

WHITE DWARF

GOLDEN DEMON '99 WINNERS!
WARHAMMER CIVIL WARS!
CODEX SPACE WOLVES!
WARMASTER EMPIRE!

UNLEASHED!
CODEX SPACE WOLVES ARRIVES!

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GAMES WORKSHOP

GAMES WORKSHOP'S MONTHLY
GAMING SUPPLEMENT &
CITADEL MINIATURES® CATALOGUE

WHITE DWARF



SPACE WOLVES COMBAT

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By Dave Gallagher.

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Production Team

Editor: Paul Sawyer
aka Fat Bloke
Graham Davey
Nick Davis
Matt Hutson
Simon Shuker
John Michelbach
Phil Kelly

Contributors

Rick Priestley,
Gavin Thorpe,
Nigel Stillman,
Jervis Johnson
Jes Goodwin, Tim Adcock
Alessio Cavatore, Dan Abnett,
Stephan Hess, Dave Taylor,
Justin Keyes, Jonathon Green

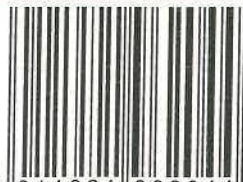
Artwork

John Blanche,
Dave Gallagher,
Alexander Boyd,
Neil Hodgson,
Nualla Kennedy,
Karl Kopinski & John Wigley

'Eavy Metal Team

Owen Branham,
Martin Footit, Mark Jones,
Keith Robertson, Neil Green,
Richard Baker, Dave Thomas,
Joe Hill & Chris Smart

Product Code: 60249999244



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NEWS

The Fat Bloke Editorial

Tournaments. Love them or loathe them, you can't ignore them. For a long time now I have seen tournaments as the best way to bring the worst out of people in army selection and gameplay, due to their competitive natures. I have to admit to having seen the light in recent weeks though as a gaming frenzy has swept across the Studio.

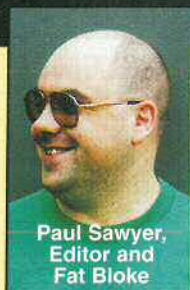
The reason? The whole of Games Workshop worldwide has undertaken a series of competitions culminating in the winners of the heats from across the world convening here at GW Lenton to find the supreme GW Staff Champions in Warhammer and Warhammer 40,000. We'll bring you all the details and unveil the champions themselves as soon as possible.

All this healthy gaming fervour has resulted in even more games being played in lunch hours and after work. The greatest eye-opener for me has been the friendly spirit in which the games have been played with the tournament

rules heavily penalising unbalanced army selection. I've lost count of the times I've been torn from my desk by the lure of a nearby game reaching a suitably bloody climax.

No, I've been converted – tournaments can be lots of fun and I'd heartily encourage anyone to have a crack at playing in such events. And if there are no tournaments going on in your area, why not organise your own?

I'll see you again next month,



Paul Sawyer,
Editor and
Fat Bloke

FAT BLOKE

ALL-NEW BRISTOL STORE

Check out the Games Workshop Stores pages in this issue for the first pictures of the new-look Games Workshop Bristol.

As you'll see the store looks like no other, from the stone eagle on the floor, to the duct work display cabinets and the best gaming tables in the country – so if you're near Bristol soon, make time to pop in and see the future.

GRAND OPENINGS

To celebrate the opening of Bristol, the store will be holding a Grand Opening Sale in April. On the 15th and 16th April, you'll be able to find all kinds of great offers at this store – **DON'T MISS OUT!**



HOLIDAYS

The Easter school holidays are coming in April, and every single

Games Workshop store is running a host of events. Check out this issue and ask at your local store for details.



NEWS

SPACE WOLVES

JOIN THE HUNT



Hailing from the ice world of Fenris, the Space Wolves Chapter of the Adeptus Astartes now have their own Codex army book!

The Space Wolves are proud, brave and ferocious and will fight on even in the face of appalling odds. Look out this issue for Jervis Johnson's account of how he went about writing the new Codex.



Space Wolves Space Marines made up using the superb new plastics designed by Jes Goodwin.

WARMASTER EMPIRE

The Empire of the Old World can call upon mighty armies of well-trained soldiers, heavily armoured knights and devastating artillery, so it'll be great news to Warmaster Generals that the Empire army is released this issue.

The Empire Warmaster army, released this month, has a huge variety of detailed miniatures to choose from. For the infantry alone there are Halberdiers, Crossbowmen, Handgunners, Skirmishers and Flagellants (who get a whopping 5 attacks per stand!). The Empire army is a solid all-round force, with good combat and missile troops. This makes it tactically flexible and an exciting challenge to command.



Empire Hero on a Griffon and Flagellant unit

NICODEMUS

Even though Town Cryer has left for pastures new (well the Black Library anyway!) we still have one last offering for you...

Nicodemus, the greatest wizard in the known world roams the City of the Damned seeking wyrdstone. Look out later in this issue to find out why.



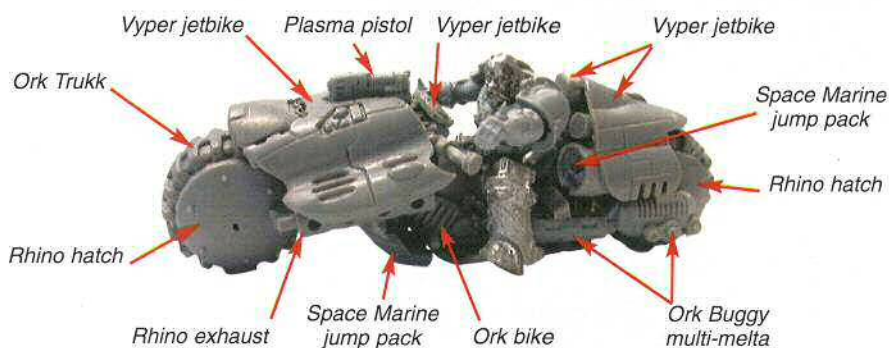
NEWS

STEPPENWOLF

Remember back in WD242 we profiled Francois-Xavier Ngo from our French studio and his Chaos general Steppenwolf? FX (as he's known to his mates) had modelled Steppenwolf as a character for every game he plays and with every combination of wargear he might need. Well, Francois has decided that Steppenwolf really needs a bike!

It is no ordinary Chaos Space Marine bike however. Inspired by the Akira cartoons, he has created this sleek bike from numerous plastic components. In case you're mad enough to want to try building your own version of this cool model, we have named the main parts that were used.

Once the model is finished and painted we'll photograph it again and let you have a look! To see Steppenwolf on a Juggernaut, Land Speeder, Warhorse and Chariot, as well as in numerous poses on foot, refer back to the Eternal Champion article in WD242.



KA-BLAAM!!!!!!!



The blast from a demo charge is as powerful as the shell from a battle cannon, so the new Catachan models out this month will be invaluable – especially for blowing up Space Marines, whose armour will be useless against them! Here a squad of bloodthirsty Khorne Berzerkers face complete annihilation from these devastating Jungle Fighter weapons.

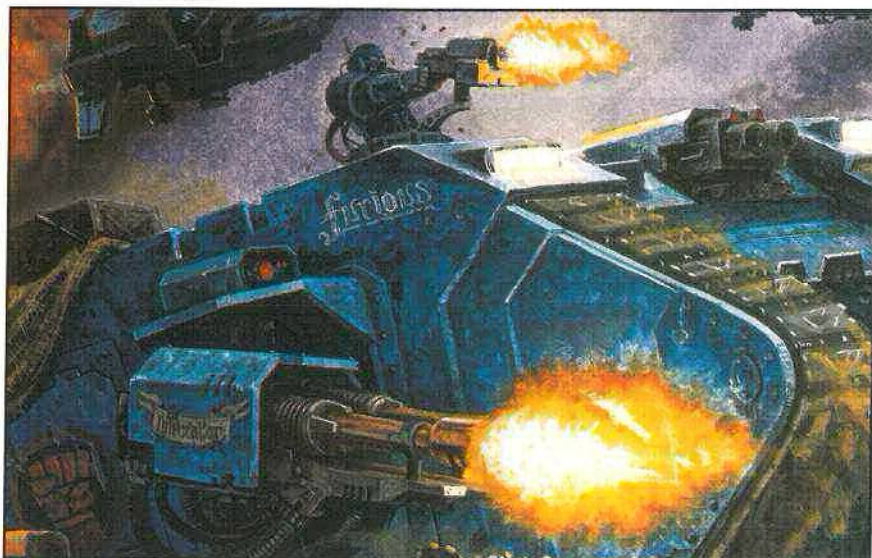
NEWS

NEXT ISSUE...

LAND RAIDER

Yes, it's on its way at last! The long-awaited Space Marine Land Raider plastic kit, designed by the talented Jes Goodwin, arrives next month and it is quite simply awesome.

So whatever you do, make sure you don't miss White Dwarf 245! In the meantime here's a sneak preview of part of the box cover art by Dave Gallagher.



METAL 'ARDWARE

Metal 'Ardware is official Warhammer gear made by the Bulldog Buckle Company. It is available from the Warhammer World store, Mail Order (call 0115 91 40000) and direct from Bulldog Buckles themselves (call 01823 340 700). This is just a small selection of an ever-expanding range:



The Coffus Imperialus is designed to hold your Metal 'Ardware, but we found it made a rather good dice box!

NEWS



Rumours from the **Black Library**

NEW JERICO ARTIST!

Carnage and destruction ensue in this month's blood soaked issue, as the enigmatic bounty hunter, Kal Jerico, finds himself on the wrong side of the watch! Voted by reader's as WHM's most popular comic strip, Kal Jerico explodes into action with a brand new artist – Wayne 'Redeemer' Reynolds! Replacing Karl Kopinski (who is now part of Games Workshop's artistic team) Wayne's epic artwork promises to deliver all of the dynamic and blood-soaked action you've come to expect from Necromunda's smoothest Bounty Hunter.

THE HUNT BEGINS

Middenheim, one of the oldest and most majestic cities of the Old World. A city in which a dark and malign force threatens the very essence of its citizens. Only a priest of Morr and a ragged band of White Wolves stand in the way of utter destruction and damnation – Hammers of Ulric, a White Wolves novel by Dan Abnett and James Wallis.

SCOURGE AND PURGE

"Prince, slow to punish, prompt to reward, he suffered when he was obliged to be hard." Collected together for the very first time, The Redeemer Graphic Novel contains Warhammer Monthly's awesome mini-series in one volume. Follow the cleansing wrath of Klovis, the Redeemer and his Redemptionist gang as they scourge and purge every heretic, mutant and sometimes each other through the Underhive. A must for every Necromunda and comic fan everywhere! But remember: if it doesn't hurt, it doesn't count!

WPS CLUB CHALLENGE

The Warhammer Players Society second club challenge competition will take place at Warhammer World on 29-30 April 2000.

Using a similar format to last year, the event features the full range of Games Workshop games including Warhammer Fantasy, 40K and Warhammer Ancient Battles. You can get full details by sending a stamped addressed envelope to Warhammer Players Society, c/o Rob Broom, 40 Summers Mead, Brimsham Park, Yate BS37 7RB or check the web site: www.players-society.com. Clubs, teams and individuals are all welcome to enter (individuals can hire themselves out as a Dog of War to the highest bidder!).

NEW THIS MONTH



This month's releases for Warhammer 40,000:

SPACE WOLVES

Codex Space Wolves	£4.00
Space Wolves Battle Force (plastic boxed set)	£40.00
Grey Hunters (plastic boxed set)	£12.00
Space Wolves Scouts (3 models per blister)	£5.00
Grey Hunter & Blood Claw Shoulder Pads (20 per blister)	£5.00
Long Fang & Command Shoulder Pads (20 per blister)	£5.00

CATACHANS

Demolition Charges (2 models per blister)	£4.00
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This month's releases for Warmaster:

THE EMPIRE

Halberdiers (6 models/3 stands per blister)	£5.00
Handgunners (6 models/3 stands per blister)	£5.00
Crossbowmen (6 models/3 stands per blister)	£5.00
Heroes and Wizards (3 stands per blister)	£5.00
Cannons (2 models/2 stands per blister)	£5.00
Flagellants (6 models/3 stands per blister)	£5.00
Skirmishers (6 models/3 stands per blister)	£5.00
Knights (6 models/3 stands per blister)	£5.00
Pistoliers (6 models/3 stands per blister)	£5.00
Helblaster Volley Guns (2 models/2 stands per blister)	£5.00
Steam Tank (1 model per blister)	£5.00
Hero on Griffon (1 model per blister)	£4.00
Grand Theogonist on War Altar (1 model per blister)	£5.00



This month's releases for Mordheim:

Nicodemus (1 model per blister)	£5.00
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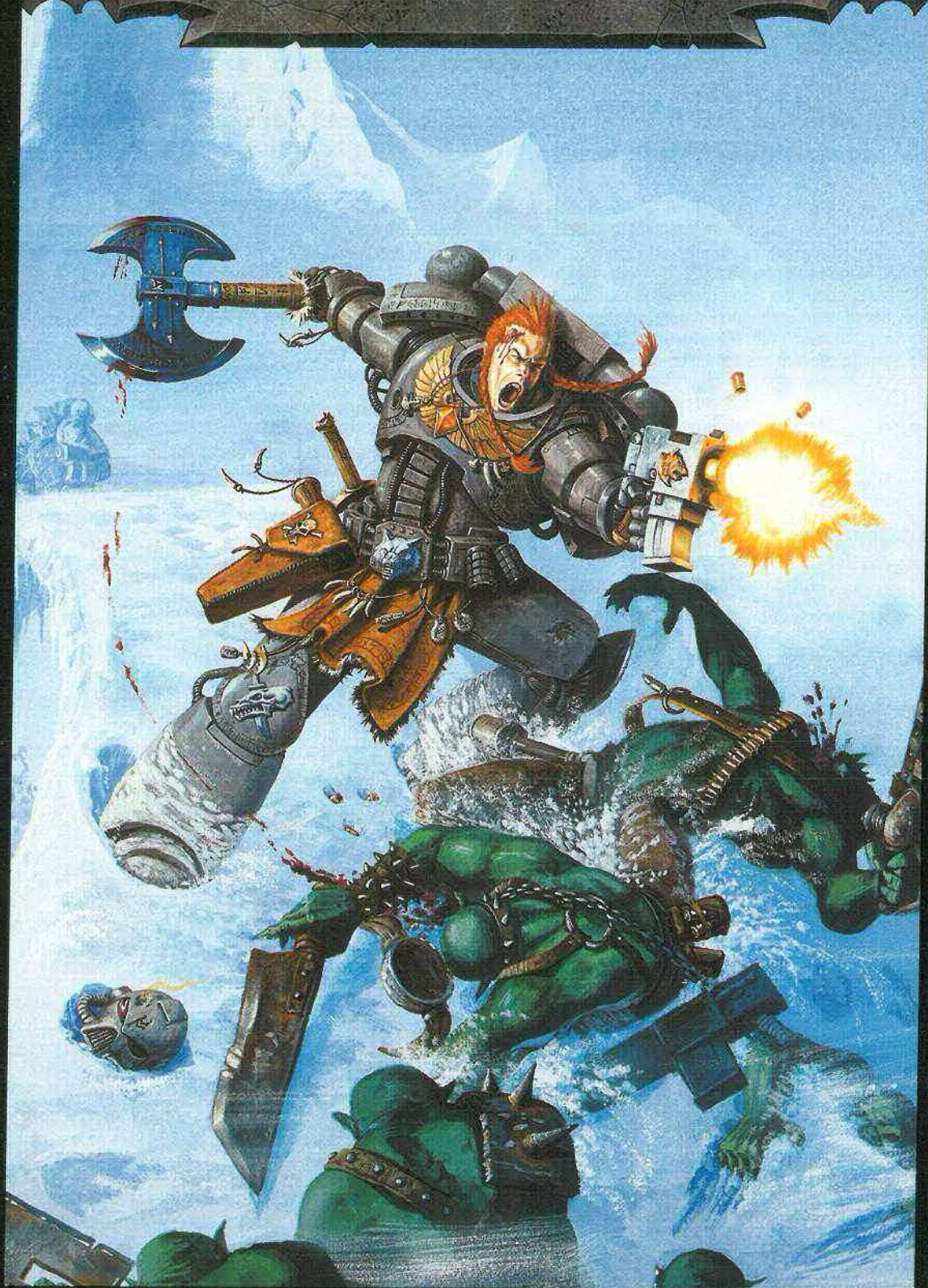


This month's releases from the Black Library:

Warhammer Monthly 29	£2.00
The Redeemer graphic novel	£7.50
Hammers of Ulric, novel by Dan Abnett and James Wallis	£5.99
Firepower 4	£4.00

CODEx™

SPACE WOLVES™



WARHAMMER®
40,000

SONS OF RUSS

'Barbaric', 'savage' and 'anarchic' are all words that don't describe Jervis Johnson, but give you a good idea of what the Space Wolves are all about. Jervis, author of the new Codex, explains just what he was thinking...



Jervis Johnson

I've always liked the background for the Space Wolves, so I was very pleased to be given the chance to work on the Codex for them. Speaking personally, the Space Wolves are the Space Marine Chapter I admire the most. The thing I find most appealing about the Sons of Russ is that, like their Primarch, they are at heart barbarian warriors who won't take orders from anyone that hasn't earned their respect. What makes this trait so admirable is that it is combined with a truly noble spirit, which

means that Space Wolves will always do what they consider to be the right thing, and damn the consequences. They are brave and ferocious warriors too, of course, but then so are all Space Marines in one way or another. No, what makes the Space Wolves stand out for me is that they are noble savages, which gives them an anarchic and bloody-minded charm that no other Chapter can match.

Many years ago I wrote about the first Battle for Armageddon, in which the Space Wolves helped defeat a Chaos Black Crusade, and which included an incident which I think illustrates well what I mean. At the end of the first Armageddon campaign, the Imperial Guard forces that took part were sent to isolated gulags where they lived out the rest of their days in terrible conditions, just in case they had been even slightly corrupted by the forces of Chaos they had helped defeat. Logan Grimnar



was the only person to protest this callous, if expedient, action, and has to this day not forgiven the people that ordered it to be carried out. It's difficult to imagine any other Chapter Master worrying about such things, let alone holding a grudge about it for several hundred years!

Of course this isn't the only reason that I like the Space Wolves. The other thing that I really like about them is that they are basically a 'fantasy' style army that happens to live in the Warhammer 40,000 universe. By this I mean that the archetypes drawn on for the Space Wolves owe a lot more to fantasy and legendary literature and films than to science fiction; it's a bit like taking a Warhammer army and putting them into Warhammer 40,000. As a designer, the way that this makes the Space Wolves something of an anachronism who rightfully belong in another time and place has a lot of appeal, as it allows me to try out ideas and themes that wouldn't be suitable for a more 'main-stream' army.

There are other things I like about the Space Wolves, not the least of which is that they have some very cool looking models, but the aspects described above were the most important, and gave me two of the things that I wanted to emphasise in their Codex. In a nutshell I wanted to get across the fact that the Space Wolves are 'fantasy' barbarian warriors akin to Conan or Hercules (or Xena!), that just happen to live in the Warhammer 40,000 universe. However there was one other thing I wanted to do, and that was to do something to wipe away the reputation that the Space Wolves had earned as being something of a 'beardy' army. It has to be said that the last

Codex Space Wolves, while being admirable in most respects, did allow for unscrupulous players to make some very beardy armies, with the result that all Space Wolves armies tended to be 'tarred with the same brush'. Anyway, I was determined that the new Codex would put the record straight and return the Space Wolves to their rightful place as one of the pre-eminent Space Marine Chapters. Here's how I went about it.

The starting point to writing a Codex is to decide on the character of the army. I'd already done this, as described above. The next thing is to decide how you will get across this character in the pages of the Codex. I see a lot of army lists sent in by players, and if there is one common mistake, it's to think that all aspects of the character of the army have to be reflected in the army list or with rules. In fact this isn't the case as a Codex is made up of four main 'parts'; these are the army list and associated rules, the background text, the colour 'hobby guide', and the illustrations. Of these, the last three are certainly as important as the army list in terms of giving an army its own unique character and 'feel'.

This was actually very important for the Space Wolves, as I'd decided that one of the main things that had drawn me to the Chapter couldn't be reflected by rules per se. One of the things that is so attractive about the Space Wolves is their savage nature, combined with a bloody-minded attitude that tends to



The Space Wolves packs meet the Khorne Berzerker charge head on.

mean that they do what they want to do rather than what anyone tells them to do – in fact probably the best way to get the Space Wolves to do something is to tell them not to do it! The obvious way to reflect these traits would be to make the Space Wolves something like the Viking or barbarian warriors of our own history, charging ferociously into combat without a thought for the consequences.

However, we'd already played this card with the Blood Angels, and the last thing I wanted was for the Space Wolves simply to appear to be Blood Angels in grey armour. In any case, with the exception of the young Blood Claws, this isn't the way that I imagine the Space Wolves fight. These guys have to learn to wield an axe before they can walk; to them fighting is a way of life, and this makes them some of the most level-headed and confident warriors in Warhammer 40,000. Or to put it another way, their ferocity and savagery in combat is controlled, unlike the uncontrolled blood lust of the Blood Angels. So, the Space Wolves' hot-headed nature tends to get them into fights, but once they start fighting they fight with a cool savagery and *controlled* ferocity that makes them an even more dangerous foe. Because of this, the Space Wolves' tendency to ignore orders and follow their own path is reflected in the colour text and background information we've put in the book, rather than in the army lists.

The background sections and the illustrations also do a lot to get across the 'fantasy' nature of the Space Wolves. Many of the pictures or pieces of background text would be equally at home in a Warhammer army book, and this does a lot to convey the unique character of the Space Wolves. In fact I have to admit that we got rather carried away with the background information for the Space Wolves, with the result that the size of the Codex had to be increased from 24 to 32 pages. Hopefully you'll agree that the extra pages are worth the effort.

All of this isn't to say that the army lists aren't important, far from it. The Space Wolves have a radically different organisation to any other Space Marine Chapter, as they don't follow the tenets of the Codex Astartes (*yeah, like Leman Russ is going to let someone tell him how to run his Chapter!*). Basically the Space Wolves don't follow the 'military model' of organisation used by

other Chapters, with their squads and chains of command. Instead a warrior is recruited into the Chapter as a member of a Space Wolves pack. This much will be familiar to players with the last Codex Space Wolves. However, I have made a number of slight changes to the way that the Chapter is organised. First of all, with a couple of notable exceptions described below, I decided that the members of the pack should remain together throughout their service in the Chapter, first as young Blood Claws, then as experienced Grey Hunters, and finally as veteran Long Fangs. This means that the members of a Long Fang squad have served together ever since they joined the Chapter decades (if not centuries) earlier! This in turn is reflected in the lists by allowing Blood Claws to have more members than Grey Hunters, who in turn can have more members than Long Fangs, it being assumed that natural attrition will reduce the size of the pack over the years. When new recruits join the Chapter they form a new Blood Claws pack, and are not used to reinforce the existing packs.

"Hold on!" I hear you cry, "What about Wolf Scouts – are they gone?!" Don't fear, the Space Wolves still have Scouts. However I never liked the way in the old Codex that the Wolf Scouts and Blood Claws were basically the same kind of unit made up of 'young recruits'. This made no sense to me, so I decided to change it for the new Codex. Space Wolf Scouts are now made up of experienced Space Wolves recruited from a pack, in much the same way that Space Wolves can be promoted from a pack to the Wolf Guard. The difference between the Wolf Guard and the Wolf Scouts is that the Scouts are chosen from amongst those Space Wolves whose temperament makes them natural 'loners'. This dealt with the anomaly of having two types of raw recruit in the same army, and also made the Wolf Scouts interestingly different in character to their counterparts in a normal Chapter. As part of the background for the Wolf Scouts described them operating behind enemy lines, I've allowed one unit to be kept in reserve and to enter from the opponent's table edge when they turn up, which can be a nasty surprise to say the least!

The other way for a Space Wolves Space Marine to leave his pack, other than by getting killed of course, is by being promoted to the famous (or should that be infamous) Wolf Guard. Being chosen as a Wolf Guard is a great honour bestowed on Space Wolves that have shown exceptional

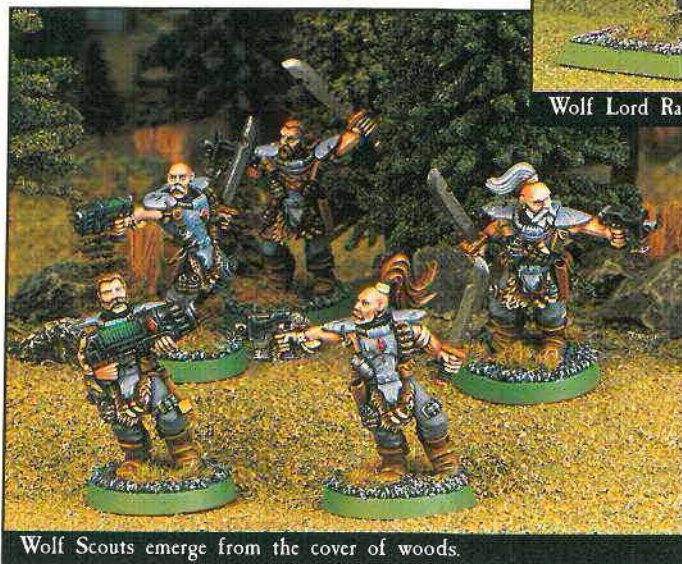


Grey Hunters advance along a mountain ledge.

valour in combat. The Wolf Guard are used as bodyguards for Space Wolves characters, or as leaders for Space Wolves packs, and are in many ways the equivalent of Veteran Space Marines and Veteran Sergeants in the standard Space Marine list. The main difference to standard Veterans is that Wolf Guard get wargear at a special 'discounted' rate compared to what characters have to pay. This means that Wolf Guard are much more likely to be equipped with deadly pieces of wargear like power weapons and plasma pistols, and this in turn helps create the feel of an army that includes a number of heroic warriors to lead its units.



Wolf Lord Ragnar Blackmane



Wolf Scouts emerge from the cover of woods.

All of which leads neatly to the wargear list and the equipment carried by the other units in the army. Each item on the wargear list has two points values, one used by Wolf Guard and the second by any other models. This meant that I needed to include a full wargear list in this Codex, unlike the Dark Angels and Blood Angels who had to make do with a cut down list that supplemented the wargear in Codex Space Marines.

This turned out to be a blessing in disguise, as it allowed me to rename a number of pieces of wargear so that they had names which were more appropriate for the Space Wolves and also illuminated new aspects of their background. For example, the 'Reductor' that recovered the glands in Codex Space Marines became the 'Fang of Morkai', a far more appropriate name that also allowed me to mention that in Fenrisian legend the Wolf Morkai guards the Gates of Death. Which is nice! To save space I haven't generally repeated the rules for the renamed wargear, but instead have included short explanations of the effects of each piece of wargear on the summary sheet we've included with the Codex. While not an item of wargear as such, there is one new piece of 'equipment' that Space Wolves characters can take, and which has been universally approved of by all my play-testers, and that is the inclusion of Fenrisian Wolves as an 'upgrade' for characters. Basically, most Space Wolves characters can now be

accompanied by up to four Fenrisian Wolves, who will fight alongside the character, and even drag his body to safety if he is injured or slain!

As well as the changes described above, a number of special rules apply to the Space Wolves. By far the most important of these are the Counter Attack and No Matter The Odds rules. As I've already mentioned, I wanted to avoid making the Space Wolves too much like the Blood Angels by giving them special rules that made them 'frenzied' in combat. On the other hand I did want to make it clear that it wasn't for nothing that they have a reputation as being the most ferocious fighters in the galaxy. The Counter Attack and No Matter The Odds rules address these issues. The Counter Attack rule allows unengaged Space Wolves from a unit that has been charged to move 6" into base contact with the enemy. The counter attacking models

don't count as charging, but will get to use their full complement of attacks and any special weapons. The No Matter The Odds rule, as its name implies, means that Space Wolves ignore negative morale modifiers for being outnumbered in close combat. Taken together, these rules make the Space Wolves a dangerous and dogged opponent (no pun intended!).

By now many of you will be thinking something along the lines of "Boy, cheap wargear, great special rules, cool new units, new kit – these guys are like Space Marines only better!" Don't worry, one thing we've taken very seriously with the Codexes for the latest version of Warhammer 40,000 is to make sure that when we give with one hand we take with the other! Thus the Blood Angels have a tendency to bound forward into combat when you'd far rather they hung back, and the Dark Angels do the reverse and stubbornly hold their ground when you'd far rather they fell back! For the Space Wolves, rather than special rules, the equipment available to the packs is both more restricted and in many cases less effective than that available to 'Codex Astartes' Chapters.

Where this is most noticeable is that all of the long range heavy weapons can only be used by the Long Fangs, while both Blood Claws and Long Fangs are limited to short range 'special weapons' like plasma guns, flamers and melta guns.



As one of the great strengths of a Space Marine army is the cheap and effective heavy weaponry that can be carried by its tactical squads, this is quite a disadvantage for the Space Wolves. In

fact during playtesting it almost proved to be too much of a disadvantage for the Grey Hunters, who ended up being armed with close combat weapons and, in effect, becoming a slightly more expensive version of the Blood Claws. To get round this I added in a special rule that allowed Grey Hunters to fire a bolter with one hand. This allows a Grey Hunter with a bolter and close combat weapon to receive +1 attack in close combat, but only if they didn't charge. Combined with the Counter attack rule, this made Grey Hunters useful as defensive troops that could take ground and 'dare' any opponent to try and take it off them!

There is another aspect of the Space Wolves Chapter's organisation which puts them at a disadvantage to other Space Marine armies. Where other Chapters have ranks and a chain of command, the Space Wolves are formed into ad-hoc groups led by a respected leader, in effect forming a warband led by a famous warrior. These warbands are quite small, which is reflected in game terms by forcing a Space Wolves army to have one HQ unit for every 750 points in the army, no matter what the force organisation chart for the scenario might say.

The last thing that serves to keep the Space Wolves in check is a reluctance to use some forms of modern technology. In game terms this is represented by not allowing Space Wolves Terminators to teleport into battle, and limiting the use of Jump Packs to Blood Claws packs. In both cases, the Space Wolves, reluctance to use the technology available to them is a perverse desire to fight 'properly' in the way that "Russ intended". I should point out that just because they have a reluctance to teleport or use jump packs it does not mean that they never do such things, just that they generally refuse to do so. So, if you're playing a campaign or are devising your own scenario feel free to over ride these special rules, but in other circumstances they must be used.

With the army lists and background sections sorted out, there was really only one other thing I wanted to address in the new Codex Space Wolves, which was how they were painted. Anybody who struggled with the

NEW SPACE WOLVES WARGEAR

This is a quick descriptive summary of some of the specialised equipment and ancient relics used by the Space Wolves Chapter.

Belt of Russ

Each Great Company has a single Belt of Russ. They were crafted by master Iron Priest Stef Blacksoul following Russ's disappearance, and are said to have been based on the mighty belt that Russ himself wore. Each belt incorporates a device that generates a protective field which will protect its wearer from harm.

Chooser of the Slain

The Choosers of the Slain are flying mechanical creatures that are attuned to a Rune Priest's brain pattern. They can fly ahead of the Rune Priest so that he can see what they see and they will protect him if he is attacked.

Fang of Morkai

According to Fenrisian legend, Morkai is the huge wolf that guards the Gates of Death. The Fang of Morkai is the name given to the blade used by Wolf Priests to extract the progenoid gland from fallen Space Wolves.

Frost blade or Frost axe

Frost blades and frost axes are amongst the most prized of the ancient weapons owned by the Space Wolves Chapter. Each was handcrafted by a master Iron Priest and they utilise the diamond-sharp fangs of the Ice Kraken as the teeth for their chainsaw blades.

Great Company Banner

Each Great Company has its own banner, inscribed with finely woven runes and pictures which tell the history of the company. Only a Wolf Guard Champion in the Wolf Lord's bodyguard may carry a Great Banner.

Healing Potions and Balms

Many Wolf Priests are skilled in the native Fenrisian healing arts and carry with them potions and balms that quickly reduce the pain and discomfort of an injury.

Mark of the Wulfen

The Mark of the Wulfen is a form of genetic instability to which some members of the Space Wolves are prone. These individuals are literally 'marked out' by facial tattoos that are applied by a Wolf Priest. Warriors bearing the Mark are both feared and revered by their fellow Space Wolves.

Runic Armour

Runic armour can only be forged with the combined efforts of a Rune Priest and an Iron Priest. The resulting armour is inscribed with powerful protective runes which can protect the wearer from harm.

Runic Staff

A Rune Priest's staff is carved with many mighty runes of nullification which protect him against enemy psychic powers.

Runic Weapon

This ancient weapon is inscribed with potent death runes which can drain the life energy from an enemy.

Runic Charm

Space Wolves warriors are strong believers in the power of charms and other blessed items, which they believe have the power to protect them in battle.

Wolf Helm of Russ

The Wolf Helm of Russ is one of the Space Wolves' most revered artifacts and is said to have been worn by Russ himself. Which Great Company receives the honour of using the Helm is decided once every hundred years, at the Great Feast of Russ. At this great feast, champions from each of the Great Companies compete in a series of increasingly dangerous contests. The last contestant standing wins the Wolf Helm for his Great Company. The Helm was last won by Ragnar Blackmane, who presented it to Ulrik the Slayer as a mark of his respect for his mentor.

Wolf Pelt

This pelt comes from a massive Wolf of Fenris, slain by the bare hands of the wearer himself. The only way to slay a Fenrisian Wolf is to wait until the Wolf pounces and then to leap forward while it is in the air so that the exposed neck and belly can be attacked. Such an attack calls for cunning combined with bestial ferocity.

Wolf Tail Talismans

Space Wolves warriors are highly superstitious and many carry a collection of talismans which they feel somehow protect them in battle against enemies that have 'the evil eye'. The most potent of these is said to be a wolf tail talisman.

Wolf Tooth Necklace

A Space Wolves warrior that has shown exceptional ability in close combat may be granted a wolf tooth necklace as a mark of his prowess.

Wolf Totem

All Space Wolves Great Companies have a number of totems and banners which are sometimes carried into battle by a Grey Hunter.

system presented in the last Codex which forced players to attempt painting triangular markings on their Space Wolves' shoulder pads will know exactly what I mean.

Fortunately, one of the things we've tried to get away from with all of the new Codexes is 'straight-jacketing' players by telling them how they must paint their models. Instead we'd rather provide guidelines, and then let players give full rein to their own imagination and creativity. Bearing this in mind, I decided to say that with the Space Wolves, the markings worn on the armour of a Space Marine were chosen by his Company's Wolf Lord. As a new Wolf Lord is elected to lead a company, one of the first things he will do is decide what markings his followers should bear on their armour. Thus markings could range from Space Wolves Grey armour with a Great Company badge on one of the shoulder pads, through to pretty much anything the player could come up with. Under this system, the markings shown in the previous Codex became those worn by the Space Wolves in Ragnar Blackmane's Great Company, rather than those worn by every Space Marine in the Chapter. The photographs accompanying this article will give you some idea of the markings we've chosen for our new Space Wolves army, and the hobby section in the Codex includes lots of other examples. However the bottom line is that the new system lets you pick a set of markings which suits your own tastes and skill (which for me is Space Wolves Grey and a transfer, thank you very much!).

While on the subject of the hobby guide, I have to mention the new Space Wolves plastic accessory kit that Jes has come up with. Now, much as us game designers would like to think that it's our rulebooks that get you playing Warhammer 40,000, we know really that it's the amazing models that form the heart and soul of the hobby. One of the things that defined the Space Wolves in the past were some of the finest miniatures in the Citadel range. However, the advent of the new Space Marine plastics has redefined the way that players collect their armies, and Jes felt it was important to allow Space Wolves players to be able to build up their army round a core of plastic models. To this end, he has come up with a rather fantastic Space

Wolves plastic accessory kit that has lots of little bits and pieces you can add to the standard plastic Space Marines to change them into Space Wolves. The results are scattered through this issue of White Dwarf, and, I think you'll agree, they really are very cool.

There is, of course, a lot more in the new Codex Space Wolves that I haven't been able to mention here (well, I have to keep some secrets otherwise you'll never buy the Codex will you!). However, I hope I've given you a taste of what to expect, as well as some insight into why I have made the changes that I have. I must say that I'm really pleased with the way the Codex has worked out. In particular I like the way that it gives the Space Wolves a really unique 'feel', both in terms of their background, but also in the way that they play on the tabletop. But enough of what I think; it's now over to you guys! Although it's just about become a cliché for me to say so, I really do value the feedback that I receive about the Codexes I've worked on. So, if you've any comments on the Space Wolves (good or bad!), please feel free to write to me and tell me about them! I can be reached at this address:

Jervis Johnson
Games Workshop Design Studio
Willow Road, Lenton, Nottingham
NG7 2WS, United Kingdom

Sadly the number of letters I get means that I can't reply personally to all of them. However I do read all my mail, and all suggestions and comments get added to the 'melting pot'.

Have fun!

Jervis Johnson



The headstrong Blood Claws charge the Dark Eldar Wyches.

SUPER-INTERCHANGEABLE SPACE WOLVES



Jes Goodwin

Jes Goodwin has been a bit quiet lately with only a couple of mutterings and muffled shouts coming from his office. Rumour has it he has been working on a eagerly awaited Space Marine vehicle. But with the release of Codex Space Wolves, Jes came up with another surprise – the plastic Space Wolf accessory kit! We asked him all about it.

Jes: The Space Wolves accessory kit is designed to fit perfectly with the rest of the Space Marine plastics, giving the entire Space Marines range true super-interchangeability.

