

# WARHAMMER DWARF



## WARHAMMER

**IT'S BACK! BIGGER, BETTER AND BADDER!**

**FREE! RAVENING HORDES  
WARHAMMER ARMY LISTS BOOK**

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

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If you're new to White Dwarf magazine, look out for these boxes throughout the issue.

They tag the key articles that will give you a good idea of what Warhammer and the Games Workshop hobby are all about – ideal for newcomers.

# The Fat Bloke Editorial

Welcome to the 250th issue of White Dwarf, and more importantly, welcome to Warhammer. This is the sixth incarnation of the game of fantasy battles, and in this issue of White Dwarf we'll be taking you on a guided tour of the Warhammer world. Veteran Warhammer gamers will no doubt have already dipped into their free copy of Ravening Hordes, a set of army lists for gamers to use their existing armies in the new edition of Warhammer. For those experienced players we'll be picking apart the changes (improvements, we're sure you'll agree) in the new system.



Paul Sawyer  
'Fat Bloke' and Editor

There's a great battle report between a savage horde of Orcs & Goblins and the stalwart men of the Empire, that illustrates these new rules, and shows off some of the fantastic new models which accompany the launch of the new Warhammer.

If you are new to the hobby of tabletop wargaming, and to the fantasy world of Warhammer in particular, then fear not, there'll be plenty to help you get to grips with putting together an army and playing out battles in the dark lands of the Warhammer world. Incidentally, if you are new to the hobby, we suggest you put aside that strange book of numbers you got with this magazine. It's designed for existing players, and is necessarily rather shorthand in nature.

In the pages that follow we'll present a guide to the rich background to the Warhammer world, an article that helps you through collecting an army, a basic guide to painting miniatures, some tips on making a battlefield for your games, and finally (and we do this every month) there is the Battle Report I mentioned earlier – an exciting account of an actual game being fought out. Of course, there's plenty of stuff for Warhammer 40,000 fans too, including some important extra rules in Chapter Approved. Every month White Dwarf is crammed full of useful stuff like this, but that's only the start. Our website is also packed full of useful information (not to mention an online store and a contact page for questions and queries).

See you all next month...

## FAT BLOKE

### WARHAMMER RAVENING HORDES

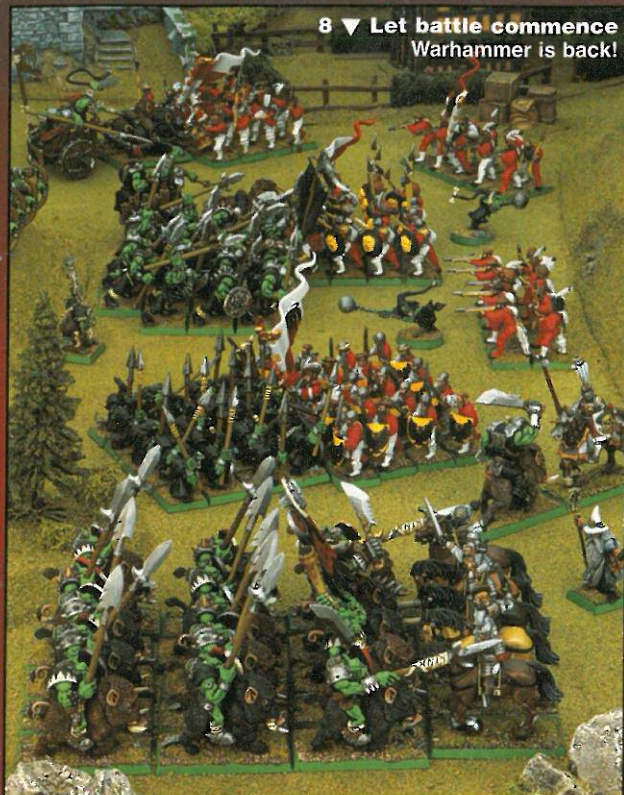
**FREE!  
THIS MONTH**

#### What's this Ravening Hordes thing then?

Ravening Hordes is a set of 'get you by' army lists for existing players of Warhammer. Anyone who already owns a Warhammer army can use these lists to play games with their army. As such, it's not a permanent addition to the Warhammer range, and each list in turn will be superseded by its respective Warhammer Armies supplement.

For new players, we strongly recommend you start with one of the armies which will be covered by these books. Warhammer Armies: The Empire is out now, and the book covering Orcs and Goblins will be out very soon, with lots more to follow next year. One word of warning: the Ravening Hordes lists reflect the miniatures ranges as they were, not necessarily as they will be. As we come to release the new armies, we'll be making changes to them, so we wouldn't recommend starting a new army based on these lists.

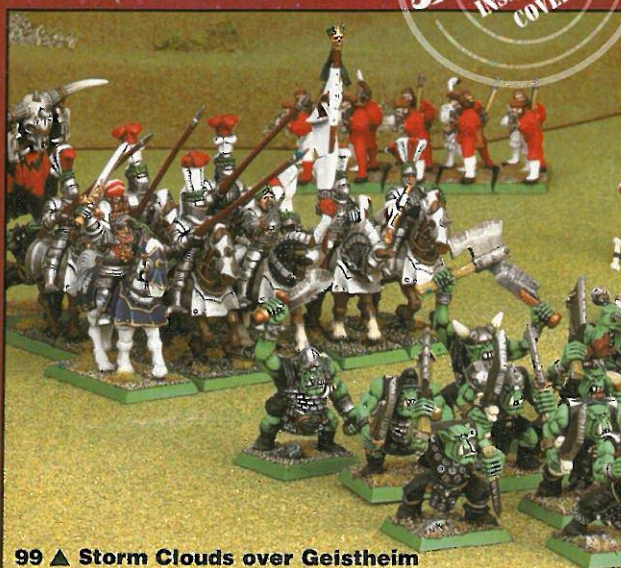
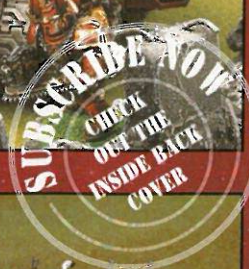




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Warhammer is back!



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The nightmarish Chaos Land Raider rumbles in.



99 ▲ Storm Clouds over Geistheim  
Our first new Warhammer battle report –  
the Empire versus the Orcs.

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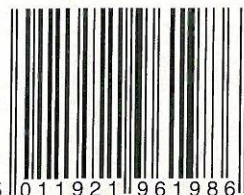
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• News this issue...

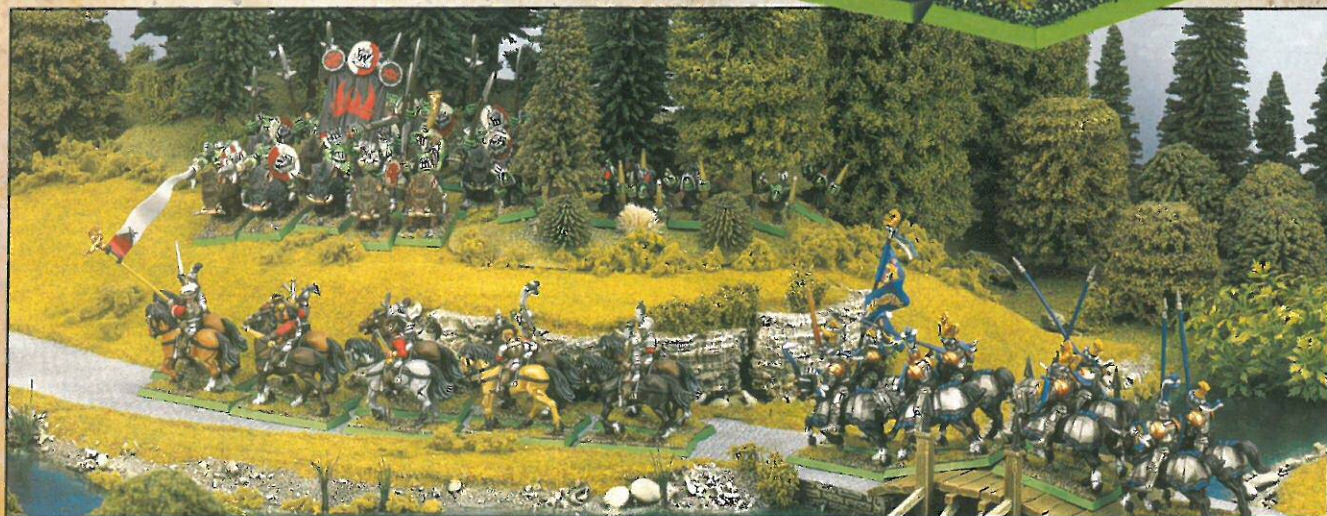
# WARHAMMER

*It's back!*

Yes it's finally here - the new edition of Warhammer, the game of fantasy battles.

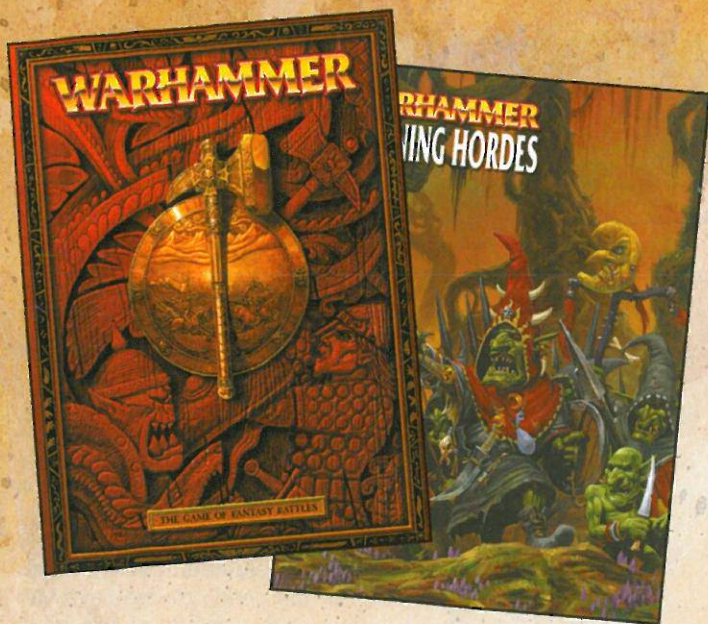
For those of you who are new to the game, there is the Warhammer Starter Set, including the full rulebook, two starter armies (the ferocious Orcs and the noble men of the Empire), plus battlefield scenery, dice and everything else you'll need to get going and play your first few battles. Of course, if you add up the price of the models you get, you'll find that this is a very good deal, so we anticipate quite a few existing players will go for this option too! More details about what's in the box can be found later this issue.

Of course as you'd expect there is a whole host of newly designed miniatures to go with the game and expand the armies you get in the Starter Set. These will be released over this and the coming months. On the right are the new Empire Knights and there are plenty more shown later in the pages of this White Dwarf...



Orcs and Goblins spring a deadly ambush on the Empire cavalry.





Most existing players will be after the rulebook, which initially will be sold on its own, in a hardback version. Later in this issue we explain all the ins and outs of the new rules. The Ravening Hordes book that comes free with this White Dwarf is a get-you-by army list so you can use your existing armies until the relevant Armies books come out. So snap up the rulebook and you'll be all set to get playing new Warhammer!

## CITADEL SCENERY

Also out this month are the first releases for the new Citadel Scenery range. This superbly detailed terrain is made from tough, hardened foam and comes pre-painted and flocked, so you can take it straight out of the bag and use it on your battlefield (it's a decent price too). Look out later in the issue for photos and full details.

## The 3rd War for ARMAGEDDON

By the time you're reading this we should be receiving the last few results from the massive world-wide '3rd War for Armageddon' campaign.

Next issue we'll be bringing you the results and all the news as the campaign draws to an end!

## New Releases

### WARHAMMER®

This month's releases for Warhammer:

Warhammer boxed game (starter set)	£50.00
Warhammer (hardback rulebook)	£25.00

#### THE EMPIRE

Warhammer Armies: Empire	£8.00
Empire Battalion (38 model boxed set)	£40.00
Empire Hero on Griffon	£18.00
Empire Warrior Priests (1 model per blister)	£4.00
Helblaster Volley Gun	£10.00

#### ORCS AND GOBLINS

Orc Boss on Wyvern	£18.00
Black Orcs (2 models per blister)	£4.00
Black Orc command (2 models per blister)	£4.00
Goblin Shamans (2 models per blister)	£4.00
Goblin Spear Chukka	£6.00

#### WARHAMMER REGIMENTS

Empire Soldiers (16 model boxed set)	£12.00
Empire Knightly Order (8 model boxed set)	£12.00
Night Goblins (20 model boxed set)	£12.00
Skeleton Warriors (20 model boxed set)	£12.00
Skaven Clanrats (20 model boxed set)	£12.00
Chaos Warriors (12 model boxed set)	£12.00
Orc Boyz (16 model boxed set)	£12.00
Zombics (20 model boxed set)	£12.00

### WARHAMMER 40,000®

This month's releases for Warhammer 40,000:

#### CHAOS SPACE MARINES

Chaos Land Raider (boxed set)	£30.00
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#### CITADEL

Battlemat	£12.00
Hill	£10.00
Wood	£12.00
Warhammer Hedges and Walls	£10.00
Warhammer 40,000 Obstacles and Barricades	£10.00
Ruined Tower	£15.00
Mega Paint set	£100.00

### Black Library™

This month's releases from the Black Library:

Warhammer Monthly 35	£2.20
Wine of Dreams, a Warhammer novel by Brian Craig	£5.99
Imperial Armour	£3.50
Citadel Journal 40	£3.50
Warmaster Magazine	£3.50
Blood Bowl Compendium	£3.50

...out this month



What is the Games Workshop hobby all about?

Rick Priestley, one of the original writers of Warhammer, explains the latest games, miniatures and tournaments and the new modelling and painting workshops in our stores.

# AN INTRODUCTION TO GAMES WORKSHOP

By Rick Priestley



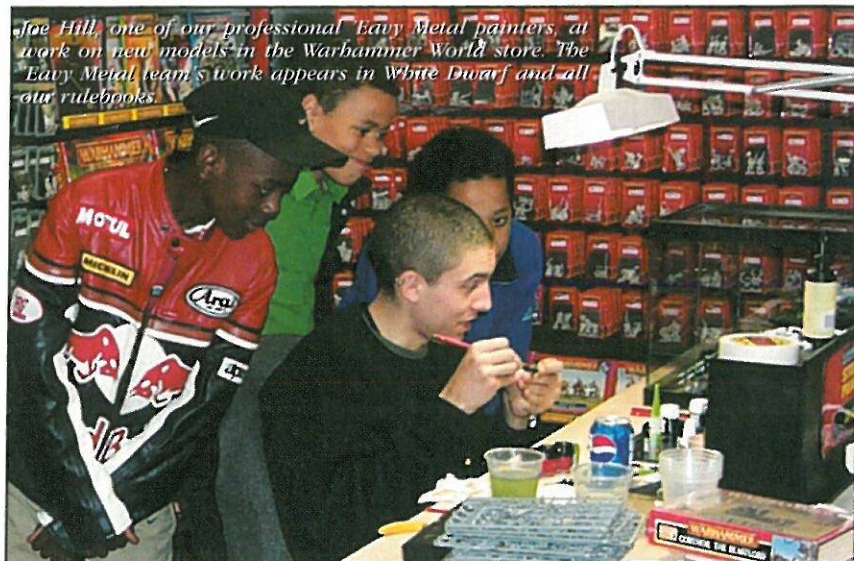
This month sees the release of the brand new edition of Warhammer, the world's favourite fantasy wargame. You can read all about it later on in this White Dwarf. It seems like only yesterday when I sat down with a somewhat damp and slightly messy hand-written set of gaming rules and set about creating the very first Warhammer. However, it was actually more like eighteen years ago. Between then and now we have had a total of five versions of this great game, and this latest version makes it six.

I guess it must be true that Warhammer and its futuristic derivation Warhammer 40,000 have done more to introduce people to the hobby of gaming than any other Games Workshop games. Today there are dedicated Warhammer and Warhammer 40,000 gamers in every corner of the globe. The latest Warhammer will be launched simultaneously in English, French, German, Italian and Spanish editions, a testament to the worldwide popularity of fantasy gaming.

As well as a new version of the game, we are launching a new worldwide tournament system. Whether you're an independent player or a member of a games club, the new tournament system will be open to you at a local level all the way up to national and international competition level. The Warhammer World Exhibition Centre at Games Workshop's Lenton Headquarters has already hosted a number of events this year and offers incomparable gaming facilities with up to 60 tables in simultaneous use, Bugman's Bar and restaurant, as well as the Warhammer World shop with a full range of products from Citadel, Forge World and the Black Library.

This year has seen some other exciting changes in Games Workshop stores too, with the introduction of special modelling and painting workshops where skilled modellers and painters get a chance to show off their know-how. Although

Joe Hill, one of our professional Easy Metal painters, at work on new models in the Warhammer World store. The Easy Metal team's work appears in White Dwarf and all our rulebooks.







*The Warhammer Starter set contains everything you need to start collecting an Empire (shown here) or Orc army. The rulebook is also available separately.*

some workshops have been designed to demonstrate basic skills, others are designed for experienced modellers and painters who are looking to extend their existing skills even further. So, whether you're looking to put your first Warhammer army together or embarking on an ambitious new project, you'll find useful help and advice on hand in your local Games Workshop store.

