

Games Workshop's monthly gaming supplement & Citadel Miniatures® catalogue

WHITE DWARF

FREE!

Superb Land Raider
poster free inside!

LAND RAIDER!

The most devastating Space Marine tank thunders in!

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GAMES WORKSHOP®

WHITE DWARF

WARHAMMER

HOLDING OUT FOR A HERO 51

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FREE!
LAND RAIDER
POSTER
Lavishly illustrated by
Chris Bristow,
Dave Gallagher &
Neil Hodgson



WARHAMMER
40,000

65 ANCIENT HEROES



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WHITE
DWARF

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NEWS

The Fat Bloke Editorial

There has never been a better time to start a new Space Marine army.

The more observant (awake) of you may have noticed from the cover of this issue that there is a remarkable new plastic Land Raider out this month. Quite simply (sound of fanfares!) this is the biggest, most devastating and most eagerly awaited tank we have ever made. The tank is armed with two sets of twin-linked lascannons, a twin-linked heavy bolter, a variety of pintle-mounted weapon fits AND is capable of carrying either ten of the Emperor's finest or a squad of arguably the hardest troops in the Imperium – Terminators! This awesome model is something you are going to want on your side of the battlefield – I've seen these beasts in action and with 14 Armour all around, they are as stubborn as anything in Warhammer 40,000. So unless you want to face one of these ceramite-armoured leviathans, I'd suggest a serious look at a new army of Space Marines! You get a lot of points for your money with Space Marines and my recommendations are here:

- A Space Marine Battle Force. Battle Forces are the ideal starting point for any army and in this you'll get 10 Tactical Space Marines, 3 Space Marine bikers, a Land Speeder, 5 Terminators and a set of Gothic ruins.

- A lovely new Land Raider model to ensure your Terminators get to grips with the enemy as quickly as possible.

- An HQ choice. You can choose between a regular Space Marine commander, a Librarian or a Chaplain (I recommend a Chaplain on a bike to lead your bikers).

- And finally a Rhino to carry those tactical Marines to the best position on the battlefield allowing them to lay down a withering hail of bolter fire!

There you go – a new force of power armoured Space Marines ready to wipe the insidious smiles from the faces of the enemies of mankind. After a few games with these, you are ready to add those destructive Devastators, a squad of jump pack Assault Marines, then there's that deadly Vindicator...

So as I said earlier, there has never been a better time to start a new Space Marine army. Go on, you know it makes sense...



FAT BLOKE

EASTER HOLIDAYS

The Easter school holidays are upon us!

Every single Games Workshop store is running a host of events. Check out this issue for more details about what's going on in your local store, and all the awesome events they are staging for the release of the amazing new Land Raider!

ROADSHOWS

The huge 'Necropolis' Warmaster roadshow is hitting the following stores soon – make sure you don't miss out on this big event!

Southampton 24th April

Reading 26th April

Cardiff 28th April

IPSWICH CRUSADE DAY THURSDAY 18TH MAY

Make sure you get down to GW Ipswich on 18th May for their awesome Crusade Day, where everything is 20% off!



NEWS

LAND RAIDER

MOBILE SPACE MARINE FORTRESS



The Land Raider is the most fearsome tank in the Space Marines' arsenal. It is huge, heavily armoured from all sides and bristling with heavy weapons.

As befits this rather special new model, this issue features a number of articles about it. These include the history of the Land Raider and its inventor Arkhan Land, tips and pointers on how to assemble the model and an account from miniatures designer Jes Goodwin of how he went about creating the colossal new kit.

This month's battle report also features the new tank, as the Space Wolves, led by Andy Chambers, take on the Orks, commanded by Jervis Johnson. Check it out to discover how the Space Wolves, with their new Codex, and the Land Raider perform.

WARMASTER DWARFS

The Dwarfs are stalwart warriors who dwell beneath the mountains of the Old World. Expert engineers, they are well armoured and equipped with some amazing and powerful war machines. Dwarfs always hold a grudge against anyone who wrongs them and in battle they stubbornly refuse to give ground, grimly determined to avenge themselves.



ORKS GET ONE

Impressed with anything big and shooty, an Ork warband set its sights on the Land Raider of Dwarfier Matt Hutson. They wanted the tank for themselves!

The first of the kits arrived during the recent Studio campaign and Matt hurriedly painted his up ready for a game against Andy Chambers' Orks. After it had destroyed a number of the Orks' vehicles, Andy got it surrounded with Tankbuster Boyz AND a Killer Kan. Matt, wanting to shoot with all the guns, elected not to move but this meant that the Orks hit automatically and the Killer Kan dealt the final blow...

Now the Orks have looted the wrecked vehicle for their own use. We'll show you Andy's converted Land Raider in a future issue.

NEWS



SKULZ

Mail Order's Skulz promotion is your chance to claim superb gifts such as posters, t-shirts, V.I.P. Open Day tickets or even the special edition Space Marine miniature shown below. All you have to do is collect the Skulz stickers every time you make a purchase from Mail Order.

Check out the Mail Order pages at the back of the magazine for details.



DONALD DUCK WINNERS

In White Dwarf 240 we ran a competition at the end of the Colonel Schaeffer's Last Chancers battle report, in which Gordon Davidson asked the question: "Where was Donald Duck?"

Well Gordon was actually referring to 'The Dirty Dozen' which inspired the battle report. The correct answer was "down at the crossroads with

the machine gun" – part of the plan in the film. Daniel Tann from South Woodford, Adam Matthews from Tyne & Wear, Emmet Foley from Gloumthaune, Ciaran Bennett from Mullingar and David Sander Olsen from Hvidovre all knew this and win the Last Chancers boxed set. Edward Hennis also receives a prize because his reply made us all laugh so much!



NEXT ISSUE... CRAFTWORLD ELDAR



The Eldar live on immense space craft known as craftworlds. Each one moves through space on a course known only to the Farseers who guide them.

Every craftworld is different, with differing attitudes, problems and skills. The Eldar of the Biel-Tan Craftworld, for example, are very warlike and many of its inhabitants follow the path of one of the warrior aspects. Iyanden, meanwhile, has seen its population dwindle further and further so its armies are largely made up of Wraithguard and Wraithlords – 'ghost warriors' animated by the captured spirits of the fallen.

Codex Craftworld Eldar covers five of these worlds, expanding on the rules provided in Codex Eldar.

PAINTS ALL ONE PRICE!

Citadel Colour paints are now all £1.50, so there is no longer any difference in price between inks, metallics and normal colours.

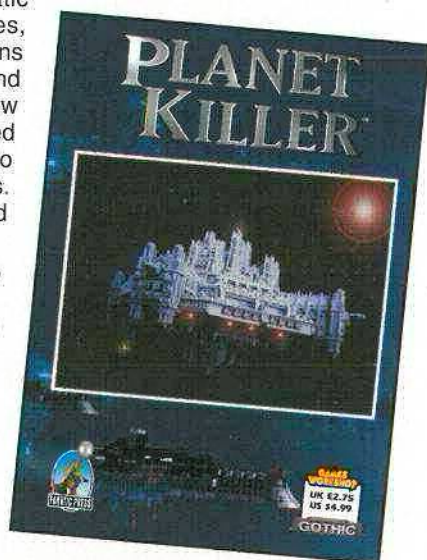


NEWS



RAMMING SPEED!

This month sees the release of the new Fanatic Press magazine Planet Killer. The team that brought you such gaming delights as Gang War, Town Cryer and Firepower have now set their sights on Battlefleet Gothic players. They've crammed in all sorts of great articles, including pieces on Eldar Craftworlds, Tyranids, Fra'al Battle Cruiser rules and conversions, new ordnance, the Corriba Sector campaign, and much, much more. As with all Fanatic Press magazines, it's written by fans of the game, and includes many new and more detailed rules to add to your own games. You'll also find scenarios, conversion ideas, competitions, new ship types, battle reports, and loads of other great ideas to enhance your Battlefleet Gothic campaigns.



TREASURE FROM THE HEAVENS!

Emerging from the ruins of Mordheim comes another installment of the City of the Damned's finest tabloid rag – the Town Cryer. In this latest gore-splattered selection of new rules, scenarios, warbands and more, we're giving all of you bloodthirsty treasure seekers out there the chance to win one of our delectable new figure cases – stuffed to the seams with Mordheim figures!

FROM STRENGTH TO STRENGTH!

Meanwhile, in terms of new fiction, the Black Library's scribes have not been resting idly on their laurels. No, they've been working industriously away to bring you more action-packed stories and artwork. Firmly settled into its new, larger format, this month's Inferno! sees Gav Thorpe's spine-tingling tale of crypts, charnel houses and Bretonnian Knights, Tybalt's Quest, as well as great new fiction from the likes of Dan Abnett and Gordon Rennie. Warhammer Monthly, meanwhile, sees

NEW THIS MONTH



This month's releases for Warhammer 40,000:

SPACE WOLVES

Space Wolves Venerable Dreadnought	£25.00
Blood Claws (plastic boxed set)	£12.00

SPACE MARINES

Land Raider (plastic boxed set)	£30.00
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This month's releases for Warmaster:

DWARFS

Dwarf Warriors (6 models/3 stands per blister)	£5.00
Troll Slayers (6 models/3 stands per blister)	£5.00
Thunderers (6 models/3 stands per blister)	£5.00
Rangers (6 models/3 stands per blister)	£5.00
Heroes (3 stands per blister)	£5.00
Cannons (2 models/2 stands per blister)	£5.00
Flame Cannons (1 cannon & baggage per blister)	£5.00
Gyrocopter (1 model per blister)	£4.00



This month's releases from the Black Library:

Warhammer Monthly 30	£2.00
Planet Killer	£2.75
Town Cryer 8	£2.75
Inferno 18	£5.00

the gripping climax of Darkblade. Will he finally succeed in his quest to recover his soul from the Daemon Tz'arkan – or lose it for all eternity?

DIRECT LINE TO THE BLACK LIBRARY

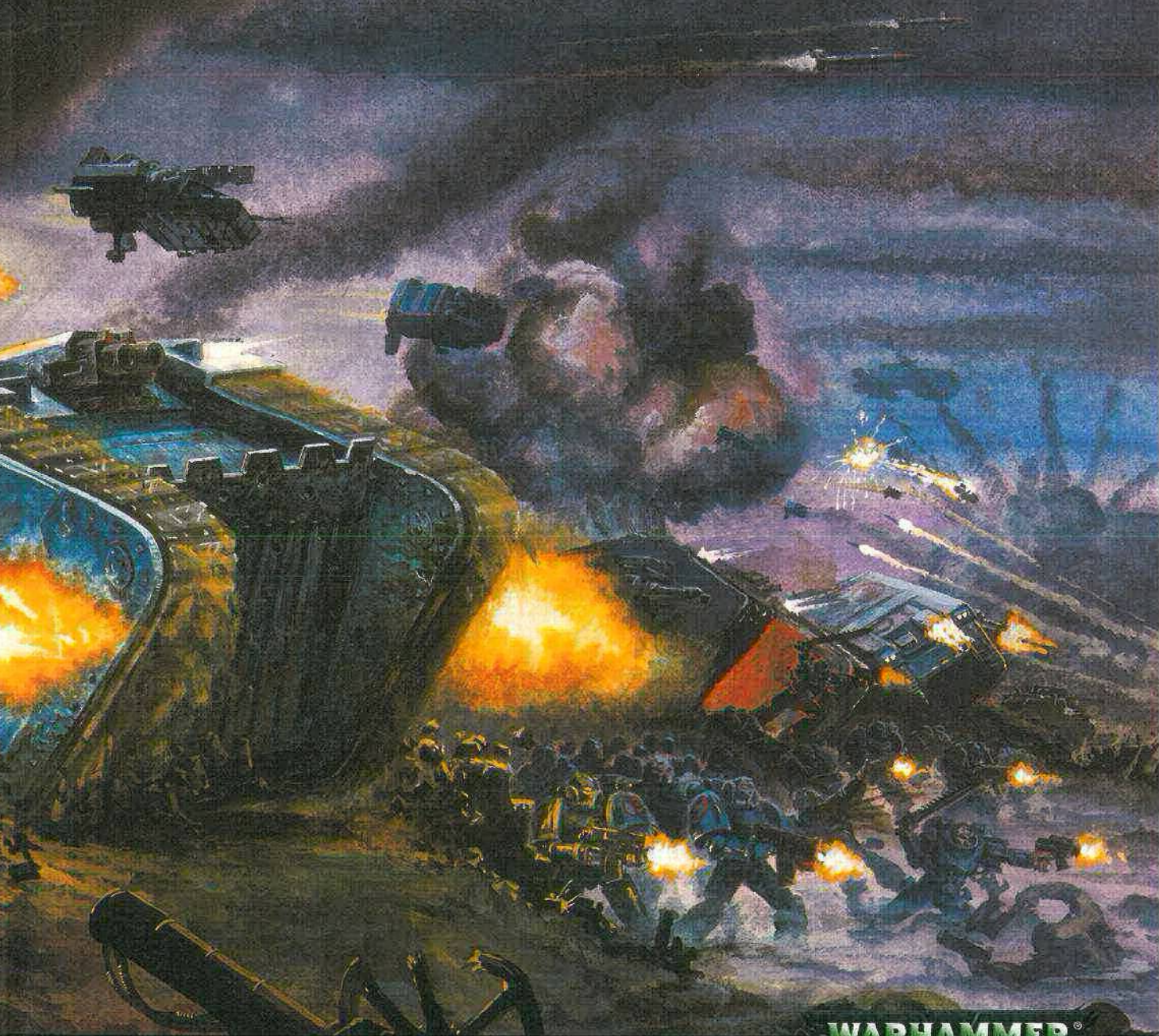
If you're having difficulty getting hold of the Black Library's huge range of merchandise and limited edition goodies, from Imperial Armour's vehicle conversion kits, to the awesome large-scale figurines available from Forge World, remember that we now except credit card orders over the phone.

All you have to do is call the Black Library hotline on: (0115) 916 8177. The line is open weekdays between 3pm and 6pm (UK time). Or, if you prefer, you can fax your orders (24 hours) on: (0115) 916 8044. Don't forget that you can visit the Black Library website at <http://www.blacklibrary.co.uk> – which has its own on-line store.

The Land Raider is the most devastating tank of the Adeptus Astartes. Protected by layer upon layer of bonded ceramite and adamantium, it is capable of withstanding almost any blow. Its arsenal of weaponry is capable of destroying enemy battle tanks and cutting through entire platoons of infantry, whilst a squad of the Emperor's finest warriors can be carried within its armoured shell.



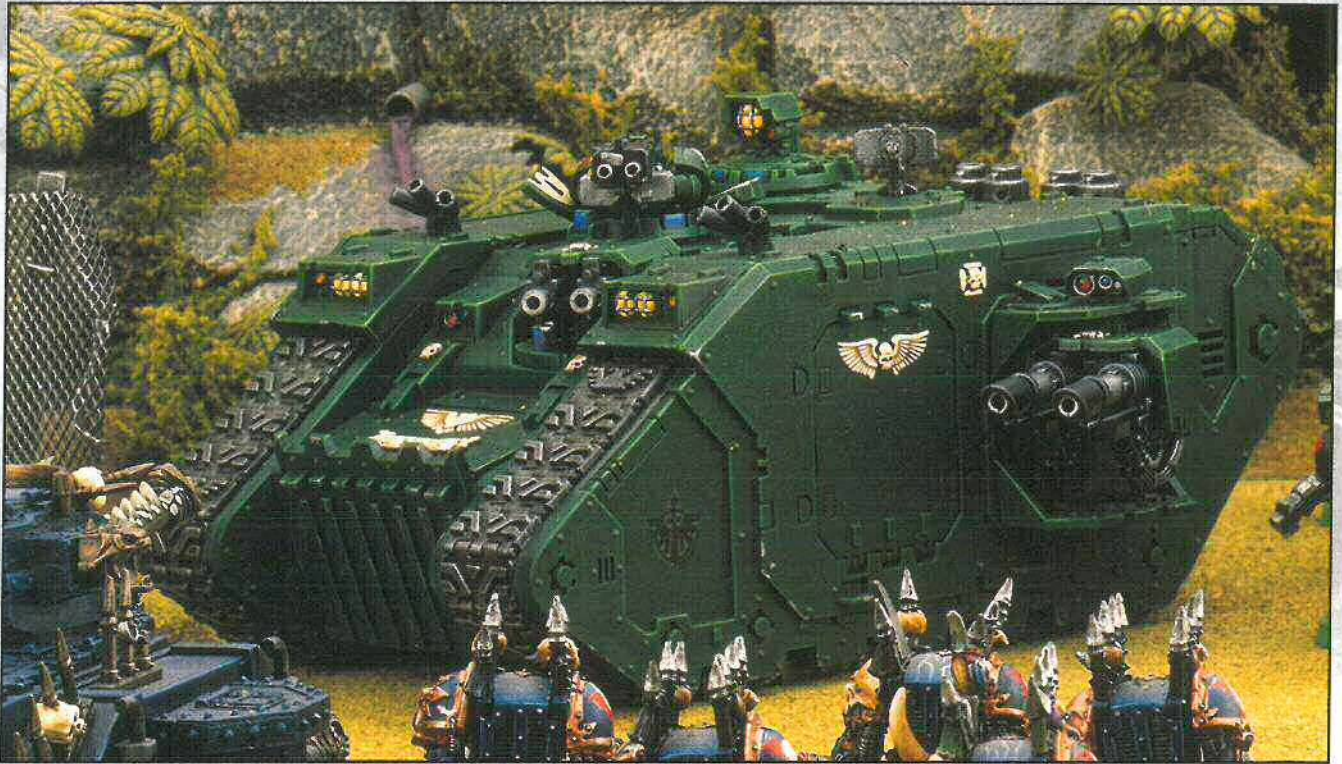
LAND RAIDER!



WARHAMMER
40,000

THE LAND RAIDER

The tank kit that every Space Marine player has been eagerly awaiting (and every other commander has been dreading) has finally arrived, and it's an absolute beast!



The massive new Space Marine Land Raider is the most detailed plastic kit we have ever produced. Designed by Jes Goodwin, our latest and most eagerly awaited model has taken five years to complete from its initial concept to hitting the shelves.

The kit has stacks of cool features such as opening access hatches and fully moveable weapons as well as a host of accessories for you to personalise your tank. The Land Raider is also our first kit to have a fully detailed interior. Take a look at the next few pages – we're sure you won't be disappointed!



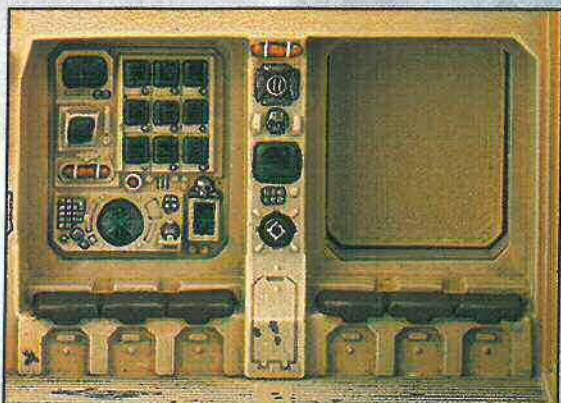
WARHAMMER
40,000

THUNDERS IN...

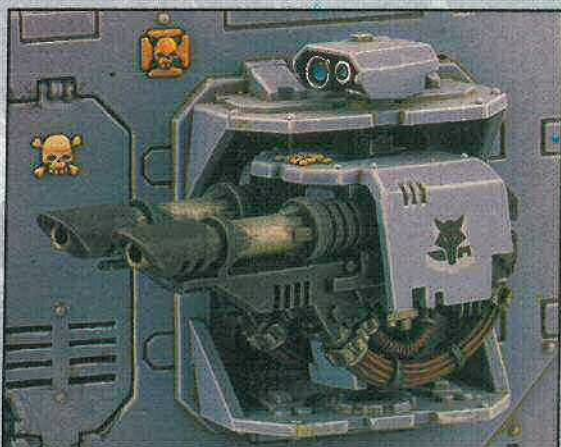
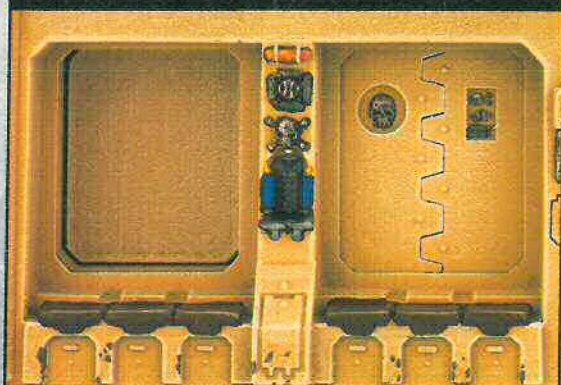


THE LAND RAIDER THUNDERS IN...

The new Land Raider plastic kit comes with a variety of different accessories allowing most vehicle upgrades to be represented on your Land Raider in a variety of positions.



The new model has some incredible details such as interior doors, lockers, control panels (above) and even an Imperial shrine (below).



The lethal looking twin-linked lascannons have full mobility being able to traverse through 180 degrees and aim up or down!



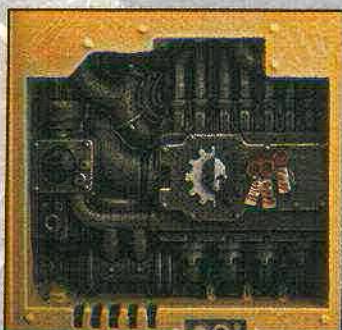
The hunter-killer missile launcher, spotlight and driver hatches have been used on this Ultramarines Land Raider.



Extra firepower can be added as seen on this Dark Angels Land Raider which has the additional pintle-mounted storm bolter. The spotlight has been used again but this time it has been mounted on a hatch.



This Blood Angels Land Raider has all its hatches closed and has just the single addition of the pintle-mounted storm bolter without the gunner.



The interior even includes a highly detailed engine block (note the purity seals!).



The twin-linked heavy bolters have also been designed so that they can be positioned to fire in any direction.



Another remarkable feature of the new kit is that the access hatches open in unison allowing a good look at the detailed interior. Once open these hatches also form a disembarkation ramp for your Space Marines to pour out, administering fiery bolter death to the alien scum...!

WHAT'S NEXT?

Over the next few months we have lots of exciting articles planned around the new Land Raider. In this issue we take an extended look at how you can get the most out of assembling your kit, Gav Thorpe delves into some of the history of this mighty war machine and Jes Goodwin explains how he went about designing the model. In future issues of White Dwarf we hope to bring you ideas for using the Land Raider in your games of Warhammer 40,000 as well as some tactics with which to sweep aside your opponents.

Allowing Jes a well earned break after his exertions on this monstrous kit, Tim Adcock has stepped into the breach to put together a variant on the Land Raider. Watch this space...

WARHAMMER
40,000

THE MAKING OF THE

The Land Raider is the most eagerly awaited kit we have ever produced. Here at the Studio its design and development by Jes Goodwin has been closely followed with much anticipation. Over the next few pages we will describe the processes involved in the Land Raider's design and development.

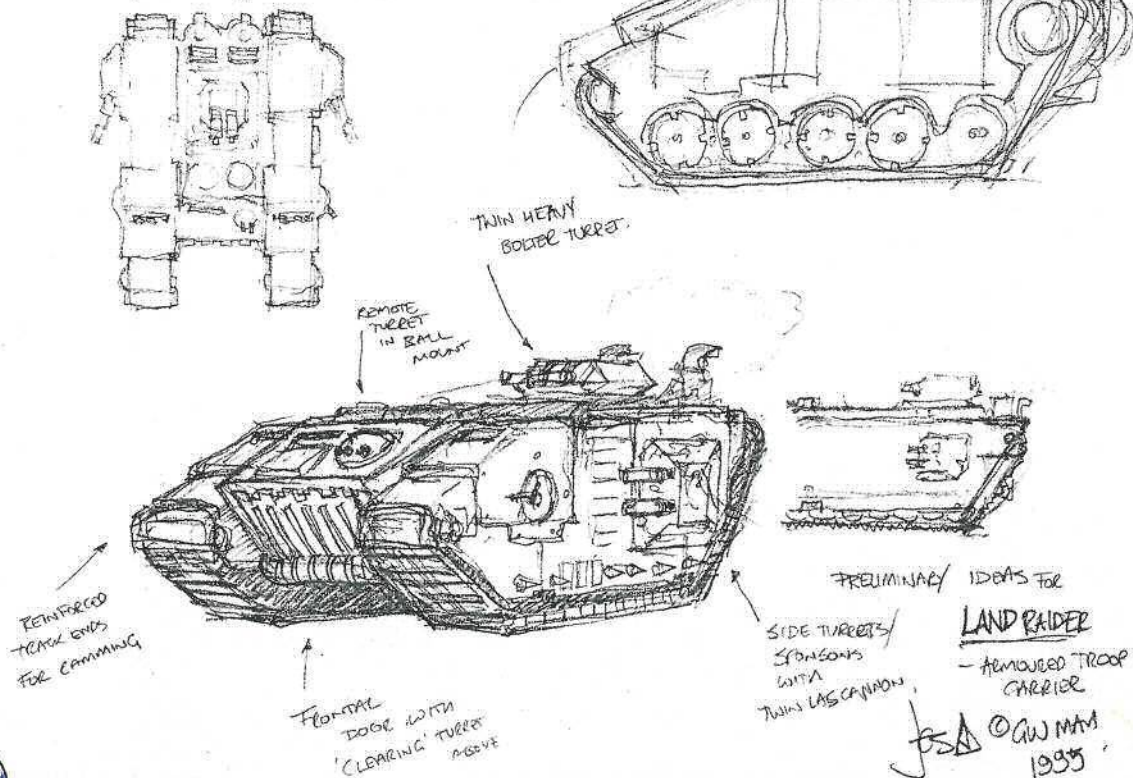
IN THE BEGINNING

As many of our older readers will remember, the first Land Raider appeared way back in 1988. This Land Raider was only the second tank we had ever made (the Rhino was the first). As you can see, the style of the new tank can be traced back to this model. In particular the lascannons are designed so that they look like they are controlled remotely by the gunner compared to the manually operated weapons of an Imperial Guard tank. This theme is an important aspect of the new model as it distinguishes the Land Raider from the cruder Imperial Guard vehicles, reflecting the higher tech level of the Adeptus Astartes.

As with any project of this size, the new Land Raider has taken many years to develop. What follows is a step by step guide to how this amazing tank came into being.



Some of Jes' early concepts for the Land Raider, done way back in 1995.

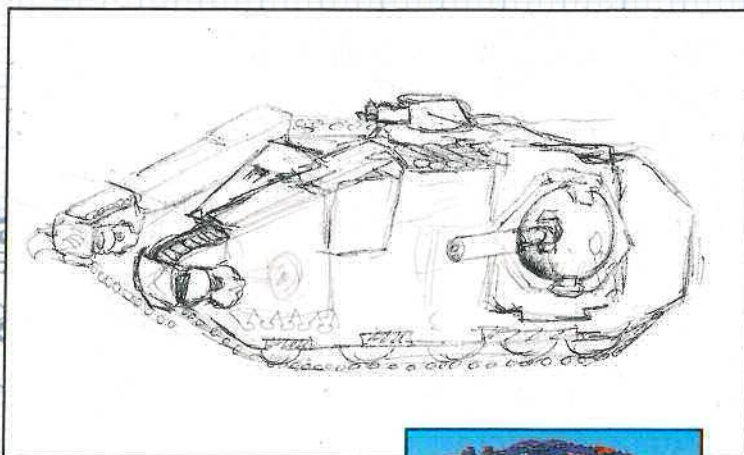


LAND RAIDER

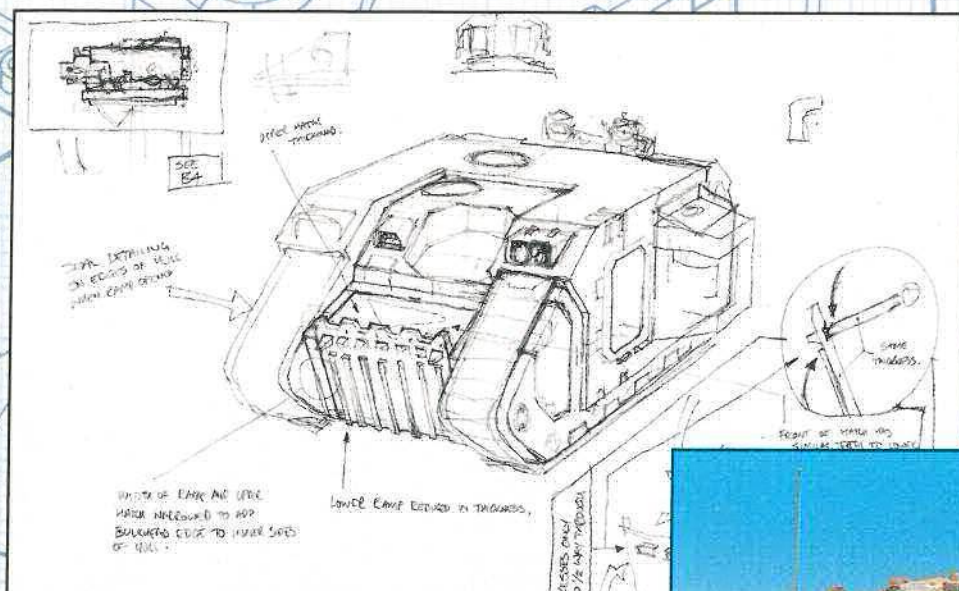
Stage

1

As with all projects, Jes' first step was to do some concept sketches. These were started as long ago as 1995 and as you can see the Land Raider has changed quite a bit. At this stage Jes also talked to Games Development for their ideas on the look. Andy Chambers' design sketches (right) were a great help. Jes was also heavily influenced by all manner of science fiction films and programmes. From these sketches a balsa wood mock-up was constructed to establish the size compared to other Warhammer 40,000 models.



In 1997 we released the Epic 40,000 Land Raider. This model is very similar to the new Warhammer 40,000 Land Raider although there are some very important differences.

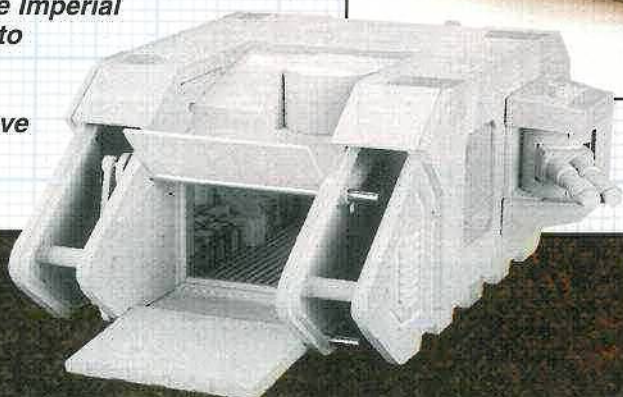


The balsa wood mock-up.

Stage

2

From the mock-up and design sketches a 2:1 model was constructed. Usually a 3:1 model is made at this stage but because of the Land Raider's size it was decided that a 2:1 scale model for the hull would be more practical, although the weapons would be done at 3:1 scale. At this stage, though, it was decided that the design could be improved further as it looked too similar to the tanks of the Imperial Guard. The tank needed to have a higher level of technology. It was also decided that it should have more moving parts.

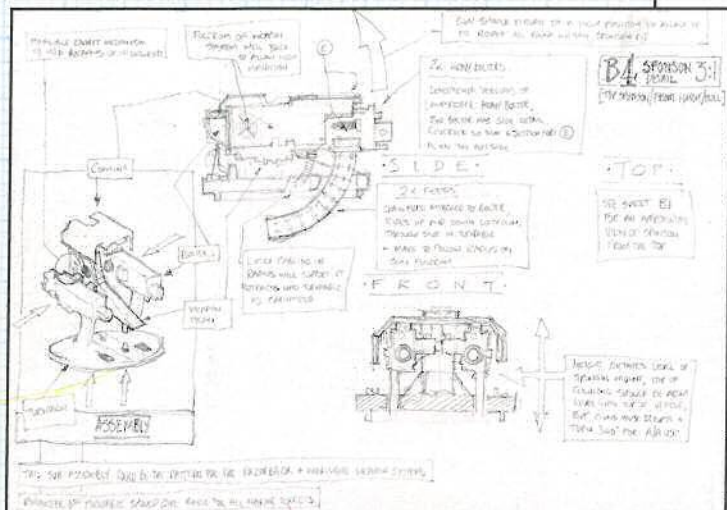


WARHAMMER
40,000

THE MAKING OF THE LAND RAIDER

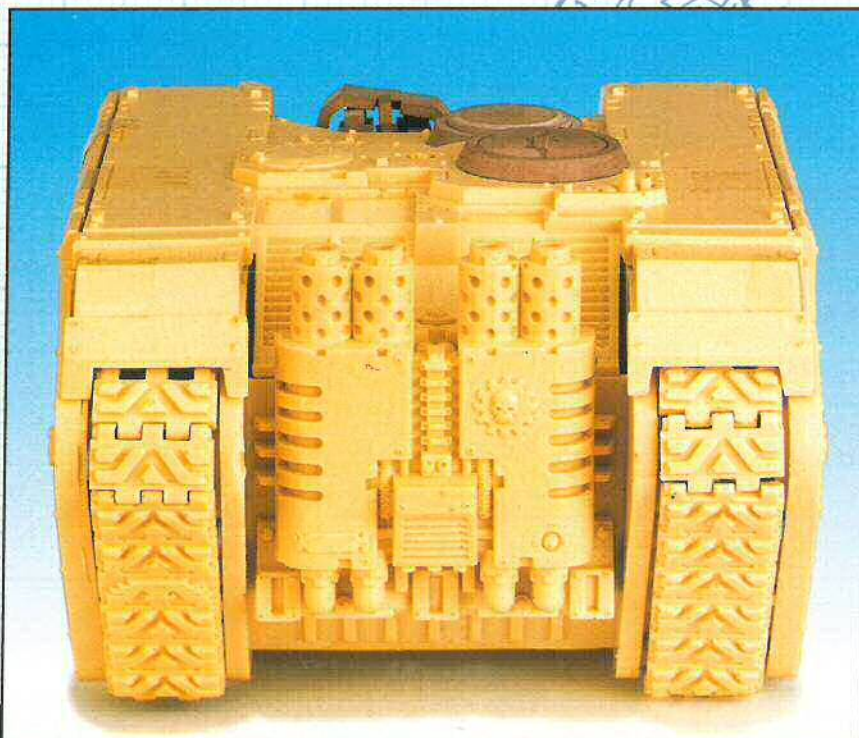
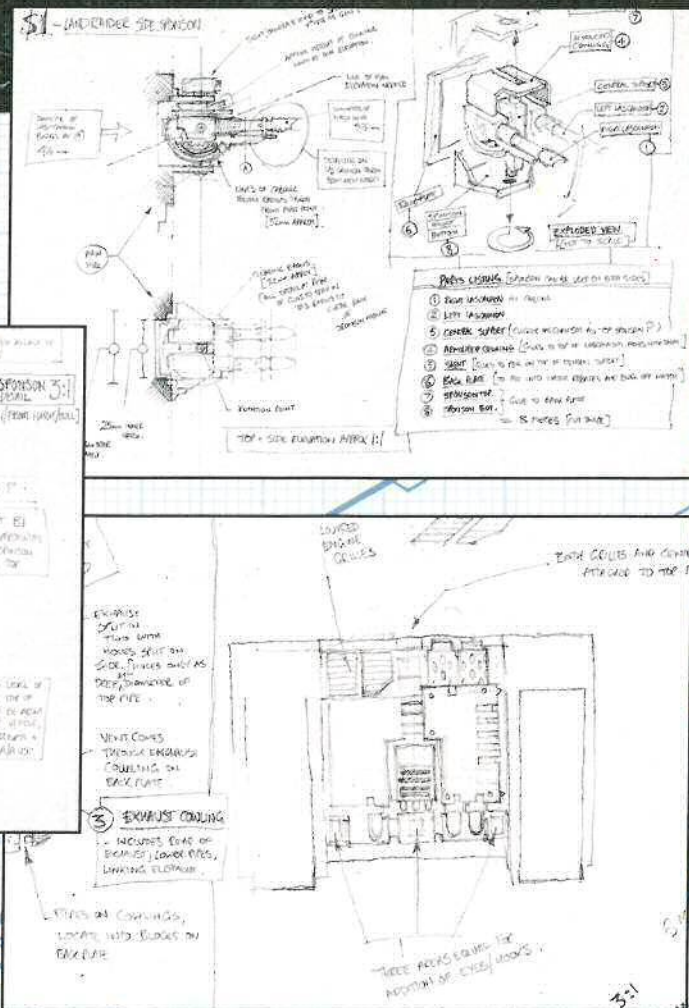
Stage
3

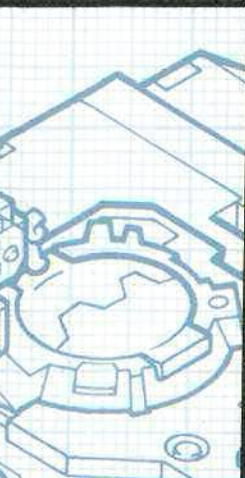
Instead of starting from scratch, Jes redesigned the parts that needed changing through design sketches.