This is the first of a range of supplementary plastic accessory kits for Space Marines. The kit is used with the Tactical squad and Assault squad Space Marine plastics, whose parts are all interchangeable. This changes what we can do with the Space Marine plastics significantly. You can cover all troop types from just one supplemental plastic kit. Otherwise we would have been in the position of trying to do separate plastic kits or metal pieces for the Grey Hunters, Blood Claws, Long Fangs and Wolf Guard.

To get the most out of the kit I suggest giving each model just a head or a breast plate. You can make a unit of 10 Space Wolves Blood Claws or Grey Hunters and still have bits left for the Wolf Guard Leader from a single accessory kit!

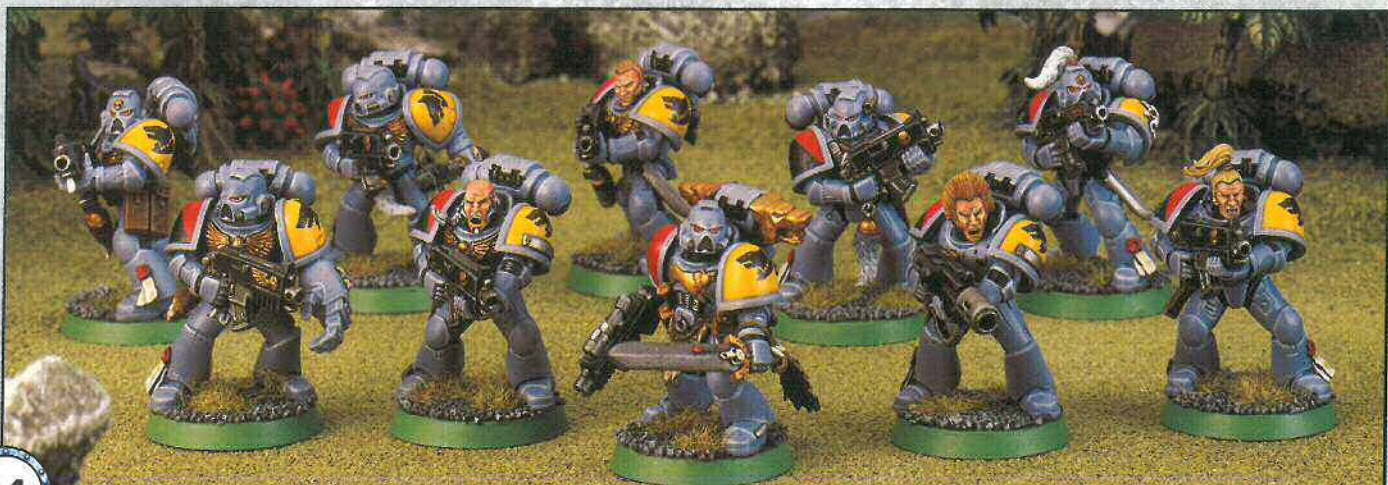
Hand-to-hand weapons define the character of the Space Wolves and this plastic kit has a couple of extra ones on it as well, like the power fist for example. All of the weapons on the accessory kit have Space Wolves iconography on them, giving them a very dark age, barbarian shape and feel. Of course, you can use these weapons for other Chapters, as you only have to scrape off the icons. Speaking of other weapons, we have included a meltagun in the kit as well.

One last thing I have included is a Space Wolves icon plate which is designed to decorate a vehicle. So, if you buy a Grey Hunters squad and a Rhino to go with them, you get an icon to identify the Rhino as a Space Wolves vehicle. Equally you could glue the icon plate to the top of a back banner pole. Plus if you glue some wolf tails to the ends of the banner pole you get a totem-like banner, which I think is more in character for the Space Wolves than a painted banner.

CREATING SPACE WOLVES

I thought I would make a few Space Wolves just to illustrate how flexible the new Space Wolves accessory kit is.

When I build Space Marines I tend to make them in three separate units: legs, body and head. First I glue all the legs onto bases. Then I concentrate on the torso and arms, planning what I want my Space Marine to do. The reason I construct the upper body separately is so that I can get the rhythm of the arms and body working right, making sure I am happy with the pose before I glue it together. Then I try to match the constructed upper body against a pair of legs, mixing and matching until I get the pose I am looking for. Finally I position the head. The reason I leave the head until last is that you cannot get the angle of the head right until you know where the shoulders are going. It's the position of the head that gives the model all of its direction.





Grey Hunters

The Grey Hunters are perhaps the simplest Space Wolves to make. On the first model with the bolter I actually only used three pieces from the accessory kit, one of which is the decorated bolter. The wolf tail was added to the pistol grip of the gun to reinforce the direction the guy is turning. The final piece is one of the combat knives. You may also notice that I have used the extras you find in the Tactical Marine kit. You may find that if you put together a Space Marine in certain positions you end up with big gaps around the waist – the extras are perfect for filling these areas.

The second Grey Hunter uses the meltagun and one of the breast plates from the kit. If you are going to use a breastplate on the Grey Hunters, use arms that hold the gun low across the body. This means you actually get a chance to see the detail on the armour. Failing that, choose the ones with detail hanging down the front so it is obvious. Finally I attached a wolf tail to the bottom of the backpack which gives the entire model a more static look. I positioned the head so it looks to the right. The impression you get is that the Grey Hunter is scanning for a target to vape.



Blood Claws

With the Blood Claws I nicked the running legs from the Assault Marine kits as I wanted them to look like they are charging. The Blood Claw with the axe uses one of the accessory kit's breast plates and as it is one with a lot of decoration on it I kept the arms clear of the body. If you look closely it is the swing of the wolf teeth that gives the key to the miniature's direction. So by choosing the legs with the knee up and putting a twist in the torso you get a sense of movement. I left the axe arm down because you tend to alternate knee and arm when you are running forward. The head is added looking in the same direction completing the motion of the miniature. With the Blood Claws I tended to use the bare heads more and keep the helmets for the Grey Hunter and Wolf Guard miniatures.

The second Blood Claw has all the running elements there again, but this time I wanted him to be throwing a melta bomb. By stretching the arm back and slightly twisting the torso to the same side you give the impression of the model heaving the bomb. To complete the movement the head is added at an angle. The wolf tails on the arm and grenades swinging out on the upper torso also convey that feeling of momentum.

The Long Fang is a fairly static miniature compared to the Blood Claws or the Grey Hunters, and the pose reflects this. I wanted to use just plastic for this model, you could however quite easily apply any of this to the plastic metal hybrid Devastators. The general rule with Long Fangs is that you want to put more Space Wolves bits on them veteran status. A lot of the model is obscured by the arms and the missile launcher, although I have used a breastplate from the kit – the one with the wolf tail hanging down. I have also used the Space Wolves shoulder pad on the opposite shoulder. The head has been positioned so he is looking down the sight of the weapon.



Long Fang



Wolf Guard

The Wolf Guard used six elements from the accessory kit. The most important item on this model is the power fist as this defines how the entire model will stand. I feel that power fists always look better hanging down from a dropped shoulder as this portrays a heavy feel to them. To reinforce the motion of the power fist I chose an arm with a bolt pistol that is up and glued a wolf tail on it. I added

the Space Wolves head to the model to reinforce the direction. It actually looks like the Wolf Guard is about to swing out with his powerfist and there is a lot of momentum brought across in the model.

The last model I built was the Wolf Guard Leader. They lead the packs into battle, so I had to model him so he could be picked out as an officer. He is going to be the leader of my Blood Claws pack, so I used a pair of running legs from the Assault Marines – this

looks particularly dramatic when you add the wolf cloak as it flares out. As he is a character I decided to swap his bolt pistol for a plasma pistol. To do this I cut the hand off and glued the plasma pistol hand in place. To finish it off I glued a wolf tail to the grip of the gun. You'll notice that I have glued the sword arm down, again to reinforce the running motion and having the head twisted to one side adds direction to the miniature. I saved the special wolf backpack for him as it is a great way to mark out a character. I could have glued a back banner in place but I feel they look better on more static models.

As you can see from the miniatures I built you don't have to add a vast amount to make a good Space Wolves Space Marine. Just take a look at the older metal Space Wolves miniatures and you will find very minor wolf decorations on them. What you are looking to do with the accessory kit is add a little flavour to your models. You should really save the best bits for your character models. So remember, take your time and think about the positioning of your miniatures and how they interact with each other. You will end up with a very dramatic Space Wolves army. Enjoy.



Wolf Guard Leader



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A WORLD OF OPPORTUNITY AWAITS YOU!

THE BATTLE OF THE FANG

With the release of the new Space Wolves miniatures this month, Gav Thorpe presents one of the most fierce battles in the Chapter's long history – the defence of their own Fortress Monastery against a fanatical foe from within the Imperium itself.

It was during the 36th Millennium, at the time of upheaval known as the Age of Apostasy, that the forces of the Apostate Cardinal Bucharis invaded the Space Wolves' home planet of Fenris. Whilst all around the Imperium was falling into disarray and ruin, Cardinal Bucharis had carved himself a sizeable empire west of Terra. For thousands of light years around the world of Gathalamor, the populations of dozens of worlds were enslaved under Bucharis's regime. Called the Plague of Unbelief by Imperial historians, the tyrannical reign of Bucharis stretched northwards towards the Eye of Terror until his armies ran into the forces of the Space Wolves.

It was the strike cruiser 'Claw of Russ' that first

encountered the advance ships of the Battlefleet Pacificus, which had been subverted to Bucharis's cause by corruption and disinformation. The Claw of Russ destroyed a navy cruiser and a transport before escaping into the warp to carry this news to Harald Stormwolf, Great Wolf at the time. Forewarned, the Space Wolves prepared to defend their realms against this grave menace. If the Space Wolves were to fall, Bucharis' power would stretch ever further until he had the might of arms to invade Holy Terra and overthrow the Imperium.

As soon as Admiral Sehalla's fleet disengaged their warp engines to enter the Fenris system, the Space Wolves attacked. They took a massive toll of men and ships with their ambush before disappearing into the swirling dust and asteroid clouds that litter the heart of the

Fenris system. From here, the Space Wolves fleet continued to launch countless hit and run attacks, forcing the traitor Admiral Sehalla to use almost two thirds of his fleet fighting these short-lived but draining space battles. Despite the supreme efforts of the Space Wolves' strike cruisers and battle barges, Sehalla managed to force a landing on Fenris itself.

Many of the transports were blasted from orbit by the huge planetary defence cannons of the Fang, while others were torn to pieces by the gigantic electrical storms that rage in Fenris' atmosphere. In spite of these losses, thousands of Bucharis' bloodthirsty warriors made planetfall and began the ground war.

Whole towns and villages of native Fenrisians were enslaved by Bucharis. They were forced to lay make-shift roads across the treacherous glacial flats, cutting down the huge trees of Fenris' forests to provide fuel for fires and for the versatile engines of the rebel Imperial Guard tanks. However, the Fenrisians are a fierce breed and had to be guarded closely lest they tried to revolt against Bucharis and strike at his army right at its heart. Defiant communities were slaughtered and the settlements razed to the ground. The few livestock of the scattered villages were captured for Bucharis and his officers to feed upon at lavish banquets while the Fenrisians starved to death. The young women were imprisoned for the soldiers' pleasures, and the old and



infirm were slaughtered and left in the freezing snows for the giant carrion beasts that prowl the ice of Fenris.

Bucharis's onslaught continued swiftly, his huge divisions advanced inexorably towards the Fang until the ancient citadel was besieged. More and more renegades were landed on Fenris, and although many carriers were destroyed by the Space Wolves fleet with hit and run attacks, the valleys and mountainsides around the fortress swarmed with the legions of the Apostate Cardinal. Immense siege guns thundered all day and night, the overcast skies illuminated with a thousand flares and the coruscating energies of void shields shuddering under the barrage of ten thousand shells. The mountains of Asaheim quaked with constant detonations, causing avalanches and rockslides, all adding to the spreading destruction. Plasma bombs and mass drivers from orbiting ships gouged deep ravines into the precipitous slopes, and yet the armoured walls of the Fang stood against all this punishment. The Space Wolves smashed the traitors' siege-works with surprise counter-attacks. Continuous assaults by Wolf Scouts disrupted the supply lines of Bucharis's army and for months on end the guns would fall silent for want of ammunition.

All of Asaheim is linked to the Fang by a labyrinth of underground chambers and tunnels, which the Space Wolves used to penetrate behind the enemy army. Roaring oaths of vengeance, the Blood Claws would attack the soldiers of Bucharis in the darkness of Fenris' forests, ripping their foes apart with chainswords and sharp fangs. The heavy weapons of the Long Fangs squads blew apart the mountainsides to crush the enemies of the Space Wolves beneath a storm of rocks and debris. Grey Hunters formed execution squads, hunting through the thick forests to blow apart any invader they found with a hail of explosive bolts. Dreadnoughts crushed and maimed everything in their way, ripping apart the marching columns, leaving a trail of utter destruction behind them.

Month after month, the Battle of the Fang continued. Cardinal Bucharis ordered suicide squads to storm the armoured portals of the Fang, promising massive promotions and rewards for the first berserk soldiers to break through. The Space Wolves repelled each and every attack, inflicting crippling casualties on the Apostate's forces. For three blood-stained years the siege carried on. Assault after assault, shelling for weeks on end, fell against the Fang and yet the walls of the ancient citadel of the Space Wolves remained unbreached.

As the battle began its third year, it drew in more and more of Bucharis' soldiers, until almost three quarters of all his armies were on Fenris,

many hundreds of thousands of men.

Even as Bucharis' second-in-command, Colonel Gasto of the Rigellian XXV, began preparations for what might have been the final, deciding assault, fate intervened. On the edges of the Fenris star system a war fleet broke through from warp space. As Sehalla's fleet moved to attack, they were confronted by an armada of Space Wolves battle barges and strike cruisers, returning to their home planet from a distant war. The fury of Kyril Grimblood's attack was unbounded, smashing over half of the renegade fleet in a single cataclysmic engagement. As Grimblood's Great Company herded the traitors towards Fenris, the rest of the Space Wolves' starships attacked, catching Sehalla between two unstoppable forces. Sehalla managed to escape with barely a quarter of his ships intact. Wasting no time in pursuit, the newly arrived Space Wolves headed for Fenris.

The attack by Kyril Grimblood's Great Company swept away tens of thousands of traitor Guardsmen in the first few days. They were flung from the mountain passes around the Fang and those few that survived to reach Asaheim were set upon by giant wolf packs and the savage Wulfen. Bucharis himself managed to avoid capture by escaping on a shuttle, meeting with Sehalla who dropped back out of warp just long enough to pick up his master. For those that remained on Fenris, death was a certainty.



Space Wolves Blood Claws and Wolf Scouts surround the superior numbers of Cardinal Bucharis's fanatical troops.

GAMING THE BATTLE OF THE FANG

The war between the Space Wolves and Bucharis' army of renegades provides loads of possibilities for exciting and different games and campaigns. There are two main areas of exploitation for a gamer – the space battles and the land battles.

BATTLEFLEET GOTHIC

Most of the starship battles in the Fenris system can be replayed using the scenarios given in *Battlefleet Gothic*, between a Space Marines fleet and an Imperial fleet. As the Age of Apostasy was some 3,000 years before the Gothic War, it wouldn't be inappropriate to include some of the Chaos ship classes in the Imperial fleet, to represent the greater proportion of older ships in the fleet at that time.

The initial ambush that took place as Sehalla's fleet dropped out of the warp can be replayed as a modified **Surprise Attack**. Rather than orbiting a planet, the Imperial Fleet drops from warp space. Ships and squadrons not on full alert do not start on the table, but arrive on the table during play using the following method. At the start of each Imperial turn, roll a dice for each Imperial ship or squadron that is not yet on the tabletop. On a roll of a 4+ it drops out of the warp. Nominate a point on the table top at least 30cm from a Space Wolves' ship. Each ship or squadron arrives 3D6cm in a random direction from this point, facing in a random direction (for squadrons place one ship this distance away and then position the other ships within 15cm facing in the same direction). Ships arriving from the warp may not go onto special orders in the same turn, but are free to go onto special orders in subsequent turns. They may move and fight normally on the turn they arrive.

The hit-and-run attacks by the Space Wolves can be played using the **Raiders** scenario, while the attack on Fenris can be fought as a combination of **Convoy Runs** and **Planetary Assaults**.

For the final battle against Kyril Grimblood's fleet, a modified **Escalating Engagement** could be used. The Space Wolves player should choose ships worth a total of 50% more than the Imperial fleet (ie, 1,500 points of Space Wolves against 1,000 points of Imperial ships) and divide it into two fleets – Kyril Grimblood and the rest of the Space Wolves. The Imperial player divides his fleet into divisions and deploys as normal, while the whole of Kyril Grimblood's fleet arrives from the warp. Use the method described earlier, except that the whole of Grimblood's fleet arrives on the first turn. The second Space Wolves fleet is broken into divisions as outlined in **Escalating Engagement**. The Imperial fleet arrives as detailed in **Escalating Engagement**, but the remaining Space Wolves fleet doesn't start arriving until turn 4. This could be particularly entertaining if there are two Space Wolves players, one in control of each fleet.

WARHAMMER 40,000

As with the space battles, most of the Battle of the Fang can be fought using the missions given in the *Warhammer 40,000* rulebook. Using appropriate terrain will lend most of the colour to these battles – mountain foothills covered in alpine-style evergreen forests, icy tundras and rocky valleys. Bucharis' forces are most easily represented by the Imperial Guard, although it would be appropriate to use the Cultists' army list entry from Chapter Approved in *White Dwarf* 237 to represent the more rag-tag elements of the Apostate Cardinal's armies. It would also be characterful to avoid taking abhumans – Ratlings and Ogryns – as Bucharis' creed declared such mutants as the enemies of the human race. Similarly, you could use the Norsemen miniatures from Beorg Bearstruck's *Warhammer Regiment of Renown* to represent native Fenrisians.

A combination of **Meatgrinder** and **Bunker Assault** can be used for the suicide attacks against the Fang's armoured gateways. Fight a **Bunker Assault**, with the exception that the attackers get *Sustained Attack*, but they only score victory points for capturing bunkers, not for destroying them – the bunkers represent armoured gatehouses leading to tunnels into the Fang. If you want to re-fight the Space Wolves' attacks on the reinforcement columns, use **Ambush** but don't allow the Space Wolves any vehicles except Dreadnoughts (larger vehicles wouldn't be able to use most of the underground tunnels).

When Kyril Grimblood arrives, you could fight the **Planetfall** mission in *Codex Space Marines*, while **Breakout** would be a good choice to play out Bucharis' forces trying to escape from the vengeful Space Wolves.

Have fun!

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MEN OF THE EMPIRE

The Empire in Warmaster



Of all the realms of Man, the Empire is by far the largest and most powerful. Its borders stretch from the Grey Mountains in the south to the Forest of Shadows in the north, encompassing dark forests, tall mountains and continent-spanning rivers. The Empire is a dangerous place, an untamed land full of evil creatures, monsters and human brigands. Its cities are dispersed throughout the land, separated by days of travelling. Protected by their thick walls and massive gates, they are little more than islands of civilisation in a hostile world.

Under the Emperor, the Empire is split into regions each led by an Elector Count. Each of these regions maintains their own army, which in times of war can be strengthened by the Emperor's own troops. At the core of the Imperial army are well trained soldiers armed with halberds, crossbows and handguns. This solid backbone is ably supported by good cavalry in the form of heavily armoured knights from the knightly orders and powerful artillery such as cannons and helblaster volley guns.

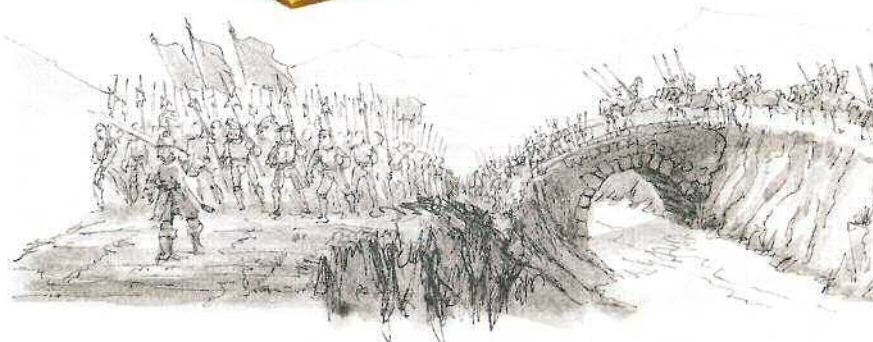
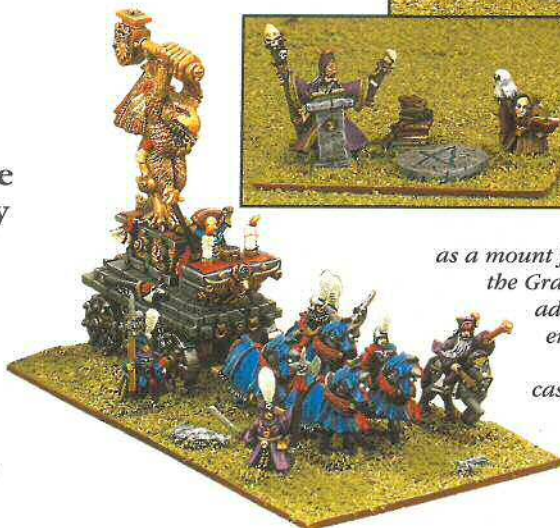


The Empire General has a leadership of 9, the highest in the Empire army, and adds +2 to the attacks of any unit he is supporting.

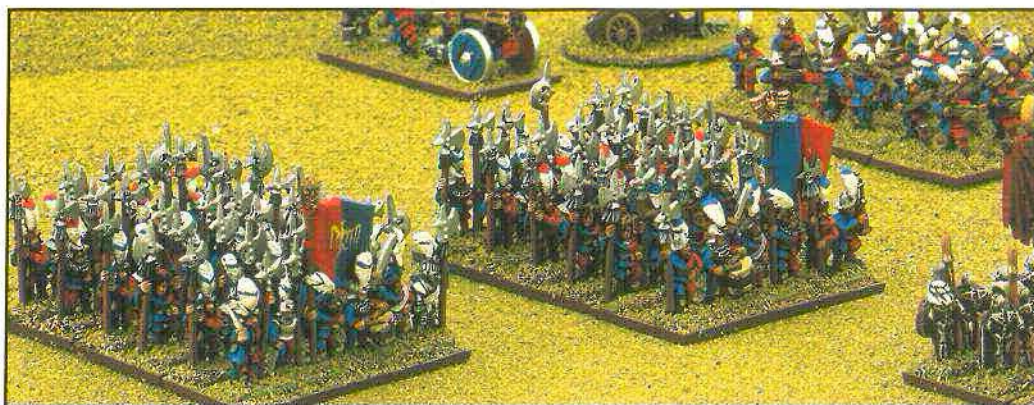
A Griffon may be taken as a mount for a General, Hero or Wizard. This adds +2 to their attacks. Its ability to fly enables you to give orders to your fast cavalry units, which can get separated from the rest of your army.



A Wizard's ability to cast deadly spells like Ball of Flame can change the course of a battle. One War Altar can be taken as a mount for a Wizard to represent the Grand Theogonist himself. It adds +1 to his attacks and enables the Wizard to add +1 to the dice when casting a spell, once during the game.

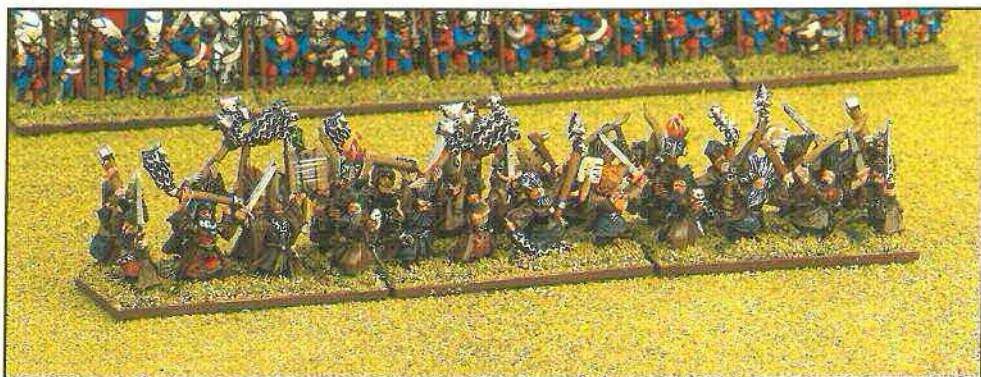


EMPIRE INFANTRY

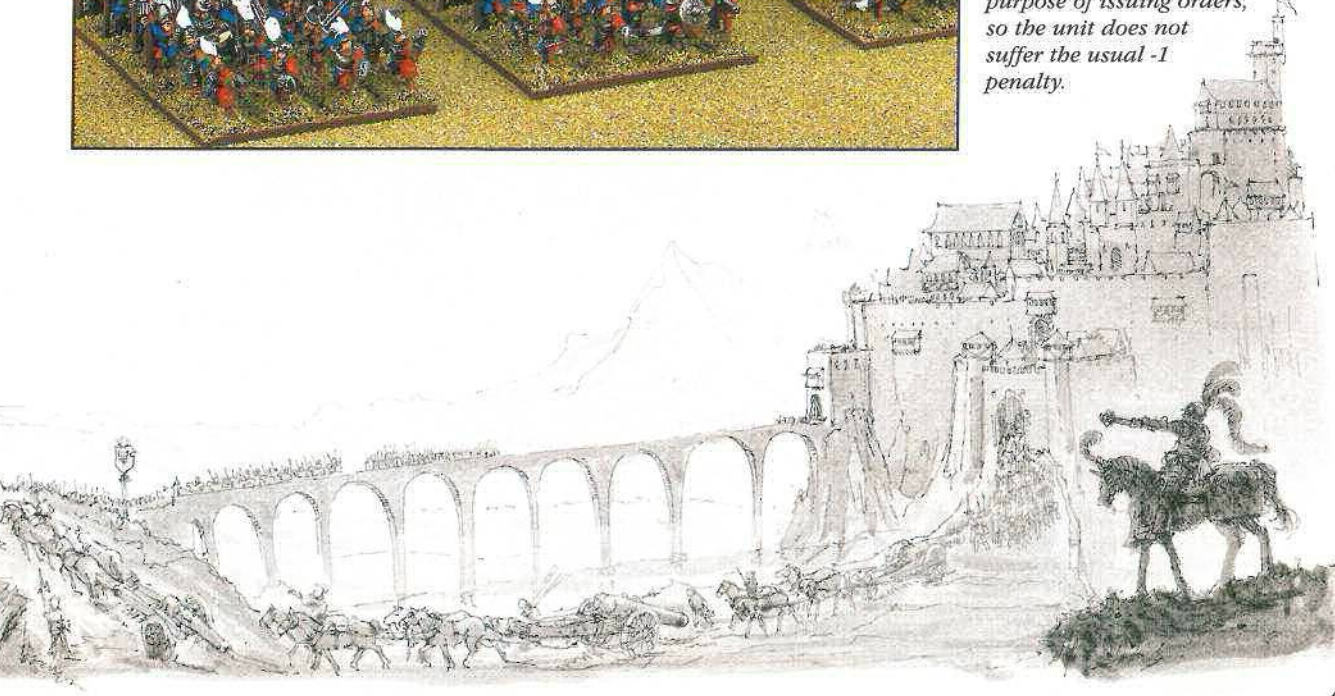


Halberdiers form the core of the Empire army. Massed ranks of Halberdiers supported by the Empire's numerous missile troops make a formidable opponent, especially if deployed defending an obstacle or higher ground.

Convinced that the end of the world is near, Flagellants fear nothing. Their 5 attacks, combined with their immunity from fear and the fact that they can't be driven back by shooting, make them excellent at taking on any opponent, whether they be fearsome monsters or massed missile troops.



Skirmishers are trained to harass the enemy at short range. Skirmisher stands never fight as independent units. Instead, one stand may be added to any infantry unit, increasing its size by one. Skirmisher casualties never count as casualties for the purpose of issuing orders, so the unit does not suffer the usual -1 penalty.



EMPIRE CAVALRY

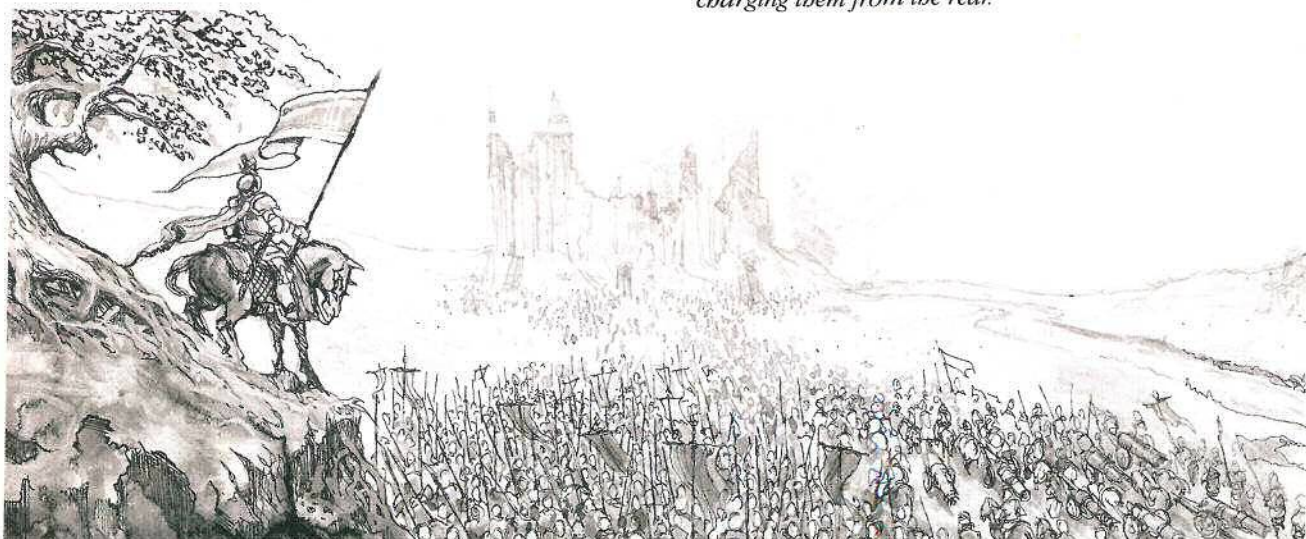
The Empire is well known for its knightly orders. In times of war, they provide the army of the Empire with a hard-hitting force. They are often backed up by lightly armed cavalry, armed with pistols and swords, which can unleash devastating missile attacks close up.



Knights are the hardest hitting element of the Empire army. Their 3 Attacks and 4+ Armour value make them a formidable opponent.



Pistoliers are light cavalry armed with pistols and stout swords. Their shooting range is only 15cm but they can shoot in any direction, allowing them to shoot an enemy charging them from the rear.



EMPIRE MISSILE TROOPS

The Empire army has access to a wide variety of missile troops. The stalwart infantry can be backed up by rank upon rank of Crossbowmen as well as deadly cannons, Helblasters and Steam Tanks.



Solid in defence and attack, Crossbowmen are perfect for backing up the massed ranks of Empire Halberdiers.

Handgunners use the rare but powerful handgun. A shot from this weapon can pierce armour far more easily than an arrow or crossbow bolt. Therefore, all enemy units hit by a handgun have their Armour value reduced by one.



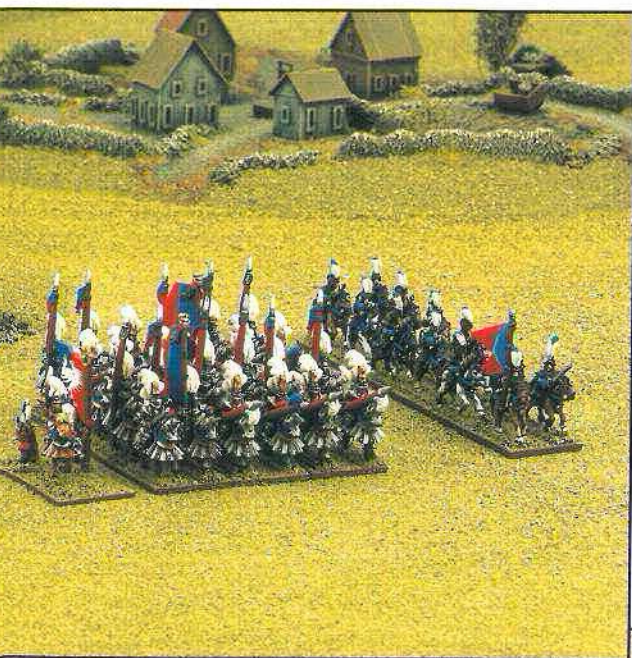
Helblaster volley guns can rain down between 1 to 6 shots a turn. Enemy units hit also have their Armour values reduced by one!



Shots from cannons ignore Armour, allowing them to destroy heavily armoured units with relative ease.



The Steam Tank's 3+ Armour value allows it to ignore most attacks while relentlessly advancing on the enemy, raining cannon shots upon them.



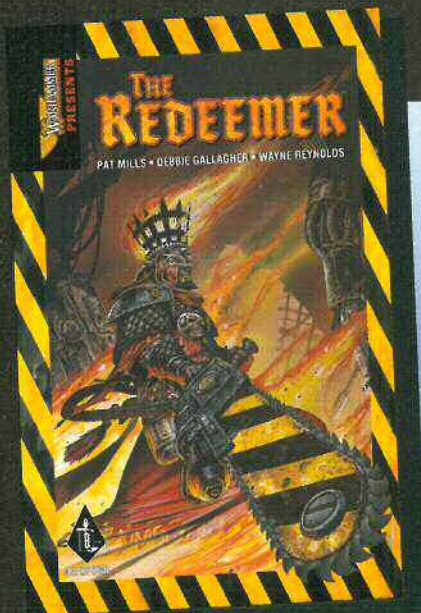


THE BLACK LIBRARY PRESENTS

WARHAMMER MONTHLY 29 – The all-action comic

This month's war-torn issue sees the enigmatic Bounty Hunter, Kal Jerico, on the wrong side of the law, where he must face Oleg Kaspo and his gang of Watchmen, in Gordon Rennie and Wayne Reynolds' dynamic seven-page strip. In Pit Fight, Gordon Rennie and Karl Kopinski bring us another bloodthirsty tale of Ulli and Marquand as they venture amongst the ruins of Mordheim – City of the Damned. Dan Abnett and Kev Hopgood's anti-hero, Malus Darkblade, reaches the end of his quest, and the final confrontation with the Daemon who stole his soul. Gordon Rennie and Colin MacNeil bring us Daemons of a different kind as Leonatos and his Blood Angels face the Daemon City of Varda in Bloodquest. In Titan: Vivaporius by Dan Abnett, Anthony Williams and Andy Lanning, Hekate and the crew of Imperius Dictatio seek revenge for the Vitas Falco and her crew, when an unexpected force arrive on the Death World – but are they friend or foe?

OUT: APRIL • ONLY £2.00

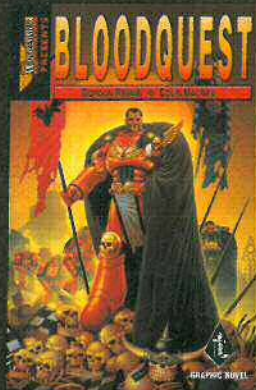


THE REDEEMER – Graphic Novel

Prince, slow to punish, prompt to reward, he suffered when he was obliged to be hard. Collected together for the very first time, The Redeemer Graphic Novel contains Warhammer Monthly's awesome mini-series in one volume. Follow the cleansing wrath of Klovis, the Redeemer and his Redemptionist gang as they scourge and purge every heretic, mutant and sometimes each other through the Underhive. A must for every Necromunda and comic fan everywhere! But remember: if it doesn't hurt, it doesn't count!

OUT: APRIL • ONLY £7.50

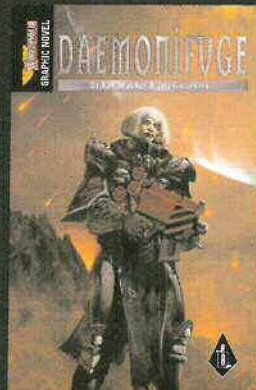
GRAPHIC NOVELS



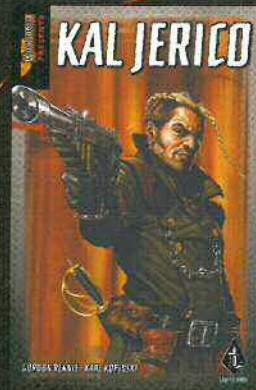
BLOODQUEST – £6.50



TITAN – £4.99

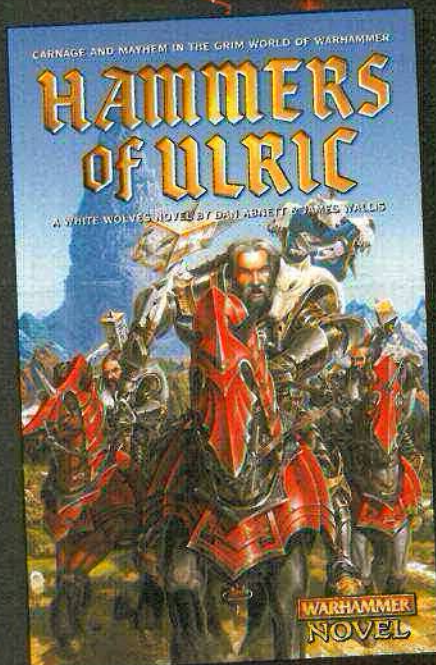


DAEMONIFUGE – £4.99



KAL JERICO – £4.99

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LET THE AGE OF BATTLE COMMENCE...

Aric rode forward across the corpse-strewn ground and helped Gruber to his feet. The older warrior was speckled with blood, but alive.

'See to Von Glick and watch the standard. Give me your horse,' Gruber said to Aric.