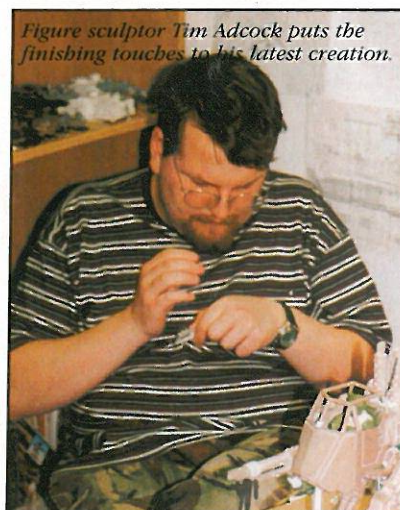
Quite a few readers will, no doubt, have played Warhammer in its previous incarnation and will be eager to find out what's different about this latest version. Others may be new to Warhammer, perhaps to the whole idea of gaming. To both I would say that there has never been a better time to get into Warhammer. We now have an extensive range of plastic kits representing the most important troops in each army, ideal for bulking out your armies and by far the best way to start a new force. And, of course, there are oodles of new metal models on their way too, all thanks to a rapidly expanding team of international sculpting wonder-workers.

If you're contemplating your first army then there can be no more appropriate start than to look at either the Empire or Orc starter armies, available as a matched pair in the Warhammer starter set or as separate

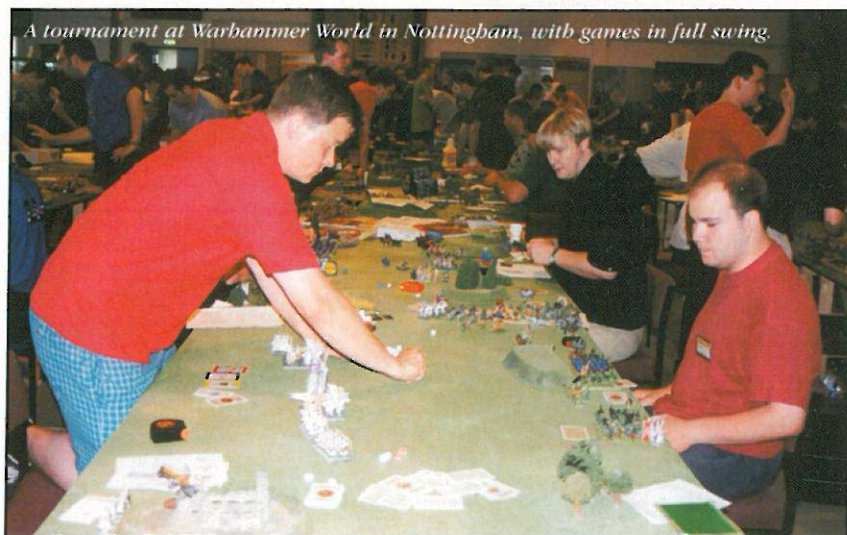
and slightly larger Battalion boxes. Over the next few years we'll be revising all of the traditional Warhammer armies one at a time, extensively remodelling them and publishing accompanying Warhammer Armies books with all the appropriate gaming rules and army lists as well as background information and painting guides.

With our new tournaments system, more to do and learn in the stores, and a regular avalanche of new models for the forthcoming Warhammer armies, I reckon there's plenty of news to celebrate for all fans of Games Workshop.

*Figure sculptor Tim Adcock puts the finishing touches to his latest creation.*



*A tournament at Warhammer World in Nottingham, with games in full swing.*





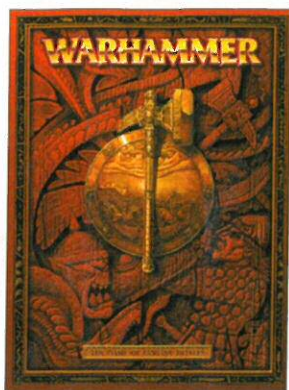
# WARHIA











# WARHAMMER®

## WHAT'S NEW ABOUT WARHAMMER THEN?

By Tuomas Pirinen and Graham McNeil

*By now you'll have noticed that the brand new version of Warhammer hits the shelves this month. You may then be wondering what's new about it. We asked Tuomas, who wrote the new game and new writer Graham McNeil to explain what's changed and describe the thoughts behind the new game.*

### SOMETHING OLD, SOMETHING NEW

Warhammer is still the world's finest tabletop fantasy wargame and once you've had a chance to look through the new rulebook in more detail, we think you'll be more than happy with the changes. You certainly won't find that the rules have radically altered and that your favourite army is now unusable. The core rules of Warhammer are sound and have been for some time, so for the most part we haven't changed what wasn't broken. What you will find is that the new game improves on previous editions by refining the existing rules and providing a more balanced, intuitive gaming experience.

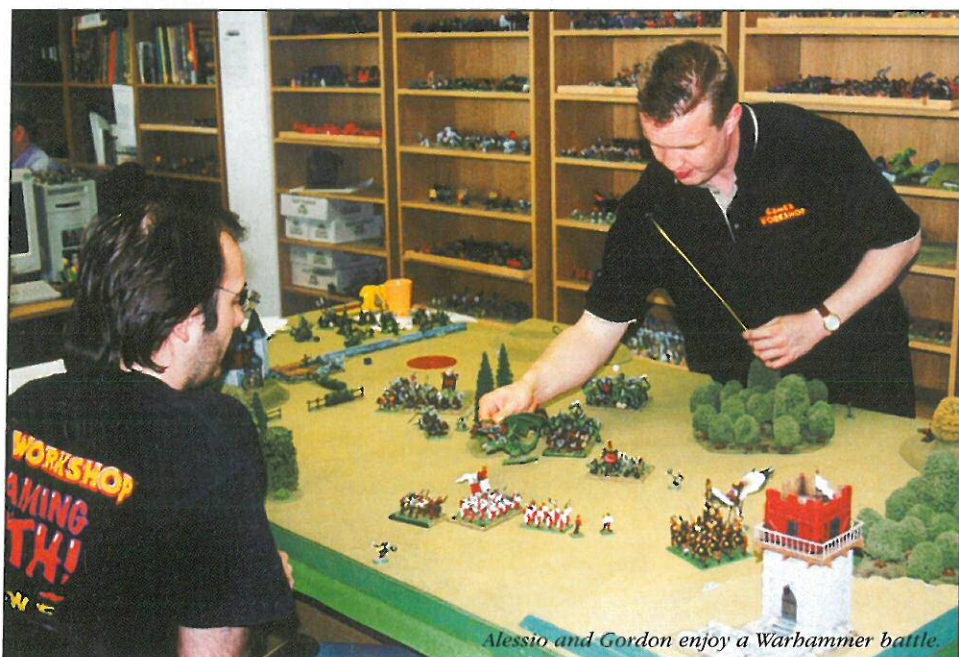
The origins of this edition of Warhammer came from the thousands of suggestions, comments and ideas the designers received from the vast body of players throughout the world and the desire to see it become more exciting and an even more playable game. We haven't made huge, sweeping changes to the basic game, but have taken the opportunity to restore balance to the areas of the game that occasionally found themselves misused, misunderstood or didn't quite work the way we wanted.

### IT'S MAGIC

The first change that most veteran players will probably notice is that the Turn sequence has changed slightly. The Magic phase now comes right after the Movement phase and before the Shooting phase, which puts it right in the thick of the battle rather than bolted on at the end of the turn.

The Magic rules are where the biggest changes have taken place. Magic has changed from players dealing power and spell cards into a dice based system. Wizards now accumulate a number of Power Dice

depending on how high their Magic Level is and use these dice in the casting and dispelling of magic spells. This system of magic dispenses with the need to have decks of cards cluttering up the table and allows a much more tactical use of magic, suckering out your opponent's Dispel Dice before unleashing your most devastating magic at his helpless warriors. The new dice system also incorporates Irresistible Force and Miscasts – unstoppable spells and horrible accidents waiting to turn your



Alessio and Gordon enjoy a Warhammer battle.

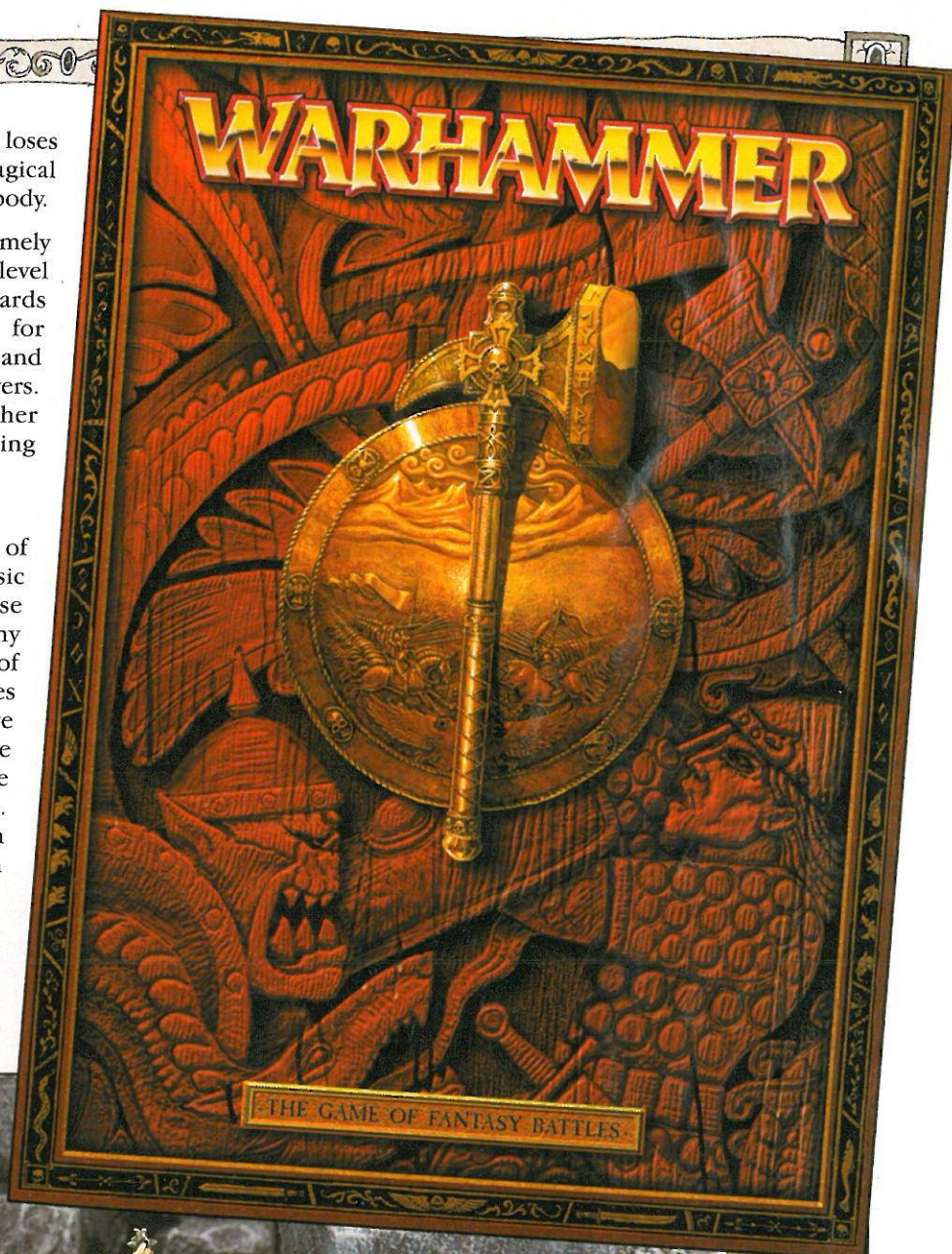


Wizard's brain to jelly if he loses control of the powerful magical energies coursing through his body.

The new Magic rules are extremely playable and allow for another level of tactical play, with Wizards engaging in magical duels for supremacy, furiously casting and dispelling one another's powers. This system will be further developed in the forthcoming Army books.

### TWEAKS AND FIDDLES

We've also made a number of smaller additions to the basic game which help to close loopholes and redress any imbalances previous editions of the rules overlooked. The rules for flying models have been reworked and some improvements have been made to the close combat rules. Refinements have also been made to how units work within the game by giving them a Unit Strength, which represents how hard they hit and how much weight they have behind them in combat. In game terms this



Skaven Gutter Runners ambush a Dwarf patrol in a skirmish game of Warhammer.



means that some units can smash through others by sheer mass alone, using their superior hitting power to defeat their enemies, since the side which has the higher Unit Strength will gain a +1 bonus to their Combat Resolution (this is called the Outnumbering bonus). The main thing to bear in mind regarding these additions is that they improve and clarify the rules rather than alter them drastically.

### THE ARMIES OF THE WARHAMMER WORLD

The army lists themselves have benefited from this latest revision as well. The many comments we've received over the years have given us the chance to fine-tune the points values of the various Warhammer races to really reflect their strengths and character. Exhaustive playtesting here in the Studio and by our legion of playtesters has resulted in lists that are more balanced and logical than ever before. In addition, players choose their armies in a slightly different manner now. The basic concept is that players must choose a minimum number of regiments which we call Core Regiments to form the basis of their army and can also include limited numbers of Special and Rare units.

Characters have also been worked on and are now less likely to dominate a game, toolled up with magic items

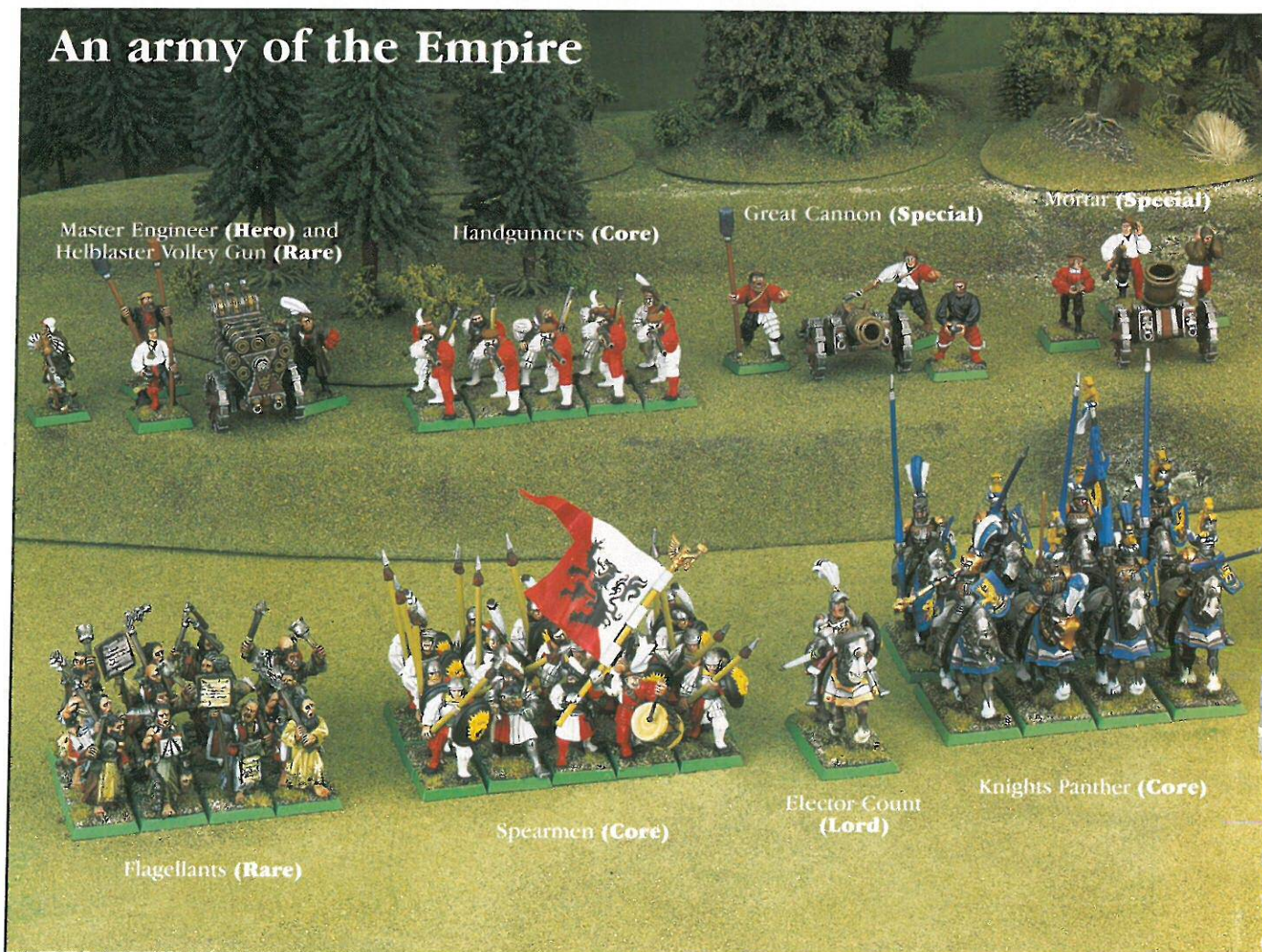
and destroying everything in their path with no one able to stop them. Rank-and-file troops of roughly the same points value now stand a good chance of defeating a powerful enemy. This does not mean that lowly Goblins have nothing to fear from a High Elf Dragonrider – such heroes are still potent forces on the tabletop!

### EXCITING ADDITIONAL BITS

As well as all the rules you need to play Warhammer, the new edition is crammed full of exciting additions for a whole range of different types of game. There are rules for siege warfare that allow you to pound your enemy's castles to rubble, or staunchly defend your ramparts against the barbarians at the gate. You will also find rules that enable you to fight smaller games involving perhaps only a dozen or so models on each side. This type of skirmish game is great fun if your army isn't quite finished or you simply don't have time to play a full-scale battle. Veterans will recognise the core of these rules from the previous Siege supplement and the popular Mordheim game.