Stage
4

From Jes' design sketches, the pattern makers created a 2:1 scale model of the hull and 3:1 scale models of the weapons and accessories.





Stage 5

Jes sculpted extra detail onto the tank's hull and weapons. He also had mock-ups from the 3:1 scale weapons and accessories in 2:1 scale so that he could check that they would fit onto the hull when they were both reduced to the correct size. The model was also compared to other Space Marine vehicles to make sure that the kit would be of the correct size and that the design would fit in with the rest of the range.

Stage

6

The 2:1 hull and 3:1 weapons were sent back to the pattern makers. Their craftsmen then made resin negatives of all the parts.

A pantograph machine was used by the tool makers to make the final steel moulds that would produce the kit for real. The pantographer traced the surface of the resin negative with a probe and a steel tool cut the mould by copying the motion, reducing it back down to Warhammer 40,000 scale.

At this stage the pantographer also included a load of technical gubbins such as the accessories sprue, water channels, ejection points, etc.



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THE MAKING OF THE LAND RAIDER



Stage

7

The finished steel moulds for each component were then mounted into a die so that the first test sprue could be produced.



Stage

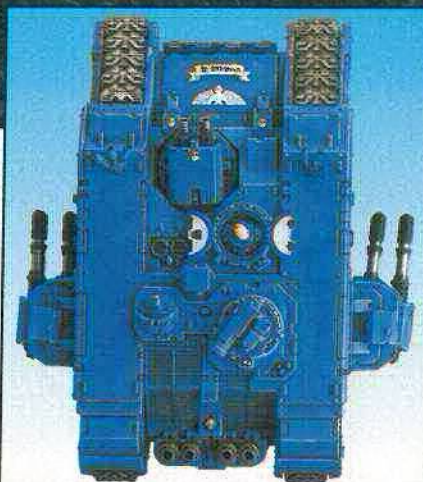
8

Tool makers Terry and Steve checked the first test sprues against the resin for accuracy and to make sure that the detail was correct.



So that was the Land Raider kit itself done, but it was still a long way off from hitting the shelves of your local Games Workshop store. This was when the rest of the Design Studio sprang into action to turn the Land Raider kit into a finished Games Workshop product.

9



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10

Stage 11

SPACE MARINE VEHICLE SHEET
© & COMPONENT NUMBER 00 51 01 01 104

Well, that's it. In total the model has taken five years to complete from its initial concept to reaching your shelves. Now turn to page 24 for some hints on building your own Land Raider.

WARHAMMER® 40,000

SPACE MARINE VEHICLES



VINDICATOR £20



PREDATOR DESTRUCTOR £20



RHINO £10



ATTACK BIKE £10



The Space Marines
fear no evil for we
are Fear Incarnate.



LAND SPEEDER £15



WHIRLWIND £20



BIKE SQUADRON £20



CHAPLAIN ON BIKE £8

Those who are not purged by our guns shall be crushed
under the tracks of our mighty war machines.



RAZORBACK £20



PREDATOR ANNIHILATOR £20



SPACE MARINE BIKE £5



LAND SPEEDER TORNADO £17



LAND SPEEDER TYPHOON £17



LAND RAIDER £30

Across the hundreds of thousands of planets in the Imperium, even amongst the most regressed and superstitious populations, the Space Marines of the Adeptus Astartes are legendary. On civilised worlds they are spoke of in hushed whispers, accompanied by ignorant tales of ancient secrets concerning bio-alchemy and genoconditioning. The myths of primitive peoples tell of the Angels of Death who descend from the stars on fiery wings to bring retribution to the serpents of Chaos. Just as prominent are the tales of the steel chariots of the Angels – massive beasts of metal with a skin that turns any blow, whose eyes unleash bolts of lightning and in whose stomach the Angels of Death travel. This is the legend of the Land Raider.

The Land Raider is based upon the near-mythical Standard Template Construct (STC) technology, and as such its design pre-dates the Imperium by many thousands of years. Its rediscovery is commonly attributed to the great Technomagus Arkhan Land at the very birth of the Imperium. When the Imperial Land Raider first saw combat is now a matter of much debate amongst Imperial archaeologists. Some claim it was during the Siege of Delebrion that a Land Raider first fired its lascannons in anger, others point towards the massed tank battles of Calysto Platinum and say that the Land Raider drew first blood during the mighty conflict that raged over that world at the start of the Emperor's Great Crusade. The popularity of the Land Raider in Imperial forces was nothing short of overwhelming. A whole forge world, Anvilus 9, was turned over entirely to the production of Land Raiders and the design spread throughout the galaxy with the Emperor's fleets.

At that time, the Land Raider was used by almost every human force, including the Space Marines and the Imperial army. There was not a battlefield in the first two hundred years of the Imperium that had not tested the mettle of this awesome war

engine. Then the Warmaster Horus virus bombed Istvaan V and the Great Heresy engulfed the galaxy. Anvilus 9 was overrun by renegade Tech-Priests at the outset of the heresy, and production of the Land Raider was suddenly reduced to a trickle from a handful of forge worlds still loyal to the Emperor's rule (many forge worlds opted to secede from the Imperium at this point, rather than joining one side or the other). With the Warmaster's forces threatening to overrun Terra, the Emperor decreed that all Land Raiders still in loyalist service were to be recalled for exclusive use by the Legionnes Astartes, who were at the forefront of the fighting. The Land Raider proved to be essential for both sides during the bitter fighting that would decide the fate of the Imperium. It was one of the few vehicles that could, when used in sufficient numbers, hold off and even destroy the massive Titans of the Adeptus Mechanicus, whilst its ability to fight in almost any imaginable warzone, including sea beds and in highly corrosive atmospheres, meant that it saw more service than any other machine of war. The Heresy was eventually crushed by the sacrifice of the Emperor, but with the Emperor's ascension to the Golden Throne none dared countermand his order that Land Raiders were for the exclusive use of the Space Marines. Thus has it remained for the last ten thousand years.

The Land Raider is ideally suited to the highly mobile warfare employed by the Adeptus Astartes. Like Space Marines, the heavily armoured Land Raider is capable of fighting in almost any conditions, including extremes of climate, total vacuums and high gravity worlds. The Land Raider offers vital protection and transport for a squad of Space Marines, and has enough heavy weaponry to lay down considerable supporting fire once it has dropped its passengers at the battlezone. On deathworlds and in other harsh environs, the Land Raider's on board stores allow the Space Marines to replenish the environmental and energy systems of their power armour, giving them a greater operational span.

In battle, it is common practice for the squad to disembark, leaving the Land Raider to fight independently. The Land Raider's mix of armament allows it to fulfil a variety of battlefield roles. In many respects it is used as a mobile emplacement, its thick armour able to withstand all but the most destructive land-based weaponry in the galaxy. In this role, several Land Raiders can form a defensive line against a counter-attack or create a near impenetrable enclave inside enemy held territory. Its twin-linked lascannons are the best tank busting armament found on a vehicle of such size, so much so that the Orks often refer to Land Raiders as 'Kan-blasters'. Combined with its heavy bolters, the Land Raider is always capable of dealing with squadrons of light vehicles and can tear a swathe through even the most heavily armoured infantry squads.

The Land Raider has advantages over nearly every other battle tank in the Imperium. Its troop carrying capacity means that it can always bring its own infantry support, regardless of how far from the battlefield it must operate. The Land Raider has everything on board to tend to the needs of its crew and passengers, including medical facilities, life support and a shrine to ensure spiritual purity. Its rugged engine design can be adapted to use almost any fuel type, including a variety of gases, fossil fuels, liquids and even vegetative matter. A triple-redundant bank of analytical engines and communications arrays provide for excellent command and control facilities, allowing the Land Raider to act as a base of operations for the squad it carries, giving it an unequalled capability for deep range strikes behind enemy lines.

The Land Raider's survivability comes from its many layered composite armour which, thanks to Magos Land's STC data, can be manufactured from a wide variety of different resources and materials. Its size makes it less unwieldy in battle than the super heavy Baneblades, Stormhammers and Shadowswords used by the Imperial Guard, without any significant reduction in protection.

ARMOUR

Technoarchaeologist Arkhan Land

Little is known about the great Technoarchaeologist who is remembered in history as Arkhan Land. His birthplace remains a mystery, although it seems likely he was raised on Mars itself. That he was gifted with a perceptive mind is undoubted, but most history seems to dwell more on his eccentric lifestyle and peculiar personal habits. For example, one particular marble etching shows the great Tech-Priest on his daily walk among the great sky vaults of the Sierra Planum with his pet psyber monkey, while an account in Geronimus' Citations makes frequent reference to his affection for highly ostentatious wigs to obscure the baldness that afflicted him from an early age.

Whatever his idiosyncratic personal behaviour may have been, it was Arkhan Land who led the greatest expedition into the ruins of the Librarius Omnis on Mars. For three years he searched the labyrinthine catacombs of that deserted edifice in search of functioning STC databases. He was not to succeed in his ultimate quest, but on the way he made two discoveries which were to revolutionise technical treatises for millennia to come. The first of these was a near complete dataslab image of STC information pertaining to a heavily armoured battle tank, which was to become known as the 'Land' Raider in honour of its originator. Secondly, Land was to unearth valuable

information on anti-gravitic plates, and further hypothesised about the practical applications such anti-grav engines could be put to use to, leading to the construction of the first 'Land' Speeders.

Land was to eventually die leading a second expedition into the Librarius Omnis; his vox diary was found two centuries later by one of a number of rescue teams. It is believed that he and his party were picked off one by one by some mysterious predator, although it is still a matter of much controversial debate whether this was some kind of living beast, a psychic entity or perhaps even a sentient virus. For most it is simply proof that the secrets of the Dark Age of Technology are best left in mystery and prehistory.



FURY

Continuing this month's features on the awesome Space Marine Land Raider, Imperial Scribe Gav Thorpe describes the history of this bastion of the Adeptus Astartes fighting forces.

The air was rent with howling Ork war cries as the greenskins stormed forward through the shattered ruins once again. Trooper Clave shuddered at the mass of bestial creatures rushing towards him, before steadying his lasgun against the crumbling brickwork of a smashed wall and taking careful aim. His shot joined a ragged volley of blasts from the Imperial Guard around him, sending half a dozen of the Orks crashing to the rubble-strewn road.

'Where are those Space Marines we were promised?' Clave asked himself bitterly, loosing another blast of super-charged light into the approaching mass of greenskins. For three hours they'd barely staved off the waves of Orks pouring through the ruined shell of the town, and had been totally unable to complete their orders of securing the remnants of the Imperial temple, only two hundred yards from where they had got bogged down by the Ork assaults. Edging along the wall for a better vantage point, Clave thought he could hear something over the screaming of the Orks. It was a creaking, grinding sort of noise, barely audible but persistent.

As he glanced around he saw something which caused his heart to pound in panic. Amongst the Orks were three enormous Dreadnoughts, striding through the greenskins with awkward, swaying steps. One levelled its guns at the squad to Clave's right and the wall exploded into shrapnel as a hail of shells erupted along the Imperial Guard defence line. As he ducked back from the attack, a rocket screamed haphazardly overhead to explode in a shower of brickdust on the old Refectory behind Clave. The Orks seemed to be holding back, barely held at bay by the lessening fire of the Guardsmen. Lasbolts glanced ineffectually off the Dreadnoughts' armour plates, accompanied by the equally useless detonations of heavy bolter shells. Clave cursed the platoon's lack of anti-tank weaponry – recon had told them there were no heavy Ork vehicles in this quadrant.

The Dreadnoughts were barely two dozen yards away now, the greenskins massed behind them, waiting expectantly to leap on any opening the Dreadnoughts smashed through the Imperium's soldiers. Clave's lasgun gave a pitiful whine and he managed to drag his eyes away from the clanking Dreadnoughts for just long enough to change the spent power pack for a new one.

With an ear-splitting crash, the wall five yards to Clave's left exploded outwards, showering fist size chunks of stone across the torn slabs of the roadway. The air was filled with a mechanical growling as the Land Raider rumbled across the rubble, blotting out the light of Javon's setting sun. Servos whined as the lascannon closest to Clave adjusted aim, turning rapidly in its remote mounting to sight upon the nearest Dreadnought. With a blinding flash the twin barrels seemed to ignite the air and the Ork war machine was suddenly wreathed in swirling black smoke. It took

one more step forward before tottering sideways and collapsing, a rogue spark turning its fuel tank into a raging fireball.

The other two Dreadnoughts turned towards the Land Raider, treading jerkily through the thick oily smoke billowing from their wrecked comrade. The rocket launchers of one swivelled towards the vehicle and with a blast of sparks fired. One rocket corkscrewed wildly into the air, but the other flew straight, impacting onto the upper armour of the Land Raider's assault ramp. However as the smoke of the detonation drifted away in the wind, the worst damage to be seen was a patch of bubbling paintwork. More rockets flew past erratically or impacted harmlessly on the inches-thick armour as the Land Raider's tracks ground round slowly, turning it to face its attackers. Once more two bright beams of light stabbed out, slicing effortlessly through the crudely painted armour of the rocket-armed Dreadnought, shattering it into pieces of twisted metal and charred flesh. With a metallic roar from its external speakers, the last pilot hurled his war machine forward, pushing it into a lumbering run. With a resounding clang, the Dreadnought slammed into the front of the Land Raider.

Clave could see the Dreadnought's powered claw and whirling saw blade smashing and hacking at the front of the tank. Sparks fountained in all directions, and Clave saw a plate the size of his head twisted off and torn aside. With a lurch, the Land Raider backed up and the Dreadnought took a faltering step forward now that it was no longer leaning on the front of the tank. Once more the lascannons erupted into life; one bolt of light shearing through the Dreadnought's right leg below its lower joint, the other blowing apart the power claw. Toppled to the ground, the Dreadnought tried to claw its way forward, dragging its shattered hull along the road with its saw arm.

With a whirl the assault portal at the front of the Land Raider opened and Clave saw a storm of bolter fire erupt from within its armoured hull. Even before the ramp had touched the ground, the Space Marines inside were storming out, bolters in their hands clattering wildly. The Space Marine squad surrounded the forlorn Dreadnought, their bolters blazing constantly. Their sergeant, his heraldic banner flapping in the heat from the burning Dreadnought, stepped forwards, dodging aside as the spinning power saw lashed out. He bent forward and rammed something into the upper leg joints and a moment later two muffled thuds signified the Krak grenades detonating. Their first target neutralised, the Space Marines headed towards the Orks, who were milling around in a confused, demoralised fashion.

"Guardsmen!" Clave heard Commissar Divel bellowing from further along the line. "Advance!"

With a cheer, Clave hurled himself over the wall towards the Orks, the rest of the platoon to either side of him.

Ultramarines Rhinos use the massive form of a Land Raider as cover as they advance through the fields of an agri-world.



A Land Raider forms a strongpoint in the Dark Angels lines.



A Blood Angels Land Raider delivers its deadly cargo into the heart of the Night Lords' defenses.





Jes Goodwin

BUILDING THE



Mark Jones



Nick Davis

Okay, you've got your kit, the box is open and the Land Raider frames are laid out before you. You've looked at the instructions and are ready to go. Then the questions arise, do I need to paint anything first? Which bits do I glue first? We got Nick Davis to ask Land Raider creator Jes Goodwin to guide him through the kit and Mark Jones for any extra little tips he might have.

HOW TO BUILD THIS...

Over the next few pages we are going to be putting together a Land Raider in greater detail than shown in the instruction book included in the kit's box. Although this is not the definitive guide to building the Land Raider, if you take your time and read the instructions you will get something like this...



...FROM THIS



USEFUL TIP:



Before you start clipping bits off your kit and gluing things together. Wash all the frames in warm soapy water. This cleans off the greasy release agent that is used to get the frames out of the metal mould, giving you a cleaner surface for the glue to bond to.

LAND RAIDER

WARHAMMER
40,000

BEFORE YOU BEGIN

Before you even start thinking about gluing the kit together, there are a couple of things you should decide. Are you going to paint the interior of the Land Raider? If so, while the kit is still on the frames this is the best time, even if you just paint the interior black. Also are you going to fit the datascreen/tool rack and sliding doors to the model? Again paint them now whilst they are still on the frame.



Stage

1

USEFUL TIPS & TOOLS



Clippers are useful to remove the kit pieces from the frame.



To clean up and trim any excess plastic use a modelling knife and needle files.



Always do a dry test run first to make sure the pieces fit before you add glue to fasten them in place. We used liquid polystyrene cement.

HULL ASSEMBLY

DO NOT GLUE!

1. The first thing to do is glue the machine spirit eye to the upper hull (see box below).

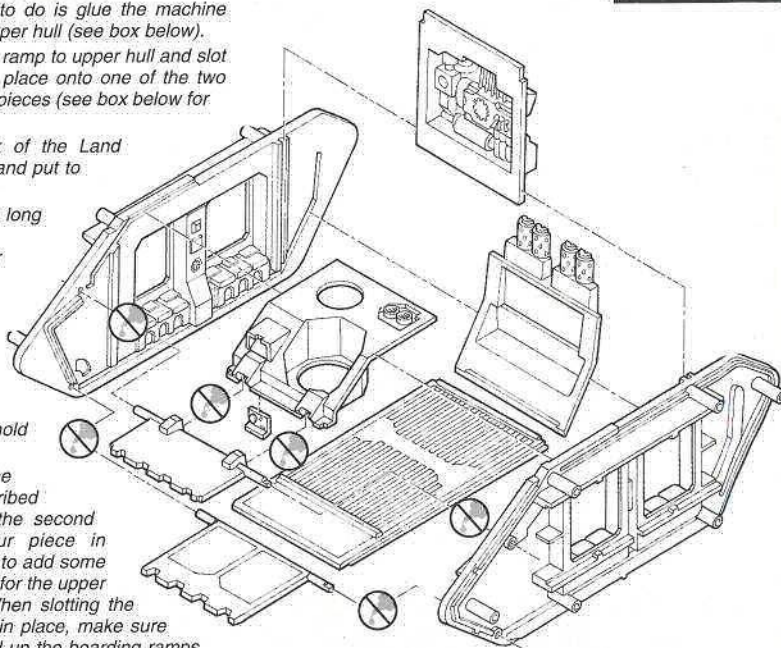
2. Fit the boarding ramp to upper hull and slot the assembly into place onto one of the two Inner side armour pieces (see box below for full instructions).

3. Glue the back of the Land Raider to its floor and put to one side to dry.

4. You will notice a long groove along the bottom of the inner side armour. Run some glue along the length of this groove. Then slot the assembled Land Raider back and floor in place and hold until dry.

5. Using the same technique as described in stage 4, glue the second inner side armour piece in place. Don't forget to add some glue to the top slot for the upper hull to bond to. When slotting the second inner side in place, make sure that you have lined up the boarding ramps to the holes on the inner side armour and the upper hull slots in place.

6. Run some glue along the sides of the engine and then slot into place, push it down as far as it will go otherwise when it comes to fastening the hull top on it won't fit.



FITTING THE BOARDING RAMP

The boarding ramp is one of the main features on the Land Raider. It's important that it is fitted correctly so it works...



Dry fit the upper ramp to the upper hull (do not glue).



Add glue to the slot on one of the inner sides.



Slot the upper hull into place along the groove at the top of the inner side armour. Make sure that the upper ramp fits into the hole. Now slot in the lower boarding ramp.



THE MACHINE SPIRIT EYE

Here is a quick tip on how to glue the machine spirit eye in place.



First clean the upper hull and machine spirit eye. Then add glue to the grooves on the inside of the upper hull.



Now slot the machine spirit eye in place and just hold until it's dry.

USEFUL TIP:



When building any tank kit, there are times when you seem to spend forever holding the hulls together, until the glue bonds. Use elastic bands to do this for you, leaving you free to get on with the next stage.

BUILDING THE LAND RAIDER

Stage 2

SIDE ARMOUR ASSEMBLY

Parts with optional locations are shaded grey.

BEFORE YOU BEGIN

Now is the time to decide if you want the lascannon sponsons on the front of the Raider or on the back. The sliding doors and datascreen / tool rack go in the other location. You must make this decision before you glue the outer side armour in place.

DO NOT GLUE!

1. Fit the upper and lower door lever. (See box below for full instructions).

2. Now decide if the front or back hatchways will have the lascannon sponsons in them. The sponsons and the sliding doors/datascreens/tool rack do not go in the same hatchway. Once you've decided which hatchways you're going to place the sponsons in, put the sliding doors in place and glue the datascreen/tool rack in the other hatchways. (see box below).

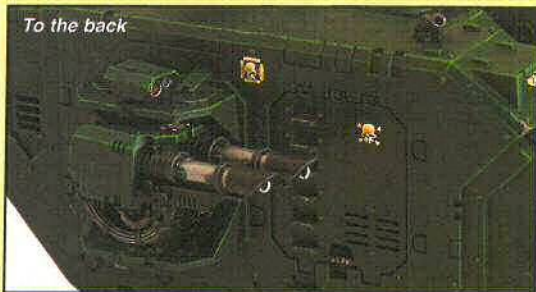
3. Glue the outer side armour on the door lever side on first. Put the glue on the stoppers on the outer side armour, as this is best place for the most positive join. Once the outer side armour is in place it will hold the door lever into place. Then repeat this for the other side. We suggest you use elastic bands to hold the Land Raider together as it dries.

5. Now glue the rear exhaust manifolds into place. You may have to clean some mould lines off the exhaust so check the fit before you glue it.

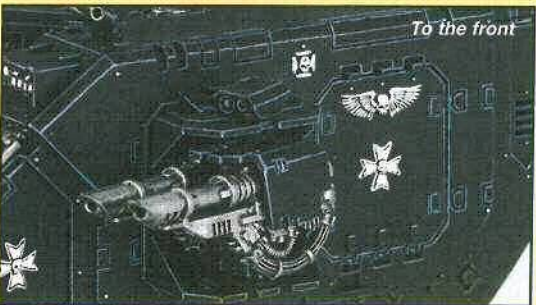
POSITIONING SPONSONS

You have the choice of positioning the lascannon sponsons to the front or the back of the tank. Here are the options:

To the back



To the front



FITTING THE DOOR LEVER

The door lever is the most important part of the kit. It opens both doors for you at the same time. Take your time whilst fitting this piece and don't use any glue.



Take a look at the diagram on the inner side armour. This tells you which way round the flange nut goes.



Place the flange nut in place as shown on the diagram.



Now take the second flange nut and put it into place as shown by the instructions.



Put the lever into place.



Check to see if the mechanism works, then glue on the outer hull armour.

DATASCREEN & DOORS

These pieces can be placed into optional locations. If you have not done it already it's a good idea to paint these bits before you put them into place. The datascreen/tool rack can be glued into place with screens facing out (battlefield command centre) or inwards.

Do not glue the doors into place. The doors slide on the runners. There is also a stopper so they don't slide off once the Land Raider is assembled.

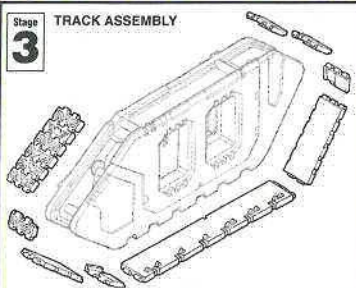




USEFUL TIP: IGNORE STAGE 3

Ignore the track assembly stage 3 at the moment. Leave the tracks on the frame and you will find them and the Land Raider easier to paint.

Once you have finished painting the Land Raider you can then go back to track assembly and glue them on. Don't worry about the hull top getting in the way, this will not affect the track assembly.



NOW FIT THE HULL TOP

If you are following the instruction book then this is a little out of sequence as you don't fit the hull top until stage 6. But if you fit it now it will give the join a chance to dry before you get to stage 6.



Clip the hull top and headlights off the frame and then clean them up. To fit the headlights, first add some glue to the grooves under the hull top.



Then place the headlights, making sure the direction lights (the small lights) are on the outer edge.



Now spread glue along the edges of the outer and inner hull sides.



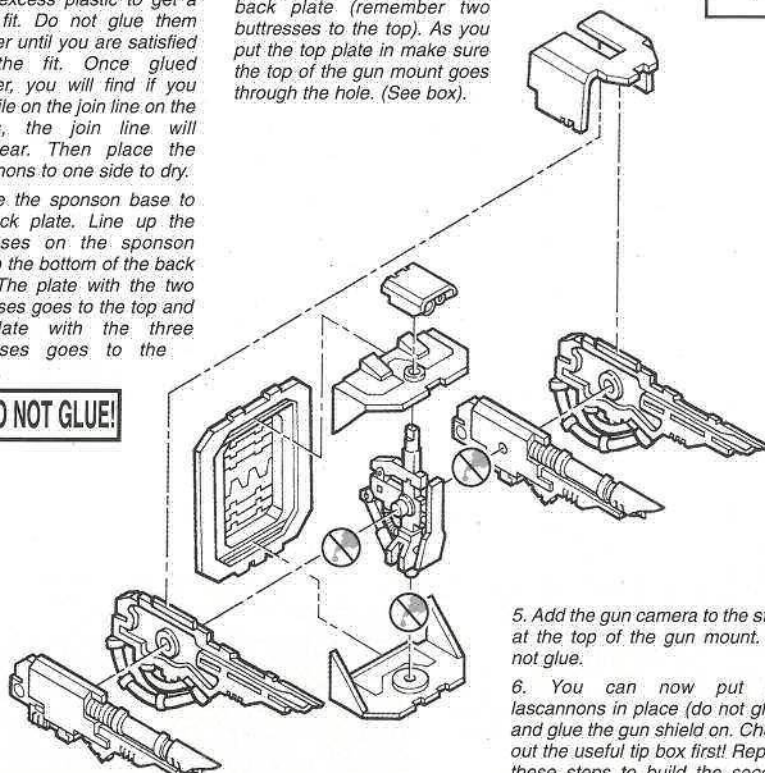
Then put the hull top in place, press down and make sure that all the edges make contact. Use elastic bands to hold it together whilst it dries.

LASCANNON SPONSON ASSEMBLY

1. The first thing to do is assemble the lascannons. You might find you have to clean off some excess plastic to get a better fit. Do not glue them together until you are satisfied with the fit. Once glued together, you will find if you use a file on the join line on the barrels, the join line will disappear. Then place the lascannons to one side to dry.

2. Glue the sponson base to the back plate. Line up the buttresses on the sponson base to the bottom of the back plate. The plate with the two buttresses goes to the top and the plate with the three buttresses goes to the bottom.

DO NOT GLUE!



3. Place the gun mount in the hole on the base. Do not glue.

4. Glue the top plate to the back plate (remember two buttresses to the top). As you put the top plate in make sure the top of the gun mount goes through the hole. (See box).

Stage

4

5. Add the gun camera to the stem at the top of the gun mount. Do not glue.

6. You can now put the lascannons in place (do not glue) and glue the gun shield on. Check out the useful tip box first! Repeat these steps to build the second lascannon sponson.

GUN MOUNT

When adding the top piece to the sponson assembly make sure the gun mount goes through the top hole before you glue it in place.



USEFUL TIP:

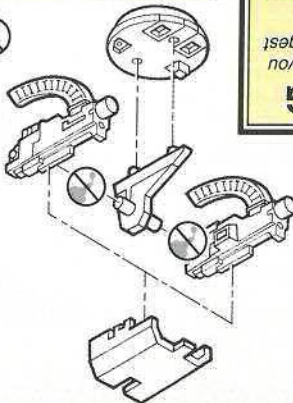
If you do not glue the gun shield to the lascannons and keep them separate, you will find them easier to paint. Once you have finished painting the Land Raider you can finish off the assembly.



Also if you take the lascannons off the gun mount you can paint the shutters and back of the gun mount more easily.

HEAVY BOLTER SPONSON ASSEMBLY

Stage 5



DO NOT GLUE!

1. Glue the heavy bolter mount to the cupola.
2. Attach the heavy bolters to the mount (do not glue). Make sure the weapons' feed chains go through the holes in the cupola (see box opposite).
3. Glue the gun shield to the top of the heavy bolters. Check out the Useful tip box first!

USEFUL TIP: DRILLING

Before you start the heavy bolter assembly you might want to drill out the gun barrels. I suggest you use a 2mm drill bit on your pin vice.



USEFUL TIP:

If you don't glue the gun shield to the heavy bolters and keep it separate, you will find the shield and guns easier to paint. Once the Land Raider is fully painted you can glue the gun shield into place and finish off the assembly.



CUPOLA MOUNT

When placing the heavy bolter on the gun mount slot the feed chain through the hole first then attach to the mounting.



ROOF & SPONSON ASSEMBLY

Stage 6

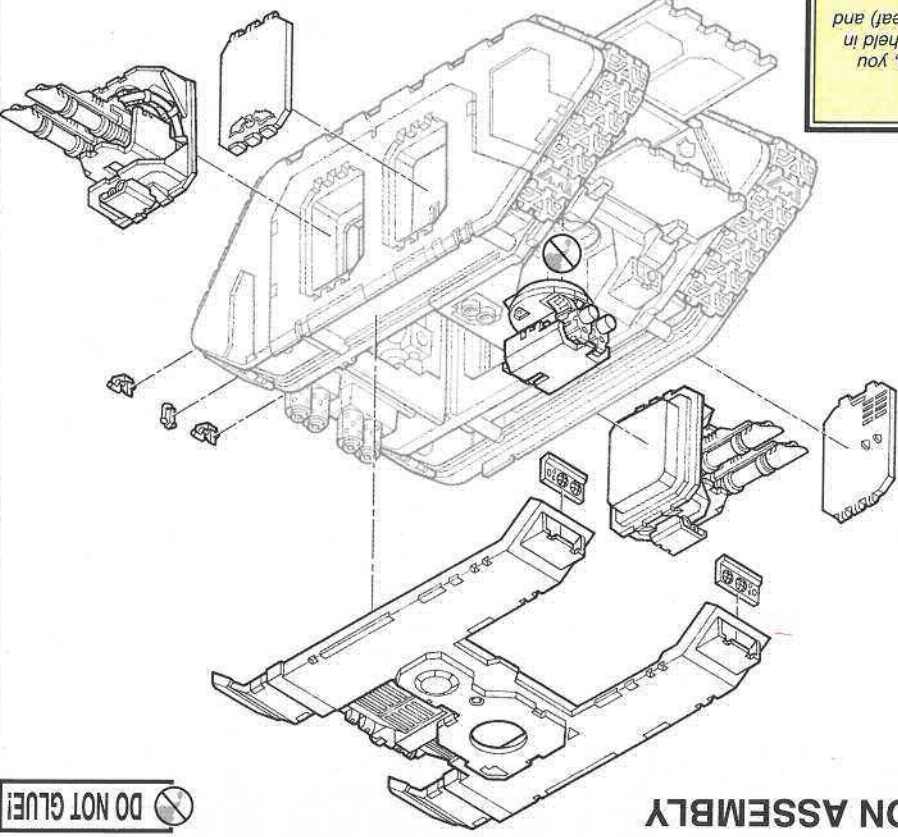
1. You should start this stage with the hull top already glued into place (see box below).
2. Now glue the ramp in place (the hatch with the winged skull motif). The ramp matches up with the sliding doors. You can hinge this if you wish. Use a 0.5mm drill bit and wire to create the hinge and do not glue.
3. Glue the hatch into place (this is the hatch with the rungs on it). This matches up to the datascreens/tool rack. Again this can be hinged if you wish.
4. Glue the lascannon sponsons assembly in the empty hatchways (see box).
5. Then glue the tow hooks in place. This is a little tricky so you might want to use tweezers to attach them. Place a little glue on the back the tow hooks and then put them into place.
6. At this point you can put the heavy boiler in place as well. Do not glue.

If you were following our earlier advice back at stage 3, you should have the hull top glued to the Land Raider and held in place by elastic bands. If not go back to stage 3 (overleaf) and do this first!



SPONSON FITTING

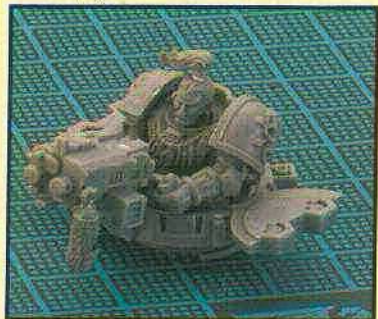
Add glue to the back of the sponson assembly and then place in the empty hatchway. Hold in place until dry.



DO NOT GLUE!

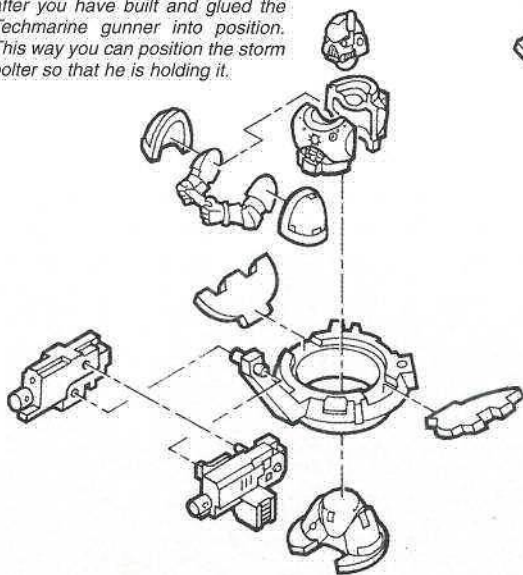
BEFORE YOU BEGIN

Before you think about building your cupola assemblies take a moment to think what mix you want on your Land Raider. You can actually mount the searchlight, scanner dish and grenade launchers on the hull of the Raider if you wish. Check out the pictures on the next page.



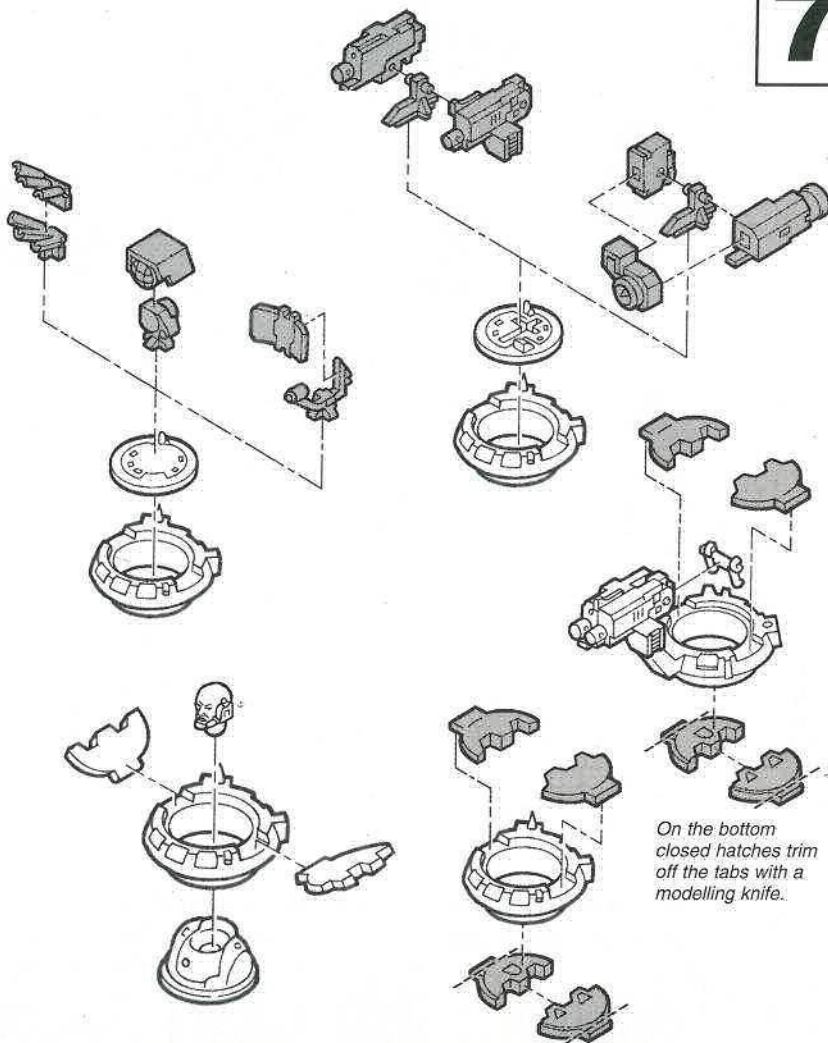
It is worth noting that any of the Space Marine kits' front torsos fit the Techmarine gunner back body including the bodies on the Space Wolves accessory kit (see picture). Also if you want to convert your Land Raider for Chaos Space Marines (heresy!) then the Chaos Space Marine biker body also fits in perfectly and has enough bits for the driver as well.