Aric dismounted and returned to the banner of Vess as Gruber galloped into the brutal fray.

Von Glick lay by the standard, which was still stuck upright in the earth. The bodies of almost a dozen Beastmen lay around him.

'I-let me see...' Von Glick breathed. Aric knelt beside him, and raised his head. 'So, Anspach's bold plan worked...' breathed the veteran warrior. 'He's pleased... I'll wager.'

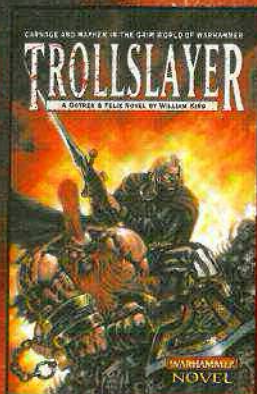
Aric started to laugh but stopped. The old man was gone.

Dark powers gather around the ancient mountain top city of Middenheim, the City of the White Wolf, whilst the famous Templar Knights of Ulric stand ready to defend her.

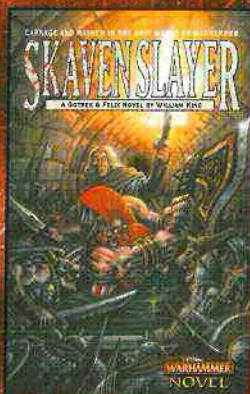
A WHITE WOLVES NOVEL

OUT APRIL • £5.99

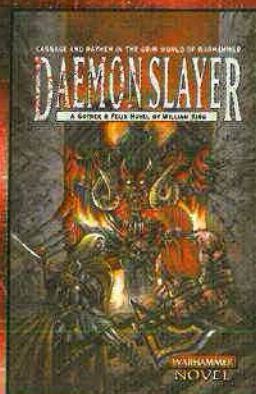
ALSO AVAILABLE...



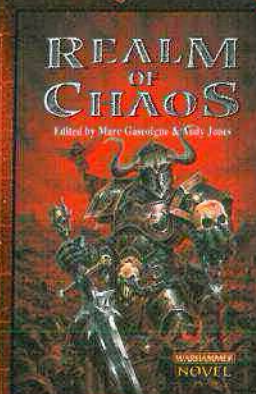
TROLLSLAYER
NOVEL £5.99



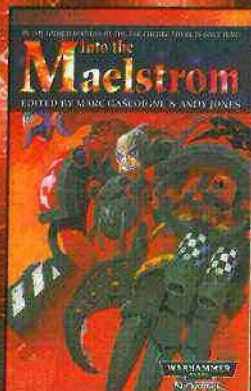
SKAVENSLAYER
NOVEL £5.99



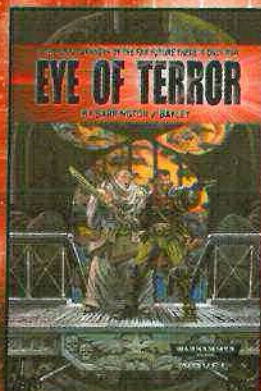
DAEMONSLAYER
NOVEL £5.99



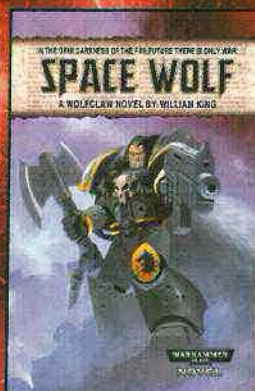
REALM OF CHAOS
NOVEL £5.99



INTO THE MAELSTROM
NOVEL £5.99



EYE OF TERROR
NOVEL £5.99



SPACE WOLF
NOVEL £5.99

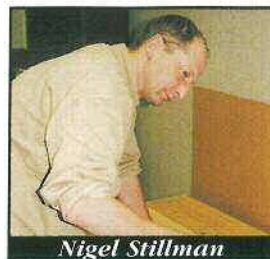
STATUS: DEADZONE

An anthology of
Necromunda stories

— COMING SOON!

MAKING A SCENE

Warmaster is warfare on a whole new scale! Not just the Citadel Miniatures, but the scenery as well! Builder of the modular terrain boards used in last month's battle report, Nigel Stillman takes a look at terrain for your Warmaster battles.



Nigel Stillman

In the game of Warmaster, the battlefield scenery does three main things. The first is to provide the dramatic setting for the battle. The scenery creates or suggests the broad expanse of the landscape in which the battle is fought. It is an important part of the spectacle and influences the tactics and strategy of the players. The second thing that the scenery

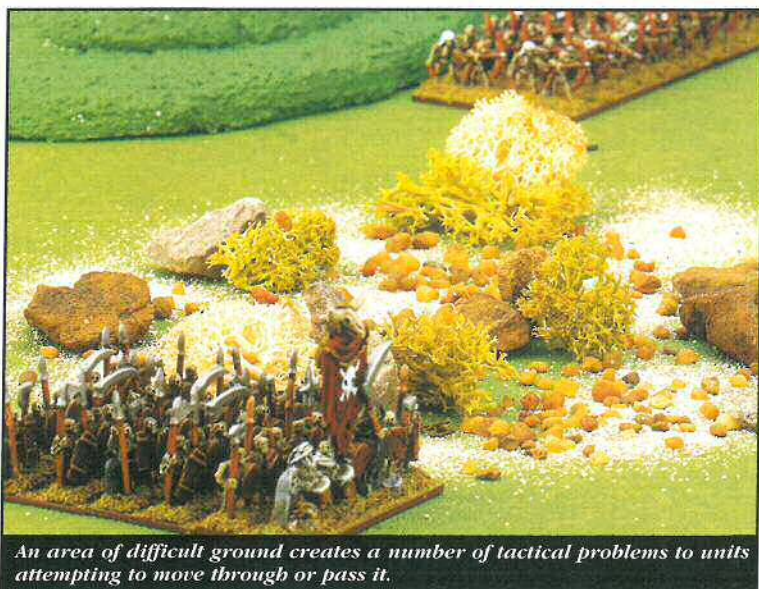
does, is to help create the scenario; the story of why and where the battle is fought. Often the scenario calls for specific scenery, such as a river crossing, a hill or a fort which is the reason for the battle being fought at all and vital to the plot of the scenario. Thus without this feature being represented in some way, the battle lacks a vital ingredient. The third thing that scenery does is to act as an obstacle to certain troops and manoeuvres, such as woods and rivers, or as a way through, like a road or bridge, or dominates the battlefield and so must be held or contested, such as a hill or settlement.

Without these features, the battlefield becomes nothing more than a flat plain and a very interesting dimension to the game is lost.

To be a successful Warmaster general, one of the things you must learn to do is use terrain to your advantage. It's very important then, that before you start a battle everybody understands what each piece of terrain does. For example, in your wargames scenery collection you may have a hill which has a cliff face on one side. You might decide that this is impassable, and that troops on it can only be attacked by being flanked. Equally though, you could decide that troops on the top count as fortified (rather than defended, as is normally the case with infantry on hills). Of course, this means you can get far more out of your terrain, by varying the rules to create different strategic challenges in your games, but it makes it vital that both opponents are clear as to what terrain has what effects, and where it begins and ends.

SCALE

A Warmaster figure is roughly a third the size of a Warhammer figure. So a Human warrior for the Warmaster game which is 10mm high corresponds to a 28mm Human warrior for the Warhammer game. This rule of thumb gives us a scale to work to for creating Warmaster scenery. Everything is roughly a third the size of Warhammer scenery. Furthermore, we can attempt to create scenery which might be impractical at the larger scale, but which can be a dramatic piece of terrain at the smaller scale, such as a tall castle, wide river or high mountain for example. Think of yourself as



An area of difficult ground creates a number of tactical problems to units attempting to move through or pass it.

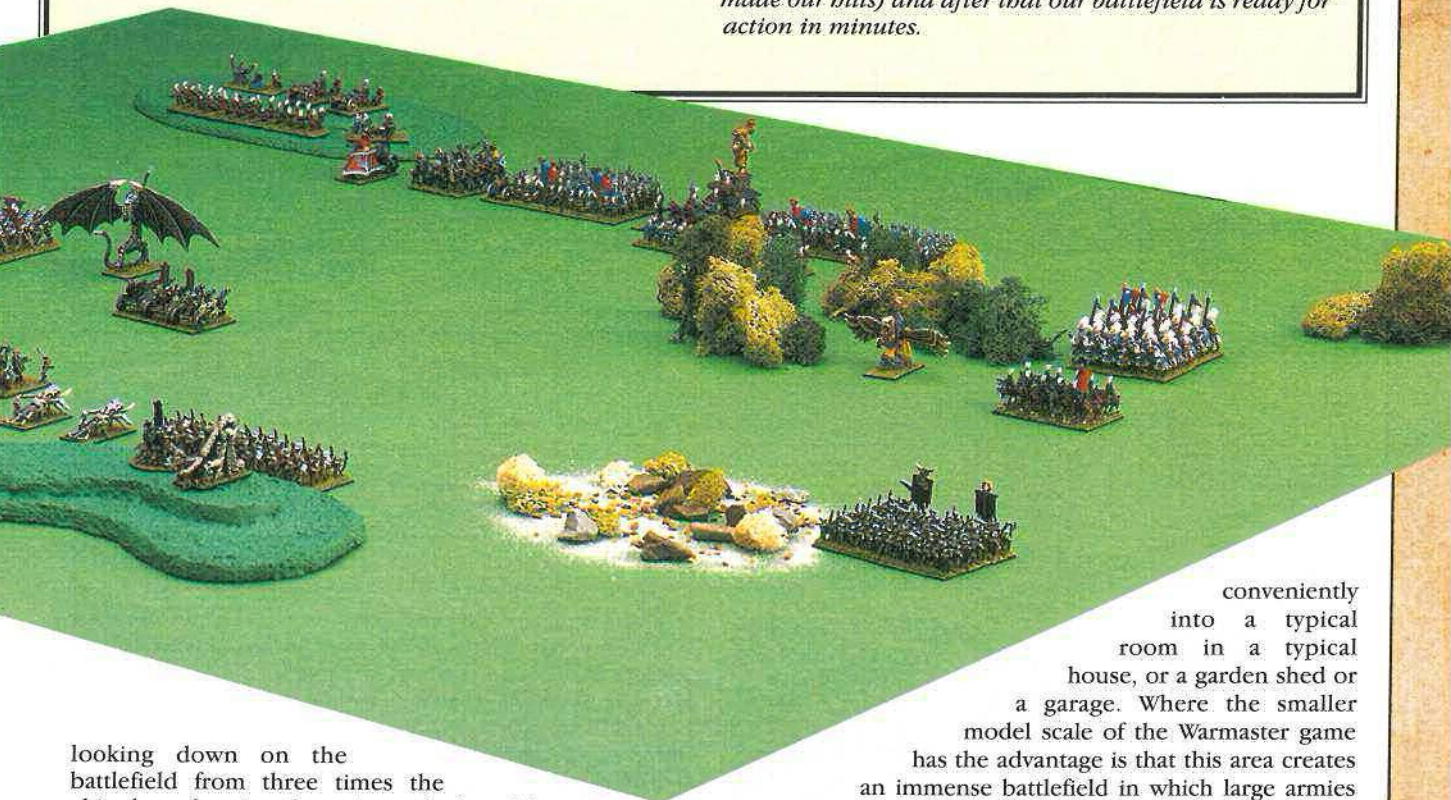
A BASIC BATTLEFIELD

I know what you are thinking – I have a very limited budget! How on earth am I going to be able to create a lavish battlefield and buy my Warmaster army at the same time! Well, below we have created a basic Warmaster battlefield using a few cheap, easy to find materials. Using these materials we have created our battlefield and built a couple of basic hills. The materials we used to create this battlefield are:

- An empty table or space (at least 4 by 4)
- 1 Battlemat (a green cloth would do just as well)
 - A dozen small stones (dug out of the garden)

- 4 polystyrene ceiling tiles
- A handful of modelling sand (builders sand would do the same trick)
- 2 bags of Lichen (available from your local model shop or you could try a hobby shop that sells flower arranging materials).

Arrange these items on your battlefield. Use the sand to mark out marshes or areas of difficult ground. You can use the stones to make these areas even more rugged. The Lichen is a quick and easy way to create woods. The hills are made out of the polystyrene ceiling tiles and took us half an hour to make (see overleaf for how we made our hills) and after that our battlefield is ready for action in minutes.



looking down on the battlefield from three times the altitude and seeing three times the breadth of the landscape than is possible in 28mm scale.

At this scale the depth of a river or ditch need not be more than 10mm to look effective. In the same way the height of a gently sloping hill can be just 30mm or can rise up to three times this height to become a huge hill with cliffs and craggy peaks. Trees for forests can be quite small compared to 28mm scale trees. A model tree which is 40mm high will look like quite a big tree up against a 10mm model soldier and only a few of these surrounded by smaller trees and bushes will make a very effective forest.

BASIC TERRAIN

Starting from scratch, what is the minimum amount of scenery to play Warmaster? The first item is the battlefield itself, represented by a flat wargame table, green cloth or board. The dimensions of this can be the same as the traditional wargames table which is 6' x 4'. This is the most practical size, since these are roughly the same proportions as a bed or large dining room table, it will fit

conveniently into a typical room in a typical house, or a garden shed or a garage. Where the smaller model scale of the Warmaster game

has the advantage is that this area creates an immense battlefield in which large armies can deploy complete with grand flanking movements, defence in depth and other such things. Furthermore the full grandeur of the landscape can be represented, with fortresses, wide rivers, long ridges, several villages and so on.

The basic battlefield can be created in one of the following ways:

- Simply using a green cloth or a Citadel Battlemat (green textured plastic mat).
- Use a 6x4 sheet of chipboard or MDF board (or two 3x4 boards or three 2x4 boards) painted green.
- Use a 6x4 sheet of chipboard or MDF board (or two 3x4 boards or three 2x4 boards) painted with textured paint and then painted green or sprayed with varied earth and foliage colours.

Of course the battlefield does not have to be green. You could opt for the snowy wastes of Kislev or a parched desert landscape and select your colour scheme accordingly.

BASIC TERRAIN cont...

The rest of the scenery consists of separate scenic items such as hills, woods, buildings and rivers. These are placed on the flat battlefield to create interesting and tactically challenging terrain. These items can be made in the following way:

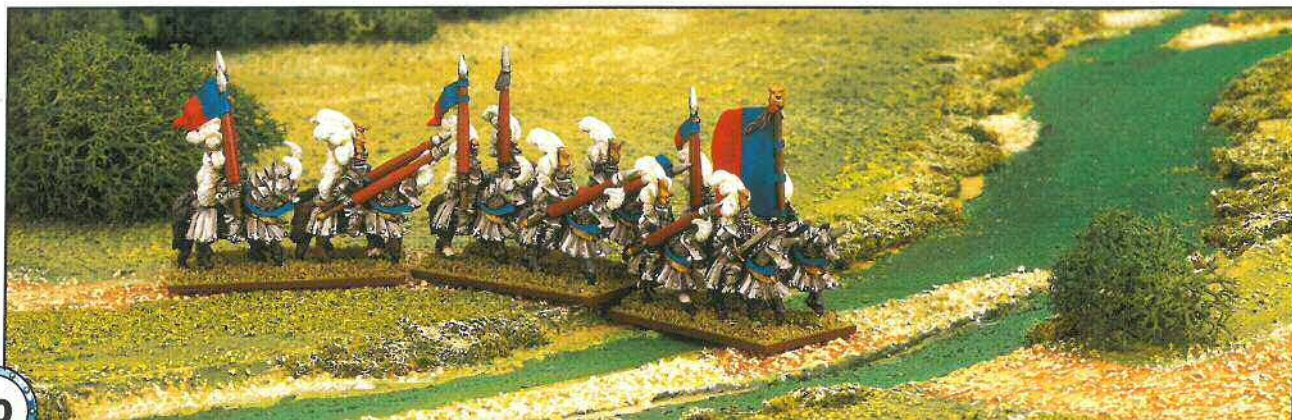
- Hills should be quite large and rise up to at least 2 cm high so that the troops on them will clearly be seen to be on higher ground than those on the ground. Large dimensions allow for a very gradual gradient, or for making a hill which rises up in a number of steps. Fortunately stands of Warmaster models, having a low centre of gravity, do not tip over on naturalistically sloping hills unless these are really steep. The base of the hill should be irregular and cut from a strong board such as hardboard, thin MDF or cork tile. The contours can be made up with polystyrene sheet, tile or cork tile and the surface can be painted with textured paint or covered with PVA and scattered with sand. Paint the hills to match the battlefield. Grit and rocks can be added to create rocky cliffs, slopes and crags. High crags and peaks will look impressive but should be made as separate items which can be put on top of low flat hills to increase their height.



Lichen is a quick, cheap and effective way of making a wood.



Just as effective are medium size trees glued to a textured base.



This river has been made with several crossing points which are marked out by banks of sand in the middle of the river.

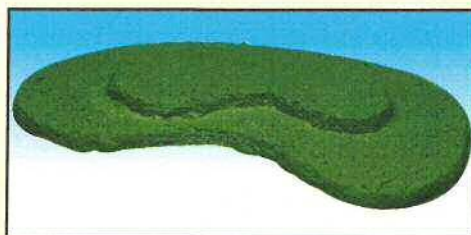
MAKING A HILL

This is how we made a hill in 30 minutes for our Warmaster battlefield.



Take a polystyrene ceiling tile or a cork floor tile and draw the shape of your hill on it. Then cut it out with a modelling knife. Repeat this step again if you want a second layer on your hill.

Glue the two layers of your hill together and then paint it with textured paint or a mix of PVA and sand.



To finish off your hill, paint it or flock it the same colour as your battlefield.

- Woods can be made by cutting out an irregular base as for hills and texturing this with PVA, sand, flock, grit, rocks or filler. This is then painted green, perhaps with patches of rough, bare ground. Then add small trees and bushes. These should be no more than 5 or 6 cm high for the largest trees. Arrange these on the base so as to leave clearings or tracks in which to place troops. Alternatively make small dense clumps of trees and arrange these in a group on the battlefield to create areas of forest.

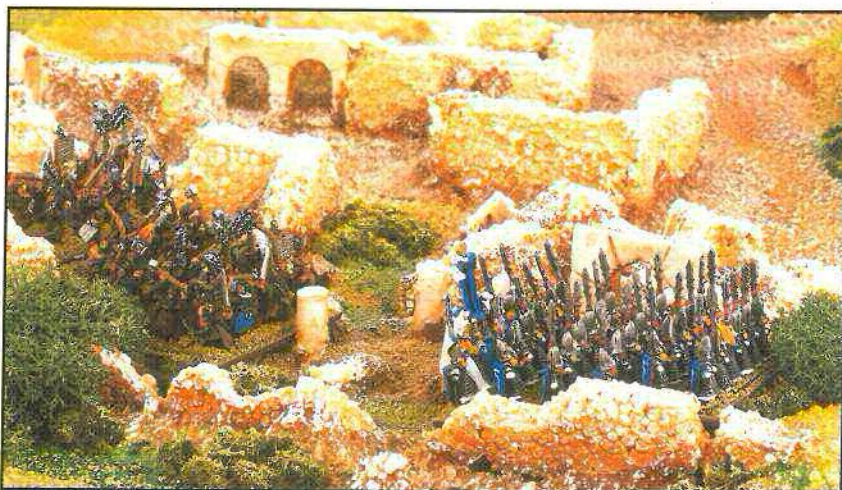
- Rivers can be made in sections just as is usually done for larger scale battlefields in the Warhammer game. Cut long curving base sections from board as for hills and woods. Plan the sections so that a river can be laid across the battlefield in various ways joining two edges. Aim to use only 3 or 4 sections. The sections should be of a convenient size and shape, not too long and awkward to position, nor too small to be useful. The width of the section characterises the river which can be wide, narrow or just a stream. Build up the banks with filler and cover with sand or flock. Paint the space between with green or blue and then varnish it with gloss varnish to create the water effect. Add a patch of sand to represent a ford or a log bridge made of cocktail sticks on some of the sections.

• Buildings are best represented by being grouped together on a base to create a village or farmstead complete with enclosing walls, hedges or fences. The open areas between and around the buildings can then be occupied and defended by troops and the buildings themselves can be solid blocks or ruins. So when planning the village or whatever try to arrange things so that a unit of troops can fit within the built up area in some way. Alternatively you might want to opt for a group of buildings or large building such as a pyramid or wizard's tower which is to all intents and purposes impassable, so that troops cannot occupy it. The buildings themselves can be made of card, balsa wood or plasticard and can be as simple or as detailed as you care to make them. If you do not want to get involved in detailed modelling, make a few simple block-like buildings and simply enhance some feature to create the appropriate character, for example a peasant cottage could be a small block of wood with a thatched roof crudely sculpted out of modelling putty. A group of these on a muddy brown base will create a suitable village.

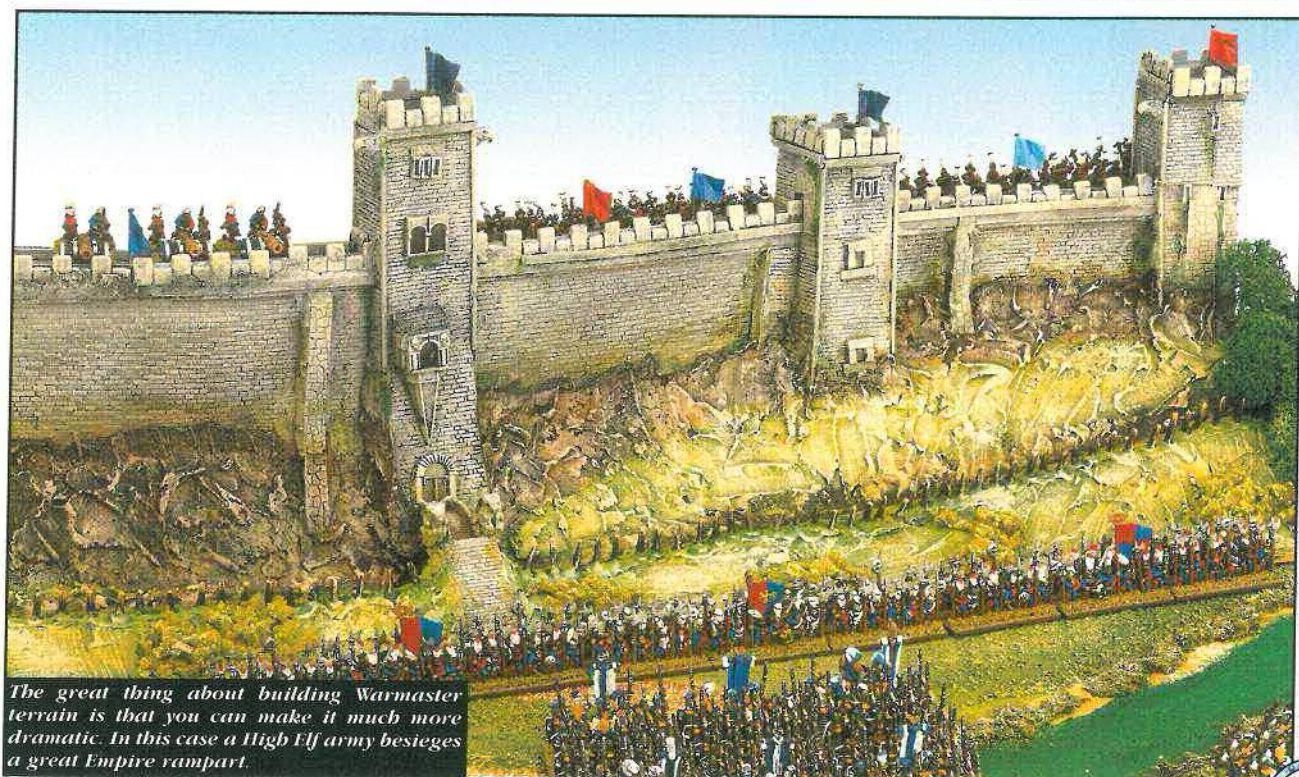
When designing terrain features for Warmaster, have a Warmaster stand (20mm x 40mm) handy to help you estimate the right gaps for gateways, dimensions of towers and ramparts, widths of roads and bridges and for the spacing of trees, buildings and rocks in woods, villages and areas of rugged ground. This will make it easier to move troops through terrain during the game.



When you make a city or town terrain piece, the streets look better if they are quite narrow. This picture shows how one innovative gamer has made substitute stands of marching columns with each strip cut in half and mounted four deep.



This ruined townscape is made out of thin sheets of polystyrene (ceiling tiles).



The great thing about building Warmaster terrain is that you can make it much more dramatic. In this case a High Elf army besieges a great Empire rampart.

MODULAR TERRAIN

Modular terrain is a way of creating a battlefield using terrain boards. This can be a set of six or more 2'x2' boards or three or more 2'x4' boards which can be laid edge to edge to create a 6'x4' battlefield. The boards can be laid on a table, the floor, a bed or, if they are 6'x4' boards, on timber supports resting on trestles. Each board is made of chipboard or MDF at preferable 1/2" thick and the surface of the board is textured, sculpted, flocked and painted to create various terrain features, such as rivers and hills. When arranged in different ways, the features join up to create a realistic battlefield.

Warmaster, being a game which deals with battles on an epic scale combines well with modular terrain. The modular boards can feature very large hills with gently

rising contours on which entire brigades or even the whole army can deploy. Modular terrain is also a particularly good for depicting rivers, which can be cut down into a layer of polystyrene sheet or cork tile stuck onto the boards. Meandering rivers with several crossing places, streams, marshes and even coastline can create a very interesting battlefield for warmaster games, in which control of routes and crossing points will be of great tactical importance.

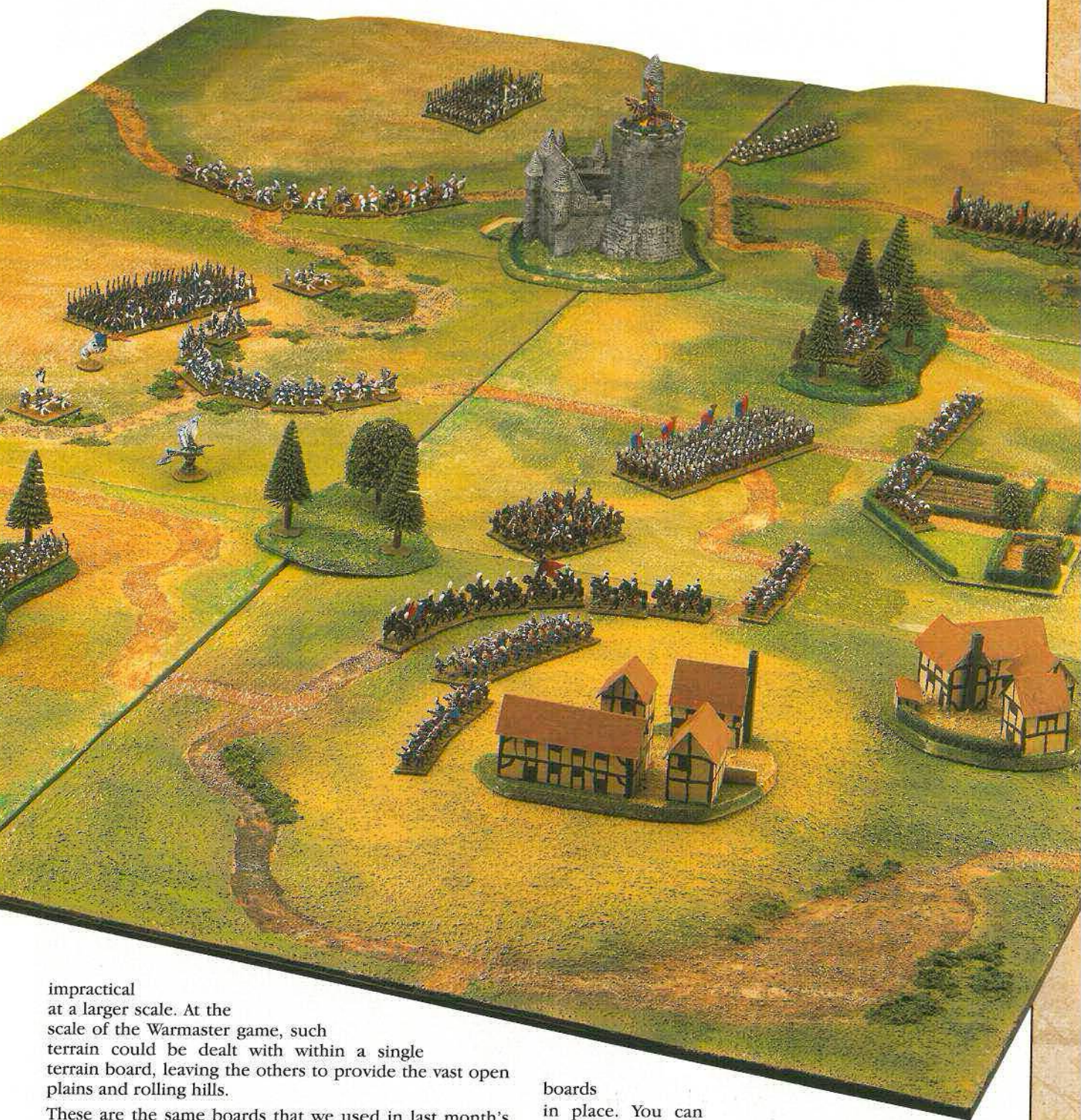
Terrain modules also open up the possibility of very dramatic scenery such as large fortresses, cities, high mountain ranges with passes and ravines or expanses of sea with islands which would be



Coastal and river sections have been used to make up this inspiring battlefield.



The ruined village from the modular board, built with polystyrene sheets and balsa wood.



impractical at a larger scale. At the scale of the Warmaster game, such terrain could be dealt with within a single terrain board, leaving the others to provide the vast open plains and rolling hills.

These are the same boards that we used in last month's battle report which were specially built for Warmaster playtesting. When the boards are set up you can end up with a very dramatic battlefield and the combinations are endless. The smaller boards can be placed together to make a 4'x4', 4'x6' and even 4'x8' battlefield, depending on the scenario and size of battle.

I also wanted to add even more flexibility to my modular terrain set. I built separate buildings, forests and even a found an old resin castle. I've done this so I can position them anywhere on the battlefield once I have placed the

boards in place. You can make your Warmaster battlefields as simple or as complicated as you want, ranging from the perfectly acceptable green mat or cloth with lichen and stones from the garden to the slightly more complicated modular boards shown above. It's really up to you.

Whatever terrain you choose to fight your Warmaster battles over, the most important thing is to have fun!

• GOLDEN DEMON™ •

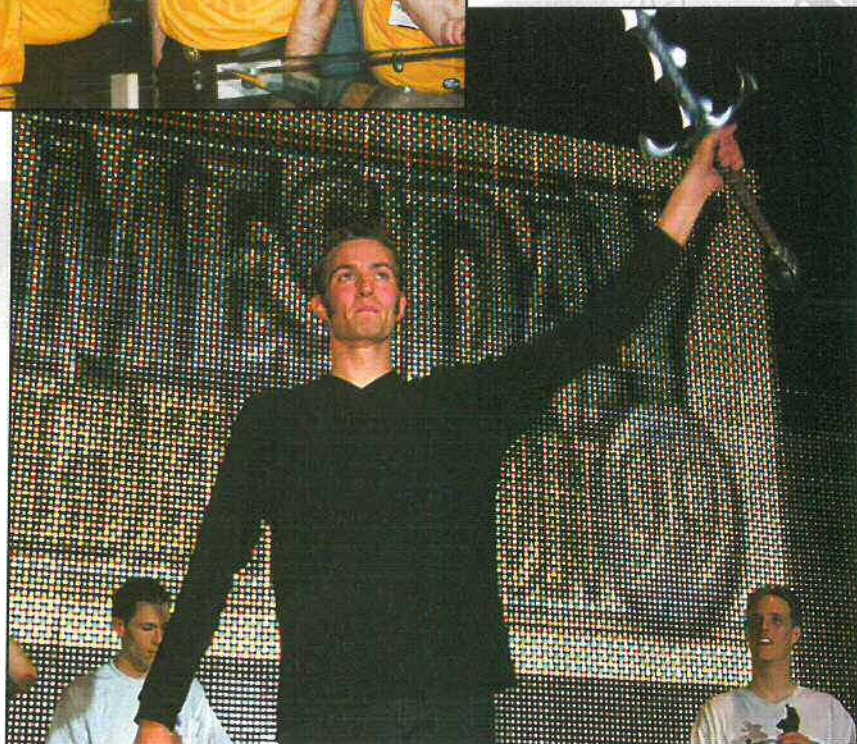
WINNERS 1999

The Golden Demon painting championships are held each year as part of Games Day – the top Games Workshop gaming event of the year. Literally thousands of models were entered on the day and placed on display for all to see. It was then up to the judges to somehow pick the winners of each category and choose an overall champion. This was an extremely difficult process considering that the overall standard of painting and modelling was so high. The next few pages will give you a glimpse of this year's superb winning entries. Thanks go to everyone who entered for making it a memorable Golden Demon competition.



▶ The judges study the thousands of fantastic entries.

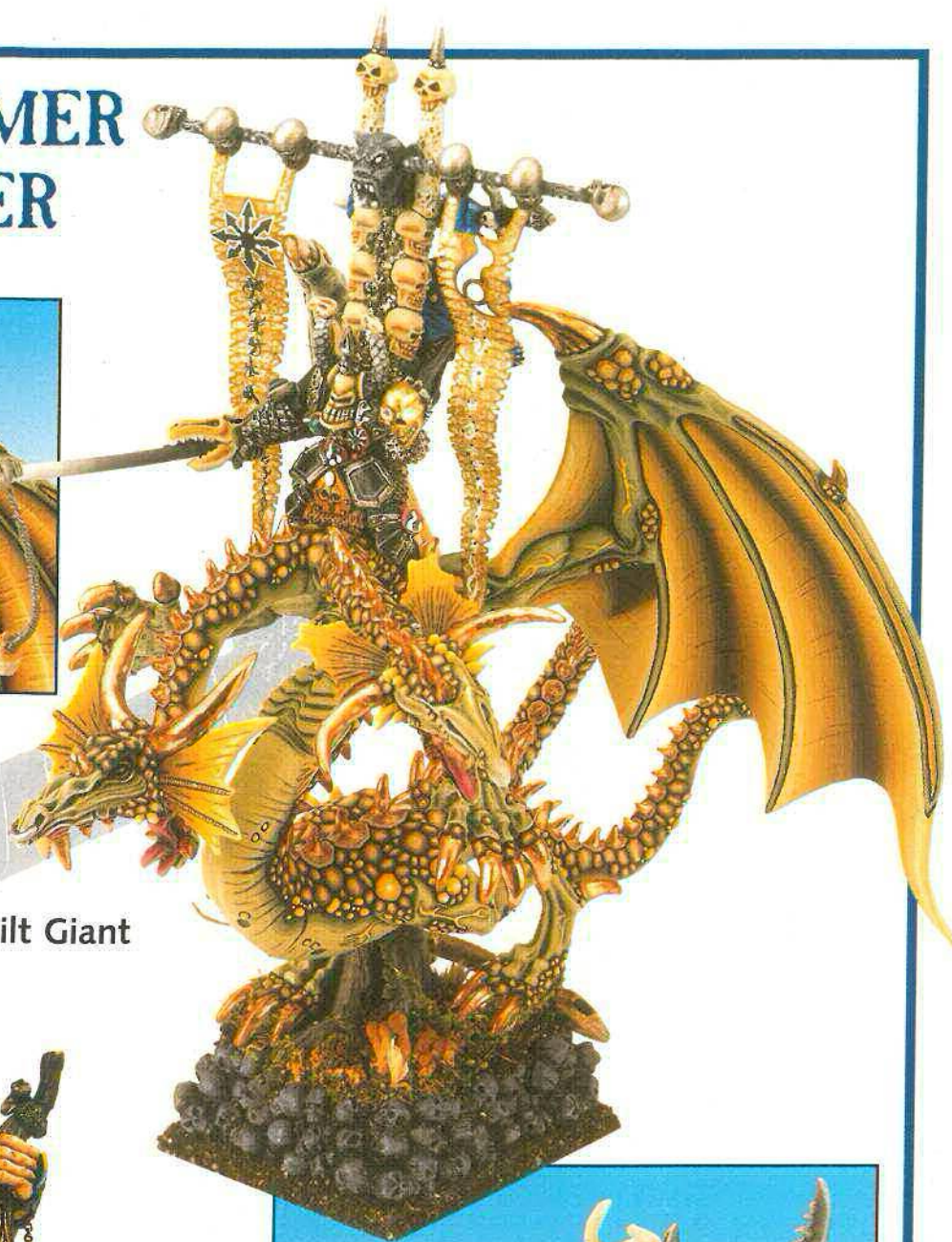
▶ The 1999 Golden Demon Slayer Sword winner Jakob Nielsen.



WARHAMMER MONSTER



1st place:
Chaos Dragon
Jocelyn Goyette



3rd place: Scratch-built Giant
Patrick Shoenmaker



2nd place: Keeper of Secrets
Richard Gray



WARHAMMER 40,000 SINGLE MINIATURE



◀ **1st place:**
**Phoenix Lord
Jain Zar**
Werner Klocke

2nd place: ▶
Eldar Warlock
Chris Blair

3rd place: ▶
Imperial Missionary
Jacob Nielson



YOUNG BLOODS

The popular Young Bloods category is only open to painters who are 14 or under. This gives up-and-coming painters a chance to really shine and show us what they are capable of.

