down to the street below, flailing his arms miserably. Klawful turned his glance towards the remaining man-things, and took up a fighting stance.



After just missing the Slita slinger, the archer takes a shot full in the chest.



From the safety of cover, the crossbowman selects his next target.



Franz is taken out and falls from the walkway to the floor below.

Luthor's Looters Four

Shouting a warning, Champion Hans, his halberd raised high, charged the Black Skaven who was about to attack the Reiklander Captain from behind.

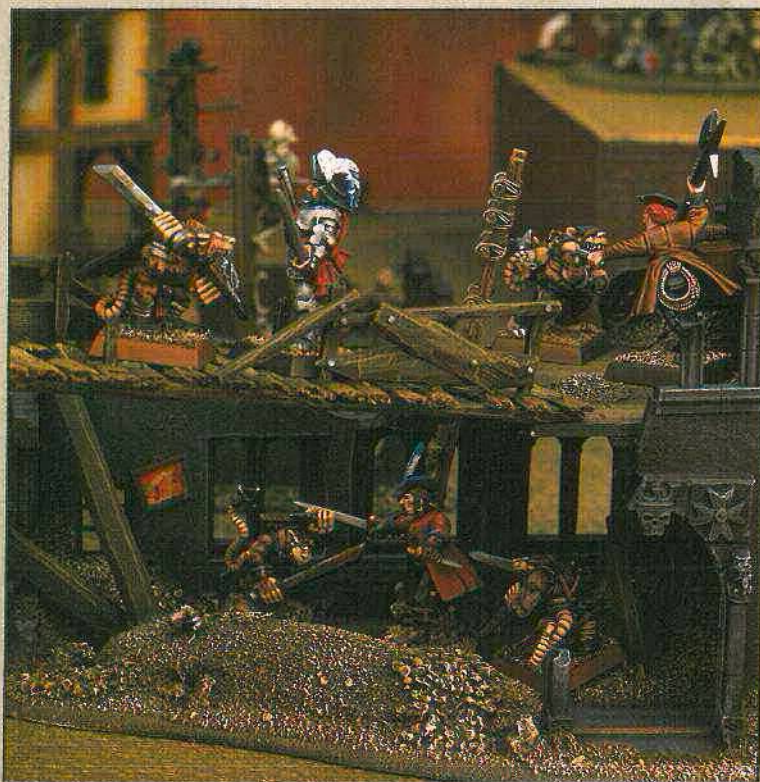
Fearing that the approaching Skaven would overrun the Reiklander positions, Youngblood Klaus moved to lend support to the Marksmen, hard-pressed as they were by the Skaven slingers. The Champion Karl ran into the melee raging around the building where his Captain was.

All the Marksmen of the warband shot at the fast-closing Skaven, but not a single arrow hit. Luthor muttered something about cutting the wages of his men if their accuracy did not improve. Determined to show his incompetent men how it should be done, Luthor drew his duelling pistol, and took careful aim at the approaching Klawful...



The Reiklander Captain's lead shot struck home with savage force and Klawful was duly pitched from the bridge into the streets below. (At this point Alessio had rolled 6 to hit and 6 to wound, which meant he had caused a critical hit. A further roll of 6 meant he had caused 2 Wounds with no armour saves allowed)

In the hand-to-hand combat phase, Champion Hans, brought his halberd down on the Black Skaven. Skritt tried to dodge, but the heavy blade struck him on the chest, stunning him.



After shooting down the Skaven leader, Luthor readies himself for combat.

Manflayers Four

Groaning, the Black Skaven Skritt started to recover his senses, and rolled over, but the Champion Hans was poised above him, ready to take him out with his halberd.

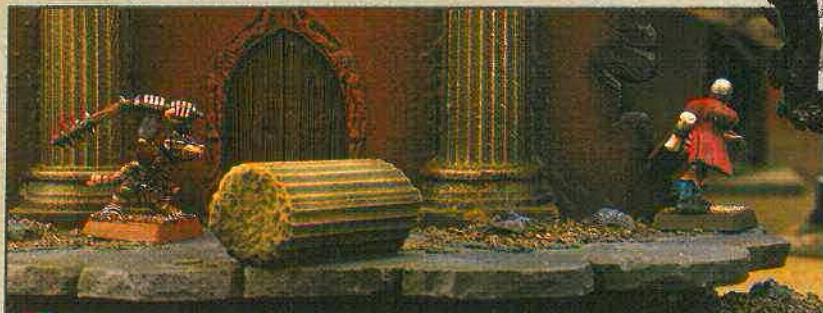
Seeing the Assassin shot down, and his mind filled with visions of taking over the warband, one of the Verminkin of the Cuttas charged Captain Luthor.

Skratch saw his chance and with a bounding leap he charged the Marksman huddling behind the ruined gateway. Now was time to exact vengeance for all those arrows the man had shot towards him.

Night Runner Nikkit raced ahead of the Verminkin, and drawing his sword he prepared to take on the sword-armed Champion Klaus, who had interposed himself between his leader and the approaching Skaven.

Night Runner Skarpur did not fare as well. Trying to impress his fellow Skaven he jumped down from the bridge, only to stumble and fall, managing to stun himself, much to the amusement of his fellow Skaven.

In the hand-to-hand combat phase, Hans hacked at the fallen Skritt with his halberd, taking the Skaven out of the game (a warrior attacking an opponent who is knocked down only needs to wound his opponent in order to take him out).



Skratch sneaks up on the Marksman from behind and...

Meanwhile Luthor parried the clumsy blow of the Verminkin, and attacked, duelling pistol blazing. It was to no avail however, as Luthor completely missed his opponent.

The combat between Skritt and the Marksman did not last as long. The Skaven's whirling flail drew a blurred arc in the air, and before the hapless Marksman had a chance to react, it hit him full in the face. The Reiklander went down, his face covered in blood, with the Black Skaven standing triumphantly over him, spinning his weapon in the air.



"Always keep an eye on where the enemy is. Sometimes you forget and the next thing you know you're bleeding all over the place."



...batters him senseless.

Luthor's Looters Five

The Champion Hans, having finished the Black Skaven Skritt, fearlessly jumped from the bridge to help his struggling companion Karl.

Klaus moved back towards the closing Skaven, but despite his eagerness he was not close enough to attack.

The Marksmen let loose once again. The first Bowman managed to hit one of the Slitas, but failed to wound. However his companion shot dead the Black Skaven Skritch who had taken down a Crossbowman in the previous turn.

Screaming the battlecry of Reikland, Hans made a successful diving charge (Alessio made his Initiative test, and gained +1 Strength and +1 to hit for this turn). The pole of his halberd struck hard as he descended, and the Skaven was knocked down. Klaus and the Verminkin were more equally matched. Both of them managed to hit their opponent, only to have their blows parried.

On the bridge the Verminkin and Captain Luthor continued their struggle. Despite the best efforts of both warriors, neither side managed to even hit their opponent. Sweating, each warrior sought to find an opening in the defence of his opponent, and they circled each other warily.

In the big melee under the bridge where Luthor and the Verminkin fought, things were going the way of the Reiklanders for the moment – the fight was now between Hans, Klaus and Night Runner Nikkit. But the sword-armed Vermin were closing in fast.



The fighting around the derelict town house becomes even more frantic.



Klaus readies himself to face a Skaven warrior in vicious close combat.



One of the Slita slingers moves through the building's ruins to get in close enough to use his weapon.

Manflayers Five

All over the battlefield, the last of the Verminkin raced to join the melee. One of the Verminkin drew his curved blade and crashed through a rotten windowframe to charge Hans Krieg, who was desperately fending off another Skaven.

The Slitas slingers, now in ideal range for their weapons, sent four stones at the Bowman standing by the skeletal carousel. One of them hit the poor man full in the face and took him out of the game.

In the battle between Champion Hans and the Night Runner and Verminkin, Hans was struck by a sword and knocked down, leaving Karl to face the Skaven alone. His sword stroke gutted the Night Runner Nikkit, taking out the Skaven, but things were looking bad for the Reiklanders.



The Skaven Backstabbas close in on the Reiklanders.

Luthor's Looters Six

Alessio began his sixth turn by taking his Rout test, which he proceeded to fail...

Seeing that his warband had taken quite a pounding, and that there were still plenty of Skaven left, Luthor recalled the words of his old fencing instructor: "Discretion is the better part of valour." With these words of wisdom in his mind, Luthor bellowed "Retreat!" at the top of his lungs. Dragging their wounded with them, the Reiklanders fled, leaving this section of Mordheim for the victorious Skaven to plunder. The skirmish was over.

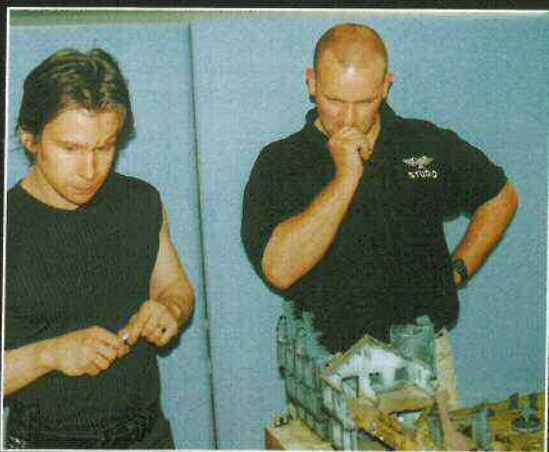


"I've never forgotten that Skaven on the bridge. No matter how hard I tried, I just couldn't land a single blow. I'm sure he must have become the leader amongst his murderous kin, if he was not poisoned, stabbed from behind or strangled by one of his rivals. In the end, it was better to retreat while my warband was more or less intact. Forget pride in Mordheim, boy. The streets are strewn with the corpses of proud men."

Counting the Cost

Unlike Warhammer, if you are playing a campaign a game of Mordheim is not over after the battle itself. You need to find out what long-term injuries your warriors have suffered, whether they have gained enough experience to warrant an advance in their characteristics or a new skill, and finally you determine what the warbands find in the ruins of Mordheim.

The first thing to work out was what injuries the warbands had suffered. Any warrior who is taken out must roll on a Serious Injury table to see the extent of damage he has suffered. In the case of Heroes a player must roll D66, and consult a table which tells whether they have suffered a serious injury, are dead or have luckily survived without scratch.



Difficult decisions to be made.

Mark's Night Runner Nikkit suffered horrible scars, and would cause Fear from now on, and his Black Skaven Skritt had been hit in the head rather hard – from now on this Skaven would be affected by Frenzy. The other Black Skaven had suffered a hand injury, which would reduce his WS by 1. Klawful himself escaped without an injury.

Of Alessio's Heroes, only the brave Youngblood Franz, who had faced Klawful, had been taken out. He suffered a leg injury which would reduced his Movement by 1 from now on.



"I can see you!"

With Henchmen, things are simpler. Simply roll D6 for each one taken out of action, and on a roll of 1-2, they are either dead, critically wounded, or fed up with the warband and leave. As it turned out, all of Alessio's men survived without an injury, and only one of Mark's Verminkin was lost.

Only one of Alessio's Champions, Hans, had earned enough experience to gain an advance. Alessio rolled 11, which meant that his Champion had gained a skill. After much deliberation, Alessio chose the Crushing Blow skill for his Champion, giving him +1 Strength in close combat.

Then it was time to explore the city. This meant that each player could roll a D6 for each of his heroes that survived the battle and was not taken out. Only one of Mark's Heroes had survived, but as winner of the game, Mark's Skaven were allowed to roll an extra dice. Even so the Skaven only managed to find one shard of wyrdstone!

The Reiklanders fared better. Alessio still had four of his heroes at the end of the game, which meant that he could roll four dice. He rolled 2, 2, 2 and 3, which meant that he found 2 shards of wyrdstone – but this was not all. Any time you roll doubles, triples etc. in the exploration phase, your warriors have stumbled across something interesting in the ruins. In this case Alessio had found a ruined smithy, and after a further roll he discovered two halberds in the rubble. Even though he had lost the game, Alessio had probably gained more from the battle!

"Luthor's consolation..."



Alessio Cavatore

I'd lost, but what a great game it was! It was very entertaining and full of little episodes which ranged in tone from epic to comic. I particularly loved the duel on the bridge. At first there was the tragic scene when my Youngblood Franz was chopped to pieces by the Assassin and his broken body fell from the bridge. Then there was

the slow motion movement of Captain Luthor aiming his duelling pistol at the black-clad Adept, with both warbands holding their breath... and finally the detonation: 6 to hit, followed by a 6 to wound and a 6 on the Critical table... Taken out! It was a master shot! Got him right between the eyes!

I also liked the diving charge of my deadly Champion Hans, but that wasn't as good as the perfect sneak attack performed by the flail-armed Black Skaven against my crossbowman. What a blow! That triggered an amusing chain reaction, with my archer avenging his comrade and taking out the Black Skaven, only to be hit in the face by a deadly slingshot. At that point it would have been great to eliminate the slinger, but the game ended and it was time to determine the outcome.

I found two shards of wyrdstone and an abandoned smithy (and among the scrap metal there were two halberds in perfect condition!), and also gained a lot of experience (and a new skill for my Champion!). The only drawback was that the Youngblood who fell from the bridge obviously broke his leg very badly and from now on will move about as fast as a Dwarf!

Pity, but the overall result saw my warband quite improved by the tough experience of this fight. Not too bad for a lost game, but that's one of the best points in Mordheim – often, even if you lose, you end up quite happy. What more can you ask from a game?!

"Warpstone mine-mine"



Mark Bedford

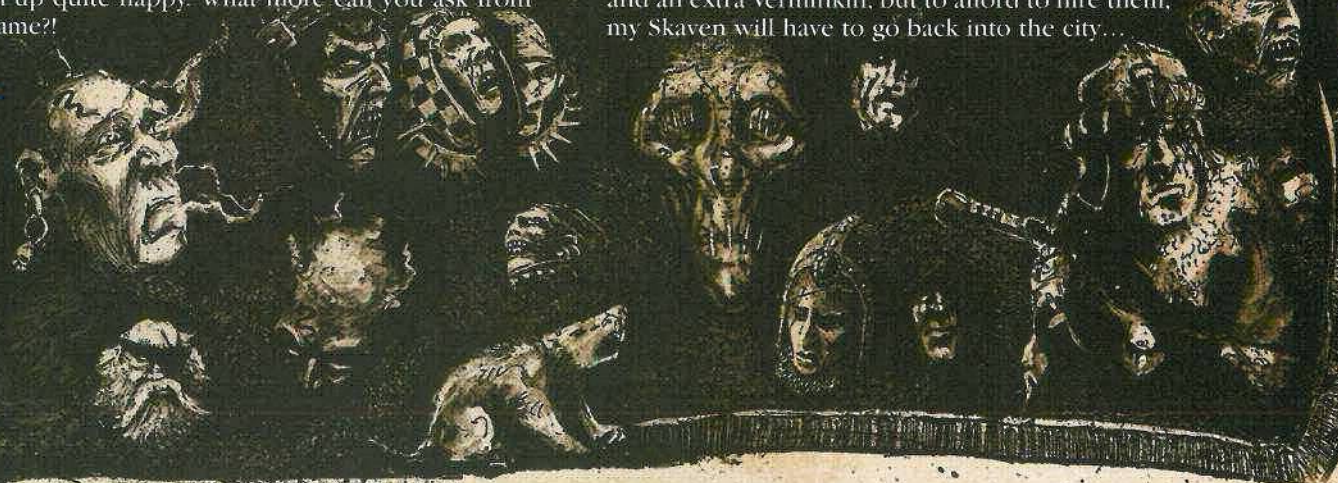
What a great game! Victory was mine and the Reiklanders ran from the battlefield to tend their wounds. The battle had a little of everything. It was a very close game that could have gone either way – Alessio is a good general and it is a hard thing to beat him. My Assassin Adept was overeager to get to grips

with the enemy – he dispatched the Youngblood on the bridge with ease, only to be left in a very vulnerable position with all the enemy's firepower trained on him. With areas of terrain that restrict movement in some way, you should have a plan in your head as to who moves first. I could have sent the Verminkin across the bridge first, but if he had failed to take out the Youngblood, or even worse, got himself killed, then my Adept would still have been shot at by the Reikland Captain, one of the Reiklanders would not have been taken out and I would not have gained the experience points.