Build the storm bolter assembly as shown. But glue the storm bolter on after you have built and glued the Techmarine gunner into position. This way you can position the storm bolter so that he is holding it.



CUPOLA VARIANTS

Parts with optional locations are shaded grey.



On the bottom closed hatches trim off the tabs with a modelling knife.

USEFUL TIP: DRILLING

Before you start any of the storm bolter assemblies, you might want to drill out the gun barrels on the bolter. Use a 0.5mm drill bit on your pin vice.



A QUICK LAND RAIDER FACT...

Have you noticed the Imperial Eagles on the tracks? You may have thought that they are a piece of decoration. Oh no, Jes was a little more wily than that. The Imperial Eagle appears on every thirteenth link. The first twelve links represent the twelve Lords of Terra and the thirteenth link represents the Emperor at their head.



Stage

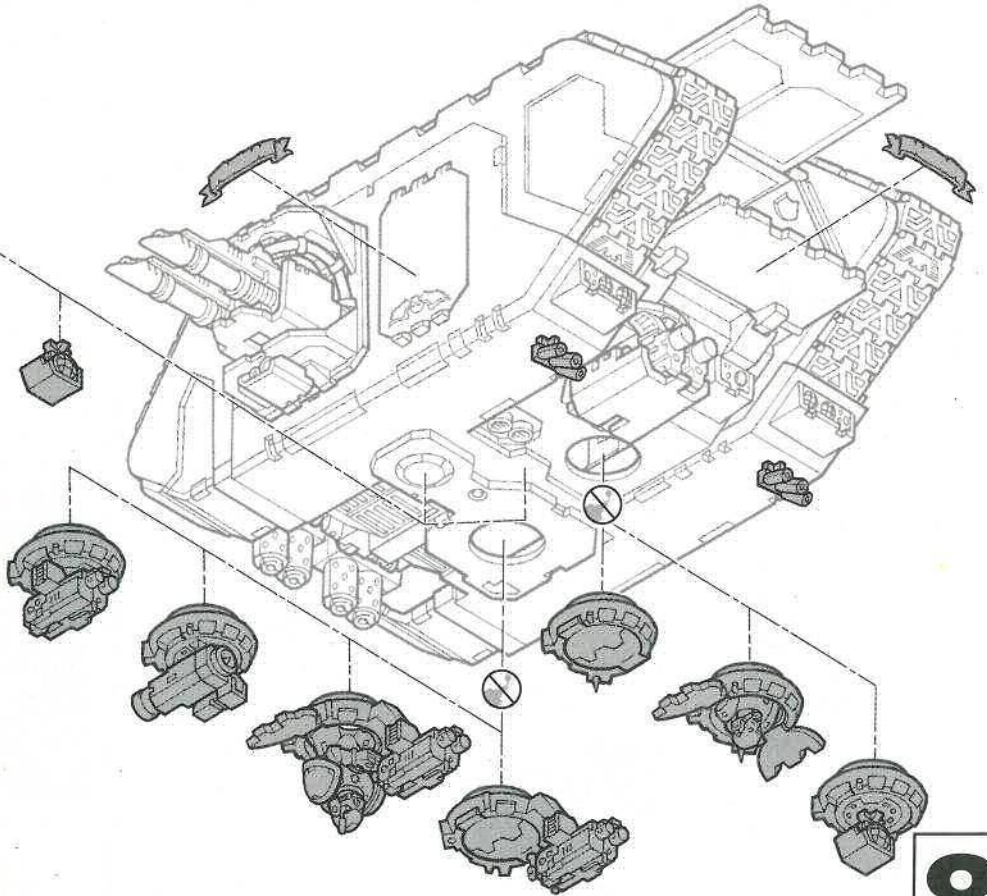
7

8
Stage

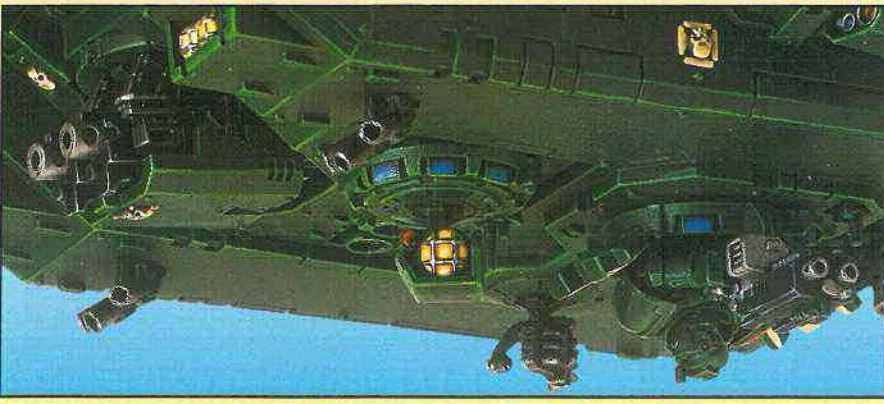
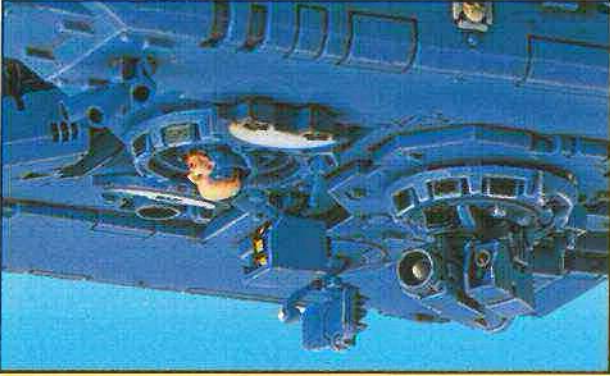
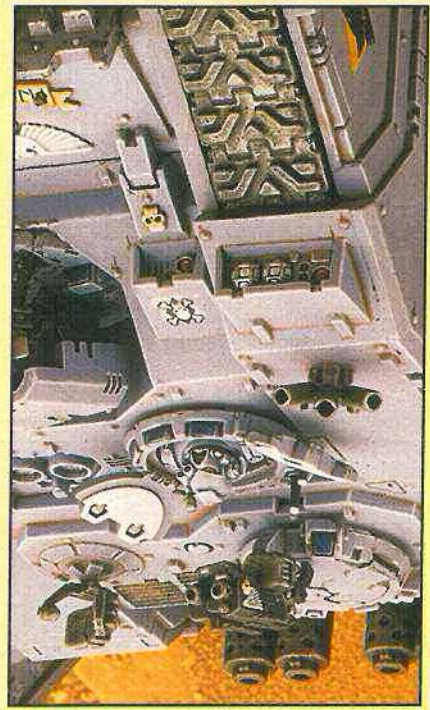
OPTIONAL ACCESSORY LOCATIONS
Parts with optional locations are shaded grey.

USEFUL TIPS:

The best thing to do with the hatches once you have built them is not to glue them to the Land Raider. There are two reasons for this. One, it makes it easier to paint if they are separate from the main hull, and two, you can swap them around as you see fit. The searchlight, scanner dish and grenade launchers look good actually glued onto the hull of the Land Raider. The name plaque is best painted on the frame then glued on after the Land Raider is painted. In fact it should be the last thing you glue onto the vehicle – think of it as a naming ceremony.

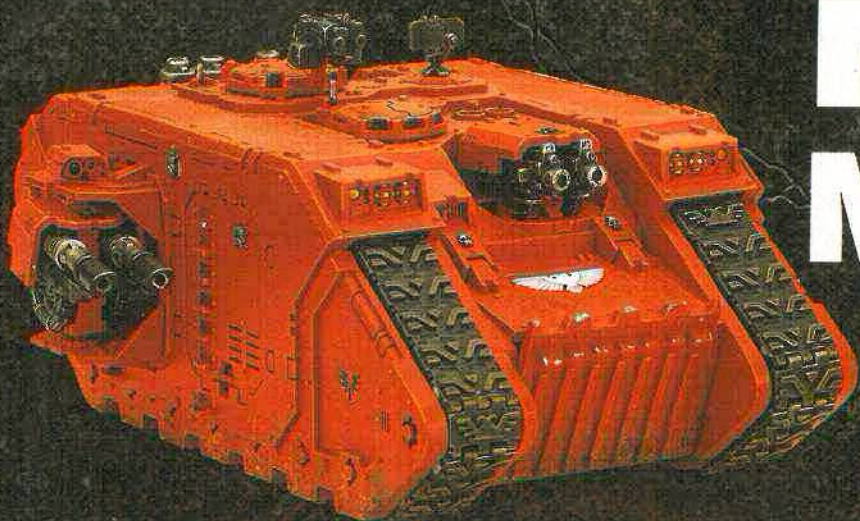
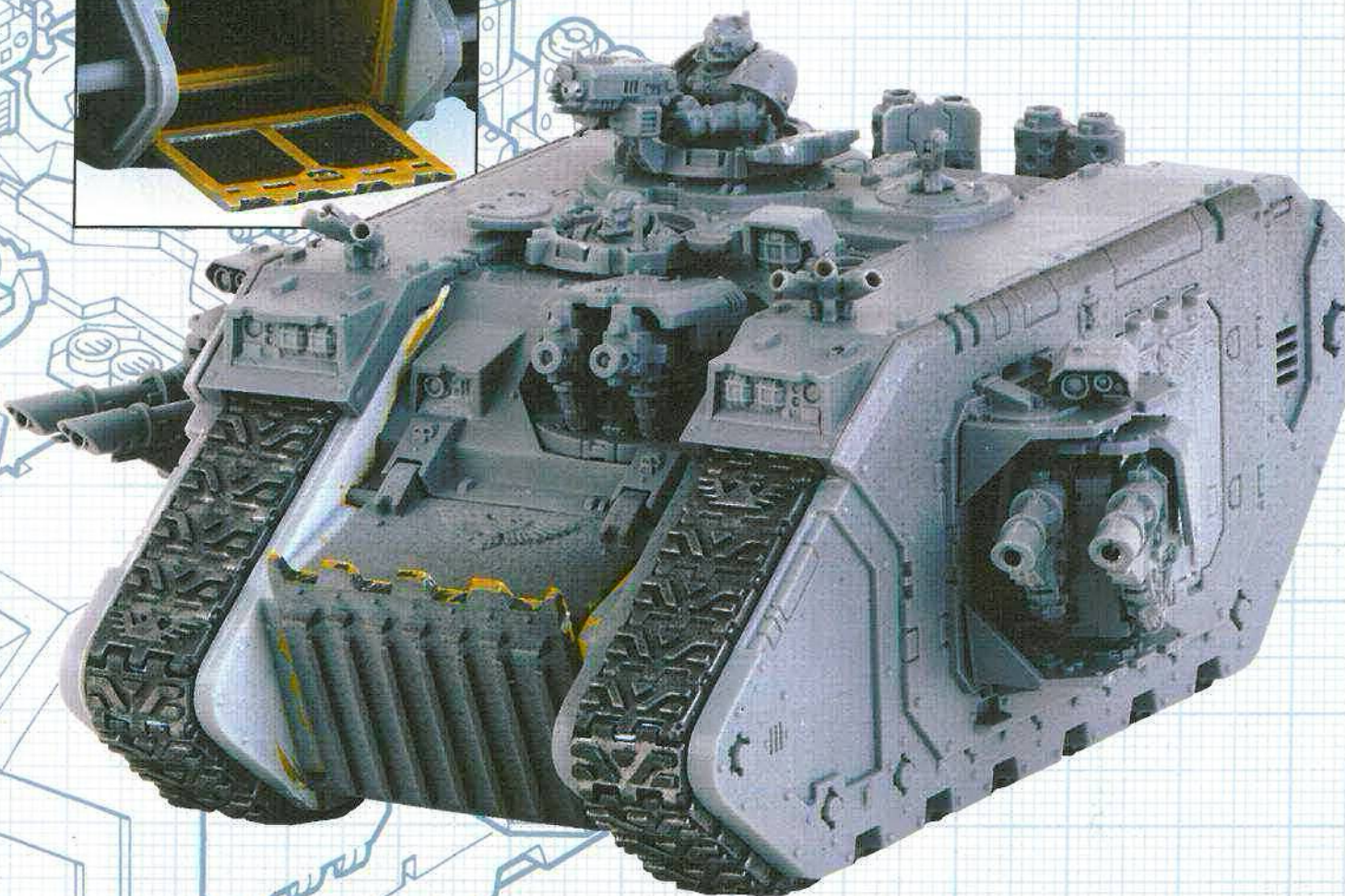
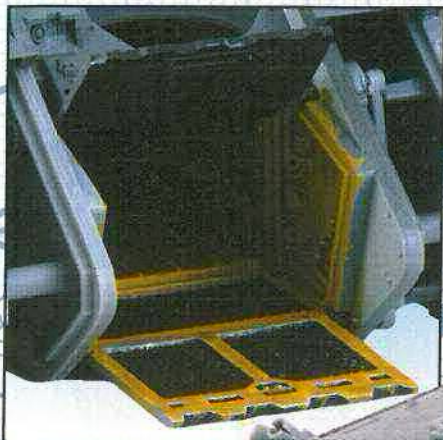


ACCESSORY & HATCH LOCATIONS



COMPLETE! – THE ASSEMBLED LAND RAIDER

The complete assembled Land Raider and it's a beast! Note the tracks have been blue-tacked on the model. They will be removed along with the gun shields, heavy weapons and cupolas when we begin to paint the model.



NEXT MONTH

Yes, we know the Land Raider is not finished yet. We (or rather Nick) still has to paint it. We are talking about that in next month's issue of White Dwarf, in a special 'How to paint your Land Raider guide'. So grab your paint brushes and gather up the spray cans. Until then, have fun!

DOUBLE SKULZ

Get twice as many Skulz on the 7th & 8th May

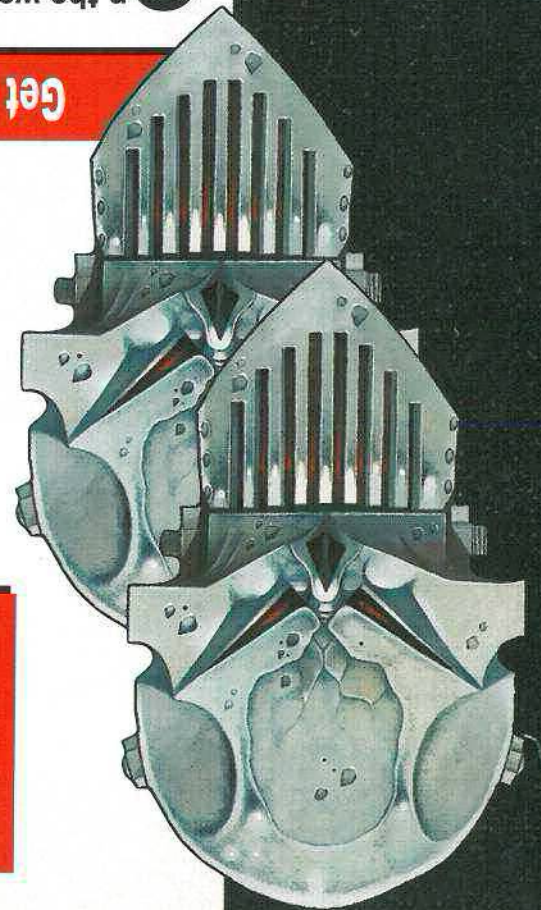
On the weekend of the 7th and 8th May we have a fantastic offer for you. For this weekend only we are going to be offering Double Skulz. Yes, that's right! For every £10 you spend at Mail Order that weekend we will give you two Skulz tokens instead of just one. So, whether you are collecting Skulz at the moment or you're about to start, this weekend is a great opportunity to collect extra Skulz towards that special gift.

To take advantage of this great offer simply give the Mail Order Trollz a ring on the 7th & 8th May and place your order.

Alternatively, you can pop into your local Games Workshop store and use our great in-store Mail Order service. Don't worry if you've never used this service before, our friendly staff will be only too happy to assist.

For more information on Skulz, ask a member of staff at your nearest Games Workshop for a Skulz Catalogue, or ring the Mail Order Trollz on the number below.

MAIL ORDER HOTLINE: 0115 91 40000



This awesome special edition Space Marine miniature can be yours for 50 Skulz!

50

Find out more about Skulz in the Mail Order section at the back of this White Dwarf.

LAND RAIDER DAY

Calling all Tank Commanders, your skills and bravery are required for a grand tank battle at a Games Workshop near you. Whether you are loyalist Space Marines, traitorous Chaos scum or Orky looterz, fire up your Land Raiders and get ready to take part in a titanic tank battle. If you're lucky we might let you in with Leman Russ tanks and other armoured vehicles too!



**TOTAL TANK MAYHEM – SATURDAY 13th MAY
AT A GAMES WORKSHOP NEAR YOU!**

GRUDGE BEARERS

Dwarfs in Warmaster

The Dwarfs live in fortified subterranean strongholds in the

mountainous regions of the Old World.

Beneath these near impenetrable fortresses they have dug thousands of miles of tunnels, shafts, mines and galleries. The World's Edge Mountains

are riddled with Dwarf delvings which constitute a hidden underground realm as large in extent as any Human

kingdom. The adjoining Grey Mountains and Dragonback ranges are

also home to Dwarfs and there are scattered settlements in most of the

mountainous regions of the Old World.

Dwarfs are shorter and stouter than men. They are also far stronger and

more resilient. They consider Humans and Elves to be gangling weaklings

liable to be blown over in a decent breeze. They are expert craftsmen,

especially when it comes to metalwork, smithying, gem-cutting

and jewellery-making. Despite their cumbersome appearance they are

astonishingly skilful when it comes to making tiny mechanisms such as

locks, concealed drawers and hidden doorways. They are also adept

stonemasons and take great pride in their ability to 'build to last'. Indeed,

the phrase 'Dwarf-built' is a byword for indestructible, whilst the Dwarven

for 'shoddy' translates quite literally as 'man-made'. Even the haughty Elves

grudgingly consider Dwarf metalwork to be the finest in the world, though

they are less appreciative of Dwarf taste which they consider to be vulgar

and gaudy.

► A Dwarf General has a command value of 10, befitting a character of his standing. This reflects his many years of battle experience as well as a commanding presence amongst his people.



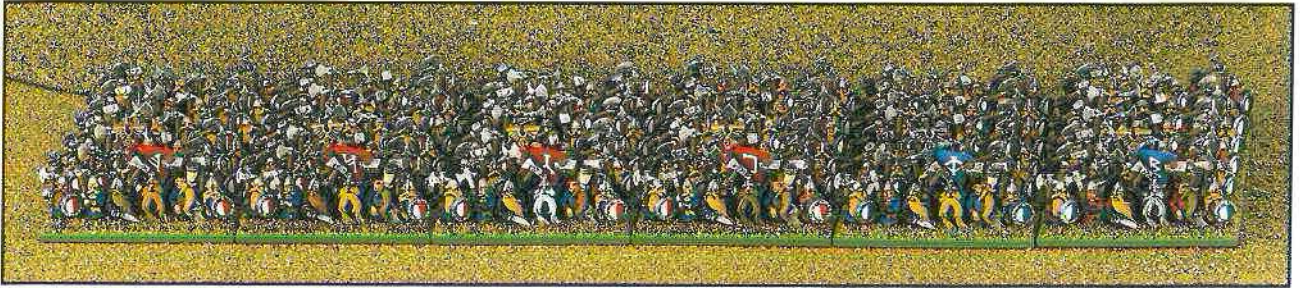
► A Dwarf Hero is an exceptional fighter who adds +1 to one accompanying unit's Attack value.



► Runesmiths often accompany Dwarf armies into battle and are well respected by other Dwarfs. A Runesmith can also be equipped with a huge anvil-shaped altar upon which he forges runes of power. Once per battle a Runesmith with an anvil may add +1 to his dice roll when he attempts to dispel enemy magic spells with Dwarf anti-magic.



DWARF WARRIORS

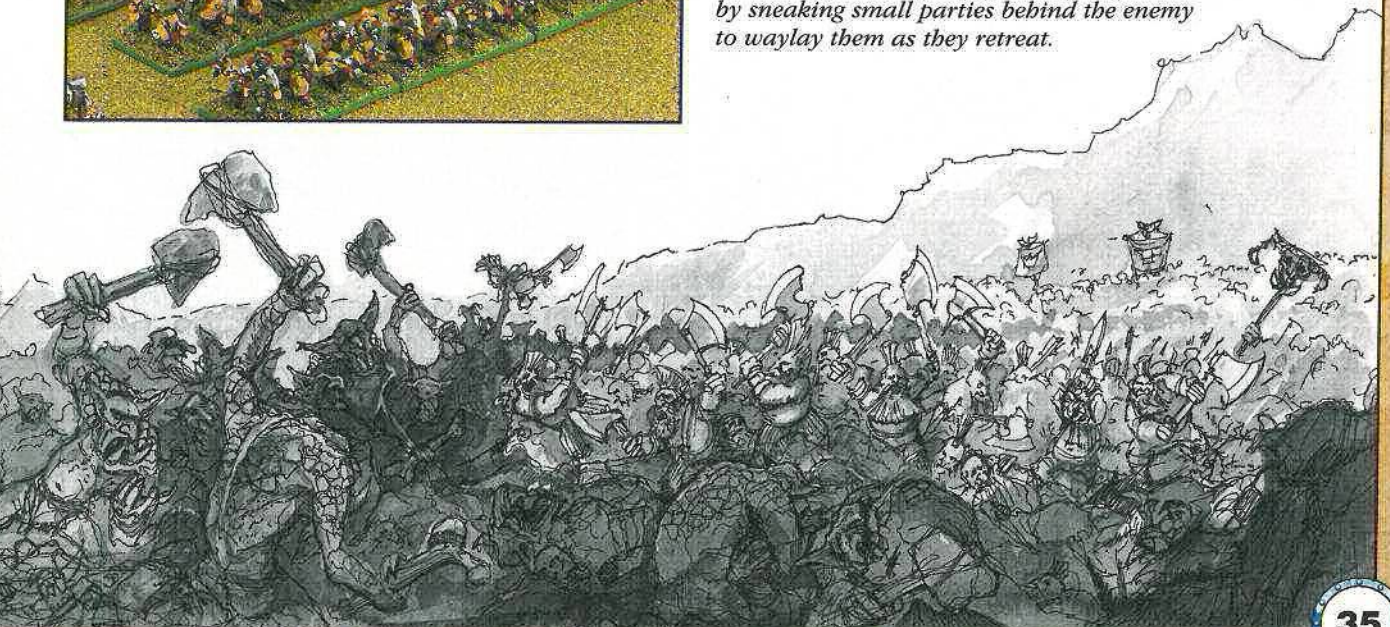


▲ Dwarf Warriors form the core of most Dwarf armies. Tough, well armoured and totally stubborn, Dwarf Warriors are formidable foes.

► Dwarf Handgunners are often referred to as Thunderers. A shot from a handgun can pierce armour far more effectively than an arrow or a crossbow bolt. Therefore Armour values are reduced when a model is hit by Handgunners.



◄ Dwarf Rangers spend their lives amongst the mountains and forests where they vengefully hunt down the enemies of Dwarfkind. They carry sturdy axes and powerful crossbows combining both close combat and shooting skills. Although they are infantry, Dwarf Rangers can pursue any retreating enemy. They do this with a mixture of missile fire, by setting traps in advance and by sneaking small parties behind the enemy to waylay them as they retreat.



TROLL SLAYERS

Troll Slayars welcome death, having undertaken an unbreakable vow to die in battle. Quite why a Dwarf would make such a vow is baffling to other races but, to a Dwarf, pride is a matter of life and death. A Dwarf who feels disgraced or dishonoured would prefer to take the Slayer's oath and die in battle rather than continue to live in shame.

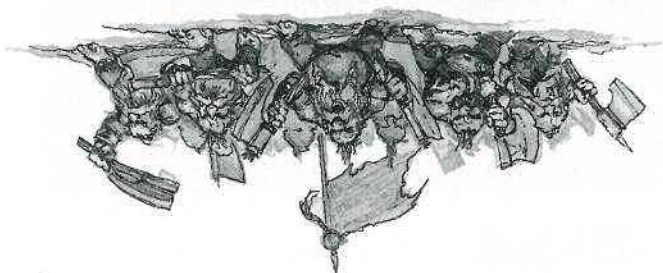
► A Troll Slayer unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They can't be driven back by shooting and never roll for drive backs. If victorious in combat, they always pursue or advance.

Troll Slayars are also unaffected by enemies that cause terror in combat, so they don't suffer the usual -1 Attack modifier. Troll Slayars are so crazed that they actually prefer fighting huge, dangerous monsters that are likely to kill them; the bigger the better in fact. So expert are they at fighting monsters that Troll Slayer stands receive a special +1 Attack modifier when fighting against a monster stand.

WAR MACHINES

The Dwarf Engineers' Guild is one of the most secretive of all Dwarf institutions and over the centuries its members have honed their skills of precision engineering to a fine art. Most of their inventions are practical and functional: pumps to clear water from mine workings, engines to draw cages up vertical shafts and steam powered hammers to beat out sheet metal. They have also developed machines for battle, including deadly cannons, flame cannons and the ingenious Gyrocopters.

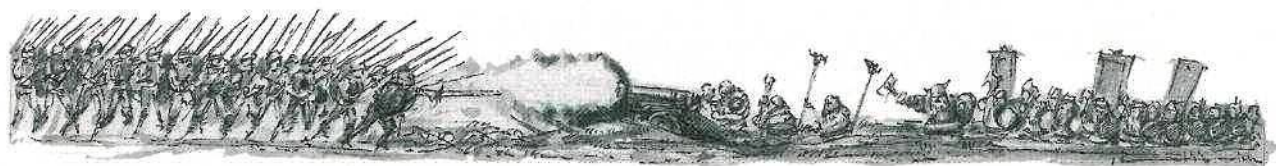
► The Gyrocopter is armed with a small, short range, crank-driven, piston-activated gun which is powered by the motion of the rotor shaft. The engine is fuelled by alcohol (as is the pilot).





◀ The Flame Cannon is an infernal device that shoots a gout of flame. The techniques of the weapon's manufacture are a closely guarded secret of the Dwarf Engineers' Guild. This is a deeply secretive organisation, bitterly opposed to further progress or innovation. Only Dwarf weapon masters of the highest rank know how to make these potent devices.

► Dwarf cannons are large calibre guns that fire a heavy cannon ball. Gunpowder weapons like these are unreliable compared to the tried and trusted technology of stone throwers and the like. Only Dwarf smiths and a few weaponmakers in the Empire can build these devices. These wild and determined individuals can be recognised by their dense covering of soot and lack of eyebrows.



Lone Wolves

Evidence concerning the existence of the so-called Space Wolves 'lost companies'. This report compiled by the Emperor's most humble servant, scribe chambers.

Date:	2985396.M41
Ref:	149/8774 Ad. As/W. 1578295 Violent clearance
Scribed by:	Inquisitor Asmorales Harkenforth
Re:	Adeptus Astartes, Space Wolves lost companies
Thought:	Life is a prison. Death a release.

Honoured brethren, in accordance with your request I have investigated an investigation into the matters raised by the and made a regrettably brief visit to the Space Wolves home world of Fenris. The specific charges made by Van Hoppel, of iconoclasm and heresy within the chapter were most directly addressed at Fenris. I sought audience with the current great Wolf, Logan Grimnar. A giant of a man, even for a Space Marine, the great Wolf presents himself as a simple, blunt and irreverent warrior - frequently using the basic psychological technique of deflection, laughing uproariously (and intimidatingly) in response to any question he does not wish to address. However my overwhelming impression was of a shrewd and quick-witted leader disguising himself as a barbarian.

Although the great Wolf was suspicious of my motives for visiting Fenris, he seemed affable enough once I had joined him in consuming several kegs of locally made winter-ale (after taking a suitably strong dose of anti-toxikants naturally). My discussions with Logan Grimnar, the subsequent tour he provided of the more accessible areas of the Space Wolves chapter-fortress and my own nocturnal investigations of the less accessible areas sufficed to convince me of the following: the Space Wolves, like many of the chapters of the Adeptus Astartes, honour the Emperor and their Primarch above all others. They worship the Emperor as the greatest man who ever lived, all-father to both the Imperium and themselves. This is significant because they do not invest Him with the divine attributes commonly espoused by the Ecclesiarchy.

While this would technically be termed a Heresy of the third degree, the fact remains that the Space Wolves' faith in the Emperor and Leman Russ remains stronger than in many of the hives and worlds across the Imperium. I found countless shrines, inspirational images and devotional offerings within The Fang (the Space Wolves' fortress), often of a somewhat barbaric nature. I believe that what rankles the Ecclesiarchy is the manner in which their devotion is expressed (ie. outside their auspices).

Of greater interest than Van Hoppel's accusations is certain information garnered from the Libraris Omnia. The servitor-probe was programmed to retrieve all available data on the Space Wolves chapter and turned up some unexpected fragments on the so-called 'lost companies' of the Space Wolves. To place things in context, the Space Wolves' lack of successor chapters has often been noted as unusual given its status as a first founding legion with a history extending back to the legendary days of the great crusade.

As is well-known, after the Horus Heresy the great Space Marine Legions of that time were broken up into the smaller chapters of today, in this way no single chapter Master controlled the terrible power of an entire legion. However, despite this and the great size attributed to the Space Wolves Legion during the crusades (Dionivius stated that the Space Wolves "stood 10,000 strong at the gates of Thran") no successor chapters are listed for the Space Wolves. This is a mystery I believe I can now shed some light onto. As may be observed from the accompanying fragments, each one tells the story of a group of Space Wolves who appear to have separated themselves from the chapter. In some cases, as with the sons of Russ, this would merely be artistic license on the writer's part but in each case no corroborating evidence could be found for the Space Wolves chapter being involved. Amongst most Space Marine chapters such behaviour would be viewed as a fatal breach of discipline, those involved would be declared renegade and mercilessly hunted down. However, the Space Wolves Primarch, Leman Russ, was always renowned for his independence and impetuosity and I believe these traits remain predominant within the chapter. The oaths of fealty undertaken by the Wolf Lords of the Space Wolves Great Companies declare their allegiance to Russ and the Emperor but do not stipulate servitude to the great Wolf.

It appears that in some cases a Wolf Lord and his Great Company separate from the main body of the chapter, undertaking their own quests and missions for a variety of reasons. The case of Jotun Bearclaw, for example, indicates

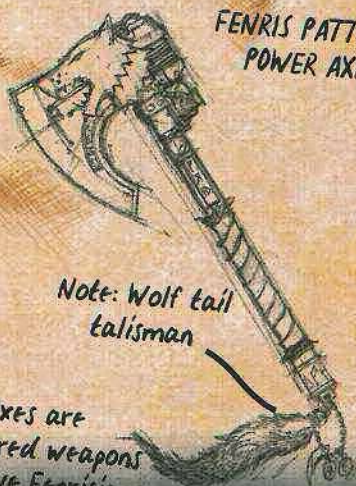
that his men had elected not to return to Fenris because of the long journey time through warp space, and presumably the temporal displacement they would suffer on arrival (potentially several years over such a distance). I suspect that there is some more hidden motive behind the Company's actions, one which he chose not to share with the Kimmerians. This may be related to the Space Wolves' ancient quest to find their lost Primarch.

As to the long term viability of these 'lost companies' it is difficult to say. Given sufficient gene-seed and technical competence it is entirely possible for such a company to maintain its strength over a protracted period, inducting and training new recruits in the same way as a normal chapter. Less well-supplied companies might have to resort to training ordinary humans to fill their ranks or face the prospect of gradually dwindling in numbers until the company ceases to exist.

Speculation aside, this subject obviously requires further investigation. A Space Wolves Great Company is a substantial organisation and the concept of having such groups wandering the galaxy without any kind of check or balance is somewhat worrying. I shall endeavour to uncover more information before contacting you again.

Asmorales Harkenforth

Inquisitor Asmorales Harkenforth



FENRIS PATTERN
POWER AXE

Note: Wolf tail
talisman

Axes are
favoured weapons
of native Fenrisians



WOLF GUARD
SHOULDER PAD

Note: debased Crux
Terminatus



WOLF PRIEST
IRON WOLF
AMULET
(cf: ROSARIUS)

The Sons of Russ

(Excerpted from Pax Imperium: the road to glory. M34)

"The overwhelming martial glory of our Space Marines has never been matched before or since as they carved a bloody swathe through the corrupt worlds of the Krell nebula. Nests of pirates and heretics fled before the storm of righteous fire and damnation rained upon them by the apocalypse-ships of the Adeptus Astartes. Whole planetary populations were purged of the taint of abomination with the flash of bolter fire and the cleansing kiss of the flamer. As the Krell crusade reached its height fully three whole Chapters of the Emperor's chosen were poised to deal death to the forces of the Arch-Deviant Kabboki and lay siege to his impregnable fortress at Mo-Shan.

Kabboki had summoned all of his legions in fear of the approach of the righteous servants of the Emperor. The plain of Mo-Shan was covered by their numbers and the thunder of their artillery threatened to crack the world. It was the Sons of Russ who led the charge through the smoke and flame of the battlefield, their chilling howls spreading terror through the enemies' ranks. At such close quarters the enemies' numbers were meaningless, their artillery worthless. So it was that the Space Marines fought their foes face to face and hand to hand, hacking them down with screeching chainswords until the corpses were piled higher than their heads. Though the Sons of Russ wore armour of wolf-grey, at the end of the day's slaughter they were dyed crimson by the gore they had spilt on that vermillion plain. As the iron ring was closed about the Tyrant's fortress, the Sons of Russ lined its periphery with the heads of the fallen, their sightless eyes glaring accusingly back at the fortress which had brought their doom."

The Wolf Brothers

(Excerpted From The Galleria, M31)
 ...And ranging 'cross Yabals plain
 The Eldar turned at bay,
 They stood and fought, shed blood
 And burned
 A thousand men that day.

Then Wolf Brothers came
 To slay them all,
 Bloody swords raised, howling,
 Fangs gleaming
 Answering the warriors' call.
 No alien could stand against
 So fierce a foe,
 No trick would turn them aside.
 On they came, unstoppable
 To strike a deadly blow.

Turning, fleeing the Eldar ran
 Through their portal
 Beyond the reach of man.
 Undaunted Wolf Brothers
 Pursued them unto realms immortal
 Though aliens were defeated,
 Their fury tamed,
 The ill-fated Wolf Brothers
 Were lost, mourned
 Never seen again...

Pack Leader Thorolf
 of Bran Redman's Great Company
 (strong associations with Wulfen)



WOLF TOOTH
 NECKLACE
 (COMBAT AWARD)



SPACE WOLVES
 FROSTBLADE
 (AUGMENTED
 POWER WEAPON)



Kraken Teeth

These fragmented pieces of text
 have been excerpted from
 Dionetrius' Rise of Man, M31



The Wulfen

Fragment II

...Among them were companies of savage creatures, their bestiality far outstripping
 the barbaric children of Russ. By the Space Wolves these were called the Wulfen,
 of limb and blanchet by savage tattoos, able to tear a man asunder with their
 hands and fangs. Eschewing weapons of distance they would stalk their foes as w
 beasts, sinking in the shadows and hunting by night 'neath the light of the full m
 Various, captains say the Wulfen were led by Hirkon Grail or Jorin Bloodfang, n
 when one was slain another took his place.

Fragment III

The Wulfen were never seen nor heard of again, passing into the void and becoming los
 the eye and ear of Man. It is said that upon the Space Wolves homeworld of Fenris the
 of the Wulfen was known by the wolves of Asatrim. The great packs gathered before th
 gates of the Space Wolves monastery in their thousands until every wolf in the world w
 there. That grey host howled of their loss for a hundred nights before returning to the
 hinterlands.

Note: this text is excerpted From
surviving regimental diaries of the
VIII Kimmerian Regiment. M41

Jotun Bearclaw's Great Company

7372992.M41

Follow me if I advance. Kill me if I retreat. Avenge me if I die.

Warmaster Solon.

These damned mountains will be the death of us all. Even my hardy Kimmerians struggle with the high gravity and constant blizzards. The Tyranids have evaded us at every turn, not at all what the training manuals tell us they should be like. No wave attacks of clawed monstrosities, no massed battles, just raids and ambushes. They always attack by night when we are at our weariest from clearing a path up yet another cursed ridge line. Lieutenant Sharpknife thinks they are drawing us into a trap, whittling away at our strength until they can surround us and wipe us out. After two months of chasing shadows through the mountains I'm starting to think she's right.

7375992.M41

To admit defeat is to blaspheme against the Emperor.

Rexfrew Comstat.