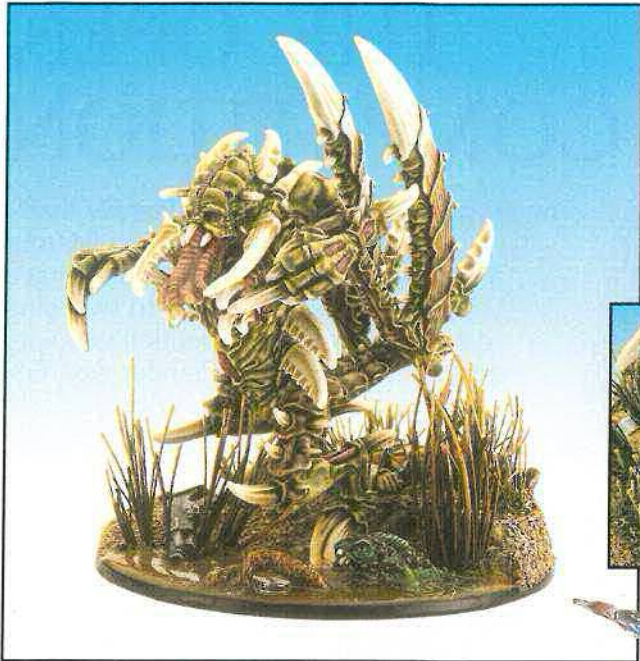


◀ **1st place:**
**Farseer
Eldrad
Ulthran**
James Taro

3rd place: ▶
**Howling
Banshee
Aspect
Warrior**
Matthew Kennedy



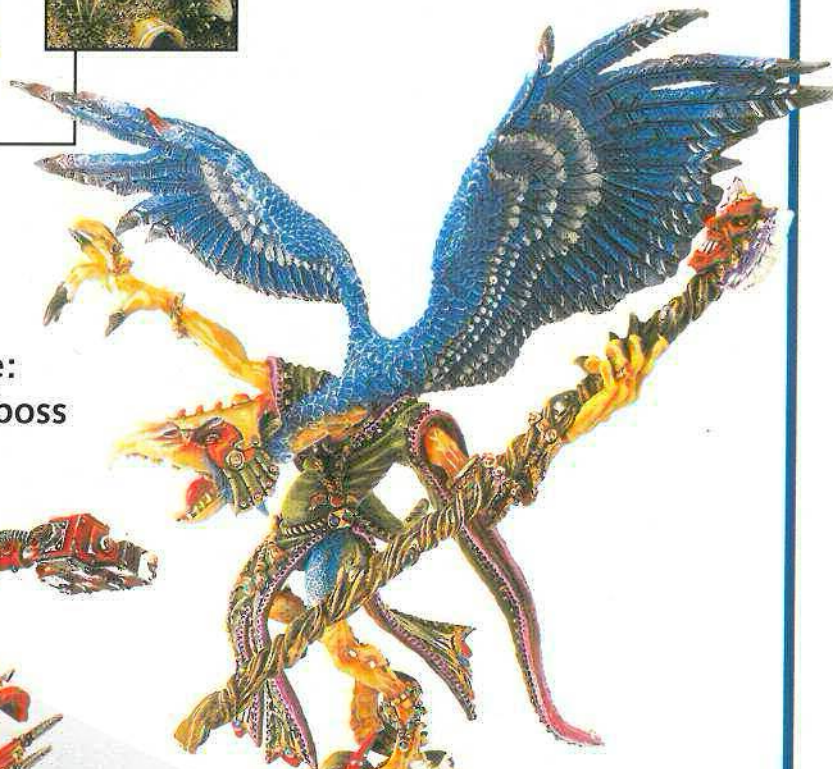
LARGE WARHAMMER 40,000 MODEL



◀ 1st place:
Tyranid Lictor
Chris Blair



◀ 3rd place:
Ork Warboss
Mark Lifton



2nd place: ▶
Lord of Change
Franz Sander



THE OPEN COMPETITION

The Open Competition is quite literally that – an opportunity for you to let your imagination run riot. The entries ranged from individual miniatures to sweeping dioramas but the competition was very close. In the end, Franz Sander won first place with this fantastic Wizard's Staff.

Franz has included lots of neat touches such as the Talisman of Ravensdark and a Healing Potion.

1st place: Wizard's Staff

Franz Sander





WARHAMMER 40,000 SQUAD



▲ 1st place:
Sons of Sparta
Space Marines
Anthony Warrington



▲ 2nd place:
Ork Nobz mob
Thierry Husser



▼ 3rd place:
Dark Eldar Wyches
Sylvain Quirion





2nd place: **Ork Warbike**
Steve Buddle



3rd place: **Ork Trukk**
Sylvain Quirion

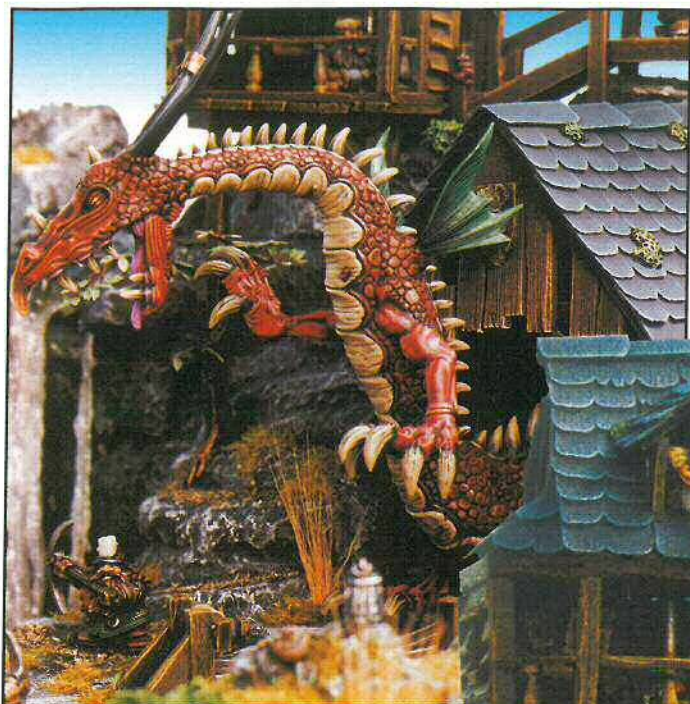


WARHAMMER 40,000 VEHICLE

1st place: **Ork Fighta-bomber**
Dennis Jonker



BATTLE SCENE

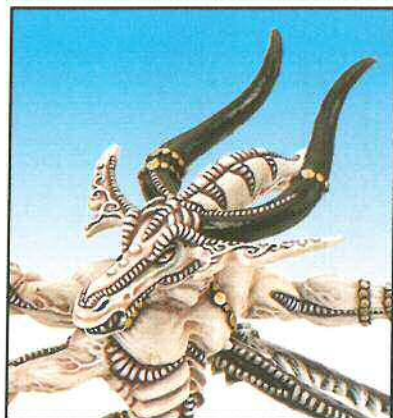
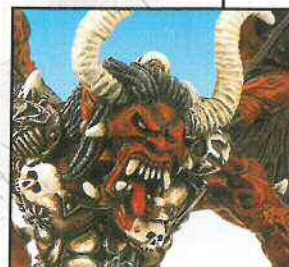


1st place: Dwarf miners are unexpectedly attacked by a Red Dragon bursting out of their mine entrance.

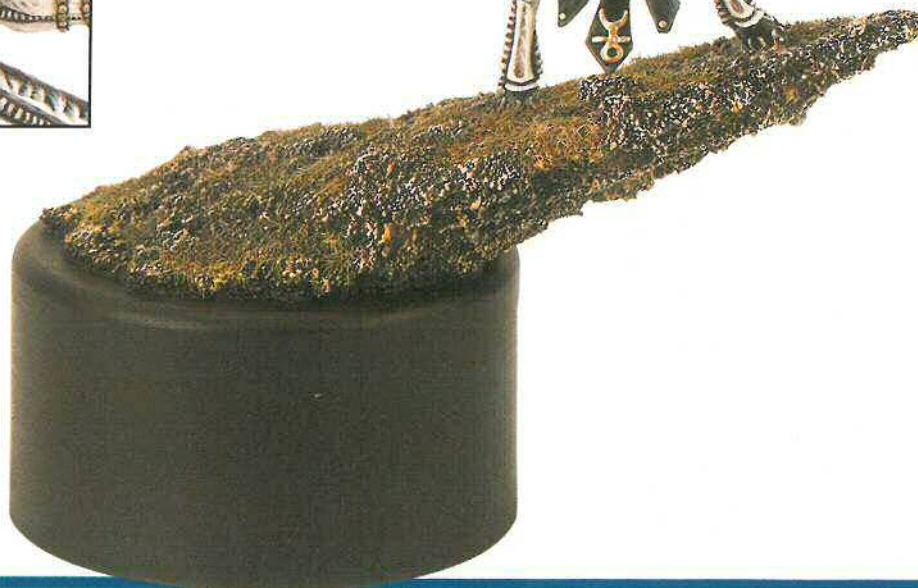
Patrick Shoenmaker



BATTLE SCENE



2nd place:
Daemon battle
Jakob Nielsen



3rd place:
'Dog Green
Three Beach'
Kevan Downey



DOG GREEN THREE BEACH
11 HOUR 15 DAY

NECROMUNDA GANG



▲ 1st place: House Escher gang Paul Harrison



▲▼ 2nd place: House Goliath gang Mark Lifton



BATTLEFLEET GOTHIC FLEET

3rd place: ►
Ork Pirates
Daniel Aitchison



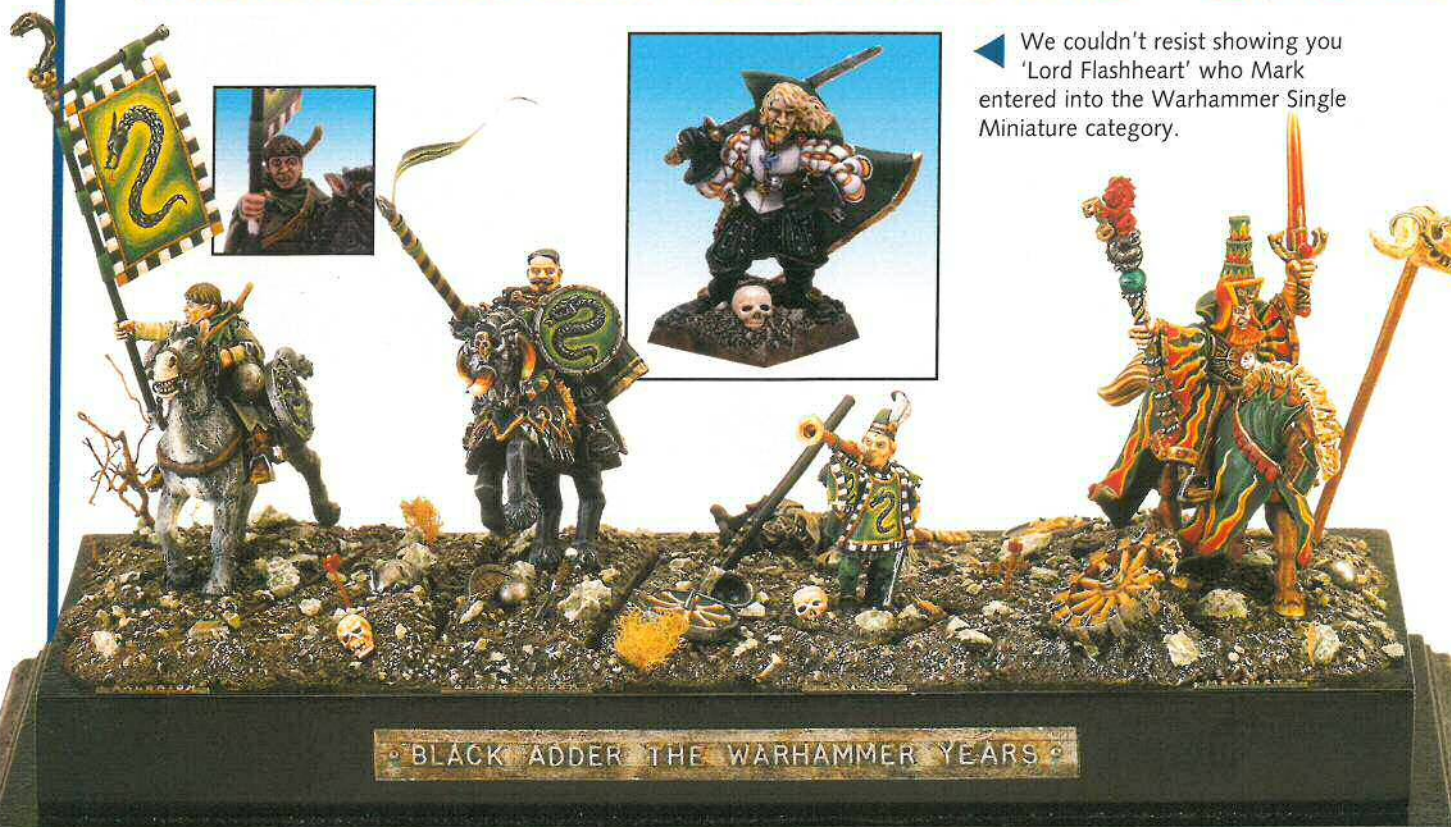
◀ 2nd place:
Eldar Corsairs
Michael Fletcher



▼ 1st place:
Eldar Corsairs
Toby Young



WARHAMMER COMMAND GROUP



◀ We couldn't resist showing you 'Lord Flashheart' who Mark entered into the Warhammer Single Miniature category.

▲ 1st place: 'Black Adder' The Warhammer years

Mark Lifton

▼ 2nd place: Witch Elf command group

Neil Langdown



- ▼ 3rd place:
Vampire Counts
command group
Norman Smalldon



WARHAMMER SINGLE MINIATURE

- ◀ 2nd place:
Converted
Caledor High
Elf Mage
Sylvain Quirion



- 3rd place: ▶
Converted High Elf
Phoenix Guard Captain
Neil Thomason

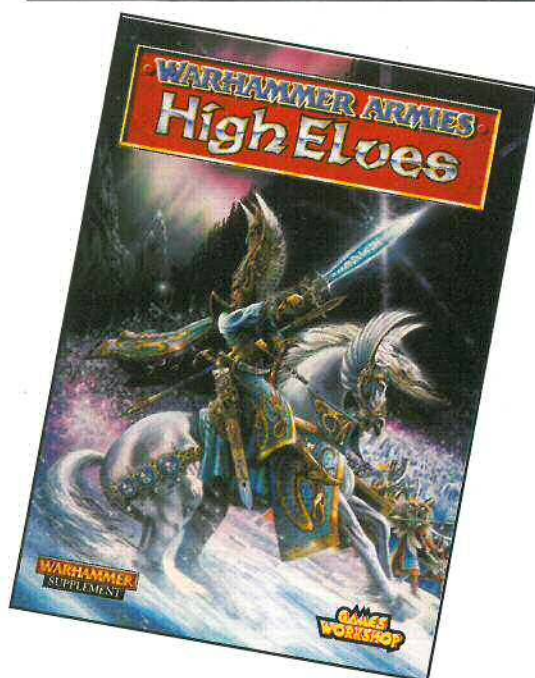


GOLDEN DEMON

SLAYER SWORD WINNER

1st place Warhammer
Single Miniature and Slayer
Sword Champion:
High Elf Prince Tyrion

Jakob Nielsen



Jakob's inspiration for the model came from Geoff Taylor's superb artwork which adorns the Warhammer Armies High Elves book cover. It was the subtle conversions and exquisite painting which caught the eye of the judges. These combined to make a stunning entry and a well deserved winner of the Golden Demon Slayer Sword.

Civil War!

By Jonathan Green

Jonathan has been looking at battles between armies of the same race and here he explains how these can be recreated on the battlefield...

The inscrutable Lord Bloch surveyed the army of the venerable Lord Skrin arrayed before his pyramid-temple on the Plaza of Broken Bones. Behind the rows of Skink archers and alligator-headed Saurus, great ancient reptiles lumbered along the Avenue of Scorpions carrying howdahs packed with yet more javelin-wielding, crested lizards.

Cold One Riders darted on their steeds between the fallen columns of the barrios and the shadows of Terradons swept over the jungle-reclaimed ruins at regular intervals. At the back of the lines, Skink runners were goading Salamanders into disgorging their venom, by prodding their bellies and sides with blunted spears.

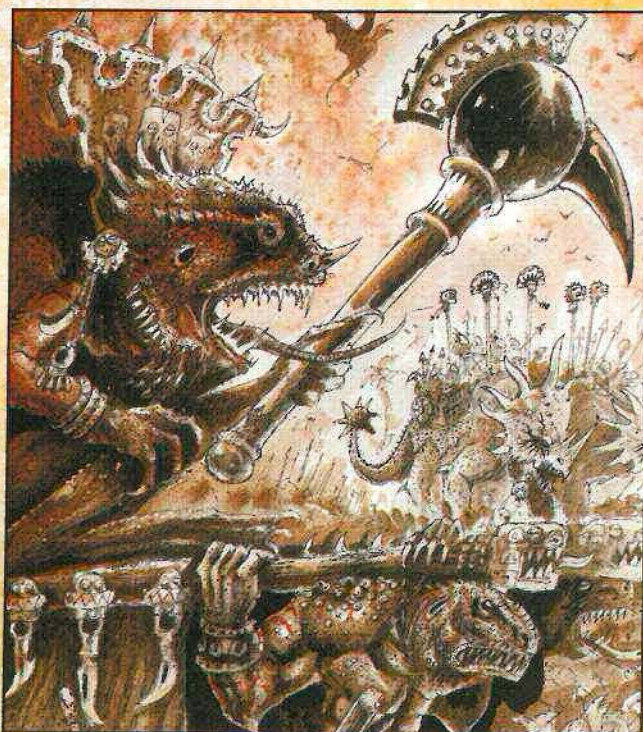
Lord Skrin was confused. The inscribed golden plaques that lined the walls of the vault deep at the heart of the Temple of Chotek made it clear that it was part of the Old Ones' world plan that the Totem of Stiqinsekt should remain within the city of Pteli-Sevaaliz. The poor, misguided Skrin believed that it was time to lead a crusade against the Realm of the Dead to the south, and required the Totem for its potent powers of protection against necromantic magic.

But such an action was not yet to be considered before another twenty-two revolutions of the world around the glorious orb of the Sun God. Why Lord Skrin was under this delusion Bloch did not know. Perhaps even a creature as old and wise as the Slann was fallible and had made a miscalculation, or perhaps there was a more sinister reason. Could it be that the corrupting influence of a Xlanax was disturbing and disrupting Skrin's thoughts?

As he contemplated his rival's error, the Mage-Priest whipped out his tongue, catching a buzzing, long-legged insect on its sticky tip before recoiling it back into his cavernous frog mouth.

Marshalled on the steps of the temple were a host of Saurus wearing the skulls of Stegadon young on top of their own scaled and bony heads. There was movement among the ranks as Bloch's warriors shuffled impatiently or adjusted the weight of the bronze halberds they gripped in their clawed hands. The brutish Lizardmen were not used to thinking deeply about anything, whereas Bloch had spent a decade considering the ever-changing spectrum of colours visible within the faceted eyes of a dragonfly.

Ryodejanero, the captain of the Bloch's Temple Guard snorted and the orange patches on his mottled blue skin turned a brilliant red. Truly Chotek was lending his divine inspiration to the defenders of Pteli-Sevaaliz. The Sun God had spoken. Bloch croaked the command for his elite warriors to attack.



There are examples of civil unrest spilling over into full scale war for every race of the Warhammer World. However to help inspire any budding rebellious Generals out there I have decided to highlight particular cases for each one. These events and periods in history could be used as the setting for a whole series of battles, pitting like against like.



Undead

The machinations of the Lords of the Undead have also led to internal strife over the centuries of their maggot-ridden existence. Liches, Vampires and Tomb Kings have all clashed in their vain quests for immortality.

Frequently civil war has broken out among the Undead as a result of the Supreme Lord of the Undead himself. In his long, over-extended unlife, the Necromancer Nagash has sought to rule over all of those armies raised from the corpses and skeletons of the dead. Those mummified Tomb Kings of Khemri raised by Nagash's Great Ritual fear the Supreme Necromancer's plans and have taken arms against him on many occasions.

Whether it be the infamous von Carstein line of Sylvania, the bedonistic, manipulative sisterhood of the Lahmians, the decaying Necrarchs, masters of the dark art of necromancy, or the noble yet corrupt Vampiric Order of the Blood Dragons, at one time or another in their long and dreadful history, the Lords of the Night have had cause to raise arms against each other.

It has been remarked on many occasions that if the forces of evil could only stop fighting among themselves, the world would have been their's centuries ago. However, between 2132 and 2145 the Undead themselves took advantage of another vicious civil war that was dividing the Empire and launched a surprise attack under Mannfred von Carstein.

Introduction

The idea for this article first came to me a few months ago when I was compiling the composite timeline for 'And Time Will Tell' (WD231). Whilst reading through the historical annals of all the races of the Warhammer World it soon became apparent that, at one time or another, every race has fought itself (WD231 details the background behind historical battles and also has a detailed timeline).

Of course, for some species, such as the Orcs and Goblins, this is a regular occurrence. Many of the different races of the Warhammer World fight amongst themselves to see who is the strongest and so who will be their leader, such as the Children of Chaos, the Beastmen. However, even such noble and civilised races as the Lizardmen of Lustria have suffered civil war within their midst.

So, I thought, what would it be like to fight out some of these battles of civil strife? What would be the restrictions on the two armies if they both came from the same race? How could magic items be used fairly? How would some troops' particular talents be affected by fighting other warriors of their own kind? There was only one thing to do, and the result of my research and experimentation is this article.

Why fight a civil war?

When there is so much variety among the races of



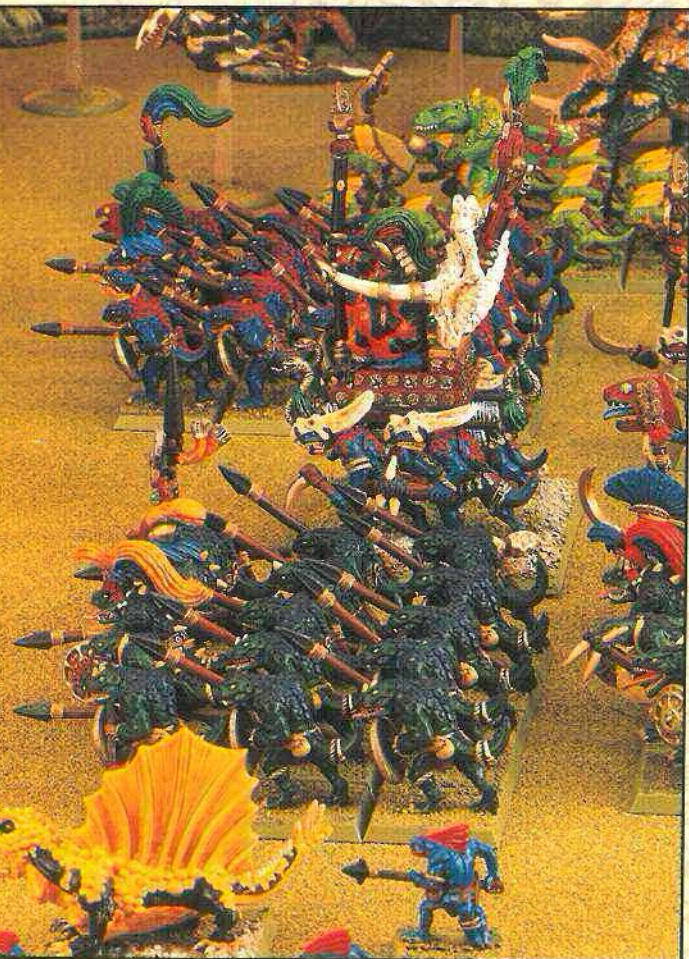
▲ Slann Mage-Priest Quizitec relentlessly attacks a warband led by Slann Mage-Priest Quirmitt.

Warhammer, so many different scenarios you can play, so many different ways of playing the game, why fight a battle against a player with the same race as you?

The first answer to the question is quite simply, 'Why not?' Although there are potentially a plethora of different battles and whole campaigns you can fight in Warhammer, by fighting an internecine war you add even more variety and another set of challenges to the game. It means that there will be a whole new cadre of opponents out there to pit your tactical wits against.

And of course, it gives you the added incentive of really putting in the work on your army, to give it its own unique identity and to make it stand out on the battlefield. Many races give you the perfect opportunity to do this: the Bretonnians with the continuity of their heraldic coats-of-arms, the various colours of the different spawnings of the Lizardmen, and the uniformed regiments of the various provinces of the Empire.

Fighting a civil war scenario can really enhance your games of Warhammer. It provides an opportunity to test out the different aspects of a race. For example, you could see how a cavalry-based Orc force, riding Boars, would fair against the infantry and war machines of Goblins. Alternatively, a large number of poorly-protected troops could take on a smaller band of heavily-armed soldiers, such as in a Bretonnian peasant revolt being quashed by a Duke's Knights of the Realm.



A blood-curdling roar issuing from its throat, a Kroxigor twice as tall as any Saurus warrior swung its bronze-bladed axe through the line of Skinks, decapitating the Shaman Rikkimbatinn. The battle-roar became one of triumph and the crocodile-mouthed monster advanced into the ranks of Mage-Priest Bloch's army.

A deep rumbling, like distant monsoon thunder, became audible below the clamour of battling reptiles and the ground became like rippling sand. With a crash, trees and huge blocks of masonry disappeared into the earth as it was split open by the quake. Bellowing in fear and anger, a Stegadon keeled over into the newly-opened fissure that yawned beneath its feet.

Lord Skrin felt his amphibian skin pimple as the magical energy of the ley line poured through him. The Slann's mastery of magic was total, making them the greatest sorcerers in the world. So great was their power that they could tear continents asunder, raise mountains where before there had been level plains, and, where once there had been scorching deserts, create vast oceans.

Before him the destruction of Pteli-Sevaaliz continued. Pillars were toppled and statues shattered. A boom signalled the collapse of the pyramid vaults and clouds of dust were thrown up into the humid air. Skrin could feel the energy radiating from the Totem of Stiqinsekt now stronger than ever. It poured from the pinnacle of the pyramid in a torrent. The sacred treasure was within his grasp at last.

Bloch was an arrogant fool. When his misjudgement had been corrected, the Slann of Lustria would be able to continue with the implementation of the Old One's ancient plan for the world.

Only dimly aware of the battle raging between the two Lizardman factions all around him, Lord Skrin allowed his Saurus bearers to carry his palanquin across the root-broken stones of the plaza into the shadow of the once great Temple of Chotek, now no more than a ruined shell. It was time, he decided, for a meeting of minds: one from which only the strongest, purest and most logical would emerge unscathed.

Chaos



It is the nature of Chaos to fight amongst itself. Within the dark dimension that is the Realm of Chaos, the four brothers in darkness vie with each other for dominance. Khorne, the Lord of Skulls, is the most powerful of the Chaos Gods. Tzeentch, the Changer of the Ways, is second to him in power while Nurgle, Lord of Decay, is third and Slaanesh, the Prince of Chaos, is the weakest of the four.

On the mortal plane, the followers of the dark gods constantly fight for the favour of their patrons, for it is only by committing acts of unspeakable atrocity and reaping souls for their masters that they may hope to attain Daemonhood. On the very borders of the Realm of Chaos, in the Northern Wastes, Champions of Chaos march from their twisted fortresses to fight endless battles among themselves to satisfy their eternal bloodlust or desire for death. North of Kislev, in the lawless lands known as the Troll Country where no lord holds sway, warbands strive for ascendancy over each other. And at the centre of the Empire, within the depths of the Drakwald Forest, Beastmen face each others in trials of combat to see who will lead them, when brutish violence and animal cunning are considered the prime traits of leadership.

Elves



If you look back far enough into the mists of time you will find that the High Elves and Dark Elves were once of the same race. Even now, it is not genetic differences which separate the two peoples but instead it is their totally contrasting outlooks on life that divide them. As a result, the most well-documented instance in which the Elves have suffered civil strife was during the time of Calador the Conqueror.

The war initiated by the Witch King's treachery and his desire for power and control resulted in the Sundering, when much of northern Ulthuan was sunk and the Black Arks were raised. Even once the Dark Elves had fled to Naggaroth, the war against those who had once been their kin continued in the form of raids and pirate attacks. As a result, it could be said that although the initial battles lasted for around five centuries, Elven civil war has really lasted for over 5,000 years!

Lizardmen



Even the strictly-structured nature of the Lizardman civilisation, and the determination of the Slann Mage-Priests to carry out the divine plan of their ancient, alien gods, has in itself led to civil war amidst the jungles of Lustria. Many thousands of years before the founding of the Empire and the settling of Bretonnia, the last of the first-spawned Slann inscribed the great world plan of the Old Ones onto sacred gold plaques before they perished along with their gods when the polar warp gate collapsed.

However, over the many centuries that have since passed, the plaques have been copied and recopied so many times that occasional mistakes may have entered the sacred plan and subtle details altered. Half of the sacred plaques ever created now no longer lie within Lustria at all, having been plundered by invaders of many races. As a result, every sacred plaque in the possession of the Mage-Priests is precious as it might contain vital pieces of information concerning when the continents are due to shift or when volcanoes should erupt.

Unfortunately, as not all the plaques under the protection of the various Mage-Priests relate the same aspects of the great plan, inconsistencies in the Slann's interpretation of what the Old Ones intended can and do arise. Each Slann will then do all in his power to make sure that the plan, as he sees it, is carried out.

Orcs & Goblins



It is in the nature of the green-skinned races to fight amongst themselves – constantly! So prevalent is the in-fighting that the lands between the Black Mountains and the World's Edge Mountains are known as the Badlands because of the danger presented by the interwarring tribes of Orcs and Goblins.

The only way of becoming a Warboss is for an Orc to fight off any contenders for the position. As a result, only the strongest, most savage, and those Orcs that display some level of animal cunning will lead a tribe as it rampages through lawless lands. For example, around the year 1705, by the Imperial reckoning, the Orc Warlord Gorbak Ironclaw united the Ironclaw and Broken Tooth tribes by defeating his rival, Crusher Zogoth.

Apart from allowing gamers who collect the same army to play against each other, another advantage of such scenarios is that a larger army can be split in half to fight against itself giving a newcomer to the game a chance to field a battle-ready force or an experienced General the chance to try out fielding an army new to him.

There is no reason why you only have to fight pitched battles against each other either. If you so desired, you could fight out your civil war games using Warhammer Siege rules. The only serious restriction in such internecine scenarios is your own imagination!

Restrictions on civil war games

So, whether you have chosen an historical internecine war to re-enact or have come up with your own scenario (which could be anything from Imperial border disputes to a challenge from another Orc Warboss for leadership of the tribe), there are a few other factors you might like to consider before commencing.

As in almost all games, a civil war scenario will have its own restrictions and particular idiosyncrasies. These restrictions fall into four main areas: special characters, magic items, troop types and special abilities.

Special characters

If Vlad von Carstein leads your Undead force into battle during the Wars of the Vampire Counts, then obviously Vlad von Carstein cannot be your opponent's General as well. If that were the case, it would make a mockery of the carefully worked out background of the Warhammer World (for which it is so rightly renowned), and the game itself.

If you are being totally consistent then, however tempting it might be, you would have to make sure that Vlad's opponent was also alive, or at least Undead, and warmongering at the time as well. For example, Manfred von Carstein did not vie for his claim to rule Sylvania until during the Winter War of 2132, when Vlad had been properly dead for eighty years (as I explained in 'And Time Will Tell', WD231).

Magic items

In a similar way to the prevalence of special characters, if your Troll Slayer is wielding *Gotrek's Axe* then the opposing army's Dragon Slayer cannot carry the same axe. I mean, how many axes belonging to Gotrek are there out there exactly?

If one particular weapon, artifact or magical standard has been taken by one side then it should not be carried by the opposing force in the conflict as well! (It's really quite straightforward when you think about it.)

Troop types

It is not totally necessary but you might want to limit the choice of troop types for one side or the other. This could help to characterise your army, or might even be an essential element of it, depending on the imagined background of whoever's leading your army. If your old Imperial General holds no truck with Tilean developments in ballistics, then his force would not include any cannons and it would also influence who could be hired by way of Mercenary units.

Another way to make troop selection interesting would be to simply roll a dice for each troop type on the list. An even number means that Player A can include them in his force, an odd number means they go to Player B (of course a few bouts of dice-rolling might be required otherwise you could end up fighting some rather unbalanced battles).

Special abilities

Many troop types and special characters have very particular talents as listed in the Special Rules section of their profiles, and yet even this can have a profound effect (other than that normally expected) on a Warhammer game of civil war warfare. Many special abilities rely on the inherent differences between particular races. For example, the Dwarfs hatred of Orcs and Goblins or the Dark Elves' loathing of High Elves.

However, when an army is fighting others of its own race, a surprising number of these special rules will no longer apply, or will at least have little effect. Vampires are notorious for the hypnotic power of their transfixing stares but of course such an ability would have no effect on another Vampire. The touch of a Wraith will drain the life from a living creature but of course other Undead, bound to the will of a different Necromancer, are not living creatures.

You can use your own common sense when deciding just how far some rules will need to be modified, or ignored altogether, and then, as long as both protagonists agree, you can go ahead and adapt them accordingly.

Mercenaries

The Dog of War Warhammer Armies book is an invaluable tome for those considering bolstering the lines of their armies of insurrection. Dogs of War mercenaries could be just what you need to plug that gap in your defenses or provide you with those shock troops you've been looking for.

If it is airborne troops you are seeking, then look no further than the Birdmen of Catrazza. For an Imperial General bearing a grudge and lacking artillery support then call on the services of Bronzino's Galloper Guns. If you can find them, maybe you can hire Long Drong Slayer's Pirates. Or, if you just need something big and heavy to smash through the enemy lines, then Golgfag's Mercenary Ogres are the guys your army has been crying out for!

What Next?

Having gone through these attributes of a civil war scenario I sat down to design my own. Later in this issue of the mighty White Dwarf you'll find 'Warstone', an example of what can be achieved in a civil war scenario. It includes the historical background to the battle, key characters and even the odd twist in the rules – just to make it interesting.

So whether you are a rebellious Imperial noble, fighting to carve out new estates in the Border Princes, or a Beastman Warlord desiring to better his position among the servants of his Chaotic patron, throw off all regard for fraternity and take up arms against your fellow man! It's insurrection time!



In general, the Dwarven race is mercifully free from civil unrest among its people. However, just as with the High Elves and their dark kin, the Druchti, the Dwarfs could be seen as having mortal enemies who were once their brothers. However, among their own people, Dwarfs are renowned for their inability to let a slur on their person, family or clan pass. These then become the infamous grudges. Some are rightly deserved and recorded in the Great Book of Grudges held within Karaz-a-Karak, the ancient Dwarf capital.



Brettonnia

Even the land of chivalry and honour has seen its fair share of civil conflict. Apart from the occasional commoner uprising, the most noteworthy incident of a nation divided, and one which was so potentially destructive for Bretonnian culture, was the Affair of the False Grail.

In 2297 Maldred, Duke of Mousillon, and his sorcerous consort, Malfleur, attempted to take the throne of Brettonnia for themselves. Following the untimely death of King Jules the Just, the country was thrown into turmoil. Amidst the confusion, Malfleur had the Fay Enchantress captured while Maldred paraded a burial mound goblet before the Knights of Brettonnia as though it were the Grail itself. When at last the Enchantress was freed from the dolorous Dunjon of Dol by the gallant Gaston de Geste, the Duke of Mousillon and his lady were declared as traitors and their domain besieged by the true knights of Brettonnia.



Chaos Dwarfs

What little Imperial scholars know of the foul race known as the Chaos Dwarfs still reveals civil warfare between the residents of the Dark Lands, although in this case it is not so much among the Chaos Dwarfs themselves as among the different races that make up their armies.

The histories of the Chaos Dwarfs speak of a revolt by the enslaved Orc and Goblin tribes, led by the Black Orcs (who had themselves been created through the Chaos Dwarf Sorcerers' own dark experiments). Having started rebellions on many previous occasions, the well-organised Black Orcs led their armies to ravage much of the great ziggurat of Zharr-Naggrund.



Skaven

Skaven society is characterised by constant squabbling, political scheming, and assassination. However, all-out war has also resulted from the plotting of the Clan Lords. When Clan Pestilens, long thought lost, returned from the fetid jungles of Lustria, the Plague Lords initiated the first Skaven civil war.

Then, around the year 1850 by the Imperial record, the Skaven Under-Empire erupted into civil war again. As the other Lords of Decay tried to remove Clan Pestilens from the Council of Thirteen, the Plague Lords attempted to seize the temple of the Horned Rat in Skavenblight. This second civil war was in its fifth century when it was finally ended by the manifestation of the Horned Rat before the Council of Thirteen beneath the city.



The Empire

The most well-known period of civil unrest recorded by historians of the Empire is that of the time of the Three Emperors. Following the death of the Emperor Mandred Skaven-Slayer in 1152 by the Imperial Reckoning, Ottilia, the Elector Countess of Talabecland, declared war on her rival, the Elector Count of Stirland. The Imperial crown passed from one Elector Count to the next until the entire Empire had devolved into separate warring states.

From 1360 right up until 1979 there were always at least two Emperors, the elected Emperor and the Elector Count of Talabecland, with the Count of Middenheim also proclaiming himself Emperor in 1547. None of these Emperors at this time commanded much loyalty amongst the other provinces and so open hostilities frequently broke out along their borders.

Ibn Sullan froze. The entrance to the tomb lay only a hundred yards away, flanked by skull pillars and itself carved by long-dead artisans to resemble the decayed face of some ancient and evil ruler. Not for the first time in his long, thirsty journey through the desert lands, to relieve the burial chambers of Khemri of their treasures, Ibn blessed himself, although alone out here, his all-seeing, all-powerful god seemed very far away.