Another part of the battle that made me smile was when the Black Skaven managed to work his way around to where the Reikland crossbowman was hidden, and introduce him to the blunt end of Mr. Flail, only to be shot down by a longbowman who was then removed from action by a hail of rocks from my Verminkin slinger (what goes around comes around, eh?).

After the battle, we rolled to see if our warbands had gained any new skills, what injuries had been received and the number of wyrdstone shards that had been found. Even though I won the battle, Alessio found more wyrdstone, gained more experience and even found a smithy – so no one went home disappointed!

Plans for my warband include adding a Rat Ogre and an extra Verminkin, but to afford to hire them, my Skaven will have to go back into the city...





SIGMAR IS STILL WITH US!

Fear not, for the Sisters of Sigmar survive. At this very moment our High Matriarch, Bertha Bestraufung is organising our Sisters so that they may cleanse our beloved city of the foul followers of dark gods.

FINEST HALFLING COOK SOUGHT

Lord Smythe is looking to employ a Halfling Cook for appetizers during his journey through the wastes of Mordheim. Culinary trials will be held at the Headless Hog tavern on Backertag.



Madam Archeossi

Reader of the mystical Tarot. Speaker with the dead. Meet me when Morrslieb is full, at the sign of the Fish.

YE BOOK SALE

Captain Kurt Whitebeard of the Middenheim warband the White Wolves offers you the chance to own a unique collection of tomes, manuscripts and books. Come visit our stall at Griffon Gate.

SEEKING EMPLOYMENT

One Eyed Teddy M'grue, ex-pit fighter, looking for work. Highly experienced. Own weapons. Anything considered. Contact me behind the Red Wolf tavern.

SCRIBE REQUIRED

Needed to record the heroic feats of Baron Hal Kreiglitz, on his imminent arrival in Mordheim. The ability to use a sword and pen an advantage.

FOR SALE OR TRADE

Johann's Emporium has the following goods for sale or trade.

Large iron kettle, big sword, Dwarf blunderbuss, glass eye, pike, rusty axe, cod, pick, anvil, jewelled dagger, lucky charm, bucket and spade.

Why not call in at ye olde gate keeper's cottage.

FOR HIRE

Mandred the Jester. 10 years experience. Expert Juggler. Trickster, Joke Teller and Tracker. Registered at the Fools Guild.



COFFIN

Sylvanian Merchant requires coffin for family bereavement. Must be durable and made of the finest rosewood. Contact Boris Badenov at the Inn of the Red Moon.

'BLACK ARROW' Marksman of the highest quality.



'One shot - one kill'
Lodged at the
Red Wolf tavern.

URGENTLY NEEDED

The Inn of the Red Moon requires an inflatable Pig's Bladder for recreational sport.

'The Heralds of Free Trade'

warband from the fair city state of Marienburg, are currently seeking new Henchmen. Good rates of pay.

Trials to be held at the Lord Forte Royal Tavern on Bezahltag.



YOUR END IS UPON YOU!

Your pitiful lives are at an end. Mordheim is but the first to suffer at our will. Soon more of your so called Great Cities of the West shall fall. The weak Princes of your pitiful Empire are no match against the awesome power of our Lords.

OBITUARIES

Eric Leferve. Killed by a Huge Rock from the heavens.

Kurt Wilhelm, loyal friend and henchman. Will be greatly missed by the lads of the White Wolves warband.

Arturo Martini. Wasn't afraid of heights. Should have been.

Margeritte Marcoussis of the Sisterhood. Split in two by a Dwarf Axe.

Ludwig von Hausen, formally of 'The Arisen'. Died from blood poisoning.

Eva Liebermann. Killed by falling masonry.

Unidentified Skaven corpse found by Luthor's Looters in the ruins.

Count Gruber welcomes his new henchman Kurt Wilhelm to his retinue.

• FAST • FUN • FURIOUS •

WARHAMMER WARRIORS

Warhammer Warriors is the new, fast-paced action game, by none other than Rick Priestley! We freed Rick from the clutches of the Black Library to have a chat with him about his latest brain-child... OK Rick, what's it all about?



Well, this is of course a battle game, but it is a game which has no dice, no models, and in which

each battle lasts between ten and twenty minutes! In the game, you get to be one of the heroes of Warhammer 40,000, and fight a one-on-one combat against one of your most hated foes. Everything is resolved using just the Warrior books, and the action is played out turn by turn, with cool illustrations showing each player what is happening to him as the

fight goes on. So, if you choose to shoot your opponent, with a bit of luck you'll see a picture of your enemy being hit – and he'll see a picture of you firing your gun at him!

Keep that up for a few turns and you'll soon have a very dead opponent! Of course, he will be trying very hard to do the same to you! May the best man win!



KAL JERICO vs CAPT. LEONATOS

Ding, ding! Seconds out! **TURN 1**

In the very first turn of any battle both players *must* choose to either Move or Shoot.

Kal: After studying his character sheet, Kal chooses a Move action, and goes for *Bluff*, number 20.

Leonatos: Typically, Leonatos chooses the direct approach and *Shoots* his bolt pistol, number 21.

Once both players are ready they simultaneously call out their action and its number:

Kal: 'Bluff, 20'

Leo: 'Shoot, 21'



Action: Kal turns to page 21 (Leonatos's chosen action), and looks up number 20 (his own action) on the combat grid.

21			
COMBAT GRID			
MOVE	SHOOT	DEFEND	BLUFF
17 27	17 27	17 27	17 27
18 27	18 27	18 27	18 27
19 20	19 20	19 20	19 20
20 27	20 27	20 27	20 27
25 20	25 20	25 20	25 20

This tells Kal to turn to page 27, where he sees Leonatos firing his bolt pistol. *Gulp.*

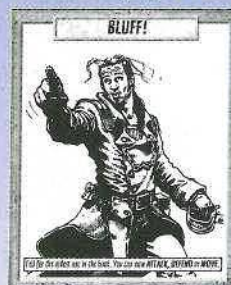


Leonatos has got a shot in! But has he hit Kal, or did Kal's Bluff work?

Meanwhile Leonatos turns to page 20 (Kal's action) and looks up

number 21 (his own action) on the grid. This tells Leonatos to turn to page 19.

Curses! He sees Kal distracting him with a cunning bluff! Leonatos has now fired one of his shots for the game, without hitting Kal!



Results: The players now read out the results box to each other – telling them what choice of actions they each have next turn. Because Kal successfully bluffed Leonatos, he hears 'Feeling lucky punk? You can Attack, Defend, Move or Shoot' – Kal has the full list of actions to choose from next turn! Leonatos, however, cannot shoot next turn as he...

Feel for the oldest one in the book. You can now **ATTACK, DEFEND or MOVE.**

PLAYING THE GAME...



Each Warrior book has two main components – the book itself and a character sheet. The book tells you about the warrior, and shows what he can do in graphic battle pictures. The character sheet lists all the moves your warrior can make. Not all warriors have the same list of actions or skills. Each warrior has a unique fighting style, and what works for one character is not necessarily good for another. Kal Jerico, for example, is a slippery customer, but quite

easy to put on the floor if you can pin him down. Leonatos is as hard as nails but not as agile as Kal. You'll soon see that Warhammer Warriors is easy to play, but tricky to master!

At the start of a new game, the first thing you do is swap warrior books with your opponent, whilst keeping your own character sheet. So, if you are playing Kal and your foe is Leonatos, you will be looking at what horrors you are doing to Leonatos, and he will see what he is doing to you!

What follows might seem complicated, but once you get the hang of it, it's easy – each turn is resolved by calling out a number, and turning a few pages to see what happens! In each turn, the players simultaneously follow this sequence:

1. Choose an action

Each player chooses a single action from his character sheet. Actions are split into Attacking, Moving, Defending or Shooting. You will see that each action has a page number.

WARHAMMER WARRIORS DIAGRAM

PAGE NUMBER 29

RANDOM SYMBOL: only used in the advanced game.

COMBAT GRID: to compare your action against your opponent's.

RESULT: including any wounds inflicted.

PICTURE: you see what your opponent is doing.

RESULT BOX to read out to your opponent – this tells him what he can do next turn.

STAGGERED BACK! Take 1 wound.

Take that Space Marine! You can only DEFEND next turn.

When you have both decided what you want to do, both players should simultaneously call out their actions and their page numbers.

2. Turn the page

In the book you are holding, you now flick to the page that your opponent called out.



CAPTAIN LEONATOS

BLOOD ANGELS SPACE MARINE

BATTLES FOUGHT: BATTLES WON: WOUNDS: 7

SPECIAL SKILL:
Due to his Powered Armour enhanced strength Leonatos always causes +1 wound in close combat.

ACTION	PAGE	WOUNDS
ATTACKS		
Chainsword Cut	1	1
Chainsword Thrust	2	2
Bolt Pistol	3	3
Close Combat	4	4
Close Combat	5	5
Close Combat	6	6
Close Combat	7	7
Close Combat	8	8
Close Combat	9	9
Close Combat	10	10
Close Combat	11	11
Close Combat	12	12
Close Combat	13	13
Close Combat	14	14
Close Combat	15	15
Close Combat	16	16
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Close Combat	95	95
Close Combat	96	96
Close Combat	97	97
Close Combat	98	98
Close Combat	99	99
Close Combat	100	100

SPECIAL ATTACKS

Close Combat 100 WOUNDS 100 WOUNDS

Close Combat 101 WOUNDS 101 WOUNDS

Close Combat 102 WOUNDS 102 WOUNDS

Close Combat 103 WOUNDS 103 WOUNDS

Close Combat 104 WOUNDS 104 WOUNDS

Close Combat 105 WOUNDS 105 WOUNDS

Close Combat 106 WOUNDS 106 WOUNDS

Close Combat 107 WOUNDS 107 WOUNDS

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Close Combat 198 WOUNDS 198 WOUNDS

Close Combat 199 WOUNDS 199 WOUNDS

Close Combat 200 WOUNDS 200 WOUNDS

TURN 2

Remember, this turn, Kal can choose from any action, whilst Leonatos cannot shoot.

Kal: Looking at his character sheet Kal chooses to Attack, calling 'Sabre Thrust, 2'.

Leonatos: Chooses to Move, calling 'Charge, 19'.

Action: Kal turns to page 19, looks up 2, which tells him to turn to page 1. Turning to page 1, Kal sees he has scored a hit –

19

COMBAT GRID

ATTACK	DEFEND
1 1 7 16 28	1 1 7 16 28
2 1 8 17 29	2 1 8 17 29
3 1 9 18 30	3 1 9 18 30
4 1 10 19 31	4 1 10 19 31
5 1 11 20 32	5 1 11 20 32
6 1 12 21 33	6 1 12 21 33
7 1 13 22 34	7 1 13 22 34
8 1 14 23 35	8 1 14 23 35
9 1 15 24 36	9 1 15 24 36
10 1 16 25 37	10 1 16 25 37
11 1 17 26 38	11 1 17 26 38
12 1 18 27 39	12 1 18 27 39
13 1 19 28 40	13 1 19 28 40
14 1 20 29 41	14 1 20 29 41
15 1 21 30 42	15 1 21 30 42
16 1 22 31 43	16 1 22 31 43
17 1 23 32 44	17 1 23 32 44
18 1 24 33 45	18 1 24 33 45
19 1 25 34 46	19 1 25 34 46
20 1 26 35 47	20 1 26 35 47
21 1 27 36 48	21 1 27 36 48
22 1 28 37 49	22 1 28 37 49
23 1 29 38 50	23 1 29 38 50
24 1 30 39 51	24 1 30 39 51
25 1 31 40 52	25 1 31 40 52
26 1 32 41 53	26 1 32 41 53
27 1 33 42 54	27 1 33 42 54
28 1 34 43 55	28 1 34 43 55
29 1 35 44 56	29 1 35 44 56
30 1 36 45 57	30 1 36 45 57
31 1 37 46 58	31 1 37 46 58
32 1 38 47 59	32 1 38 47 59
33 1 39 48 60	33 1 39 48 60
34 1 40 49 61	34 1 40 49 61
35 1 41 50 62	35 1 41 50 62
36 1 42 51 63	36 1 42 51 63
37 1 43 52 64	37 1 43 52 64
38 1 44 53 65	38 1 44 53 65
39 1 45 54 66	39 1 45 54 66
40 1 46 55 67	40 1 46 55 67
41 1 47 56 68	41 1 47 56 68
42 1 48 57 69	42 1 48 57 69
43 1 49 58 70	43 1 49 58 70
44 1 50 59 71	44 1 50 59 71
45 1 51 60 72	45 1 51 60 72
46 1 52 61 73	46 1 52 61 73
47 1 53 62 74	47 1 53 62 74
48 1 54 63 75	48 1 54 63 75
49 1 55 64 76	49 1 55 64 76
50 1 56 65 77	50 1 56 65 77
51 1 57 66 78	51 1 57 66 78
52 1 58 67 79	52 1 58 67 79
53 1 59 68 80	53 1 59 68 80
54 1 60 69 81	54 1 60 69 81
55 1 61 70 82	55 1 61 70 82
56 1 62 71 83	56 1 62 71 83
57 1 63 72 84	57 1 63 72 84
58 1 64 73 85	58 1 64 73 85
59 1 65 74 86	59 1 65 74 86
60 1 66 75 87	60 1 66 75 87
61 1 67 76 88	61 1 67 76 88
62 1 68 77 89	62 1 68 77 89
63 1 69 78 90	63 1 69 78 90
64 1 70 79 91	64 1 70 79 91
65 1 71 80 92	65 1 71 80 92
66 1 72 81 93	66 1 72 81 93
67 1 73 82 94	67 1 73 82 94
68 1 74 83 95	68 1 74 83 95
69 1 75 84 96	69 1 75 84 96
70 1 76 85 97	70 1 76 85 97
71 1 77 86 98	71 1 77 86 98
72 1 78 87 99	72 1 78 87 99
73 1 79 88 100	73 1 79 88 100
74 1 80 89 101	74 1 80 89 101
75 1 81 90 102	75 1 81 90 102
76 1 82 91 103	76 1 82 91 103
77 1 83 92 104	77 1 83 92 104
78 1 84 93 105	78 1 84 93 105
79 1 85 94 106	79 1 85 94 106
80 1 86 95 107	80 1 86 95 107
81 1 87 96 108	81 1 87 96 108
82 1 88 97 109	82 1 88 97 109
83 1 89 98 110	83 1 89 98 110
84 1 90 99 111	84 1 90 99 111
85 1 91 100 112	85 1 91 100 112
86 1 92 101 113	86 1 92 101 113
87 1 93 102 114	87 1 93 102 114
88 1 94 103 115	88 1 94 103 115
89 1 95 104 116	89 1 95 104 116
90 1 96 105 117	90 1 96 105 117
91 1 97 106 118	91 1 97 106 118
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93 1 99 108 120	93 1 99 108 120
94 1 100 109 121	94 1 100 109 121
95 1 101 110 122	95 1 101 110 122
96 1 102 111 123	96 1 102 111 123
97 1 103 112 124	97 1 103 112 124
98 1 104 113 125	98 1 104 113 125
99 1 105 114 126	99 1 105 114 126
100 1 106 115 127	100 1 106 115 127

Angry HIT! Take 1 wound

Leonatos

WOUNDS: 1

Next turn 1. Choose Action. You can DEFEND or MOVE.

to turn to page 5. There, he sees Kal Jerico making a deadly Sabre Thrust. *Drat! Kal's just too slippery by far – he won't be smiling when my chainsword rips his head off in a minute!*

Results: Kal tells Leonatos he can Defend or Move next turn. Leonatos reads out his results box, telling Kal he can Attack, Defend or Move next turn.

TIME OUT! OK we'll break from the example here just to comment on the action so far. Things haven't started very well for Captain Leonatos. Firstly, he

Leonatos takes 1 wound! *Huzzah! Speed and agility win every time!* Meanwhile, Leonatos turns to page 2 and looks up 19, which tells him

wasted 1 of his 3 Bolt Pistol shots, missing Kal completely. Then he tried to Charge and got hit by a Sabre Thrust, taking a wound. He started with 7 wounds, now he has 6 left.

For Kal, everything's rosy! His bluff fooled Leonatos into wasting a shot and then he managed to close and stab the Space Marine with his sabre! Now Leonatos is on the defensive, he can only Defend or Move, whilst Kal can Attack, Defend or Move. Kal must now choose whether to press his advantage and keep attacking or try something more crafty, perhaps backing off to shoot with his laspistol.