They came again last night. Fourteen dead and twelve injured. It could have been much worse, but we had help during the attack. Confusion reigned, thick snow was blowing and I could see nothing. All I could hear was our squads blazing at shadows and the screams of people being torn apart. Suddenly I heard a different kind of weaponry being fired, a staccato roar that could only be massed bolters. Through the billowing snow we saw armoured figures that must have been Space Marines, though they were almost invisible in their grey livery.

They ignored all attempts to raise them over the comm channels and immediately disappeared back into storm when the fighting died down.

At first light I walked the perimeter and counted over sixty Tyranid dead, heads pulped by chainsword cuts or bodies punched through by bolter rounds. I'm sure I recognised the Space Marines' colours from the training dogma we were taught at the Myrmidia academy; wolf-grey for the Space Wolves Chapter. It seems impossible that the Space Wolves could be here on the eastern fringes, a galaxy away from Earth and their own home world. However they are here and the sight of those ichor splattered corpses made me smile for the first time in two months. The creatures stalking us are also being stalked by them...

7381992.M41

*What is the terror of death? That we die our work incomplete.
What is the joy of life? To die knowing our task is done.*

Axon.

We have finally discovered the Tyranid brood nest in caverns below the Brightfast mountains (Grid ref. 32.71X46.02). As we came close they attacked without warning. One moment we were marching in an empty landscape, the next hordes of Tyranids were erupting from the snow and rock in an avalanche of chitinous bodies and razor sharp claws. I think we would have been overwhelmed there and then if our allies had not chosen that moment to counterattack.

The Tyranids were caught in a crossfire between our guns and theirs, and when the Tyranids managed to close in to fight hand-to-hand, the grey warriors charged in to help us. By the Emperor they were fierce! I saw one warrior mortally wounded a dozen times but still muster the strength to pitch himself over a cliff carrying three of his foes with him. Another cut his way through an entire brood of Tyranids single handed. The Tyranids fought to the death, but mercifully they inflicted less casualties than I could have hoped for. My Kimmerians suffered another twenty dead and sixty wounded, the grey warriors lost three from what I could tell. Over a hundred Tyranids were slain in the fighting.

At the end of the battle the grey ones did not turn and leave as I'd expected. The leader of the warriors came forward and sought me out. A giant he was, fully eight feet tall and broad as two of me; such a physical presence that it made me feel like a child talking to an adult. His armour was grey but slashed with black markings like claw marks at the shoulders and greaves. His face was like wrinkled leather, creased and scarred, weather-beaten on many worlds, half-hidden behind a plaited beard which hung to his waist. He introduced himself as Jotun Bearclaw and greeted me by name and rank (to prove, I felt, that he knew more about us than we did of him). He told me that him and his Great Company had been hunting Tyranids in the mountains when they found us, and decided to follow and see if we drew any attacks. I was angry that they had used us as bait, but when he laughed at my self-righteousness something inside me quailed in fear.


I asked why the Space Wolves had come so far across the galaxy, he laughed again and told me three great companies had come to fight at Ichar IV and his men had elected to stay on the Eastern Fringe instead of enduring months of warp travel to return. I fear my mouth hung open at the idea of a military unit electing not to return to base. Jotun grinned, pointed to the Tyranid corpses and told me there was still plenty of work to be done. Then he told me about the location of the brood nest. We will attack it together, his force and mine, I intend to bury a copy of this voca-log beside a locator beacon in case I do not return. Hopefully the beacon will allow others to find this place and finish the job if we fail.

[[Last Entry]]

In the grim darkness of the 41st Millennium there is only war.

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Warhammer 40,000 is a tabletop game for two or more players in which you command the forces of the Imperium (or one of its many enemies) in desperate battles across the war-torn future of the 41st Millennium. The Codex army books are dedicated entirely to collecting, painting and gaming with the various different races and armies of the Warhammer 40,000 universe. Every Codex highlights one particular army and expands upon the rules published in the Warhammer 40,000 rulebook. Inside each Codex you will find army lists, a section full of ideas for painting and modelling an army, plus exotic wargear and special characters to use in your battles. In addition there is a wealth of background information – all in all enough to satisfy the most avid gamer!



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the most avid gamer!

053

WARHAMMER



CODEX SPACE MARINES

The Space Marines are the finest troops in the Imperium. Their genetically engineered bodies have been honed far in advance of any human, and their battle skills are second to none. Each Space Marine is fanatically loyal to the Emperor, willing to fight a thousand battles in his name. Combined with the best warrior mankind can offer and a lifespan lasting hundreds of years, these champions of the



temple are feared and respected throughout the universe. Each Chapter of the Space Marines has its own distinct history and background, and as such this Codex forms the basis for several supplementary Codex army books (see right).

CODER BLOOD ANGELS

You will need Codex Space Marines to use the following three Codex army books as they further highlight an individual Space Marine Chapter.



CODEX SPACE
WOLVES

Space Marine Chapters, unstoppable in their fury and the Blood Angels are the most bloodthirsty of all the infamous in their quest to spill blood in the name of the Emperor.



CODEX DARK ANGELS 34

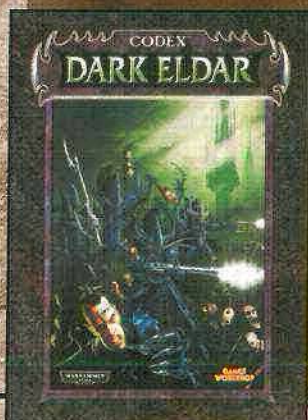
The Dark Angels are stubborn and relentless champions of the Imperium, faithful but with a terrible secret. This Codex reveals some of the dark history of one of the most mysterious Space Marine Chapters.



The ferocious warriors of the Space Wolves are famous throughout the Imperium for their bravery and willingness to fight no matter the odds.

WARHAMMER®

40,000



The Codex army books are supplements for Warhammer 40,000. You must possess a copy of Warhammer 40,000 to be able to use the contents of these books.

CODEx DARK ELdAR

£8

Spawned in the darkest pits of the universe, the cruel Dark Eldar are a curse upon all races of the galaxy. For untold thousands of years they have preyed upon unsuspecting settlements, stealing forth from the shadows and dark places on their raids of terror and violence, massacring or enslaving all whose paths they cross. This Codex reveals the darkest secrets of these sadistic killers, with advice on how best to begin your own reign of terror across the universe.

CODEx ORKS

£8

WAAAGH! The Orks are the most brutal race in the Warhammer 40,000 universe. Across a thousand worlds the deafening cries of hordes of battle-crazed Ork warriors ring out as they declare war on everything in their path. From unstoppable Warlords to the lowliest Gretchin, this Codex details everything an aspiring Ork Boss needs to know to take the galaxy by storm in a tide of green death!

CODEx CHAOS SPACE MARINES

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The Legions of Chaos are twisted renegades and traitors, sworn to overthrow the Emperor and mankind whom they once served. The armies of the damned boast mighty Daemons, crazed berserkers, possessed vehicles and squad upon squad of foul Chaos Space Marines, bound forever to destroy all in their path. Death to the False Emperor!

CODEx IMPERIAL GUARD

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The Imperial Guard is the largest and most diverse fighting force in the galaxy, fighting across a hundred warzones upon ten thousand planets. Famous for their disciplined troops and devastating battle tanks, the Imperial Guard form the mainstay of the Imperium's standing army.

CODEx CATACHANs

£4

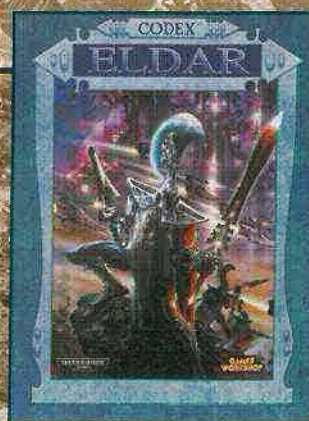
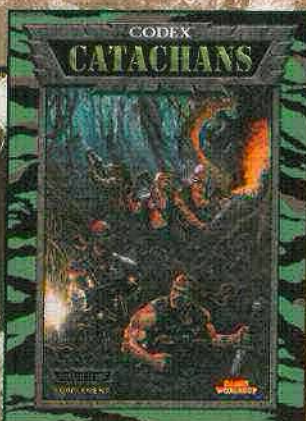
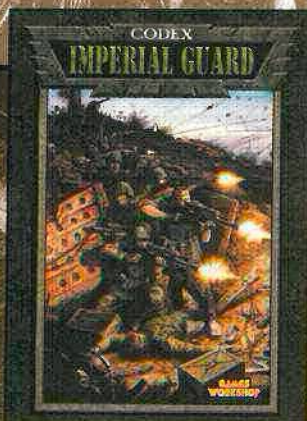
Note: You'll need Codex Imperial Guard to use this supplement.

Catachan is the most infamous deathworld in the galaxy and its inhabitants use the jungle itself as a weapon against the enemies of the Imperium. If hunting your adversaries with booby traps and ambushes or incinerating your foes with heavy flammers and demolition charges appeals to you, this Codex is ideal. Inside is a wealth of background information and scenarios for desperate jungle and deathworld fighting.

CODEx ELdAR

£8

The Eldar are an ancient race, immersed in a battle for survival in a galaxy overrun by barbaric usurpers. Eldar warriors are as deadly as they are diverse, utilising advanced weaponry and mysterious wargear. This Codex details everything you need to know to field an army of these proud, alien warriors.



"The Space Wolves are the most barbaric of all the Space Marine Chapters. Their home planet is the harsh ice world known as Fenris, where savage tribes from which the Space Marines are recruited are locked in a continual struggle for existence. Perhaps because of this, Space Wolves have a proud, headstrong nature that makes them difficult to control or direct. But for all of this, the Space Wolves are valiant and noble defenders of the Imperium, and are amongst the bravest and most ferocious warriors I have ever met. I can say without doubt that the Imperium would be a far more dangerous place without the Sons of Russ to protect it."

Inquisitor Bastalek Grim



Tooth and Claw!

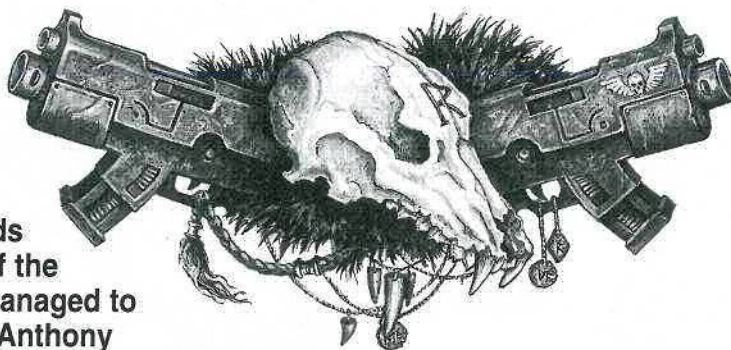


The Space Wolves Battle Force is an ideal way to start a new Space Wolves force or to further reinforce your existing Space Wolves army.

The Space Wolves Battle Force contains:
10 Grey Hunters, 10 Blood Claws, 1 Rhino,
3 Space Marine bikes and 1 set of Gothic Ruins.

Space Wolves Battle Force - £40 boxed set

Anthony Warrington has a thing about Space Wolves. Each year he enters a squad of them into our Golden Demon painting championships and tends to walk away with one of the trophies. This year he managed to surprise us but we'll let Anthony do all the explaining...



Wolf Lord mounted on bike.

The models do receive periodic refitting and repainting as the older models begin to look a little dated. A good way to jazz up older designs is to slap on some of the new plastics – a backpack, a new gun, pouches etc. I also employ extensive use of Green Stuff to provide detail – wolf claws, necklaces and other feral totems adorn the models.

The Space Wolves are an army that suit my favourite battle tactic: point forward and shout "Charge lads!" Of course, it's not quite that simple, but the Space Wolves, with a predominance of unmatched assault troops, will live or die on whether the troops can get into close combat as soon as possible; none of this 'stand at the back and shoot till it stops moving' malarkey!

My usual ploy is to send the bikes and a Wolf Guard squad in a Rhino thundering into what I see as the key point in the enemy line, usually a flank, so that a) my Space Wolves won't be surrounded, and b) when I win the fight I can sweep on to the next enemy unit. The Assassin

Anthony: I started collecting Space Wolves when the very first Codex Space Wolves was published, and have stayed faithful to the gnarly old rogues ever since! The army nicely reflects my interest in historical gaming, having a direct and bloody counterpart in the warriors of the Norse, personal favourites of mine. Although I have collected Space Wolves ever since I started, they have always been a display army, each model painted to the best of my ability at that time, and so even after all these years the army is still a little small! However, I believe in quality over quantity and many of the models may be familiar from previous Golden Demon competitions.



The Wolf Guard: each miniature is converted and painted to an exceptionally high standard.

A COMPANY OF WOLVES

The Wolf Lord is the most complex conversion, having over 20 separate parts, but he provides a unique and feral-looking centre point. I originally intended him to

Wolf Guard bite the dust. than have an expensive bike or wolf nobly give up its life rather much better to have some poor armour (cruel, I know!), as it is are a cheap form of ablative faithful old bike. Essentially they instead decides to mount his Lord doesn't wish to go on foot but accompany the bikes if my Wolf bulking out the numbers, or they run with the Wolf Lord, Wolves are of great use! Either hand combat. The Fenrisian and butcher a few foes in hand-to-time, until they can join the melee covering fire, advancing all the The Grey Hunters provide

heavy weapons. will usually unveil herself at this point, either to join in the fight with the assault troops to ensure victory, or to harass the enemy's

The Wolf Lord accompanied by a retinue of Fenrisian Wolves.



Grey Hunters led by a Wolf Guard in Terminator armour.



represent Bjorn the Fell-Handed (a Venerable Dreadnought) in the prime of his life, before his doom befell him.

The bikes are simple conversions: the original heads were swapped with Necromunda Goliath heads providing a brutal, barbarous look for the young berserkers. A particularly brave and bloodthirsty Blood Claw has even been chosen for the Wolf Guard (can you spot him?)

An assault army such as the Space Wolves benefits greatly from mobility, so a pair of Razorbacks, one for each Grey Hunter squad, will mean they can assault quickly and also provide a little heavy fire power.

The Wolf Guard are the focal point – one wielding the Chapter banner, another with a comm-link on his back, barking out orders to his troops. In the pipeline is a 're-fit' for the Wolf Guard – they were designed for use in the second edition rules and tend to die horribly if not supported in combat. So off come the sluggish power fists and on go shiny new lightning claws, a fitting weapon for a frothing wolf to eviscerate his foes with! No more automatically striking last! Hurrah!

Below: Anthony's beautifully painted Sons of Sparta Space Marines won first prize in the 'Warhammer 40,000 Squad' category at last year's Golden Demon competition. Inspired by the style and design of classical Greek warriors, Anthony decided to enter these instead of a Space Wolves squad. To see more of these remarkable miniatures check out the Golden Demon winning entries in WD244.



WARHAMMER WORLD

The Games Workshop Museum
Games Workshop HQ, Willow Road, Lenton, Nottingham.

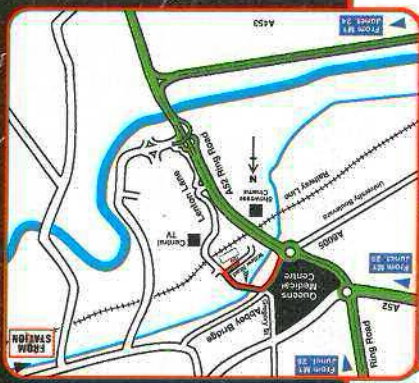
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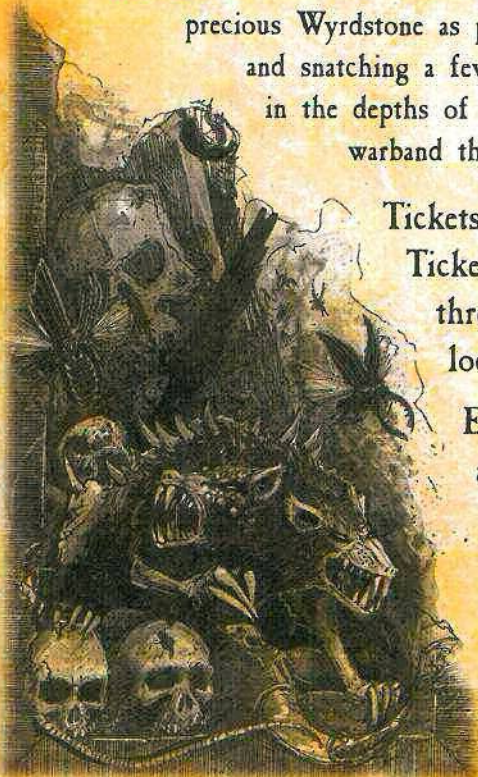
precious Wyrddstone as possible, pausing only for food, the occasional drink and snatching a few hours sleep. So if you like the idea of doing battle in the depths of Mordheim and you have a 500gc painted Mordheim warband then call Mail Order now!

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HOLDING OUT FOR A HERO

By Jonathan Green

Jonathan has come up with some great new ideas for creating your own special characters, and to top that, he has also included some of his own characters as examples to go with a great new scenario, the Siege of Chateau Frontiere.

Back in White Dwarf 224 (when life was cheap and Paul Sawyer was a little slimmer) the News section featured a whole page spread of Hero models for use in Warhammer games (shown in glorious Citadel technicolour). Everything from Elves and Bretonnians to Dwarfs and Necromancers were included. Most of the exquisite

models had originally been created for the Warhammer Quest dungeon-adventuring game but were equally at home in the massed ranks of any General's army. Indeed, these particular metal figures, with their finely detailed outfits, accessories and dramatic poses would make fine centrepieces for a number of units on the battlefield. I

"It's hopeless!" The grizzled man-at-arms slammed his fist down on the table. "The tower is surrounded, Messurier's dead and the nearest reinforcements are still a day away."

"If only the men could hold out until Duc Aubert's knights reach us." The noblewoman gave the old soldier an imploring look. "I am sure you could rouse them with a stirring speech or something."

Lady Madeleine didn't understand. She had not been educated in the ways of war. The Goblins had attacked only a day before but in that time they had decimated the small force of conscripted soldiers whose duty it was to protect the demesne of Lorayne. A lucky shot from a greenskin bolt thrower had put an end to the Wizard Messurier's part in the battle and the situation had gone from bad to worse.

Tabor took a deep breath. "Milady," the baggard warrior explained patiently, "The men's morale is shot to pieces. The time for talk is over. What we need now is a hero!"

Suddenly the occupants of the council chamber were aware of a commotion outside. Listening more carefully they could discern the screams of Goblins and the cheers of the Bretonnian defenders.

Suddenly the tower door burst open and an armoured knight stepped over the portal, an unconscious Goblin Fanatic hanging from the end of the ball and chain wrapped around the man's leg.

"Have no fear, ma'am," the knight said cheerfully between panting breaths. "Sir Aleron is here!"



I had already decided that the Pit Fighter would, in my opinion, fit best into a mercenary army. As stated in the Warhammer Armies Dogs of War book, the Bretonnians find that the whole idea of paying soldiers to fight for you jars with their belief in the Code of Chivalry and so, as you can see, a potential conflict was already beginning to make itself apparent. Also, having recently started playing Mordeheim, City of the Damned, with great gusto I saw the opportunity for two of the Heroes, the Witch Hunter and the Warrior Priest, to team up against the last, namely the vile, skull-wielding Necromancer. So with most of the work done for me, thanks to the figures I had chosen and the fantastically detailed background of the Warhammer world, all that remained for me to do was pad out the back story of each scenario and the individuals involved ("Hi, I'm

two opposing forces. Noble) I realised that I was immediately presented with hard to exclude the commanding figure of the Imperial favourites from the collection – although I admit I found it Necromancer and the Witch Hunter (my personal Warrior Priest, the Questing Knight, the Pit Fighter, the Warhammer to their fullest potential. Having chosen the give an idea of how they might be used in a game of would be helpful to present each of them in a scenario that featured in WD 224. I also came to the conclusion that it For this article I decided to focus on five Heroes from those host. And that was what I kept in mind as I was doing so.

backgrounds of even the most minor characters of a war doing, with my usual enthusiasm for padding out the based on the figures?" So that's exactly what I set about armies. In fact, why not invent your own special characters makes an ideal Champion or Hero for their respective when they printed this little teaser: "Each of these Heroes expect that was exactly what the Dwarfers had in mind

On the other hand, in his past Nagash, the Supreme Lord of the Undead, slaughtered an entire civilisation only to raise them from the dead again in order to have them fight for him in his attempted conquest of the world! Morathi, the Hag Sorceress, was rescued from a Chaos warband by anything of any note.

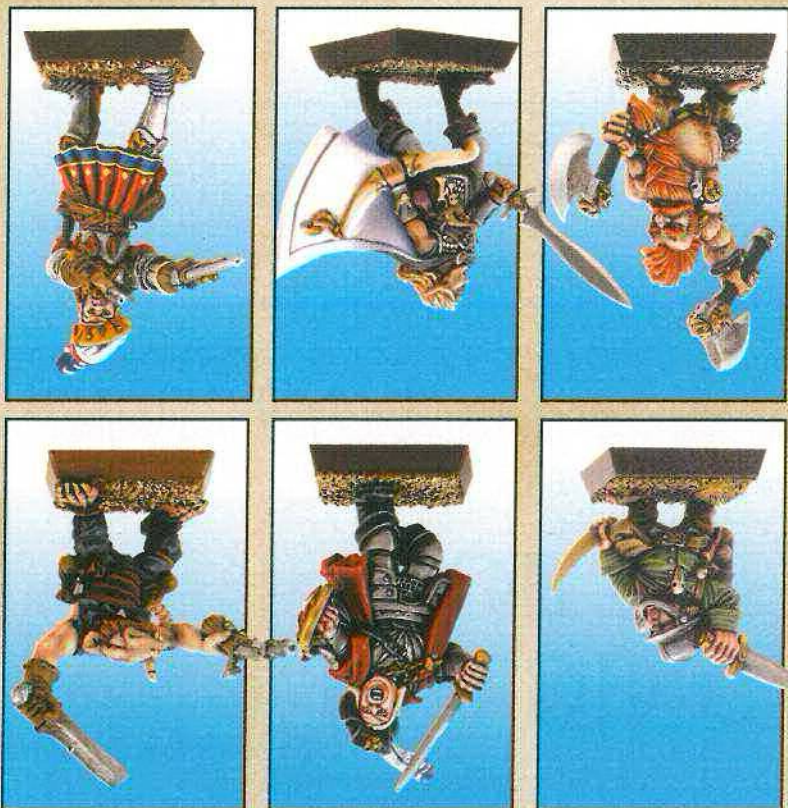
Firstly, the background of special characters is vital. It can suggest how you develop special rules and abilities for them as well as influence what particular magic items they might possess. For want of a better word, their background is what makes them 'special'. Gregor the fishmonger, who grew up in a quiet coastal village learning his father's trade so that one day, when faced with an invading Chaos horde, he was totally ill-equipped and unprepared to stop the Beasmen in their tracks, is not interesting. Until the moment of his very sudden and brutal death, Gregor's life was totally unremarkable. He didn't go anywhere or do

Background

Before I tell you exactly how I developed the Heroes, I thought I'd take a moment to explain how I go about creating a special character in the first place. It may at first glance look like a very straightforward thing to do but, as any Games Workshop games developer will no doubt tell you, it does take a bit of thought. There are a number of important elements you must keep in mind while turning just another warrior on the battlefield into a fully-fledged special character, so that they stay true to their background, their profile and the army lists.

Creating a Character

Philippe. I'm a natural blonde with psychotic tendencies. I like feasting, courtly romance and running greenskins through with my lance...").



Since this News feature came out, a stunning new range of Mordeheim Hero figures have been released, all of which are perfect for a special character in your Warhammer army.



Aenarion, the first Phoenix King, before turning to the dark side. Gotrek Gurnisson, the least successful Troll slayer of his age, has fought and slain countless creatures of Chaos, Skaven, Orcs and marauding monsters in his quest to find death at the hands (or claws) of a worthy opponent. All of these individuals have led lives that you could call interesting or have personality traits which certainly make them special.

Superhero Warning! The very particular special characters cited above are figures of legend. The other important thing to remember when creating a background history for your character is to keep it in proportion. It's fine for renowned Generals to lead a doomed army back from the brink of destruction to grasp victory in the final hour of the battle, while the General himself slays the evil Chaos Sorcerer riding his two-headed Dragon – but it's not the sort of thing that your average champion gets up to really, is it! Make sure your character's past life is interesting enough to make him special but don't go over the top. Otherwise, if your Empire Knight of the White Wolf champion is so great, why isn't he the army's general?!

Profile

Having established the character's background, there are a number of simple processes which I then employ. One of the most straightforward is outlining the character's profile. This is simply lifted from the relevant army list. I will then only alter one or two of the stats, if I alter any at all, in line with either something mentioned in the background or in reference to a special ability I have thought of for the individual. For example, a Witch Elf champion who has been given the gift of prescience, by her bloody-handed god Khaine, would be able to anticipate the actions of her opponents. In game terms this would mean that her Initiative score would rise from 7 to 8, comparable to that of a Witch Elf Hero.

Equipment and Magic Items

Generally, when choosing equipment and relevant magic items for characters I follow the restrictions already outlined in the army list, except on the rare occasion when their personal history dictates otherwise (you see, we keep going back to the background). Obviously, when I went about creating special characters from the Heroes presented in WD 224, I was restricted to a certain extent as to what they had in the way of weapons and magical items by what the models were holding. However, in a couple of cases, it also gave me an idea as to what new items or special rules I might want to create for the characters. This made a pleasant change to creating a special character totally from scratch, as I have done in the past, and actually helped to speed up the process. I thought that this was appropriate as these Heroes, as I have already said, wouldn't normally be the most important characters on the table during a game of Warhammer, and so didn't really warrant hours being spent on their genesis.

Special Rules

Of course, minor characters, or even mighty generals, don't have to have any particular special rules. Many character models already have plenty of special rules applied to them purely because of what they are. The Slann Mage-Priests are just such a case. Just through dint of being Slann, the

generals of the armies of Lustria have special rules relating to their palanquins and bodyguards, the fact that they are cold blooded, their telepathic powers and their ancient sorcerous ability referred to as the Shield of the Old Ones.

However, if you decide that you do want some very particular rule to apply to your character, once again try to think of something that fits in with their background. A Savage Orc Boss, for example, wouldn't have a special rule that allowed him to fly! As I have mentioned above, special rules may then require you to alter the character's stats in some way (although you should never alter them to too great an extent otherwise it will no longer be the profile of a Hero, or whatever). Neither should your special rules be too extreme in their effect. An ability that allows a Skaven Beastmaster to control every animal on the battlefield (including those of the enemy) would be slightly over the top.

Points Value

The special character is almost ready. Apart from finding, or converting, a suitable model to represent the hero, the last thing to do before fielding it in a game of Warhammer is work out its points value. This is also, I feel, the most tricky part of the whole process. The way I go about this is as follows.

Firstly, beginning with the points value given to a character of that type in the armies book. I add on the extra points demanded by the weapons they are using, their magic items, knightly virtues, Chaos rewards and so forth. I then look at the special rules and profile enhancements I have given the character. I try, as much as possible, to compare these to magic items, spells, or whatever else they might be, that are already in existence. I then add that number of points with maybe some minor adjustments if the new ability works in a subtly different way in the game.

In this way, a Slann Mage-Priest could be given a new magic item, the *Staff of Chotek*, which works in a similar way to the *Staff of Flaming Death*. However, rather than casting a Flaming Skull spell, as the Staff of Flaming Death does, the Staff of Chotek could cast the High Magic spell Fiery Convocation. Hence the Staff of Chotek would be worth 50 points, the same as the Staff of Flaming Death, as the two items of Wizard Arcana are comparable in terms of the powers they grant the wielder.

Obviously, this method can only ever give an approximate points value for special abilities and new magic items. You cannot hope to be as precise as the Games Workshop designers but, hey – they're the pros with degrees in advanced hypothetical calculus and we're just doing it to have a laugh with our mates and spice up our games of Warhammer!

So take a look at the fruits of my labours, and then why not have a go for yourself? There are hundreds of heroes just begging to lead your units into battle at the behest of their general!



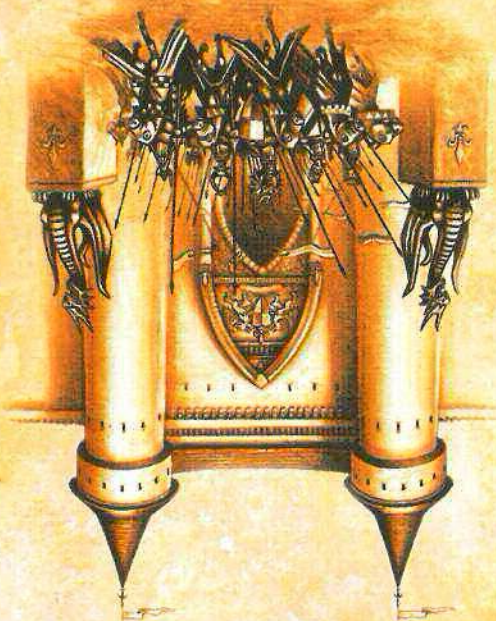
The Siege of Chateau Frontiere

And so the leaves on the bowers were turning to gold.
There came to Chateau Frontiere Sir Aleron the bold.
Having braved great hardships on his long quest,
Aleron deemed within those castle walls to rest.
But to the lands of the Border Princes trouble came –
The uncouth Bjorn Irongrim and his mercenaries, much the same.
For the Norseman, like so many a barbarian before,
Had heard tell of the holy treasures that lay beyond the door
Of our Lady's holy shrine that brought blessing there
To the noble knights who rode forth from Chateau Frontiere.

As Sir Aleron knelt in prayer to the Lady of the Lake
The unchivalrous foe did their siege make.
The Dogs of War attacked with axe, arrow and ram,
Scaling the walls with ladders and without a dam.
Sir Aleron rose from his vigil full of wrath,
While the Norseman, 'tis said, did merrily laugh and scoff.
The fearful peasants would unbear the door
But Aleron said, "Let the heathen fear us more!
For none shall ever be heard to say
That Frontiere was abandoned to pillagers this day!"

From the battlements proud the noble knight
Led on the soldiers in the gallant fight.
Even when weak-hearted men could not go on
None redoubled his efforts more than Sir Aleron!
Not one of all the self-sword scum
Into that fortress there did come.
Irongrim and his horde, bearing banners of red,
Were cut down where they stood or else they fled.
Twas the soldiers of fortune on that day
Who were the ones who had to pay!

from Le Chanson de Aleron de Brionne



The Scenario

I first set to work developing a scenario that would include the Questing Knight and the Mercenary Hero.

I wondered what situation might arise that would cause them to meet. I decided a suitably 'neutral' territory would be the Border Princes, since both Bretonnian dukes and Imperial nobles are always trying to expand their territories into the Badlands, while Dogs of War are employed to bolster their expeditionary forces. Geographically, the Border Princes are also close to both Eilea and the Land of Chivalry itself. I could see it now, a Bretonnian outpost coming under attack from a gold-hungry, war-crazed mercenary band returning from the Imperial wars against the Orcs and Goblins of the Badlands...

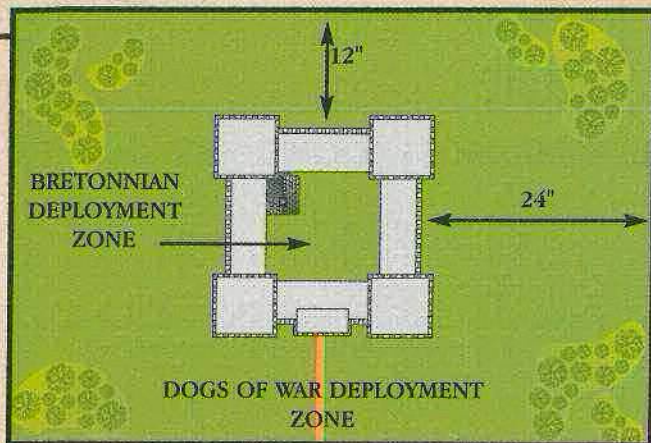
However as I started to develop this outline, I considered that it would potentially make an interesting battle for forces smaller than those normally used in a game of Warhammer, something around the 500 points mark rather than 2,000. It also gave me the perfect opportunity to incorporate Tuomas Pirinen's rules for siege warfare (of which I am something of a fan, it has to be said) into the equation. And so was born the Siege of Chateau Frontiere and Le Chanson de Aleron de Brionne.



The Set-Up

The siege takes place before the walls of Chateau Frontiere, a Bretonnian outpost fortress in the wild and lawless lands of the Border Princes. The battle is fought on a 6' x 4' table. One possible set-up for the battle is shown on the map on the next page. If you and your opponent choose, you could lay the scenery out in another way, randomly generating certain elements using the Terrain Generator Table on page 39 of the Warhammer Battle Book.

The rules for deployment and playing out this battle are the same as those for the Final Assault scenario described on pages 74 & 75 of the Warhammer Siege book. Army selection is as described on page 76, although I would suggest having a go at using defending forces a third of the size of the attackers (so the Mercenary Besiegers assault force would total 1,500 points and the Bretonnian defenders would be worth 500 points).



Special Characters

Aleron de Brionne

Questing Knight Hero 115 points

Aleron took up the Quest five years after the Battle of Maraismal. The tragic events that occurred on that day explain why this Questing Knight Hero is never to be found on horseback. For during the battle against the verminous Skaven, Aleron's loyal steed Criniere was savagely slain by a monstrous Rat Ogre. The knight swore to the Lady of the Lake that, should he avenge Criniere's death and live to see another day, he would never ride another horse in honour of his noble steed.



Profile	M	WS	BS	S	T	W	I	A	Ld
Sir Aleron	4	5	5	4	4	2	5	3	8

Equipment: Aleron is armed with a sword, wears light armour and carries a shield. He is on foot.

Save: 5+

KNIGHTLY VIRTUES

Sir Aleron has the Questing Virtue and the Virtue of Knightly Temper. See the Bretonnia Armies book pages 48-49.

SPECIAL RULES

Wrathful Vengeance

If a member of a unit Aleron is fighting with is killed, or if Aleron himself suffers a wound and yet is not killed, he will from then on *bate* the character or unit who perpetrated the crime.

MAGIC ITEMS

As he is a Bretonnian Hero, Aleron is entitled to carry up to two magic items chosen from the Warhammer Magic supplement.

Bjorn Irongrim

Mercenary Hero 68 points

Originally hailing from the cold, bleak lands of Norsca, Bjorn Irongrim has fought for many years as a mercenary in the armies of Kislev, the Empire and the Dwarfs. During this time he has built up something of a reputation and a following, for he once wrestled a grizzly bear with his bare hands and won. In the titanic struggle, however, the bear bit off his left hand. As a result, Bjorn had a weaponsmith fashion him a great iron spiked fist which he had lashed to the stump instead!



Profile	M	WS	BS	S	T	W	I	A	Ld
Bjorn Irongrim	4	5	5	4	4	2	5	3	8

Equipment: Bjorn is armed with a fist spike and a flail. His studded harness counts as light armour and he is on foot.

Save: 6+

SPECIAL RULES

Fist Spike

Bjorn's spike is treated as a sword, which the mercenary carries at no points cost.

MAGIC ITEMS

Like any other mercenary Hero Bjorn can carry up to two magic items chosen from the Warhammer Magic supplement.





Dead Reckoning

unlife. The Grand Theognist and his soldiers must get there first to destroy Vallasik's body once and for all. This battle uses the Treasure Hunt scenario, with the tomb of Vallasik the Black as the treasure.

The Dead of Winter

In the depths of midwinter the village of Zeven, in the frozen lands east of the Upper Reik, is under attack by an Undead horde. A century ago the evil plans of the Gravemaster were thwarted by a brave knight of Zeven. The knight is now long dead himself and the Gravemaster, expelled from the earth in which he was buried, has returned to exact his revenge on the knight's descendants. The Dead of Winter utilises the Last Stand scenario.

Deadlock

The unliving army of Leiche Schwerwiegend has ravaged the villages and towns of Ostermark and now the line has to be drawn, here on the border with Stirland. The renowned Empire general Luther Hoff has rallied Witch Hunters, Flagellants and Warrior Priests to his banner, that their righteous fury might bring the Undead to their knees at last. If you choose to fight out this battle you will be playing the Breakthrough scenario from the Warhammer Battle Book.

Having 'fleshed' out the histories of the Necromancer, Gunther Spengler, and his mortal enemies Ruitger Wolfrik, the Witch Hunter, and Brother Valdemar, the Warrior Priest, I then needed to conjure up a scenario to explain their meeting. At first I considered placing the encounter within Mordheim, City of the Damned. In the end, however, I settled for a more traditional game of Warhammer. This would be where the three characters would meet, making up the ranks of two mighty Generals – one of this world and one of the next!