The treasure-hunter wiped the sweat from his brow and peered through the shimmering heat-haze at the dark doorway. Was it just a mirage caused by the desert, an illusion created by heat-stroke, or was there really something moving within the entrance to the half-buried necropolis?

And then the Liche Priest emerged from the darkness into the midday sun. Dressed in the ceremonial robes of a long-forgotten age, the Liche, its hideous face pallid and drawn yet still recognisably human, began to intone the awakening rituals of its ancient cult in a language as dead as the civilisation of Nebekhara.

In petrified horror Ibn watched as an army of the dead poured from the gaping skull-mouth doorway. Skeletons, the bodyguard of the interred ruler bearing weapons of ancient design, although no less effective for all that; yet more skeletal warriors mounted on the carrion-polished bony frames of undead steeds, some bearing tattered, dusty banners; other deathless horses pulling chariots constructed from the calcified remains of unknown monstrous creatures; and the vengeful lords of Khemri, doomed to an immortal existence trapped within the wasted bodies of pitch-daubed mummies. The muster of a Tomb King was marching to war.

Ibn had heard tales told in bushed whispers on moonless nights at desert watering-holes, that the mummified Tomb Kings of Nebekhara fought in

death as they had in life, for domination of the necropolis cities of that parched land. But he had not paid any heed to the truth of such stories – until now.

Still more Skeletons rose from the sands of the desert, bone-white talons, picked clean by flesh-eating scarabs, breaking the surface of the arid land to drag fleshless corpses from the unmarked graves of a battlefield.

Ibn Sullan heard the approach of the Tomb-King's enemy before he saw the warhost crest the dunes to the east. The opposing force was an awesome sight. As far as the eye could see along the horizon stood line after line of soldiers and war-chariots, waiting for the signal to attack. But these opponents had long ago been freed from the restrictions of flesh and mortality. Like the force that had issued from the mortuary chambers before him, this invading army was an army of the Undead.

A double-beat on an out-sized, skin-covered skull echoed across the burning plain. As one the enemy advanced. The Skeletons' tarnished armour glinted through the flickering distortion of the sun-scorched air as the battalion of bones strode purposefully, and yet with no will of its own, towards the necropolis. Before the walls of the necropolis the two sides met.

Ibn watched for over an hour as the two Undead armies clashed on the sands before the tomb complex, not daring to move from his hiding place. Dry bony joints clacked and rattled as the two sides fought, while hoarse cries rasped from parchment-dry throats. As the soldiers of the Tomb Kings collapsed in piles of skulls and bones, mere moments passed before the shattered Skeletons rose up again to carry on fighting for their immortal masters.

Who knew what ancient feud was being re-enacted here, on the burning sands of Nebekhara? An enmity so bitter and intense in life that it compelled dead men to rise from their burial places and continue the incessant conflict millennia later on the parched plains of the Land of the Dead.

White-hot pain lanced through his body and, in a spasm of agony, Ibn whirled round. His shock-opened eyes saw the skeletal figure looking down at him from the rock with its leering death's-head grin, the bones of its ribcage and spaces between in perfect silhouette against the yellow sky. It was only then that the Arabian looked down at the shaft that had transfixed his body. His vision blurring, he saw his own blood run along the spear to the tip before dripping onto the sizzling-hot sand. Then the darkness of eternity took him.

The body of the tomb robber twitched. Stiffly it sat up and looked down at the spear protruding from its body almost curiously, as if it was surprised to see it there, and then carefully pulled it free of the dead flesh. At the will of another, more potent mind, incalculably-old, the corpse rose to its feet, the spear gripped firmly in its dead hand, and joined with the rest of the Tomb King's army as it prepared to vanquish its enemy once again, as it had done century after century after century.



Warpstone!

By Jonathan Green

Since Jonathan has given us the lowdown on all manner of occasions where a race will fight amongst itself, we thought it only fair that he give us an example of this internecine warfare...

Jonathan: This example of how you can pull out all the stops when playing a civil war scenario was inspired by the fantastic Skaven spread featured in White Dwarf 230. Hence 'Warpstone' was born, in which the tale of the Battle of Putrid Pit and the conflict for the possession of the warpstone mine unfolds...

Beneath the festering hole of Putrid Pit there lies a rich vein of warpstone. During the fourth century of the second civil war of the Under-Empire, this warpstone was mined by Skavenslaves of Clan Skryre, under the command of Warlock Klawmunkast. The Warlock had great need of the black-green rock for his bizarre engineering experiments. Klawmunkast used the warpstone to power the incredible machines constructed, under his supervision, by his minions.

Morbus Sanguis of Clan Pestilens, however, also desired to be in control of the warpstone mine. A favoured agent of the Arch-Plaguelord, the Plague Priest and his monks had developed a deadly new strain of plague, known as the Yellow Death. Warpstone dust was an essential element used in the creation of the disease and Morbus needed as much as he could get his paws on if the Yellow Death were to ravage the races of the up-worlders. The Plague Priest saw a ready supply of the rock right under his feet at Putrid Pit, if only he could seize it from the grasp of Klawmunkast.

So, gathering his devotees of corruption about him, Morbus Sanguis marched his ratmen into the tunnels of Clan Skryre. But the Warlock was ready for him. Klawmunkast's spies had warned him of Morbus's intentions, giving the Warlock just enough time to complete his latest and greatest invention – the Rat Tank! This monstrous, warpstone-driven machine had never before been tested in battle but as Klawmunkast himself declared, "Now is as good a time as any! Yes, yes!"

The two sides met within a vast cavern beneath Putrid Pit, Klawmunkast's mighty war machine rumbling over the fissured rock floor as Morbus's Plague Monks chanted the doom of all followers of Clan Skryre. To the chattering of a hundred rat-voices, the battle began.

Translated from Rat-Scribe Virmyn Squeek's account of the Battle of Putrid Pit and adapted by Herman Gunst, Scholar of Nuln.



The Set-Up

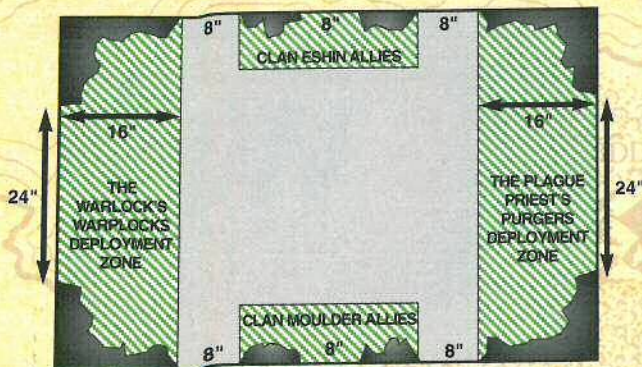
The battle takes place within a vast cavern deep beneath the Grey Mountains. As a result only certain areas of the table edges are accessible for moving troops onto or off the battlefield. To represent this, arrange terrain around the table edge to represent the walls of the cavern (you could use rocky outcrops, piles of books or even masking tape). Leave three tunnel openings on each side of the board as shown in the deployment diagram on the right.

Because the cavern is directly above the warpstone mine workings there are a number of extra, random hazards present in the cave. To represent this a unique Random Terrain Generator has been specially created for this scenario. Use this as explained on page 38 of the Warhammer Battle Book.

Resolve who fights first and how many turns the battle lasts for as explained in the Warhammer Battle Book. At the end of the battle, work out how many victory points each side has (page 40 of the Warhammer Battle Book).

Skaven Allies

In the battle for the warpstone mine, each side may include Skaven from another Clan among their number. However, since those allied clan members will not fight against



others of their own group in this battle, Klawmunkast's and Morbus Sanguis's armies may only employ rats from either Clan Eshin or Clan Moulder. Which side takes which allies can be decided by the roll of a dice or through mutual agreement.

The Warlock's Warplocks

Klawmunkast's army consists of 2,000 points chosen from the army list in the Warhammer Armies Skaven book in the usual way but with the following restrictions:

- Klawmunkast must be the army's General.
- The Warlock's Warplocks may not include Skaven of Clan Pestilens.
- The Warlock's Warplocks may include Skaven of either Clan Eshin or Clan Moulder, but not both (as explained above). No other allies are allowed.
- At least 25% of the army's points value must be spent on war machines.

The Plague Priest's Purgers

The army of Morbus Sanguis consists of 2,000 points chosen from the army list in the Warhammer Armies Skaven book in the usual way but with the following restrictions.

- Morbus Sanguis must be the army's General.
- The Plague Priest's Purgers may not include Skaven of Clan Skryre.
- The Plague Priest's Purgers may include Skaven of either Clan Eshin or Clan Moulder, but not both (as explained above). No other allies are allowed.

NB – Neither Skaven force may include Verminlords, as the events related here took place before the Horned Rat made his existence known to the ratmen.

Special Characters

Klawmunkast

Warlock Master.....250 points

Klawmunkast is the leader and inspiration of the Warlock's Warplocks. He is an enigmatic yet enthusiastic commander. The Warlock is also renowned for his bizarre experiments with warpstone and for his formidable, if somewhat incomprehensible, technological inventions.



Putrid Pit Terrain Generator

Roll 2D6 to determine each item.

2 UNDERGROUND STREAM OR RIVER

The stream or river must enter and leave at a table edge. It may have a single crossing place, such as a bridge or ford if you wish.

3 MINE-HEAD

This is the access to a vertical shaft leading into the warpstone mine beneath. It is 2" across and any model that is small enough to fit into it that attempts to move over the hole will fall down into the mine and be removed from the battle.

4 FUNGUS PATCH

Gigantic mushrooms, the size of small trees, grow in dense patches in the darkness of Putrid Pit. They count as Very Difficult Terrain, just as dense woods do.

5-6 ROCKFALL

Piles of boulders that have fallen from the roof of the cavern litter the battlefield. They count as Difficult Terrain.

7 STALAGMITES

Tall rock formations reach up from the cavern floor in a number of places. They count as Impassable Terrain.

8 GAS POCKET

Occasionally gas is released from underground as the Skavenslaves dig further into the rocks beneath Putrid Pit. This then collects in pockets in caves and tunnels. Any model moving through a gas pocket must reduce its movement by -1. Shooting both into and out of the gas pocket also has a -1 to hit penalty.

9 SUBTERRANEAN VEGETATION

The heat and humid atmosphere in the cavern, along with the warpstone pollutants pumped out from the mine, has created the correct conditions for all manner of bizarre plantlife to take root. These areas of vegetation count as Difficult Terrain like a normal wood.

10 POLLUTED WATERCOURSE

The watercourse must enter and leave at a table edge. This river has been polluted by by-products of the mining process, making it impassable to all infantry. It may have a single crossing place, in the form of a bridge, if you wish. Any infantry model coming into contact with the stream is immediately killed by the toxic waters.

11-12 WARPSTONE DEPOSIT

Even in this cavern there are a number of small warpstone deposits. Any troop coming into contact with such a deposit may collect it (removing it from the battlefield) for their general to make use of in the battle.

Warpstone deposits can be represented by the Warp Tokens included in the Warhammer Magic boxed set. Gas pockets could be denoted using card templates or balls of cotton wool painted green. Any suitable piece of rocky scenery or stone pillars from your collection can be used for stalagmites.

Profile	M	WS	BS	S	T	W	I	A	LD
Klawmunkast 5	3	3	4	4	3	8	2	8	

Equipment: A sword and the Eye of Skraw.

Save: None

SPECIAL RULES

Rodent Genius

Although many among his own race consider him to be insane, the psychological line between insanity and genius is a fine one indeed. Many of his ideas and inventions are truly astonishing but he has a command of mechanics and the power potential of warpstone like no other. As a result, any misfire rolls on artillery device for the war machines of Clan Skryre are re-rolled. If a misfire is still rolled, add one to the dice roll on the Misfire Chart (7s count as 6s). NB - This ability does not apply to the newly-developed Rat Tank, however!

Warpstone Mutants

As a result of the many near-catastrophic accidents that have occurred during the development of the Klawmunkast's Rat Tank, a number of his slaves (basically those who survived the explosions and warpfire leaks) have mutated into grim parodies of Skaven. Despite having lost their minds, on the plus side these degenerated ratmen have developed extra limbs or had their musculature increased making them much stronger. To reflect this, the Warlock may take one unit of these 'enhanced' Skavenslaves into battle at the cost of 4 points per model. All the Warpstone Mutants have the following profile.

Profile	M	WS	BS	S	T	W	I	A	LD
Mutant	5	2	2	4	4	1	3	1	4

MAGIC ITEMS

Eye of Skraw

Whilst training under Grey Seer Skraw, Klawmunkast lost his left eye in a warpstone explosion in his master's lab. When Skraw was killed during an attack on the Empire town of Wissenberg, Klawmunkast recovered the old Skaven's body, extracting the warpstone charm that Skraw had in place of his own right eye and placing it inside his own empty socket. The Eye is a potent talisman and projects a baleful gaze. In each turn, Klawmunkast may choose to cast his warping gaze upon an adversary as long as he has line of sight to that opponent. The Eye's gaze acts in the same way as the Skaven *Warp-Lightning* spell. This is an ability granted to Klawmunkast by the warpstone charm and so costs no Power to cast. It can, however, be dispelled like any other spell.



Morbus Sanguis

Plague Priest150 points

A favoured agent of the Arch-Plaguelord, Morbus Sanguis, wants to get his putrefying paws on the warpstone from Clan Skryre's mine so that he and his plague monks can develop their latest dire disease, the Yellow Death. Morbus is totally

uncompromising in his demands and if any of his followers show weakness in the face of righteous battle, he puts them to death himself!

Profile	M	WS	BS	S	T	W	I	A	LD
Morbus	5	5	5	4	5	2	6	3	8

Equipment: The terrible Censer Mace into battle.

Save: None

SPECIAL RULES

Frenzy

Like all Clan Pestilens Plague Priests, Morbus is subject to the Psychology rules for *frenzy* as described in the Warhammer Rulebook.

Leprous Form

As a disciple of decay, Morbus has been particularly blessed. His fur-covered body is bald in patches, while the skin on his face is sloughed constantly. Great weeping sores and inflamed buboes cover his paws. His left arm is withered and the skin on his tail is scabbed and scaly. As a result his appearance causes *fear*, even among others of his own race!

The Yellow Death

The Plague Priest and his fanatical followers have prepared a new plague to unleash upon the world. It is called the Yellow Death after the way it turns its victims yellow before their bodies become bloated with toxins and they die! Morbus may decide to infect any Rat Swarms in his army with the disease which they can then pass on to the enemy. The infection has the effect of enhancing the Rat Swarm's profile as shown below.

Profile	M	WS	BS	S	T	W	I	A	LD
---------	---	----	----	---	---	---	---	---	----

Infected

Rat Swarm - +1 - +1 - - - +1 -
Any Rat Swarm carrying the Yellow Death costs an extra 20 points to recruit into Morbus's army.

Flea-Ridden

All rats have fleas, but the fleas that inhabit Morbus's matted fur are monstrous mutants among their kind, having feasted on the warpstone-corrupted blood of the Plague Priest. Anyone Morbus is fighting in hand-to-hand combat does so with -1 to hit penalty as they're distracted by the biting fleas. This affects even Skaven because the fleas have grown so large from the effects of the warpstone in Morbus's bloodstream.

MAGIC ITEMS

Censer Mace

The Censer Mace is really two weapons in one. In close combat it is wielded as a crushing mace but, like a plague censer, its spiked metal head is hollow and contains a burning piece of plague-infested warpstone. While Morbus is attacking an opponent, the mace also creates a 1" radius Fog of Death around him. The rules for plague censers (as described on page 54 of the Warhammer Armies Skaven book) then apply! The one difference is that Morbus does not need to make the test against the effects of the bubonic vapours himself.





while it moves around on a system of tracks, driven by rats racing around inside the machine.

This Rat-race is also instrumental in powering the tank's impressive array of weapons through its warpstone generator. These weapons – the warpfire cannon, the grand jezzail and the warp-lighting projector – are all mounted on the tank's exterior, but as the machine is still only a prototype, only one weapon can be powered by the generator each turn.

The Rat Tank

Clan Skryre War Machine200 points

Klawmunkast's Rat Tank is the most audacious and warped weapon of war he has created to date. In appearance it is similar to an Imperial Steam Tank, only it has been constructed from brass and planks of mouldering wood,

RAT TANK MISFIRE TABLE

2D6 roll Effect

2-4	FFFZZZTTT! The rats driving the tank are fried by an internal burst of warp-lightning. The rats suffer D3 S3 hits.
5-6	CRACK! A warpstone missile detonates inside the barrel of the grand jezzail. The weapon is destroyed and may not be used again. The Jezzail Loader and Rat-race also suffer D3 S5 hits each.
7	PHUT! The treadmills of the Rat-race jam, so that the warpstone generator will not power the tank's weapons for one turn.
8-9	WHOOMPH! The warpfire cannon, blocked by effluent, spews warpflame onto the tank itself. The tank and Warlock Engineer both suffer D3 S5 hits.
10-11	KAZZAM! The warp-lighting projector misfires, sending a bolt of purple warp energy blasting through the machine. The tank, Warlock Engineer, Jezzail Loader and Rat-race all suffer D3 S4 hits.
12	KABOOM! In a spectacular explosion of lurid warpflame, purple lightning and black-green smoke, the Rat Tank is utterly destroyed as a previously undetected fault in its design suddenly (and fatally) becomes apparent. The rats and crew are killed outright while any models within a 6" radius suffer D6 wounds at Strength 5.

Movement

The Rat Tank moves in the same way as a Doomwheel and so all rules regarding the movement of this war machine apply. The only difference is that the distance it moves is determined by two dice rather than three.

Rat Tank Attack

With its current design, the Rat Tank can only fire one weapon in each shooting phase. The General of the Warlock's Warplocks can freely choose which one is operated by the machine's Engineer (unless something has happened to restrict the choice, as described below). The three different attacks use the following rules:

Warpfire Cannon

A gout of warpflame vomits from the mouth of the cannon. Place the long teardrop-shaped dragonfire template so that its rounded end is covering (or pointing at) the target and the pointed end is touching the Rat Tank. Roll an artillery dice to see if the warpflame is on target. If a number is rolled, move the template directly away from the tank by that many inches. If the dice shows a misfire, consult the Rat Tank Misfire table. If nothing has gone awry all models lying under the template are hit, suffering a Strength 5 hit. If the target is wounded it takes D3 wounds, and all units suffering casualties must immediately take a Panic test. If the Panic test is failed, the unit will flee.

Profile	Range	Strength	Damage	Save
Warpfire Cannon-	Special	5	D3	-2

Grand Jezzail

Choose your target and then roll an artillery dice. On a roll of 2, 4, 6, 8 or 10 proceed to roll to hit using the Warlock Engineer's BS. If you roll a misfire something has gone horribly wrong (see the Rat Tank Misfire table left). If you score a hit on the target with the grand jezzail, work out wounds as normal except with the increased damage shown in the profile here.

Profile	Range	Strength	Damage	Save
Grand Jezzail	36"	6	D3+3	-5

Warp-Lighting Projector

In the Shooting phase, the projector unleashes a bolt of purple warp-lightning. To work out how powerful this lightning strike is, roll an Artillery dice. If you roll a number then that is the Strength of the lightning bolt this turn. If a misfire is rolled, roll 2D6 and consult the Rat Tank Misfire table. If nothing has gone wrong, the bolt of warp-lightning will hit the nearest model (whether it is friendly or not)! That model then suffers D6 wounds.

Profile	Range	Strength	Damage	Save
Warp-Lighting Projector	Special	Special	D6	None

Crew Attack

The war machine's crew is made up of a Warlock Engineer and Jezzail Loader. In hand-to-hand combat, only the Warlock Engineer can fight enemy models in contact with the Rat Tank as the Jezzail Loader is inside, along with the rats powering the generator.

Fighting the Rat Tank

The Rat Tank is fought in hand-to-hand combat like a chariot. The enemy models fighting it compare their Weapon Skills to the highest WS of its crew. Hits from shooting and hand-to-hand combat are randomly allocated as shown on the chart below. Roll 3D6 for each hit scored and then resolve damage against the part that has been hit.

Shooting	Hand-to-Hand Combat
3-4: Rat-race	3-5: Grand Jezzail
5-6: Jezzail Loader	6-8: Warpfire Cannon
7-8: Warp-Lightning Projector	9-11: Warp-Lightning Projector
9-10: Grand Jezzail	12-16: Tank
11-12: Warpfire Cannon	17-18: Warlock Engineer
13-16: Tank	
17-18: Warlock Engineer	

The various components of the Rat Tank have their own profiles as shown below.

Profile	M	WS	BS	S	T	W	I	A	LD
Tank	2D6"	-	-	7	7	5	1	-	-
Warpfire Cannon	-	-	-	5	6	2	-	-	-
Grand Jezzail	-	-	-	6	6	2	-	-	-
Warp-Lighting Projector	-	-	-	*	6	3	-	-	-
Warlock Engineer	5	4	4	4	3	1	5	2	7
Jezzail Loader	5	3	3	3	3	1	4	1	5
Rat-race	-	3	0	3	2	4	1	4/5	10

*Special (see above)

The Warlock Engineer is armed with a pistol and wears heavy armour, giving him a saving throw of 5 or 6 on a D6.

Damage to the different parts of the Rat Tank has the following effects:

The Warlock Engineer

If the Warlock Engineer controlling the Rat Tank is killed then the Jezzail Loader, if he is still alive, he may attempt to drive the vehicle. Any dice rolls made against the Engineer's attributes are now tested against the Loader's profile. If the Jezzail Loader is also dead, the tank runs out of control. It will continue in a straight line until it runs into an obstacle. Any units hit by the runaway Rat Tank suffer D6 hits at Strength 7.

The Jezzail Loader

If the Skaven that loads the warpstone missiles into the grand jezzail is killed then this weapon may no longer be selected by the Warlock Engineer during the Shooting phase.

The Warpfire Cannon, Grand Jezzail and Warp-Lighting Projector

If any of the tank's weapons are reduced to 0 Wounds they cease to function, reducing the Warlock Engineer's choice of firepower.

The Tank

If the tank is destroyed, the whole contraption breaks apart in a violent burst of warp-lightning, killing the crew and rats in the process.

The Rat-race

The Rat Tank's movement will decrease by 1D6" for every 2 wounds suffered by the Rat-race. If all the rats are killed, the tank can no longer move or fire its weapons.

Flee and Pursuit

The Rat Tank flees and pursues just like any other troops, moving at its current rate if broken in hand-to-hand combat. If caught by pursuers it is destroyed.

SPECIAL RULES

Rat Psychology

The rats driving the warpstone generator inside the tank are immune to all Psychology and never need to take Break tests. Their Leadership rating is shown for magical attacks, etc, only.

Historically, Morbus was successful in his coup to take over the Warpstone Mine. During the battle of Putrid Pit the Rat Tank blew itself up and so also condemned Klawmunkast's machine to obscurity, never be built or used again thanks to this catastrophic failure!

NB – Of course, if you don't want to attempt modelling this monster of a Skaven war machine, you can always ignore the special rules for it and use a Doomwheel instead – but where's the fun in that?

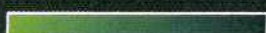
Always up for a modelling challenge Nick Davis has put together his vision of the Rat Tank along with a conversion for Morbus. The model of Morbus is based on the Lord Skrolk figure.

For Klawmunkast we are using a Warlock Engineer model. The Rat Tank uses bits from the Doom Wheel, Dwarf Flame Cannon, Empire Steam Tank, Imperial Guard tank tracks and Ork vehicle parts. It sounds a lot, but with the amount of extra rules this thing has it we thought it deserved something a bit special!



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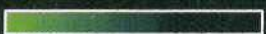


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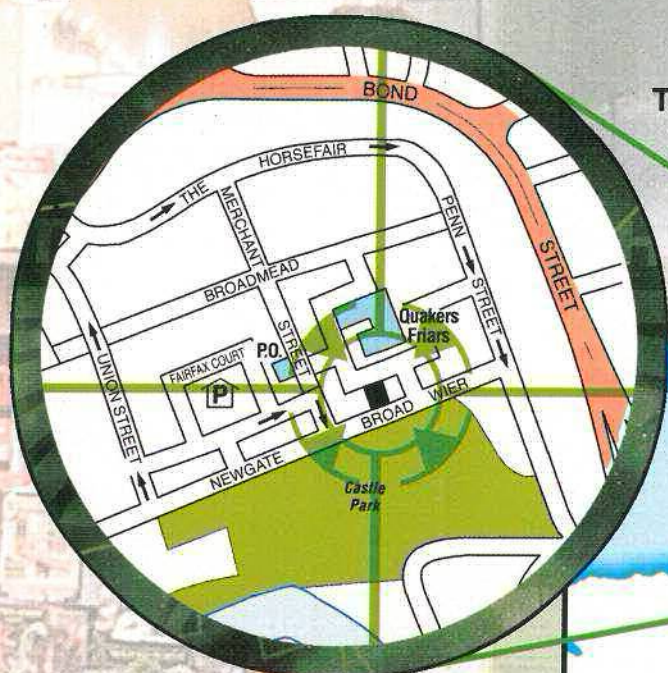
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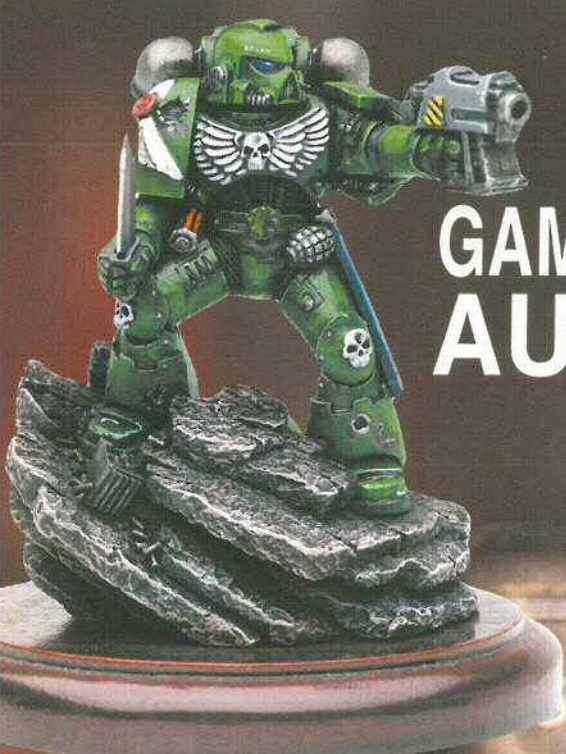
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For his army mascot, Shaun painted a bronzed statue he recieved as a Christmas present from Games Workshop.

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I was playing a small 750 point campaign with some of my friends last year which required something new. I'd always used either Space Wolves or a Chaos force in the past and I still wanted to do a Space Marines army, so in the end I settled on the Aurora Chapter. They appealed to me because there was no background for them, which gave me a lot of scope to 'make stuff up' and invent my own history and background based on the games and campaign I would play with the army.

To paint the army, I started with the classic black undercoat, using Chaos Black spray. I then used Snot Green and highlighted with Golden Yellow and Skull White. For the squad markings I used the standard transfers but I hand painted the Chapter badge as there were

no transfers or shoulder pads for the Aurora Chapter.

When playing with a Space Marines army I think you have to go for bold tactics. Space Marines are super-tough and you have to go all out to cripple your opponents from the start. I always look at my opponent's army and identify the things that are going to be the biggest threat to my forces (Leman Russ battle tanks for example) and make sure that I take them out as swiftly as possible.

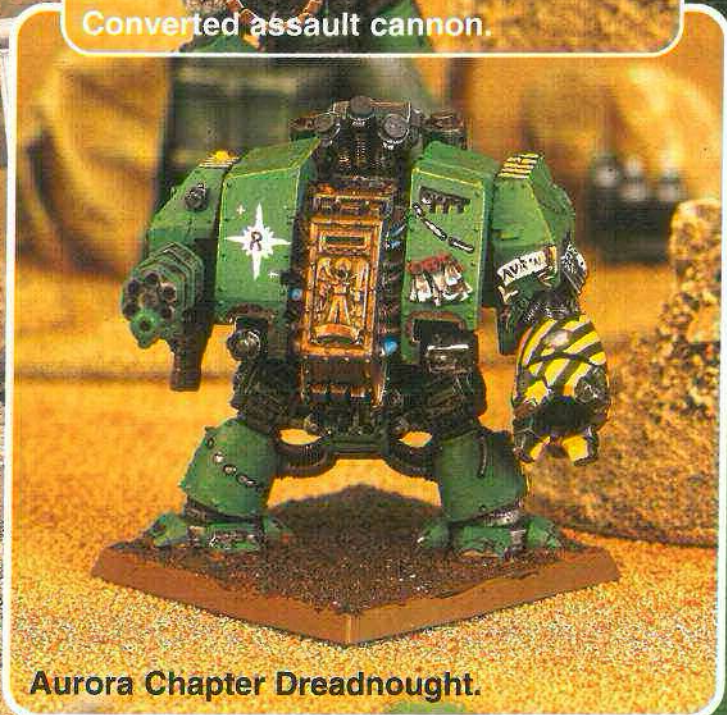
Finally, just in case you're wondering, the large scale Space Marine is my army mascot. He was originally a bronzed statue that was given out to staff as a Christmas present last year. I couldn't resist painting it up in the colours of my new Chapter.



Command group miniatures, including the special edition Games Day Captain.



Converted assault cannon.



Aurora Chapter Dreadnought.

MAKING A SENTINEL

Last month saw the release of the new Imperial Guard Sentinel and we gave a brief introduction to its role and history within the Imperial Guard. This month we had a chat with the Sentinel's designer, Tim Adcock, to find out more about the model itself.



Tim Adcock

The imposing new Sentinel model is the latest of the Imperial Guard plastic models to be released and it adds a whole new element to the forces of the Emperor. Unlike all the previous metal versions of the model, the new Imperial Guard Sentinel is a multi-part plastic kit. Being plastic makes the model highly versatile and relatively easy to convert.

THE IMPERIAL GUARD SENTINEL

The Sentinel design was originally conceived by Jes Goodwin and has evolved over the course of its production. The whole design is based around the theme of a lightly armoured reconnaissance vehicle that can be used on all terrain. It must be fast, manoeuvrable and able to carry different weapon fits according to its role within the Imperial Guard. It was very important that the Sentinel should look as if it were a light vehicle, unlike the heavier looking walkers such as Dreadnoughts and Wraithlords.

More than anything else, we wanted the Sentinel kit to have flexibility, with as many options for modelling as possible. The basic multi-laser armed Sentinel model is made from a total of 25

plastic components all on one sprue and includes a plastic pilot designed by Alan Perry and Michael Perry. It was also important that the model be completely poseable and so includes a number of possible pivot points, one under the cab and one in each 'hip' joint, with ball and socket joints attaching the feet to the legs. The two differently posed legs on each sprue can both be used as either a left or right leg. Because of this the variation in stance between two Sentinels can be huge even though both models use exactly the same components. If you have more than one Sentinel model you can also swap legs round between them and therefore add even more variation.

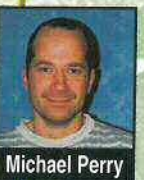
The highly detailed cab compartment can be closed or open by simply leaving the roll cage off. The standard kit also includes extras like power cells for the multi-laser, rivets for the legs and a storage box.



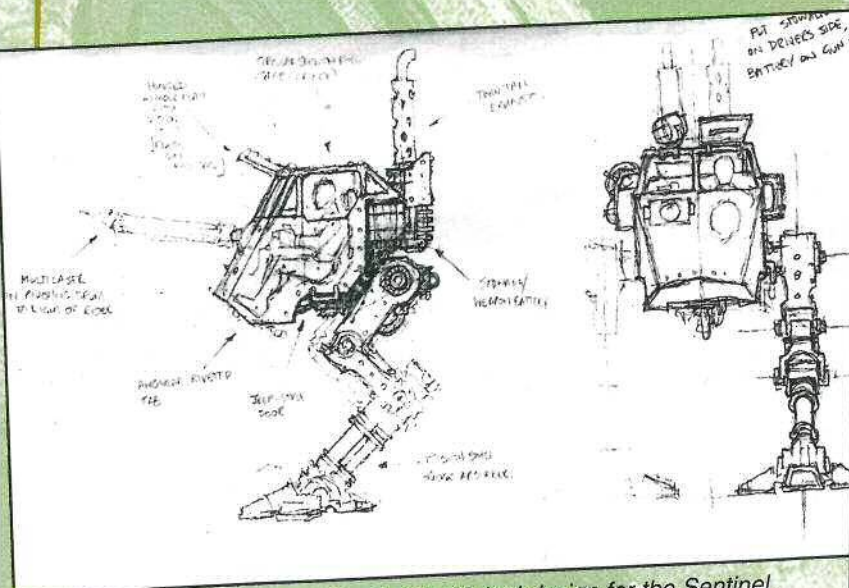
Jes Goodwin



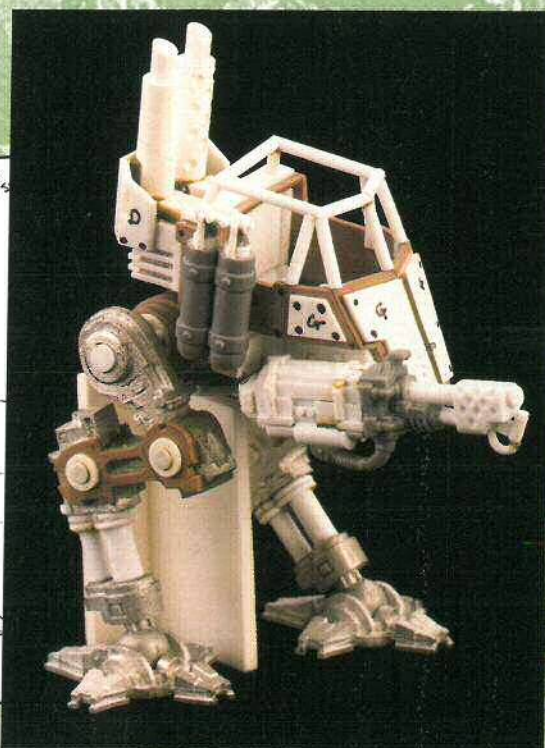
Alan Perry



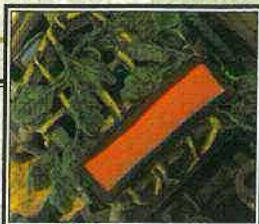
Michael Perry



Jes Goodwin's original design for the Sentinel.



The Sentinel in production.



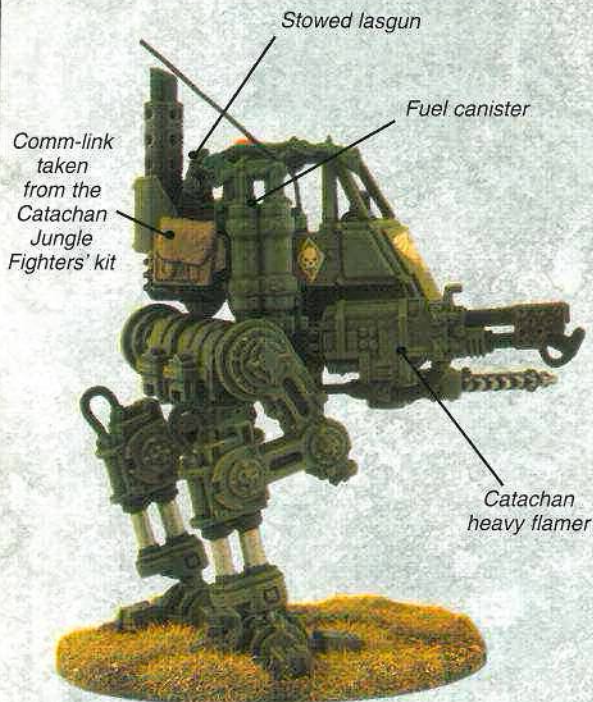
Tim has modelled an aircraft reconnaissance patch to the top of his Sentinel's roll cage.



The inside of the cab includes lots of details including a holstered Catachan knife and pistol.

Tim's own Sentinel uses almost all of the components for a Catachan Sentinel as well as a couple of metal bits and some scratch-built ones.

Aircraft reconnaissance patch made from Green Stuff



Stowed lasgun

Fuel canister

Comm-link taken from the Catachan Jungle Fighters' kit

Catachan heavy flamer

Chainsaw attachment

Scratch-built ladder made from plasticard

Pilot's holstered laspistol

Extra stowage from the Catachan Sentinel accessory kit

THE CATACHAN SENTINEL

Last month saw the release of the Catachan Sentinel Squadron. This boxed set contains three basic Sentinels plus three accessory kits that include all of the parts needed to make the Sentinels into Catachan variants.

These accessories include new parts for a Catachan pilot, heavy flamer and chainsaw weapons, a camouflage covered roll cage for the cab, a camo netting roll, extra equipment for the pilot and fuel canisters for the heavy flamer. All these components are fully interchangeable with the standard Sentinel and so give you a choice of parts to use.

THE SENTINEL'S FUTURE

This accessory kit has really become the key component of the Imperial Guard Sentinel. In the future we will be able to produce a number of variants for the many different Imperial Guard regiments, some of which are already in progress, so watch this space...

Miniatures designer Colin Dixon's Sentinel has the addition of an aerial, searchlights and mesh on the roll cage making it a great example of the sort of details that can be added to the Sentinel.

Colin has even gone as far as to drill out the holes in the exhaust vents!



Colin Dixon



DAWN ON NAMGAROD.

THE BINARY STAR IS JUST
BREAKING THE HORIZON
AS THE *GHOSTS* MOVE.