SABRE THRUST

Leonatos

WOUNDS: 6

Next turn 1. Choose Action. You can DEFEND or MOVE.

3. The Combat Grid

The page is split into three sections – combat grid at the top, picture in the middle, results box at the bottom. Ignore all but the combat grid for now.

Look up the number of the action YOU called out on the combat grid.

4. Turn the page again

Next to your number on the combat grid will be another number – this tells you which page to look up next. Turn to this page. On that page, look at the picture: it shows you what you have done to your enemy!

5. The results box

Now, read out what it says in the results box at the bottom of the page. This tells your opponent what he can (and cannot) do next turn. If your attack has worked well, for example, your opponent may only be allowed to defend next turn.

The actions you have made may require some record keeping – noting down how many shots you have fired, how many wounds you have left and so on.

6. The end of the turn

That's the end of the turn. A new turn starts with each player choosing a new action



from those he is now allowed to make.

THE WIN BONUS

A game ends when one of the warriors is down to zero wounds – he is the loser! The winner gets to choose a bonus from his character sheet. This is a permanent addition, and might be an extra type of attack, defence or move, or even some extra wounds.

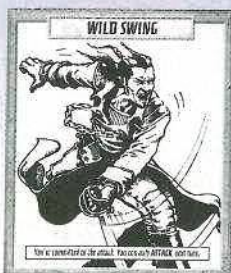
So there you have it – Warhammer Warriors! Fast and furious, play anywhere battles. The first releases are Kal Jerico and Leonatos, followed by Ephrael Stern, Sister of Battle, Kharn the Betrayer (and he is REALLY hard), an Eldar Exarch and a Tyranid Warrior. Each warrior has his (or her or its!) own unique skills and abilities, so it will be down to players to work out the best strategies and moves. Who knows, we might even do a series based on Warhammer battle heroes too. Imagine Malus Darkblade versus Gotrek the Trollslayer!

TURN 3

Leonatos: Having been wounded he chooses to defend himself with a Parry (which he can only do three times per battle). He calls out 'Parry, 11'.

Kal: Decides to follow up his sabre thrust with another attack. He calls out 'Wild Swing, 3'.

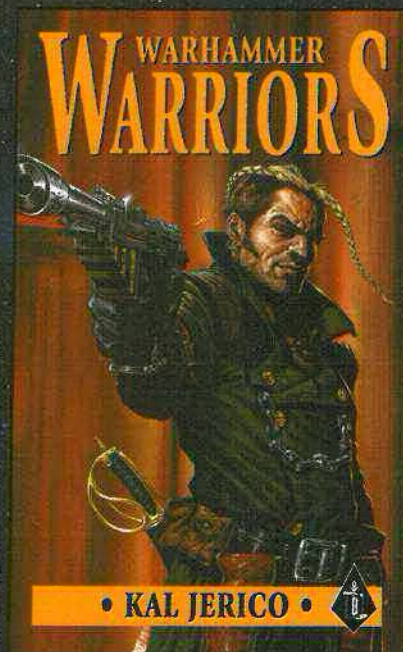
Action: Kal turns to page 11, and looks up number 3. This tells him to turn to page 9, where he sees Leonatos parrying his wild swing. Leonatos turns to page 3, looks up 11, and turns to page 6. Kal is making a wild swing at him!



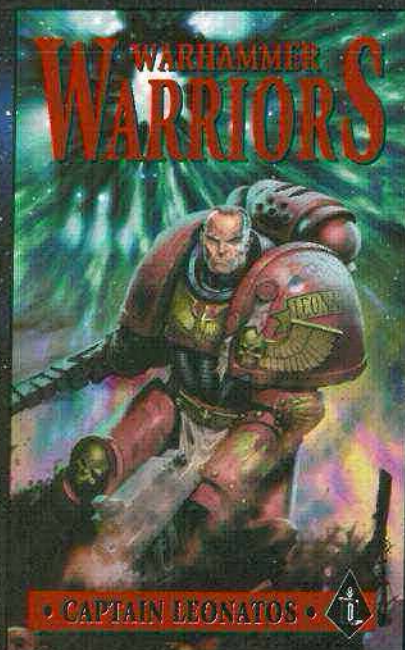
Results: Leonatos has seen off the assault, and can attack, defend or move next turn. Kal, however, can only attack next turn. *Looks like Kal might not have it all his own way from now on. He is up close and personal with a very angry Space Marine... we'll leave it there, shall we!*



WARHAMMER WARRIORS



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FARSIGHT

The armies of the Eldar are bolstered this month by the arrival of new models – the Eldar Farseer and the Shining Spear Exarch.

Farseers, even by Eldar standards, are considered enigmatic and mysterious individuals. In battle they lead the armies of the Eldar, using their runesight to see the shifting threads of fate and determine the best course of action. As psykers they have few equals, as war leaders they are incomparable.

The Shining Spear Exarch is also released this month. The combination of his superior fighting skills and the special Exarch powers makes him a deadly addition to any Shining Spear squad.



Eldar Farseer

Designed by Mike McVey



The Farseer is an HQ unit and is quite capable of looking after himself in fight, especially if he is armed with a singing spear (the weapon the model is carrying). Give him a bodyguard of Warlocks and he can be as dangerous as his Dark Kin counterpart – an Archon. However a Farseer's most vital role on the battlefield is utilising his special powers to enhance and aid the army he is leading.

One of the most useful Farseer powers is 'Guide' which allows a squad within 6" to re-roll any missed shooting to hit rolls. Try giving him a squad of Guardians to act as a bodyguard, and you'll find that re-rolling missed hits is very effective at stopping an enemy assault in its tracks. If you are fighting against a Space Marine army you could always place him next to a squad of Dark Reapers...

Eldar Shining Spear Exarch

Designed by Gary Morley & Jes Goodwin



The Shining Spear Exarch comes with two different weapon options. One is a laser lance to match the rest of the squad, or you can exchange the lance for a power weapon, vital against well-armoured foes.

Not only is the Shining Spear Exarch an even more highly skilled fighter than the Aspect Warriors that he leads – he can also be given the 'Skillful Rider' power, which allows the entire squad to ignore the effects of difficult terrain.

Escorted by Shining Spears, the Farseer leads the attack.



ORK ODDBOYZ

Ork Specialists in Warhammer 40,000

By Andy Chambers

Ork Oddboyz are individuals with an affinity for a particular field of expertise. Ork warbands require these individuals to fulfil vital roles within their society. Mekboyz are good with machinery, Slavers keep the Grots in line whilst Mad Doks deal with the, er, medical side. Here for your edification and entertainment is the lowdown on Ork Oddboyz.

TRANSMITTED:	Appelor VII
RECEIVED:	Genneman Prime
DESTINATION:	Mars
DATE:	5781997.M41
TELEPATHIC DUCT:	Astropath-terminus Metaron
REF:	AdMech/0115242005/GW
AUTHOR:	Genetor-Major Lukas Anzion
TITLE:	Chapter XVIII: Specific observed traits and skills of known Ork caste members
THOUGHT FOR THE DAY:	"Know thy foe"



Sirs, I have completed these reports as an addendum to my previous treatise on genetic predetermination evidenced by the Orkoid races. Where possible I have used direct observation, with additional live observation and exotopies of captured specimens to establish the veracity of the information this report contains. However in many instances I have been forced to use archive information to fill in a fuller picture of the castes' specific capabilities and activities, and where this is the case such information has been annotated according to source.

Within the Orkoid species, some 97% of the dominant 'Orks' are warriors, pure and simple. A fraction of the warrior caste - some 3-5% depending on the current circumstances of the group under observation (Cross ref. AdMech/0115242000GW for further details on this subject) are motivated enough to become Nobz or even fight their way up to the pinnacle of Ork society - Warboss (note: for the purposes of this report the warriors are considered as a separate caste which incorporates both the nobles or 'Nobz' and lords or 'Warbosses'). The Nobz and Warbosses lead the Orks in battle, tell them where to camp and who to attack, and in general exercise what passes for law and order in Ork society.

However there are numerous other tasks which need attending to within even such a simple group dynamic. Injured warriors need to be removed from the battlefield and repaired, new weapons and a constant supply of ammunition needs to be manufactured, freshly captured slaves put to work and so forth. These are essential tasks, vital roles in Ork society in which the warrior caste appears to have absolutely no interest whatsoever.

However, each new generation of Orks includes a proportion of individuals who are deeply, indeed obsessively interested in these duties. As Ork warriors are unable to fathom how anyone could find interest in, for example, regularly beating slaves or fixing a damaged vehicle rather than fighting, they refer to these individuals as 'Oddboyz'. As noted in my prior treatise, the traits of Oddboyz appear to be genetically engineered into their gene-strands to ensure that their society remains viable.

This genetic programming is apparently far from consistent, as different warbands and tribes contain widely varying proportions of Oddboyz, and some of the types are rare or completely absent in certain reported Ork enclaves.

Note: this information is gleaned from combat reports of the XX1st Konrar Imperial Guard Regiment on Octarius (ref. AM/55139374829/W1/OR3), observations of Biologis-Major Yetzhera within the Tethis sector (ref. AM/810.17390862/XA/T210) and the dissection of remnants of the space hulk Scylla (ref. AM/37185620185/PQ/P1413).

ORKOID SUBSPECIES

CASTE TYPE A: Ork Medics

Orkus Anzion Butcherus

(colloquially known as 'Mad Doks', 'Bad Doks' or 'Painboyz')

OVERVIEW: From a human perspective, the most frightening of Ork Oddboyz are without doubt the 'Mad Doks'. Also known as Bad Doks or Painboyz, these individuals are the closest thing the Orks have to medics or surgeons. They demonstrate a deep and abiding interest in pain, how creatures of all sorts work, what makes them function and, more interestingly to a Mad Dok, what level of damage or privation makes them stop functioning.

The natural endurance and constitution of Orks is legendary, they feel little pain from wounds and heal from any but crippling injuries in an amazingly short period of time. However, our observations indicate that only the most badly injured Orks would willingly allow a Mad Dok anywhere near them. Most Orks only end up on 'da slab' (an Ork term for the rusty, steel work table most Bad Doks strap their victim/patients too) if they have been rendered unconscious by their wounds or, with surprising frequency, an unexpected crack on the back of the head from the Mad Dok or one of his Gretchin assistants.



Once the patient has been rendered completely insensible (or, as the Doks have been heard to say, 'made komfortable'), often by repeated blows or poisoning, the Dok will set to work. Shrapnel is dug out, tourniquets and bandages applied to stem bleeding, wounds are crudely stitched or stapled shut, amputations (often unnecessary ones) are performed. When the Dok has stabilised his patient, he will start the serious business of figuring out what experimental procedures to try out. Mad Doks appear to experiment constantly with transplanting limbs, organs and even brains, with varying levels of success (for specific information on this subject, ref. Biologis files AM/93143417315/XB/D.665-1021 and, if access can be gained to them, autopsy files XI-XXXVII of De Xenos Maleficorum). It has been surmised that this experimentation is engendered by a genetically implanted desire to learn anatomy in a practical sense and test the parameters of the Mad Dok's capabilities.

Mad Doks appear to be most interested in testing new bionic limbs and replacements which are constructed with the assistance of an Ork Engineer (members of another caste, see later). Ork bionics, like most Ork artifacts, tend towards the crude but effective and, for those without a working knowledge of Ork physiology, it appears incredible that an Ork can survive the implantation of devices which are commonly rivetted onto flesh or bolted into bone. Orks have been observed to use a vast range of bionic replacement parts, more than any other race barring our own brethren of the Adeptus Mechanicus.

Orkoid bionic arms and legs routinely incorporate extra spikes, blades or built-in weapons, presumably to compensate the patient for the inconvenience of the limb seizing up or behaving in a random and uncontrolled fashion at times. Bionic eyes are often built out of gun sights or sensors scavenged from the battlefield. The pinnacle of a Mad Dok's efforts is to create functional 'Cyborks', an unholy mating of Ork and machine (ref. files 998-1002).

APPEARANCE: Mad Doks are commonly seen stripped to the waist, with blood-caked hands and wearing a filthy leather or canvas apron covered in bloodstains and small chunks of viscera. Some Mad Doks have lights and lens-like contraptions strapped to their forehead (likely as an affectation copied from human medical personnel). Mad Doks are usually armed with some form of slugga (a heavy pistol of Ork design) and an assortment of unsterilised (and commonly rusty) bonesaws, drills, flenching knives and syringes. They are usually accompanied by a small group of Gretchin slaves,

referred to as 'orderlies', carrying bandages, extra scalpels, chisels, mallets and so forth.

BATTLEFIELD ROLE: Mad Doks have been observed accompanying the Warbosses' bodyguard in battle, and repairing injured Orks so that they can rejoin the fighting. A Mad Dok will fight ferociously in combat like any Ork, but always with an eye towards claiming any fallen Orks as his 'patients' after the battle.

ORKOID SUBSPECIES CASTE TYPE B: Ork Engineers

Orkus Anzion Mechanicus

(colloquially known as 'Mekboyz', 'Mekaniaks', 'Meks' or 'Spannerboyz')

OVERVIEW: Any race of warriors, however self-sufficient and durable (as all Orks are) still needs weapons, ammunition, war machines and so on, if they are not going to fight their opponents with spears and rocks.

It should be noted that Orks have been reported as fighting with primitive weaponry when out of supplies - for examples see regimental histories of the Armageddon XXXVIIIth tank regiment at Tartarus on Armageddon and the VII Cadian regiment at Hera's Gate on Ryza.

Mekboyz are the engineers and mechanics of the Ork race. As such, Meks reflect the energetic and persistent approach of their race. Experimentation, inquisitiveness, a refusal to be disheartened by failure and, most of all, a determination to bash the parts together until they fit, are the keys to the Meks' success.

Meks are highly intuitive innovators rather than trained technicians and as such they tend to work on instinct rather than by following a learned path of physics and pure science. Although a Mek's understanding of technology in the conventional sense lies somewhere between crude and non-existent, he is capable of producing highly effective and complex machines ranging from guns and vehicles up to spaceships and Gargants. Often the inspiration for a Mek's latest creation will be something he saw on a battlefield or found amidst the ruins of some captured city.

Meks appear to prefer innovating and customising mechanisms in unique and individualistic ways rather than careful planning, imitation and controlled experiment. Indeed it is usually the case that a Mek cannot produce exactly the same thing more than once - so a particularly effective shoota might be built, but the Mek will have no idea of how to reproduce it, let alone render it functional for mass-manufacture. This leads to Ork warbands being equipped with a wildly varied selection of weapons, vehicles and wargear, 'kustomised' as Meks would say. Everything has a tendency to be 'kustom' built. It is also worthy of note that a number of Ork artifacts appear incapable of maintaining their functions when not being operated by an Ork, or even more commonly, by the Mekboy that created them. This is discussed in more detail under the heading of the 'Anzion Theorem of Orkoid Mechamorphic Resonant Kinetics' in Chapter XIX.

Meks make use of vast numbers of slaves - both Grots and captive alien races - to perform the fetching, carrying and arduous tasks of construction while they oversee the project in hand. Meks will make constant 'kustom' modifications which are often seemingly contradictory or nonsensical to the outsider (cf. confessions of liberated prisoners IQ/89114327123.A-Z). No Mek is interested in mass production of identical items - such tedious activities are left to subservient races which are forced to manufacture goods as

tribute for their Ork masters. Such tribute goods usually end up in the hands of the Meks anyway, once the warriors have driven them to destruction and worn them out with constant use and lack of maintenance. When such an item is brought for repair, its owner is unlikely to see it in the same state again. In the course of fixing it the Meks will be unable to resist the urge to make a few modifications and kustom jobs to the thing before giving it back.

APPEARANCE: Meks are comparatively easy to identify by their heavily customised weaponry and the wide selection of wrenches, spanners and other tools they carry. They are often equipped with a backpack generator or fuel tanks for a cutting torch or welding kit, with attendant welding mask or goggles. Meks may be accompanied by a gaggle of Gretchin 'oilers', slave-assistants bearing extra tools, spare parts and devices which the Mek has salvaged.