Three scenarios came readily to mind, based on the battle types described in the Warhammer Battle Book. I have listed them here, with a little background description, to give you a taster. Have a closer look and see if any of them inspire you to fight a battle between the forces of the Undead and the noble armies of the Empire.

The Quick and the Dead

Reports have reached the Grand Theognist of Sigmarr that the Necromancers of Nuln have re-emerged at the head of a terrible army of the Undead, after a decade of wandering in the Grey Mountains. They are heading for the tomb of their leader Vallasik the Black, which lies within the Reikwald Forest, intending to raise him to

Gunther Spengler

Necromancer Champion 235 points

Some come to study the ways of necromancy merely in pursuit of knowledge, others do so in the vain attempt to save the life of a loved one. Gunther Spengler came to study the dark ways for purely evil, selfish reasons. It is Spengler's desire to raise an army of corpses with which to dominate the lands of men! He has spent years searching the forsaken places of the Empire, where dark magic collects among the worm-eaten remains of the dead, looking for artefacts of the Liche Lords who used to rule the ghoulish tribes of half-human cannibals of darker, more primitive times. Unlike the creatures he commands, Spengler can still be counted among the living – just – and actually has a morbid fear of his own death. As a result, he is also pursuing a quest to rediscover (and distil) the elixir of the Priest Kings of the Land of the Dead with which he intends to prolong his life as much as possible.



Profile	M	WS	BS	S	T	W	I	A	LD
Gunther Spengler 4	5	5	4	3	2	4	3	9	

Gunther Spengler 4 5 5 4 3 2 4 3 9

Equipment: Spengler is armed with a sword, looted from some burial mound or another. He is on foot.

Save: 5+ special save

MAGIC ITEMS

As a Necromancer Champion, Gunther Spengler can carry up to two magic items. These are the Talisman of Death and Nathmar's Skull.

Talisman of Death

Contrary to its name, rather than bringing death to the Necromancer's enemies, the Talisman of Death protects Spengler from fatal injury himself. This gives Spengler a special warding save of 5+ against each wound he suffers.

Nathmar's Skull

Nathmar was once a powerful Liche, whose Gravespawn army terrorised the towns and villages that lie in the foothills of the Black Mountains. Having been truly dead for over six centuries the Liche's malign power still lingers on within his charmed skull. Spengler can use the strength of Nathmar's immortal will, that resides within the skull, to force any Undead unit he is with to move more coherently than can normally be expected of corpses, adding a +1 modifier to the unit's Movement characteristic.



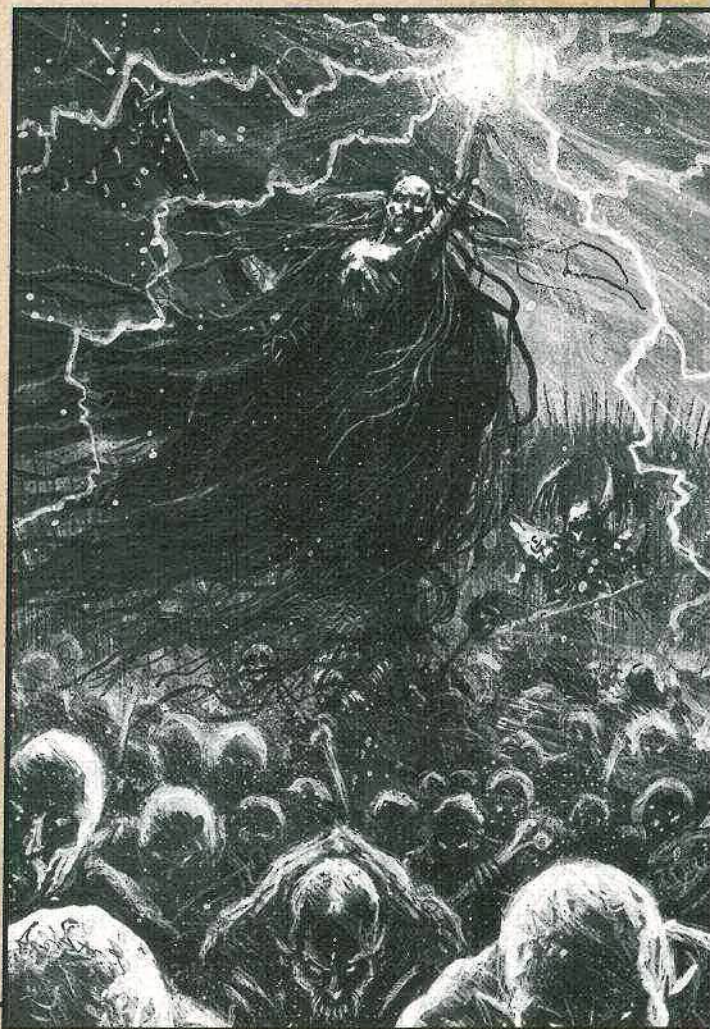
Rutger Wolfrick

Warrior Priest Hero 130 points

Rutger Wolfrick is a man obsessed, a border-line psychotic. His parents and siblings were all slain by Chaos cultists when he was but a child and, upon inheriting his father's estate on his eighteenth birthday, he sold everything, ploughing the proceeds from the sale into funding his personal, manic quest to hunt down all who would prey on mortal kind through their dark



practices. He is feared by malefactors and innocents alike, and rightly so for he once put an entire village to the stake because a two-headed lamb was born to a sheep belonging to one of its inhabitants. Everyday Rutger walks the tightrope between sanity and irredeemable madness. Yet with every encounter with the followers of evil he comes closer to losing his tenuous grip on reality.



As with many second sons of noble families, Valdemar was sent to the Church of Sigmar in Aldorf to train as a priest from an early age. His skill with the warhammer, as well as the proficiency with which he mastered the sacred rituals of the temple, was soon recognised by his superiors. Valdemar's first tenure as priest, beyond the cloistered walls of the Church of Sigmar, soon brought him into conflict with a Chaos Beastman warband that was threatening his parish of Haldeburg.

Valdemar slew the entire warband in a bloody battle



Warrior Priest Hero 130 points

Brother Valdemar

As a Champion of the Empire, Ruiger may carry one magic item, taken from Warhammer Magic. In Ruiger's case this is in addition to the amulets and scrolls he carries about his person for protection from sorcerers.

MAGIC ITEMS

Nobody could ever accuse Ruiger Wolftrick of being a rational individual. He is bedecked with amulets and scrolls bearing warding charms. These do have the effect of giving him a special save of 5+ against spells cast against him, however.

Superstitious

Ruiger became a Witch Hunter so that he might avenge the death of his family at the hands of Chaos cultists. As a result he *bates* all followers of Chaos. However, because of his childhood experience, he also has an almost irrational fear of any troops who specifically bear the Mark of Chaos Unaligned: such Chaos-worshippers cause *fear* in Ruiger. If such a creature causes *fear* anyway, in Ruiger they will cause *terror*!

Fear and Loathing

Ruiger is almost constantly on the verge of a nervous breakdown because of the horrors he has witnessed in his hunt for the acolytes of evil. If 50% or more of the unit he is fighting with are killed Ruiger will lose it completely! From then onwards he is affected by the psychology rules for *frenzy*.

Mentally Unbalanced

SPECIAL RULES

Save: 6+

Equipment: Wolftrick carries a sword and a pistol. He wears light armour and he is on foot.

Profile	M	WS	BS	S	T	W	I	A	LD
Ruiger Wolftrick	4	4	4	4	3	1	4	2	7

CONCLUSION

It really is as straightforward as that. You don't need to give your Hero any special rules. Just take your basic Hero or Champion profile from the appropriate army book, give your character a name, create a brief biography for him and suddenly your games come to life. After all, it could be this particular Hero who breaks the enemy's charge and decisively turns the tide of battle in your favour.

Book of Uncommon Prayer

Written by the mad priest Eduard in the Imperial Year 1662, the Book of Uncommon Prayer is a collection of catechisms and invocations, which some branches of the Sigmarite cult actually believe to be heretical. Valdemar, however, does not follow this belief. Reading verses from the prayer book fills him with the power of Sigmar, allowing him to cast one Battle Magic spell during the Magic phase, as if he were a Wizard. This can be dispelled like any other conjuration. Apply all rules which are applicable to a level 1 Wizard (such as spell selection and casting).

MAGIC ITEMS

Being a Hero, Brother Valdemar is entitled to two magic items. One of these must be the Book of Uncommon Prayer.

Courage of the Believer

From the moment he entered the Church of Sigmar, Valdemar's faith in the God-Emporer has been unshakable. Indeed, as he marches into battle he chants litanies to Sigmar and calls down his blessings on the brave men of the Empire. The troops that make up the unit Valdemar is with are greatly encouraged by the Warrior Priest's words, as well as by his example, and so may re-roll any failed Break tests.

SPECIAL RULES

Save: 6+

Equipment: Brother Valdemar is armed with a holy warhammer and wears light armour. He is also on foot.

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

Sigmar

on the very doorstep of his chapel. Ever since, Brother Valdemar (now in his fifth year) has been a mainstay of many an Imperial army that has sought victory over those who would overthrow the power of the Cult of

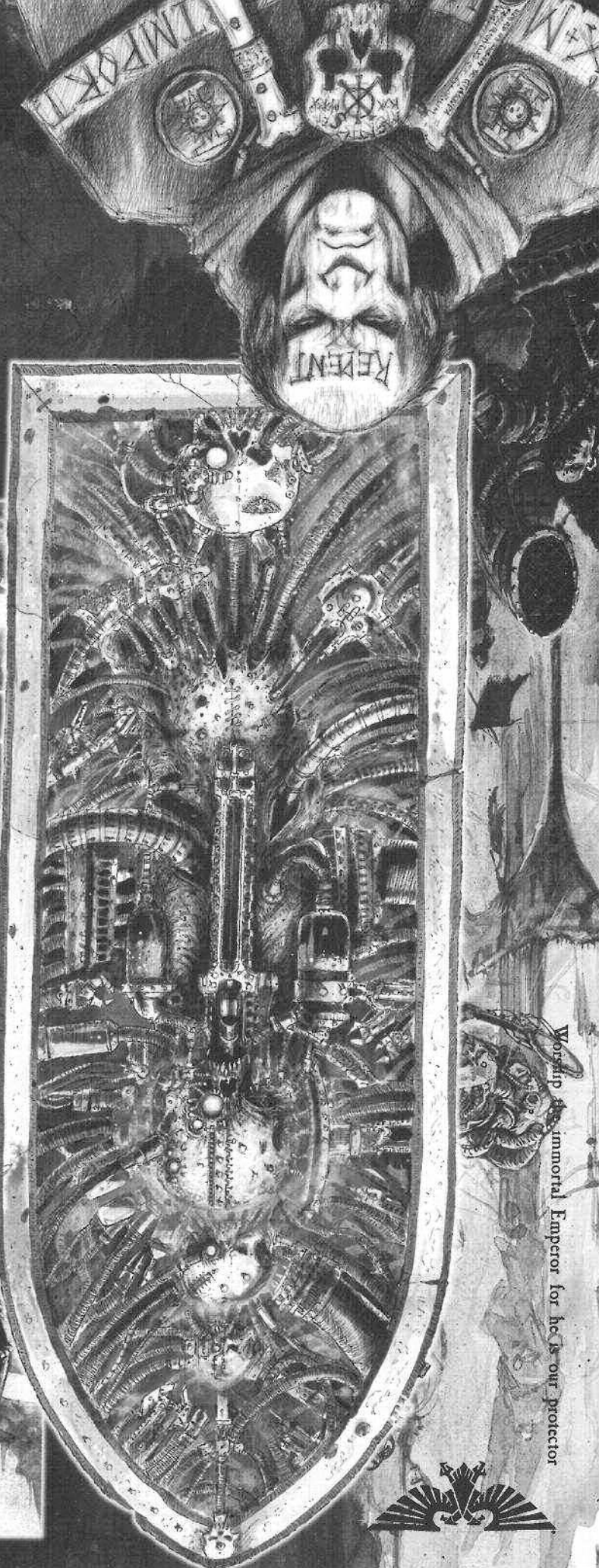
So browse through the Citadel Miniatures catalogues, find a character model you like the look of and have a go at creating a Hero to lead your troops into battle. And when you're caught up in vast wars of world shattering consequences with legendary figures leading your armies from one conflict to the next, just remember the little guy!

INQUIS-EXTERMINATUS



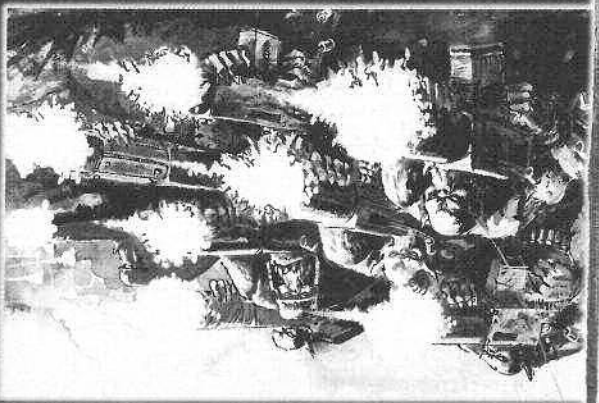
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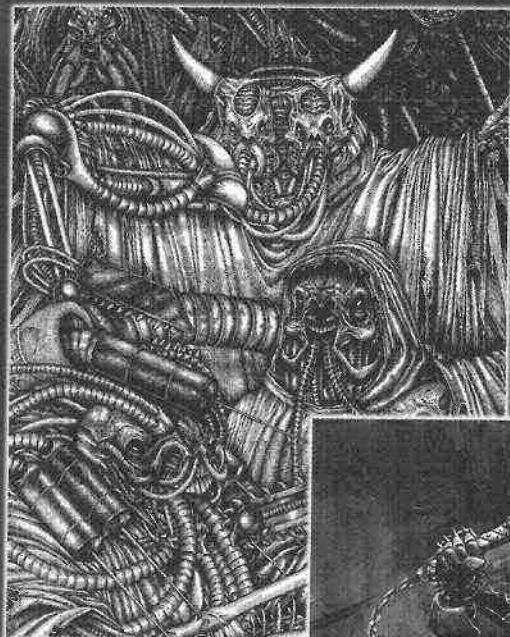
Worship the immortal Emperor for he is our protector



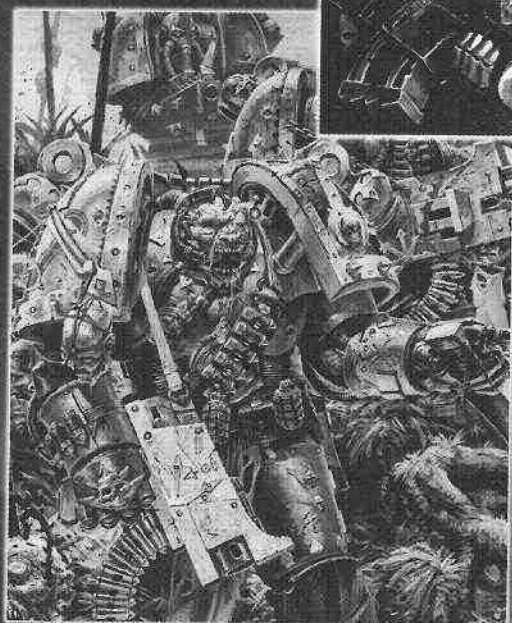
here shall come an Apocalypse. A great war whose
 might and clamour shall dwarf all the wars that have
 come before. A bloodletting to drown the stars. A
 doom for all that was and all that is. Humanity is the
 Harbinger of this Final Battle. Humanity is the Seed of what is
 to pass. Humanity is the Progenitor of all the Future Fates.
 We, the Inquisition, are charged with the Defence of Humanity.
 To us falls the greatest duty of all. Only we know the truth of
 Mankind's great adventure to the stars. We alone know the true
 faces of our many foes. We alone can put name to those faces
 and vanquish them. Let not these miscreants best us in any
 combat. We may fight alone on a barren rock in some distant
 corner of the galaxy or we may lead great armies into battle. We
 shall do whatever is necessary to triumph. And in the end we
 shall overcome them, the unholy trinity that are:

- The Enemy Within:
- The Mutant
- The Enemy Without:
- The Alien
- The Enemy Beyond:
- The Daemon





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 AB.7
 JB35K
 JAL02K
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 DG388
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 MG136
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 WR007
 AB05K
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SO THAT YE SHALL KNOW THEM...

INQUIS-EXTERMINATUS



IMAGES FROM THE DARK MILLENNIUM

GAMES WORKSHOP presents an epic celebration of the art of the Warhammer

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and future. There are pieces

which have not been seen since

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collection of superb art and

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nothing less than an exploration

of the nature of the various dark

threats which face humanity in

the grim, war-torn universe of

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their number reveal at least

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comes as a truly lavish 144

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illustrated with colour and

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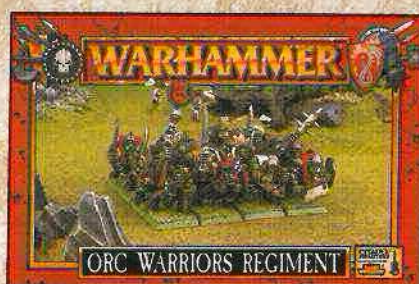
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• REGIMENTS •



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Warhammer Regiment boxed sets are an ideal way to collect a Warhammer army. Each set contains a variety of plastic legs, torsos, arms, heads and weapons along with optional parts like extra weapons, shields, cloaks and pouches. This allows for a great deal of flexibility of pose. Each set also has details like gravestones, mushrooms or even rats!

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A complete Warhammer regiment in a box!

YOUNG BLOODS

SPACE WOLVES BLOOD CLAWS

This month sees the new Space Wolves Blood Claws hit the shelves! With this multipose plastic kit, any Space Wolves commander can add ten of these snarling, battle-ready Space Marines to their army, to tear into the ranks of the enemy with reckless abandon.

Young, hot-blooded Space Wolves fight in ferocious Blood Claw packs. They are fierce, often foolhardy warriors, eager to prove themselves and earn the respect of their elders. They will take almost any risk to win the fleeing glory that only youth and courage can bring. Blood Claws are renowned for the ferocity of their charge. Caring little for their own safety, they throw themselves upon the enemy, hacking and slaying with all their strength. The Blood Claws pack is armed for close quarter fighting, relying upon their savagery and strength to destroy their enemies up close.



The Blood Claws kit contains numerous totems, pelts and icons to add to the armour of your Space Marines.



ANCIENT HEROES

The Venerable Dreadnought stomps in this month, giving you the chance to field one of these wise and mighty warriors in your Space Wolves army.

VENERABLE DREADNOUGHT



Some Space Wolves Dreadnoughts are incredibly old. At times of great crisis they will be called on to help the Chapter with the wisdom that they have acquired over the millennia. The most mighty of the Chapter's Venerable Dreadnoughts is Bjorn the Fell-Handed, who is so ancient that he knew Leman Russ and saw the Emperor before he was entombed in his Golden Throne.

Space Wolves Dreadnoughts spend most of their time in sleep beneath the Fang and are only awakened when they are needed in battle. During such times, the Iron Priests descend into the crypts and choose the strongest Dreadnought for the coming conflict.



0-1 VENERABLE DREADNOUGHT

	Points/Model	WS	BS	S	Armour:				I	A
					Front	Side	Rear			
Venerable Dreadnought	125	5	5	6(10)	12	12	10		4	3

Type: Walker.

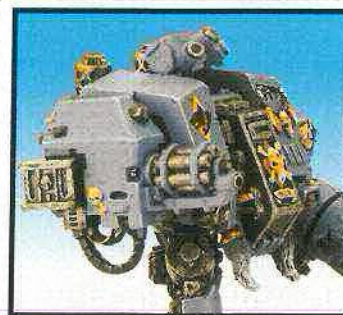
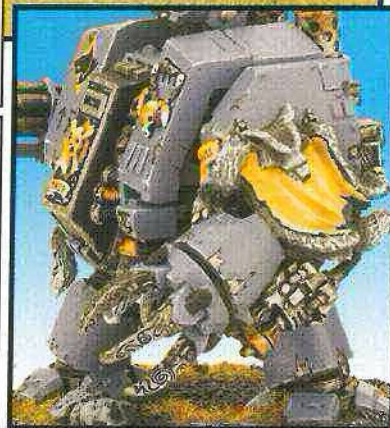
Crew: One Space Wolves Space Marine.

Weapons: The left arm is fitted with a Dreadnought close combat weapon with a built-in storm bolter. The Dreadnought's right arm is equipped with one weapon from the following list: assault cannon at +30 points; twin-linked lascannon at +50 points; twin-linked heavy bolter at +30 points; multi-melta at +40 points; plasma cannon at +40 pts; twin-linked autocannon at +35 pts.

Options: The Dreadnought may be equipped with any of the following vehicle upgrades for the cost listed in the Space Marines Armoury: extra armour, searchlight, smoke launchers. No upgrade may be chosen more than once.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

The Dreadnought's close combat weapon can be replaced with a missile launcher at an additional cost of +10 points.



SPECIAL RULES

Old & Wise: Venerable Dreadnoughts are revered, ancient warriors who are extremely wise in the ways of war. If a Space Wolves army includes one then it may re-roll the dice if the mission being played has a dice roll to see who gets the first turn.

Hard To Kill: Venerable Dreadnoughts are extraordinarily tenacious. To represent this, when the Venerable Dreadnought takes a glancing or penetrating hit, you may force your opponent to re-roll the resulting damage. You must accept the result of the second roll.

Leader: In exceptional circumstances a Venerable Dreadnought can lead a Space Wolves retinue into battle. To represent this, the Dreadnought can *either* count as an HQ unit *or* as an elite unit.

WARHAMMER
40,000

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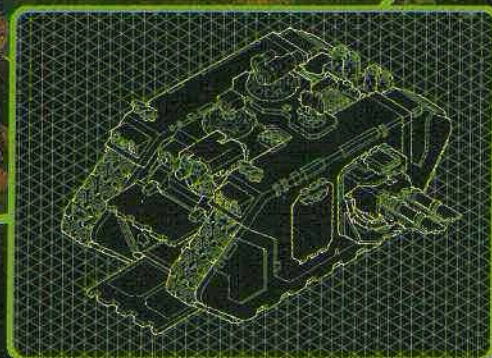
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LAND RAIDER!



AWESOME!



John Davis works at our Plaza store and is an avid player of many of our games. His favourite remains Warhammer, for which he has painted many armies, and most impressive is his Kislevite army which features a whole plethora of great conversions. If you live in the London area, why not pop down to the store and see the army? John will be only too happy to chat to you about his Kislevites. In the meantime, we asked John to tell us a little bit more about how he made the army.

GAMES WORKSHOP PLAZA KISLEVITE ARMY

Like many Warhammer Empire players, Kislev cavalry regiments have always featured in my order of battle. However, it was not until I came across Tuomas Pirinen's articles and unofficial army list, published in Citadel Journal 14, 15 & 16, that I first began to see the possibilities of an entire Kislev army. Other things intervened and the idea was put on the back burner. Then last year, whilst having a rummage through my bits box, I discovered some old Kislev and plastic High Elf spare parts that reminded me of the Kislev army list and the 'Kreml Guard' conversions that had featured in those articles. After a few hours I had completed and painted my first Kislev conversion.

Since I started collecting military miniatures when I was fifteen, I have

collected an extensive quantity of historical reference material. Using this, along with several Games Workshop catalogues, gave me all the ideas I needed for the entire army. Using an array of Games Workshop Mail Order catalogues, a well-stocked bits box and a warped imagination, I finished most of the army within four months.

One of the most interesting things about doing an army like this is that most of the miniatures need to be converted to a certain degree. This takes quite a bit of patience, chopping and converting all the models. Adding beards and other details with green stuff all adds to the time it takes to create your army, but I think it's worth it in the end. Another thing that really helped me to get a Kislev feel to the

army was the discovery of some fancy buttons that I could use as shields. Admittedly, the buttons weren't exactly cheap, but they were just the thing to give my army a unique feel. You'll notice that I also used a few beads and stuff on banner poles and the wizard's staff.

On the games table, I really enjoy playing with my Kislev army. It features some of the most unique and weird characters in the Warhammer World and makes a great 'alternative' human army. It is fast, flexible, resilient, hard-hitting and loaded with exotic magic. In fact, it has everything you might expect from a race in perpetual confrontation with Chaos and from a land continually threatened by invaders.



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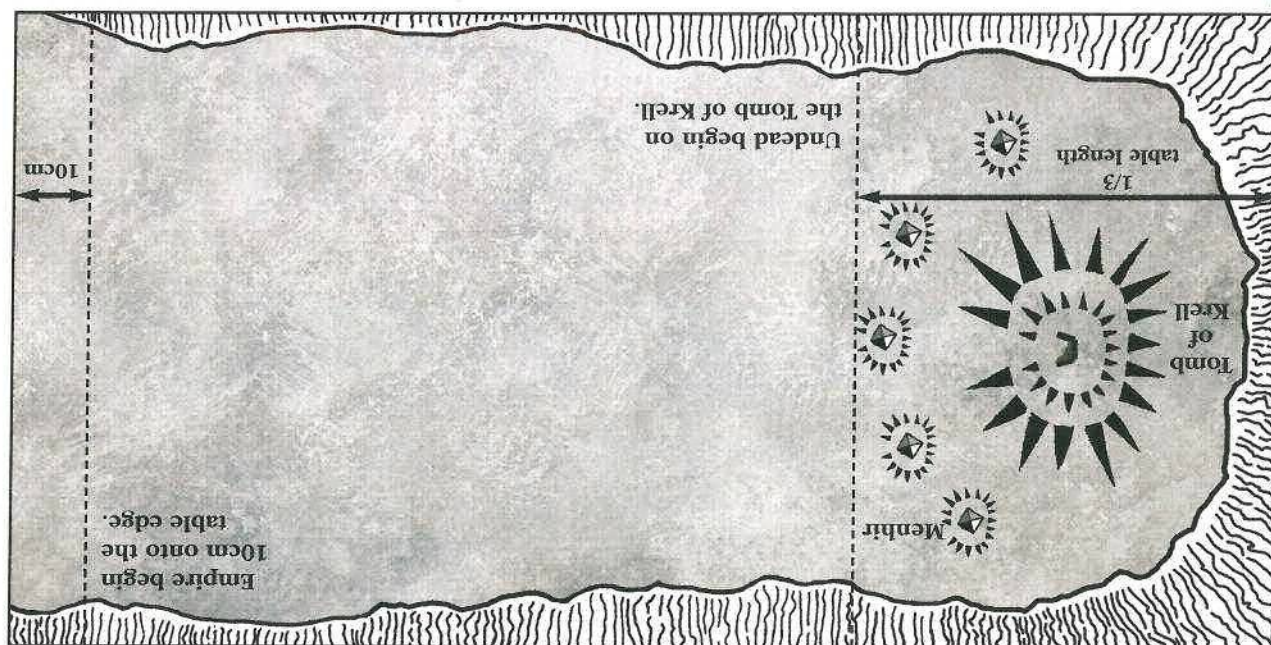
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Most Warmaster scenarios can be played with any army, but in this battle the defenders really have to be Undead because they rely upon the summoning of Undead troops from their graves. However, if you were to exchange the menhirs for magic portals through which an invading army is being transported the game might be adapted to suit other races. The tabletop represents the upland valley of Death's Gate, with one narrow edge representing the head of the valley with impassable mountains beyond. The tomb mound lies in the shadow of these mountains. The attackers (Empire) begin at the entrance to the valley at the narrow table edge opposite the tomb. The defenders (Undead) have half as many points as the attackers and are deployed on the hill.

In this battle we'll use the Undead army list for the forces of the Lichemaster – but with a few changes to represent the fact that the army isn't that of a Tomb Lord but something quite different. Firstly, we assume that the spell of summoning which draws the Undead from the menhirs takes all the power of the Lichemaster so he cannot cast further spells in the game (like a regular Tomb Lord in fact). He does get the Tomb Lord's special bonus power though. To all intents and purposes he therefore functions just like a Tomb Lord in this

Heinrich Kemmler, known to posterity as the Lichemaster, was once a great and powerful wizard, jealous of his fame, his rivals conspired against him and overthrew him. Broken in body and mind, he fled into the wilderness where he was to wander for many years. His return to power came with the chance discovery of a place of great power, the tomb of Krell at Death's Gate in the high mountain range of the Vaults. In this place, he called upon the energies of the long dead Lord Krell and the evil armies entombed about him. Invigorated with power, the Lichemaster raised a great army of the Undead and returned to his homeland to exact his revenge! In the Battle of Death's Gate an Empire army has the chance to overthrow the Lichemaster before his forces become unstoppable.

Throughout the history of the Old World, the forces of the Empire have clashed with the Undead on many occasions. If you're sitting comfortably, Warmaster author Rick Priestley will present a scenario for the game retelling the tale of one such epic battle.

BATTLE OF DEATH'S GATE

battle. In addition, the player can choose Liche Priests representing evil acolytes of the Lichemaster, but he can't choose either Bone Giants or Sphinx as these are unique to the armies of Tomb Lords. He can have other Undead troops as normal.

Surrounding the tomb mound are five standing stones or menhirs. These are grave markers and beneath each lies part of a mighty army of the Undead. During the start of each of the Undead player's turn, roll a dice for each menhir. On the roll of a 4 or more one unit of Skeletons will emerge. Roll separately for each menhir, so up to 5 units could emerge per turn. The player may choose Skeletons, Skeleton Bowmen or Cavalry. Emerging units are placed touching the menhir they have arisen from. Menhirs may be attacked and destroyed by the enemy; each menhir has 3 hits and counts as a fortified target. Menhirs can be attacked by

shooting or by combat. Only a single round of combat can be fought against a menhir in a turn. Once a menhir is destroyed, troops can no longer be summoned from beneath it.

Victory Points Bonus

Empire Attackers

+200 points For each menhir destroyed.

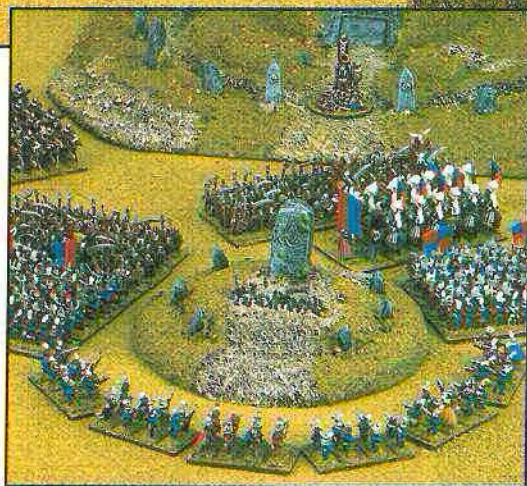
Undead Defenders

+500 points If none of the menhirs are destroyed by the end of the game.

These bonuses assume that there are 1,000 points a side and should be increased proportionately for bigger battles.

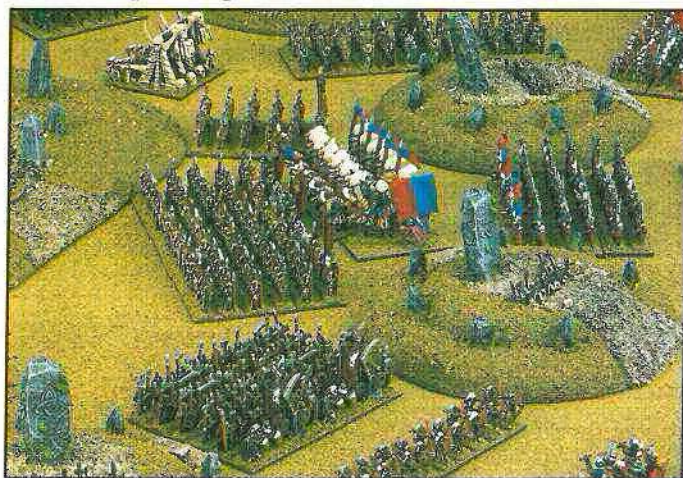


Heinrich Kemmler's Undead forces begin to rise.



Above: Protected by Empire Knights and Halberdier detachments, the Handgunners open fire on a menhir.

Below: Empire Knights smash into the Undead ranks.



BUILDING DEATH'S GATE

Building terrain and objectives for a specific scenario brings the game to life, and with Warmaster you can take this to a whole new scale! Our resident White Dwarf terrain builder Nick Davis had a go at building the terrain for the new Warmaster scenario Battle of Death's Gate. This is how he did it...

This was a new challenge for me. I've never actually built anything to this scale before, let alone for a specific scenario. Warmaster allows us to build at a new scale. This means you can make the terrain much more dynamic. Rick Priestley summed it up the other day, "At this scale you can build high fantasy terrain." What does this mean? Well, you could build the White Tower of Saphery, the Fortress of Nagash or even the great port of Martenburg (if you wanted), the only limit being your own imagination. I wasn't going to be trying any of that stuff – at least not for now anyway. I decided instead to have a go at the terrain detailed in the Battle for Death's Gate scenario covered earlier in this issue.

Menhir of Power to be arranged in a semi-circle around it. Now I didn't have much knowledge of barrows and what I did have was gleaned from fantasy novels and the Time Team programme on Channel 4 (watched on a lazy Sunday evening). A surf on the Internet turned up a few pictures, and an idea began to spark in my head. As I've mentioned before, Warmaster allows us to build scenery at a much higher fantasy level than normal.

ie, go over the top! This means you can combine several features in one piece. In the case of the barrow mound, I decided to combine two concentric circles of standing stones, a ditch, an altar and a couple of loyal lieutenants barrows. I wasn't sure how or what to build for the Menhir of Power yet, but once I started to build Lord Krell's barrow I was sure an idea would come.

LORD KRELL'S BARROW

As luck would have it, I had a handy piece of thin MDF board which made the perfect base for the model. The first thing to sort out was the ditch to separate the first ring of standing stones from the barrow. To get the depth I needed to dig the ditch, I glued a polystyrene ceiling tile on top of the MDF base using PVA glue and then sanded down the sides of the tile with a glasspaper block.

The next thing to do was to dig out the ditch which I did with my fingers, making a rough circular shape. All was now ready for the barrow and the standing stones. Now barrows were mainly built at just above man height which in Warmaster scale is the height of two to three polystyrene ceiling tiles. Barrows were circular in shape so I used an old CD for a template and drew around it to make three circles on a polystyrene ceiling tile. Carefully cutting these out with a modelling knife, I then glued them on top of each other with PVA and placed them on one side to dry. I then concentrated on the first ring of standing stones. Normally I would search for some suitably shaped stones in the back garden, but this would be an almost impossible task at this scale – I needed an alternative. A day later and a quick look around a hobby shop revealed the answer –

balsa wood! It's cheap and can be trimmed with just a modelling knife. These standing stones had to be stood at regular intervals around the barrow, so I needed quite a few of them. I marked the points on the polystyrene tile that I wanted the stones to stand on and glued them into place as I completed them.

All I had to do now was finish off Krell's barrow. The first thing to do was to sand it down into a dome shape using the glasspaper block. I had to keep the top



A regiment of Skeletons marches from Lord Krell's tomb.

STUFF I USED

Due to my limited budget all the materials I used were cheap and easy to get hold of. Although this time I splashed out a bit and used some metal pieces to complete the scenery. This is what I used...

- MDF board
- 6 polystyrene ceiling tiles
- 2 Arcane Architecture balsa wood strips
- 2 Arcane Architecture headstones 1 – (079717/19)
- 5 Giants of Albion menhirs – (9947021404204)
- 2 Warmaster Skeleton Warrior units
- Lots of PVA glue!



Nick Davis



flat for the altar and the second circle of stones. I cut an oblong hole in one side for the gateway which I made out of bits of balsa wood. The crosspiece is a strip of Warmaster Skeletons. The altar was made out of a sarcophagus lid from the Arcane Architecture range which I clipped in half (I wanted to make a broken altar) then propped up with two pieces of balsa. I then surrounded this with smaller standing stones. With the barrow completed I glued it onto the main base with PVA. With this in place I painted the entire piece with texture paint and left it to dry.



Many of the gravestones and pillars in the Arcane Architecture range available from Mail Order make perfect monoliths or gateways.

Once the textured paint was dry I painted the entire piece with Goblin Green. Next I painted on PVA glue (slightly watered down so the glue would spread over the model more easily), making sure that I left the path from the barrow gateway and ditch clear, and covered the entire model with green flock. On the paths and in the ditch I added sand glued into place with PVA for extra texture. Once all the flock and sand was dry, the pathways, ditch, and stones were painted black. All of the standing stones and stone work were drybrushed with Codex Grey followed by Skull White. The paths, ditches and disturbed earth were drybrushed with Snakebite Leather, followed by Bubonic Brown, then a final drybrush of Bleached Bone. Now all I had to do was finish the Menhirs of Power and the terrain set would be complete.