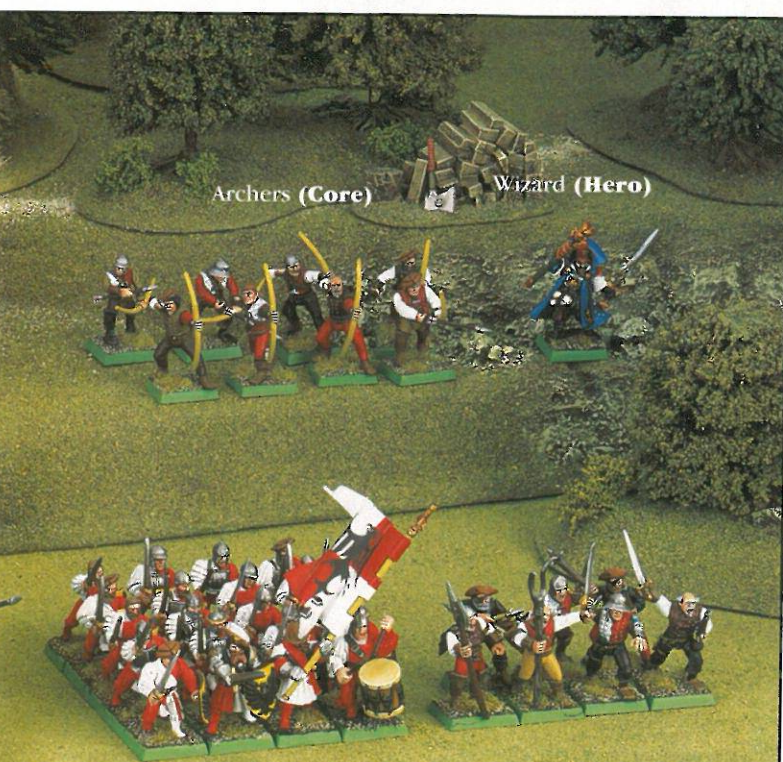
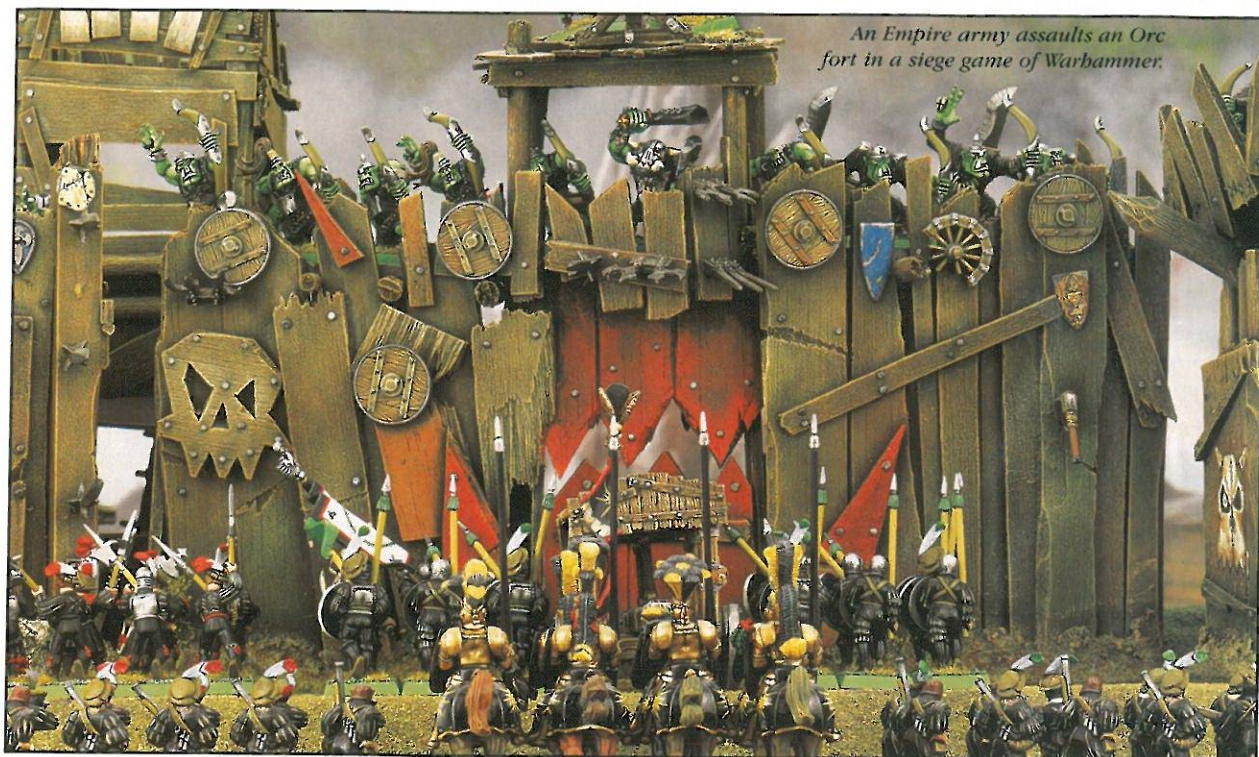
With all these variations on the basic Warhammer game you can play almost any kind of battle imaginable, and these can be fully integrated into the

## An army of the Empire





*An Empire army assaults an Orc fort in a siege game of Warhammer.*



Archers (**Core**)

Wizard (**Hero**)

Swordsmen with a Free Company Detachment (**Core**)

As you can see, the new army selection rules are easy to use and create a balanced army that relies more on its Core units than on expensive characters and magic items.

rules for Warhammer campaigns. One-off games are exciting all by themselves, but when played as part of a campaign that links them together with a narrative storyline, they become much more interesting. Each game then takes on a context and has repercussions for both the victor and the vanquished. Running campaigns is extremely rewarding and requires some thought, so the rules provided go a long way to making sure that your campaigns will run smoothly and allow the storyline to develop naturally. Whether you wish to play in a league or a more complex map-based campaign, you'll find rules to suit your style of gaming.

### **BRIGHT, SHINY AND NEW**

Hopefully, having read these words, all you veteran generals out there can now relax. The new edition of Warhammer is still the same game it always was, but now it's come back, leaner, meaner and clearer than ever before, with loads of exciting new bits to sink your teeth into. Newcomers will find the rules clearly written and easy to understand while experienced players can dive in and play with the bare minimum of reacquaintance, and find that those rules questions that always befuddled them have been answered, and that loads of new features have been added. We're sure that you'll like and agree with the changes we've made to the game, and as always, we've tried to write with the enjoyment of the game uppermost in our minds. So what are you waiting for? You've got the rules – now get playing.



This is a run down of all the stuff you get in the Warhammer Starter Set.

Over the page are some of the Citadel Miniatures you could buy to expand the Orc and Goblin army. Models you can add to the Empire army are shown later in this issue.

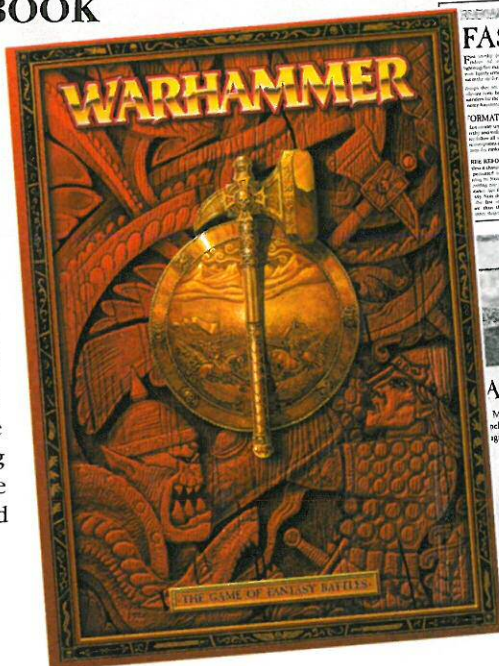
# WARHAMMER®

## INSIDE THE BOX

*You've probably seen a good selection of the awesome new models in the pages of this White Dwarf, and no doubt read enough about the Warhammer Starter Set to pique your curiosity. So what exactly will you find in the box? Phil Kelly rips open the plush packaging to find out...*

### THE RULEBOOK

The new Warhammer rulebook contains not only all the game's rules and a brand new magic system, but advanced rules for those of you who have played Warhammer before, and a healthy amount of fiction and background for the Old World. Furthermore, the rulebook is crammed with some of the best artwork our artists have ever produced, depicting heroes, monsters and the strange races of the Old World in bloody combat.



**RULES.** This section not only introduces the game to the uninitiated, but also serves as a refresher for those of us who have been playing Warhammer for years. It's not essential you read all the way through before playing, but it is important that you understand the basic rules at least before you start a battle.

**ADVANCED RULES.** This covers the rules for special weapons, using characters in your games, the new rules for skirmishers and fast cavalry, war machines, chariots and a section on the use of buildings.

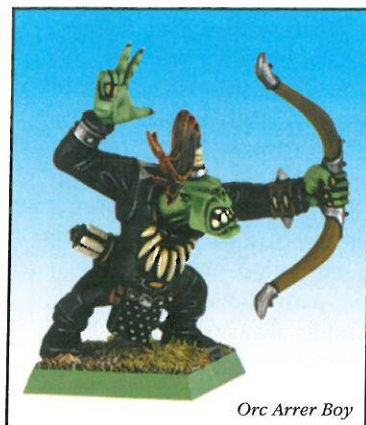
**MAGIC.** A new system for controlling the sorcerous, twisting strands of magic that wreath the skies. Also detailed are the Eight Lores of Magic, with a host of new spells and magic items.

**WORLD OF WARHAMMER.** This presents the fantastic history of the Old World, a lush background that establishes the rich variety of races and clashing empires in the Warhammer world.

**WARHAMMER ARMIES.** A lengthy colour section showcasing the best of the models available for each race, painted to the highest standard by our 'Eavy Metal team. Some of these miniatures are familiar classics, but many of them are shown here for the first time.

**SCENARIOS.** Nine original scenarios, presented as historical battles. These range from the straightforward pitched battle to just seven brave men against an army...

**APPENDIX.** Answering many of the less obvious questions raised by the new game, the Appendix also covers the rules for campaigns, Warhammer Siege and Warhammer Skirmish.



Orc Arrer Boy

Examples of the plastic models in the Starter Set.



Empire Spearman





All miniatures are supplied unassembled and unpainted. Glue and paints not provided.

## KITS GALORE!

The box contains enough kits to build two small armies ready to go for each other's throats! These plastic models include the newly released range of Empire troops (sculpted by Michael Perry, Alan Perry and Tim Adcock) and the fearsome looking Orc army (sculpted by the combined talents of Brian Nelson, Aly Morrison, Trish Morrison, Shane Hoyle, Mark Bedford and Tim Adcock).

Aside from the mighty Generals, the highlights have to be the new war machines: the Orc Boar Chariot is as intimidating as it is detailed, and the Imperial Great Cannon comes with enough equipment to practically start your own artillery school! Inside the box you will find:

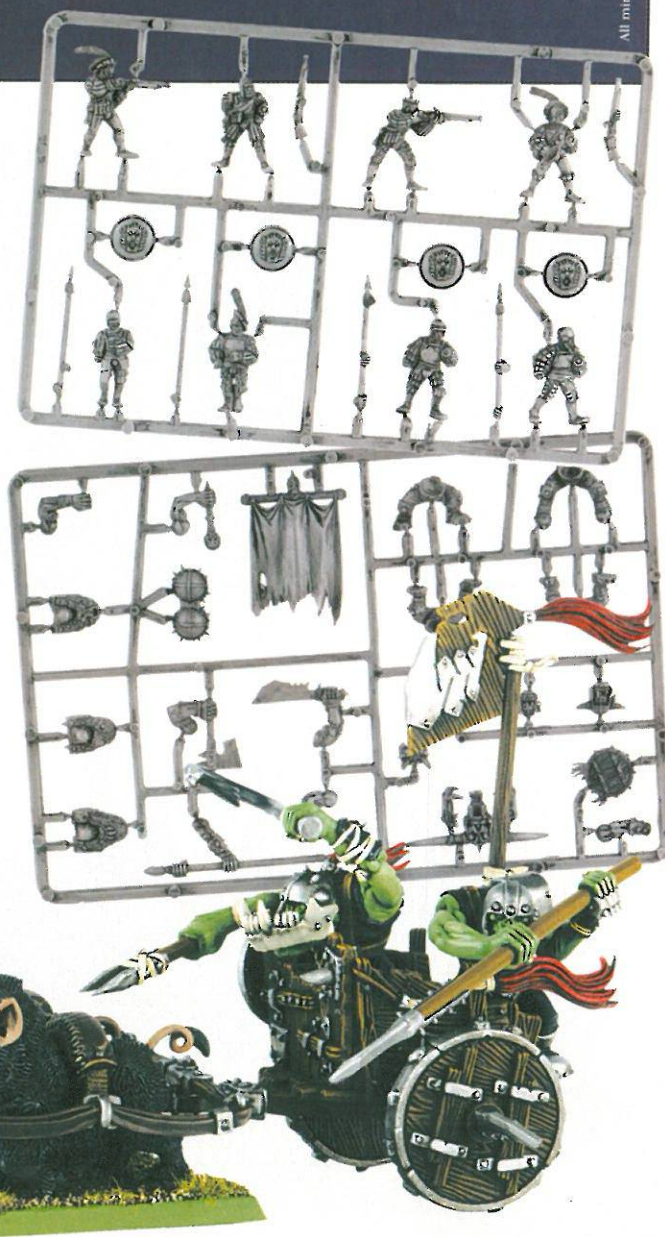
35 Orc Warriors	38 Empire Soldiers
1 Orc Warboss on Boar	1 Empire General on Warhorse
1 Orc Chariot	1 Great Cannon

Of course, you can bolster your starter force with any of the miniatures from our Empire and Orc ranges. Over the next few months we will be releasing all manner of models for these two armies, all shown in the pages of White Dwarf.

## AND THERE'S MORE...

Aside from the obvious stuff, there are lots of other goodies to sift through inside the box. Not only do you get all the necessary paraphernalia to play the game, such as templates, six standard dice, a scatter dice, an artillery dice and two of the ever useful range rulers, but there is also a superb ruined building model to place on your battlefield.

Everything you need to play Warhammer is provided in this starter set, so grab some polystyrene cement and a paintbrush, paint up your models and get stuck in!



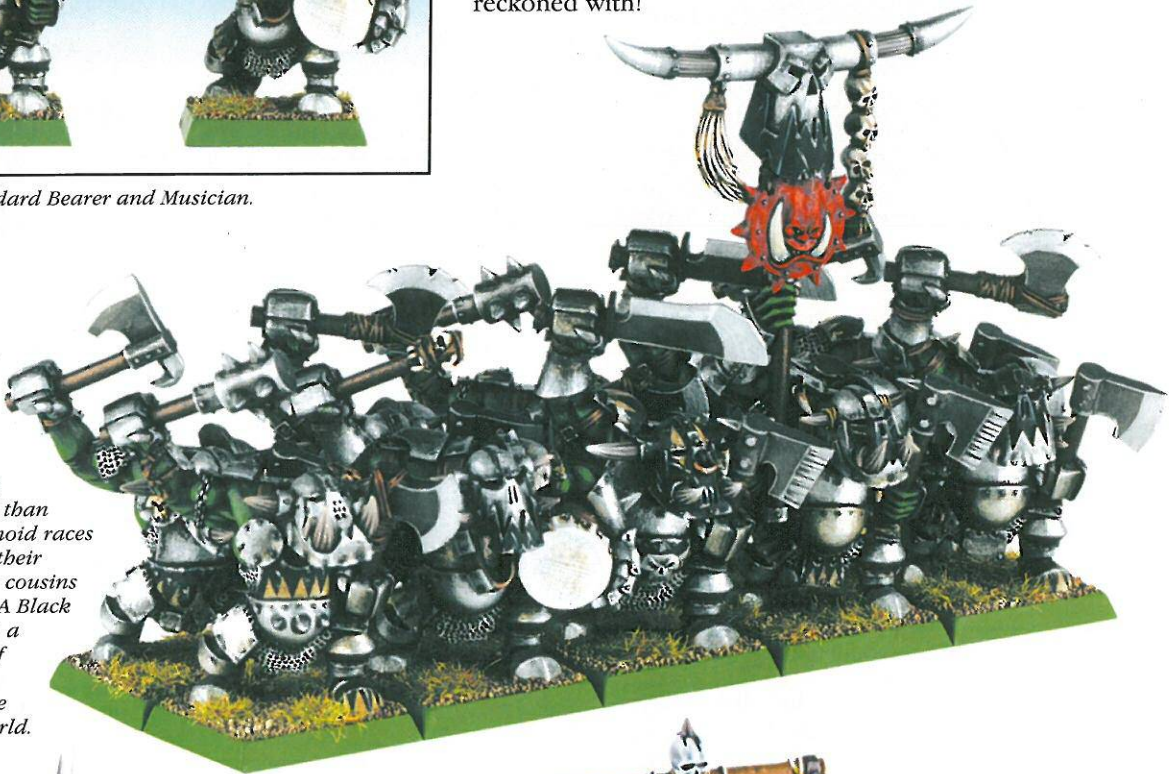


# WAAAGH! DA ORCS



*Black Orc Standard Bearer and Musician.*

*Black Orcs are the largest and most powerful variety of their species. They are far more disciplined and better equipped than the other Goblinoid races and look upon their smaller, weaker cousins with contempt. A Black Orc armed with a choppa is one of the deadliest opponents in the Warhammer world.*



*Orc Warriors wield huge spears and choppas in battle. The choppas are huge weapons that require a good deal of impetus to use effectively but, when the Orcs are charging, are able to cleave through armour, flesh and bone with equal ease.*





An Orc Boss mounted on a Wyvern is a terrifying opponent. In addition to the brute power of the Orc himself, the Wyvern is easily capable of killing almost any opponent by biting, goring and attacking with its poisonous sting.



Goblin Shamans wield unpredictable, destructive magic powers.



The Goblin Spear Chucker is a brutal and unsubtle weapon, which of course makes it ideal for its Goblin crew. Its massive bolts can skewer a fully armoured knight like a spit roast. Despite being notoriously inaccurate, the Goblin Spear Chucker is one of the more reliable war machines in the Orc and Goblin army.



Subterranean Night Goblins emerge from their dark network of mountain tunnels and gather into large mobs for battle. Whilst not being the toughest of fighters, their sheer numbers, as well as the Fanatics bidden in their ranks, will often give an opponent cause to stay clear.