BATTLEFIELD ROLE: Meks accompany the Warbosses' bodyguard or occasionally lead groups of apprentice Mekboyz armed with burnas (Ork-made cutting torches which double up as flamethrowers and hand-to-hand weapons). Meks will perform battlefield repairs to vehicles and artillery, and lend fire support using their own kustom weapons (as a side note, combat reports of the XX1st Konrar Imperial Guard Regiment indicate that as many of 10% of the Mekboyz casualties were victims of accidents and misfires from their own overcharged weaponry). After the fighting is over Meks scour the battlefield and place their mark on any wrecked vehicles or captured equipment that piques their interest. Such prizes are disassembled later and the Mek will ponder how they may be reassembled and improved.

ORKOID SUBSPECIES

CASTE TYPE C: Ork Slavemaster

Orkus Anzion Oppressus

(colloquially known as 'Slavers', 'Whips' or 'Runtherds')

OVERVIEW: Slaves form a vital part of Orkoid society. They harvest and prepare food, clean and service equipment, manufacture weapons and ammunition, and have been observed being used as 'emergency rations' when times are hard. Once Orks have defeated all the warriors on a world, they take the remaining population as slaves and force them to work, often simply letting them continue working in their original tasks for new masters. 'Slavers' are the small proportion of Orks who are actually interested in beating slaves with a purpose, and turning them into a valuable commodity as a workforce. Most Orks react with off-hand brutality to any sort of defiance from Grots or conquered aliens. Slavers appear to see defiant slaves as a challenge to be ground down or eliminated.

Orks have a reputation for inflicting terrible cruelty upon conquered peoples. My studies indicate that this in fact stems from the Ork's natural hardness rather than any conscious attempt at oppression. An Ork may beat a slave to death or allow them to die of starvation or thirst simply because he

doesn't know (or care) that the slave is incapable of surviving the same punishment an Ork can bear without complaint or distress. I understand that this is why Orks often refer to their slaves as 'Runts', because to an Ork that's exactly what they are. Slavers, on the other hand, understand the limitations of Grots and aliens all too well. Judging from the accounts of ex-slaves, Slavers even attempt to learn alien languages and culture so that they can recognise how to push their subjects to the very limits of their endurance without killing them.

Slavers keep their charges working until they are ready to drop, they train them to perform tasks with speed and agility (if not enthusiasm) and catch any that attempt to escape. They take real delight in their work, which is not to imply that they are sadistic, only cruelly efficient. The lash is applied only as necessary to get the work done and not one jot more. Individuals which prove to be completely untameable are either killed quickly or used in gladiatorial pit fighting if they're dangerous enough. Slavers seem to have a patronising affection for their charges. To use a human analogy, Slavers appear to see themselves as harsh but fair parents to wayward and often ungrateful children.

APPEARANCE: Slavers can be recognised by the hoods, goggles or masks which cover their faces and protect their eyes (one of the few truly vulnerable spots on an Ork) from being damaged by their charges. Long robes are also commonly worn with a variety of ropes, nooses, nets, whips and manacles carried on a heavy belt. They are often armed with a catchpole – a long pole with spring loaded jaws suitable for pinning down recalcitrant slaves. Many Slavers have been observed using specially trained beasts for 'herding' slaves and running down those who attempt escape.

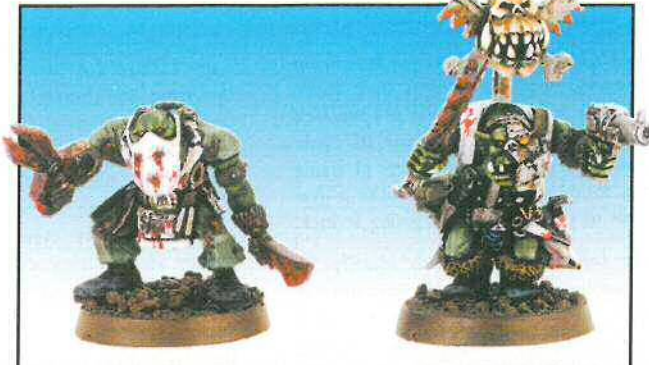
BATTLEFIELD ROLE: In battle Slavers keep control of mobs of armed Gretchin slaves. These are used to draw enemy fire, detonate minefields and clear a path through difficult terrain for the warriors (aliens are normally viewed as too valuable to expend as cannon-fodder in this fashion). They also oversee the Gretchin crews of artillery batteries to make sure they maintain a steady rate of fire and do not flee from their weapons during the battle.



Hopefully this article will inspire you to think a bit more about your Oddboyz. How you make them stand out from the warriors, for example, and how you mark out their Grot assistants from more common slaves. What kinds of wargear should they have? If you have Oddboyz in your warband, how does that effect the wargear you choose for the Nobz and the Warboss? If you have lots of Meks then kustom weapons and mega armour are the way to go, if you have Mad Doks then you might want to invest in more bioniks. Even what you call your wargear should really refer back to your Oddboyz – after all isn't it more fun for your Warboss to have Dok Hakbutcha's MK3 extra-killy bionik arm or Mek Krushkul's sooper-delux blister blasta instead of a plain and boring bionik arm or kustom shoota? Take a look over the page for loads of cool Oddboyz conversions.



Mad Dok Dreggutz from the Gorkamorka range makes an ideal Mad Dok for an Ork army.



These two Mad Dok conversions both belong to Stuart Witter from the Warhammer World store. One has been made with a simple head swap while the other is a Mad Dok with added face mask.

**"Lie back
an' say
aaaargh!"**

Dok Thogfang

**"Dis won't
hurt
...much!"**

Dok Ruksnag



Simon Shuker's Painboy has been converted from one of the new Nob models. The 'urty syringe was made using brass tubing while the apron was modelled on with 'green stuff'.

HISTORY ENCOUNTERS TRIBES AND HIERARCHY LOCATIONS METHODS OF DESTRUCTION FILE CONCLUSIONS

"And thus began my time amongst that hulking race of green-skinned brutes that are known as Orks. That I survived at all is a miracle, for of all the sentient alien races I have had the misfortune to meet, the Orks are the most callous and unfeeling. Actually, unfeeling is the wrong term, for it implies a certain cool disdain, an altogether too intellectual trait for an Ork. No, rather than being unfeeling the Orks lack any degree of empathy, that ability common to most intelligent creatures to understand another's suffering. Nowhere is this lack of empathy more apparent than amongst the practitioners of what passes for medicine amongst the Orks - the 'Oddboyz' known as Painboyz or Docs. I had the dubious pleasure of meeting one of the most ferocious and deranged of the followers of this 'art', a certain Ork known as Mad Doc Grotsnik. A terrible accident (which I was later to hear was brought about by a Dreadnought of his own creation) and subsequent surgery by his own Gretchin assistants had rendered Grotsnik quite mad, and prone to carrying out the most outlandish and extreme experiments on his unfortunate 'patients'. However, as Grotsnik was under the personal protection of Warlord Ghazghkhuul Thrakka, none dared refuse him or harm him in any way. The first time I met Grotsnik he was in the middle of performing his infamous 'Squig Brain Transplant' on one such victim. I must admit I fainted dead away at the sight, but over the coming months I was to be hardened to the barbaric ways of the Orks. Nonetheless, it never ceased to amaze me that none of the Orks ever showed the slightest sympathy for the victims of Grotsnik's surgery, and rather seemed to find the results a source of great amusement and hilarity..."

Extract from 'Ten Years of Green Hell,
or My Time Amongst the Orks' by Ieldan Socceru.

Andy Chambers has given each of his Gretchin mobs an identifying mark to show which Slaver they belong to.



Andy has also modelled a distinctive face mask onto his Slaver using modelling putty.



This Ork Slaver has been converted from a Warhammer Orc Shaman.

**"You dunno 'ow easy
you got it. Dere's plenny
uover runts oo'd kill for
a chance to get on dis
chain gang.
Nah MOVE IT!"**

Orglub da Slaver



These two Mekboy conversions are by Stuart Witter. Both have been converted from Gorkamorka Mekks, one carrying a kustom force field and the other armed with a kustom mega blasta.

"Dis is a very, very, speshul shoota, boss. Dis won't jus' kill your enemies, it'll dissintygrate 'em - dey won't even be left as a greasy smear, dey won't even be left as a bad smell, dey'll be blasted so far apart dat bits of 'em will go round da universe an' meet 'emselves comin' da uvver way. Dis shoota is da best fmg I ever built, it's very, very killy, boss. Did I show ya da speshul barrel? Now jus' look at da qualitee on dat..."

Mek Morgah makes his sales pitch.



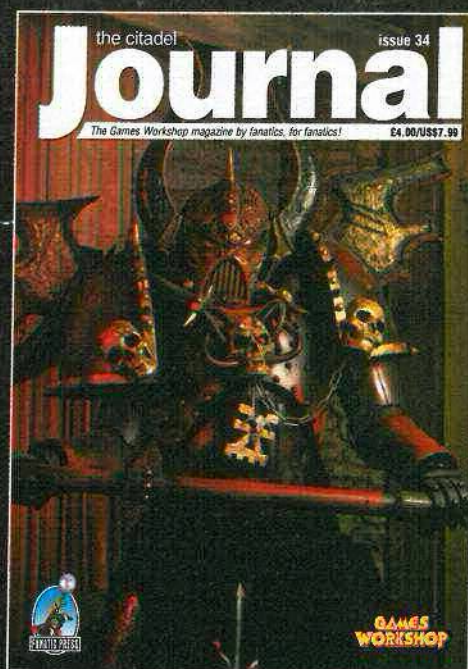
The Spannerboyz from the Gorkamorka range make perfect Warhammer 40K Mekks without any need for conversion. All models from the Gorkamorka range are available through Mail Order.



Gorkamorka special character model Nazgrub Wurrzag also makes an ideal Mekboy for an Ork army.



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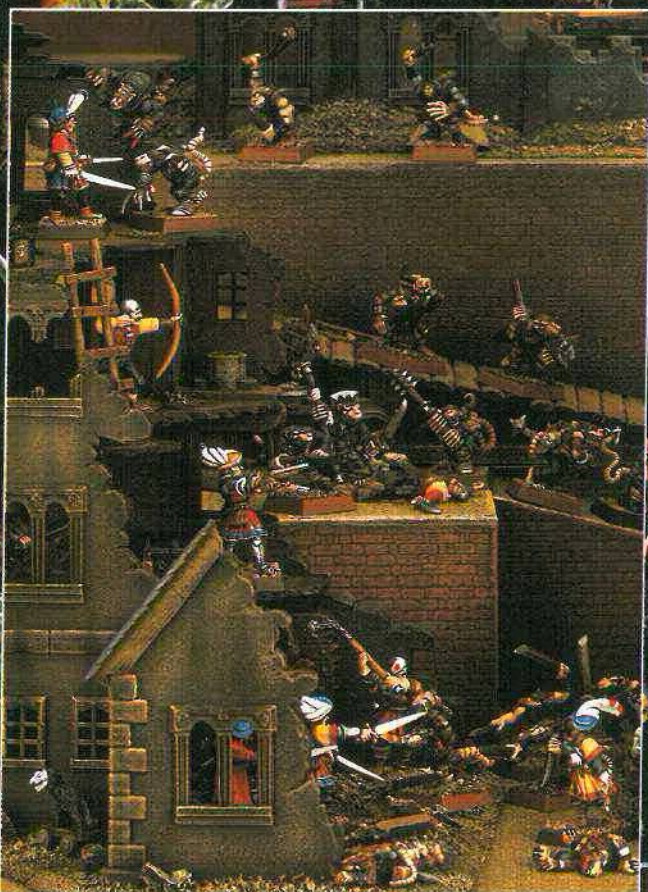
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GAMES WORKSHOP STOCKHOLM



Anders Neilson
GW Stockholm

OSTERMARK EMPIRE ARMY

Although I've had most of my Empire army since the Great Lead Sale in 1997 (when we switched to making our models out of white metal), I didn't start painting it until six months ago. In my opinion the first thing you have to do before you start a new army is to decide how you are going to paint it and to what standard.

First of all I wanted my army to look different from anything I had seen before, and looking through the Empire book I noticed that Ostermark's colours are purple and yellow. If I could get that right it would be a very striking colour scheme. The only problem was that I like big armies and I didn't relish the idea of still being painting ten years from now. So what was I to do?

After trying out some different ideas I found that a mixture of Yellow Ink and Sunburst Yellow over a white undercoat gave a good coat that actually both highlighted and shaded in one go. Since Purple Ink and Liche Purple did the same thing, that would be the perfect way to paint my army. So off I went with two pots of specially mixed ink and paint and in two nights I had finished my first regiment of 24 Handgunners. It was now time to actually plan what to have in my army.



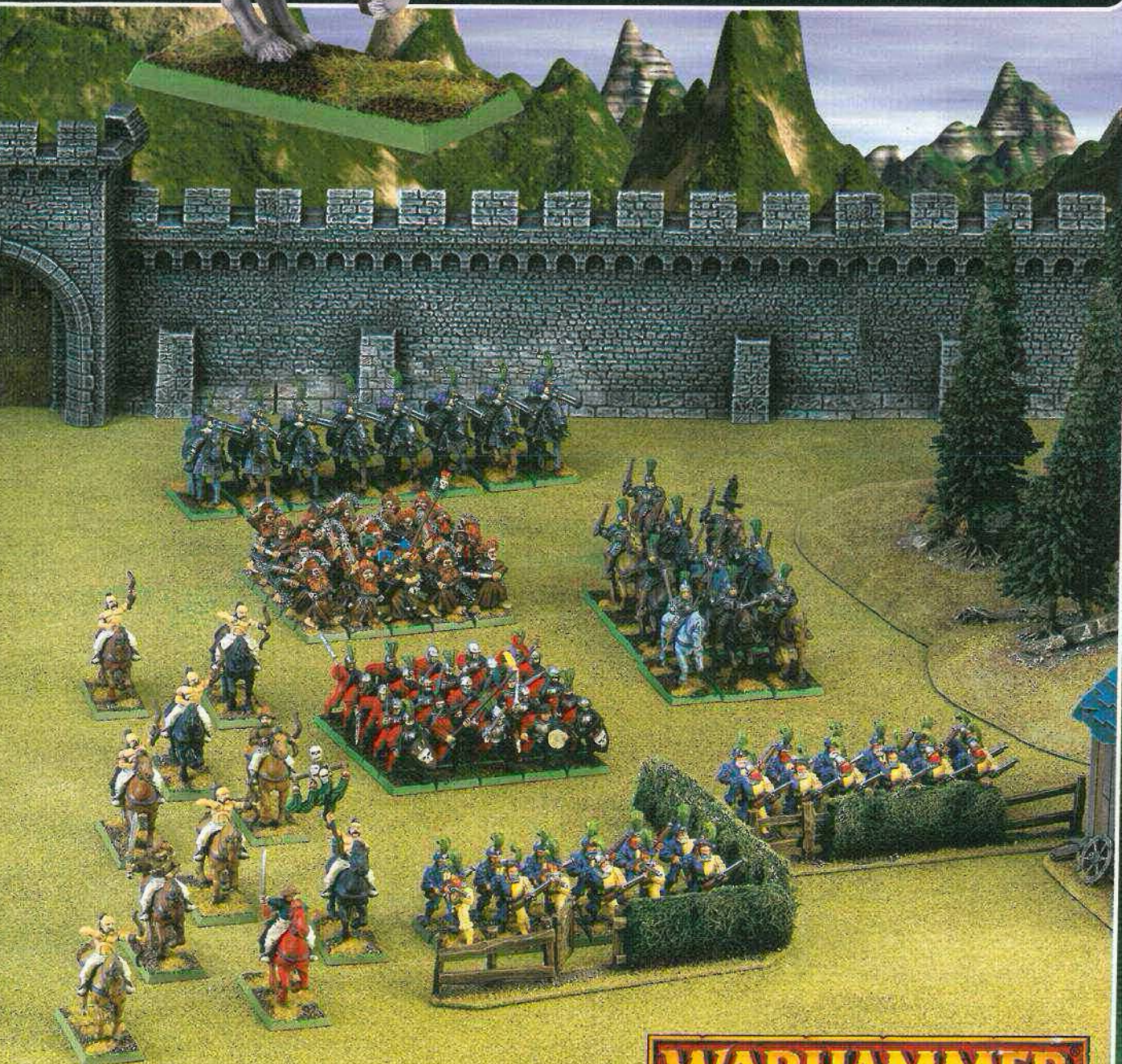
As I see it, the Empire army has only one weakness, a lack of hard hitting elite units – but this is made up for by the huge variety of troops with low points costs. So I decided to start off with mostly foot troops and ten Horse Archers (my choice was also influenced by the fact that foot troops were what I bought most of in the 1997 sale).