GAUNT'S GHOSTS GHOSTMAKER

SCRIPT BY DAN ABNETT
ART BY KARL KOPINSKI
LETTERS BY FIONA STEPHENSON



LEGENDARY SCOUTS, THE BEST
STEALTHERS IN THIS WHOLE CRUSADE,
THE *TANITH FIRST* AND ONLY ARE
ALL BUT INVISIBLE UNTIL THEY THROW
ASIDE THEIR CAMO-CLOAKS.



ARE
YOU WITH
ME, MEN OF
TANITH?

COLONEL GOLUM CORBEC
LEADS THEM IN, FEARLESS,
HEARTY, LOVED BY THE MEN...



SCORING A PERFECT HIT
WITH EVERY SHOT, 'MAD'
LARKIN SNIPES FROM A
SHELL-HOLE.

IT WAS HIS PESSIMISTIC WIT
THAT DUBBED THEM 'GAUNT'S
GHOSTS' AFTER THE FALL OF
THEIR HOMEWORLD.



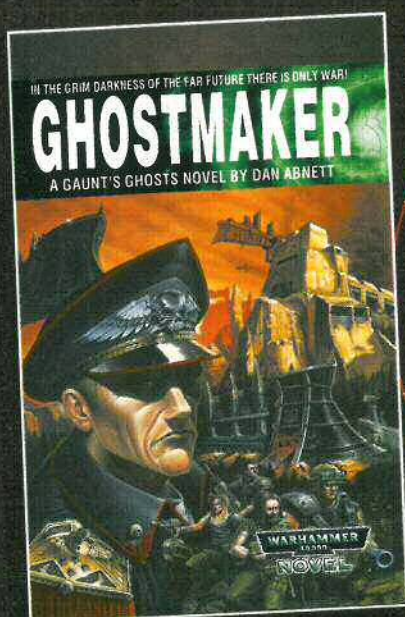
THE KEENING MELODIES
OF THE *TANITH* PIPES
FOLLOWS THE MEN AS
THEY CHARGE.

BRIN MILO, JUST A BOY,
MARCHES FORWARD AS BRAVE
AS ANY VETERAN GUARDSMAN.



THEIR ADVENTURES HAVE BEEN FURTHER RELATED IN TWO ESSENTIAL NOVELS (WITH A THIRD ON THE WAY!) - AND NOW THIS ONE-OFF COMIC STRIP.

INFERNO!

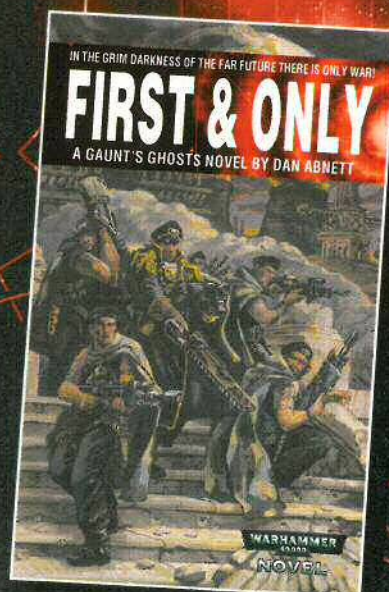


THERE IS ONLY WAR!

NEW! NEW! NEW!

Ghostmaker develops and explores the varied and myriad characters that make Gaunt's Ghosts so appealing. Set just before the last great push of the Sabbat Worlds campaign, Ibram Gaunt interviews and records the stories and accounts of his troops in an effort to capture and recount what it is really like to serve the Emperor on the front line.

In the Chaos-infested Sabbat system, Gaunt must lead the Tanith First and Only 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 body count is rising...



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*Commissar Yarrick,
addressing new recruits*



The IMPERIAL GUARD Battle Force is an ideal way to start a new Imperial Guard force or to further reinforce your existing Imperial Guard army.

The Imperial Guard Battle Force contains:

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- 2 Sentinels,
- 1 Leman Russ battle tank

WARHAMMER
40,000

Imperial Guard Battle Force – £40 boxed set

PAINTING WARMMASTER ARMIES

So, you've got a stack of the great new Warmaster miniatures and are eager to start painting your latest army. The scale may be smaller than you're used to, but we've compiled some helpful tips from three Warmaster Generals who prove that small can be beautiful...

'EAVY METAL PAINTING TIPS



The 'Eavy Metal team have found that painting large numbers of Warmaster stands is a lot easier if you first attach all the stands of a unit to a strip of thick card. Just take a

strip of card about 30cm long and attach the six stands in a row along its length using double-sided sticky tape. As you paint you can apply one colour at a time to all the stands in the unit. This method makes the painting a lot faster and ensures that all the stands within a unit have the same finish.

After you've painted all the stands in a unit, the next thing you'll want to do is get them on their bases. Before you rush to get the superglue out, it's worth bearing in mind flock. Once two stands are fixed to a base it becomes quite difficult

to glue flock between them. The best approach here is to fix one of the stand to the base first and apply your flock with PVA glue leaving the other side of the base bare. When this is dry, you can then glue the second stand to the base and flock the remaining area.

When flocking bases (not just Warmaster) try mixing brown and green flock together in equal amounts. The addition of the brown will stop the flock looking too flat and add an element of realism to it.

DRYBRUSHING

A quick way to paint Warmaster miniatures is to drybrush them. First undercoat the model with black spraypaint. Next choose an appropriate colour and wipe away most of the paint on the brush onto a tissue. Then lightly brush over the entire strip of models. The remaining colour will adhere to the raised detail leaving the darker colour in the recesses, providing shading. The more you drybrush over the model, the lighter the model will be.

SPEED PAINTING



Graham Davey

I'm currently painting up reinforcements for my own Warmaster Empire army. For me, the most important aspect of painting the army is speed, the faster the better – it is the overall look of the army that matters, not the individual models. So far the entire army has been painted using just five colours and a Chaos Black undercoat. As for highlighting and shading, there is none! Note that unlike the 'Eavy Metal painters, I stick the models onto the base before painting – if I can't get my brush in to paint the back rank then it probably won't be all that visible anyway!

GRAHAM'S TOP PAINTING TIP

Graham's tip for this month makes painting large amounts of Warmaster miniatures much quicker. When painting regiments, paint the front rank to whatever standard you're prepared to spend the time on. As the models behind the front rank are mostly obscured from view you can skip on things like faces and clothing, just paint the bits that show. Doing this saves lots of time and will go unnoticed when you look at the army as a whole.

1 All the stands in a unit are first superglued to their bases. Extra superglue is applied around the edges of each stand and the base is then dipped in sand to texture it. Once the base is dry the stand is undercoated with Chaos Black. The entire stand is then drybrushed with Codex Grey. I then paint the bases Goblin Green (fairly roughly to leave some of the texture showing).

2 The next stage is detailing. First I choose a single colour (in this case Enchanted Blue) and paint the plumes plus one or two other bits on each trooper. I then paint all the armoured areas and weapons with Chainmail.

3 The final stage involves painting the skin on the face and hands with Elf Flesh, but I only bother with this stage for the front rank of the front stand of the unit. If the stand has a champion or standard you might want to add a few extra details or a symbol on the standard, but personally I'd rather get on with the next unit and get them onto the field of battle!

1 DRYBRUSHING



2 DETAILING



3 FINISHING



PAINTING



Stephan Hess
*Warhammer
Champion '98*

Before starting to paint, it is a good idea to try out a few colour schemes on test models first. I often paint up two or three bases to test different paint schemes I have in mind and choose the best.

There are some things to remember before you start to decide on the paint scheme. Author Douglas Adams shared his wisdom with us when he said that mankind is the only race in the universe to state the obvious all the time. So here it is: Warmaster models are small, they look small in your hands and look even smaller on the table. Besides being obvious, it is also important for your choice of colours,

patterns and highlighting. If you do a black and white check pattern on the trousers of your Wardancers in Warhammer it will look quite nice, but doing the same on a Warmaster model will look blurred and a bit of a mess. It is better to keep the paint scheme simple with areas of uniform colours.

On a Warhammer model, harsh highlights often look quite nice when the army is on the table. If you choose to highlight your Warmaster models, strong highlights confuse the overall look of the miniature, so it might be better to use a single subtle highlight, which you probably won't even see when the model is on the table, but which makes a difference when you give the miniature a closer look. In the same vein, you should avoid painting small details in contrasting colours as this too will be a distraction from the overall figure. At a distance it will look more like a misplaced spot of colour than a pouch or bottle. Also, too much contrast in the different parts of the uniform might result in a noisy look.

The choice of undercoat is rather important as it determines how quickly you can finish the paint job. A sensible choice will save a lot of time later. If you intend to paint your Warmaster miniatures metallic or dark colours then a black undercoat is a good start. If you intend to paint your Warmaster miniatures in bright colours then a white undercoat will make the colours more vibrant. Generally the preferred undercoat is black even if you are painting bright colours as you won't need to shade and this makes the whole process a lot quicker.

The first part of a Warmaster miniature I paint is the armour, using the drybrushing technique. This has two purposes. First it paints the armour and second it reveals all of the detail on the rest of the miniature, making painting easier later on. After armour comes the faces and while you're painting flesh colours you might as well do the arms too. As you apply the colours, you can leave a small amount of the black undercoat showing between the different areas of colour. This creates black lines that separate the flesh, clothes, armour and weapons and which neatens the finished miniature.

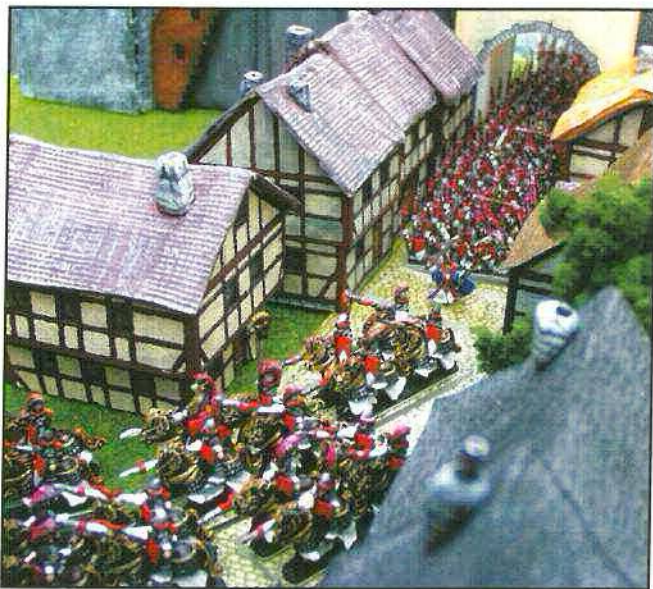
When painting horses it is often a good idea to keep them all the same colour to make them more uniform. First decide on the horse's colour. You can save a lot of time by using a dark coloured breed of horse.

If you have drybrushed metal on a black undercoat try applying a Chestnut wash directly over the metal. The ink over metal will look like a satin brown as if the horse has been sweating. Painting the mane is as simple as it gets. You take a lighter colour and draw the brush over the mane rather like drybrushing. The undercoat and ink will work as the shadows.

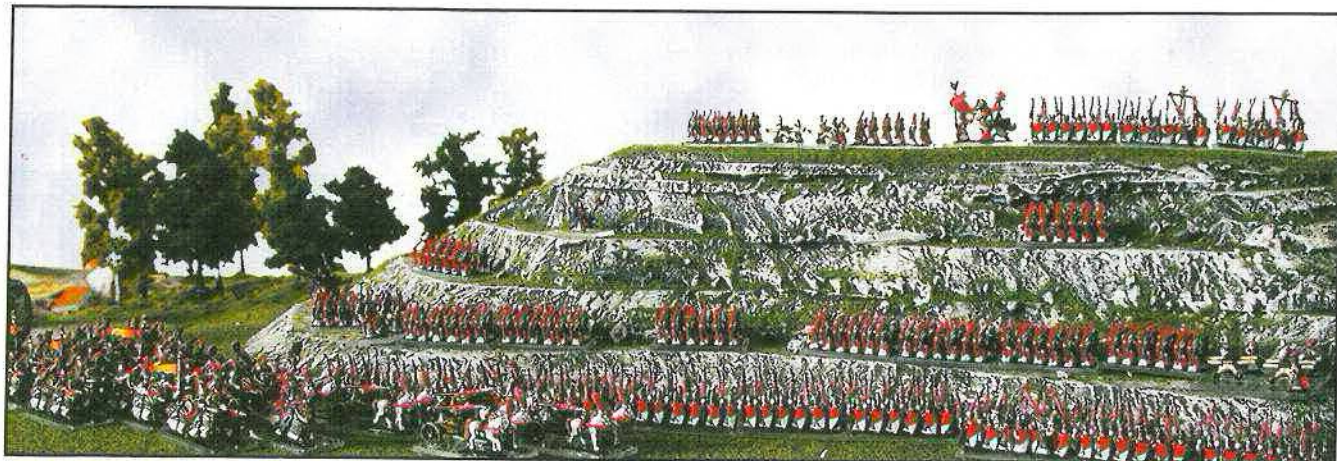
The painting of the accessories is straight forward, but as I said earlier don't use colours that contrast too much as the miniature will become confusing. You can apply highlights at this stage if you wish but this is only if you want to make the paint job that little bit better.

Bases are a very important part of any army. Just like Warhammer you can add static grass, stones and gravel or small scenery if the space permits. My personal favourite type of base are those that have really deep grass. I've also experimented with transparent bases made from perspex, which has the advantage of 'adapting' to any terrain you play on.

The Warmaster miniatures may seem a challenge because of their size, but remember they are quick and easy to paint, and they look great on a gaming table. Have fun!

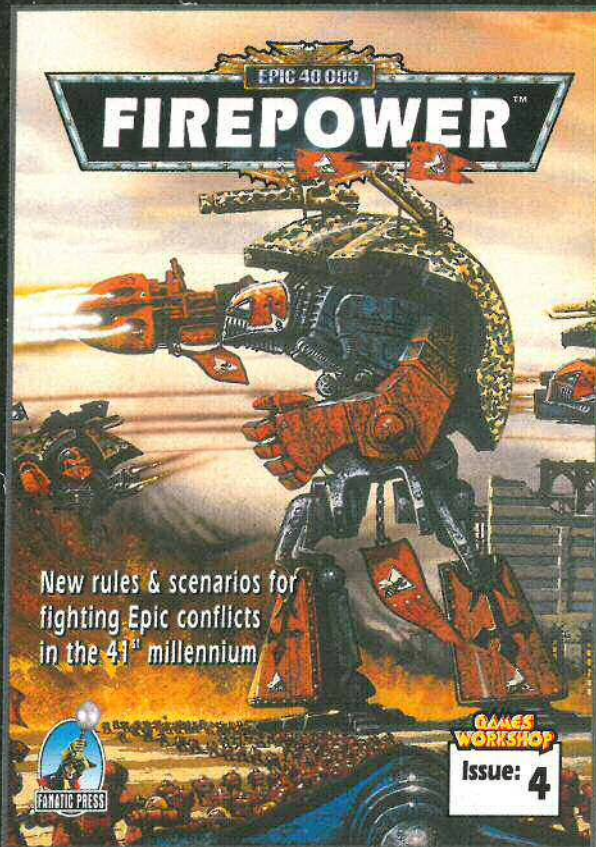


Just a small part of Stephan's Warmaster High Elf army (on his own transparent bases!) marches through his Empire town.



Stephan's High Elf army arrayed for battle.

New this month...



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Written for gamers by gamers, Fanatic Press is proud to present its fourth installment of Firepower. Full of exciting and extensive rules, campaigns, scenarios, articles and lots, lots more, this extensive volume promises to be another essential addition to the arsenal of all Epic commanders everywhere.

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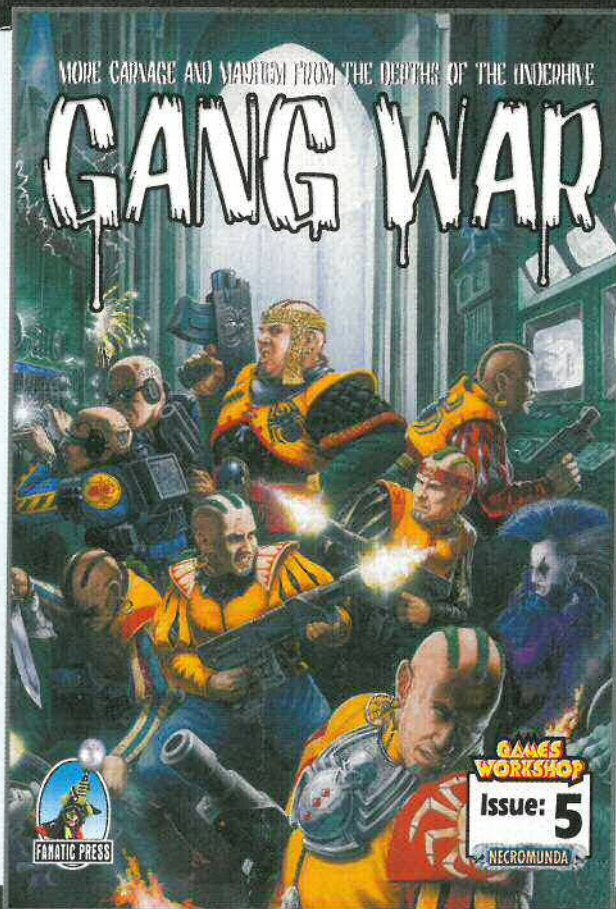
Following the immense success of our Gang War series comes Gang War 5. We were so overwhelmed with the popularity of Gang War 1-4 that we have been busy tormenting the pit slaves to get another great volume of die-hard Necromunda stuff together. Amongst the many articles there are...

- New hired gun – the Ratling Sniper.
- Extensive rules for Settlement Events by Tom Merrigan.
- Modelling workshops for building your own Necromunda terrain.
- 3 new scenarios from Liam Nunn: Escape Route, The Wounded and The Duel.
- Trading Skills – a new set of skills for gangers.
- Michael Anderson's beautifully painted and converted gang – The Buffalo Soldiers.

All this plus more scenarios, campaigns and loads, loads more!

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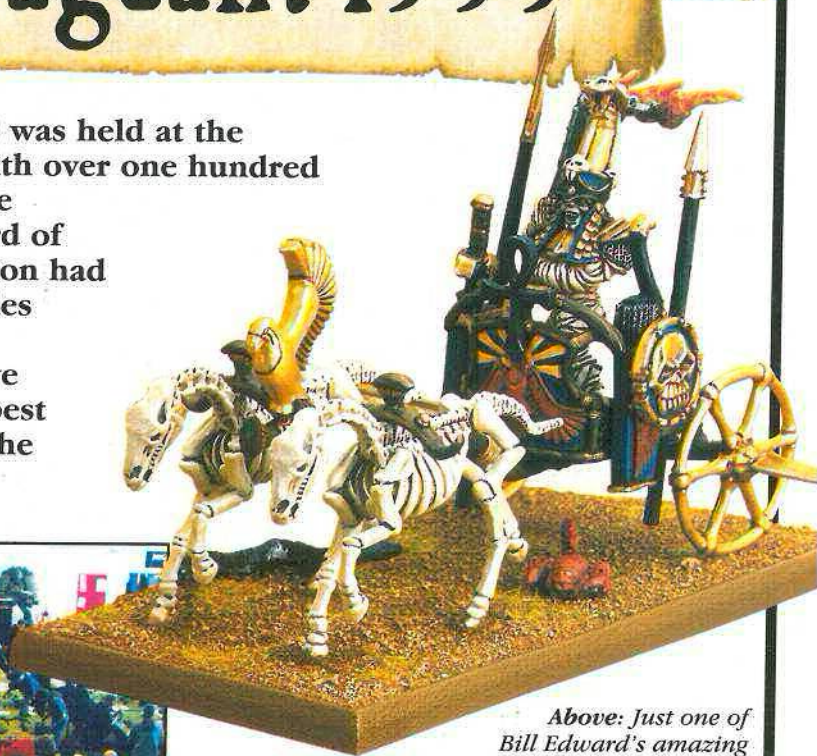
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WARHAMMER

Grand Pageant 1999

The Warhammer Grand Pageant 1999 was held at the Warhammer World exhibition hall, with over one hundred gamers participating in three separate competitions. Once again the standard of painting and gaming in the competition had risen to new heights, with many armies displaying fantastic conversions and paint jobs. Over the next few pages we have collected together some of the best gamers' armies that were present at the tournament.



Above: Just one of Bill Edward's amazing Tomb Kings chariots.



Above: Over a hundred gamers battle it out to see who will be the 1999 champion.

Below and right: The 1999 Grand Pageant winners and their final positions.



Final Results

Grand Tournament:

Grand Champion – Bill Edwards (Tomb Kings)
2nd place – Alberto Ruffini (Bretonnia)
3rd place – Ville SantaJa (Wood Elves)

Warhammer Unlimited Tournament:

1st place – Ben Josling (Lizardmen)
2nd place – Jason Brudenell (High Elves)
3rd place – Keith Fraser (Wood Elves)

Warhammer Open Tournament:

Overall Winner – Steve Thornton (Skaven)
1st round, Tournament – Bryan Lynch (Dogs of War)
2nd round, The Siege – Martin Turner (Dogs of War)
3rd round, Grand Alliance – Kev Holmes (High Elves) & Ben Stradwick (Dark Elves)
4th round, Special Character Challenge – Martin O'Brien (Lord Kroak)
5th round, No Holds Barred – Robin Whelan (Orcs & Goblins)
6th round, Final Challenge – Becky Holmes (Bretonnia)

Best Army – Jonathan Carter (Nurgle Chaos Warriors)

Most Characterful Army – Jeremy Marshall (Orcs & Goblins)

WAAAGH! GRONK

Rob Broom's Orcs & Goblins army



'Da Blue Meanie' Snotling Pump Wagon.



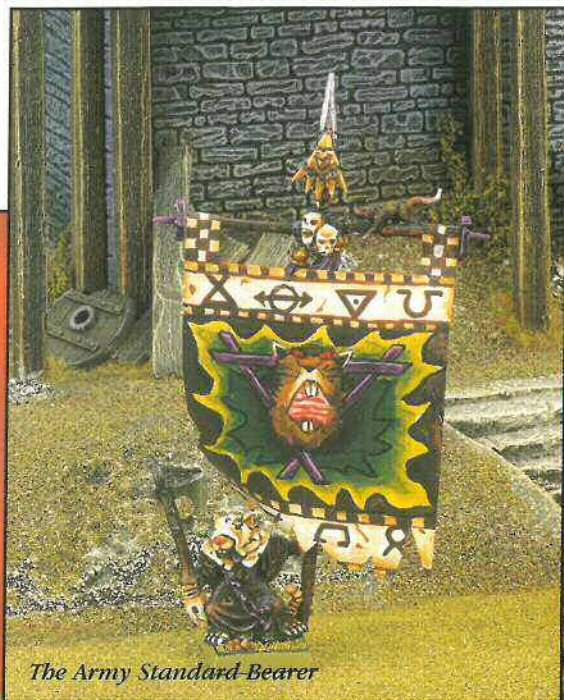
Rob Broom

Rob: To give the army a consistent theme I added lots of Snotlings to all the units and characters. My General in particular has a flail made of Snotlings on chains! I always like to have a story behind my armies which I carry across into the modelling and painting. For example, I have decided that the army comes from the Chaos wastelands north of Naggaroth. Here all of the trees are blue because of the warping effects of Chaos. To carry this theme into the army I have painted all the wooden bits blue. My favourite unit in the army is the Forest Goblins armed with spears. To give the unit some character, I placed some of the Goblins on the shoulders of others – this gives the impression that the unit is much larger and more threatening than it really is (*yes, Rob, it's time for your medication now – Fat Bloke*).

Warlord Gronk leads
Da Blue Forest Boyz
into battle.



'Waaagh! Gronk' on Rob's specially
made presentation base.



The Army Standard-Bearer



Doomwheeler with added spikes



The complete Skaven army which Sebastian took along to the Grand Pageant.

INSIDIOUS THREAT

Sebastian Manley's Skaven army



Sebastian Manley

Skaven Plague Monks – Sebastian has painted the weapons green to set the unit apart from the rest of the army.



Sebastian: I decided to collect Skaven because their sneaky underhand nature particularly appealed to me (and it's a good excuse for sneaky, underhand tactics). The Doomwheel is my favourite model in the army. I was inspired to add the spikes by the great illustrations in the Skaven Warhammer Armies book. To make them, I chopped up a whole box of cocktail sticks. The unfortunate Elf is the result of these additions. I wanted a colour scheme that would unify the army, but at the same time keep each unit unique. After a bit of experimenting I decided that all the units would have a basic colour scheme of dark brown and bone combined with a different colour for each regiment (such as green for the Plague Monks).

SAVAGE GREENSKINS



Jeremy Marshall



The entire Orcs & Goblins army ready for battle



A unit of Savage Orcs led by a Shaman

Jeremy Marshall's Orcs & Goblins army

Jeremy: I unified the army with the half-white half-blue faces and shields. I got this idea from the film *Brave Heart* and thought the colour scheme was suitable to intimidate my opponents. My favourite models in the army are the Orcs armed with crossbows, I'm particularly proud of the crows nest which I scratch built specially for the unit. I collected Orcs and Goblins for the simple fact that they are fun to play with – Animosity and Waaagh! tests can ruin the best battle plans but if you don't know what you're doing then your opponent certainly won't. I really enjoyed painting them, making them bright and colourful where possible.



The Giant was heavily converted using lots of Green Stuff, the head was originally a Games Workshop keyring!



The Snotling Pump Wagon was one of the first things completed for the army, but each time Jeremy has been to a tournament he has added a bit extra.

STRENGTH OF

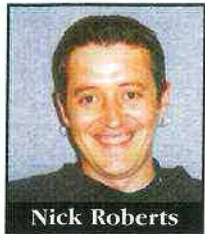
Nick Roberts' Vampire Counts army



The Vampire Count Vorga and the Necromancer Champion Voltan lead the Wight cavalry and Skeleton warriors.



ARMS



Nick Roberts

Nick: At last year's tournament my Empire army got completely slaughtered, so it seemed fitting to use them again – but this time they were all dead. The whole army is based on an Averland army which has been raised, so I have kept to a yellow and black

colour scheme. This was a new army for me and I found it quite hard to use at first. Even though you must protect your General, he is one of the hardest characters in the game, and I found myself charging him into hand-to-hand combat all the time. This worked well, especially when supported by the large unit of Zombies. To make sure he made it into combat I used my Bat Swarms as a screen soaking up missile fire. I used the Banshee and Spirit Host as a distraction to keep my opponent's attention away from the Vampire Count and Wight cavalry.

WARHAMMER ROSTER SHEET

THE BLOOD DRAGON VAMPIRE COUNTS ARMY OF COUNT NICHOLAS VON ROBERTS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
COUNT VORGA Blood Dragon Vampire Count Army General Light armour, sword, Banded Nightmares	6	7	5	7	6	3	8	3	9	4+	Bloodline power: Strength of Steel (may wear armour)	205
VOLTAN Necromancer, Champion Hand weapon	4	3	3	4	4	2	4	1	8	-	Magic Item: Staff of Damnation (one Undead unit may make one extra attack)	179
URITZ Blood Dragon Vampire Thrall Light armour, shield, halberd	6	6	4	6	5	2	7	233	8	5+	Bloodline power: Red Fury (+1 Attack)	100
Wight Lord Light armour, shield Nightmare	4	4	0	4	4	2	4	2	9	4+	1 magic item: Flail of Skulls (+25 bonus 1st round of combat. Each wound inflicts not 1 but 2 wounds)	71
8 Wight Cavalry Light armour, shield, sword, lance Nightmare	4	3	0	3	4	1	3	1	8	4+	Unit includes standard bearer Weapons cause D3 Wounds	261
Wight Lord Heavy armour, halberd	4	3	3	4	3	1	3	2	5	5+	Weapons cause D3 Wounds	41
22 Skeleton Warriors Shield, spears	4	2	2	3	3	1	2	1	5	6+	Unit contains a musician and standard Magic Standard: Banner of Defiance (double Rank bonus)	240
Wight Lord Heavy armour, halberd	4	3	3	4	3	1	3	2	5	5+	Weapons cause D3 Wounds	41
34 Zombies None	4	2	0	3	3	1	1	1	5	-	Unit contains a musician and standard	180
20 Ghoul Claws	4	2	0	3	4	1	3	2	5	-		120
2 Vampire Bats	2	3	0	3	3	2	3	2	5	-		50
1 Banshee	8	3	0	3	4	2	3	2	8	-		100
3 Bat Swarms	8	3	0	3	2	5	1	5	10	-		200
2 Spirit Hosts	4	2	0	3	3	4	1	4	5	-		150

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ENGLISH Roster Sheet 10264
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TOTAL 1995 points



The army of Count Vorga, ready for battle.



CORRUPT AND DISEASED

Jonathan Carter's Nurgle Chaos Warriors army



Jonathan Carter

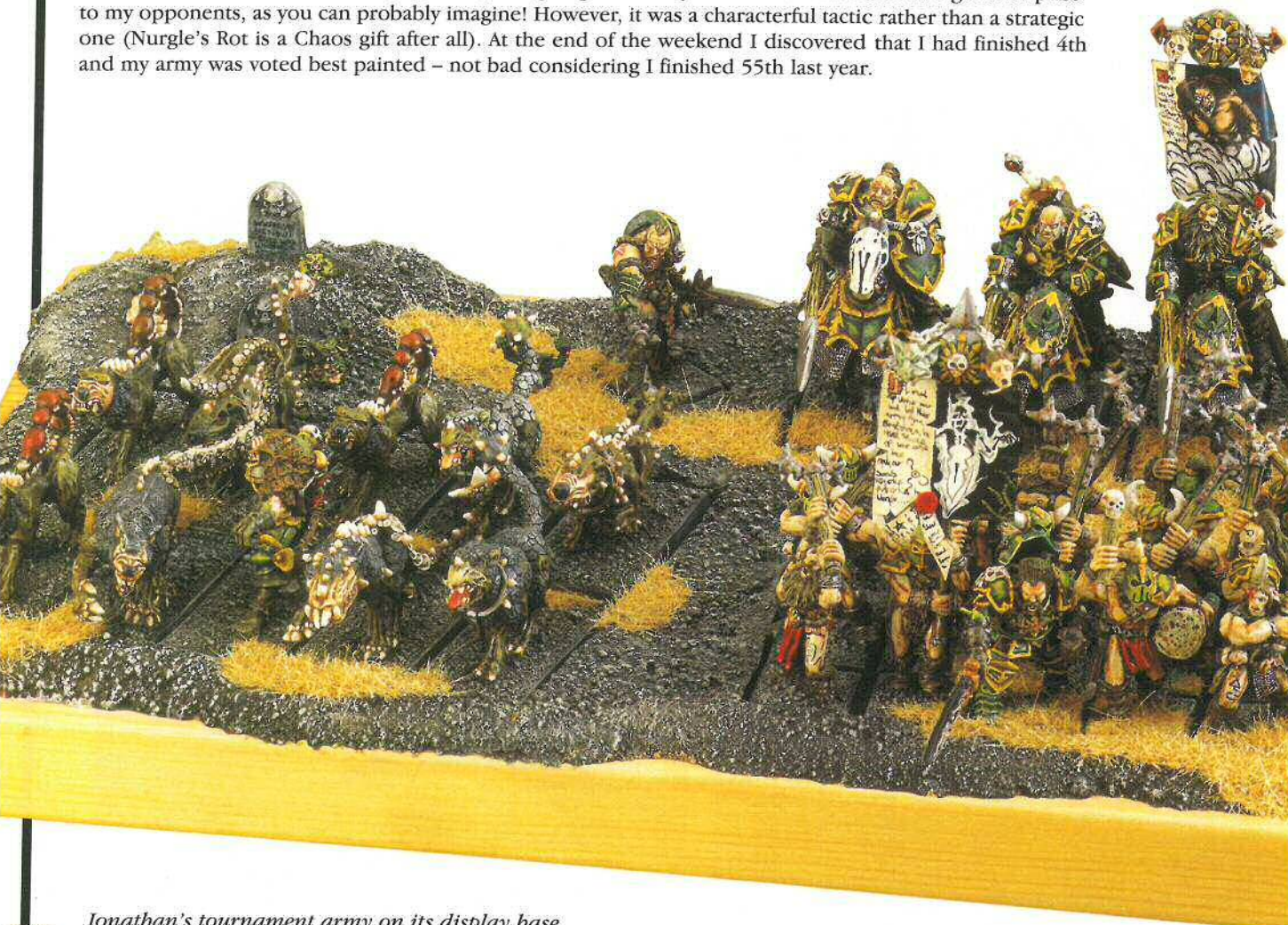
Jonathan: I wanted to make the army look individual, and I find the easiest way to do this is simply to swap all the heads. By the time I had finished converting the army I had done nearly 30 conversions.

After copious layers of green and yellow paint and various shades of colour wash, the army was complete and it was still only February. The army was now ready for its first outing at the Grand Pageant 1999. My games went much better than the previous years, even reaching the dizzy heights of table 1, before slowly retreating to table 17.

The army was never defeated, it just failed to do enough damage to sustain a victory. However, this could be due to the fact that I have a habit of casting Nurgle spells on my own units! This came as a great surprise to my opponents, as you can probably imagine! However, it was a characterful tactic rather than a strategic one (Nurgle's Rot is a Chaos gift after all). At the end of the weekend I discovered that I had finished 4th and my army was voted best painted – not bad considering I finished 55th last year.



Chaos Warriors of Nurgle.

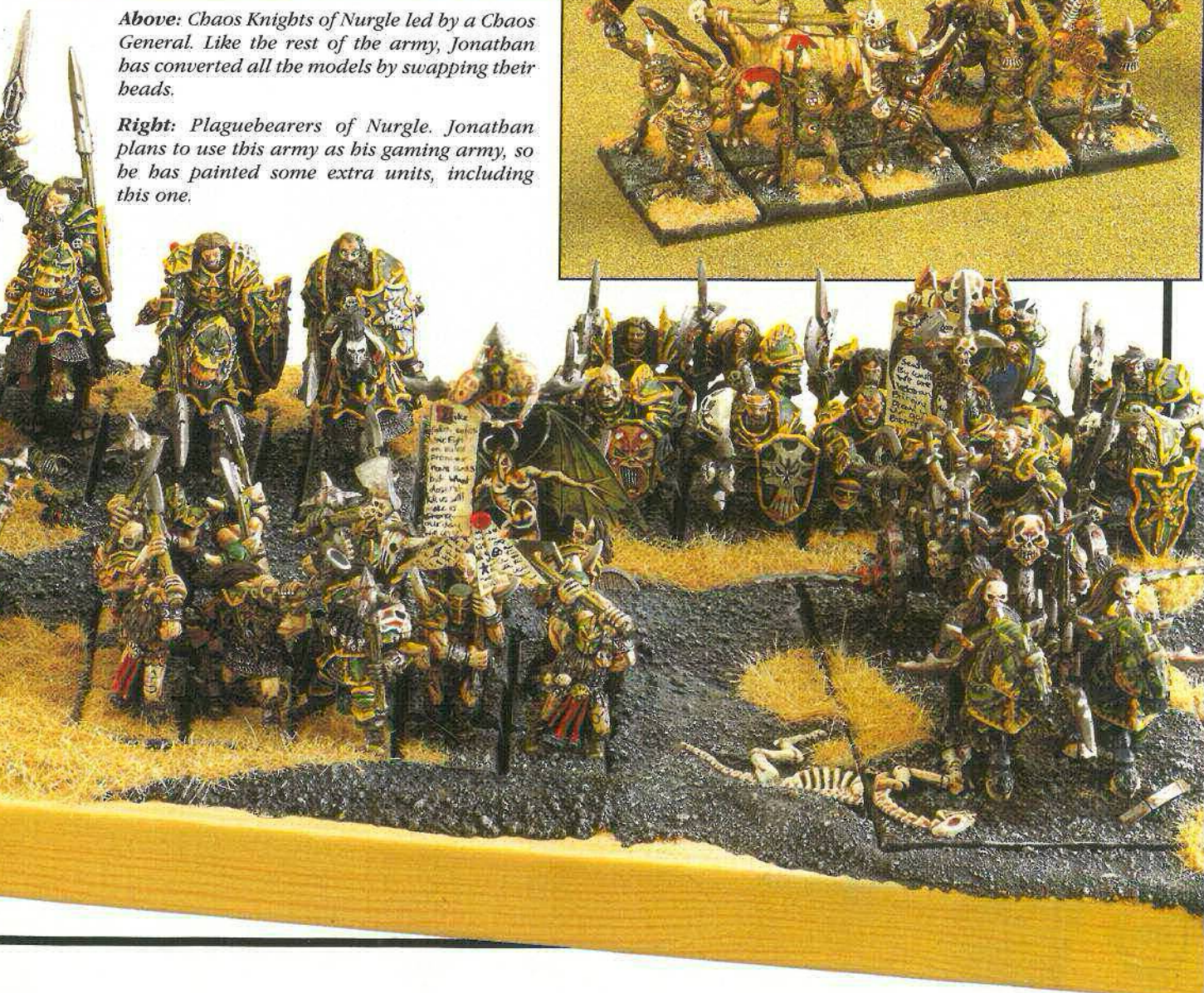


Jonathan's tournament army on its display base.



Above: Chaos Knights of Nurgle led by a Chaos General. Like the rest of the army, Jonathan has converted all the models by swapping their heads.

Right: Plaguebearers of Nurgle. Jonathan plans to use this army as his gaming army, so he has painted some extra units, including this one.