Night Goblin Shamans brew the strange and potent fungus potions that turn otherwise normal Night Goblins into crazed lunatics.



The game of Warhammer is set in a world rich with background and history. This article gives you a taste...

# A ROUGH GUIDE TO THE WARHAMMER® WORLD

*The Warhammer world – a dark and dangerous place to live, full of horror and conflict. Welcome to this guide to the Warhammer world, a look at the kingdoms and races that inhabit this war-torn land.*

Few races know the Warhammer World as well as the adventurous and entrepreneurial High Kindred of Elves. Their tall masted ships ply the northern oceans between the Old World to the east and the shores of Lustria to the west. To the north the Elven seamen keep a watchful eye upon Naggaroth, the Land of Chill, which the estranged Dark Elves have made their own. To the south lie the Southlands and the Fortress of Dawn, a safe haven for many an Elven seafarer bound for distant Cathay.

## THE OLD WORLD

Though the proud Elves have for many ages explored the world and learned much about its strange peoples, they do not reveal their secrets to lesser races. To Men these places are little more than names upon a mostly empty map. The lands they know and inhabit comprise what they call the Old World. These lands are home to Men, Dwarfs, Elves and the diminutive race of Halflings, as well as numerous evil creatures which infest the mountains and forests.

The largest and most important of the realms of Man are the Empire and Bretonnia. The Empire lies at the centre

of the Old World, bounded by tall mountains and dark forests. It is the most populous by far of the Human nations and probably the most powerful too. To the south of the Empire is the Kingdom of Bretonnia, whose main strength of arms lies in its gallant knights whose tradition of chivalric virtue is held in high regard throughout the Old World.

The other Human lands are less powerful and not so strongly unified as either the Empire or Bretonnia. North of the Empire is the cold, unwelcoming land of Kislev, ruled over by its fierce warrior Tzarina. Further north still is the rocky land of Norsca, inhabited by violent and blood-thirsty savages whose raids are a constant irritation to the Tzarina and Emperor alike. South of Bretonnia are the hot, arid lands of Estalia and Tilea. Neither is united under one crown, instead they are divided into countless petty kingdoms and warring city states. Between Tilea and Bretonnia is the tiny upland region known as the Vaults, a stronghold of bandits and brigands who sometimes hire their services as mercenaries in the Emperor's armies.

Beyond the immediate confines of the Old World is Araby to the south and, to the east, the bleak, forbidding Dark Lands. The Arabians are incorrigible pirates and raiders,







whose dark-sailed dows sometimes appear in the trading ports of Tilea and Estalia. The land south of Araby is known only as the Southlands. Few Old Worlders have ever glimpsed its jungle-covered coasts or the tall white mountains of its interior. The Dark Lands east of the Empire are barren and inhospitable, where Orcs, Goblins and other monsters constantly battle against each other.

### **SOUTH OF THE BADLANDS**

To the immediate south of the Empire is the small brigand-infested land of the Border Princes. This is a dangerous region where renegades, dissenters and other refugees from the settled lands face constant predation from Orcs, Goblins and each other. Further south still are the Badlands, dominated by fierce tribes of Orcs, and beyond that lies the fabled Land of the Dead, the source of much unrest in the world.

Between the Empire and the Dark Lands is a towering mountain range whose peaks are so tall and so black that for years beyond remembering Men held the view that this must be the very edge of the world. In consequence

these are called the World's Edge Mountains and, in truth, they form the natural eastern boundary of the Old World. These ancient peaks have been tunnelled, mined and inhabited for many centuries by the Dwarfs, a strong-minded and equally strong-armed folk whose endless wars against the Goblins of the mountains are well known even amongst Men.

### **THE EDGE OF THE WORLD**

Listed above are the lands and races known to the scholars of humanity, to the sages of the Dwarfs, and to the wise amongst Elvenkind. To this font of common knowledge the Elves could certainly add far more if they did not guard their secrets so jealously. Doubtless too there are many learned men who could make a shrewd guess as to the further nature of the world and its perils. Perhaps they would speak of the subterranean race of Skaven and their gnawing and scheming beneath the world. Maybe they would hint darkly at the threat from the Land of the Dead and the ancient realm of its master Nagash. Then there are the deeper and more sinister secrets of Chaos and the hidden power of the north.





Sea  
of  
Chaos...

Norsca

The  
Wasteland

Marionburg

Langille

Couronje

Arden  
forest

Gisoreux

Bordeleaux

Brattonia

Brionje

Quenelles

Loren  
forest

Bilbali

Estalia

Magritta

Tobano

Zombie  
Swamps

Miragliano

Tilea  
Sea

Remas

Tilea

Juccigi

The Black Gulf

The Great Ocean









# KINGDOM OF BRETONNIA

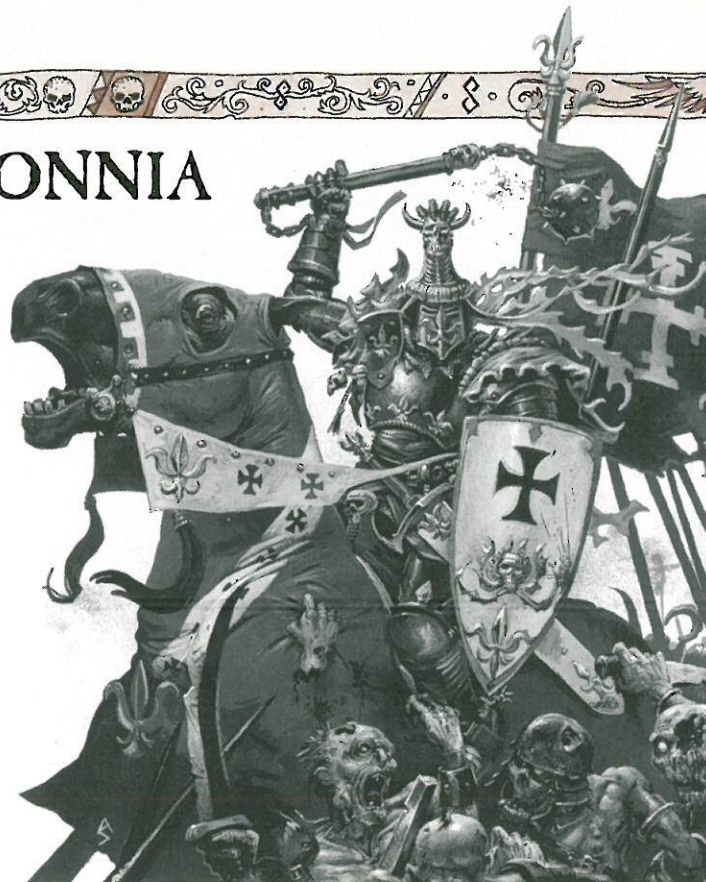
**B**retonnia lies between the Grey Mountains and the Great Ocean in the lands which comprise part of the former domain of the Elves. Once the Elves built ports and tall towers, palaces and pinnacles, to serve their colonies in Old World. For a while they prospered, their cities grew, and the inhabitants became wealthy as a result of trade with the Dwarfs and primitive Human tribes. When the Elves and Dwarfs went to war the land was devastated by the opposing armies. Eventually, after many long years of fighting, the Elves sailed back into the west and abandoned the Old World altogether. The Dwarfs too gave up on the land beyond the mountains, and so the whole area was deserted and forgotten.

## GILLES LE BRETON

With the disappearance of the Elves and Dwarfs, the land was quickly overrun by Orcs, Goblins and the rough Human tribes who were almost as brutal in those far off days. For many hundreds of years the area remained divided between rival warlords, both green-skinned and Human, until the time of Gilles of the tribe of Bretonni. In his day the realm was united, and as one nation the Bretonnians succeeded in defeating and driving out the Orcs and Goblins. It is from this time that the Bretonnians date the creation of their kingdom, some 977 years after the time of Sigmar and the founding of the Empire.

## THE LAND OF VIRTUE

To this day the Knights of Bretonnia follow the chivalric traditions established in the time of Gilles le Breton. Gilles' vision of the Lady of the Lake on the eve of battle foretold of his holy purpose and ultimate destiny as king of Bretonnia. Since then the warriors of Bretonnia have pledged themselves to the service of the Lady of the Lake, and sought to uphold the knightly virtues in her name. By feat of arms a Knight may rise in esteem and become, by degrees, one of those marked by the goddess for her



special honour. That reward is to drink, as Gilles le Breton once drank, from the Lady's Grail, as only those who are pure in heart and deed can do.

## THE KNIGHTS OF BRETONNIA

Bretonnia has grown into a powerful nation under the guidance of its king, the Lady of the Lake, and the code of honour under which its nobility conducts itself in peace and war. There are no other men whose martial prowess can equal the Knights of Bretonnia, dedicated as they are, body and soul, to the pursuit of excellence. Indeed, it is often said that the Knights of Bretonnia could conquer the world were it not for their vows which bind them to protect their own domain and shield the poor and innocent from unwarranted hostility.

## THE CRUSADES

Though a Knight's code of honour binds him to the protection of his land and people, there are still times when he finds himself bound for war in foreign lands. When the Sultan Jaffar of Araby invaded the lands of Estalia, the king of Bretonnia, at that time Louis the Righteous, raised a mighty army pledged to free Estalia from his evil grasp. During the Crusades which followed not only was Estalia freed but the Bretonnian king took the war to Araby itself and destroyed the empire of Jaffray. Filled with crusading zeal the Knights tore down the decadent palaces of the Sultan, burned many evil tomes from his library, and flung down the dark idols from his unholy temples.

## THE LAST HOPE

Today the king of Bretonnia and his Knights form a bulwark against the growing evils of Chaos and the power of the Orcs, Goblins, Skaven and other monstrous creatures that threaten Mankind's survival. The Bretonnians are protected by their honour and by their strength of arms, and whilst they endure the lands of Men remain safe from peril. If the Knights of Bretonnia were ever to fail in their sacred duties, then the Human race would surely be doomed.





# THE LAND OF CHIVALRY

The **FOREST OF ARDEN** is a sprawling oak forest which shelters many vile creatures, huge monsters and savage beasts. Questing Knights sometimes take an oath to hunt down and slay these creatures or perish in the attempt.

**COURONNE** is the capital of Bretonnia, where its king is crowned and where the greatest knights in the realm gather to attend him. It is a great castle, built upon an ancient Elf ruin, and it stands upon a high hill overlooking the lands to the east.

**AXE BITE PASS** is the main route between the Empire and Bretonnia and the road most often taken by invading armies from the north. The Bretonnians hold many castles south of the pass and at its entrance is the Castle de Montfort, the most strongly defended fortress in Bretonnia.



**GISOREUX** is a city much fought over by warring armies. The Empire, Undead, Orcs and Skaven have all attacked its triple walls and tall towers, but none have overthrown its valiant Knights.

The port of **BORDELEAUX**, like Brionne, is built upon Elven ruins. The port's large fleet of warships is protected by a great circuit of high walls, dominated by the keep of the Duc de Bordeleaux.

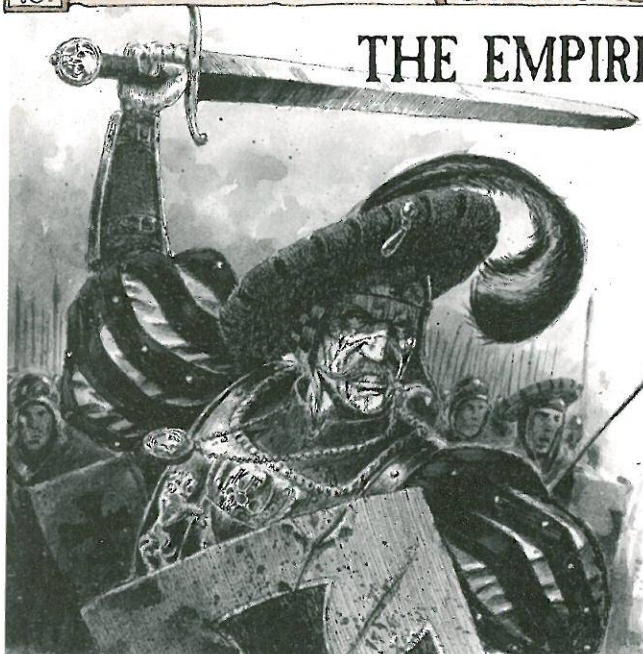
**PARRAVON** is surrounded by chasms and can be approached only by a narrow bridge built by the Elves of ancient times. Over the years it has been attacked by the Empire and by Orcs from the forests, but has always proved too strong a fortress for any enemy, Man or Greenskin.

**QUENELLES** lies close to the realm of the Elves of Loren and from its towers can be seen many chapels to the Lady of the Lake.

The sheer cliffs of the **MASSIF ORCAL** rise above the wild Forest of Chalons and mark the beginning of a rocky highland occupied by Orcs and other monsters.



# THE EMPIRE - THE LAND OF SIGMAR



Despite times of changing fortune, even during its long periods of disunity and division, the Empire has always maintained its sense of identity as one land and one people, under the spiritual if not actual leadership of Sigmar, who is now accorded the status of patron god of his ancient realm.

## REALM OF MAN

Today the Empire is the largest and most powerful of all the lands of Men. It stretches from the Grey Mountains and the borders of Bretonnia in the south to the Forest of Shadows and the land of Kislev in the north. Eastwards it is bounded by the Sea of Claws and the wilderness known as the Wasteland. Westwards the borderlands lie upon the foothills of the World's Edge Mountains.

Within the Empire's boundaries lie dark forests, mighty rivers and tall, forbidding mountains. For the most part these are wild and untamed, the refuge of evil creatures and brigands of all kinds. The real strength of the Empire lies in its sprawling cities and the lesser towns and farms that lie under their protection.

The Empire is a great commercial as well as military power, whose cities prosper in a new age of enlightenment and growth. In the busy markets, rich merchants jostle with scholars, and dour warriors rub shoulders with skilled artisans. In the deep harbours of Altdorf, ocean-going ships unload cargoes from all over the world. Altdorf is also the home of the Colleges of Magic, the foremost schools of sorcery in the Old World, and of the Imperial Zoo, which maintains a stable of many fantastic monstrous creatures.

## THE EMPEROR'S ARMIES

The Emperor's armies come from the widespread lands of the Empire. As well as sturdy infantry and heavily armoured knights, the Emperor can call upon the marvellous inventions of the Engineers. These are men taught in the traditions of the Dwarf smiths by Dwarf refugees driven from their mountains and now settled in the Empire under the Emperor's protection. Huge cannons are forged in the city of Nuln, whilst ambitious inventors work away at engines powered by steam or alcohol and devices driven by clockwork.

## THE AGE OF MANKIND

Mankind has grown and prospered greatly since the decline of the Dwarfs and Elves. From humble beginnings Men have raised mighty nations to equal the civilisations of the older races. The greatest of these nations is the Empire, a land which stands upon the dawn of a new age of exploration and discovery. However, the growth and even survival of the Empire is by no means certain, for there are many perils that threaten its future, not least of which is the growing shadow of Chaos in the north. Such perils must be faced and overcome if Mankind is to flourish. But the greatest danger lies within, for even inside the Empire there are those who seek the aid of the Dark Gods of Chaos, who would trade the freedom of Man for a brief taste of power. Indeed, the witch hunters of the Emperor are kept almost as busy as the soldiers of its armies.

**W**hen the High Elves left their great towers in the Old World, the land was abandoned to the Orcs, Goblins and savage Human tribes. In those distant times, the fathers of Men were nothing but fur-clad savages, barely distinguishable from Orcs in the eyes of the haughty Elves. It was the Dwarfs who recognised the potential of humanity, first as trading partners, but eventually as allies against the Orcs that infested the land.

The Dwarfs taught the Human tribes the secrets of metallurgy and swordmaking, and as a result of trade and further Dwarf encouragement, primitive Men began to grow in strength and ambition.

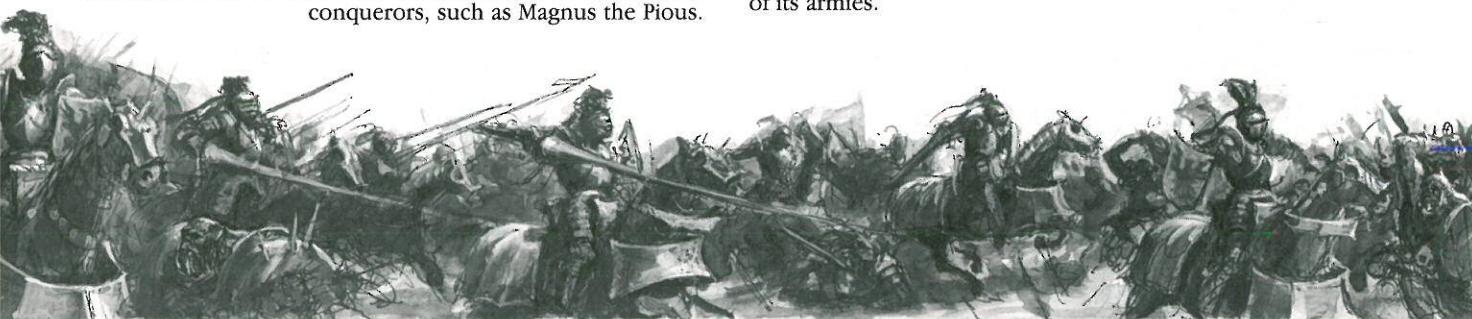
## SIGMAR

The many Human tribes remained divided until the time of Sigmar, the founder of the Empire and friend of the Dwarf king Kurgan Ironbeard. It was Sigmar who rescued Kurgan from the Orcs, and in honour of this valiant act the Dwarf king gave him the great warhammer Skull Splitter. For ever after the Emperor was known as Sigmar Heldenhammer and was accounted a true friend of the Dwarfs, the greatest honour a Dwarf can bestow. Sigmar united all the warring Human tribes under his rule and established the realm that is known today as the Empire.