In my opinion there is nothing that defines the Empire army more than artillery. But, saying that, you shouldn't rely on your artillery too much. Sure there will be times when your big guns lay waste to your opponent's army, leaving him praying for just a single misfire – but when you reach that game where every single piece of artillery misfires in the first turn, you want to have something to keep you in the game, which is why I have big blocks of infantry. The smallest size of close combat regiment I usually go for is 25, but if I can I'll go even bigger than that. My main regiment is usually a regiment of 45 Halberdiers in a 9 by 5 formation. This way my opponent has to kill 15 just to start getting rid of my rank bonus and when it's in combat it will always be able to lap round, therefore denying my opponent the chance to do the same.

The real reason that I take lots of infantry though, is that they look good. Most of my units use odd numbered widths, so that when I put a command group in the front rank, the regiment looks symmetrical.

The third thing I almost always take is a regiment of Pistoliers. Being fast cavalry with two Attacks (at Strength 4!) makes them some of the best troops for flank attacks in the game.

You may have noticed how the 24 Archers aren't the same colour as the rest of my infantry – this is because they are from Kislev. As Ostermark is very close to Kislev I thought it would make sense if there were more kinds of Kislev troops in Ostermark than just Winged Lancers and Horse Archers. Theming your army in this way gives you an opportunity to paint regiments for your army in a different colour scheme.



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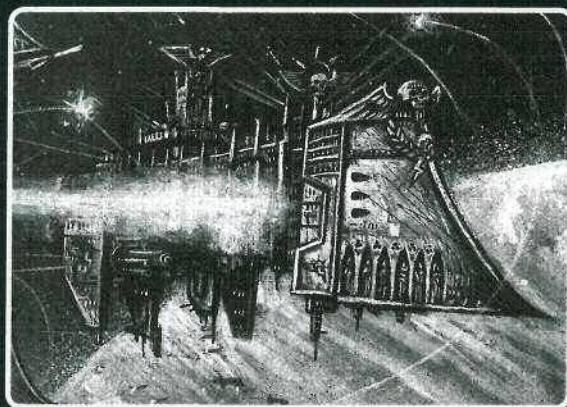
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Our Sundays are specially designed to help those who have just started out in the Games Workshop hobby. Whether you want to lead the planetary assaults of the Space Marines or command the hordes of the Undead in battle, you can learn about playing,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



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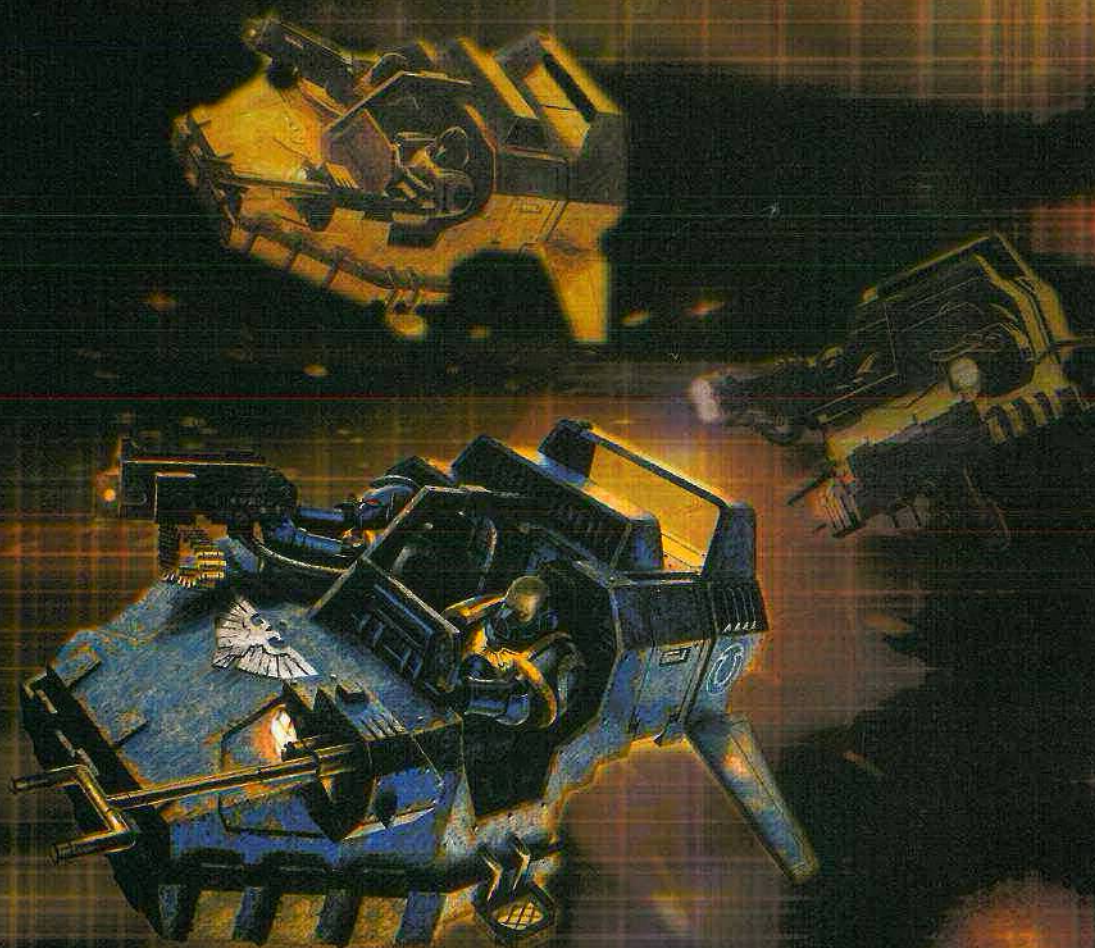
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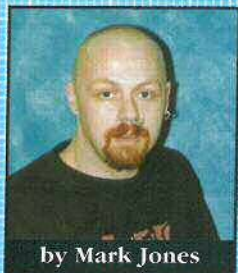
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SATURDAY 2nd OCTOBER

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by Mark Jones

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MASTERCLASS

Mark is a long standing member of the 'Eavy Metal team, and is mainly responsible for producing the wonderful scenery pieces you see in *White Dwarf* and our army books.

You can see plenty of his work in *Town Cryer*, as Mark was responsible for lots of the Mordheim terrain. Mark maintains that the more bizarre and frightening elements of the Mordheim scenery were all part of his brief, and are in no way a reflection of his mental state.

While we were painting up armies for *Codex Eldar*, Mark was inspired by the flurry of eldritch activity to create this fantastic conversion. He's very kindly allowed it to be added to our Biel-Tan army, but has warned us that he might want to steal it back, as he is thinking about entering it into the Open Competition at Golden Demon.

Because of the vagaries of warp travel and magazine publishing, by the time you read this, anyone going to Games Day will already know if he won!

Welcome to 'Eavy Metal Masterclass, an irregular series of articles, where we intend to unlock the darkest secrets of painting and modelling. This month we look at Mark Jones' wonderful Eldar Wave Serpent conversion.

The Wave Serpent is an Eldar transport vehicle, which mounts twin shuriken cannons to provide fearsome covering fire for the squad it carries. Games Workshop doesn't currently produce a model kit for the Wave Serpent, so Mark decided to do a conversion based on the Falcon grav tank kit. As inspiration, Mark used several illustrations of Wave Serpents, Tim Adcock's Epic 40,000 model, and he also had a chat with model kit supremo Jes Goodwin. The rest is down to Mark's own fevered imagination. Take it away, Mark...

Before Construction...

Mark: If you are going to attempt this conversion, you should read through the whole article once to get an overview, before starting each section. This is not a particularly difficult model to make, but I would recommend that only more experienced modellers have a go at it.

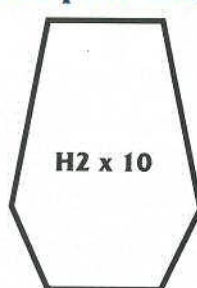
I've listed a number of tools and materials which you will find useful when constructing the Wave Serpent, but you may be able to substitute some of them for other equipment you have to hand. Remember, this is a guide to the model I made – feel free to experiment and try your own ideas.

Wave Serpent Templates

Hull pieces



H1 x 4

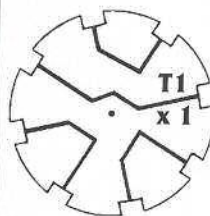


H2 x 10

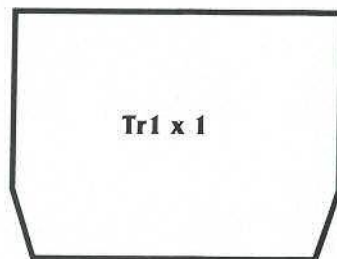
H3 x 10

H4 x 10

Permission to photocopy for personal use only.
Templates at actual size.

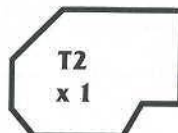


T1 x 1



Tr1 x 1

Turret pieces

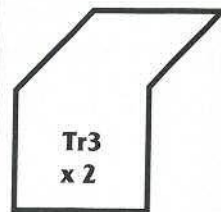


T2 x 1

Transport pieces



Tr2 x 1

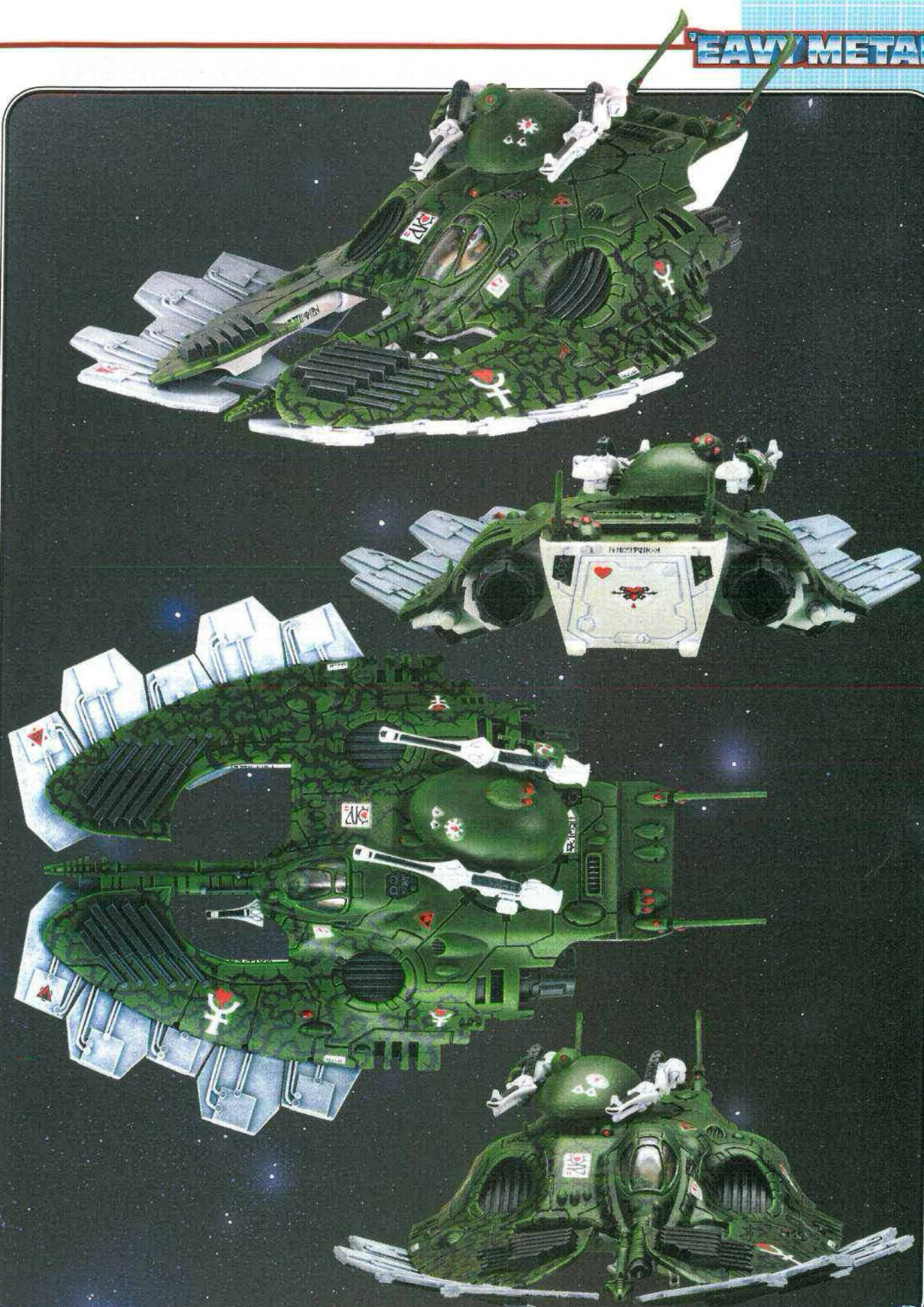


Tr3 x 2



WAVE SERPENT

By Mark Jones. Painted in the colours of the Biel-Tan craftworld.



Painting Thorns...



How do they manage to paint all those thorns on the side of the Biel-Tan vehicles? Well we asked

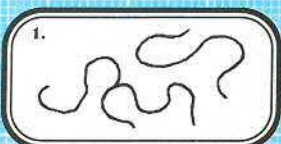
by Martin Footit

'Eavy Metal painter Martin Footit, who was closely involved in developing the Biel-Tan colour scheme, to show us how it's done...

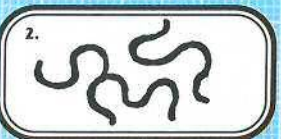
Martin: When we first started to look into painting the Biel-Tan army we felt it needed a device that we could incorporate into the already striking green and white colour scheme (check out the Aspects of War Eldar article featured in this White Dwarf for more pictures of this fantastic army – Fat Bloke).

We experimented with many of the Eldar runes, shapes and patterns, until we came across a thorn pattern featured in many of Jes Goodwin's early Eldar concept sketches. I tried this pattern first on a jetbike and it looked just right. I found I could use this pattern to add variation to the Biel-Tan units and to break up the large flat areas that you find on Eldar vehicles.

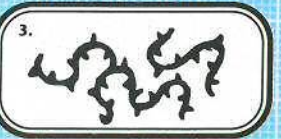
Painting the thorns, like most detail painting work, takes a little bit of practice to get right. Take your time and don't worry if you make a mistake. The way we build up the thorn pattern means you can easily rectify any mistakes later.



1. When doing detail work I always thin down the paint I am using with water, as this allows the paint to flow off the brush easier. To start painting the thorn patterns you should first paint a thin line where you want the thorns to go. Try to keep the pattern looking random. Always keep the lines curved, no straight lines, and aim to keep them a uniform distance from each other.



2. When you are happy with the way your pattern looks you should then increase the thickness of the lines.



3. Finally, to finish off the pattern, you should paint the thorns. This is not complicated at all – just paint little triangles with the point of your brush, on alternate sides of the lines. It is at this point that you can tidy up any blemishes on your lines by turning them into thorns.

CONSTRUCTING THE WAVE SERPENT

Before you start constructing your Wave Serpent you should read through these instructions carefully and take careful note of the modelling materials and tools that you will need. Remember when cutting out the Wave Serpent templates to make cuts away from your body and fingers.

Modelling Materials: model filler (green stuff), plastic tea spoon, plasticard (1mm & 1.5mm), cocktail sticks, 0.9mm brass wire (or paper clips), a Falcon grav tank kit and two shuriken cannons.

Tools: scalpel, steel ruler, clippers, polystyrene cement, superglue, cocktail sticks, pin-vice and drills, needle files/fine wet and dry paper.

Templates

1. I used several pieces of plasticard for this model, and we've provided templates so you can copy them. The easiest way to do this is by tracing or photocopying them and then transferring them to your plasticard sheets.

You may have noticed that you need two different thicknesses of plasticard to build this model. The following templates should be cut out on the 1mm thick card: **H1, H3, H4 & T1**. The remaining templates, **H2, Tr1, Tr2, Tr3 & T2**, should be cut out on 1.5mm thick plasticard. Once you have done this you can start on the next stage of the conversion.

Transport Bay

2. Start by constructing the extended crew transport bay.



Take the two 'dog leg' shaped plasticard pieces (**Tr3**) and glue one to each side of the Falcon rear crew compartment piece **No.8**. You should test fit these pieces first to make sure they fit correctly. To strengthen the join between **Tr3** and the crew compartment cut out four smaller pieces of scrap plasticard. Glue them

over the joins between the crew compartment and **Tr3** on the inside of the compartment.