The monoliths and standing stones are made out of cut off strips of balsa wood with the ends rounded off. The large monoliths are 2cm long strips and the smaller standing stones are 1 cm long.

As I mentioned before, making scenario specific scenery is fun and more than a little challenging. The effort, however is worth it as it brings your games to life. Have a go yourself!

THE MENHIRS OF POWER

It was mentioned in the scenario that the Menhirs of Power were markers for Lord Krell's buried army. This would mean that these were barrows as well so I used the same style of construction as I used on the main barrow; concentric circles around a large stone which would be the Menhir of Power.

I deliberately kept the construction easy as I had to mass produce this piece. The main base is thick card on which I glued two polystyrene circles cut from a ceiling tile – one smaller than the other. Once glued onto the card base I sanded down the sides and then glued a ring of small standing stones (made from balsa) around the outside edge of the smaller circle. I then added the metal menhir to the top.

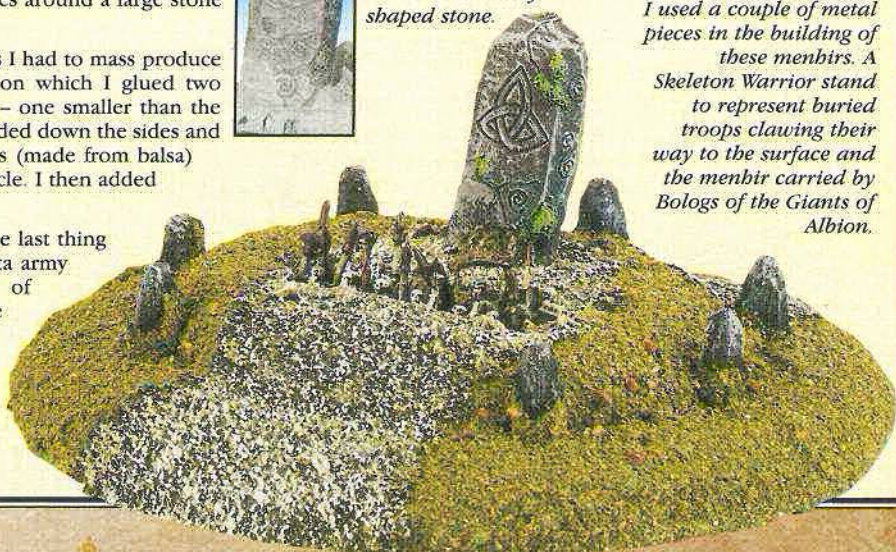
Although it looked fine I felt it needed one last thing to finish it off. I remembered the terracotta army unearthed in China, rank upon rank of warriors to protect their emperor in the next life. I could do the same thing here using the Warmaster Skeleton models, half-burying them in the base of the model. With this final touch complete, I painted the Menhirs of Power in the same way as the main barrow.



You could swap the metal menhir for a long piece of balsa wood cut to shape, or even a suitably shaped stone.



I used a couple of metal pieces in the building of these menhirs. A Skeleton Warrior stand to represent buried troops clawing their way to the surface and the menhir carried by Bologs of the Giants of Albion.



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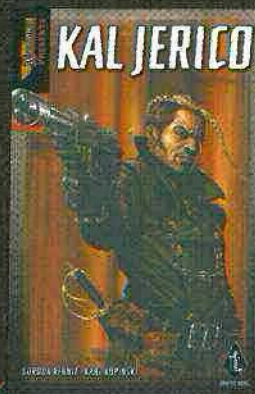
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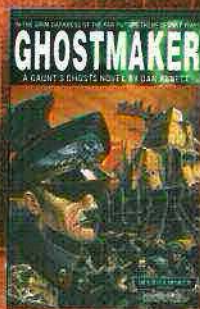
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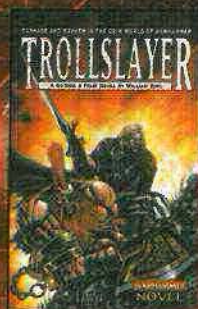
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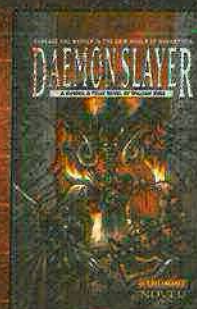
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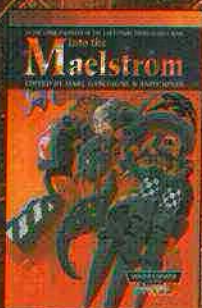
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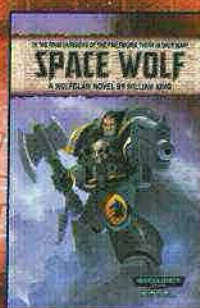
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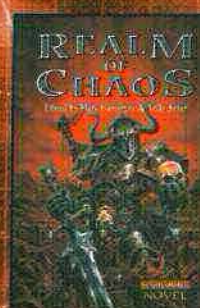
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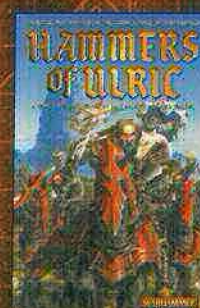
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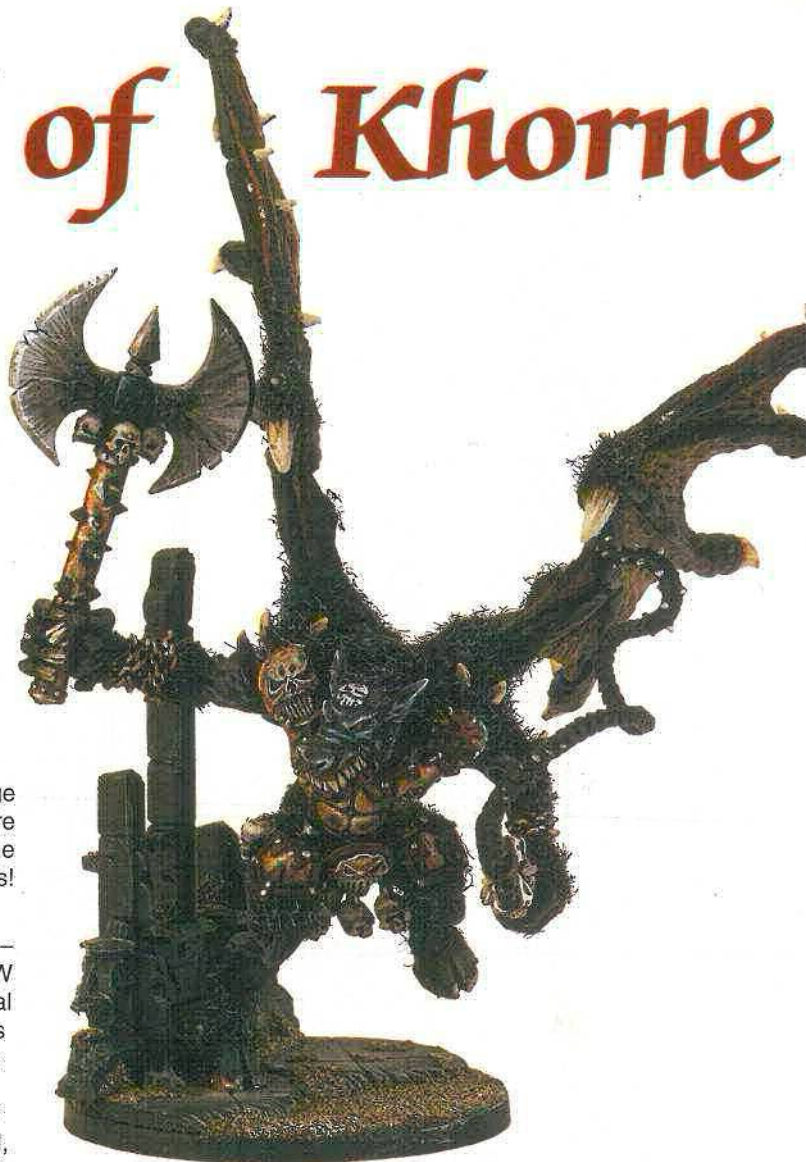
Favoured of Khorne

On a recent trip into the depths of Warhammer World, we spotted some fearsome Khorne models that the Chaos Lord Andy Foster has put together over the years. We asked him to tell us about his passion for slaughter in the name of the Blood God.

Andy: Why do I love Chaos Space Marines? Because they're as hard as Space Marines, without any pretence at all of being nice.

They're bitter, twisted and out for murderous revenge on the whole Imperium. But, of course, as far as they're concerned, they're on the right side – the side of the true gods, the mighty and glorious Chaos powers! Death to the False Emperor!

Of all the powers of Chaos, my favourite is Khorne – I've collected World Eaters since about 1988, when GW released the *Slaves to Darkness* book and the original Chaos Space Marine renegade models. The models on these pages are part of my 3,000 point Chaos army, which represents the warband of my Chaos Lord, Scyrak ('Sigh-rack') the Slaughterer, Chosen of Khorne. To this end, there are only Khornate models in my army – no Noise Marines or Thousand Sons or any of that nonsense – in my book the four Chaos powers don't get along



that well! At the moment I'm working on a Dreadnought, and, of course, a Land Raider as Scyrak's personal transport with lots of spikes and interior detailing. Who knows, perhaps you may see the results in a future White Dwarf!

Scyrak the Slaughterer

Scyrak the Slaughterer has been around for a very long time. Over the years, I've done loads of different versions of him, each one a bit better than the last. This version was the one used in the *Citadel Journal* issue 20 (in the days when Fat Bloke was Journal Editor), where there were background and rules for him in the second edition of *Warhammer 40,000*. The model is based on Khârn the Betrayer, but I wanted extra huge axes in either hand – none of this poncing about with piddly little power axes. Note that the Bloodthirster model hadn't been released back when I did this model, so the biggest Chaos axe I could get hold of belonged to a Dragon Ogre. The head is from a Khorne Berserker icon bearer (incidentally, the nose was flattened when the model fell off a high shelf but it looked really evil, so I kept it and haven't been able to duplicate the effect on any other version of Scyrak since). I put Scyrak on a large base after his early performances in the campaign – now whenever I get a noteworthy kill, I add a trophy to represent his latest victims!





Scynak's retinue

All the retinue that accompany Scyrak have been converted. Repositioning legs and limbs is so easy with the plastic Berzerkers it's almost untrive. The lovely Chaos Lord model in power armour is Hotkar the Silent, with his axe swapped for a real man's blade (*Andy, size isn't everything!* – *Fat Bloke*) and topped with a skull-on-a-spike from the Ork range. I swapped the other arm for a Chaos Terminator chain-axe arm and moved the helmet around to gaze at the axe in triumph. I swapped the



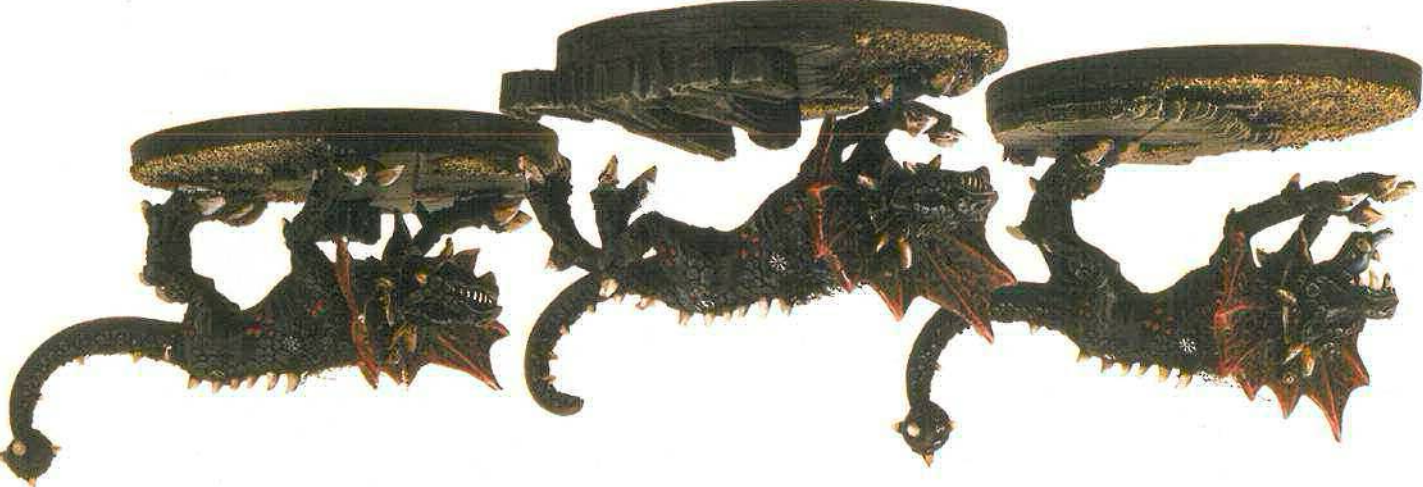
The Flesh Hounds of Khorne

Not only do I like my weapons to be outlandishly huge but for me Daemons should be of an outlandish size too. So, I forsook the normal Flesh Hound models in favour of the massive Flesh Hound ridden by none other than Khorne's Champion, Arbaal the Undeafed. Even so, the normal model was too static for my purposes – I needed to make these things run and jump in pursuit of their victims. Positioning them so that they looked distinctly different from one another could have been a problem, but after some heavy bending action and a lot of pinning, I came up with the look on my enemy's face when one of my Flesh Hounds is

the size of five Space Marines!

these if you've got the points and the option available! The Bloodthirster – fury incarnate and damned scary to look at. However, like most of the models in my army, I wanted a unique figure. The problem was I had to make a 'thirster that was action packed and dynamic – a moment's thought and some perusal of my handy Mail Order catalogue collection at home and the solution was obvious – use a different head! The one I chose is actually from the previous Bloodthirster model from back when I was a lad (in those days Chaos miniatures were more mutated and Khorne's preferred visage was dog-like) – ask the Mail Order Phone Trolls for one.

The Bloodthirster



skull for a dead Tallarn Desert Raider from the Mail Order Imperial Guard range, which fitted nicely under the Marine's boot. The remainder of the retinue, Kosakk, Jussar and M'lak, are mainly extreme repositioning jobs for extra dynamism. The power fist on M'lak came from a Space Marine Sergeant whilst the bared arm on Kosakk was from a plastic Necromunda Goliath ganger model. The Butcher, the figure with the raised axe, is a variant on the big axe conversions with a double-handed grip. I repositioned the arms at the elbows and wrists and made the axe from a couple of chain axes from the Berzerkers sprue. The fiddly bit is making sure all the bits of axe line up on either side of the fists so that you get what looks like a solid axe rather than lots of separate segments.



The Bloodthirster of Khorne: Possibly one of the ugliest and most imposing sights in the store (aside from the staff – Fat Bloke).

I stole the idea for the hairiness from Jakob Nielsen's Chaos army that won first place in the Open Category at Golden Demon '98 (see WD230). I glued static grass onto the 'thirster's body using PVA and then a spray coat of varnish to hold it in place. Only then did I undercoat the model with Black Primer. Weird moment – the grass proved to be a little too long and looked odd so I had to get a pair of scissors and trim the 'thirster's hair! "Anything for the weekend, sir?" "Yes, I'll have an Axe of Khorne and some skulls for the skull throne, thanks!"



The Khorne Rhino

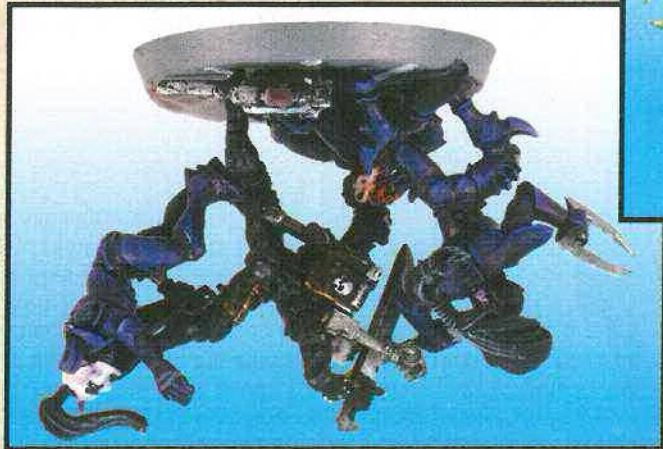
Khornate vehicles can have the destroyer upgrade. These are particularly good for running over enemies that don't run away but don't have very good armour saves, like Orks and Genestealers, who foolishly don't fall back and suffer casualties as a reward! The big drill bits are from an old Epic Imperial Mole model, whilst the spikes are from the Ork Big Grabba. People often come to me in Warhammer World and say that the Rhino doesn't look all that big. What they forget is that all the other models in the game are on bases. When you put tanks on bases, they become much more imposing on the tabletop. Suddenly, people cower before you and try to get rid of your mere Rhino at the earliest opportunity. Incidentally, people forget that you can get ten Khorne Berserkers (or nine and a Chaos Lord) into a Rhino. Punish them for this. Remind them of their foolishness with a salvo of plasma as your squad tears into their army having closed 20" in a turn (12" vehicle move, 2" disembark, shoot, 6" assault move, axes of Khorne to the fore...)



By the way, get hold of the new Land Raider for even more heavily armored transportation frolics. Practically everything bounces off it and this can reduce grown men to howls and tears of frustration!

The Eversor Assassin

I had just watched the film 'The Matrix' and wanted to depict a really good fight scene, so I bent the Eversor Assassin into a high-kick and repositioned his head to emphasise the movement.



This was deceptively simple and the Dark Eldar models actually proved to be harder to convert and make look good! I used Green Stuff to make the pool of blood and painted it with lots of red and brown ink over a black undercoat. The word 'THWOK!!' reverberated around my head whilst I was making this diorama and I think this just about sums up the scene!

Andy Foster

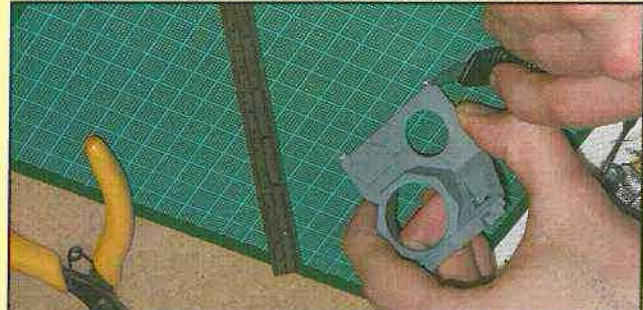
CITADEL MODELLING



Is this a familiar story? It's 2am in the morning and you are hacking through your Citadel miniature with an old, rusty saw determined to make a conversion, thinking to yourself you could make more progress with a blunt spoon? Well, the Citadel Modelling tools are here and everything that you need to hack, drill and trim a Citadel miniature or piece of scenery is now available in our stores. We take a quick look at the modelling desk of Nick Davis and unearth all these tools as he explains what they are used for...



MODELLING KNIFE SET



The modelling knife set comes with a cutting mat which will save you marking your table at home. The modelling knife has dozens of uses, from cutting, to trimming little bits of flash off your miniatures. Change your blade regularly - strange as it may sound a blunt blade is more dangerous than a sharp one as you have to apply more pressure to make a cut. Always be aware when handling the knife and try to make all cuts away from your body.

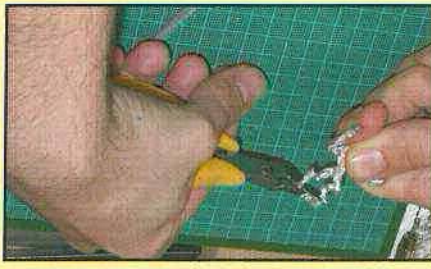
TWEEZERS

Ideal for all those fiddly little jobs, like placing small bits in places where the gap is far too small for your fingers to go, ie, the tow hooks on the back of the Land Raider.



CLIPPERS

One of the most useful tools you can ever have. Great for clipping plastic model components off kit frames, trimming little bits of metal, clipping off limbs, heads and tabs. They have far more uses than I could ever list here.



CURVED PLIERS

An oddly shaped tool but very useful. The shape on the nose of these pliers makes holding or removing small items very easy. For example, if you need to remove a small pin from a model then these are ideal. Also you can easily bend limbs using these tools. The jaws of these pliers provide a very secure grip but can damage the surface of a model – if you wrap masking tape around the nose of the pliers you can prevent this. Then gently tweak the miniature's limb until it is in the desired position.



GREEN STUFF & SCULPTING TOOL

For a better idea on how to use Green Stuff check out the article on it in WD242. You can use the sculpting tool to tease and shape the putty into gaps or to sculpt new areas on the model, like armour or pouches.



MODEL SAW

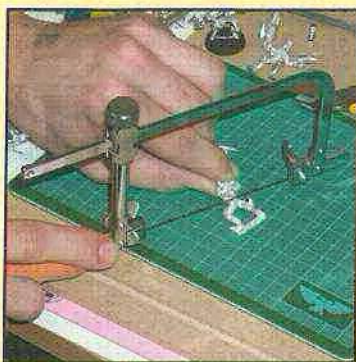
If you're going to cut a model in half then use a saw, not clippers or a knife. With this saw you can also cut curves and at angles.

Quick tip: When putting the saw blade on the saw, make sure the teeth are curved back, ie, when you use the saw the teeth curve towards you. If you put the saw blade in the other way round it will break. The saw is designed to cut when pulled back not when you push (see diagram).

Direction of Saw



Direction of Cut



PIN VICE

A pin vice is a small hand held manual drill vice which holds drill bits. It's ideal for drilling out gun barrels or for pinning large models together.



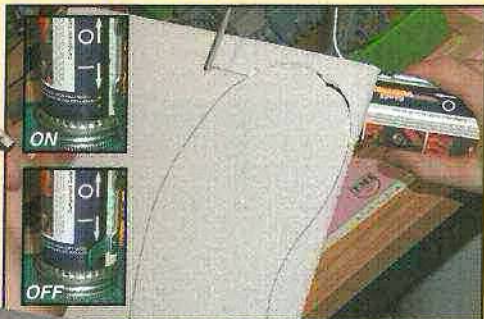
MODEL FILES

These small model files are great for cleaning off mould lines and filing down the rough surfaces where large multi-part kits fit together, ensuring a better fit.



TERRAIN CUTTER

The terrain cutter is a heated wire which is perfect for shaping your hills, crags or even cliffs out of polystyrene or installation board. Just draw out the shape you want and then follow it with the cutter.



PAINT STATION

The paint station is ideal for storing all those tools, brushes, putty, paints and Citadel miniatures in one place, and it's easy to handle and store.



ANCIENT LORE

By Dave Cain

Amongst the armies of the Warhammer world, Dwarf players have the unique option of designing their own runic magic items. Here Dave Cain presents his ideas on how best to use Dwarf runes.

RUNIC MAGIC

In most Warhammer armies, characters may carry magic items as described in the Warhammer Magic supplement and these are represented by the appropriate magic item card. Dwarf characters can choose from these items as well but have the unique ability to carry runic magic items which are created by combining different abilities (tailored to your own particular requirements) as described in the Dwarf Armies book on pages 25–30. There are a number of rules which must be followed when putting together runic magic items to equip your Dwarf characters with. Again these rules are given in the Dwarf Armies book but the most important of these are summarised here:

- The total number of magic items carried by a Dwarf character is limited in the same way as normal. For example, a Dwarf Champion can carry a single item, be it a runic magic item or an item represented by a magic item card.
- Any runic magic item is limited to having three runes or less inscribed upon it.
- No more than one item may carry exactly the same rune combination.
- No master rune may be used more than once in an army. In addition, no individual runic magic item may bear more than one master rune.

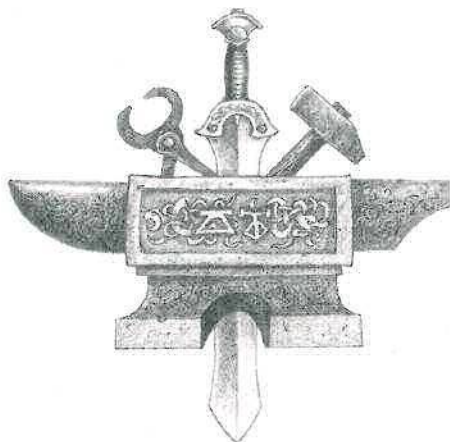
Within these guidelines you are free to decide how best to create combinations of runes that will give you the maximum help in defeating Dwarf. Although Dwarf players can choose to use standard magic item cards, most die-hard Dwarf players I know firmly believe that using generic magical items sullies the proud Dwarf heritage, and restrict items so uniquely useful.

your enemies. You may try to select runes which exploit the weaknesses of your enemy, or which compensate to some extent for the shortcomings of your own force. Equally you might feel that lots of potent (and expensive) runes concentrated on your General and a couple of Heroes might tip the balance of the upcoming battle in your favour. Alternatively, a larger number of cheaper runes spread around the bulk of your army may be more to your liking. It is this ability to tailor your magic items to your foe or to your tactics which make runic magic items so uniquely useful.



themselves to those magic items described as 'Dwarf only' in the Dwarf Army book, or to runic items only.

Runes fall into five categories: weapon runes, armour runes, runes of protection, engineering runes and talismanic runes.



WEAPON RUNES

Weapon runes are inscribed onto swords, hammers, axes or mighty double-handed weapons to turn them into runic weapons. These are known as 'noble weapons' by the Dwarfs. Lesser weapons such as spears or handguns are not considered worthy to carry runes. Note: although Dwarfs may have double-handed magic weapons, none of the bonuses/penalties for double-handed weapons (+2 Strength/always hit last) apply.

Most of the weapon runes are designed to give straight forward benefits in combat such as +1 Attack, +1 Weapon Skill or -1 Save, etc. Utilising the more potent master runes, anyone can easily create an awesome death dealing monster with the *Rune of Might*, *Rune of Smiting* and the *Master Rune of Death* (double Strength against high Toughness enemies, D6 wounds and all wounds kill!) or some similar combination. Such hideous concoctions are awful to contemplate, and need little skill to construct or use.

Such expensive character/item pairings mean you are certainly putting all your eggs in one basket, and, similar to the 'tooled up character on a monster' syndrome, can lead to your demise.

Of far more interest, and sometimes more valuable, are the weapon runes that actually affect the target when hit without attempting to wound. The *Curse Rune* is a prime example. Here, for each successful hit, you can potentially reduce your target's S or T characteristic by 1. I have seen a Dwarf Lord with this rune and two *Runes of Fury* (+2A) take a Stegaddon down to Strength 4, much to the disgust of the Lizardman player, as you can imagine!

Another favourite of mine is the *Rune of Breaking* (destroys magic weapons). This is frequently combined with the *Master Rune of Swiftiness* to make sure he gets to strike first even if charged. In my time I have been able to break the *Frost Blade*, the *Hellfire Sword* and a Vermin Lord's *Doom Glaive*.

Runes of Parrying (-1 enemy attack) are good to choose for Champions who are going to be used for accepting challenges from powerful enemy characters on behalf of your Lord or Runesmith. Anything that succeeds in lowering your opponent's overkill tally should go a long way to ensure that your regiment wins the overall combat.

The *Master Rune of Flight* can turn an ordinary warhammer into a flying one and gives a unit a surprise missile type threat. However this rune does not allow the weapon to be thrown at chargers as part of a stand & shoot charge reaction.

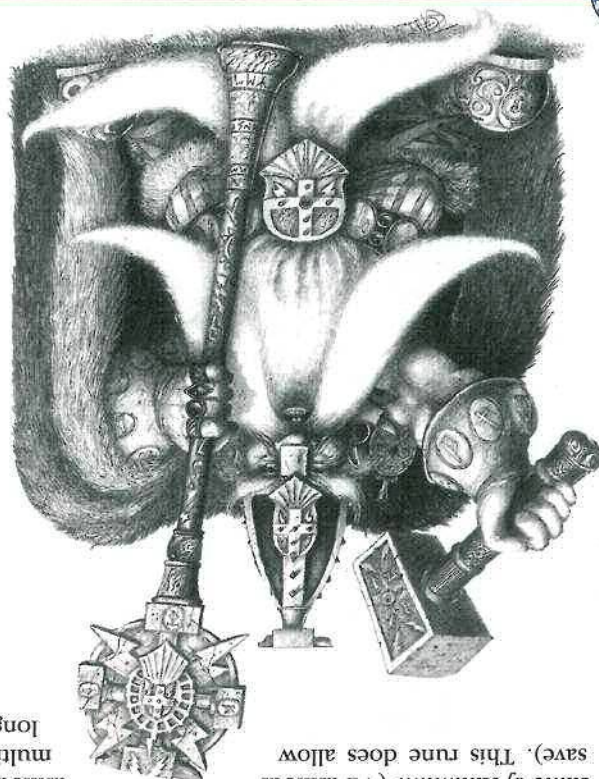
ARMOUR RUNES

These runes are the most powerful protective magic known to the Dwarfs and are inscribed on armour or shields.

In an army whose troops are almost guaranteed to be charged by their enemies, a bit of self-preservation is likely to be a welcome bonus. The addition of armour runes to Dwarf characters can greatly reduce the damage they suffer from the initial charge by their enemies and makes them more likely to survive into subsequent rounds, where hopefully their good fighting characteristics can give them the edge.

The runes that increase the wearer's Toughness or Wounds certainly make your character more survivable but are costed accordingly, and

⌘	Snorri Spangelhelm's Master Rune
⌘	Skalf Blackhammer's Master Rune
⌘	Alaric the Mad's Master Rune
↑	Master Rune of Death
⌘	Master Rune of Swiftiness
⌘	Master Rune of Daemon Slaying
⌘	Master Rune of Dragon Slaying
⌘	Master Rune of Banishment
⌘	Master Rune of Flight
Δ	Rune of Breaking
Δ	Rune of Cleaving
⌘	Curse Rune
⌘	Rune of Cutting
⌘	Rune of Fire
⌘	Rune of Fate
⌘	Rune of Fury
⌘	Rune of Might
⌘	Rune of Parrying
⌘	Rune of Smiting
⌘	Rune of Striking
⌘	Master Rune of Adamant
⌘	Master Rune of Gromril
⌘	Rune of Resistance
⌘	Rune of Spell Eating
⌘	Rune of Stone



These runes are inscribed on standards and offer the entire unit protection from magic. The ordinary runes of protection can be applied to a unit or battle standard. Master runes may only be placed on the battle standard, and not on other standards. Probably the most over-used rune in this category is the *Rune of Courage* which renders the

RUNES OF PROTECTION

Note that although the *Rune of Resistance* (unmodified 4+ armour save) is not classed as a master rune, any players putting more than one of these runes on a single suit of armour and trying to claim multiple saves have bears longer than a Longbeard.

better than 1+ armour saves, so only attacks with a high saving throw modifier will be effective.

combinations involving these runes will be very expensive. The normal rule regarding armour saves states that it is not possible to get an armour save better than 1+. Fortunately for the Dwarfs, the only exception to this rule is if the character is using the *Master Rune of Adamant* (+2 armour save). This rune does allow

With their lack of spellcasters, the majority of Dwarf army standard bearers go to battle carrying the *Master Rune of Valaya*, to give them a 4+ dispel against any spell cast.

The *Rune of Fear* (cause fear coupled with *Runes of Battle* (+1 combat bonus) are best suited to large units of Dwarf combat specialists so that they can automatically break any troops they bear in hand-to-hand combat.

My favourite of these runes has to be the *Rune of Slowness* (-D6" to enemy charge) which I employ to hopefully give my Crossbows or Thunderers an extra turn of shooting before being engaged in combat. Note that this rune has no effect on reducing the charge move of flyers charging from on high, since there is no set charge range for these creatures. Flying creatures utilising their 24" move are affected and lose the D6" as per normal troops. This principle stands for other troops that do not have a set charge distance and so will not offer protection from magically moved troops (ie, *Hand of Gork*, *Move Unit*, etc) or from Goblin Fanatics, etc.

unit immune to panic, fear, terror, stupidity and Break tests.

Dwarfs hardly ever write on parchment, and in ancient times, perhaps never. They prefer to inscribe their books on long, thin scrolls of beaten metal, such as gold or copper. Occasionally leather is used when metal is scarce. The script therefore is scratched or engraved with a knife or chisel and eloquent, flowing lettering is completely inappropriate.

RUNIC SCRIPT

When an ordinary smith forges weapons, armour and jewellery, his works are inert. Although cunningly worked and superior to the works of men and equal to the finest work of Elves, they contain no magic. Only the artefacts forged by a Runesmith are magical, because only a Runesmith knows the secret of trapping magical force within a sword, helm or similar item. The runes inscribed on the artefacts created by the Runesmith are capable of binding magic because of their shape and the incantations recited as they are being inscribed. Most simple alphabetic runes trap weak amounts of magic, but other runes can draw into themselves greater power.

The language of the Dwarfs is known as *Kbazalid*. Originally, this language was unrelated to any other type of spoken word in the Warhammer world but, over the centuries, certain words derived from other races have crept into Dwarf vocabulary. However this happens only rarely since the strong traditionalism and intransigence of the Dwarfs makes them reluctant to accept any ideas or expressions from outside their own culture. *Kbazalid* is written using Dwarf runic script. These Dwarf runes are incredibly ancient, dating back to the time of the Dwarf migrations. They take the appearance of distinctive angular strokes because they are traditionally carved in stone or engraved in metal. Indeed,

Although this is understandable, against an army with a lot of fear causing troops or elite hand-to-hand troops such as Undead or Chaos, the *Master Rune of Groth One-Eye* (Ld 10) may make your troops hang around just that little bit longer and prove more worthwhile in the end.

ENGINEERING RUNES

These runes were perfected by the Runesmiths on behalf of the Engineers' Guild, and they are among the Dwarfs' most carefully guarded secrets. Many of these runes are visible only to the eyes of a Runesmith. Others are activated when certain secret words are spoken or special signs made. These runes can only be used on the equipment described in the War Machine section of the Dwarf army list.

It is this category which probably causes the most 'discussions' between Dwarf players and their opponents. The biggest offender is undoubtedly the 'stealth bomber' version of the plain old gyrocopter which incorporates the *Rune of Disguise* (invisibility) and usually two *Runes of Penetration* (+1 Strength). However, the points cost for this abomination is usually prohibitive for the damage it can actually inflict during a game. After its initial shot, the gyrocopter is visible for the remainder of the game and fair game for every missile armed miniature on the table. They have a very short life expectancy!

Runes of Accuracy (re-roll scatter dice) and *Fortune* (re-roll on misfire chart) are generally effective for stone throwers while *Runes of Forging* (re-roll artillery dice) do the business on cannons. Note that this latter rune cannot be placed on flame cannons or organ guns and so these war machines must run the risk of a misfire without the reassurance of a re-roll.

The *Rune of Burning* is applied to the ammunition of the war machine and so the shots from these cannons, etc, are considered to be magical, which can come in handy if you are facing ethereal troops.

Note that you cannot apply engineering runes of any kind to either the Anvil of Doom or the

Throne of Power. Shame on you for even thinking it!

TALISMANIC RUNES

These runes are inscribed upon amulets, belts, crowns, helms and other ornamental pieces, though they are most commonly found on rings. Dwarfs are very fond of rings, especially those made from gold and studded with precious jewels.

My favourite from this category is the cheap but incredibly useful *Rune of Luck* which entitles the bearer to re-roll any dice once during the game. Remember however that this rune can only be used to modify dice rolls that directly involve the character and it cannot be a dice roll that your opponent makes. So if your *Rune of Breaking* fails to destroy your opponent's magical weapon, feel free to have another go!

The *Rune of Spite* is the Dwarf equivalent of the Black Amulet, rebounding wounds on a 4+. Like its magical item equivalent, this rune rebounds wounds before they are magically multiplied (eg, from the *Venom Sword*) or another effect takes place (eg, *Frost Blade*). In other words, if the *Rune of Spite* rebounds a wound from the *Frost Blade*, the attacker is not killed automatically.

Another useful rune, especially against low Leadership armies like Orcs & Goblins or Skaven, is the *Master Rune of Dismay* which can stop a number of units moving for a turn. If you are fielding large quantities of crossbows or Thunderers then the extra turn of shooting you gain can mean the difference between victory and defeat.

These are just some of the ways you can use the uniquely versatile rune system to your advantage when you are fielding Dwarfs. Try to experiment and avoid simply loading up your characters with a combination of expensive 'if it moves - kill it' type runes. You should find that your games will become more varied, tactically more challenging and ultimately more fun.

Avoid the temptation to choose items from the generic magical item pool and stick true to your Dwarf roots - runes rule!