## TURBULENT TIMES

Sigmar's day was over two thousand years ago and since that time the Empire has survived many long and arduous wars. It has suffered Orc and Goblin invasions, the devastations of the Vampire Counts, and the dreaded incursions of Chaos armies. It has also endured periods of rebellion and anarchy within its own borders.

In all that time there have been many weak and disastrous Emperors, such as Boris Goldgather, and also many great conquerors, such as Magnus the Pious.

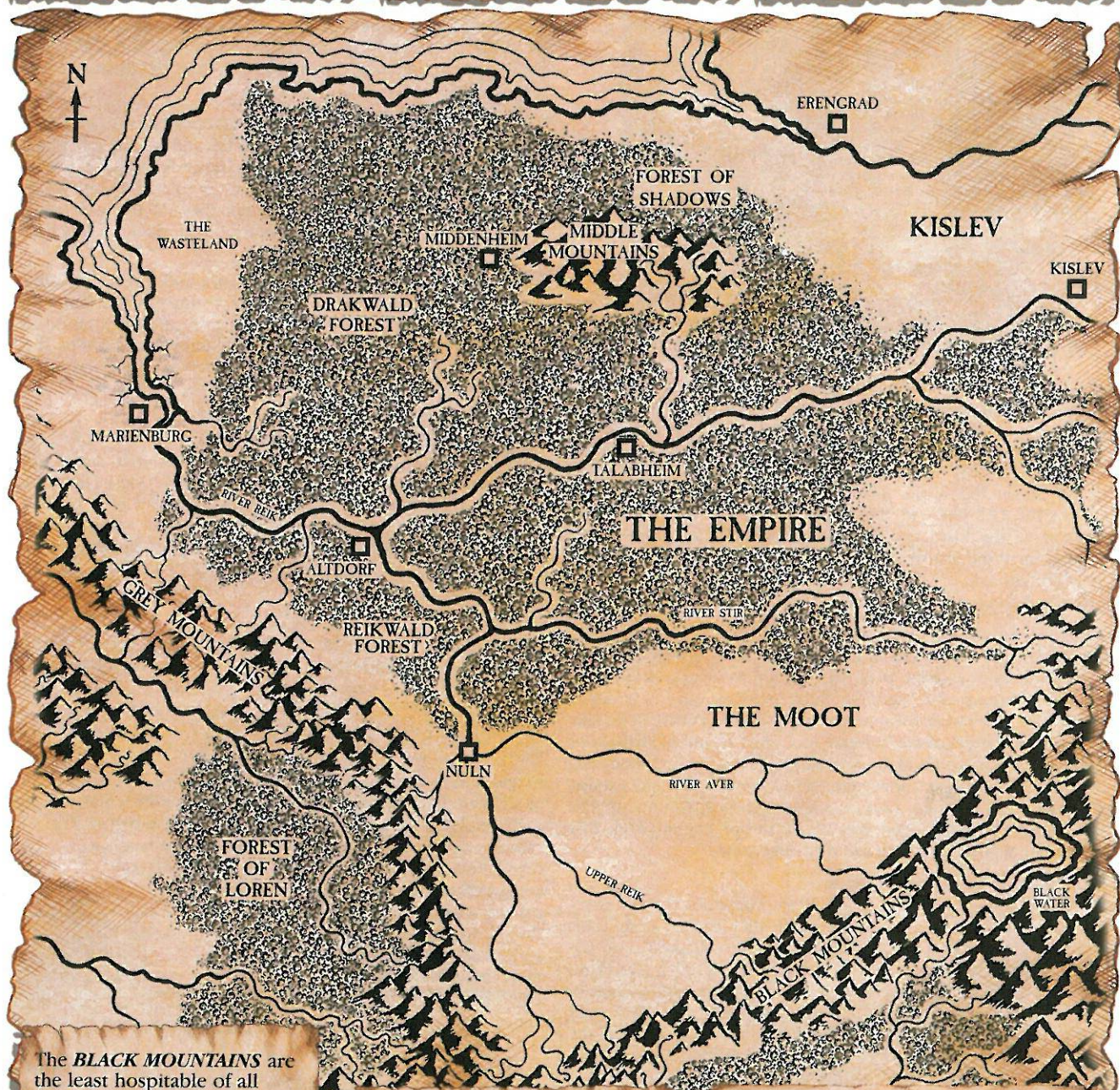




**ALTDORF** is the greatest city in the Empire, the seat of the Emperor, home of the Colleges of Magic, and the most populous of all Human settlements in the Old World.

**MIDDENHEIM** sits atop a sheer-sided pinnacle of rock that rises out of the surrounding forest. It is known as the City of the White Wolf and is the spiritual home of the god Ulric.

**TALABHEIM** lies in the centre of the Great Forest. It is built within a huge crater, the remnant of some prehistoric meteor strike, whose rim has created a natural rocky wall of considerable height.



The **BLACK MOUNTAINS** are the least hospitable of all the Empire's borders. The weather is unpredictable and the mountains exceptionally high.

**THE FOREST OF SHADOWS** makes up most of the principality of Ostland and is rife with Beastmen and Chaos warbands.

The river **REIK** is actually the longest single river in the Old World and by far the most prosperous. It is a constantly busy waterway carrying more shipping than the rest of the rivers put together.

**NULN** contains one of the great marvels of the Empire – a wooden bridge that can be raised and lowered to allow shipping down the River Reik.

**THE MOOT** is the homeland of the Halflings. Though small, they are no cowards and are ever vigilant against encroaching enemies.

**THE REIKWALD FOREST** is a favourite haunt of the Empire's outcasts and bandits.





Many thousands of years ago, before the Time of Chaos, before the fathers of the Elves and Dwarfs knew of speech or song, the world was visited by a race of travellers. Elven legends dimly recall them as the Old Ones. They came from beyond the stars by means of an inter-dimensional gateway which they created above the north pole of the world. Their silver craft brought the Old Ones to the world where they discovered the ancestors of the Elves and Dwarfs, and secretly nurtured them, teaching them the arts of civilisation, though to what end remains a mystery.

### THE MASTERY OF THE OLD ONES

The Old Ones built fabulous cities and temples away from the areas inhabited by the growing races of the world. They raised their cities in the lands known today as Lustria, on the western continent, in the warm equatorial regions which best suited their alien metabolism. They were the masters of the world in those days, and perhaps the masters of the universe too. Their technical skills were unthinkable advanced, their command of sorcery unparalleled. Indeed, such was their knowledge that to them magic and science were as one, blended into a single galaxy-spanning arcane technology. Their polar gateway was a device crafted from this technology; a portal between the very dimensions.

### THE FALL OF THE OLD ONES

It is impossible to say what terrible disaster overtook the Old Ones and destroyed the ordered world which they had created. Their gateway, the source of all their arcane power, collapsed onto the northern pole creating a region of seething energy, a wasteland saturated in magical power, an open door into the dimension of daemons and gods. This disaster initiated the Time of Chaos and unleashed new and horrifying gods into the world. It made the Realm of Chaos where Daemons and other things too mind-destroying to consider dwell to this day.

The Old Ones and their deeds were forgotten. Their children, the Dwarfs and Elves who they had placed on the ladder of civilisation, survived the Time of Chaos and began to develop in their own fashion. Man, the Old Ones' newest and most vulnerable protegee, was left to learn by contact with the older races, remembering nothing of their ancient contacts. In Lustria, the cities and temples of the Old Ones gradually fell into ruin.

### THE SURVIVORS

Although the Old Ones were gone, the lands of Lustria were not completely emptied of intelligent life. For the Old Ones did not come to the world entirely alone. They brought with them their slaves

## EMPIRE OF THE LIZARDMEN

and servants. Of these creatures, the most intelligent were the Slann. The Slann were the organisers and builders, the scientist-sorcerers whose endeavours built the cities of Lustria and moulded the world into a shape commanded by their masters. It was the Slann Mage Lords who built the polar gateways and whose spells maintained its integrity. It was the Slann who moved the whole world closer to the sun to warm it, and who changed the shape of the lands to create hydro-atmospheric stability. The Slann were second only in understanding to the Old Ones themselves.

### THE SLANN

From the beginning, the Slann were few in number and since those days their number has dwindled. Their knowledge, the inheritance of the Old Ones, has gradually been forgotten leaving a memory of greatness and much superstition. Still, even today, the Slann are the greatest wizards of the world. Though they do not possess the power of their ancestors, they are more potent than the greatest of the Elven mages.

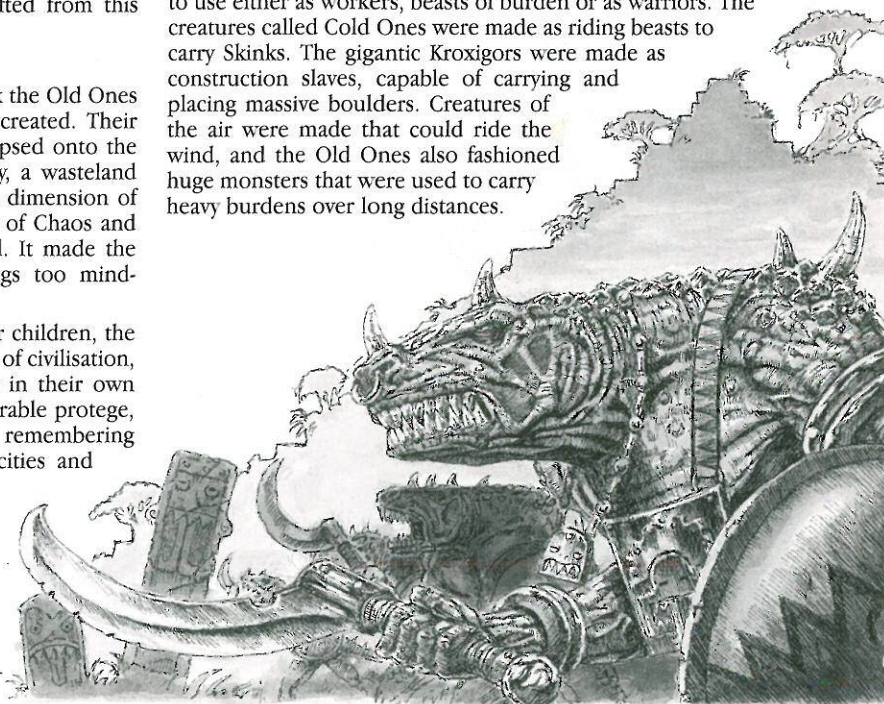
The Old Ones relied upon the intelligence and sorcerous abilities of the Slann, but they never used the creatures as warriors. Their bloated toad-like bodies left them sluggish and vulnerable, and lacking in aggression if not in cold-blooded malice. For their warriors the Old Ones chose another race, though whether they brought these soldiers to the world or whether they found them and adapted them is not clear.

Perhaps the Saurus, as these reptiles are called, were the first race cultivated by the Old Ones, an ancient race that never quite developed to a stage satisfactory to the Old Ones. Saurus are brutish creatures with slow minds that register little except a simple, single-minded savagery. They can use straightforward weapons but are unable to master more complex devices. In terms of protecting the cities and temples of Lustria however, they were just what the Old Ones needed.

### SKINKS

The need for a more physically adaptable as well as mentally agile workforce led the Old Ones to create a smaller race of Lizardmen called Skinks. These were weaker than Sauruses, but capable of far more tasks. They formed the mass workforce of the Old Ones as they do the Slann today. Although physically weak compared to the massive Sauruses, they are competent archers and riders.

In addition to the Slann, Saurus and Skinks, the Old Ones created or adapted many other creatures of reptilian origin which they put to use either as workers, beasts of burden or as warriors. The creatures called Cold Ones were made as riding beasts to carry Skinks. The gigantic Kroxigors were made as construction slaves, capable of carrying and placing massive boulders. Creatures of the air were made that could ride the wind, and the Old Ones also fashioned huge monsters that were used to carry heavy burdens over long distances.





# LUSTRIA – THE NEW WORLD



## ULTHUAN

Realm of the High Elves

The Norse adventurer Losteriksson, son of Lost Erik, was the first Old Worlder to land on the coast of Lustria... and survive to tell the tale! After trekking inland in search of treasure, Losteriksson and his men left Lustria rich men, only to return and settle down where they first landed, naming the settlement **SKEGGI**, after Losteriksson's daughter, the first human to be born in the new land.

**CHAQUA** was the Lizardman city where the rise of the mighty serpent god Sotek was first prophesied. A great migration of Skinks spread the cult among the other cities.

**ITZA** is the oldest of the Lizardman cities and the first to have been founded by the enigmatic Old Ones. The Slann of the first spawning, as well as Skinks, Saurus and Kroxigor, were all created by the Old Ones so that they could participate in the building of Itza, each race being responsible for a separate aspect of the city's construction.

**QUETZA** is a ruined Lizardman city which became infested by the Skaven Clan Pestilens. From here, plagues spread virulently through the jungle, devastating many other cities, until the Skaven were forced to migrate by the appearance of the serpent god Sotek.

Many centuries ago, before the discovery of Lustria by the Norse, a trading vessel from the Old World was caught in the fierce currents off the coast of Araby and swept into the swirling waters around Ulthuan. The wrecked ship was washed up months later on the eastern shore of Lustria. Though most of the crew had drowned or starved, a few still moved – not quite dead, but not entirely living either! For one of the passengers had been a Vampire, who emerged from the rotting hulk to found a new realm of Undead in the New World.



# ORCS & GOBLINS

Orcs are ferocious raiders and relentless warriors whose constant attacks threaten to engulf the lands of the Old World and plunge the entire continent into a dark age of endless and unremitting warfare. Orcs wage war with a single-mindedness that makes them extremely dangerous, but fortunately for their enemies much of their energy is expended fighting each other. Goblins, although smarter than Orcs, are nowhere near as warlike and prefer to avoid a fight unless their enemy is severely outnumbered, badly wounded or looking the other way (preferably all three). Goblins are cunning rather than strong, and rely a great deal on their Orc cousins when it comes to the serious business of fighting.

## GREENSKINS

Orcs and Goblins, or Greenskins as they are often called, are remarkable creatures in many ways. They have a tough and waxy green skin, which becomes scabby, gnarled and even tougher over time. Their blood varies in colour from red to purple or black and is unusually thick, pungent and sticky. They do not seem to feel pain to anything like the extent that other creatures do, and it takes a serious wound to stop an Orc from fighting.

## TRIBES AND WARBOSSSES

All Orcs and Goblins live in warrior tribes or warbands. Some are huge with thousands of individuals, while others number little more than a few hundred warriors. Tribes are led by a powerful chieftain called a Warboss or, if he is very powerful, a Warlord. The more successful a Warboss is the more Orcs or Goblins will flock to join his tribe. As the tribe gets bigger the Warboss leads it to fight bigger battles, so he either becomes

more famous  
still and his  
tribe gets  
even bigger  
or he is  
finally killed  
and his tribe  
breaks  
apart.



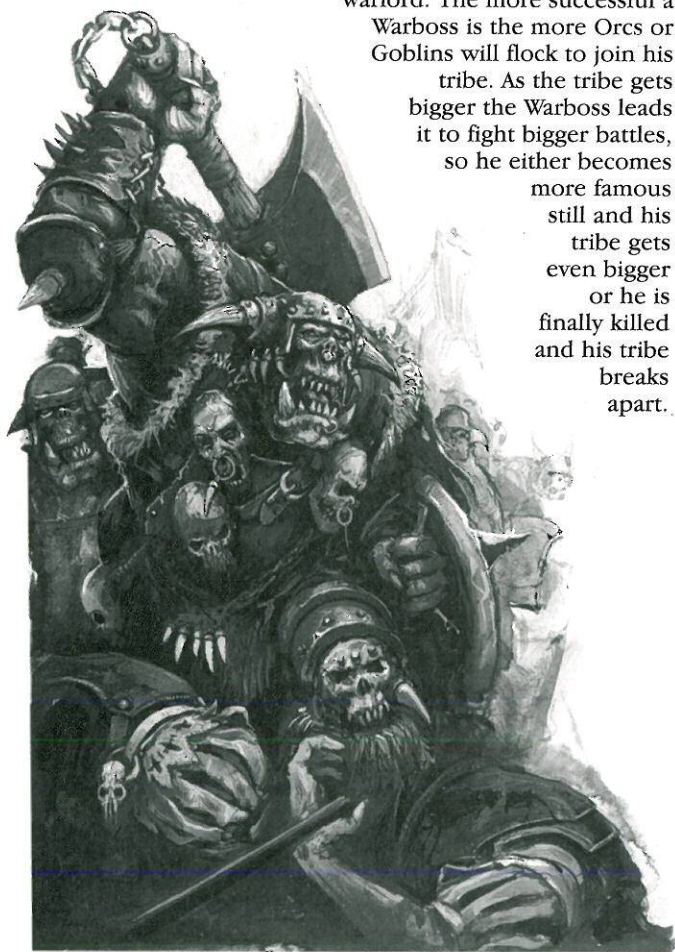
It is common to find Goblins under the sway of Orcs. In many cases these subservient Goblins are more than happy with their lot, because it gives them a chance to complete any plundering, thieving and despoiling that the Orcs forget to do. Every Goblin knows that Orcs are good fighters, certainly better than Goblins, so it is a good life being in an Orc tribe even if their masters treat them harshly and eat the odd straggler.

## ORCDOM

Orc and Goblin tribes live all over the Old World in areas which are sparsely inhabited or where humans cannot survive at all. They also live on the boundaries of the Old World in the lands to the south and east, and it is in these areas where they are most prolific. If there can be said to be an Orc homeland it is probably the area between the southern World's Edge Mountains and the Black Mountains known as the Badlands, and the foothills of the World's Edge Mountains between Blood River and Black Fire Pass. These areas are infested with Orc tribes, and the adjoining Human lands of the Border Princes are little better, although fortified Human settlements maintain the presence of men on the very edge of civilisation. There are also many Orcs and Goblins inside the Old World, especially in the high mountain passes and deep forests which are virtually impenetrable to Humans.