Finally, to complete the extended transport bay, take piece **Tr1** and glue it to the top of the crew

compartment piece **No.8**. Then glue the Falcon rear hatch **No.9** to the back of the crew compartment. Once this is dry, take piece **Tr2** and glue it into position underneath the crew compartment piece **No.8** next to the rear hatch.

This should complete the extended transport bay ready to be fitted to the back of the Falcon hull. You should now put the assembly to one side and start building the Falcon grav tank. You can ignore the turret assembly stage. The extended transport bay should be fitted to the model at the lower hull assembly stage, and don't glue any of the probes into place.

Please note, the rear of the Falcon lower hull No.3 half will need to be modified slightly to allow a good fit with the extended piece, so test fit it before gluing in place. After you have fitted the extended transport bay into place you are ready for the next stage.

Turret Filler

3. Glue the circular turret filler **T1** to the top of the Falcon upper hull **No.14** to cover up the original turret mount. If you want you can carefully bore out the tram lines shown on the template to give the multi-part panel effect that is on the rest of the Falcon grav tank.

Front Fins

5. Round off the front of the Wave Serpent by adding fins to the Falcon's upper hull piece **No.14**. These two 'Fin' shaped pieces **H1** are each made from two pieces of 1mm plasticard glued together. Glue these onto the front of the upper hull (see picture below for position). When the glue has dried and the front fins are secure, they will need to be filed or sanded until they match the profile of the front hull. Once this is done, glue the Falcon upper hull into place.





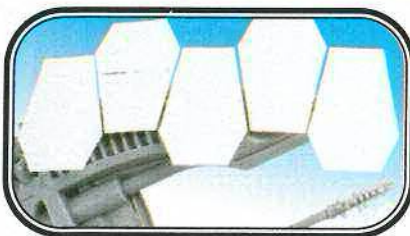
The Turret

6. The new turret was made by carefully trimming away the handle from a plastic spoon. Drill a hole on each side of the new turret so a cocktail stick can be glued in place. This will form the mounts for your shuriken cannons or any other heavy weapons you want to put on the turret. Then place your turret on a piece of 1.5mm plasticard, draw round it and cut this shape out. This is the base of your turret – glue it into place and then use filler and sand paper until you have a seamless join between the two pieces. Glue your weapons into place on the ends of the cocktail stick.

Glue piece **T2** into place on the upper hull (see picture above for position) and then drill a hole big enough to fit a cocktail stick.

Finally, to finish off the turret assembly, drill another hole roughly in the centre of the base of the turret and glue a cocktail stick into place. This is so we can mount the turret on the hull and allows it to turn.

Hull Field Generator Plates



7. Now for the tricky bit! Before gluing the hull field generator plates **H2** into place, take a file and roughen up the lower hull and the edges of the upper hull slightly. This is to make gluing the plates on easier. For a final check to make sure the pieces line up well and sit in place, do a dry run, sticking them in place with blue tac. Stagger the fit as

shown in the picture above. Once you are happy that all the plates fit, glue them into place.

Quick tip: Mark glued the plates on one at a time. After he had stuck them into place with blue tac, he pulled off one plate at a time and then glued that plate back on. This way he ensured the fit of the plates did not change.

The Probes & Finishing Off

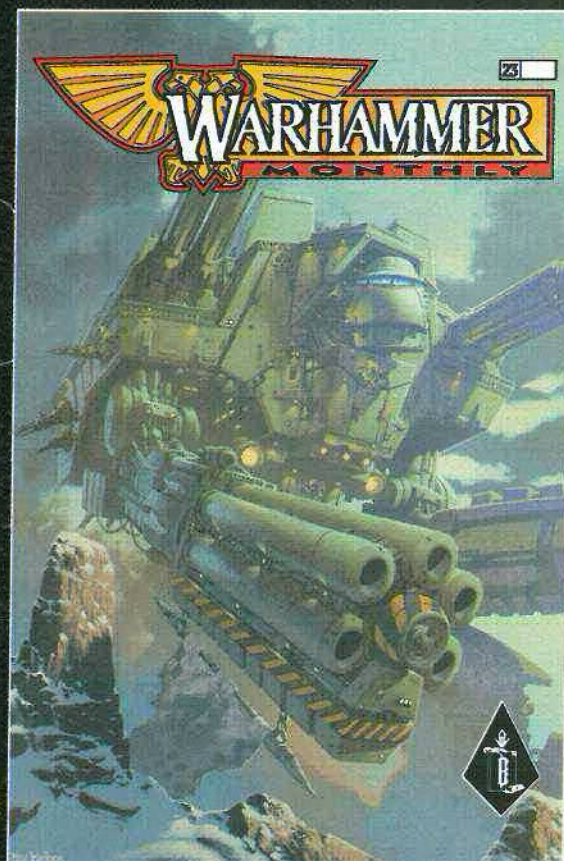
8. The two probes at the front were easy to make, but quite tricky to glue into place, so I would consider them as an optional extra. The larger one was made with pieces from my bits box, the core is a piece of thin plastic tubing, with varying lengths of brass tube glued along its length (you could wrap wire around it instead). The spike at the end is made from yet another cocktail stick. The smaller probe is made from the original Falcon sensory array piece **No.6**, cut up and glued back together.

All the final detail can now be added if you want. The thick ribbed pieces on the front of the wave serpent were made from pieces of plastic sprue frame from the Falcon kit. The piping on the generator plates was made from pieces of thin wire and the small discs are cut from round plastic sprue (spear shafts or plastic banner poles). The hull generator plates were thickened up by gluing pieces **H3 & H4** to the plates. The rest of the detail is made up from bits and pieces left over from the original plastic Falcon kit.

Congratulations you have built your Wave Serpent – now paint it in your chosen craftworld colours. I built my Wave Serpent as a show piece, and I am thinking about adding it to a diorama and entering it in this year's Golden Demon Open category. However there is nothing to stop you from using your Wave Serpent in battle. Have fun...



ALL-ACTION TWICE A MONTH



This month's awesome issue features an absolutely stonking cover by none other than Kev Walker. The cover heralds the start of a brand new story from the incredibly popular Titan series. Princess Hekate commands the Titan Imperius Dictatio, mighty war machine. This time they face one of the most deadly enemies in the galaxy, a species so violent it threatens to consume every living thing – the Tyranids.

Also in this issue is another episode of evil deeds from Malus Darkblade. Having escaped from the clutches of the Dark Prince, Malus has uncovered a vital clue to Tz'arkan's whereabouts. Meanwhile there's more intrigue and insidious Chaos plots in Inquisitor. And finally there's the second episode of Kal Jerico – The Motherlode.

WHM#23 • OUT: 7th OCT • ONLY £2.00

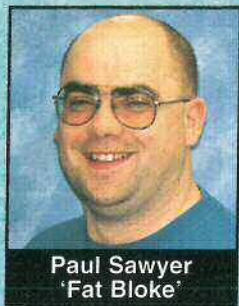
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Paul Sawyer
'Fat Bloke'

I've been one of the lucky few to have been on the playtest team for the new Warhammer 40,000 computer game, Rites of War, and it's made a refreshing

change to play a turn-based strategy game rather than one of the large number of 'real-time' games around at the moment. I've whiled away many a long hour playing the classic Panzer General 2 and so turn-based games hold a special place in my heart (anything that allows you the chance to stop regularly for a bacon butty and a beer has got to be good!). In fact Rites of War uses the same award winning game engine as Panzer General 2 (heralded as one of the best-looking, most-streamlined wargames ever).

The big difference between Rites of War and previous Warhammer 40,000 computer games (Chaos Gate, Final Liberation and Space Hulk) is that rather than focus on the Imperium of Man, it concentrates on the enigmatic Eldar. The Eldar have rediscovered the maiden world Davinius, which was bio-engineered to perfection millennia ago – a testament to the power of the Eldar in ages past. Davinius is exactly the type of planet the dying Eldar so desperately need to save their race, but unfortunately, the Imperium have got to it first. However, the Eldar have no intentions of abandoning Davinius and resolve to retrieve this ancient treasure by military means. Still, the feeling that something is terribly awry nags away at their thoughts, a feeling that a threat worse than the Imperium awaits them.

Whilst the Eldar are central to the plot in Rites of War, the Imperium and the voracious Tyranids are also featured strongly. With three different races, Rites of War is the first Warhammer 40,000 computer game to portray a three-way conflict and battles play out in a similar vein to a normal game of WH40K (hurrah!).

With more than 70 units plus mystical artefacts, strategic initiative bonuses, psychic powers and unit special abilities, you can imagine the depth of gameplay available in Rites of War. In addition it also has a flexible campaign with a carefully interwoven story, along with single scenarios and multi-player modes.

Well, that's enough of my waffle – go now, don your aspect armour and rid Davinius of the crude humans...



**GAMES
WORKSHOP**

For more information on Rites of War check

WARHAMMER®
40,000

RITES OF WAR

HEED THE AVATAR'S CALL TO BATTLE!

The time has come for the Eldar to reclaim their secrets from the hands of the lesser beings. As the leader of dwindling Eldar forces, you are set the task of achieving your waning culture's next victory.

Rites of War by SSI (makers of Final Liberation and Chaos Gate) is the latest computer game based in the Warhammer 40,000 universe.

- The 24-mission campaign features a tightly crafted storyline, evocative detail and varied victory conditions, as players lead the Eldar in a fight for survival. Additional single and multi-player scenarios let players command Tyranid and Imperial armies.
- 70 3D-rendered, animated Warhammer 40,000 units.
- Glory Point system allows players to build and customize their armies.
- Level-based experience system leading to unit upgrades, warrior skills and psyker powers.
- 800 x 600 hi-colour, animated graphics bring armies and landscapes to life.
- Temples, cities and forts on the map hide dozens of unique artifacts for players to find and use.
- Co-operative and head-to-head multi-player support.
- Game editor lets you customize deployment, victory conditions and Glory points for multi-player and stand-alone scenarios.



SSI

DREAMFORGE
ENTERTAINMENT, INC.

LAND SPEEDER TYPHOON

The new Space Marine Land Speeder Typhoon is an excellent fast attack vehicle, with the capability to deliver hard-hitting firepower to the furthest reaches of the battlefield. Armed with the unique 'Typhoon missile launcher', this Land Speeder performs best when used to destroy the enemy's light vehicles and infantry.

"Brother Marine Kelvax, are you there sir? Please respond... over..."

Kelvax hauled the shuddering Land Speeder over in a tight turn, aligning himself for a second attack run. In the distance he could just make out the battle taking place between Scout squad he had been ordered to protect, and the huge Ork mob that had ambushed them. He clicked open a channel as the Gs from the hard turn eased off, and replied.

"This is LST Alpha-Nine. There is no need for despair Brother-Scout, I'll deal with those Orks for you. Oh, and child, if Sergeant Cronus was still alive he'd have your hide for such poor comm's discipline. Remember child, always identify yourself. Now, prepare yourselves for my attack, and once I am done, smite these green-skinned devils with your full force. Are these orders understood Brother-Scout? Over..."

"This is Scout Squad Cronus. Order received and understood, Sir!"

"Good. LST Alpha-Nine, out."

Clicking the channel off, Kelvax allowed himself a moment to calm his breathing and steady himself. Although he had sounded confident for the benefit of the Scout, during the first attack run he'd taken heavy fire from an Ork buggy that had been hidden in a tree line. It had left Brother Hortgurn, his gunner, dead, and a thin trail of smoke trickling from somewhere at the back of the Land Speeder. Still, it was his duty to lend support to the Scouts as they carried out a long patrol, and support them he would.

Kelvax knew that his only hope was to destroy the buggy first, and then deal with the Ork mob that had ambushed the Scouts. He pushed the Typhoon lower to the ground, and started to close in on his prey. As long as he remained low, he could use the thin tree line that lay between him and the Orks to shield himself from the buggy's guns. Kelvax irritably clicked off the ground proximity sensor, which had started to issue an almost continuous stream of bleeps and whistles of warning, and concentrated on swerving and jinking the Land Speeder towards his objective. It was tense work, because at this height and speed any sudden obstruction would lead to his destruction. Then, as Kelvax skidded the Land Speeder round an outcrop of rocks he suddenly found the tree line directly in front of him. He yanked back on the controls and soared skyward, but his ascent exposed the Land Speeder to the buggy crew who immediately started blazing away.

Kelvax knew that it would be a matter of moments before the Orks had his range. He barrel-rolled the protesting Speeder over until it was upside down, and then hauled the nose down so that he was pointing directly at the buggy. The half-loop caught the Orks by surprise, and their fire passed harmlessly by the Land Speeder. Deftly working the fire mechanism on the control column, Kelvax fired a pair of missiles from the Typhoon launcher at the buggy. The rockets blazed away from the Land Speeder, leaving trails of white smoke to mark their path as they hurtled towards the Ork buggy. The first rocket exploded just short, but the second smashed into the Ork vehicle, blowing the gunner into a green pulp and destroying the gun. A fraction of a second later the buggy's fuel exploded, sending a ball of flame soaring into the air.

Kelvax half-rolled to bring the Speeder upright again. Streaking through the smoke from the burning buggy, he banked hard to the right in order to line up on the Ork mob that was attacking the Scouts. Standard procedure would be to engage the Orks with the Typhoon missile launcher from long range, but his momentum and the closeness of the Orks to the Scouts meant this was not an option. Gunning the engine, Kelvax headed straight at the mob of Orks, ripple-firing missiles from the Typhoon launcher as he did so. The Orks were now aware of the danger, and slugger rounds started pinging off the front armour of the Speeder as Kelvax closed the range. Ignoring the fire, Kelvax corrected his aim, and first one, then another and then a third missile streaked into the Ork mob, ripping Orks apart and hurling their bodies aloft. Then Kelvax was past the Orks, jinking desperately from side to side in order to avoid any following fire from the mob. Glancing over his shoulder, Kelvax saw that the precaution was unnecessary. The few Orks still alive were in full retreat, closely pursued by the Space Marine Scouts.

Kelvax clicked open the comm channel. "This is LST Alpha Nine calling Scout Squad Cronus. Am returning to base to refuel and rearm. I will return with utmost speed. Over and out." Then he headed home.



TURBO FAN
COOLING INTAKE

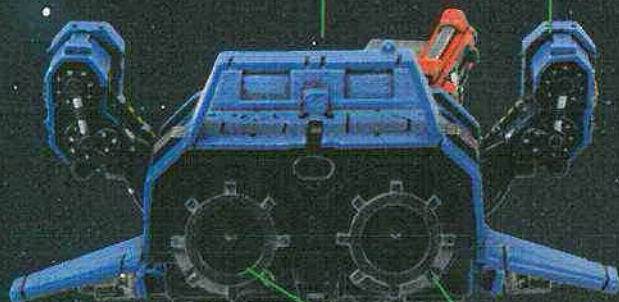
CONTROLS: SINGLE CONTROL COLUMN OPERATES CONTROL SURFACES ATTACHED TO THE TURBO-FAN UNIT AND THE GRAVITIC STABILISERS AT THE FRONT OF THE CRAFT. COLUMN INCORPORATES TWIST GRIP THROTTLE FOR THE ENGINE AND FIRING MECHANISM FOR TYPHOON MISSILE LAUNCHER.

+++++

FORWARD
AUGURY ROD

LIFT AND PROPULSION: INTEGRATED SYSTEM. LUCIUS PATTERN TWIN TURBO-FAN UNIT WITH M30 ANTI-GRAV. PLATE. PROPULSION AIR IS EXPELLED REARWARDS AND LIFT IS GENERATED BY THE ANTI-GRAVITIC LIFTING PLATE BELOW.

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LUCIUS PATTERN
ENHANCED TURBO
FAN UNIT

SEXTUS PATTERN
MULTIPLE FRAGMENTATION
"TYPHOON" MISSILE
LAUNCHER

GRAVITIC
STABILISER
PLATES

MAIN GRAVITIC
LIFTING PLATE
(M30 PATTERN)

TWIN TURBO
FAN VENTRIUS

GROUND
PROXIMITY
SENSOR

SENSOR ARRAY: PASSIVE ANGDRY PROBE, GROUND PROXIMITY SENSOR. SOME CRAFT ARE MODIFIED TO CARRY A MERRETT PATTERN AGGRESSIVE SENSOR.