I	Rune of Iron
F	Rune of Fortitude
L	Master Rune of Stromai Redbeard
X	Master Rune of Groth One-Eye
W	Master Rune of Valaya
Φ	Rune of Battle
E	Rune of Courage
J	Rune of Fear
H	Rune of Slowness
W	Rune of Warding
Φ	Rune of Accuracy
+	Rune of Burning
Π	Rune of Disguise
H	Rune of Forging
Y	Rune of Fortune
V	Rune of Immolation
→	Rune of Penetrating
▽	Rune of Seeking
H	Master Rune of Dismay
W	Master Rune of Kingship
J	Master Rune of Spite
M	Rune of the Furnace
V	Rune of Luck
Λ	Rune of Passage
X	Rune of Spellbreaking

BATTLE REPORT

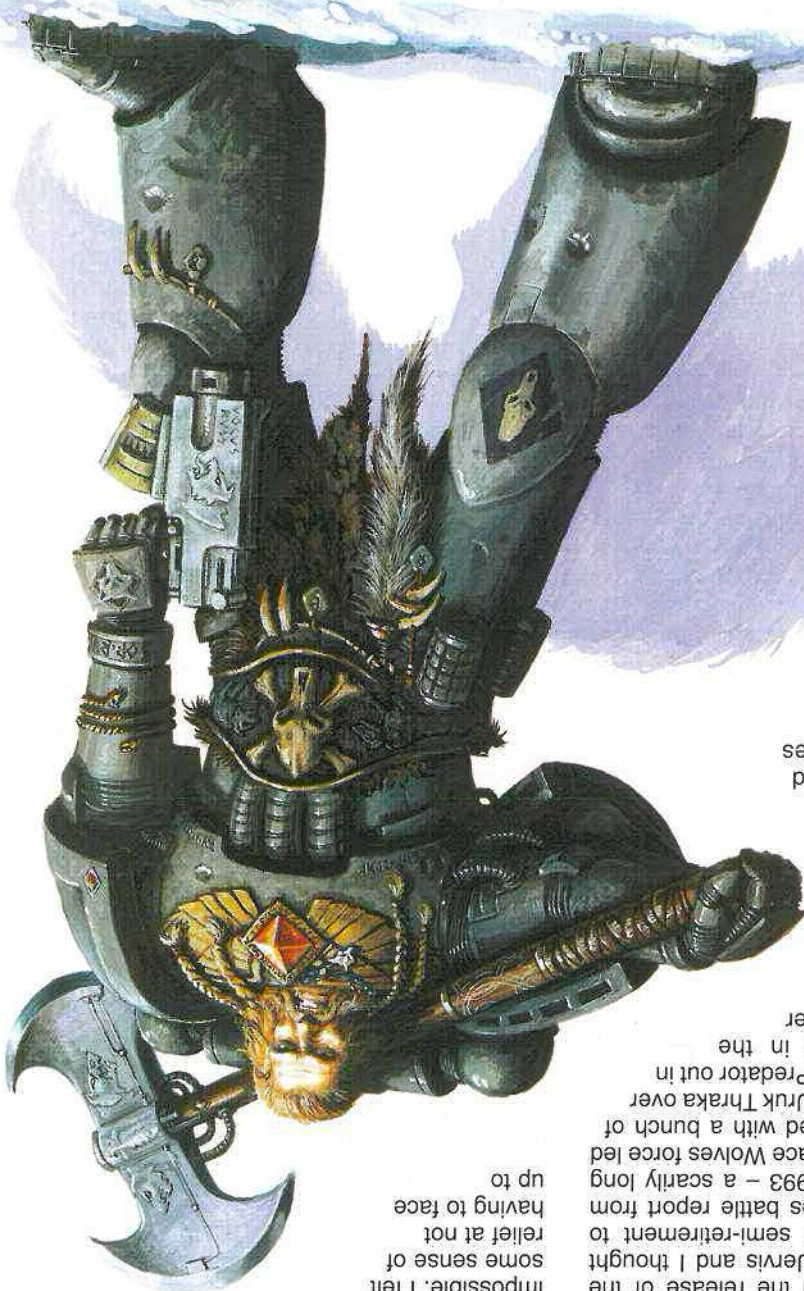
This month Jervis Johnson and Andy Chambers take to the battlefield once more, refigting one of their classic battle reports – well sort of...

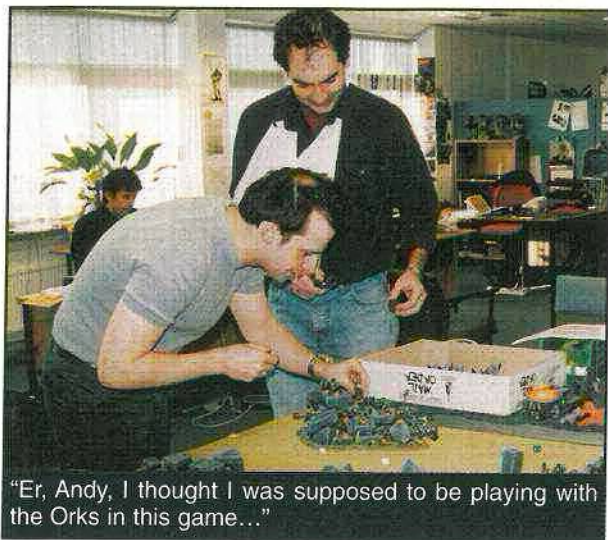
shiny new Codex there's a nice, shiny new Space Wolves army being painted. The Orks, of course have also been completely revamped so recreating the original forces proved to be impossible. I felt some sense of relief at not having to face up to

Andy: The most ancient Longbeards among White Dwarf readers will recall the good old days when myself and Jervis fought regular battle reports in White Dwarf. After all, back then there was no one else to fight 'em, let alone write 'em up afterwards. Anyway, with the release of the new Codex Space Wolves, Jervis and I thought we could come out of our semi-retirement to refigt the first Space Wolves battle report from back in WD158 (February 1993 – a scarily long time ago). In that battle, a Space Wolves force led by Ragnar Blackmane tangled with a bunch of Orks led by Ghazghkull Mag Uruk Thraka over the possession of a wrecked Predator out in no man's land. This was in the

Triassic period of Warhammer 40,000 when playing any scenario other than 'shoot your opponent until he falls over' was quite a revelation, and the game was great fun to play and read about afterwards. Eventually this battle report was immortalised in the first Space Wolves Codex.

So, wouldn't it be good to do a refight? Well not exactly because to go with the nice,





"Er, Andy, I thought I was supposed to be playing with the Orks in this game..."

Ghazghkull Thraka – I'd written his stats myself so I knew how scary he was. Instead we put together two new armies and set about fighting a modified Rescue scenario to try to recreate the first game's victory conditions. Unfortunately the game was a bit of a nasty, scrappy affair with half the Space Wolves'

reinforcements failing to show up until the dying moments of the game, and myself playing like a complete goon (too much time spent playing Orks I guess). Since it hadn't really done the job of showing what the Space Wolves could do, we decided to try a different scenario which would give a more dynamic game. After looking through the book, Jervis suggested the Breakout scenario – I tried explaining to him that the Space Wolves force I had would be really good at a Breakout, but he said he didn't care so long as it would make an exciting game.

I grinned my best wolfish grin...

How they looked when they played the original battle report: Andy actually wanted to be a Space Wolf at the time, while Jerv just wanted to be Roy Orbison!



"Careful with that!" growled Taal the Wolf Priest as the Blood Claws heaved the scorched augur probe into the grey hulk of his Land Raider, Mjolnir. Taal's two giant wolves snarled at the anger in his voice and padded around him anxiously as he walked up to the top of a rocky rise, their silvery fur catching the first light of the rising sun. The eyes of Taal's Wolf Helm were burning slits as he surveyed the bleak, rocky highlands of Granica Prime that surrounded them. He had brought his small force of Space Wolves to the surface specifically to retrieve the probe, part of Granica's orbital defenses which had crashed from the heavens during the Orks' attack on the agri-world some months before. Granica had been part of the network of agri-worlds and mining planets which supplied the hive-world of Armageddon, which in turn supplied weapons, armour and munitions to every Imperial world within hundreds of light years. If Armageddon was starved of resources, it in turn starved the Imperial Guard and Navy of the supplies they desperately needed to fight off the rising tide of Orks besieging the surrounding sectors.

But now the great grox herds of Granica lay slaughtered on the plains below, their rich meat filling Ork bellies as the barbaric conquerors of this world set about stripping it of every resource it had. Ships from a Black

Templars Crusade had come to Granica's aid within days of receiving its distress call, only to find an Ork space hulk orbiting the planet and the surface firmly in Orkish hands. The Templars had destroyed the hulk but suffered such severe damage in the battle that they were unable to remain in-system. Now, Taal's force had to find out the Orks' strength on Granica and discover how the alien scum had overrun the planet so quickly. Taal hoped that the probe's machine-spirit would reveal the answer to both of these questions.

He viewed the tactical link inside his helm to confirm that the probe was being interrogated by Mjolnir's own machine spirit. Satisfied with the progress, he opened a comm-link to Bran and his Grey Hunters. "Hunters, aye," came Bran's reply with just a whisper of distortion from the ferrite-bearing rocks around them. "We've been hunting down Gretchin scouts all morning, Father Taal. I'm ashamed to say that some got away, so we can expect the Orks to be closing in on us any time now." Bran sounded like he relished the prospect of some more serious opposition to fight, but the Space Wolves were here to reconnoitre, not to retake the planet single-handedly.

"Very well Bran, bring in your pack. We have what we came for – now we need to get out of these mountains and await extraction."



When I pick an army I start off by sorting out what Troops and HQ I'm having, while fondly imagining the kind of Heavy Support I'd like to be able to afford. Space Wolves have to include two HQ choices at 1,500 points and I chose to have a Wolf Priest as a nice all-round warrior, backed up by a Venerable Dreadnought as my second HQ choice. A (Weapon Skill and Ballistic Skill 5, with 3 Attacks) and harder to damage so I was confident he would be worthwhile. I gave the Wolf Priest two Fenstian Wolves (woof), a wolf pet to make him more deadly when counter-charging, healing balms

of what's available.

every commander has days when he just has to make the best of what's available. but not so useful against countless hordes of Orks. Hey ho, our Long Fangs squad is equipped with a multi-melta, plasma weapons and ability to split fire at different targets. However some Long Fangs with their plethora of heavy example, I would have liked to include number of choices available. For is just starting out, so it hasn't got a vast was a little bit tricky as our Studio army Space Wolves army for this battle report Andy: As I mentioned above, choosing the

With my Troops choice filled out to my satisfaction (well, I would have preferred several more squads...), I moved on to the Heavy Support. As I mentioned above I had already ruled out the Long Fangs, which left that big Land Raider looking all too tempting. Admittedly the Land Raider suffered the same anti-tank problems as the Long Fangs, but its twin-linked lascannons were at least backed up by a twin-linked heavy bolter and pintle-mounted storm bolter for plenty of shooey

Raider I had my eye on.

Moving on to the Troops, I was pleasantly surprised to find our Space Wolves army included two Blood Claws packs with Rhino transports. I snapped up both of these, complete with additional power weapons and plasma pistols. Unfortunately neither squad had a special weapon, a shame since a few flammies can be really handy for keeping Orks down to manageable numbers. One Grey Hunters pack is compulsory, so I picked this next and lavished it with power weapons, extra close combat weapons, etc, and a meltagun to deal with any Ork Dreadnoughts that got too close. I kept the Grey Hunters pack down to seven models so that they could be mounted up together with my Wolf Priest Taal and his wolves in the Land

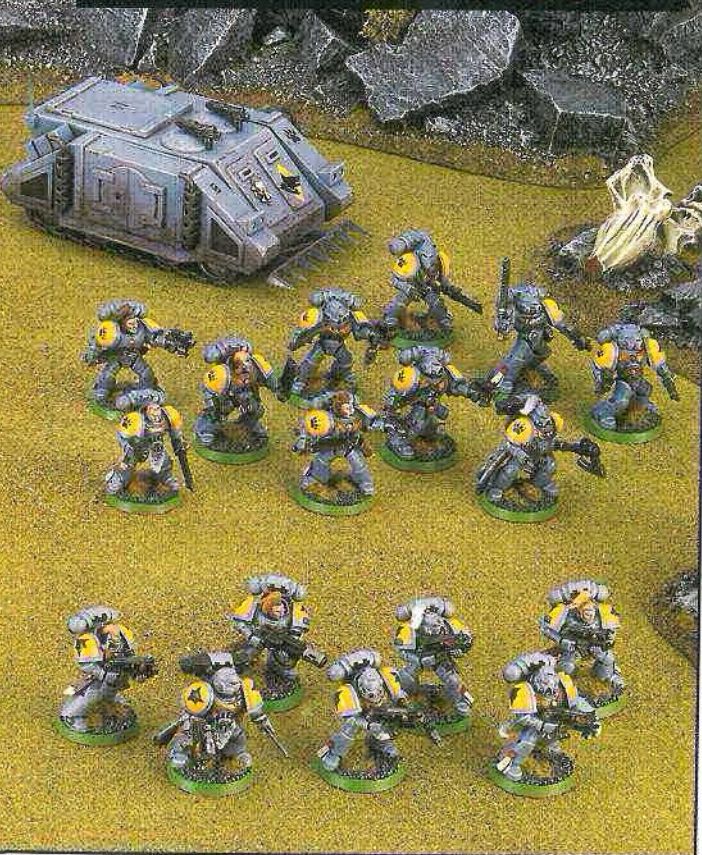
and potions so that he could cure injuries in the unit he was accompanying, and a plasma pistol for ranged nastiness.

CHOOSING THE SPACE WOLVES

death. Because I play with Orks myself, I know what a nightmare Armour 14 tanks are for them to deal with, so I was confident that a Land Raider (Armour 14 all round!) would give Jervis a real headache. It also enabled me to transport my Grey Hunters and Wolf Priest into battle, ensuring that all my infantry was in transport vehicles. Not exactly the most Space Wolfy approach in the world, but handy nonetheless.

To finish off, I looked at including a Terminator armoured Wolf Guard retinue for Taal, but came to the conclusion that the firepower they could lay down was insufficient to warrant their cost. Against most opponents this would have been more than offset by their ferocity in close combat, but I felt that sending Terminators against Orks with choppas was something of a fool's errand, so I regretfully returned the Wolf Guard to the cabinet and thought again. The intense firepower of the Wolf Guard was very tempting (four storm bolters and an assault cannon), so I looked at how I could get something comparable but cheaper. As it turned out, the answer was staring me in the face in the form of a Leman Russ Exterminator. Three heavy bolters and twin-linked autocannon? Against Orks? Oh yes, I think so. As well as the firepower, the Exterminator would provide Jervis with another heavily armoured vehicle to worry about. The Exterminator left me with just enough points to include a Blood Claws bike pack, again fairly well equipped with a meltagun, power fist and power weapon. These would make ideal outriders to complete my Space Wolves armoured column.

TAAL SHARPFANG'S RETRIEVAL FORCE



HQ

Taal Sharpfang – 156 pts Wolf Priest

Wolf pelt
Healing balms and potions
Plasma pistol
2 Fenrisian Wolves

Grendal – 165 pts Venerable Dreadnought

Assault cannon and heavy flamer

TROOPS

Bran's Grey Hunters pack – 150 pts 7 Grey Hunters

Bolters and close combat weapons
1 power fist, 1 meltagun
Mounted in Mjolnir

Heimdal's Blood Claws pack – 206 pts 10 Blood Claws

Bolt pistols and close combat weapons
1 plasma pistol, 1 power weapon
Rhino transport

Alfar's Blood Claws pack – 214 pts 10 Blood Claws

Bolt pistols and close combat weapons
1 plasma pistol, 2 power weapons
Rhino transport

FAST ATTACK

Vali's Blood Claws bike pack – 148 pts 4 Blood Claws bikers

1 meltagun, 1 power weapon, 1 power fist

HEAVY SUPPORT

'Nuada' Leman Russ Exterminator – 195 pts

'Mjolnir' Land Raider – 260 pts

Pintle-mounted storm bolter

CHOOSING THE ORKS

people that you really do learn more by losing than you do by winning!

As Andy has already explained, when we first decided to come out of retirement for our (hopefully) eagerly awaited return match, we thought that it would be fun to refight one of those old battles from the early '90s, namely the battle report that was included in the last edition of Codex Space Wolves. Sadly this didn't work out, but we decided to at least stick with the same sides that we'd used for that battle report. This meant I would be playing the Orks, while Andy would take the Space Wolves. This was a little strange, as it meant that we would be using each other's armies for the game (Andy having written Codex Orks and I Codex Space Wolves), but as it turned out this was really a very good opportunity to get to know how these armies worked.

Jervis: So after a hiatus of several years, it's time for Andy and myself to battle it out in the pages of White Dwarf once again. When we first started to do battle reports in White Dwarf they were more often than not between Andy and I – and, more often than not, Andy won. Actually, Andy won every game. Boy, did I take some stick for that! Nonetheless I must admit that I look back at that long series of games with great nostalgia, as they taught me a lot and also because they became something of a running theme in the pages of White Dwarf. When I met players, they would often comment on the games that Andy and I played, offer me advice, and ask if I ever managed to beat Andy... or anyone else for that matter. Learning to live with my reputation as Games Workshop's great loser took some doing, but I always tell

DA STOMPIN' BOYZ



HEAVY SUPPORT

Da Bomma Boyz – 173 pts
14 Stikk Bommas, 1 Nob
Sluggas, choppas, frag
stikkbombz, 2 burnas

12 Grots, 1 Slaver – 54 pts
Grot blasas,
(Slaver has kustom sluga
and a grabba stikk)

11 Shoota Boyz – 104 pts
Shootas, 2 big shootas

TROOPS

Da Crusher – 86 pts
Dreadnought
2 big shootas

Da Stompa – 83 pts
Dreadnought
1 big shoota, 1 scorcha

3 Killer Kans
Da Klangerz – 135 pts
1 big shoota, 1 scorcha,
1 rokkit launcha

So, I needed to pick a 1,500 points Ork army. Now I'd like to say that what I did was carefully study Codex Orks, and spend plenty of time planning out what to have in my army, but that would be a complete lie. As it turned out, I managed to skid on some ice cycling to work a couple of days before we were to fight the battle, and the resulting broken elbow meant that I missed a couple of days work. Returning on the morning of the battle report didn't leave me much time to pick an army, to say the least!

Luckily, Andy had quite a few copies of Ork armies he'd used in his own games, so I borrowed one of these to use. Unfortunately, Andy's army was based on his own collection of models, so I had to modify the list in light of what we had in the Studio's cabinets. This was done very much 'on the fly', so for example, I have eight Stormboyz in the army because they nicely filled a 128 points gap in the list rather than for any other reason!

On the other hand, I have the feeling that a lot of players start off an army by getting the models they like the look of

best, and then they 'fine tune' the army in the light of what they have learned in battle. So, look upon my army as a newly raised Ork warband, eager for glory but not all that experienced yet. They will be forged in the white heat of the coming battle, some falling by the wayside, others becoming integral parts of the army having proved their worth. Slowly over time, the army will evolve into a battle-hardened and experienced force. At the end of the battle report I'll tell you the lessons I learned and what changes I'd make to the army based on my experiences of the battle.

As explained over the page, my force was split into two for the scenario we were playing:

DA SPEED FREEK BOYZ



HQ

Grimfang – 78 pts
Warboss

'Eavy armour, choppa,
kustom shoota

ELITES

Da Nutta Boyz – 144 pts
8 Stormboyz

Sluggas, choppas, frag and
krak stikkbombz

TROOPS

10 Shoota Boyz – 101 pts

Shootas, 2 big shootas,
1 rokket launcha

13 Slugga Boyz, 1 Nob –
146 pts

Sluggas, choppas, 1 burna
(Nob has Tankbusta bombz)

FAST ATTACK

3 Wartraks – 138 pts

1 Warbuggy, 1 Wartrak –
86 pts

4 Warbikers, 1 Nob –
172 pts

DEPLOYMENT OF FORCES

Jervis: As Andy explained earlier, the first game we played was a bit of a failure as far as making a good battle report went, so we abandoned it. It's worth mentioning that the Orks were doing rather well at the point that we gave up, which just goes to show that even a force thrown together as quickly as mine can do well, and that including models 'because they look cool' isn't all that bad a way of picking an army!

For our second game, we decided to play the Breakout scenario, using the same armies from the first game, with the Space Wolves trying to break out. I knew that I was going to find this a very difficult game to win, but I wasn't really all that bothered by this – in fact it was my idea to play that scenario and I argued strongly for it. There was something about the idea of Andy's Space Wolves surrounded on all sides and players simply won't play a game that they think they can't win, but I think they're robbing themselves of some great gaming experiences. In any case, winning against the odds is much sweeter than winning when the odds are in your favour.

Before Andy set up, I needed to split my force into two parts. One part would be set up near one short edge of the table, and the other part on the opposite side of the table. I decided to split my infantry fairly evenly between these two groups, but I placed all of my buggies and bikes in one group, and all of my

Andy: My objective is to get as much of my force off either of the short table edges. From our previous battle, I knew that Jervis' Ork force was based mostly around Ork mobs on foot, supported by Dreadnoughts and Killer Kans, with Warbikes and Warbuggies giving it some mobility. As my force was almost entirely mounted in vehicles, I was confident that a fast, decisive attack on part of the Ork line would break through. This would leave the foot slogging Boyz and Dreadnoughts to catch up. I decided to breakout in the area where Jervis had placed the least Dreadnoughts as these were the only thing which could stop me in my tracks.

With this in mind, I deployed the Space Wolves in a column, ensuring that the thinner rear armour on my vehicles wasn't exposed to Orkish fire if they got the first turn. I planned to send the Blood Claws' Rhinos hurtling off '12" in their first move, dismounting the squads if there were any Orks they could assault straight away. The Land Raider and Exterminator would move off more slowly so that they could give fire support with their heavy weapons and put my Wolf Priest and Grey Hunters in position to help out the Blood Claws in subsequent turns if necessary. The bikes and the Dreadnought would run interference by threatening to break out in different directions if Jervis concentrated all his forces on the main Space Wolves' breakout zone.

Before we began, we had to sort out one grey area in the rules, which was whether the Blood Claws Rhinos counted as separate units for the purposes of the Breakout. We decided that although the Rhinos operated separately, they were effectively part of the Blood Claws packs since they were an upgrade for the unit. This meant I had eight units in the army, of which four needed to escape the encircling Orks in order to claim victory.

ORK
STOMPIN'
BOYZ
DEPLOYMENT
ZONE



Dreadnoughts and Killer Kans in the other. In this way each separate force would have a 'theme' and style of fighting. The alternative would have been to create two fairly balanced forces, but I rejected this as I felt that my set-up would be easier to use for an inexperienced Ork Warboss like me, and also because it made picking and setting up the two forces much more straightforward.

Once Andy had set up, I needed to deploy my army, cursing as I did that my broken elbow made this a rather difficult task (you try setting up a big Ork army with only one hand!). If you look at the map you'll see that my army has been deployed in the 'corners' of the deployment zones. I did this because I realised that the quickest way for Andy to get off the table was to head for the 12" zones at the end of each long edge of the table, so I tried to cover these as best I could. In addition, the corner areas offered the most cover, and having seen what Space Marine firepower can do to Ork mobs and vehicles in the open, I wanted to keep them in cover if at all possible.

Deployment complete, I kept my battle plan suitably simple and Orky; any units attacked directly by the Space Wolves would stay in cover and hang on for as long as possible. My unengaged units would move towards the nearest Space Wolves units and attack them from behind or the side. It was a suitably crude plan, and it might just work, even against a fast-moving army like Andy's – all I needed was a little luck.

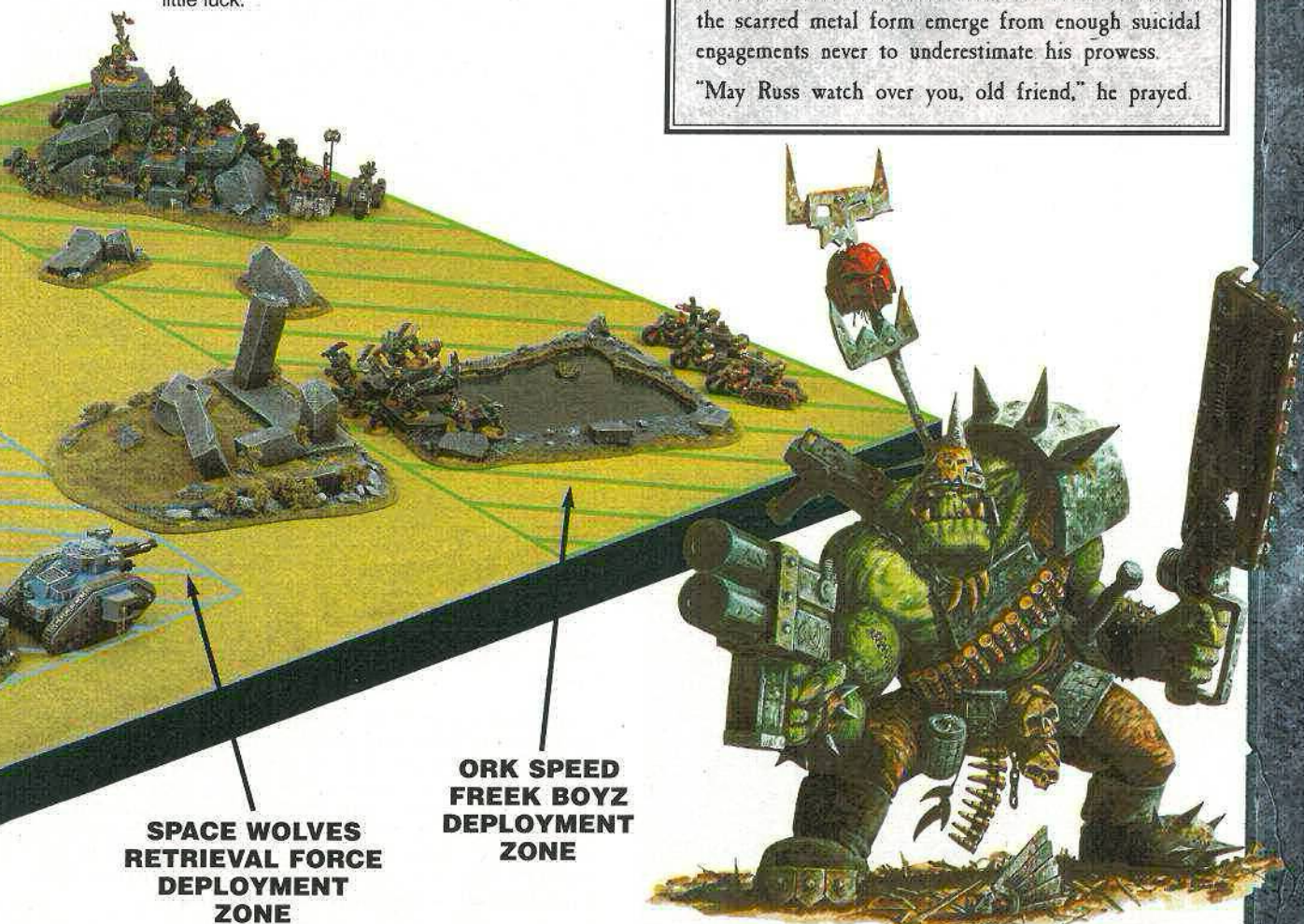
At the mouth of the valley the Orks were waiting. Mobs of greenskin warriors scrambled down through the rocks on either flank. On the right they were supported by a swarm of crude vehicles and bikes, on the left by a motley collection of clanking, rusty Dreadnoughts.

Taal rapidly issued orders, "All units break right. Heimdal and Alfar punch a hole. Nuada and Mjolnir give fire support..."

His communication was interrupted by the grating metal tones of the Venerable Dreadnought, Grendal, "GRENDALE WILL GO LEFT. BUY TIME FOR LITTLE BROTHERS."

Taal knew better than to try to argue with the ancient warrior. He often supposed that entombment within the massive Dreadnought armour had given Grendal a berserker death wish, but he had also seen the scarred metal form emerge from enough suicidal engagements never to underestimate his prowess.

"May Russ watch over you, old friend," he prayed.



TURN 1

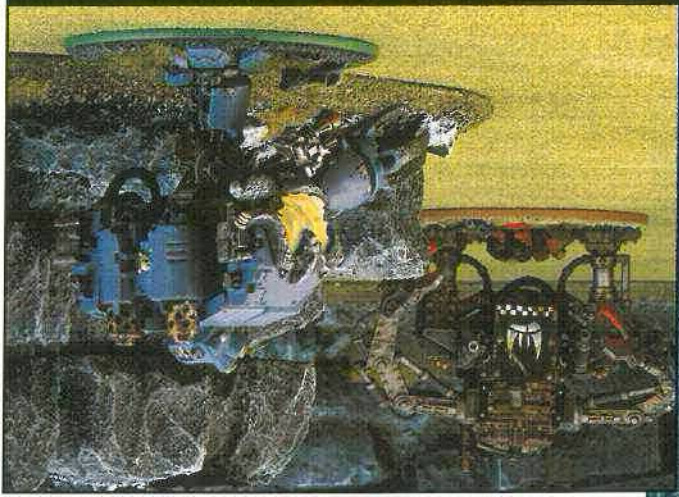
SPACE WOLVES TURN 1



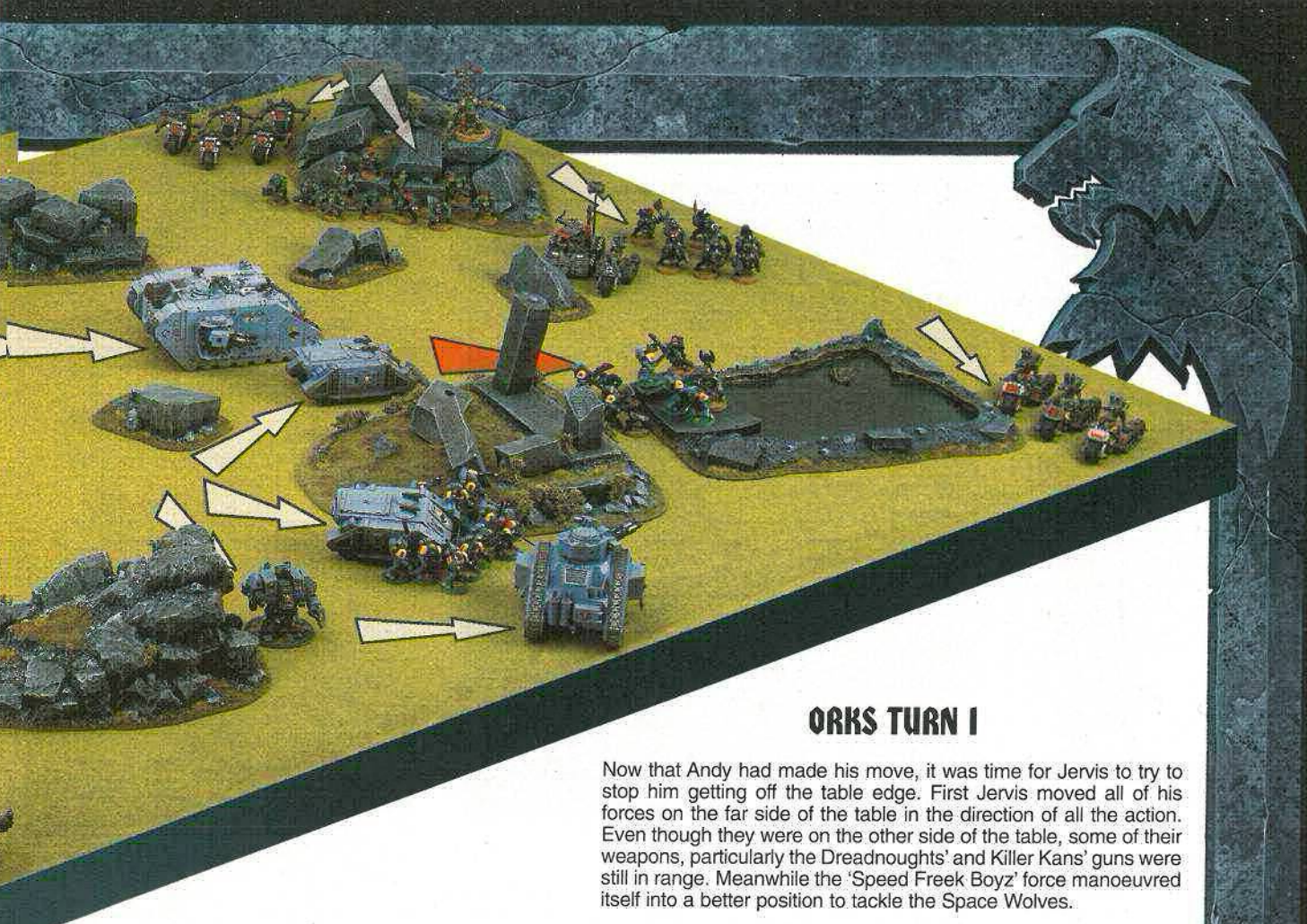
Andy began his shooting phase with the Blood Claws. One squad opened fire at the Slugga Boyz in front of them. Andy managed to score a single wound from bolt pistol fire but Jervis made his cover save and the Orks remained unscathed. Andy chose not to fire at the Slugga Boyz with his second Blood Claws pack as any kills would result in the Orks being out of range of an assault that turn. The Leman Russ Exterminator's firepower was severely reduced because it had moved but it still fired its autocannons at the partially concealed Ork Wartraks. Despite being able to re-roll misses because the autocannons were twin-linked, all the shots flew wide. The Land Raider fired its storm bolter at the Shoota Boyz but none of the shots managed to wound. Much to Jervis's surprise, Andy's first Shooting phase had finished without a single Ork death.

As planned, the Blood Claws leapt into combat. Although the Orks were in cover and would normally have hit first, the Blood Claws were carrying frag grenades and so all attacks were fought simultaneously. The Slugga Boyz inflicted a wound on the Blood Claws that Andy failed to save but, in return, four Orks were killed and the Space Wolves won the combat. Jervis failed his Morale check but managed to roll under the number of models left in the mob, passing his Mob Size check and so the Orks held their ground.

Grendal the Venerable Dreadnought detects his enemy.



Andy began his turn by moving his entire army in the direction of Jervis's fast attack force. The two Blood Claws Rhinos moved either side of the ruined temple and disembarked their squads. Using the terrain as cover where possible, the Leman Russ Exterminator took up a flanking position to support the Blood Claws and advance as best it could, trying not to expose its vulnerable rear armour to the Orks. Andy moved the Land Raider its full complement of 12" but, unlike the Blood Claws' Rhinos, chose not to disembark the Grey Hunters and Wolf Priest being transported inside. Moving slowly behind the rest of the Space Wolves, the Venerable Dreadnought took cover behind one of the rocky outcrops.



ORKS TURN I

Now that Andy had made his move, it was time for Jervis to try to stop him getting off the table edge. First Jervis moved all of his forces on the far side of the table in the direction of all the action. Even though they were on the other side of the table, some of their weapons, particularly the Dreadnoughts' and Killer Kans' guns were still in range. Meanwhile the 'Speed Freek Boyz' force manoeuvred itself into a better position to tackle the Space Wolves.

Jervis' Dreadnought scored a kill by shooting a Blood Claw from his bike. The other Dreadnought and distant Shoota Boyz mob opened

fire on a Blood Claws Rhino, stunning it but doing no discernable damage. The Killer Kans fired at the Land Raider but the only weapon that was able to damage it was the rokket launcha and this failed to penetrate (it needed a 6 to glance!). The Shoota Boyz closest to the already stunned Rhino tried to destroy it but only managed to stun it again with their big shoota. The Wartrak squadron scored several hits with their twin-linked big shootas, causing three wounds on one of the Blood Claws packs. Unfortunately for Jervis, Andy managed to save all three.