## GREENSKIN RACES

Orcs and Goblins live all over the world and some have adapted their way of life to suit. For example, the Goblins who live in the underground ruins of the old Dwarf empire are called Night Goblins and wear dark cloaks to protect them from the light of day. Forest Goblins live in the forests of the Empire where they harness and ride giant spiders. Other Goblins live in the plains and ride fierce wolves. Orcs too have adapted to different ways of life. Savage Orcs are barbarous cousins to the Orc race, spurning armour and ironwork altogether and taking to battle daubed in bright





paint. Black Orcs are the largest and most powerful of their kind and are often found as leaders amongst other Orc tribes.

## ORCS

While some Orcs are no taller than a man, most are substantially larger and the biggest Orcs stand well over seven feet tall. They are also very broad with big, deep chests, massive shoulders and long, powerfully muscled arms. Orcs have large heads with huge jaws but tiny foreheads behind which lurks the thick bone of an Orc's skull and not very much else.

Despite their apparent lack of intelligence, Orcs are not stupid, they are simply limited in the way they think and act. Whilst not the deepest thinkers in the world, neither are they doubtful or divided. When an Orc wants to do something he simply does it, where a Human might waste hours weighing the pros and cons.

Single-mindedness is one of the Orcs' greatest strengths, especially as they enjoy fighting more than anything else. When they're not actually at war, Orcs spend most of their time fighting each other to establish rights of leadership. Orc leaders are known as Boss Orcs, but even Boss Orcs fight amongst themselves to decide which of them is the overall leader. This means there are innumerable layers in the Orc pecking order, from Boss to Big Boss, Warboss and Warlord.

A Warlord is an Orc who has established total supremacy over his rivals (having either killed and eaten them or driven them away) and now leads all the tribes in glorious conquest over puny races such as men. An Orc's life is therefore spent in constant battle either with his fellow Orcs or against some worthy opponent. This is regarded as a good thing by Orcs, who are universally content with

their lot, ultimately happy to meet their end in battle so long as they get the chance for a good fight.

## GOBLINS

Goblins vary in size but are typically smaller than Orcs or Men. They have quick, nimble fingers and a tenacious grip ideal for strangling small animals and sleeping rivals. Goblins have small, shifty eyes and keen eyesight particularly in the dark. They are extremely noisy and garrulous where Orcs are inclined to speak slowly and infrequently (believing that a determined glare and a display of fangs to be the best way of making your point).

Goblins are more intelligent than Orcs and love nothing better than trading and bartering with their slow-witted relatives – basically because they always come off better. Many Goblin tribes are partly nomadic, moving from plain to forest, or along the river valleys and in between the mountain passes where they buy, sell or steal things that they can re-sell later on. Goblin tribes are often accompanied by huge caravans of scrap metal, captured monsters in crude wooden cages, or even men, Dwarfs or Elves that they have trapped and enslaved.

Outriders mounted on huge slaving wolves patrol the area to the tribe's front, probing for enemies and scouting out small settlements that can be raided and pillaged.

Some Goblins become very wealthy by trading in this way. Goblins like to show off their wealth. A really successful Goblin trader wears countless rings, ornamental daggers, swords, and the biggest helmet he can uncomfortably balance on his head. Others spend their ill-gotten gains on fast chariots which they race against each other, trying to outdo their rivals by having the fastest or flashiest machine.





# THE REALM OF THE HIGH ELVES

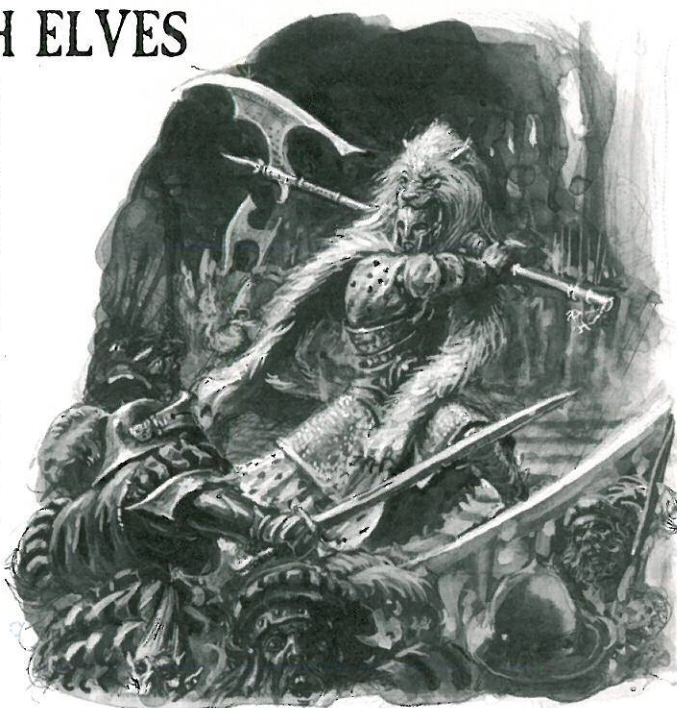
The Elven kingdoms of Ulthuan lie in a circular island continent surrounding an inner sea. The island is formed from a high and uninhabitable mountain chain, bounded on both inner and outer coasts by narrow wooded plains. Only at one point is the circle broken, at the mighty sea gates of Lothorn, the greatest city in the world. Here the mountains are cleft as by a gigantic axe stroke, and here the Elves long ago embattled the towering cliffs to build the most formidable fortress in the world. None may enter through that gate without the leave of the Lord of Lothorn, and to this day no man has passed into the secret realm within, or at least none have returned to report their passage.

## THE NOBLE RACE

Elves are tall, bear themselves nobly, and are proud and handsome in appearance. They have a slim, elegant build but are, nonetheless, deceptively strong and agile. Elves are pale skinned and for the most part have dark or grey hair, fine features and penetrating eyes all of which combine to give the impression of intelligence and wisdom. They are the most long-lived of all the mortal races and they were the first to raise cities.

## THE GLORY OF ULTHUAN

The Elves have a continuous history of cultural and creative endeavour which extends over many thousands of years. Their cities are glittering monuments to their enduring intellect and impeccable taste. In the city of Lothorn impossibly tall and needle thin towers soar into the sky, joined by bridges like arcs of glass, feats of architectural accomplishment beyond anything imagined by Men or Dwarfs. In Lothorn's sweeping amphitheatres the greatest bards in the world sing of ancient days, whilst the finest musicians in Ulthuan pluck at elegant lyres or play upon tiny bells of silver and gold. The Elves have a right to be arrogant when dealing with other races, whose settlements would not serve the beasts of Ulthuan, and whose songs and music are a crude cacophony of noise in comparison to that of the Elves.



## THE ELVES AT WAR

Though the Elves are the oldest, most refined, and most subtle of all races they are also amongst the greatest warriors. They are masters of the arms they bear, especially of the bow and lance. Their weaponry is finely made and beautifully crafted, adorned with rare and valuable gems. An Elf army arrayed for battle is an awesome sight made all the more impressive by the undoubted fighting skills that lie behind their glittering ranks.

## MASTERS OF SORCERY

The High Elves claim to have learned their magic in the dark past, from the ancient race of Old Ones which has since disappeared from the world. Over the centuries the High Elves have perfected their sorcery. The High Elf mages are mighty spellcasters whose fiery blasts and awesome energies have won them many battles. In years past the Elves taught their magic to men, although the Elves far surpass the wizards of the Old World in their skill and knowledge.

## THE AGE OF EXPLORATION

The Elves are the greatest sailors and explorers in the whole world. Their ships sail from Cathay in the east to Lustria in the west, from the Southlands to the Old World and beyond into the cold land of Norsca. In ages past they established colonies in the west and east.

In the Old World they discovered the Dwarfs, and the fathers of Men, and built cities along the coasts for their ships to harbour in. The swift ships of the Elves were busy indeed, carrying Dwarf gold and precious stones back to Ulthuan, returning with rare woods, silk and exotic wares from the far west.

## WAR AGAINST THE DWARFS

While the Dwarfs burrowed and mined beneath the mountains, the Elves raised tall towers amongst the forests, and both races prospered. Given the very different natures of the two races it was perhaps inevitable that this state of harmony did not endure for long. When war came it lasted for many centuries and became the cause of much bitterness.

Even today the Dwarfs hold a deep and irredeemable grudge against the Elves for their part in the war. The Elves themselves gave up the struggle long ago, and turned to other things. They abandoned their colonies and sailed back to Ulthuan where their own realms were endangered by civil war. A few remained behind in the forests of Loren where their descendants became the kindred of Wood Elves who live there to this day.





# THE KINGDOMS OF ULTHUAN

**CHPACE** and **COTHIQUE** are the two northernmost kingdoms of Ulthuan. They exist in a state of almost perpetual war with the Dark Elves whose ships harry their coasts and often penetrate far inland to raid.

**YVRESSE** is the land of mist. The mainland is a wild coastline fringed by deep coniferous forest. It is the wildest, bleakest and least densely populated area of Ulthuan.

**TIRANOC** is the westernmost realm of Ulthuan. Once it was amongst the most fertile of all the Elf kingdoms until it was laid waste during the Time of the Sundering. Since then its people have rebuilt their kingdom and their armies, though the glories of old are lost forever.

**CALEDOR** is a land of mountains, granite fortresses and Dragons. Once the mountains were topped with fire. Molten rocks poured over the valleys and Dragons soared upon the thermal currents that rose from the flame. Today the mountains are cool and the Dragons have become sluggish. Though the Princes of Caledor still ride Dragons they are few and weak compared to the days of old.

**LOTHERN**, the seat of the Phoenix King, is the greatest city in the known world. It is build around a huge lagoon, separated from the outer ocean by three great sea gates. Islands on the lagoon house ship-yards and warehouses, and larger islands still bear palaces, temples and colossal statues of which the largest are the giant statues of the Phoenix King and the Everqueen.

**THE ISLE OF THE DEAD** lies at the very centre of Ulthuan and forms the nexus of the great spells which draw magical energy into the land, and provide the mages with the source of their power. The Isle of the Dead is so suffused with sorcerous power that it exists outside time and the physical environment.

**AVELORN** was the first Elven kingdom and its people are unusual amongst the High Elves in preferring to live amongst the woods and mountains rather than in towering cities. Their ruler is the Everqueen, the co-ruler of all Ulthuan alongside the Phoenix King, and one of the most powerful of all her race.

**SAPHERY** is a land of wizardry and magic and the seat of its sorcerous power is the Tower of Hoeth, the shrine of the god of wisdom. This is the largest repository of magical knowledge in the world, compiled down the millennia by Elf mages.







The Dark Elves were driven from the Elven homeland of Ulthuan centuries ago and now live in the northern regions of Naggaroth, the bleak Land of Chill. Dark Elves, or *Druchii* as they are called in the Elf tongue, are close kin of the High Elves and in appearance they are pale but otherwise almost identical.

#### MASTERS OF DARK SORCERY

The High Elves are the greatest wizards in the whole world, and the Dark Elves are also a race touched by magic power. Whereas the High Elves take great care to protect themselves from dangerous magical energies, especially Daemons, the Dark Elves long ago embraced the Dark Gods of Chaos. The natural magic powers of Elves and the unnatural vitality of Chaos are mated together in the Dark Elves, so that they have become the masters of dark sorcery.

#### BLACK TOWERS OF NAGGAROTH

The Dark Elves live in six heavily fortified cities, their innumerable black towers rising like pinnacles of ice from the cold, hard rock of Naggaroth. The surrounding landscape is bleak and unwelcoming: bare rock and poisoned blackwater streams, with dark forbidding pine forests to the south. Of their six cities the largest is Naggarond, the Tower of Cold, where the greatest and most evil of all the Dark Elves, Malekith the Witch King of Naggarond, holds court. Few mortals have ever seen this sinister sorcerer, and his body is said to have changed beyond recognition over the untold centuries of his unnaturally long life. His original Elf form has been corrupted and altered by the magic of Chaos for which it forms a mortal vessel.

The Witch King is master of the cities of Naggaroth: Ghrond the North Tower, Clar Karond the Tower of Doom, Hag Graef the Dark Crag, Har Ganeth the City of Executioners, and Karond Kar, the Tower of Despair. All these cities are dark and evil places, steeped in death and agony. Their black dungeons are crammed with captive Daemons and unfortunate mortals whose wailings fill the air and whose moans seep through the thick walls of the high towers, saturating the place with pain and despair. At the tips of these towers, soaked with evil and doom, the sorcerers of Naggaroth cast their malign magic over the world and consort with the darkest Daemons of Chaos.

#### NEMESIS OF THE ELVES

The greatest enemies of the Dark Elves are the High Elves of Ulthuan. Dark Elf armies set off from the harbour of Har Ganeth in their huge Daemon-infested ships, sailing west over the Sea of Grudges to the Old World and south through the Straits of Rhinasha

## THE DARK ELVES

towards Ulthuan. When they reach their objectives the Dark Elves rampage and destroy as much as they can, often burning and looting whole cities before retiring with their plunder back to Naggaroth. Many of their raids are undertaken for captives: Men, Elves or other creatures, to be taken back to the dark towers.

Few have ever escaped from slavery at the hands of the Dark Elves, and fewer still speak of their captivity. Such tales as are known tell of the haunted dungeons of the Witch King, living sacrifices to the Chaos Gods, and souls burned up to fuel the sorcery of Naggaroth.

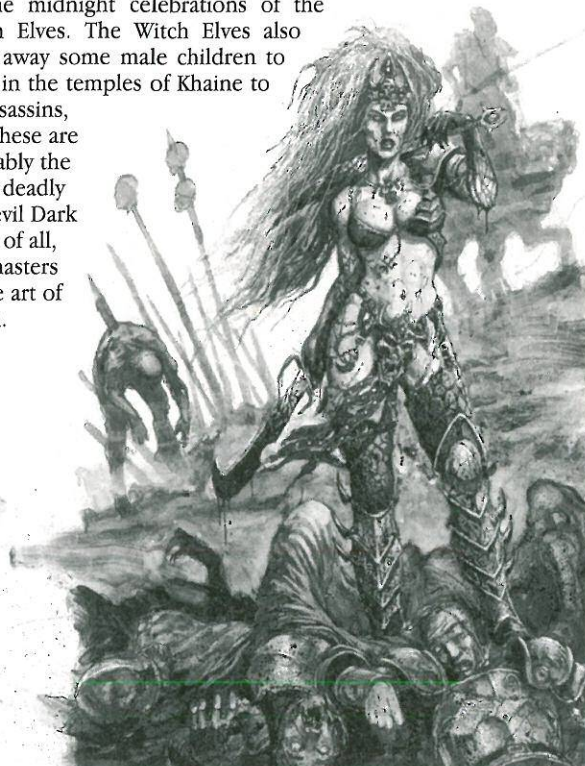
#### ARMIES OF THE WITCH KING

Dark Elf armies are mobile and well armed. Many carry the deadly repeater crossbow which shoots a hail of small barbed arrows. Others ride captive beasts, including gigantic scaled reptiles called Cold Ones. These creatures are hunted down and captured in the caves and tunnels beneath Hag Graef where many strange, ferocious creatures live. Dark Elf women are just as deadly as their menfolk, and are equally adept warriors, fighting alongside the men in battle. The wildest of all are the Witch Elves – a warrior sisterhood devoted to the Chaos God Khorne who they call Khaine Lord of Murder. They are the most cruel of all the Dark Elves and the most bloodthirsty. After a battle they choose victims to sacrifice to Khaine and bathe in cauldrons of blood, renewing their dark pact with the Lord of Murder.

#### NIGHT OF THE HAG QUEEN

Witch Elves live in the temples of Khaine under the glowering eyes of their Hag Queens. The Hag Queens are extremely ancient, and once a year they take part in the riotous celebrations of Death Night when the Witch Elves prowl the streets and steal away any Dark Elves they find, sometimes breaking into houses to take petrified inhabitants away for sacrifice. On Death Night the Hag Queens bathe in blood to restore themselves, at which time they are the most enchanting and voluptuous of all Elves, their strangely cadaverous beauty more powerful and captivating than any magic.

Over the year the Hag Queens revert into the haggard crones they really are, until Death Night comes round once more and Dark Elves hide in their homes, listening to the revelry and evil laughter of the midnight celebrations of the Witch Elves. The Witch Elves also steal away some male children to raise in the temples of Khaine to be assassins, and these are probably the most deadly and evil Dark Elves of all, the masters of the art of death.





# NAGGAROTH - THE LAND OF CHILL



To the far north of Naggaroth lie the stark and lonely **WATCH TOWERS**. From them, the Witch King watches the growing forces of Chaos, ever mindful that one day they will grow bold enough to threaten his domain.

**HAR GANETH** is known to the Dark Elves as the City of Executioners, but to all others it is simply the Cursed Place. Here the High Elves suffered their greatest defeat at the hands of their twisted kin, and were sacrificed to Khaine by the thousands.

**NAGGAROND** is the most evil of all cities. Its black stone walls rise a hundred feet and set within are four gateways with doors of iron. Severed heads adorn its battlements and the dark banners of the Witch King hang from its tall towers. Within, the fires of sacrifice burn day and night to the honour of Khaine, God of Murder. The knives of the Hag Queens rise and fall to the mad wailing of the Witch Elves, the beautiful but deadly Brides of Khaine who feast upon the quivering flesh of their victims.

**NAGGAROTH** means the **LAND OF CHILL**, an apt name indeed, for Naggaroth is a harsh wilderness of frozen tundra, barren mountains and cold, dark pine forests. To the north, the bleak, forbidding landscape is flat and windswept, broken only by outcrops of bare rock and poisoned blackwater streams. Further south, the thin soil supports gloomy pine forests where slaves labour to cut timber, driven to work in the freezing cold where they must toil until they drop dead of exhaustion.