GRAND CHAMPION



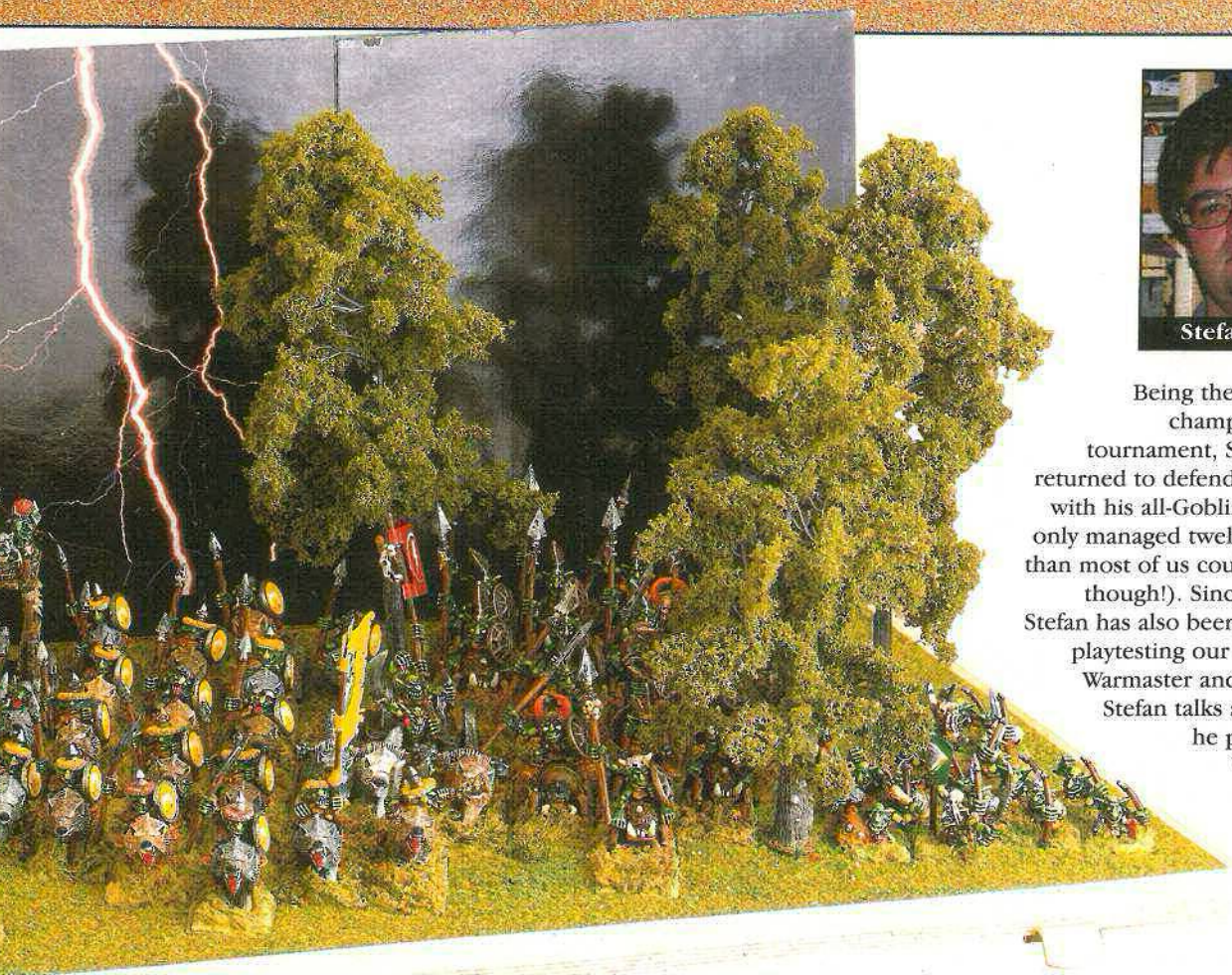
Bill Edwards

Bill travels the world over to take part in Warhammer tournaments. This year he brought this remarkable Tomb Kings of Khemri army and promptly walked off with the top prize! He has an impressive track record and an equally impressive collection of trophies. In 1998 alone he won the Chicago Grand Tournament, the Canadian Tournament and finished second in the Baltimore Grand Tournament. Last year, as well as winning this tournament he also won Best General at the Baltimore Grand Tournament and finished eighth in Seattle. Bill has threatened to enter even more of our tournaments and will be back this year to defend his title, so you have been warned!





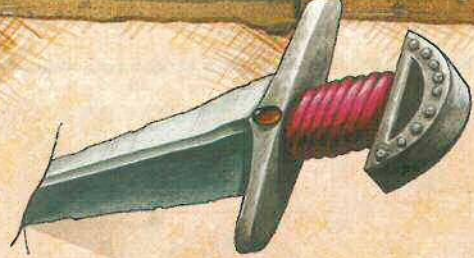
Bill's Undead Tomb Kings army



Stefan Hess

Being the defending champion of this tournament, Stefan Hess returned to defend his crown with his all-Goblin army but only managed twelfth (higher than most of us could manage though!). Since last year, Stefan has also been very busy playtesting our new game Warmaster and this issue Stefan talks about how he painted his Warmaster army.

Stefan's tournament army on its fantastic display base.



For Hire
NICODEMUS

GREATEST WIZARD
in ye
KNOWN WORLD

Expert practitioner in the art of
hedge magic. Defeater of the warband
"The White Wolves" (deceased).

Payment in Wyrddstone

— To find me follow ye riddle —

A Gorgon by the river, a hole in the ground, where
the old man of Mordheim goes around and around.



Nicodemus, the cursed pilgrim

by Alessio Cavatore

Nicodemus was a promising apprentice to the mighty wizard Gantbrandir. During one of his master's many absences, Nicodemus felt an irresistible call from one of the ancient artifacts stored in the wizard's laboratory: an exotic magic lantern. Created when the world was but young, this mighty artifact imprisoned the essence of a powerful Daemon. Many times Nicodemus' master had warned him not to touch the dangerous lantern, but the voice in the young wizard's mind was more convincing than even his mentor's: "Free me!" it was saying "and I will grant you your heart's desire – anything you want will be yours! Mine is the power to make it so! Free me..." Nicodemus knew something of dealing with these denizens from the Realm of Chaos and immediately asked: "Do you swear it on the name of the Power you serve?" After a moment of silence, the voice answered: "I swear it in the name of my Master!" So the ambitious but naïve young wizard was hooked and proceeded to break the runic seals of the lantern.

"Free at last!" boomed the voice of the Daemon as it emerged from its prison in a billowing, many-bued cloud. The smoke then seemed to coalesce into the vague shape of a huge humanoid creature, with a bird-like head atop a long thin neck and vast wings seemingly made of iridescent light. The Daemon looked down on the human, and Nicodemus,



controlling his fear, shouted: "The wish! You must grant me the wish as you swore it!" The mighty Chaos being smiled enigmatically and asked: "What is your wish then, manling?"

Fighting hard against all the instincts telling him to flee as far as he could from this unearthly abomination, Nicodemus revealed his wish: "I want to become the greatest wizard known to Mankind!"

A few long heartbeats later the fiery gaze of the Daemon left the wizard: "Granted!" whispered the Daemon and with one last evil chuckle disappeared back to the netherworld from whence it came.

Nicodemus did not perceive any immediate change and wondered how long it would take for the wish to come true. Only one thing was clear, he could not stay there anymore, because his master would certainly not

be pleased by his actions. So Nicodemus picked up his things and fled, beginning his wanderings across the Old World.

Only a few weeks after that fateful day did Nicodemus realise the Daemon's trickery. His body was growing abnormally quickly – he was now an inch taller than the previous week and his body was getting proportionally bigger. The greatest wizard! The cunning Daemon had taken his wish too literally! Nicodemus had been taught to be extremely careful with the wording of anything related to wish-magic, but the sheer terror generated by the Daemon had overcome his training... Now he was doomed to live with his mistake.

From that day on, the life of Nicodemus has been an uninterrupted quest, a desperate search for a way to negate the curse of unstoppable growth. The

only remedy he has stumbled upon is a powerful potion concocted by a wise hermit he met in the World's Edge Mountains. The potion's ability to delay the effects of the Daemon's powers has become a lifeline for the sizeable wizard. Unfortunately for Nicodemus he requires regular infusions of wyrdstone for the potion to take effect. Thus Nicodemus has been drawn to the greatest concentration of this wondrous mineral – Mordheim, City of the Damned.

Nicodemus's skills have greatly developed during his time in the dark streets of Mordheim and he is now something of a legend among the many warbands vying for supremacy in the city. Who knows where he will appear next and who will be join in his never ending search for the precious magic stones...

	M	WS	BS	S	T	W	I	A	Ld
Nicodemus	4	3	3	4	4	2	3	1	8

Hire Fee: See Special Rules.

May be Hired: Any warband except Skaven, Undead and the Possessed may hire Nicodemus. Remember that he must be looked for, like all other special characters.

Rating: Nicodemus increases the warband's rating by +85 points.

Weapons/Armour: Nicodemus carries an

enormous Wizard's Staff (see Special Rules).

Skills

Nicodemus has the following skills: *Sorcery* and *Fearsome*.

Spells

Nicodemus knows all six Lesser Magic spells.

Special Rules

Cursed. Nicodemus is not interested in money, he

desperately needs fragments of wyrdstone to delay his abnormal growth. When he joins the warband and after each battle he fights, including the first, you must pay him with a wyrdstone shard. If you don't have a shard or if you don't want to give it to Nicodemus and prefer to sell it, the cursed pilgrim will leave the warband, never to return.

Wizard's Staff. Nicodemus can use his staff in close combat in two different ways: he can use the staff

with both hands, in which case the staff counts as a club, but also allows Nicodemus to parry as if he was armed with a buckler; alternatively Nicodemus can use the staff in his left hand as a normal club while he's wielding the *Sword of Rezhebel* (see Lesser Magic spells) in his right hand.

Note: the *Sword of Rezhebel* is a spell and not a normal sword, therefore it **cannot** be used to parry.

WARHAMMER

The fate of your race
is in your hands...



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.

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



WARHAMMER BOXED GAME £50

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Duke Leto's Lament

A Warhammer battle report by Paul Sawyer, Dave Taylor and Justin Keyes.

Paul Sawyer recently guested at the Australian Games Day and Golden Demon '99. It seemed like a great opportunity for the first Australian Warhammer battle report (and to make Paul do some work for a change...). Dave Taylor (editor of the Oz White Dwarf) had just finished a new Empire army and he bravely challenged Paul's 'Tale of Four Gamers' Beastman army to what would be a bloody game of Warhammer...

Justin: When Dave told me that Paul Sawyer was interested in fighting a battle report while he was in Sydney I thought to myself "Wow, my first battle report and my Dark Angels will be going up against Paul's White Scars!" It was not until a couple of days later that Dave went on to explain three important factors. They were a) Dave would be playing against Paul, b) the game was Warhammer, not Warhammer 40,000, and c) I would be faithfully recording the event rather than playing!

As Paul was going to be touring some of our Sydney stores we decided to run the battle report in our Chatswood store. The store manager, Mike Ingham (*a fellow Englishman!* – *Fat Bloke*) and his team made sure that the store was packed full of gamers, all ready to cheer the Fat Bloke on. Dave's supporters had apparently all come down with the flu...

Dave had just finished his Marienburg army. He's long been fascinated by that city and so he was keen to get them into battle. The boss has been working on a few ideas for themed Empire armies, but I'll let him chat about that later. Paul had brought his famous Beastmen along for the fight. It was great to see the army featured in the 'Tale of Four Gamers' series up close and personal.

For the battle itself I chose some of the terrain that Andrew Long and the lads from our Melbourne store had built for Games Day 1999. Some of the photos shown here were shot after the game so we could get the best images of the armies possible.





Beastlord Paul Sawyer

Children of Chaos

Paul: So, a punishing twenty four hour flight later and there I was in Australia as a guest at Games Day and Golden Demon Oz-style. It's long been an ambition of mine to visit Oz and although I didn't get a chance to swim at the Great Barrier Reef (no doubt to inevitable cries of "Thar she blows!", etc...), it was a very memorable trip which I hope to be able to repeat before too long.

The visit included taking on all-comers at Warhammer 40,000 in each of the local stores, talking to loads of eager gamers at Games Day and, of course, this battle report which would pit my Beastmen against Dave's heavily converted Marienburg Empire army. Being a big girl's blouse, I was still feeling a little tired from the flight and hoped that in my inaugural Oz battle report my Beastmen wouldn't also be feeling the effects of jetlag...

Right that's the pleasantries out of the way – now down to business!

My Beastman army is always based around a solid core of units. This core force is added to depending on which army I am facing. The core force consists of a large unit of Gors, Ungor Skirmishers and chariots.

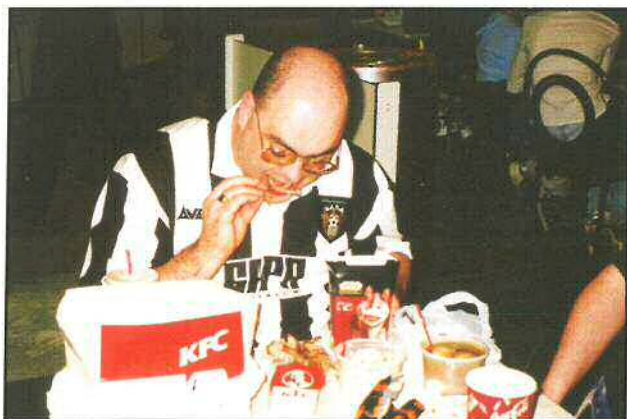
Gors are the stereotypical Beastmen and so there is no way any self-respecting Beastlord would start anywhere else when raising a warband. These chaps are blessed with 2 Wounds and Toughness 4 so I'm always confident that they'll make it to the enemy line (and if they soak up lots of misplaced missile fire then so much the better!). To give them an even better chance of avoiding injury, I gave them shields from around the herdstone.

With the Beastmen's complete lack of missile weapons or war machines it generally comes down to a headlong charge across the battlefield in an attempt to close with the enemy. To help shield my more vulnerable units, I take a small unit of Ungor Skirmishers. Minotaurs may not seem vulnerable but they attract a LOT of missile fire and

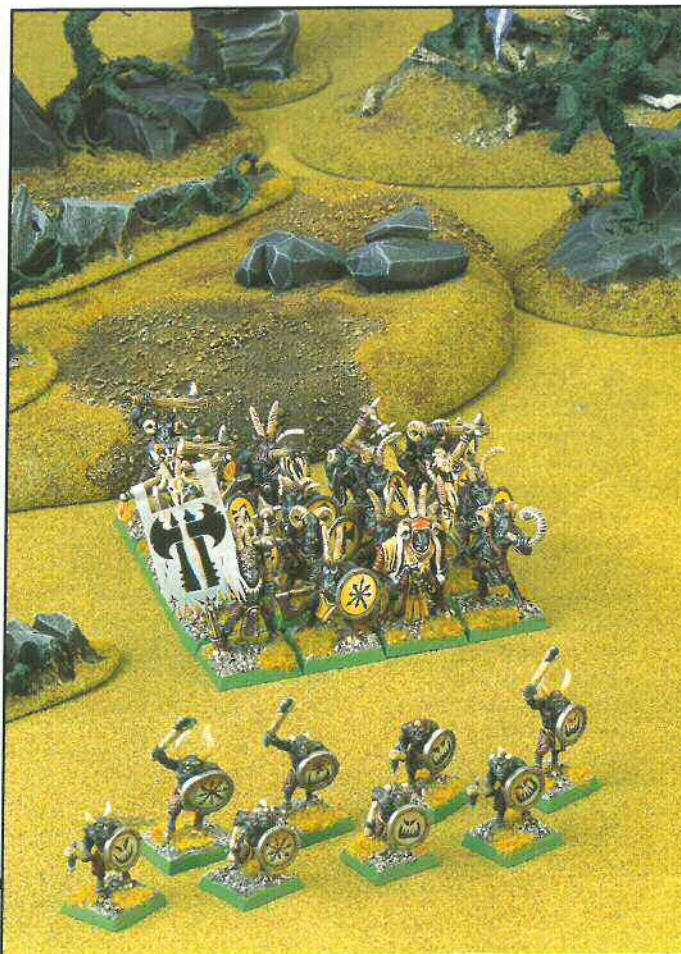
at 42 points a piece I'd rather shield them with a skirmish screen of much cheaper Ungors.

Not only are the Beastmen bereft of ranged weapons, but they also suffer from lack of cavalry and similar fast moving troops. Except, that is, for chariots. Luvverly, luvverly chariots – I love 'em! Pulled by the resilient Tuskhors and carrying either tough Gors, Beastlords or even a Beastmen Shaman, they not only stand a greater chance of avoiding serious injury as they charge but also make a real mess when they crash into the enemy! In this battle I'd be taking two of the regular chariots (with scythes of course!) and the crew would don light armour and wield double-handed weapons. Not content with two chariots I also added a further scythed chariot again with the crew protected by light armour but this time their cargo was a Beastlord sheathed in *Chaos Armour* and wielding an *Ogre Blade* for even more punch. In this battle I planned to avoid using them as a single unit as (if you remember from the 'Tale of Four Gamers' battle report) I've had some nasty experiences with the spell 'Net' and wanted to ensure that at least one of these deadly war machines reached Dave's battleline.

So, that's the core of my army sorted out. One army I hate to face is the Empire and lo and behold – Empire I ended up facing! With their great flexibility in choice of troops, the Empire always keeps the opposition guessing as to what they'll face. I wasn't too worried about missile fire as my troops have high Toughness and multiple Wounds, but war machines could cause some real damage to my warbands. My lack of manoeuvrability could also be exploited by faster moving cavalry and so I was in for a tense time trying to second guess Dave's army selection. Normally I don't worry too much about the opposition, instead tending to go for my own plan and let the opposing General worry about me, but the thought of Helblaster volley guns, great cannons and massed



Paul's pre-battle ritual involves eating his own body weight in food. Not something his opponent (or indeed anyone!) would want to witness...



regiments of Knights played on my mind and I needed to take precautions to avoid being blown away...

The elites of the Beastmen army are undoubtedly the Bestigors and so a large unit of these armoured, halberd-wielding creatures would be more than a match for anything the Empire could muster. I'd even back them against a charging unit of knights and, just to make sure they stood their ground, their Standard Bearer was presented with the *Rapturous Standard*. Add to this a Beastman Champion adorned with heavy armour and also wielding a halberd and this was one monstrous unit I'd be looking forward to seeing in action!

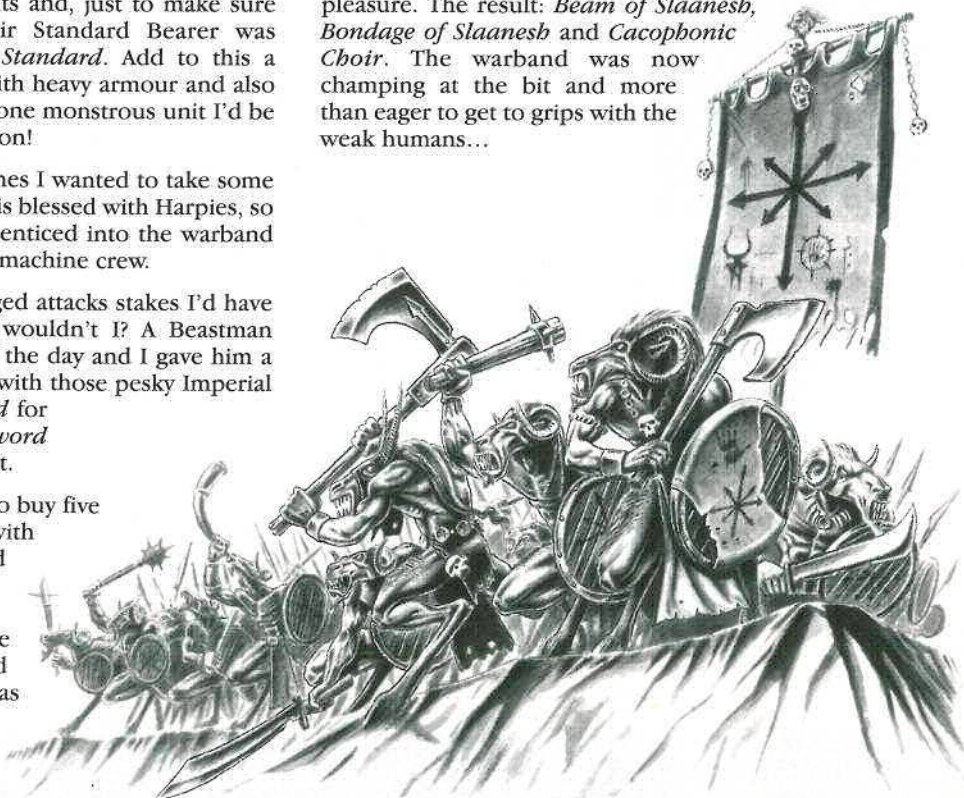
With my worry about war machines I wanted to take some flying beasties and luckily Chaos is blessed with Harpies, so six of these foul creatures were enticed into the warband with the aim of taking out a war machine crew.

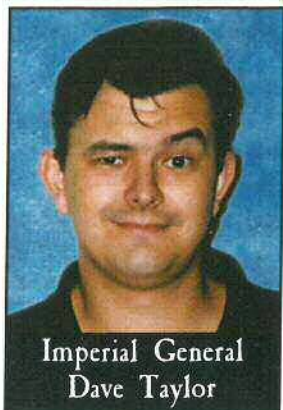
If I couldn't compete in the ranged attacks stakes I'd have to dominate the Magic phase, wouldn't I? A Beastman Master Shaman was the order of the day and I gave him a *Dispel Magic Scroll* to help deal with those pesky Imperial wizards, the *Crown of Command* for obvious reasons and the *Relic Sword* to enhance his chances in combat.

That left me just enough points to buy five monstrous Minotaurs equipped with an extra hand weapon and wearing light armour. They were led by a Minotaur Champion protected by the *Armour of Endurance*. This would be one scary unit to face and was sure to soak up lots of missile fire. This wouldn't necessarily be a good thing as Minotaurs

aren't something I can afford to lose too many of, so I was careful how to use them.

And that was it – all that I had left to do was pick my spells. As I'd taken the Slaanesh artefact, the *Rapturous Standard* I felt compelled to take my spells from the deck of pleasure. The result: *Beam of Slaanesh*, *Bondage of Slaanesh* and *Cacophonous Choir*. The warband was now champing at the bit and more than eager to get to grips with the weak humans...





Imperial General
Dave Taylor

Not your regular Empire army!

Dave: Earlier this year a colleague and I were talking about different themed and historical armies, mainly concentrating of course on the Empire. The key areas we discussed were Marienburg, Middenheim, Nuln and Ostland, and we set about coming

up with some army restrictions that would give a bit more character to the armies from these areas. By simply adding our own restrictions to an existing army list we found we could make an army even more characterful and still have a perfectly 'legal' army.

I have always been interested in the city of Marienburg, a wealthy and powerful city state that seceded from the Empire many years ago. Its wealth comes almost exclusively from trade, both legal and illicit. There is no hereditary ruler. Rather, Marienburg is governed by a council of wealthy families, and it is this organisation that has its fingers in many pies (just like Fat Bloke!) across the Old World.

Geographically, Marienburg is situated on a series of islands at the mouth of the River Reik, the lifeblood of the Empire. The walled city is surrounded by a series of vast marshes known as the Wastelands. To the north lies the dangerous Sea of Claws, the route by which many traders enter the bustling metropolis. To the south lies the Reik and onwards to Altdorf, the heart of the Empire.

Marienburg is isolated but ideally placed as a centre of commerce (and black marketeering). It is said that in Marienburg, any goods or services you could conceive of are for sale – at a price!

Backed with this information (and a few early test pieces of the Mordheim Human Henchmen) I set about building an army that was rich with the character of Marienburg. First, my restrictions:

- As the coastal ground surrounding Marienburg is not suitable for heavy cavalry, the army may not include any cavalry (except for mounted characters) with an armour save better than 4+.
- As there is no standing army in Marienburg, and its relationship with the cities of Altdorf and Nuln is strained, the artillery usually abundant in Empire armies is restricted to one war machine per 2,000 points (or part thereof).
- As the bulk of a merchant's army is raised directly from his regular workforce, there can never be a unit of infantry with an armour save better than 4+ in a Marienburg army.



Although these restrictions initially seem to put a Marienburg army at a disadvantage, I've tried to balance this with the idea that the merchant raising the army may spend up to 50% of his points on Regiments of Renown. An obvious and quick source of troops for the wealthy trader is Dogs of War mercenaries.

Given my less than impressive record with the Dogs of War I did hear more than a few dissenting voices, but I really, really enjoy building, painting and gaming with strongly themed armies, so I wasn't about to listen to them!

Armed with these restrictions, I set about building and converting the mighty army of the self-styled Merchant Duke, Leto Valkenburg, a wealthy trader in rare spices from Cathay and Nippon. I agree with Nigel Stillman in my approach to army building. I usually build an army to around two or three thousand points containing the troops I really want to paint and will enjoy gaming with. Once the army is built, I vary it very little regardless of the enemy I am facing, so I try to be quite flexible, tactically, in the army I select.

When facing high Toughness troops (Dwarfs, Orcs and those pesky Beastmen), Crossbowmen, Halberdiers and Pistoliers with their Strength 4 would be essential. Of course these would also serve me well against enemies with a lower Toughness.

I really like the new plastic archer arms on the Mordheim Henchmen so I had to include these. For the same reason, I had to include Lumpin Croop's Fighting Cocks, a dangerous (and endlessly amusing) bunch in any situation.



I included Gustavo's Dockers (my converted Pikeman unit) because I'm dead keen on the pike rules and, once again, I enjoyed the conversion work. I use the rules for the Alcatani Fellowship to represent them.

My Swordsmen are there primarily to make up the numbers, but their Weapon Skill of 4 means they can pack a bit of a punch – usually.

For my single war machine, I chose a Mortar over a Great Cannon or Helblaster volley gun as the Mortar template should be able to affect more enemy models than the former, and the character of the army did not suit the latter. At Strength 7, the Mortar is still capable of killing Toughness 5 models on a roll of 2+, and that makes it more than OK in my book.

I also made sure that I had some points for a Battle Standard Bearer, with a bit of magical protection to keep him alive. Leadership and discipline (or the lack of it) is the biggest problem faced by the Empire army in my opinion. It is always very important to give yourself the best chance, and a Battle Standard re-roll for any units broken within 12" is well worth the basic 80 points that this chap will set you back.

My final choice was the inclusion of my Hero, the Witch Hunter, Gunther Mordheim. I had just finished the conversion and was very keen to show it off. I was hoping that Gunther Mordheim would be instrumental in the battle against Paul, perhaps because a lone hero on a horse is often overlooked in the heat of battle.

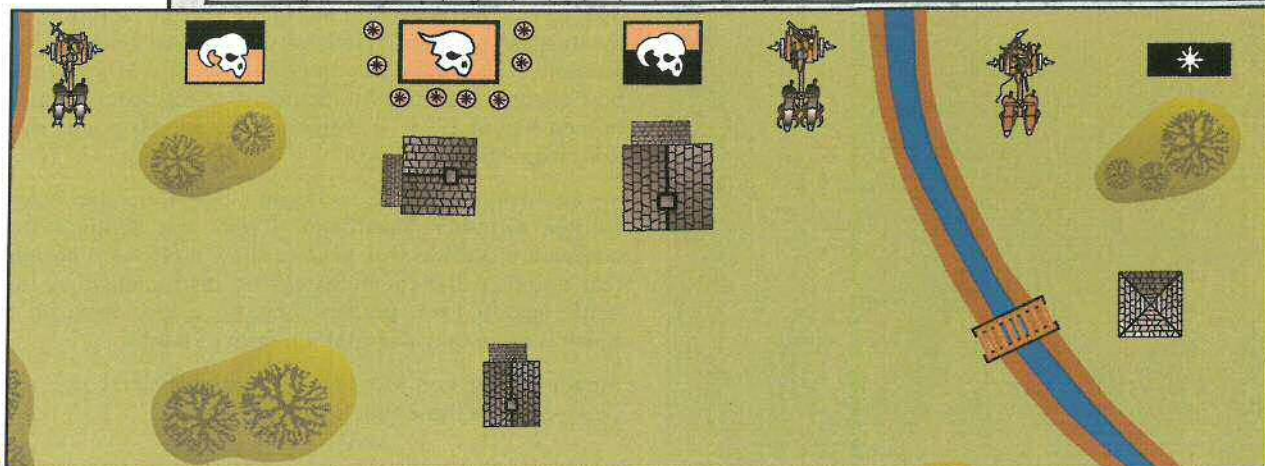
Anyway, let's get on with the real reason we're all here, the destruction of those foul beasts of Chaos!



WARHAMMER ROSTER SHEET













GRAZHAK'S BESTIAL HORDE

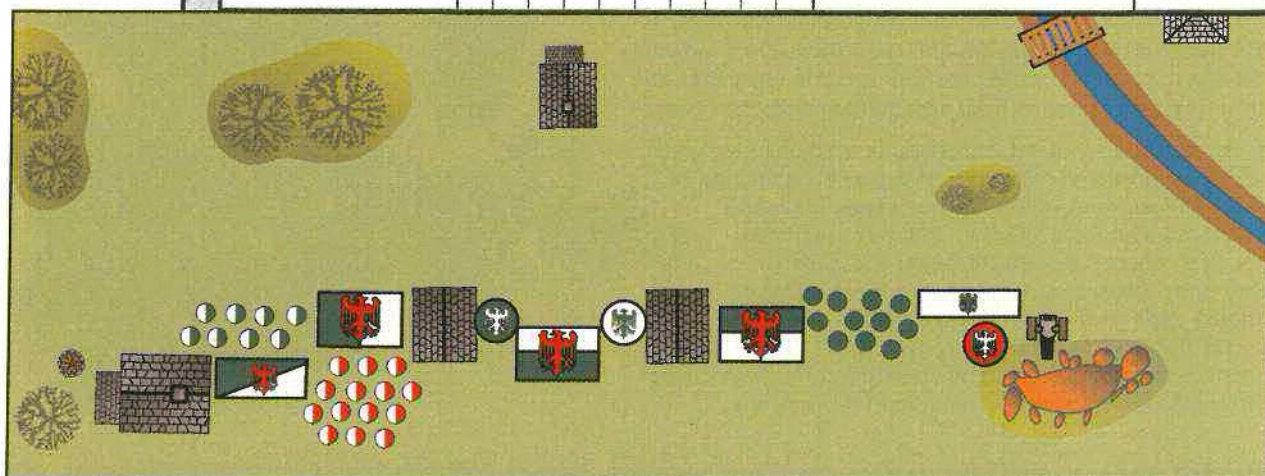
Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
BEASTLORD												
GRAZHAK LASHBLADE	4	7	6	4	5	4	6	4	9	4+	<i>Chaos Armour</i>	360
Gor	4	4	3	3	4	2	3	1	7	-	<i>Ogre Blade</i>	
Tuskgor	7	3	0	4	4	2	2	1	3	4+	<i>Scythed wheels</i>	
Chariot	-	-	-	7	7	3	1	-	-	-		
Light armour												
GRAZHAK'S GRUNTAS												
2 Beastman Chariots												
Gor	4	4	3	3	4	2	3	1	7	-	<i>Scythed wheels</i>	232
Tuskgor	7	3	0	4	4	2	2	1	3	4+		
Chariot	-	-	-	7	7	3	1	-	-	-		
Light armour,												
Double handed weapons												
Children of Slaanesh												
BEASTMAN CHAMPION	4	5	4	4	4	2	4	2	7	5+	<i>Rapturous Standard</i>	421
16 BESTIGORS	4	5	3	4	4	2	3	1	7	5+		
Heavy armour, halberd												
Master Shaman												
STENCHOFFUR	4	4	3	4	5	4	5	2	7	-	<i>Dispel Magic Scroll</i>	315
											<i>Relic Sword</i>	
											<i>Crown of Command</i>	
Stenchoffur's Pack												
16 GORS	4	4	3	3	3	1	3	1	7	5+	<i>Standard, Infighting</i>	187
Shield, hand weapon												
Children of Chaos												
MINOTAUR CHAMPION	6	5	4	5	4	3	4	3	9	6+	<i>Armour of Endurance</i>	348
5 MINOTAURS	6	4	3	4	4	3	3	2	9	6+		
Light armour,												
extra hand weapon												
8 UNGOR SKIRMISHERS	4	3	2	3	4	1	3	1	6	6+	<i>Skirmish</i>	40
Shield, hand weapon												
6 HARPIES	4	4	0	4	4	2	2	1	6	-	<i>Fly</i>	90
TOTAL												1,993

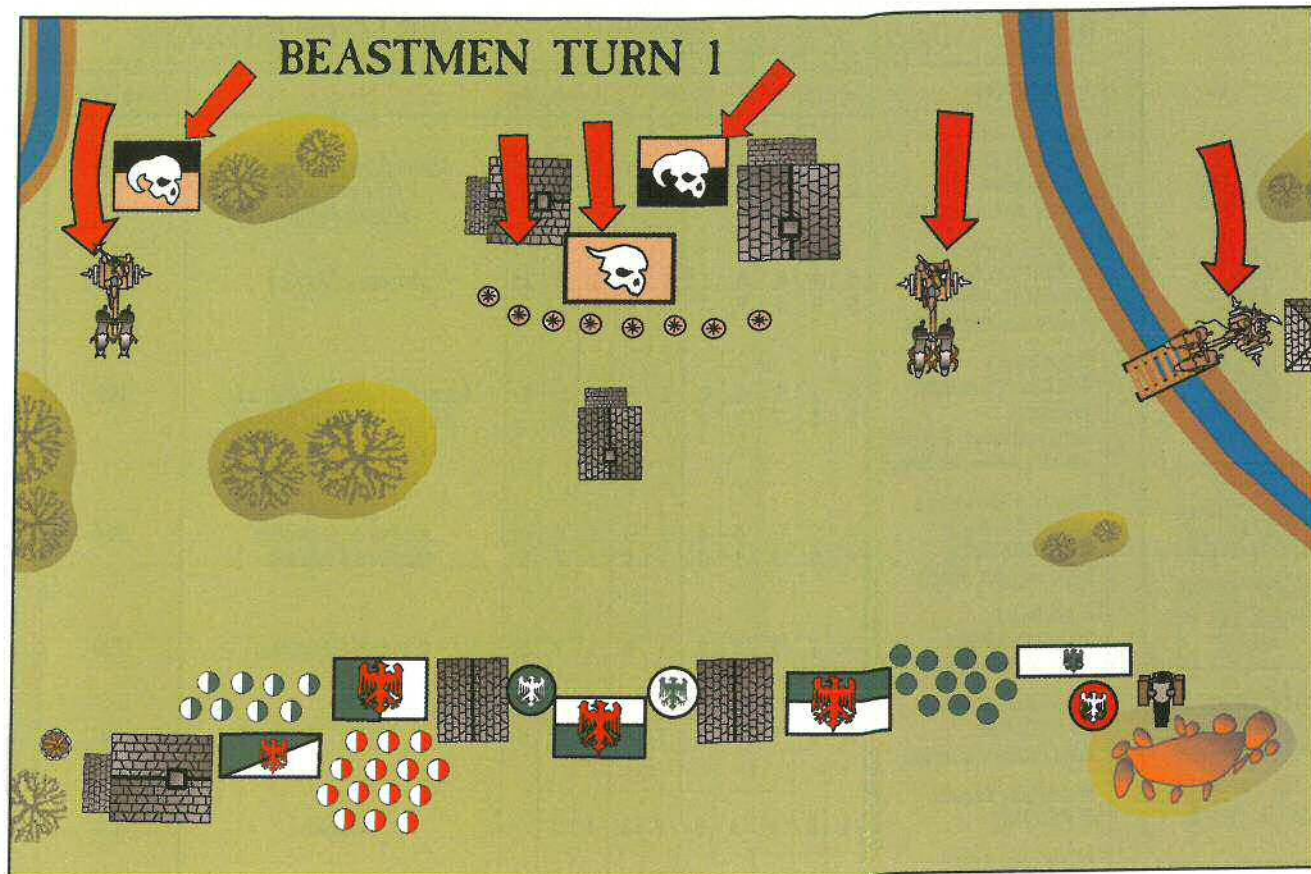


WARHAMMER ROSTER SHEET

DUKE LETO'S DEFENDERS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
 Merchant Duke LETO VALKENBURG Barded Warhorse Heavy armour, shield	4	6	6	4	4	3	6	4	9	2+	Golden Crown of Atrazar Dragon Blade Healing Potion	258
 Battle Standard SANDER VALKENBURG Barded Warhorse Heavy armour, shield	4	4	4	4	3	1	4	2	7	2+	Armour of Fortune	108
 Witch Hunter GUNTHER MORDHEIM Warhorse Heavy armour, 2 pistols, cavalry sabre (as lance)	4	5	5	4	4	2	5	3	8	4+	Amulet of Faith (Black Amulet) Aldred's Casket of Sorcery	152
 Swords of Marienburg BRAM BOUMAN 19 SWORDSMEN Light armour, shield	4	5	5	4	4	2	5	3	8	4+	Armour of Protection Standard & Musician	304
 Leto's Guard 20 HALBERDIERS Light armour, shield	4	3	3	3	3	1	3	1	7	5+	Standard & Musician	220
 Marienburg Gunners 5 PISTOLIERS light armour, 2 pistols	8	3	3	3	3	1	3	1	7	5+		110
 Marienburg Bowmen 8 ARCHERS	4	3	3	3	3	1	3	1	7	-	Skirmish	64
 Marienburg Bolts 8 CROSSBOWMEN	4	3	3	3	3	1	3	1	7	-		64
 The Big Gun EMPIRE MORTAR Crewmen	-	-	-	-	7	3	-	-	-	-		100
 Gustavo's Dockers GUSTAVO 19 PIKEMEN Light armour, pike	4	3	3	3	3	2	3	2	8	6+	Standard & Musician	225
 Marksmen of Miragliano MAXIMILIAN 13 MARKSMEN Light armour, crossbow	4	5	5	4	4	2	5	3	8	6+	Standard & Musician Skirmish	235
 The Fighting Cocks LUMPIN CROOP Ned Hamfist 9 HALFLINGS Light armour, shield, bow	4	3	5	3	3	2	6	3	9	5+	Standard & Musician	159
TOTAL												1,999





Before the battle, Paul rolled 2D6 for his Chaos Gift cards. He drew six cards in all: Boon of a God was useless for his Beastlord as it had no Mark of Chaos, Wrath of Khorne was also useless as Dave had no Wizards. The Winds of Chaos card meant that one card was added to all Winds of Magic rolls, and Paul played Nurgle's Rot on Gustavo's Dockers. Paul also drew two Mutations and played them both on the Gor unit, the results: Brightly Coloured Skin (no effect on the game) and Mace Tail (the musician had an extra S5 attack). The Dark Lords also gifted Paul with the first turn!