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ALTITUDE
ADJUSTMENT
AILERONS

ENERGY FUEL
INDUCTION
COVER

INCIDENT: 4134576.M37

STC INCIDENT: A987263 LST SARGON THRONION IV

MAX SPEED: 117 K/ESU (67 IMP UPH)

MAX CLIMB RATE: 15V/SEC

SUSTAINABLE ANGLE OF ATTACK: +/- 45 DEGREES

G RATING: 17G (ADEPTUS ASTARTES CREW), 7G (HUMAN CREW)

ACROBATIC CAPABILITY: FAIR

+++++

WARHAMMER
40,000

WARHAMMER WORLD

THE GAMES WORKSHOP 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.

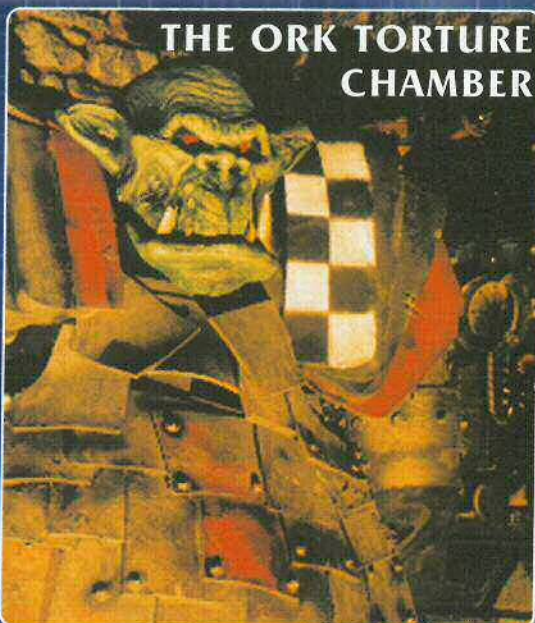
The Warhammer World Museum features awesome, life-size Warhammer 40,000 characters in amazing settings, including the Chaos Space Marine battle scene and the Blood Angels Space Marines. If that's not enough to whet your appetite, there is also an entire gallery filled with a great selection of massive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

- Join in at the Nottingham Gaming Club most Wednesday evenings!
- Open from 6pm - 10pm
- £2.00 per week (first week free)
- Under 14s must be accompanied by an adult

The store at our Nottingham HQ is open till 8pm and stocks the full range of GW games, miniatures and books. But the



THE ORK TORTURE CHAMBER

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 from the M1 by car. It is also only a short taxi ride from Nottingham Railway Station.



WARHAMMER OPEN DAY.

NOVEMBER 28th 1999, 10am - 4pm

The doors of Games Workshop are thrown open for the last time in 1999 as we proudly present the Warhammer Open Day. Come and see work in progress from all over Games Workshop, glimpse our future releases and participate in some awesome games!

- See work in progress from the Citadel Miniatures design team
- Meet Games Designers and Artists
- See displays of art and cool miniatures
- Take part in awesome battles
- Visit the Warhammer World museum and see the amazing battle displays and artifacts
- See sneak previews of upcoming games and miniatures
- Have another chance to see the Games Day '99 Warhammer Display
- Take the opportunity to get some great deals from Mail Order
- Come and meet the Forge World team and get the latest products

...and much, much more!



• Scenes from the many awesome participation games featured at every Open Day!



• Games Workshop computer games are a popular addition to many Open Days.



• Meet Games Designers, Miniature Designers and Artists from the Studio and Black Library.



• Bugman's Bar - the ever popular place to relax in between the frenzy of gaming.

Tickets priced £6 (including entry to the Warhammer World museum). Tickets will not be available on the day. Tickets available from Mail Order or your local Games Workshop store commencing 12th September 1999. Please note that tickets for this event are likely to sell out very quickly, so please phone early to avoid disappointment.

WARHAMMER WORLD

CHAPTER APPROVED

By Andy Chambers & Jervis Johnson

Greetings citizens and welcome to the Most Beneficent Emperor's Chapter Approved column. Approved as being free of the taint of heresy and deviancy that is, although the battle against the forces of moral turpitude is an endless one – for each denizen of the outer dark that is struck down, two more spring forth to take its place. However, the wages of sin are death or, at the very least, permanent excruciation. Speaking of permanent excruciation, I'm going to take this opportunity to show you the inevitable results of attempting to manipulate the rules of reality, a sight so horrifying it would be tragic were it not so pathetic. Come this way and I will take you to see the damned souls of the Games Development dungeon.

Echoing footsteps descending stone stairs... The squeal of rusty bolts being drawn back and the shriek of corroded keys being turned in their locks. The groan of a heavy door being dragged open on protesting hinges. An insane babbling can be heard from within, interwoven with the rattle of chains and the scraping of steel-ribbed pens...

Ah, observe. Here is Scrivener Thorpe, hard at work upon his latest treatise on the alien Eldar, a second volume to that which has already recently become available. This time he is working to illuminate the subject of certain specific 'craftworlds' of that degenerate race and their armies, detailing some of those best known to us – Alaitoc, Iyanden, Saim-Hann, Ulihwé and Biel-Tan. Even the taste of their names pollutes my tongue. Excuse me for a moment while I gargle away the taint with salt water... *Glaaaarrggg!*

Ahem. We do not hold with our scriveners occupying all their thoughts with but a single subject at any particular time, lest they become morbidly obsessed and lose what tiny scraps of reason remain to them. Hence Scrivener Thorpe is also currently preparing further works upon the organisation and fighting forces of the holy Ecclesiarchy, the arm of the Adeptus Terra dedicated to ministering the worship of our blessed Emperor, the redemption of the infidel and the defence of the faith. This tome is to be known as Codex Apocalypse and Scrivener Thorpe promises that it will be the definitive work upon the forces of the Ecclesiarchy in the Wars of Faith, detailing not only the unique vehicles of the Ecclesiarchy but also the role of Sororitas Novices, Martyrs, Redemptionists and Flagellants.

In this corner we see the venerable Scrivener Johnson working hard on volumes pertaining to the noble institution of the Imperial Guard. Scrivener Johnson assures me that he has uncovered evidence of a number of variant armoured vehicles employed within this vast organisation, including the Leman Russ 'Vanquisher' and 'Exterminator' battle tank variants. The course of Scrivener Johnson's research has also revealed new details on the deployment of heavy weapons squads and the equipment and organisation of Imperial

Storm Troopers. As an aside to this mighty project, Scrivener Johnson has, with the assistance of Scriveners Thorpe and Chambers, begun a second work dealing specifically with Death World veterans, the Imperial Guard's hardest troops, including as they do the warriors of Catachan, Cthelle and other notorious hell-holes from across the galaxy.

Alongside these endeavours, Scrivener Johnson is also grappling with the long and tumultuous history of the Space Wolves, in an attempt to codify this most willful of the Space Marine Chapters. Venerable Johnson informs me that this task is almost completed, and that the Space Wolves will be ranked with pride alongside the Blood Angels and Dark Angels already codified. Despite lengthy periods in the pain amplifier, Scrivener Johnson has been unable to resist undertaking extra-curricula activities of a less... structured nature. His latest works in this vein have been an attempt to produce a unified theory on the construction of fighting vehicles. In essence Scrivener Johnson believes that any fighting vehicle, from the greatest to the smallest (and including those that fly, walk or crawl) can be rendered into a set of characteristics understandable by all. Whether this wild and perhaps heretical concept can be made to bear fruit still remains to be seen...

Finally we come to the pit of depravity of that arch-heretic, Scrivener Chambers. Can you smell that stench of corruption? Of course you can, any pure-blooded human could detect that carrion-stink from a league away. While the other Scriveners only undertake the study and reportage of Deviants and Aliens with the greatest reluctance, Scrivener Chambers seemingly has an affinity for all things foul and dangerous. His most recent work upon the bestial Orks is already known. To compound his crimes he is now undertaking another work on the Tyranid hive fleets which, he has informed me, will uncover new and previously unplumbed knowledge of these creatures.

Mercifully, Scrivener Chambers is also undertaking some other works which may not result in the further damnation of his eternal soul, most specifically a study of combat conditions in urban areas. This tome will be entitled Cityfight, and purports to give a full account of the difficulties of fighting in towns, cities and hives, including the special equipment and weaponry used and types of missions undertaken in these fiercely contested areas.

So ends our tour of the Games Development dungeon. Remember these lost beings when you are upon the battlefield and examining their tomes of lore, spare a prayer to the Emperor for their tainted souls. On the other hand, don't bother – we know how to deal with the likes of them.

Shouting, whips cracking and insane shrieks are cut off by a heavy door slamming shut.



OF ROADS, CRATERS & OTHER THINGS

By Jervis Johnson

WARHAMMER
40,000

Some people think that a game designer's life is an easy one – after all, don't we sit around all day playing games? Real life, as is usually the case, is rather different to this. Occasionally, I'll get to play a game or two, but most of my time is spent doing other, far more mundane things. For example, an average day at the Studio is spent writing, attending meetings and hiding from Paul Sawyer so he can't make me write stuff for his pesky magazine!

"But," I hear you cry, "what, for heavens sake, has any of this trade to do with roads or craters?!" Well, the answer is that amongst the many tasks game designers are called upon to perform, by far the most fun is attending 'events'. Over the year we get to attend quite a few events. Although hard work, I always find these events inspirational.

So it was that just a few weeks ago as I write this article, I was at the 'Total War' 40K campaign weekend we held at Warhammer World. Things were going rather smoothly (well, there has to be a first time), and I was able to spend some time with those nice people from Forge World, who were showing some samples of their resin 40K road sections and craters. Before I knew it, I was promising to write some rules for using them in WH40K...

Just a week and a half later I was attending the opening of the new Challenge Games store in Chicago. This was my first visit to the windy city, and I have to say that the staff did a great job at making me feel right at home – thanks to one and all of them! Although I was there for the new store opening, I also got the chance meet the guys of the store's games club. These madmen (no other term will do!) were playing a 30,000 point per side game(!), on a 'table' measuring 30 foot by 45 foot(!!) which was painted on the floor of a hall they'd hired for the day(!!!). To say the game looked awesome is a major understatement. I spent a very happy hour or so chatting to the guys who were playing the game and watching what was going on.

One of the things that the guys told me about were the special rules they used for 'force marching', which basically allowed models to move faster if need be – a vital consideration on large tables where you could end up dozens of feet from the action! "Hmmm, I thought, there's a bit of luck – I can use that rule in the article for roads and craters..." and so that is exactly what I've done. Thanks to the guys in Chicago for letting me steal their idea, which appears below. The credit for the rule belongs to them, while any typos or mistakes are all thanks to me! Have fun and if you've any comments to make please send them in!

Jervis Johnson

CRATERS IN 40K

Craters are a new type of terrain that are 'created' during a battle by ordnance attacks and preliminary bombardments, rather than being set up in the normal fashion. Craters count as difficult terrain, and provide a 5+ cover save for units that are inside them. Units are not allowed to take advantage of the cover save on the turn that the crater is created. Units that have a crater appear under them don't have to make a Difficult Terrain test until they move off the crater.

Craters are created in one of two ways: by preliminary bombardments, or by ordnance attacks. In both cases the crater is placed by the player whose unit was attacked or fired at. A player does not have to place a crater if he doesn't want to (i.e. their placement is optional), but if he decides to do so then obviously he needs to have an appropriate crater terrain piece to lay down. Craters may only be placed on flat areas of the tabletop that will allow their placement; if it's impossible to place a crater because already placed terrain gets in the way, then the crater is not placed at all.

Preliminary Bombardment: If a unit suffers a hit from a preliminary bombardment, a crater is placed 'under' the unit, so that at least one model from the unit is in the crater. Place the crater after the unit is hit but before any casualties are worked out; models removed from the unit as casualties must be taken from those closest to the centre of the crater first, then working outwards.

Ordnance Attacks: If an enemy unit makes an ordnance attack, then the opposing player may choose to place a crater with its centre under the centre of the ordnance template.

Designers Note: You'll find that a few craters are a worthwhile addition to any army, being in effect a form of cover that you get to place on your own units if they come under fire from enemy ordnance.

ROADS IN 40K

Roads are a common feature on the battlefields of the 41st Millennium, and can be included in any 40K battlefield set-up. If you are using the random terrain generators in the rulebook then roads can be added to a set-up in addition to the terrain that is generated. I'm not going to write long and convoluted rules telling you how to set the roads up; just do so sensibly and logically and everything will be fine. Roads have two effects; they make it easier to enter reserves, and they can be used to allow units to force march quickly across the battlefield.

Reserves: If a road extends from a table edge which a player is allowed to use to bring on reserve units, then that player can declare that any of his reserves will be using the road to travel to the table. He must say which units will be using the road at the start of the battle, after both sides have set up. He can then add +1 to the dice roll to see if a reserve unit using a road appears. However, assuming the unit turns up, then it must enter along the road. Note that some units can use the road and some arrive normally if desired. Also note that deep strike units, such as teleporting Terminators or Space Marines with jump packs, may not use roads if they are using their deep strike ability to deploy anywhere on the table.

Force Marching: Units that force march and which start and finish their move on a road can triple their normal move rate instead of doubling it. Skimmers, troops with jump packs, or any other type of unit that can fly or ignore terrain as it moves, may not take advantage of this rule!

FORCE MARCHING IN 40K

Before making its move in the movement phase a player can declare that a unit is going to force march. A unit may not force march if it is falling back, or is pinned, or there are any enemy models within 24" of a model from the unit before the move starts.

Units that force march double their normal move rate, but may not enter or cross difficult terrain. For example, a model on foot will move 12", while a fast vehicle can move 48"! Some units can triple their move if they are travelling along a road (see above). However, a unit that force marches may not shoot or assault, and may not move within 12" of an enemy model at any time during the move. Note that force marching units cannot make assault moves. In addition, a unit that force marches becomes more vulnerable to enemy fire. This has the following effects:

Infantry: A unit of infantry which force marches and suffers any casualties from shooting in the following turn, will automatically fail back 2D6" without a Morale check having to be taken (this replaces the normal '25% casualties Morale check'). Units that normally automatically pass Morale checks still have to fail back, but will rally automatically at the end of the move in the same way that Space Marines do if they fail a Morale check.

Vehicles/Dreadnoughts: Any Vehicles or Dreadnoughts which force march and suffer damage from shooting in the following turn are destroyed if they suffer a 'Crew Stunned' or 'Immobilised' result on the damage tables (it is assumed the damage causes them to crash!).

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

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



Using craters as cover,
Tallarn Imperial Guardsmen
ambush an Ork convoy.

Abrom clutched the worn, metal casing of the autogun closer to his chest as the first missiles began to fall. All around him the other members of the coven hunched into the rubble and whispered prayers to the Patterner, He Who Wields Fate. The barrage thundered closer and they chanted louder and more fervently, to drown out the shrieks of those blown apart by that deadly hail.

Ahash vri Arvad Abi-ba'al Aduni-ba'al. Sapati ba'al... Abrom could not understand why they were suffering so. Had not the Servant of the Patterner promised that its awesome powers would drive back the denizens of the False Emperor? Had it not sworn that the uprising would be an unstoppable force, a swinging hammer which would smash apart the shackles of the Dead Emperor which bound them into slavery? If this pounding continued there would be no-one left alive to liberate.

As if in answer to Abrom's prayers, the explosions abruptly ceased. Stones and shrapnel thrown up by the bombardment hissed to the ground for a second or two before an eerie silence fell. Abrom cautiously peered out of his hiding place and into the clouds of smoke drifting over the ruins of the settlement. There! A flash of red in the haze, and another! Giant, red-armoured figures stalked forward across the shattered landscape like primordial beasts. Abrom felt a shudder down his spine – the blood suckers were here, sniffing out survivors to rip apart with their bare hands and drain of their blood. Abrom gripped his autogun more tightly as their leader, Boreaus the Demagogue, gestured his surviving companions forward. They all knew they could expect no mercy from the blood suckers, and less from the Servant of the Patterner if they lost their faith now.

Merkin was blown apart by an explosive bolt as soon as he stood up to shoot. Then Jaynak and Veril, and three others Abrom didn't know. Malakur was lucky and only had his arm blown off, but his screaming ceased in seconds as his life-blood gushed out onto the dusty rubble. Abrom and the others were splattered with blood and viscera and flying stone fragments as more bolts roared across the position. Abrom felt the urge to run (if only he could make his legs break the shackles of fear which bound them). Boreaus tried to rally them, chanting the prayer the Servant had taught them until his voice was cracked and hoarse.