In the bitter north lies **GHYROND** the North Tower, from whose tall battlements Dark Elf sorcerers watch over the shadowy borders of the Realm of Chaos. Swirling shapes in the dark mists are said to foretell of things to come, of auspicious moments when the Witch King's armies may meet with success, or portents of doom and destruction. Based on these observations, the Witch King plots his strategies and launches his armies upon the world.



# DWARF REALMS

the gates of the Dwarf strongholds, where most of their bones still lie. But not all attacks have failed and some Dwarf strongholds have fallen to Orcs, Goblins or Skaven. The precious Dwarf hoards have been lost or scattered across the world.

The third cornerstone of Dwarf values is their superb craftsmanship. Dwarfs take pride in their work, whether it is making a tunnel, or carving some tiny gem. They are good at making small, intricate things, and all they do is accomplished in a painstaking and thoughtful manner. Dwarfs hate to see rough work, and everything they make is always built to last. Curiously enough, in the Dwarf language the word for shoddy or bodged work is *umgi* which literally means 'man made'.

Dwarfs always keep their word. They have a very rigid sense of pride and honour. If a Dwarf makes a promise he will remember it and keep it, and he will also honour a promise made by his ancestors no matter how long ago it was given. To break faith is the worst possible kind of dishonour to a Dwarf. A broken bond will be bitterly remembered, leading to determined acts of vengeance and vendettas which may last for centuries. Great breaches of faith against the Dwarfs of a particular stronghold are recorded for posterity in a Book of Grudges, a huge tome carefully maintained by the stronghold's Dwarf Lord and constantly updated.

## THE DWARF REALMS

There are surviving Dwarf strongholds throughout the World's Edge Mountains, although in past times there were many more and they were substantially larger. Those that remain are beleaguered fortresses, beset by Orcs, Goblins, Skaven and other evil things. Such holds include Karak Kadrin, or Slayer Keep, which overlooks the famous Peak Pass much travelled by merchants from the Empire and Kislev and one of the main paths between the east and the Old World. Zhufbar to the south stands by the cold Lake Varn and has had a long and bloody history, being overrun by Goblins and subsequently recaptured with help from Sigmar, the first Emperor.

The largest and most important Dwarf stronghold is Karaz-a-Karak, whose name means Everpeak. This mighty and populous city is the ancient capital of the entire Dwarf realm and the stronghold of the High King of the Dwarfs. This city lies at the spiritual heartland of the Dwarf race. It is where the Great Book of Grudges and Book of Remembering are kept, and where the temples of the Dwarf gods Grungni, Grimgnir and Valaya are situated. All Dwarf strongholds have long and noble histories, and it would be impossible to describe them all here. Each is an independent kingdom, but all hold ultimate fealty to the High King of Karaz-a-Karak.



**T**he Dwarfs live deep beneath the mountains in mines and halls carved by their own hands from solid rock. In ages past the Dwarfs prospered and their settlements grew into flourishing underground cities. The most important of these were built in the World's Edge Mountains, the long chain of mountains that runs from the north of the Old World far into the Southlands.

In ancient times this Dwarf Empire was connected by underground roadways as broad as three fully-laden wagons. Dwarf ballads tell of the wealth of those days, of gold and silver dug from the mountains, of fabulous jewels won from the rock, and of the precious stones, marble, onyx and jade, that adorned the glittering halls of the Dwarf kings.

## DECLINE AND FALL

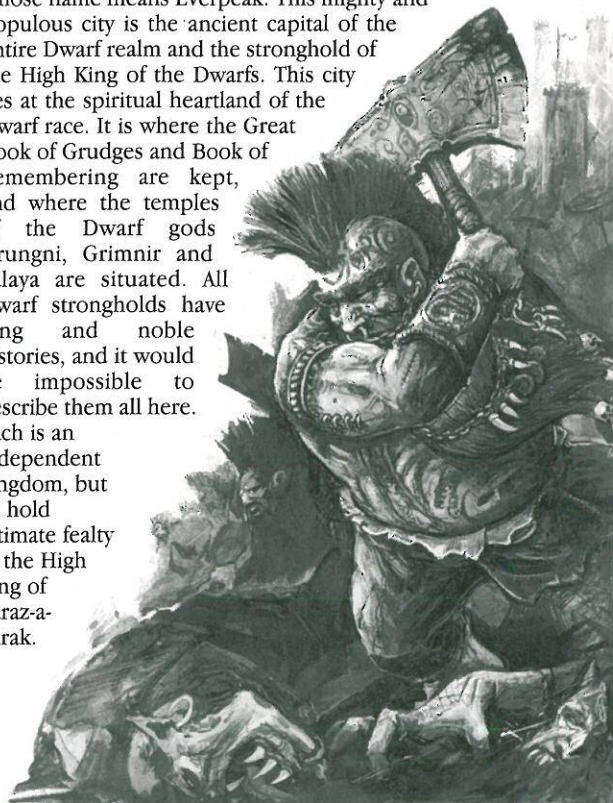
Sadly those days are long gone, though they are recalled fondly by the Dwarf bards in the stone halls of the strongholds that still remain. The sagas reveal little about the fall of the Dwarf Empire, but clearly their cities succumbed one by one to the Goblins from above and Skaven from below. Today only a fraction of the Dwarfs' old underground empire remains. The Dwarfs are few and their wealth is much reduced compared to former times. Still, they remain a proud and defiant people, as grim as the mountains and as hard as the rock itself!

## AGE, WEALTH AND SKILL

Dwarfs are immensely strong and resilient, broad in the shoulder, wide in the girth, with broad hands and feet. They are stubborn, with a practical turn of mind. Dwarfs are said to respect three things above all else: age, wealth and skill.

Unless slain in battle, Dwarfs live to a very great age. A Dwarf's age can be deduced by the length of his beard. The oldest and wisest Dwarfs have silver beards many yards long. These are worn wrapped round the Dwarf's belly and still trail behind him if they are really long. Respect for age extends to all aspects of Dwarf culture, where ancient workmanship is held up as an example of achievement, and where weapons may be reforged time and time again.

The second thing that Dwarfs respect is wealth. Hoarding wealth is a great passion amongst them, and no Dwarf feels secure unless he has a substantial hoard he can pass on to his descendants. The hoards of some Dwarf Lords are of immense proportions and antiquity. Rumours of this wealth have driven ambitious armies to





# THE WORLD'S EDGE MOUNTAINS

**ZHUFBAR** stands in a deep chasm down which cascades a massive waterfall. Here the ingenious Dwarfs have constructed thousands of water wheels to power drop-hammers, ore crushers and washing pans. This is the greatest industrial centre and mine in the Dwarf realms and also home of the Engineers Guild.

**KARAZ-A-KARAK** is the ancient capital of the Dwarf Empire and the seat of the High King. It is the oldest, largest and most heavily fortified of all the Dwarf strongholds and by far the most important.

In ancient times **KARAK VARN** was hewn from the cliffs overlooking Black Water and its mines extended deep under the mountains. Today it is called Crag Mere, a ruin which attracts prospectors and treasure hunters from all over the world.

**KARAK UNGOR** was the first of the Dwarfs' main strongholds to fall to the Greenskins. Today it lies in the hands of the Red Eye tribe of Night Goblins, who call it Red Eye Mountain.

**KARAK KADRIN**, also known as Slayer Keep, stands south of the Peak Pass, the ancient Dwarf road between east and west. Its master is Ungrim Ironfist, the latest in a long line of Slayer Kings.

**KARAK EIGHT PEAKS** lies within and beneath a great valley surrounded by eight mountains. The hold is now a ruin, having been attacked and destroyed by Orcs many hundreds of years ago.

In its heyday, Dragon Crag was called Karak Izril, which means City of Jewels, but today the Dwarfs know this ancient ruin as **KARAK AZGAL**, which means Hoard Peak. Following the hold's destruction by Orcs it was occupied by the Dragon Graug the Terrible who gathered a great treasure and sat upon it for many years. Since Graug's death at the hands of Skalf Dragonslayer, the old hold has become a prime target for treasure hunters.

Black Crag was once the stronghold of **KARAK DRAZH** at the western entrance to Black Pass. Its loss is one of the most important unavenged wrongs in the Great Book of Grudges.

**KARAK AZUL** is known as Iron Peak and is one of the last holds of the south to remain in Dwarf hands. Its people are mighty warriors and its smiths forge some of the best weapons in all the Dwarf realms.





# THE REALM OF CHAOS



Who can say when or how the power of Chaos first rose like a shadow over the world? Even the Mages of the High Elves, wise as they are, remain uncertain of the events that spawned the greatest threat to mortal races. Speculation on the matter fills shelf upon shelf in the great Tower of Hoeth in the kingdom of Saphery in Ulthuan.

According to Elf legend there was a time before magic, when even the fathers of the Elves knew nothing of language or civilisation, roaming the forests of Avelorn like wild beasts. Then the Old Ones came and taught the Elves the secrets of speech and song. They came from the stars in silver craft, through an interdimensional gateway above the northern pole. Through this gateway the Old Ones travelled from star to star.

It was the Old Ones who brought magic into the world, drawing it down through their gateway and fashioning it into spells and arcane devices. The Elves were quick to learn the arts of civilisation including the manipulation of magic itself. At first their power was weak compared to the Old Ones who, it is said, could summon forth Daemons and the very gods themselves to do their bidding.

## THE TIME OF CHAOS

Sudden and unexpected catastrophe destroyed the Old Ones. Their gateway was to prove their downfall, perhaps because its mechanisms failed or maybe because it was breached by some enemy. It collapsed upon the northern pole and engulfed the world in shadow. Dimensions once distinct were thrown together in an unholy conjunction of magic and matter. Creatures trapped within were warped and distorted and the lands were twisted into new and insane forms. It is said that time itself was destroyed. The Elves refer to this earth shattering event as the Time of Chaos.

The Realm of Chaos is the name that mortals give to the polar region of shadow. To mortals it is the abode of gods and Daemons. To those who are most knowledgeable it is the source of all magical power, for raw magic leaks into the world through the ruined gateway, flooding the land with its transmuting energy. Slowly the magical energy changes the creatures of the world, twisting their minds and bodies, and creating mutants of extraordinary power.

## GODS AND DAEMONS

The Realm of Chaos is inhabited by creatures formed from magical energy rather than physical matter. These gods and Daemons require a magically saturated environment in which to live, and for this reason are imprisoned within the boundaries of the Realm of Chaos. They can be brought into the world by means of a spell

which creates a short-lived magical field for them to inhabit. At times the Realm of Chaos itself expands like a great tidal wave, enabling Daemons to move south.

There are Daemons of many kinds both great and small. It is said that Daemons take form from dreams, and in this way mortal nightmares have created both Daemons and gods. If all gods exist in Chaos, only four are accorded the title of Chaos Gods: Khorne, Nurgle, Slaanesh and Tzeentch.

These four are brothers and rivals; each wishes to make the world his own, yet none is strong enough to accomplish this alone. Their goal is to build up magical energy so that they can dispatch their Daemons into the world to conquer and possess it. Several times the north has erupted into darkness, armies of Daemons have descended upon the land. Long and terrible battles have been fought to drive back the creatures of shadow and break their power. So far the world has survived – but whether it can continue to endure is doubtful, for the forces of Chaos grow stronger every day.

## MORTAL ARMIES OF CHAOS

The magic that seeps from the Realm of Chaos affects all living things in the world. In the northlands, where the Realm of Chaos lies closest and its influence is strongest, many-headed beasts or even more horrible mutants roam the land: multi-limbed monstrosities, horned and cloven-hoofed half-men, many-eyed beasts, and things that breathe fire and rank gases. The unfettered transmuting power of magic causes change – though what form such change might take is always uncertain.

Further south the effect is less, partly because magic is weaker and partly because men hunt down and destroy mutants. Mutant children born in the Empire are exposed at birth or left in the woods to die. None marked by Chaos are permitted to live alongside true men. In Ulthuan the power of the Elven Mages drains away the corrupting power of Chaos by means of a great vortex centred upon the Isle of the Dead.

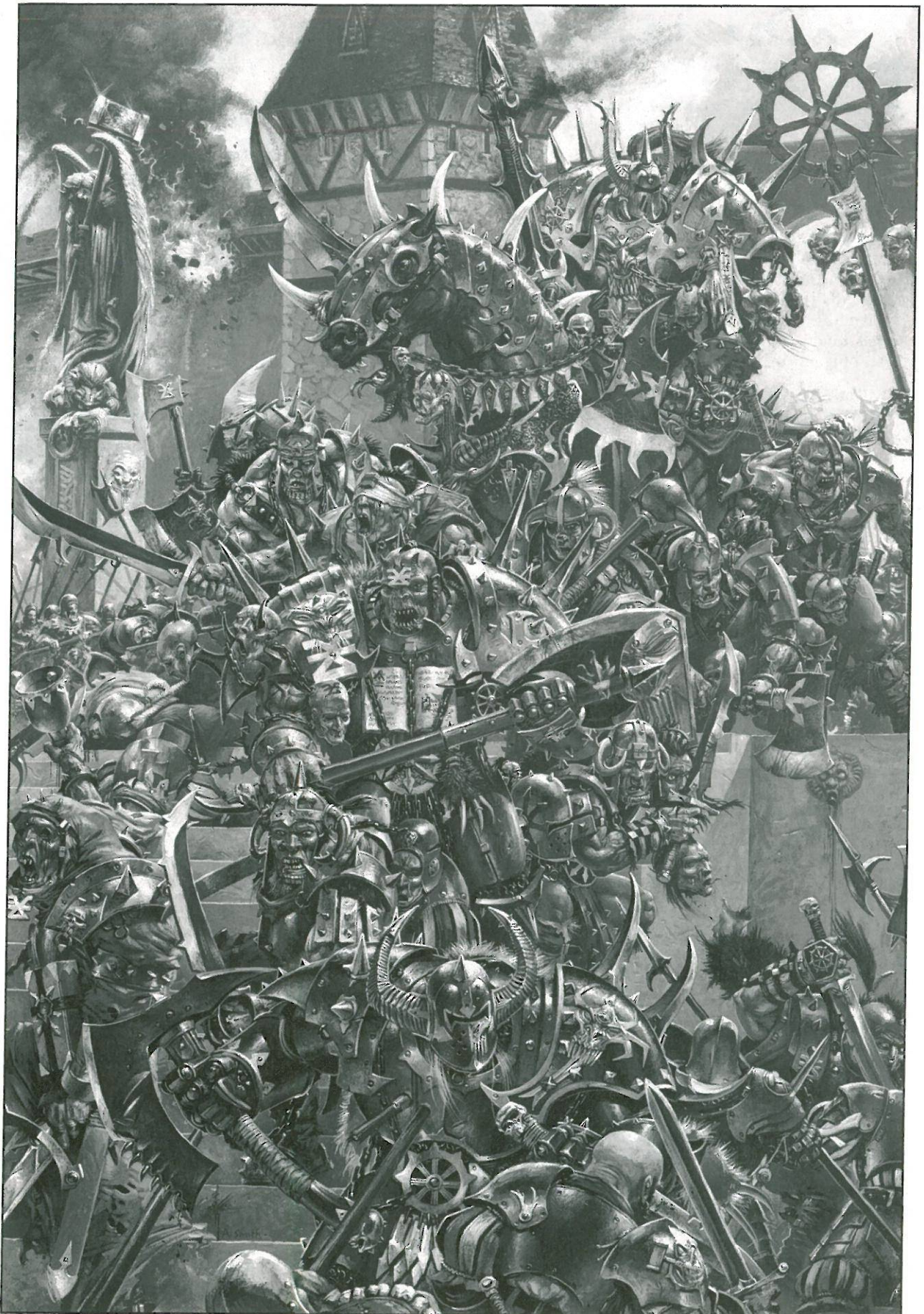
Despite these precautions there are many who are touched by Chaos in hidden ways, especially amongst the race of Men who seem strangely vulnerable compared to other races. There are those amongst mankind who have been given potent gifts by the random mutating effects of Chaos. Outwardly they are normal, but within their bodies they harbour a secret power. Some have ordinary human abilities magnified to an incredible degree, possessing extraordinary intelligence, ambition, strength of mind or charismatic powers of leadership. Others have hidden powers of perception, strength or resilience. A few have abilities even stranger, and can breathe flame or are able to mesmerise or kill with a gaze. Men of such power must conceal themselves or be driven out by the witch hunters and priests.

## CHAOS CHAMPIONS

There are men who make a binding pact with the Chaos Gods and in doing so open up a channel of energy between their own minds and the power that resides in the Realm of Chaos. By this means these Champions of Chaos hope to develop their own powers further, to become great leaders, warriors or sorcerers. Some willingly join the conquering armies of Chaos and hope to one day sit amongst the gods and rule a world of shadow and sorcery. There are many now who see the triumph of Chaos as inevitable. Amongst the cities of the Empire hidden cultists recruit new followers. In the wastes Champions gather mutants to their cause.

Out in the Northern Wastes and deep in the heart of the Empire's forests the followers of Chaos prepare for war. They test their strength against the monstrous creatures of those regions, against the Orcs and Goblins, and against each other. Hundreds of small warbands wander the northlands, plundering outlying Human settlements and occasionally raiding the territories of Kislev, Norsca and the Empire. As their power grows stronger, Champions gather more followers, and lesser Champions join them, and in this way a dark army grows within the heart of the Old World.







# WOOD ELVES

The Wood Elf realm of Athel Loren in the heart of the Loren Forest is all that remains of the once numerous Elven colonies of the Old World. Thousands of years ago when the Elves and Dwarfs fought their long and bitter war, most of these colonies were destroyed. Many proud Elf cities fell into ruin, including the great port of Tor Alessi where the Bretonnian city of L'Anguille now stands.

## THE PARTING

The Elves left the Old World to face new troubles at home, in the land of Ulthuan where civil war was brewing between the High Elves and the Dark Elves. However, not all the Elven colonists abandoned their homes, a few refused to do so, and retreated instead into the vast forests of Loren.