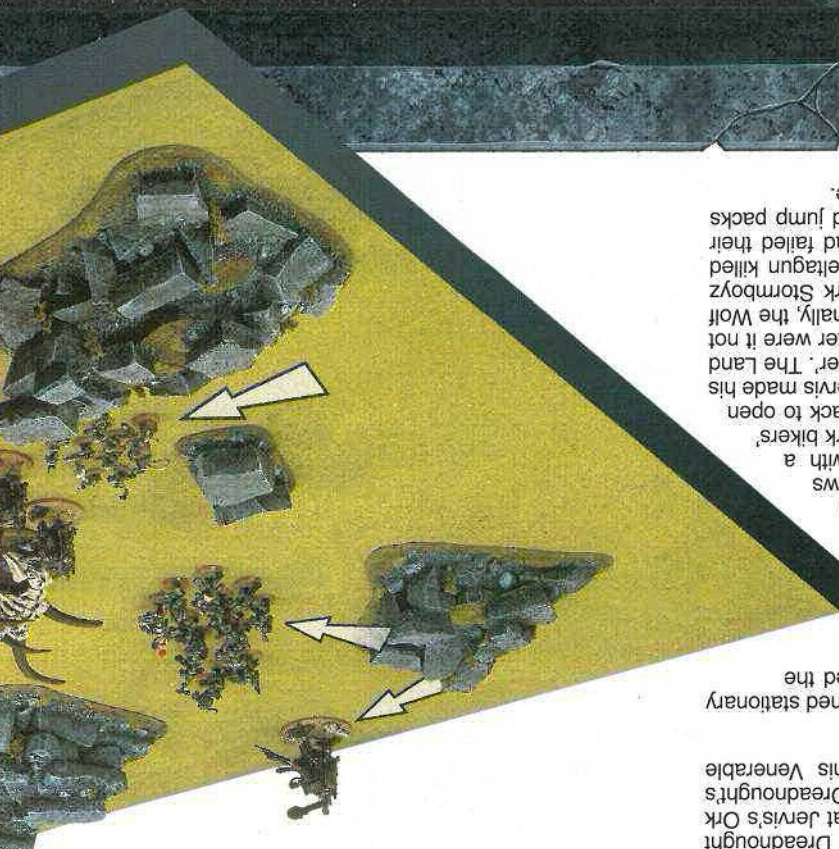
The combat between the Blood Claws and Slugga Boyz continued but now the Blood Claws struck first. Those armed with power weapons cut down three Orks without any armour saves and the rest of the squad made the total up to six. In return, the Orks managed to kill four of their enemy, greatly helped by their choppas' ability to reduce the Blood Claws' power armour save to 4+. Yet again the Blood Claws won the combat but the Orks held their position.



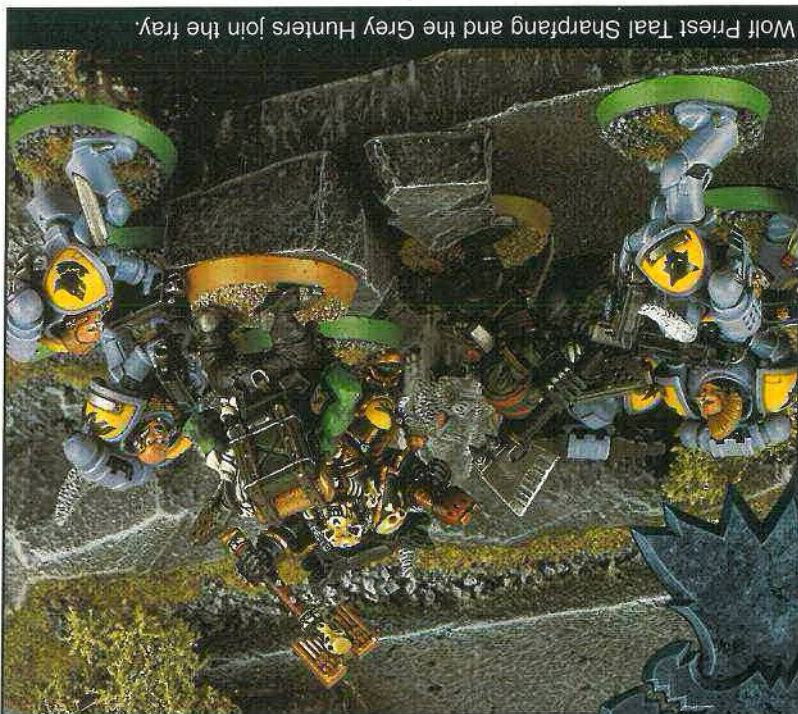
Blood Claws disembark from their Rhino, eager to take on the greenskins.

TURN 2

The combat between the Blood Claws and Slugga Boyz was still locked, although the Orks' numbers were rapidly dwindling. Even though the combat was in favour of the Blood Claws, Andy decided to send in the Wolf Priest and Grey Hunters (this also meant that they couldn't be shot at). However, because the Warbuggy and Wartrak were closer, some of the Grey Hunters had to assault them too. Two of the Grey Hunters (one of whom carried a power fist) engaged a Wartrak but failed to inflict any damage. The combat against the Slugga Boyz didn't go much better. The Wolf Priest caused a single wound on the Ork Nob with one of his Fenrisian Wolves inflicting the final wound. Disastrously none of the other Space Wolves were able to cause any wounds on their Ork opponents. In return, the Orks killed two Blood Claws, leaving the combat as a tie. Jervis won the Moral High Ground roll and forced Andy to take Morale checks for the Wolf Priest, Grey Hunters and Blood Claws. With only a Leadership of 7, the Blood Claws failed and fell back into the cover of the ruins. Jervis then also won the roll off and moved his Slugga Boyz in first, making sure that the Burma Boy was in base-to-base contact with the Wolf Priest (burnas can be used as power weapons in close combat, therefore negating any saving throw). Andy finished the phase by moving his unengaged models into combat, including the two Grey Hunters who had engaged the Wartrak (models are allowed to leave combats with vehicles and vice versa).



SPACE WOLVES TURN 2



Wolf Priest Taal Sharptang and the Grey Hunters join the fray.

The Leman Russ Exterminator, which had remained stationary this turn so it could fire all its weapons, targeted the Wartraks again. This time the autocannon shells hit home, immobilising one of the Wartraks, however the heavy bolters did no damage. The Dreadnought fired its assault cannon at the Ork Dreadnought, destroying one of its weapons (one of the close combat weapons, something that could still penetrate Grendal's armour). The unengaged Blood Claws pack fired at the Wartraks, destroying one with a plasma pistol shot. Obviously offended by the Ork bikers' presence Andy directed his Blood Claws bike pack to open fire on them. Only one wound was scored and Jervis made his 5+ invulnerable save for the bikers' 'pollution cover'. The Land Raider's lascannons would also have killed a biker were it not for Jervis making his invulnerable save again. Finally, the Wolf Priest and Grey Hunters opened fire on the Ork Stormboyz threatening to charge them. The bolters and meltagun killed four of the Orks and what was left of the squad tailed their Morale check and Mob Size check. As they had jump packs they fell back 3D6", taking them right off the table.

A photograph of two Space Marines on a battlefield. They are wearing blue and silver armor. The marine on the left is holding a sword, and the marine on the right is holding a mace. They are standing on a yellowish ground with a large rock on the left and a large, dark, mechanical structure in the background.

Blood Claws bikers attempt to avoid the attentions of an Ork Dreadnought.

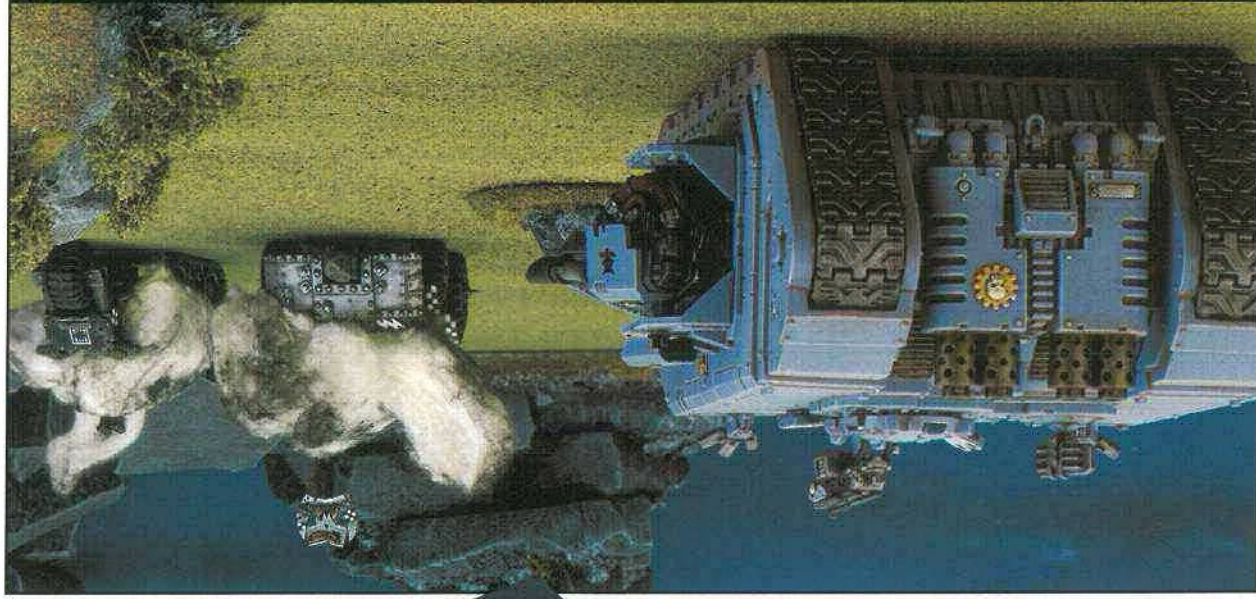
The Shoota Boyz mob with the Warboss opened fire on the Blood Claws who had fallen back from the combat in the previous turn, and one fell to a shot from a big shoota. All of Jervis's Wartraks and the Warbuggy also fired at the Blood Claws but despite several wounds being scored, Andy managed to make all of his 3+ armour saves.

A fresh combat began when the Ork Bikers assaulted the Blood Claws biker pack, unleashing another hail of big shoota shots (Ork Warbikers fire their twin-linked big shootas in the first round of close combat if they charge). This time however, the Space Wolves fared better and emerged unscathed. In return, the Biker with the power fist smashed an Ork to the ground. The Ork Bikers were completely unaffected by their loss though, as they are 'Speed Freeks' and completely immune to the effects of morale and pinning, so the combat remained locked. The combat with the Slugga Boyz continued, with the Wolf Priest and Grey Hunters killing two Orks between them. The last remaining Slugga Boy failed to wound any of the tough Space Marines and was crushed by a Grey Hunter with a power fist (power fists always strike last). The combat was won and the Grey Hunters and Wolf Priest swept forward 5" towards the Ork Wartraks.

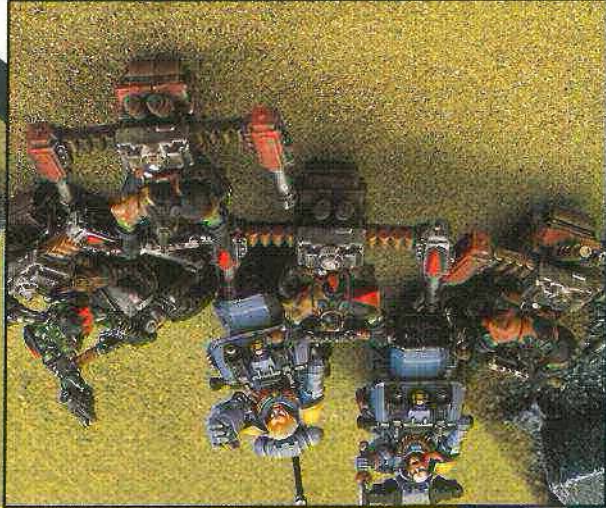


Ork Bikerboyz charge the Blood Claws bike squadron.

The Land Raider 'Mjolnir' confronts the Ork Warbuggy squadron.

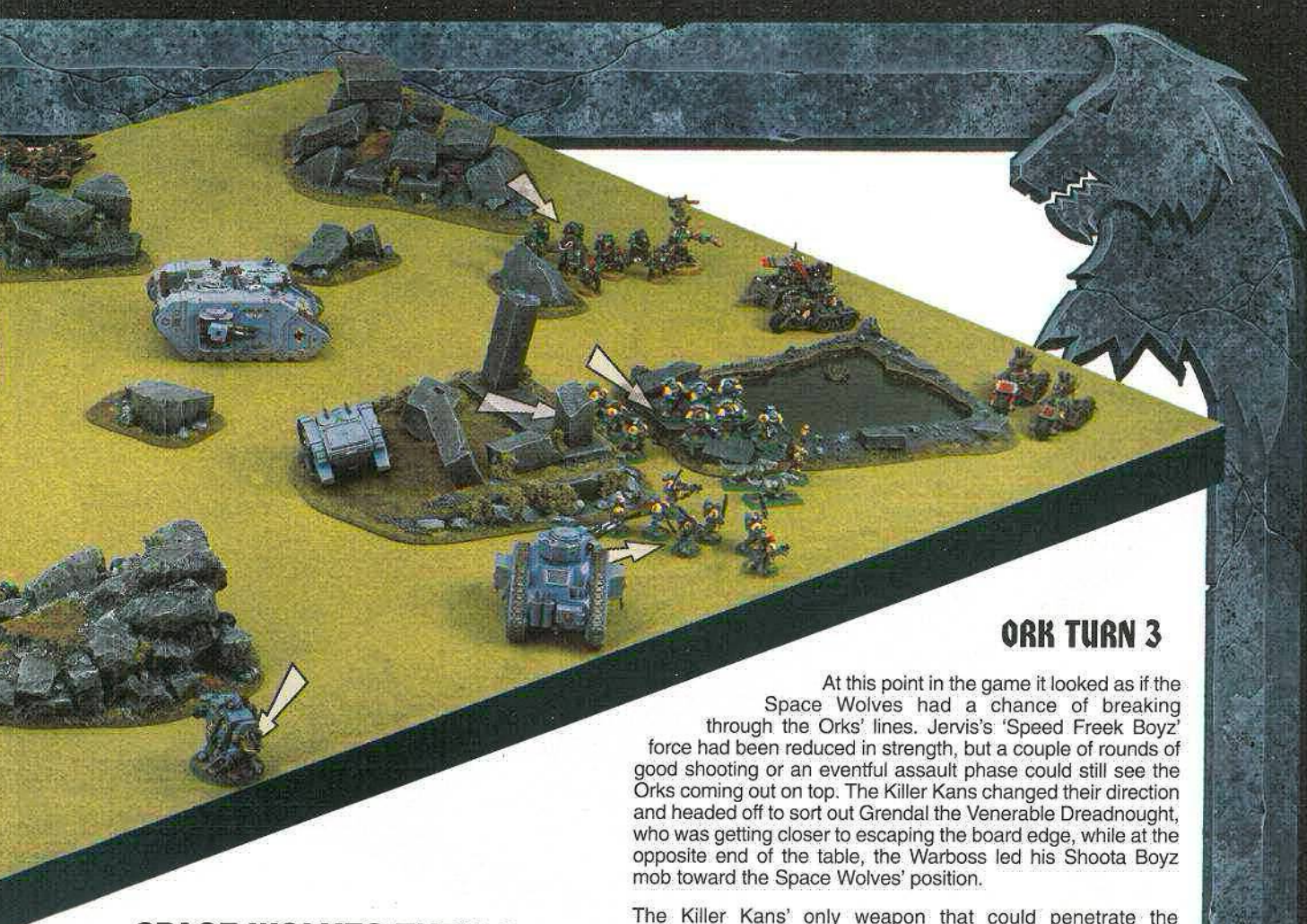


Combat remains locked between the bikers.



TURN 3





ORK TURN 3

At this point in the game it looked as if the Space Wolves had a chance of breaking through the Orks' lines. Jervis's 'Speed Freak Boyz' force had been reduced in strength, but a couple of rounds of good shooting or an eventful assault phase could still see the Orks coming out on top. The Killer Kans changed their direction and headed off to sort out Grendal the Venerable Dreadnought, who was getting closer to escaping the board edge, while at the opposite end of the table, the Warboss led his Shoota Boyz mob toward the Space Wolves' position.

SPACE WOLVES TURN 3

Andy's Movement phase was particularly short. The Land Raider, Leman Russ Exterminator and remaining Rhino held their positions, while the Blood Claws, Grey Hunters, Wolf Priest and Venerable Dreadnought moved toward the nearest short table edge.

The Venerable Dreadnought fired at the Ork Dreadnought a second time, immobilising the Ork machine and removing any threat of it being able to fight back. All of the Blood Claws and Grey Hunters opened fire on the Ork Wartraks. The meltagun missed but the bolters blew the weapon off and stunned the already immobile Wartrak. The Land Raider targeted the Warbuggy and Wartrak with its lascannons: two hits, two penetrating hits, two destroyed targets. The remaining operable Wartrak was then stunned out of action for a turn by the Leman Russ Exterminator's twin-linked autocannons.

The only close combat in the assault phase was between the two bike squads. The Blood Claws biker with the power sword struck first but failed to wound. The Orks' return attacks failed to hit or wound and the remaining Blood Claws biker missed with his power fist!

The Killer Kans' only weapon that could penetrate the Venerable Dreadnought's armour was their rokket launcha, but although it found its target, it failed to do any damage. The Blood Claws were shot at from the opposite side of the table by the Shoota Boyz with their big shootas and two of the young Space Wolves died.

The only combat was between the two bike squads. Both sides managed to miss completely or were unable to wound and the combat remained drawn.

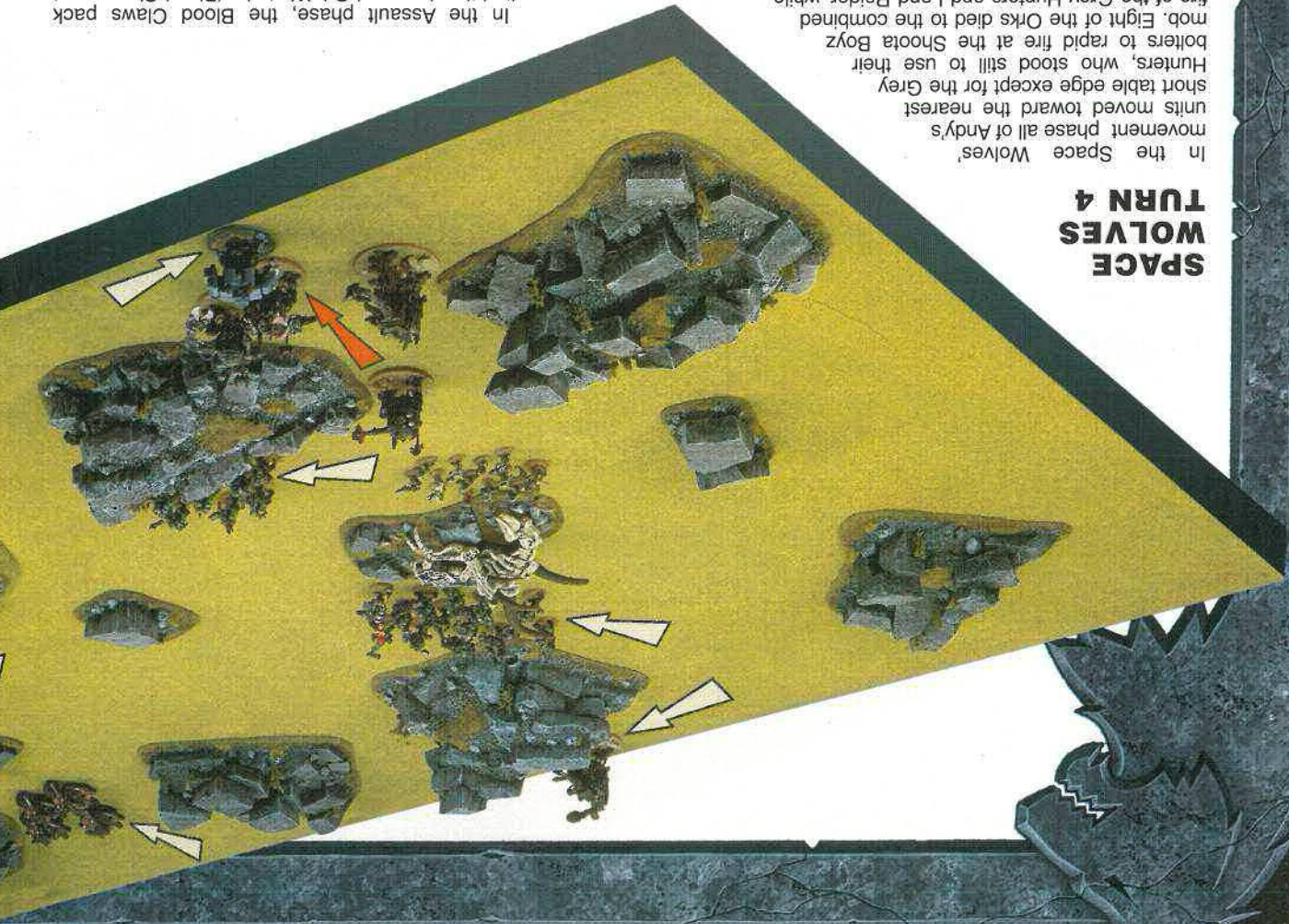


SPACE WOLVES TURN 4

In the Space Wolves' movement phase all of Andy's units moved toward the nearest short table edge except for the Grey Hunters, who stood still to use their bolters to rapid fire at the Shoota Boyz mob. Eight of the Orks died to the combined fire of the Grey Hunters and Land Raider, while the Leman Russ Exterminator reduced the mob to just two models. Grendal the Venerable Dreadnought immobilised one of the Killer Kans with a hail of assault cannon fire. Despite their horrendous losses, the Shoota Boyz managed to pass their Morale check (Jervis rolled two 1s).

In the Assault phase, the Blood Claws pack assaulted the damaged Ork Wartraks (Blood Claws must assault an enemy if they are within range). Even though they needed 6s to glance the Ork machines, one was destroyed. Meanwhile, the continuing combat between the Ork and Space Wolves bikers remained tied with neither side able to inflict any damage.

Grendal emerges victorious against an Ork Dreadnought and three Killer Kans.



TURN 4

ORK TURN 4

Jervis's forces were severely depleted but the game wasn't in the bag for Andy yet. First, the still mobile Killer Kans moved to assault Grendal the Venerable Dreadnought while the Stikk Bommas and Shoota Boyz mob continued to try to lessen the gap between themselves and the Space Wolves. At the other end of the table, Warboss Grimfang and the two Shoota Boyz were the only troops left to oppose the Space Wolves.

These two remaining Shoota Boyz (who were both armed with big shootas) opened fire on the Blood Claws who had suffered huge losses in the combat with the Slugga Boys. One of the Blood Claws took a wound and failed his save, but because the Wolf Priest was now leading them, he was able to save the young warrior with his healing balms and potions. The wound scored by Warboss Grimfang's kustom shoota was saved by the Blood Claw's power armour.

In the assault phase, the Killer Kans assaulted the Venerable Dreadnought, but only one of the Ork machines made it into combat. Unfortunately for Jervis, the Venerable Dreadnought's Initiative was higher and it lashed out with its huge claw, destroying the Killer Kan before it could strike. The ongoing combat between the bikers ended this turn when the Ork Nob killed the Space Wolves biker with the power fist, while the Boyz finally overcame the other Blood Claw who had failed to wound an Ork in five consecutive assault phases! With that the Ork Bikers swept toward the nearest Space Wolves. Finally, the Blood Claws who had assaulted the Wartraks in the previous turn destroyed the last of them in close combat.

With that, the game was won. Andy's next turn would have seen him moving four of his eight units off the table in his movement phase.



Jervis claims he is at a disadvantage because he has to play left-handed.

As the Land Raider rumbled towards the extraction point, Taal reviewed the Augur probe's vidlog. The grainy, fractured images showed that it had sustained much damage, but he could clearly make out the early stages of the orbital engagement as the Ork fleet knifed out of the darkness like a school of sharks. After a few minutes of strafing runs, attack ships flashing past and fiery explosions, Taal saw a sight which made his blood run cold. In over two centuries of battling heretics and aliens, he had seldom seen something which portended

so much ruin for humanity, such a force of destruction manifest and made form in one place at one time. He froze the image on the viewer to be sure, to confirm what he feared. One, two, three, four. Yes, four space hulks had participated in this attack, each one a gigantic space-going fortress of destruction bearing enough Orks to swamp Granica's defenses within days, if not hours.

Taal opened a comm-link to the Space Wolves strike vessel orbiting high above. By Russ this was bad, very very bad indeed.

VICTORY

Andy: There is little for me to do other than congratulate myself on the soundness of my plan. Once I saw that Jervis had deployed all of his Dreadnoughts and Killer Kars on one side I was pretty confident that I could break past the light vehicles and Boyz at the other end. In the event, the first unit of Blood Claws struggled to overcome the Ork Slugga Boyz and needed the help of Teal and the Grey Hunters to win through, so it wasn't as clear cut as I thought. Between this and my previous game I am convinced that Blood Claws really need to have equal or better numbers to overcome Orks in a straight fight – those young pups are a bit too inexperienced to win through otherwise. Losing the biker pack was galling but they did perform their role by keeping the warbikes out of the picture until my other units had escaped. If Jervis hadn't been quite so lucky on his saves for the warbikes I'm sure things would have worked out very differently.

The Land Raider, on the other hand, performed admirably and gave me a mobile bunker which put the Orks under pressure throughout the battle. Its heavy, all-round armour was ideal in this scenario as it could simply go where I wanted it to go, unlike the Exterminator which had to constantly protect itself against rear shots from the Orks' all too plentiful big shootas. The Exterminator's twin-linked autocannon was pretty useful for taking out buggies and Wartraks though, and its ability to lay down a withering hail of fire if it remained stationary was always something for Jervis to worry about. Probably my favourite part of the battle was Grenada's lone rampage into the Ork Dreadnoughts. Much to my amazement he managed to destroy or immobilise three of the clunkers by the end of the battle. Not bad for an old geezer.

So what changes would I make to my Space Wolves army? I think I would definitely go for adding Wolf Guard leaders to both the Blood Claws packs and the biker pack in order to give them sufficient punch in close combat. The biker pack in particular just didn't have enough attacks to make an impression on their opponents and a decent leader would have tipped the odds in their favour.

I think that taking both the Exterminator and Land Raider in the same force tied up too many points (almost a third of the army in total) in a couple of vehicles. I got away with it in this battle because of the appalling lack of anti-tank ability on the part of the Orks, but against, say, an Eldar force, the tanks could get fragged all too quickly. Investing in another pack of Grey Hunters and some Long Fangs would have been a better all-round option, probably achieved at the expense of the Exterminator because the Land Raider was just too good to lose. Other than this, the Blood Claws needed 'tooling up' with plasma pistols, power weapons and special weapons to make them more effective – another 15-20 points worth of equipment would be all they needed to make them a lot more dangerous.

Looking to Jervis's deployment and combat there are a few things I would have done differently. The Dreadnoughts obviously needed splitting up to cover both escape routes as mentioned previously. The strong bike and buggy force also needed coordinating together to form a pursuit group once the route of escape I had chosen became apparent. The Boyz on the side I was attacking needed to move into assault range as quickly as possible to tie down my forces in a long melee – Jervis hung around to shoot for a bit too long with his Warboss's mob. However, fondly imagining that your shooting will be effective is an easy mistake for a new Ork player to make; experience soon proves otherwise. The other thing Jervis needed to pay more attention to was ensuring that some of his burma-carrying mobs were also covering both escape routes. Burmas are actually very useful anti-tank weapons for the Orks, something he failed to exploit.

reputation to uphold...

All of this said, I doubt that any, or indeed all, of these changes would have saved me in this game. But that's as it should be: somehow, after all these years, it's got so that it just wouldn't be right for me to win a battle report against Andy. After all, I have my

Last, but by no means least, if all of this reorganisation left any points over, I think I'd have a look at getting some new bits of cool wargear for my Warboss and Nobz. I'm not sure exactly what I'd pick, but I think a few boss poles and some items to help deal with tanks in close combat would be high on my list.

The other thing I wasn't all that happy with was the mix of weapons on the Killer Kars. Basically, the unit has one of each type of weapon (a scorcha and a big shoota) which makes the unit a 'jack of all trades and master of none'. If you're thinking of adding some Killer Kars to your army, I'd recommend using one type of heavy weapon in each mob, rather than having a mix.

would be handy.

Along similar lines, I'd drop the Stormboyz from the army and only take them when I could afford to field a much larger unit of at least fifteen models. I've seen small units of Stormboyz used in two games now, once for and once against me, and in both cases they've taken some casualties, failed their morale test, and fled straight off the table! The bottom line is that Ork assault units are always going to take a bunch of casualties as they go in, so they need to be large enough to soak up the damage and keep on going. This being the case, I can't really see being able to afford a large unit of Stormboyz in a 1,500 points army, so I'd drop them. In their place I'd get a Trukk for the Slugga Boyz mob and change them into Trukk Boyz. Any spare Boyz that couldn't fit in the Trukk could join the Stikk Bommas mob. My Warboss could ride in the Trukk too, giving me a hard-hitting and speedy assault unit, which

points force they seemed like a luxury.

Much as I like the burma models, I think I will cut down on the number I use next time round, probably replacing them with yet more rokkitz, on the basis that 'everything counts in large amounts'. If I was playing a larger game, I think I'd add the burmas back in to the army as part of a dedicated Burma Boyz mob, but in a 1,500 points force they seemed like a luxury.

Against an army as heavy in vehicles as Andy's,

8 hit per turn on average, which would have been very useful rokkitz to the army. That would give me at least one extra four which can have three heavy weapons, would add an extra four in the spare 'slots' for heavy weapons in the Boyz mobs, each of by the Boyz. I was very short on rokkitz in particular, and just filling important of these is to sort out the mix of heavy weapons carried structure of the army in the next game that I play. The most then, and there were a number of things I'll change in terms of the Although my Orks were defeated, I did learn a lot about how to use

would have won.

This aside, there is little I'd change in the way I set up or moved my units during the game, and even with these changes I think Andy

light vehicles.

Meanwhile Andy's firepower was able to make short work of my Dreadnought, of course, which headed straight for them! To avoid them easily (with the exception of his Venerable to scared of the Ork Dreadnoughts and Killer Kars, but was able and a 'Dreadnought-force' was a mistake. Andy was quite rightly with. With hindsight I think that splitting my army into a 'buggy-force' blitzkrieg, and as it turned out Andy had a fairly straight-forward Jervis: Oh well, the Orks couldn't really stop the Space Wolves

Almost.

makes the game a moral victory for him...

At the end of the day, Jervis was always going to be severely hamstrung by his lack of mobility in this scenario, but was game enough to give it a try anyway. That kind of sporting attitude almost

NEXT TIME...

DESIGN STUDIO VACANCIES

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



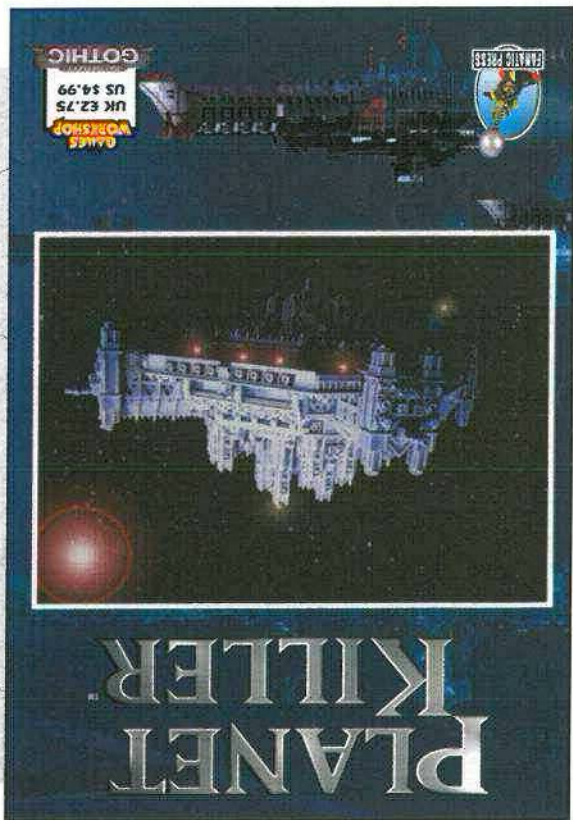


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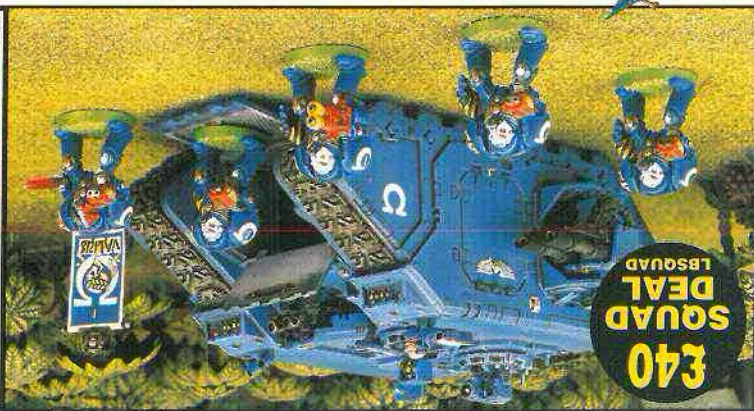


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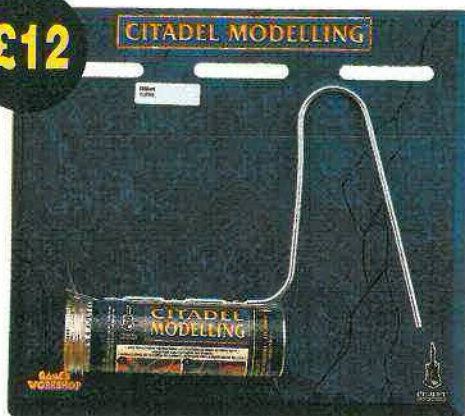
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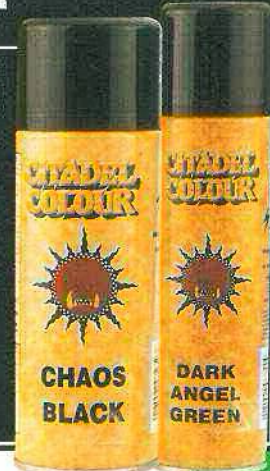
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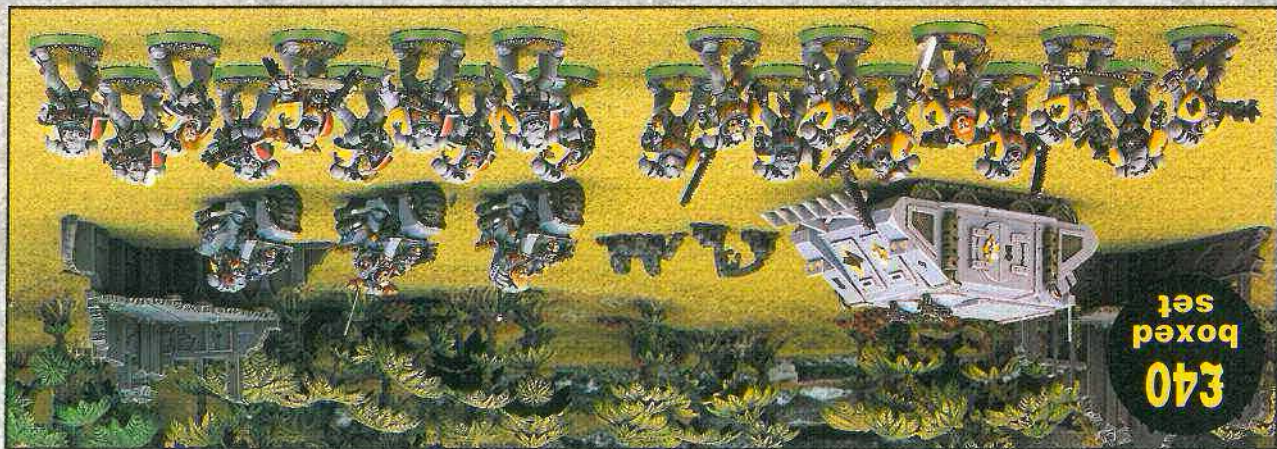
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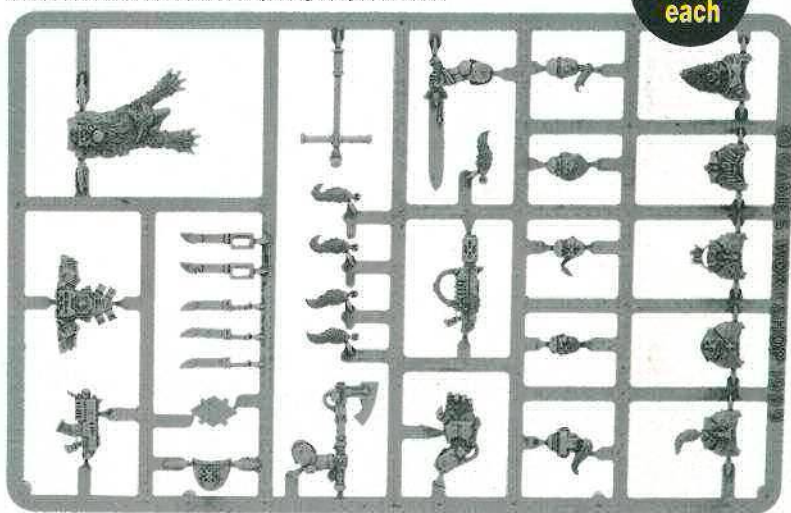
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