Budi-ba'al, Ba'al-Iashupu, Ba'al maluku...

As Boreaus chanted, Abrom felt a tingling thrill through him, a change seemed to be taking place. Boreaus' words became shrieks as his spine twisted back and limbs splayed apart. Blue fire spilled from his jaws as they stretched out to an impossible length. His skin split as something far too big unfolded itself from within him. Scintillating feathered wings shook themselves outward, glittering like jewels as the Servant of the Patterner raised its slender body up to twice man-height. Abrom averted his gaze and grovelled as its ancient, inhuman eyes swept over the coven and out to where the blood suckers approached, unflinching as a storm of bolter fire roared past. It spoke with a rich, melodious voice.

Come my childreenn, your time is nigh...

With a beat of its mighty pinions, the awesome presence was gone. Abrom and the others surged forward after it, their terrified voices howling a song of praise to the Lord of Change.



CHAOS CULTISTS

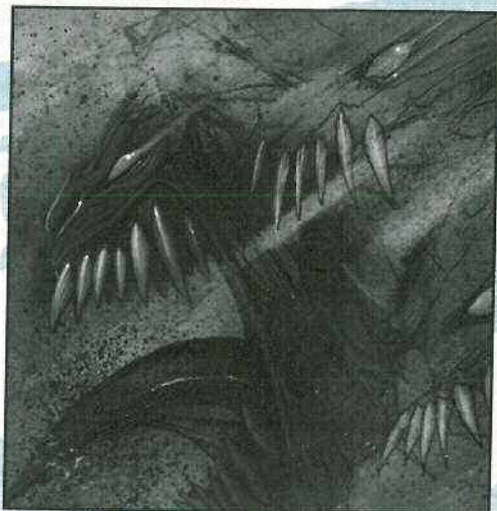


Any Chaos Space Marine army may include units of Chaos Cultists, counting them as Troops choices on the force organisation chart.

Across the countless worlds of the Imperium, there are many who plot and rebel against their masters. Most dangerous of all are those who become seduced by the power of Chaos, believing that the worship of the Dark Gods will give them a quick and easy way of achieving their goals. The lure of Chaos attracts all manner of men on all kinds of different worlds. Planets which vary tremendously in their civilisations and technical achievements all harbour the followers of Chaos – from the most blood-splattered practitioners of ritual worship on feral worlds to the sophisticated membership of secret societies on Hive Worlds. Even on comfortable, civilised worlds there are those who crave forbidden knowledge, whose lust for unearthly power and arcane lore overrides their loyalty to the Imperium. All over the galaxy, even upon Mars and Ancient Terra at the heart of Mankind's rule, there are heretics willing to dabble in dark arts beyond their understanding.

The ever-present dangers of discovery by the Inquisition and other Imperial agencies make it imperative for Chaos cults to conceal their activities. Under the guise of normality, perhaps beneath the legitimate facade of a labour union, charitable organisation or business venture, the cult will accumulate power and additional members through blackmail, bribery and corruption. Once the cult has become strong enough it will start an uprising which, with the blessings of the Dark Gods, will deliver the entire planet into the arms of Chaos. The cultists will summon plagues of Daemons through possession, ritual and sacrifice, they will send forth a call to draw renegades and Chaos Space Marines to their aid. If their efforts meet with their gods' approval they may even be blessed with a Greater Daemon or Daemon Prince to lead them against their foes.

One way or another Chaos Cultists are utterly damned. If their revolt fails, the terrible retribution of the Emperor's minions will be exacted upon the survivors. If it succeeds, the Cultists will have unleashed the power of Chaos and all but the most powerful members of the cult will be enslaved by Daemons on a hell-world of their own making.



CHAOS CULTISTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultists	3	2	2	3	3	1	3	1	7	-
Demagogue	+4	2	2	3	3	1	3	2	8	-

Squad: A Chaos Cultist squad consists of between 10 and 50 Cultists.

Weapons: Close combat weapon.

Options: Any model may be given a laspistol/autopistol for +1 point or a lasgun/autogun/shotgun for +1 pt. Up to one model in ten may be given one of the following weapons; plasma gun at +6 pts, meltagun at +6 pts, flamer at +2 pts, heavy bolter at +6 pts, Grenade launcher at +8pts, heavy stubber at +4 pts or an autocannon at +6 pts.

One of the Cultists may be upgraded to a Demagogue at an additional cost of +4pts. The Demagogue may be given additional equipment, Marks of Chaos and Gifts from the Chaos Armoury in Codex Chaos Space Marines up to a total value of 40pts.

Heavy Stubber: These are old-fashioned automatic weapons which fire a hail of solid shot. Though most commonly found amongst defence militias and hive gangs, they often find their way into the hands of Cultists as they are simple to maintain and operate. Range 36", Strength 4, AP 5, Heavy 3.

To find out what Chaos Cultist models are available, give Mail Order a call on 0115 91 40000.

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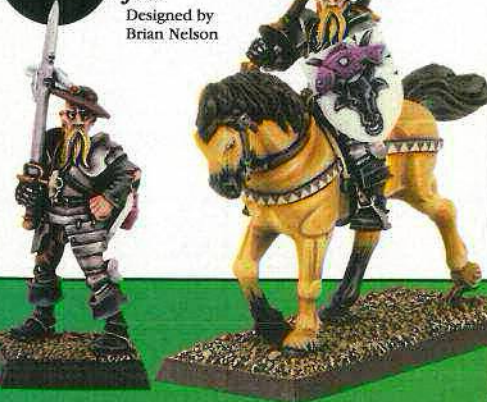


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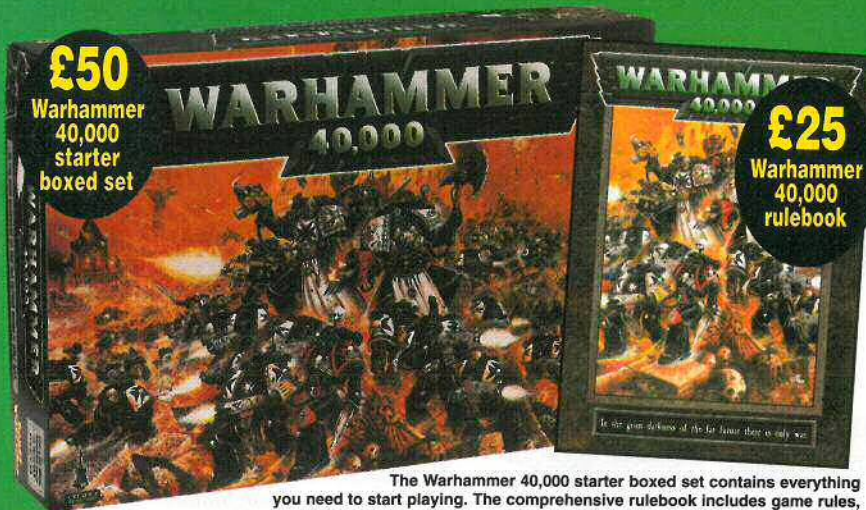
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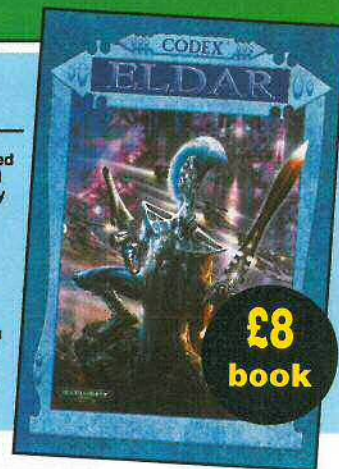
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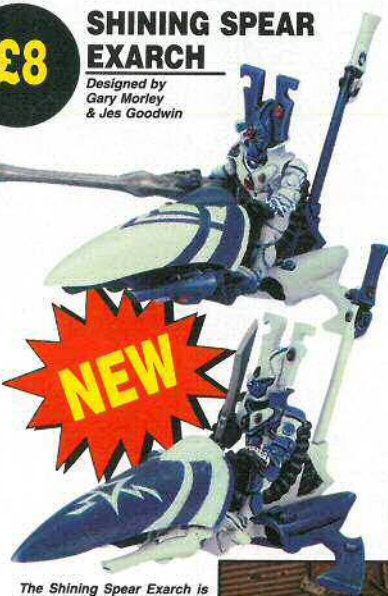


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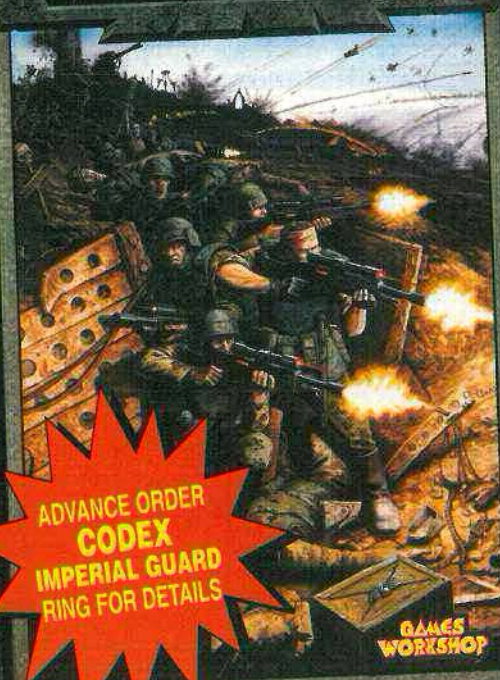
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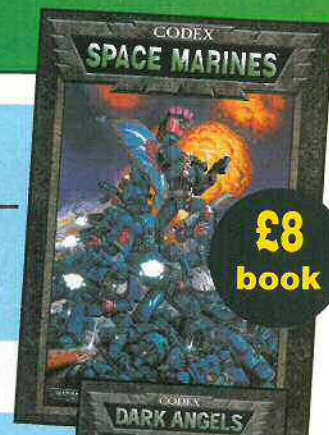


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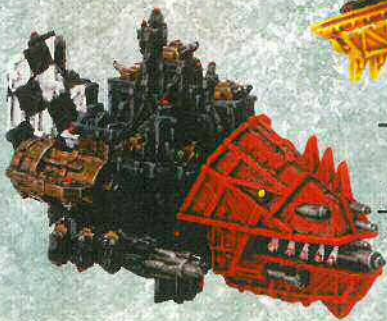
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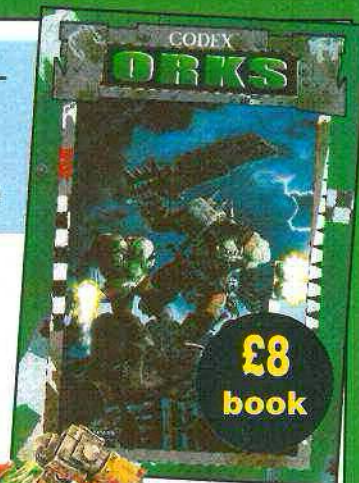
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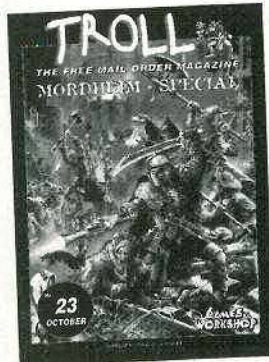
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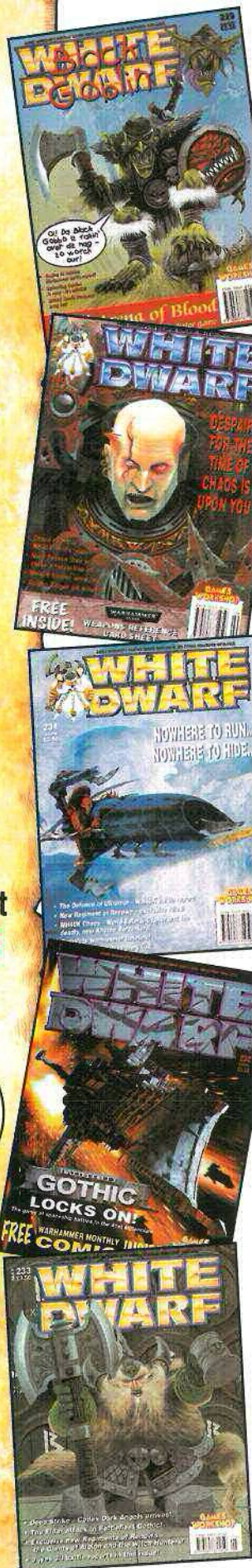
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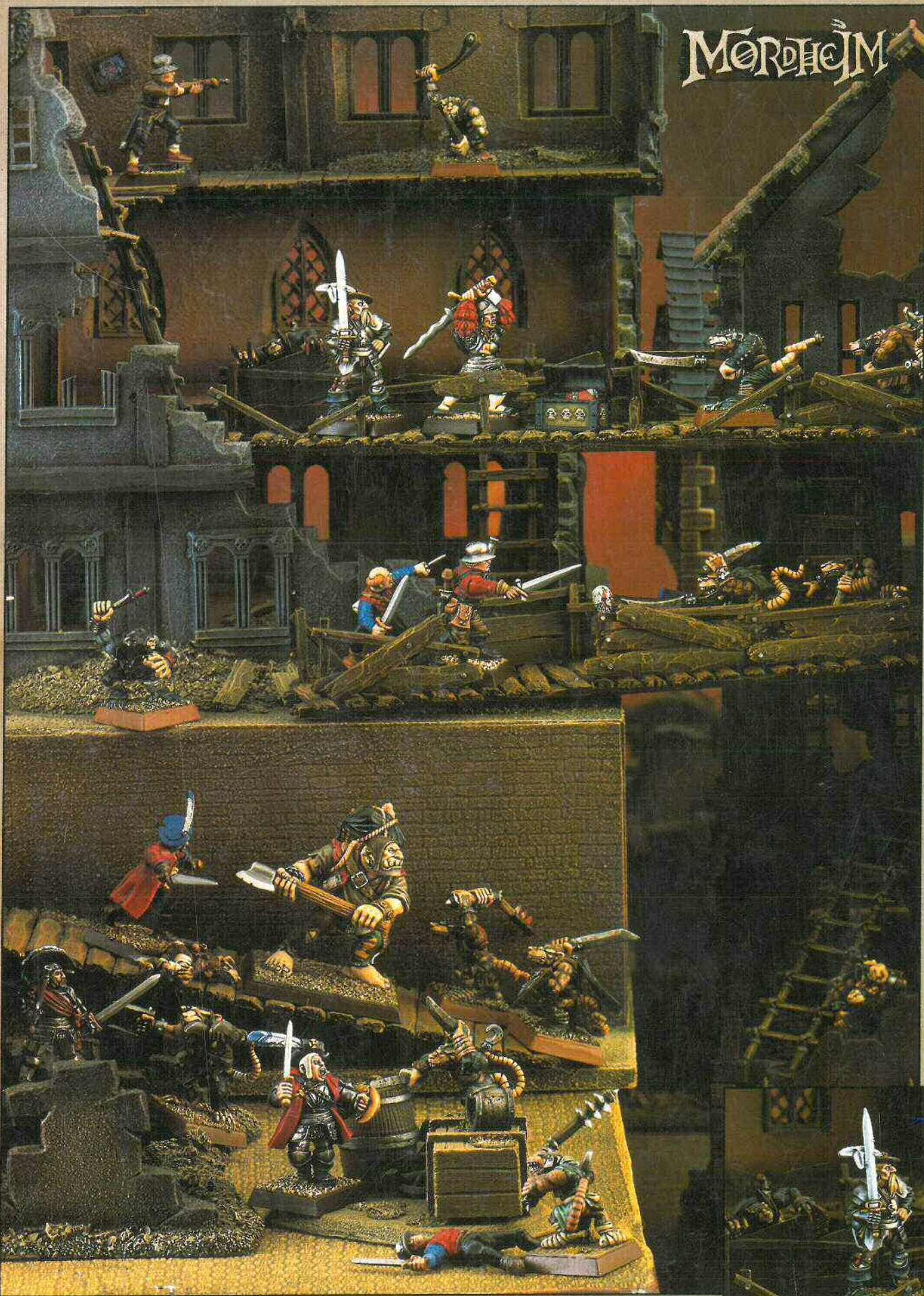
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