BEASTMEN TURN 1

With inhuman braying and animal howls, the Beastman warband began moving into position to crush the defiant Marienburgers. With a bellow that shook the very trees, the Beastlord thundered forward on the back of his chariot. The remaining chariots also moved forward, eager to close with the enemy. The Minotaurs marched forward behind a line of Ungor Skirmishers. At the same time, the flock of Harpies spread their wings and launched themselves into the air. Seeing the pitiful Humans arrayed in battle formation, the units of Gors and Bestigors both marched to engage the enemy.

With the battle just joined, the Beastman Shaman surveyed the battlefield. With no combat yet to distract his attentions, he brayed to Slaanesh to power his foul magic. The dark god was smiling upon his horned follower, it seemed, as magical energy flowed through the Shaman's mighty body. Launching forth an insidious beam of Slaanesh's power at the self-styled Merchant Duke, Leto Valkenburg, the energies dissipated at the last moment as the fickle Chaos god abandoned the Shaman and the strength of the attack was scattered on the winds.



EMPIRE TURN 1

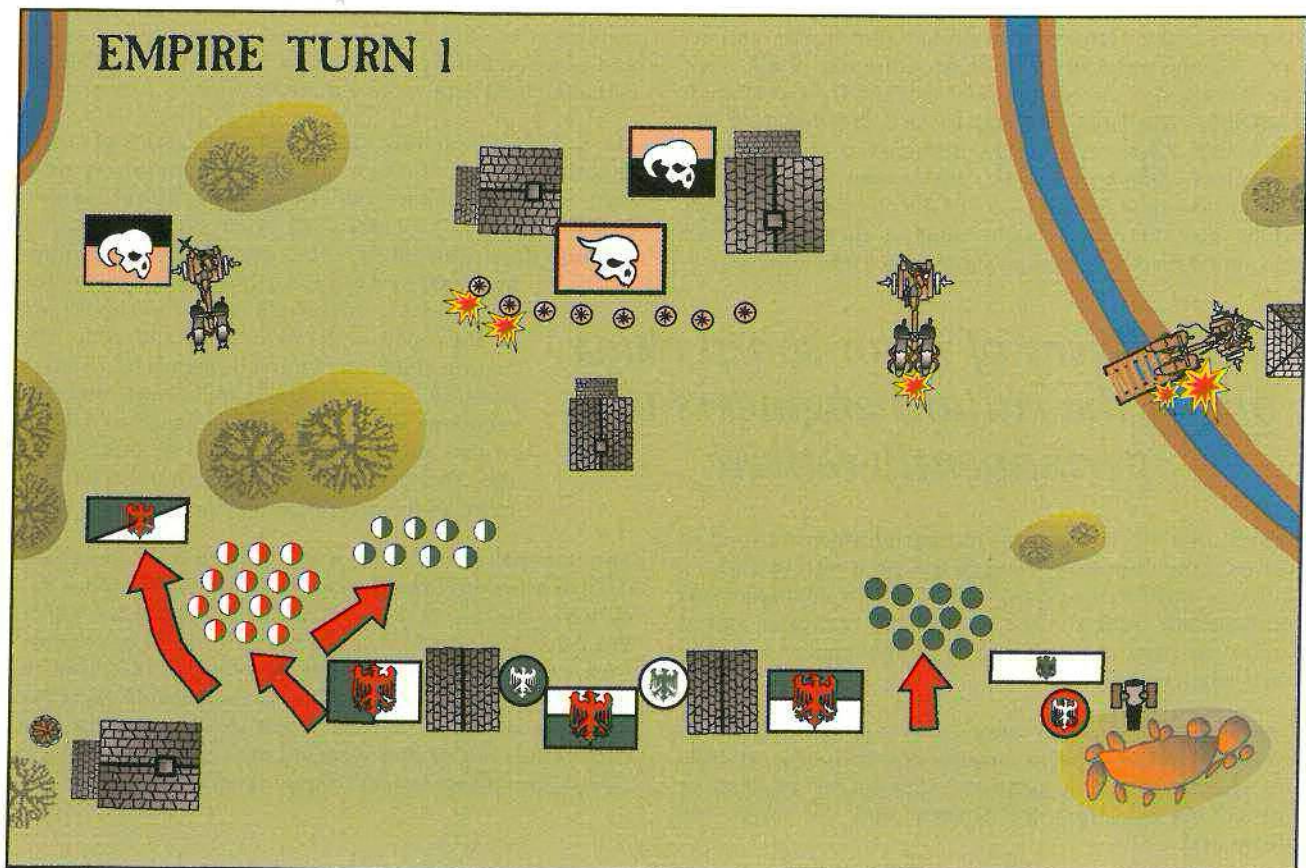
Although under orders to hold, the Duke's line surged forward as Dave sought to use his numerical superiority. The Pistoliers sighted the large unit of Gors directly ahead of them and put their spurs to their horses. Both the Marksmen of Miragliano and the Duke's Archers formed into skirmish lines and sought better fields of fire. The Halberdier regiment moved into position to support the Crossbowmen from Marienburg. The famous Lumpin Croop guided his Fighting Cocks forward, obviously keen to get to grips with the foul beasts.

With a black powder explosion, the Mortar lobbed a shell high into the air in the direction of the Beastlord's chariot. The crew had guessed perfectly and the shell landed right on target, badly damaging the chariot and slaying one of the Tuskgor steeds. From within the great billows of smoke, the Beastlord roared his defiance and urged his chariot forward, albeit with less impetus now. The renowned Lumpin Croop also ordered his Halfling archers to fire at the damaged chariot. Despite the Fighting Cocks' accuracy, the Beastmen's resilience served them well, with only a flesh wound suffered by the Gor charioteer despite all the feathery shafts that hit their target!

The chariots speeding towards the Empire lines with reckless abandon were occupying the attentions of the Imperial troops and the Crossbowmen were forced to fire upon the other chariot coming their way. They managed to damage the chariot and wound the Gor charioteer and one of the monstrous Tuskgor steeds, but still the chariot sped across the field of battle at them. The skirmishing Archers peppered their Ungor counterparts with arrowfire dispatching two of their number.



EMPIRE TURN 1



BEASTMEN TURN 2

The map shows a tactical layout for the 'BEASTMEN TURN 2' phase. Key elements include:

- Red Arrows:** Indicate movement paths for Beastmen units.
- Units and Icons:**
 - Skull icon (top left).
 - Red eagle icon (bottom left).
 - White eagle icon (bottom center).
 - White star icon (bottom right).
 - Red crab icon (bottom right).
- Terrain and Obstacles:** Represented by various shapes like trees, rocks, and buildings.
- Small Circular Icons:** Represent different types of units or terrain.

Swooping down from their vantage point high above the battlefield, the Harpies surrounded the Mortar and its crew. Having recklessly outdistanced the rest of his army, the Beastlord continued more slowly toward the Human battleline. The Gors wheeled to face the threat of the oncoming Pistoliers and the Bestigors continued their relentless march towards the enemy. The Ungor Skirmishers now moved to cover the advancing Bestigors whilst the Minotaurs caught sight of their enemy and continued marching in their haste to get into combat.

Bravely, the Mortar crew stood their ground and tried to drive off the disgusting flying beasts. So it was, that with a flurry of razor-sharp claws, one of valiant engineers was permanently retired. The remaining crewmen stayed locked in combat with the foul beasts, eager to avenge their fallen comrade.

With a cry of defiance, the Pistoliers, sons of powerful merchants in Marienburg, charged impetuously into the unit of Gors directly before them. The rest of the Human battleline held firm, willing their kinsmen to victory.

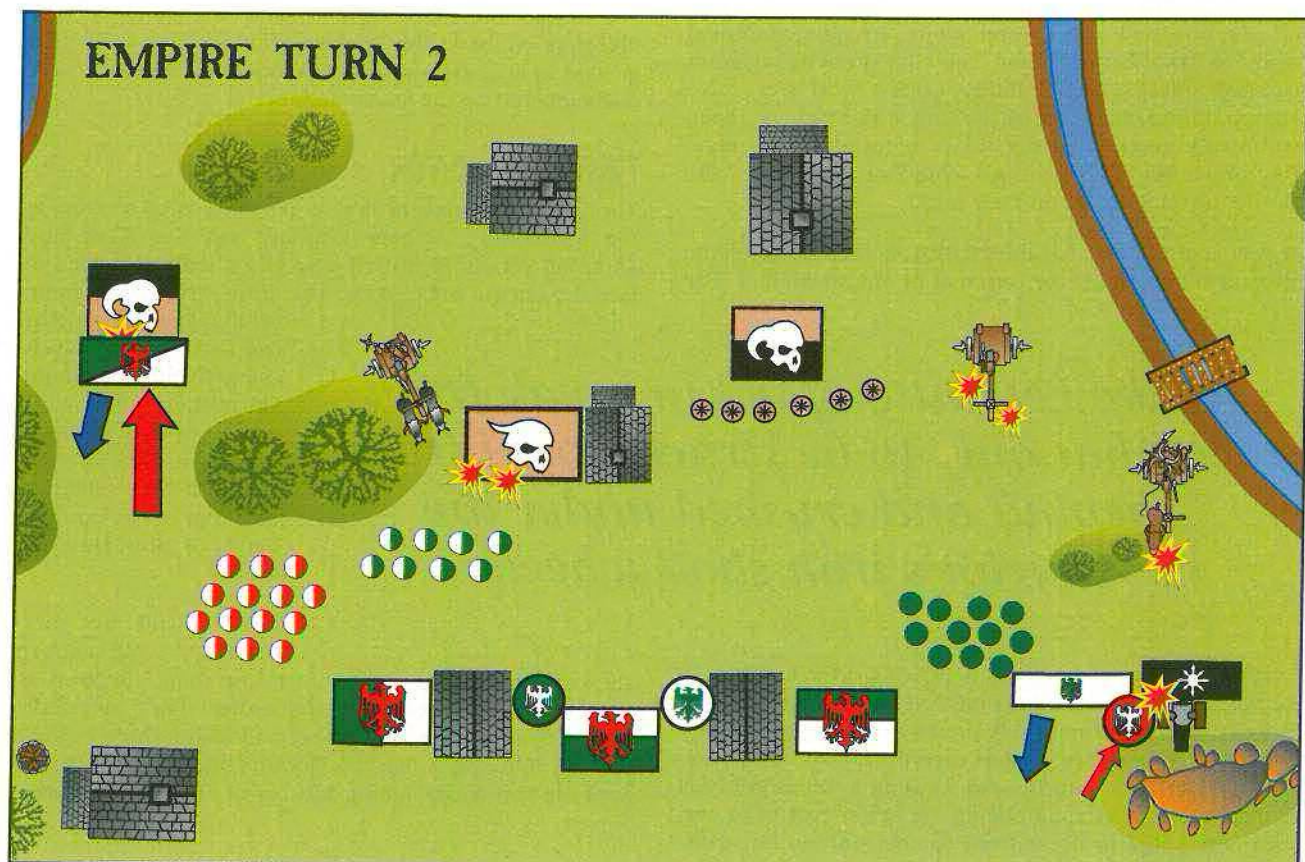
The Crossbowmen took careful aim at the chariot bearing down on them; a Tuskgor and the Gor charioteer were slain as the bolts tore into their tough hides. Lumpin Croop redirected his Fighting Cocks to fire at the chariot bearing down on them. The ever-accurate Halflings managed to slay the last Tuskgor and one of the Gors, leaving the remaining Gor to survive out in the open and on foot. By this time, the Archers had manoeuvred themselves into a position to fire on the bellowing Minotaur regiment and surprisingly managed to fell one of the huge creatures. Not to be outdone by this, the Marksman of Miragliano also left two more of the great beasts dying on the ground.

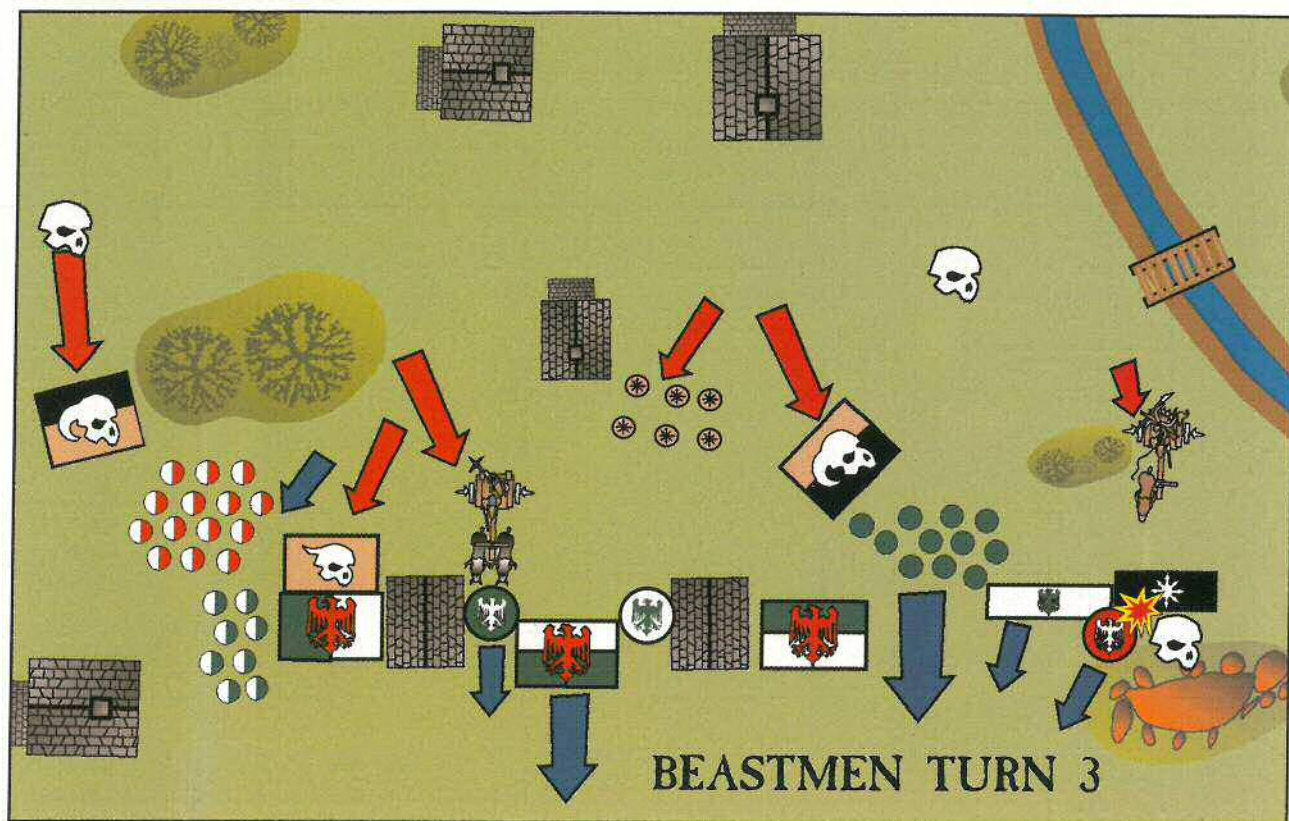
The Imperial troops did not fare as well in hand-to-hand combat however. After the smoke from their weapons had cleared, only two of the Gors had been slain by the valiant Pistoliers. The attacks from the Gor Hornblower (with his Chaos Gift enhanced strength) tore two of the Pistoliers lifeless from their saddles. With the sudden death of two of their comrades, their nerve was shaken. The Pistoliers tried to flee but as they wheeled their horses around, the Gor swarmed forward and wiped them out.

Leto's Pistoliers, enraged at the sight of the bestial invaders defiling their homeland, charge the Gors.

With a prayer to Sigmar, the Witch Hunter Gunther van der Meer charged his horse into the Harpies, killing three of them. But it was too little too late for the Mortar crew, who fell to the sharp talons of the foul scavengers. At the

sight of the engineers being torn to shreds the Crossbowmen panicked and withdrew to a safer position to regain their composure and await the oncoming horde.





BEASTMEN TURN 3

The true Children of Chaos, the mighty Minotaurs, charged the Archers, thirsty for revenge. The sight of these huge creatures panicked the Humans who withdrew behind the Pikemen, Gustavo's Dockers. The Beastlord's chariot, now pulled by one remaining Tuskgor, continued to move towards the enemy. The elite Bestigor regiment charged towards the Fighting Cocks, who were also charged at the same time by the Ungor Skirmishers. Faced with two units of vile, hairy beasts intent on killing them, the brave Halflings had no choice but to flee, the Bestigors' rank breath on their necks.

It was at this time that the chariot in the centre of the Beastman line and Duke Leto met in mortal combat. The

down from behind and crushed under the chariot's iron-shod wheels. With Leto's death, clouds of despair seemed to settle across the Empire army with the Swordsmen immediately retreating off the field of battle. Even the taciturn Witch Hunter suffered a momentary lapse of faith and broke off from combat with the Harpies. The Pikemen, whilst visibly shaken, continued to hold their ground against the Minotaurs as four of the Dockers were dismembered by the fearsome foe.

EMPIRE TURN 3

Thoughts of despair turned to resolutions of revenge as the Marienburg Archers, Gunther van der Meer, and Lumpin Croop's Fighting Cocks all rallied and turned to face the enemy once more. The army's Standard Bearer, Sander Valkenburg (the late Duke's son) bravely charged into the Ungor Skirmishers. Following the example of the army Standard Bearer, the Halberdiers charged into the now exposed flank of the Bestigor unit.

Duke Leto attempted to break from combat only to be struck down from behind and crushed under the chariot's iron shod wheels.


scythed blades on the chariots' wheels drew first blood, but, fortunately for the Imperial commander, only caused a flesh wound. Despite this injury, Leto fought valiantly but his mighty sword strokes carved only air as the Gor charioteer struck with his axe, causing another grievous injury to Leto. Discretion being the better part of valour, Leto attempted to break from combat only to be struck

Driven wild by grief, Sander Valkenburg showed the Ungors no mercy, riding them all down as they broke and fled. The Halberdiers fared decidedly worse, being all but ineffective, and losing three of their number in trying. Gustavo's Dockers bravely continued to fight the Minotaurs, killing another of the huge creatures.

A man with dark hair, wearing a blue polo shirt with a red collar and 'STAFF' written on the sleeve, is working in a store. He is surrounded by shelves filled with comic books. He is looking down at a comic book he is holding.



The Beastman chariot charges into Duke Leto Valkenburg, the Empire General.



Beset on all sides, the mercenary Pikemen prepare to sell their lives dearly against the ferocious Minotaurs.

BEASTMEN TURN 4

The Harpies swept towards the Witch Hunter, hoping their superior numbers could overwhelm the lone horseman. Meanwhile, the Gor regiment was now in position to charge the Marksmen of Miragliano.

power of the Dark Lord still coursing through the Shaman, the Marksmen were suddenly caught amidst a *Cacophonic Choir*. Four of the mercenaries fell, clutching their bleeding ears.

The remaining Minotaurs broke from combat and ran, the mercenary Pikemen following close behind...

In the desperate battle, the Gors only managed to strike down one of the mercenaries. The Dockers were able to inflict another wound on one of the Minotaurs, causing the hulking beasts to feel the icy needles of fear. The remaining Minotaurs broke from combat and fled, the mercenary Pikemen following close behind. The Halberdiers were not so lucky and were on the receiving end of some serious damage. As a result, they broke from combat and fled, pursued by the armoured Bestigors. The Witch Hunter quickly mouthed a prayer to Sigmar as the Harpies swept in, a prayer that was answered as his sword blows destroyed the remaining carrion beasts!

Despite the lack of success from its previous magical forays, the Beastman Shaman called upon the Winds of Magic yet again. Slaanesh, seeing much suffering caused by his children on the battlefield, allowed the Shaman strength to cast *Beam of Slaanesh*, which hit home on Maximillian Damaark, captain of the Marksmen. With the

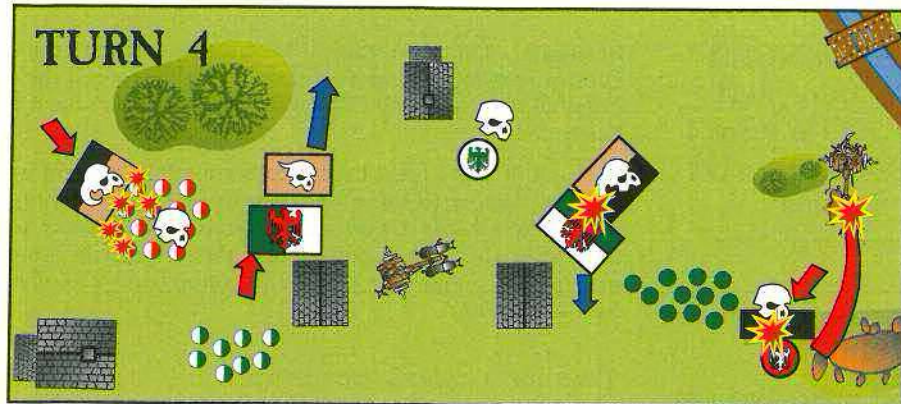
EMPIRE TURN 4

Believing himself to be the blessed of Sigmar, Witch Hunter Van der Meer charged directly into the Beastlord and his chariot. Gustavo's Dockers continued their pursuit of the Minotaurs, who outdistanced the hardy mercenaries.

The fleeing Halberdiers gathered their wits and reformed their unit, preparing to sell their lives dearly for their homeland.

Seeing very few targets before them, Lumpin Croop demonstrated the Fighting Cocks' true marksmanship as he nocked arrow to bowstring, drew fletchings to cheek and put the shaft right between the eyes of the Gor charioteer on foot.

Gunther's wild charge helped him drive his cavalry sabre into the remaining Tuskgor, killing it. The Beastlord, enraged at the temerity of the upstart Human, delivered several punishing blows. Although wounded by one of these blows the magical protection afforded by the Witch Hunter's jet black amulet turned the other three back, driving the Beastlord to his knees. With Sigmar apparently guiding his hand, the Witch Hunter was also blessed with the amulet not having its power drained.



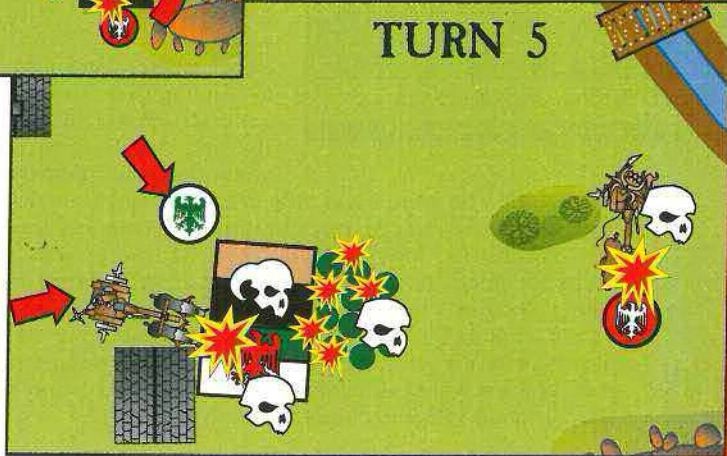
On the other flank though, Maximillian, suffering the debilitating effects of the *Beam of Slaanesh*, was beaten in combat with the Gors. This in turn demoralised the remaining Marksmen and they were no match for the battle-hungry Gors, dying to a man defending the body of their fallen leader.

BEASTMEN TURN 5

The Minotaurs, having retreated across half the battlefield, finally rallied and prepared to face the oncoming Pikemen. The chariot that had run down Duke Leto, seeing the side of the Halberdier regiment, charged forward in a flurry of flying earth. The Bestigors also charged the Duke's soldiers.

No man was ever meant to be struck by a massive wooden structure pulled by two enraged mutant Boars, which decimated the remaining Halberdiers.

The Beastlord, crippled by the Witch Hunter's protective magic, decided to press his luck and laid into Gunther. Two blows struck, but only one wounded (*Paul waited with baited breath to see how Dave would roll. A roll of 1-3 would mean the Witch Hunter would die, 4-6 would mean the death of Paul's Beastlord. Looking Paul right in the eye, Dave rolled for his amulet save - a 6!*). Gunther van der Meer had avoided the fatal wound and directed it



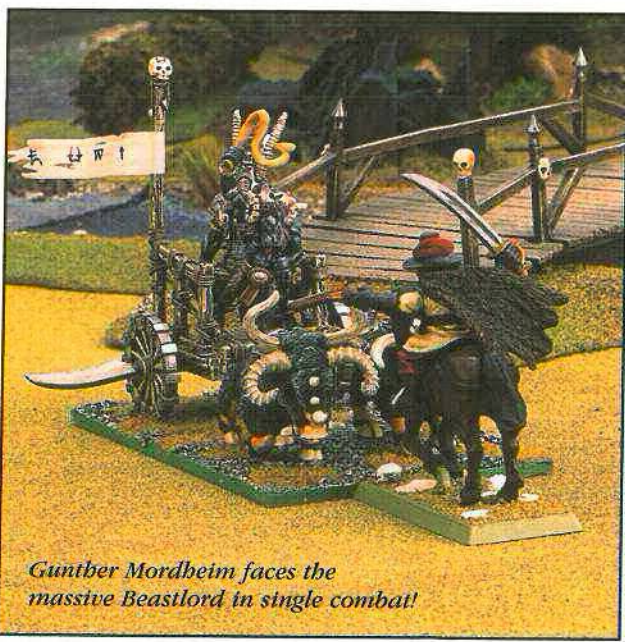
back onto the foul Beastlord! This didn't seem to affect the rest of the blood-hungry Chaos warband as they all stubbornly stood their ground.

With Slaanesh's favour coursing through its veins, the Beastman Shaman surveyed the battlefield. Seeing the Minotaurs about to be charged by the Pikemen, the Shaman held the mercenaries in place by enveloping them with threads of Chaos energy.

EMPIRE TURN 5

The Battle Standard Bearer, still infused with bloodlust and with revenge in mind, charged the Bestigor unit and challenged the Bestigor Champion. In an act of uncharacteristic bravery, Lumpin Croop and the Fighting Cocks also charged into the elite Beastmen (no doubt whilst attempting a fighting withdrawal!). The combat was short on both counts. Sander Valkenburg's lance passed through the Champion's heart, dropping the great Beastman before he could retaliate, and the Halflings, though fighting bravely, were all destroyed with Lumpin being the last to succumb to the might of the Beastmen.

As night fell both armies withdrew to lick their wounds...



Gunther Mordheim faces the massive Beastlord in single combat!

VICTORY POINTS

(using the VP100 system)

Beastmen: 1,750 pts
Marienburgers: 706 pts



A victorious Beastlord Sawyer!

**RAAARRRRGH!!!
Kill! Maim! Rend!
Pillage! The devoted
of Slaanesh sacrifice
these foolish
Humans and their
charges to the
decadent God of
Pleasure!**

Paul: Ahem. That went a lot better than I expected, especially after the first couple of turns when it seemed that the

day wouldn't be mine. I was more than a bit surprised that Dave had elected to take just the Mortar and that his army was ostensibly foot troops, even if there was a preponderance of missile troops in it. As it turned out, my higher Toughness and multiple Wounds played a large part in winning the day for Slaanesh. In the end, I was very pleased with my army and every unit played an important part. I hate it when something you've spent ages painting and allocated valuable points to doesn't perform...

The core of my force fared very well indeed. The Gors dealt impressively with the threat of the Pistoliers which was a blessing as fast cavalry can run rings around an unmanoeuvrable force like the Beastmen. They then went on to dispatch the bedraggled Marksmen of Miragliano.

The Bestigors' reputation preceded them and, with the help of the Ungor Skirmishers, panicked the bite-sized Halflings and their cowardly leader. They then went on to chew up and spit out the Halberdiers.

The chariots had mixed results however. As expected, they acted as a missile magnet and took some serious damage (not least from a superb shot from the soon to be doomed Mortar). The central chariot performed remarkably, destroying the Empire General with extreme prejudice and tipping the battle in my favour before riding down the remaining Halberdiers. The Beastlord fared less well as his chariot was badly damaged and although he seemed to have cut the Witch Hunter down, was foiled and subsequently injured by foul magics as the *Black Amulet* weaved its trickery.

My Shaman had a nightmare start to the battle, failing to get his spells off at range, but he regrouped to smite the Marksmen of Miragliano and their accursed crossbows and further aided the Minotaurs in their tense struggle with the Pikemen.

The foul Harpies did their job more than adequately, seeing off the Mortar crew and thus causing the nearby Crossbowmen to flee temporarily, and they even managed to tie up the Witch Hunter for a precious couple of turns.

As predicted, the Minotaurs took more casualties than I'd like to missile fire, but this did divert the attention from what I consider my main units, the Gors and

Bestigors. The Minotaurs' losses did lessen their effectiveness in close combat and I think this caused their eventual demise. Maybe Chaos Trolls would have been a better choice.

All in all, it was a great battle that swung from a seeming Imperial victory to the eventual rout of the Marienburg army. The Chaos Powers are fickle indeed! Thanks to everyone who was there on the day, especially store manager Mike Ingham who kept me topped up with coffee for the duration!

Time for a tactical withdrawal...

Dave: Well, what can I say. Today wasn't my day but I did have loads of fun, so I think I'll keep trying.

The battle started much as I thought it would, with my missile troops and Mortar scoring a few good hits. Unfortunately for me, Paul is very experienced with his chariots and he managed to hug the terrain very well, forcing me to split my fire to those chariots that could be seen instead of concentrating on one target at a time. This proved to be crucial, as it was one of Paul's chariots that turned the game in his favour.

The death of Duke Leto and the subsequent panic of half my army (including the total rout of my Swordsmen – curse their eyes!) meant it would be very difficult to get back in the game. The stubborn determination of some of my troops (surprisingly enough it was the hired help who obviously wanted to hang around until they'd been paid!) and a few close calls meant that I salvaged a bit of pride. You should have seen the look on Paul's face when I rolled that 6 to save my Witch Hunter. I think it was my favourite part of the entire game!

There were quite a few instances during the battle when I could have done with a Wizard. Many of my opponents have mentioned this to me, so perhaps I should listen to them. The main reason I don't take a spell-caster in most of my armies is that I would rather spend my points on troops, the backbone of any army.

I could bemoan my lack of luck or my poor deployment or my dreadful Leadership rolls, etc, all day, but I won't! Next up is a Middenheimer army using loads of plastics from the Mordheim Human Henchmen boxed set – so much to do and never enough time.

City of the White Wolf, here I come!

Dave tries his usual intimidation tactic of pulling his opponent over the gaming table. Obviously Paul had the laws of physics on his side!



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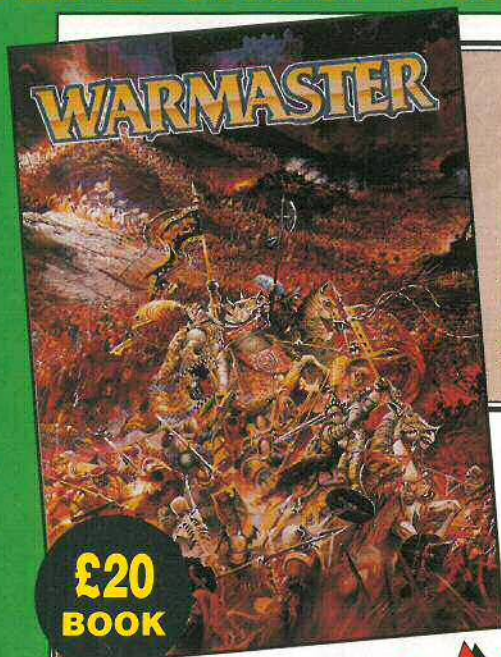
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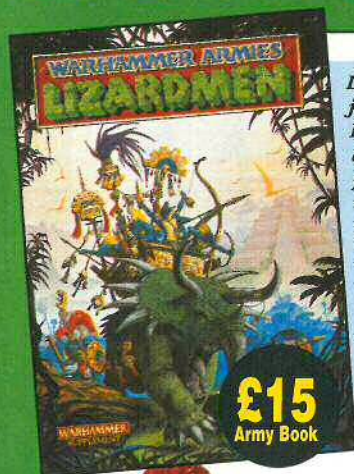


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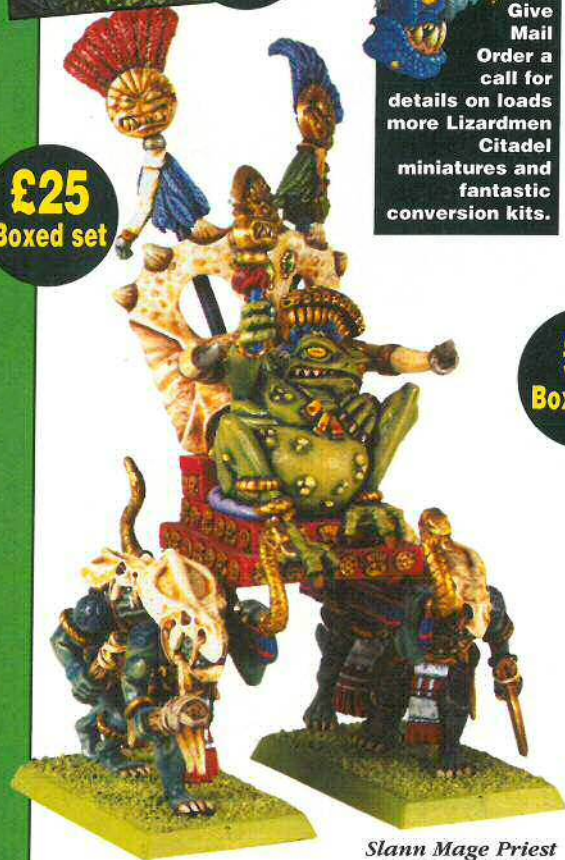
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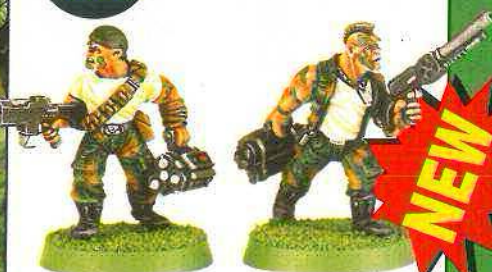
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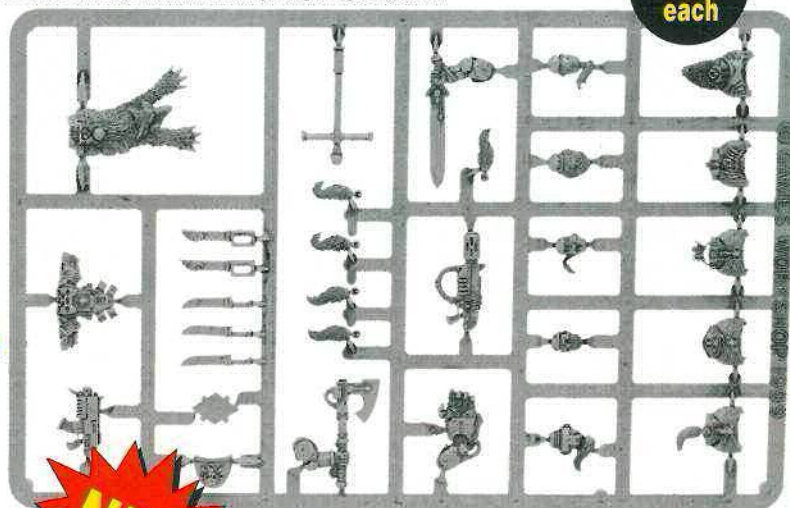


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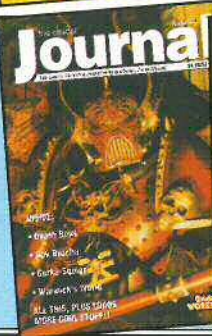
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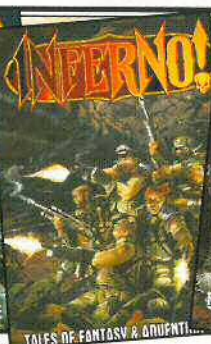


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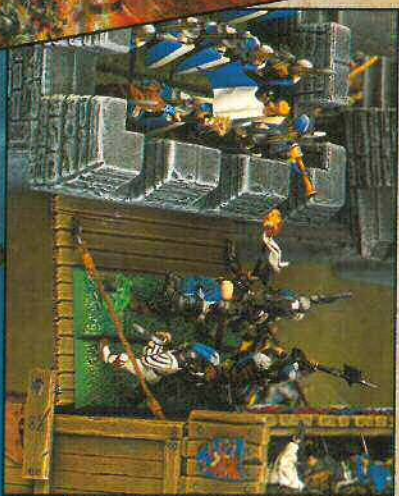
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Main picture: A Bretonnian Lord's fortress comes under attack from Empire besiegers during a hard-fought border dispute.

Left: Supported by the Imperial war machines pounding the fortress, Empire haberdriers atop their siege tower try to seize the walls from the defenders.

Right: Attacked on all fronts, the Bretonnian defenders lose one of the fortress' towers to the besiegers. However, Bretonnian knights don't give up that easily!



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