## THE PEOPLE OF THE WOOD

Wood Elves are physically identical to their cousins the High Elves. They are tall, graceful in all their movements, and extremely agile. The bow is their principle weapon, although they are not afraid of hand-to-hand fighting as they are very skilled warriors. They prefer not to wear much armour, so they can move as quickly as possible through the dense woods. Over the centuries they have grown into a distinct and independent people. They have relinquished all former ties with Ulthuan and its Phoenix Kings, and have chosen to tread their own path of wisdom and natural lore.



Today the Wood Elves shun contact with other races and show no mercy to those who invade their woodland realm or who cause malicious damage to its ancient trees. The Elves have grown to love the trees and the woodlands, and have learned to live alongside the spirits of nature and the magical principles of the land. They have distorted the space around their realm by means of strange enchantments, so that it is almost impossible to enter Athel Loren without the leave of the Wood Elves themselves. Any who wander unwelcome into the greenwoods soon meet with an untimely end, and few that enter with malicious intent ever leave alive.

## THE ELVEN GODS

As they took to their new lives the Elves built shrines to the ancient Elf gods Kurnous and Isha, the wild hunter and the earth mother. The mages discovered places in the forest where magic was strongest, and there they set stones to fix the magic and contain it safely. As the Elves made new shrines and uncovered new sources of magic the forest itself seemed to respond, as if the primeval spirits were being called forth from trees and stones.

## THE KING AND QUEEN IN THE WOOD

From the oldest tree in the forest, the Oak of Ages, came forth the King and Queen in the Wood to rule over the Elves. In the outside world stories began to circulate of the magical realm of the King and Queen in the Wood, gods made flesh to rule over the land of Athel Loren. Few dared to enter the woods, whilst in far away lands the very name of Loren was enough to conjure images of sorcerous deception and mysterious power.





# THE FOREST OF LOREN

**THE GLADE OF WOE** is a fell, dark place where the Wood Elves lead the unwary to their doom. It is also the place where Wood Elf mages gather for their secret councils.

**THE WILD HEATH** forms the western border of the forest realm. Stone cairns engraved with warning signs indicate the actual border.

The wood from the trees of the **YEW GROVES** is much valued by the Wood Elves, who use it to fashion their bows and magical staves.

Every year when winter arrives and life begins to leave the forest, the semi-divine king and queen who preside over the realm appear to die. They are then entombed within the **OAK OF AGES**, incarcerated inside the tree until the arrival of spring when they re-emerge fully regenerated.

It was the **FOREST OF LOREN** which most attracted the Elves as a place to live and hide in. The reason for this was that the forest had remained almost untouched since the beginning of the world. Orcs and Goblins had not yet found their way into the wood and foul monsters were seldom if ever encountered. The Wood Elves settled within the wood and appeased the woodland spirits, who recognised the Elves as friends and allies who would help protect the forest against invaders such as Dwarfs, Orcs and Goblins.



The **GREY MOUNTAINS** are the large eastern mountain range that separates the Wood Elves from the Empire. If a brave and adventurous Wood Elf ventures through the old and gnarled **Pine Glades** into the rocky foothills he may be able to befriend and win the trust of the Great Eagles and Warhawks that live in the rugged mountain crags.

**THE MEADOW GLADES** are home to herds of mighty wild horses prized by the Kindred of Equos as steeds.

**THE KING'S GLADE** is a vast and awesome glade surrounded by ancient oak trees. This is where the King and Queen of the Wood Elves hold court and preside over their realm.

The **ASH GROVES** are found along the banks of the Upper Grismerie. Here the ash trees grow very thick and are almost impenetrable. The wood from these trees is used by the Glade Guards to fashion their spear shafts.



# THE UNDEAD

An Undead army is a horrific thing to behold – hordes of dead walking resolutely forward, bones rattling, dry flesh creaking, corroded wargear scraping and clanking. The smell of death hangs over the army like a cloud of contagion, the air is full of grave dust and the resinous smell of mummified flesh. Spirits prowl like shadows amongst the ranks: powerful Wraiths, insubstantial Ghosts and Wights plucked from their stony tombs. The skies darken with the tattered wings of Carrion and the earth shakes under the tread of Skeleton Warriors, Zombies, Mummies and other repulsive Undead creatures.

## RESTLESS LANDS

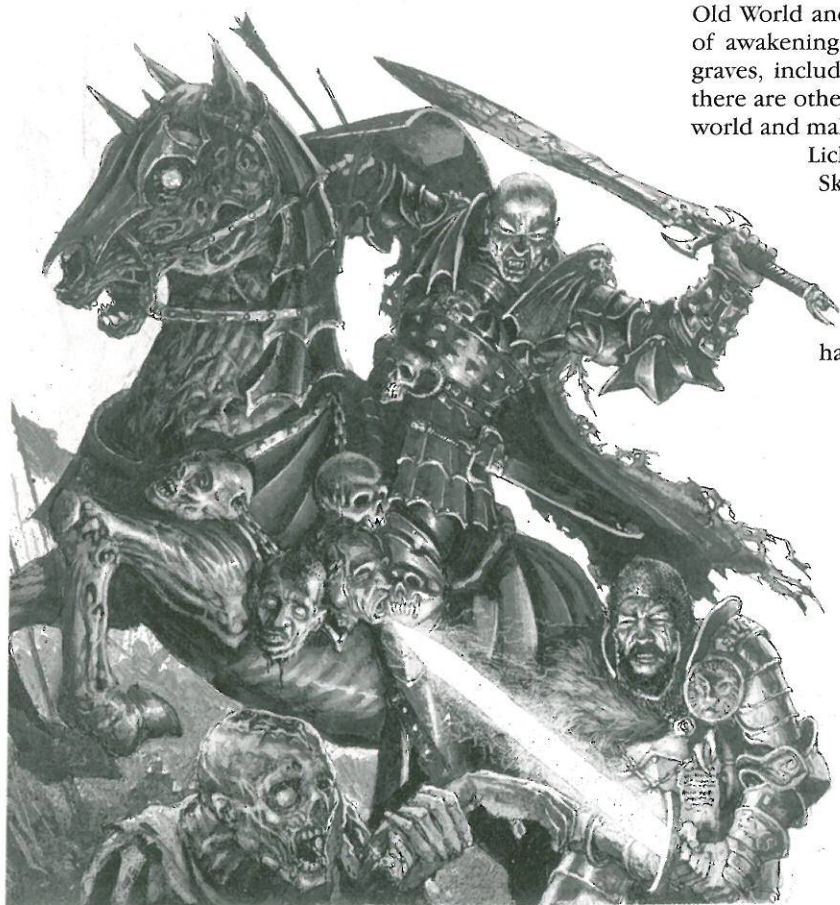
It is scarcely any wonder that the dead do not rest easily in their tombs. The Warhammer world is steeped in magic and everywhere there is magic, there is the power to change and undermine nature. In places where sorcerous power is inexplicably strong there are many Undead creatures that roam at night or gather into the cold comfort of their tombs. In the Southlands, such a place is the Land of the Dead, the ancient realm of Nehekharu. In the Empire, the province of Sylvania has an evil reputation and in ages past its Vampire Counts waged war against the rest of the Empire. Then there is the cursed city of Moussillon, the Zombie-haunted swamps of Skavenblight and the ancient tombs of the Grey Mountains. The Barrow Hills of the Border Princes is a land of dread that all living creatures avoid where possible.



## LORDS OF DEATH

Throughout mankind's history there have been Necromancers, Vampires and Liches who have called to arms great armies of Undead. There is none more powerful than Nagash the Supreme Lord of the Undead, who rests today within his sarcophagus in Nagashizzar, the deadly master of an evil empire that stretches into the Old World and beyond. It was Nagash whose great spell of awakening brought many foul creatures from their graves, including the dread Tomb Kings of Khemri. But there are others who have striven to overthrow the living world and make themselves its undisputed lord in death.

Lichemaster Heinrich Kemmler led a horde of Skeletons, Zombies, Ghouls and Wraiths that poured down from the highlands of the Grey Mountains destroying all in their wake. Arkhan the Black rose from his tomb to crush the enemies of his master Nagash, and for many long years harried the Southlands in the Wars of Death.



In that dread desert, beneath the moon's pale gaze, the dead men walk. They haunt the dunes in that breathless, windless night. They brandish their weapons in mocking challenge to all life, and sometimes, in ghastly dry voices, like the rustling of sere leaves, they whisper the one word they remember from life, the name of their ancient, dark master. They whisper the name Nagash.

By Abdul ben Rachid,  
translated from Arabic by Heinrich Kemmler



# THE LAND OF THE DEAD



**NAGASHIZZAR**, known also as the Cursed Pit, is the home of Nagash, the Lord of Death. Carved out from the living rock of Cripple Peak, each of its four giant gates is guarded by the deadliest of war machines. Deep in the bowels of the city is the throneroom of Nagash, where the Supreme Necromancer plots his conquest of the world.

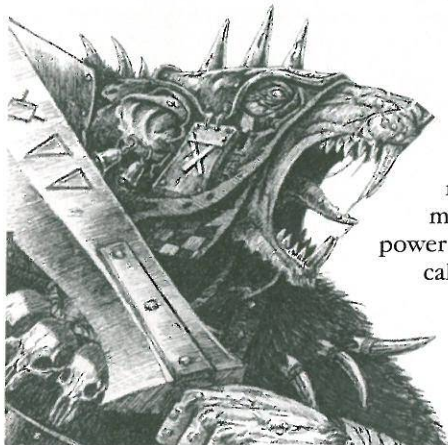
**THE SOUR SEA** is a foul bay of polluted water which runs into the Bitter Sea. Ages ago, a great chunk of warpstone plummeted into Cripple Peak, shattering the mountain. Since then, years of water and wind erosion has caused warpstone dust to seep into the waters, poisoning them forever.

**KHEMRI** is the birthplace of Nagash and was the mightiest of the ancient Nehekharan cities. Nagash seized control of Khemri and set about conquering the rest of the land. Today the city teems with unquiet spirits and the restless dead, who wander mindless about its deserted streets, under the baleful shadow of the Black Pyramid of Nagash.

**THE DESOLATION OF NAGASH** is a parched desert littered with the wind-polished bones of a forgotten army that fell in battle against Nagash centuries ago. On certain nights it is said the restless spirits of the slain rise up and re-enact their defeat, cursed by Nagash to remember their failure every time the full baleful glow of Mórrslieb is seen in the sky. Such is the fate of those foolish enough to believe they can storm the gates of Nagashizzar.



# THE SKAVEN



In the distant past, rats infesting some decaying ruin are thought to have fed upon a mighty source of magic power. This power was a substance called warpstone – solidified fragments of raw sorcery formed during the Time of Chaos. Under

its unwholesome influence the vermin mutated, growing in size and intelligence into the vile Skaven.

## SKAVENBLIGHT

The Skaven quickly spread across the world, establishing settlements in the sewers beneath unsuspecting cities and invading underground strongholds from below. They have created a vast and intricate web of tunnels that spreads across the world. An equally complex network of spies and agents informs the Skaven of their enemies' plans. At the centre of the web lies the capital of this under-empire, the vast, sprawling city of decay called Skavenblight. This most secret and vile of places lies deep in the treacherous marshes of northern Tilea.

With their heightened intellect and humanoid bodies the Skaven have learned to use warpstone to fuel their corrupt sorceries and to create weapons of awesome power. Warpstone is vital to the Skaven, they depend on it to feed and drive their civilisation – it forms a vital part of their foul ceremonies and the worship of their god, the Horned Rat.

## THE UNDER-EMPIRE

The insidious spread of the Skaven continues tirelessly and unceasingly, gnawing at the roots of civilisation like a cancer. They seek to bring corruption and decay to the Old World, causing the downfall of all civilised races so they can feed on the ruins and dominate all living creatures. The Skaven under-empire spreads apace and the Horned Rat grows in power every day – though for the most part he sleeps, awaiting the call from his children that will awake him and bring him down to the world of mortals to feed upon their decaying flesh.

When the Horned One rouses, the Skaven erupt into an intense period of warfare and strife, laying waste to towns and cities in an orgy of destruction. In these times not only do the Skaven wage war upon other races but among themselves as well: the slow, the weak and the foolish are set upon and torn apart. The Skaven race purges itself of its weaker members and makes slaves of the defeated.

## SKAVEN CLANS

The Skaven are divided into clans of which the Warlord clans are by far the most populous. Each Warlord clan has a pecking order ranging from the lowliest weakling slaves to the most powerful warriors, and ultimately to the Skaven Warlord, who is the cruel and cunning master of the entire clan.

Life for all Skaven is marked by constant squabbles and fights for supremacy. These individual clashes are fought with tooth and claw or knives. There are few fatalities but nearly all Skaven are scarred from these fights, many having lost an ear or eye. Skaven crippled in fights can expect only to be summarily dispatched by the victor.

Skaven have many slaves, many of them Skaven beaten in combat, but some are other races defeated in battle. Slaves occupy the most miserable position in Skaven society, often being used in dangerous experiments or as cannon fodder in battles. Their lives are brutish, painful but mercifully short.







### THE RULE OF THE STRONG

Within the greater clan structure the story is the same: weaker clans are dominated by stronger ones and any which become vulnerable are quickly enslaved by their peers. The four most powerful clans are Clan Moulder, Clan Eshin, Clan Skryre and Clan Pestilens. These Great Clans are the masters of the Skaven and the rulers of their under-empire, and have complete ascendancy over the struggling mass of the ordinary Warlord clans.

Each of the Great Clans has its own weird armaments and foul methods of waging war. Clan Moulder are powerful beastmasters, and use warpstone to mutate breeds of ferocious fighting beasts. Clan Eshin are feared as assassins and stealthy murderers, active within and under the cities of man. Wherever there is squalor the adepts of Clan Eshin can be found, poisoning human food and water supplies and stirring up the rat packs. Clan Skryre are known as the Warlock Engineers, masters of the insane blend of magic and science which has produced, amongst other things, the dreaded warpfire throwers and the equally devastating poisoned wind. The Clan Pestilens are also known as the Plague Monks. They are disciples of disease and dedicate themselves to spreading pestilence and plague with morbid energy.

### THE THIRTEEN LORDS OF DECAY

All the Skaven clans are ruled over by the Thirteen Lords of Decay. These include the leaders of the greatest cities and fortresses of the Skaven as well as some who lead a reclusive life studying the ways of magic and death. There are twelve, rather than thirteen, Skaven Lords of Decay, the full number being completed by the Horned Rat himself.

The Council of Twelve meets together occasionally and at other times maintains contact via magical means. Between them they coordinate the activities of all the Skaven across the world and spread the word of their master the Horned Rat. It is said that any Skaven can challenge one of the Lords of Decay and gain a place on the Council of Twelve by defeating him, but it is also said that the current Lords of Decay have held their positions for over four hundred years.

### SORCERY

The mysterious Skaven known as the Grey Seers are the servants of the Lords of Decay and carry their instructions to the clans. There are many Grey Seers and they occupy an elevated position amongst the Skaven, concerning themselves solely with the most important of matters. Grey Seers are sorcerers of great power, using warpstone to boost their magic powers, and may be found leading hordes of Skaven clans into battle.

On the battlefield Skaven rely on weight of numbers and potent magic to overcome their foes. Regiments of Clanrat warriors wearing dark, ragged clothing and scavenged armour swarm forward in a squeaking, chattering tide supported by the insanely dangerous warpstone weapons of Clan Skryre and the mutant beasts of Clan Moulder. The Clan Eshin ambush unwary foes and the frenzied

Plague Monks squeak their devotion to the Horned Rat as they hurl themselves into the foe.

Individual Skaven warriors are vicious but cowardly creatures, preferring to strike their foes from behind or as they sleep, but in large packs or gangs they can be driven into a fanatical state which makes them oblivious to casualties and danger. In such a state they are virtually unstoppable. Skaven armies, when they appear openly, are always massive in size and often overwhelm their enemies by sheer weight of numbers.





# WARHAMMER

## REGIMENT SETS



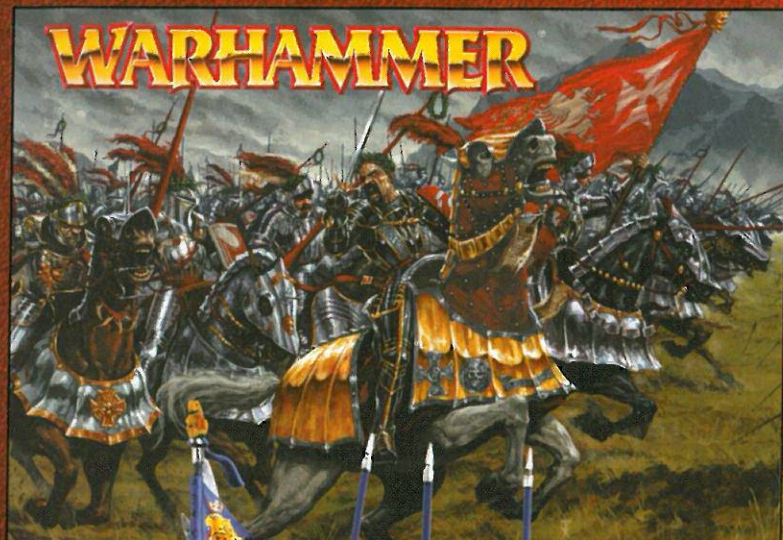
WARHAMMER REGIMENT SETS £12 EACH



**W**arhammer Regiment Sets are the best way to collect or add to a Warhammer army. All of the Regiment Sets are Core units so they will form the basis of your army. Each set contains a variety of plastic legs, torsos, arms, heads and weapons along with lots of optional parts like extra weapons, shields, cloaks and pouches. This allows for a great variety of poses and detailing.

Many sets also have extra parts like gravestones, mushrooms or even rats!

Each set in the range includes the parts to build a Leader, Standard Bearer and Musician model. As all the models are made up of multi-part plastic components, converting couldn't be easier. In fact, many parts are interchangeable with those of other Regiment Sets.



(Left) A regiment of Knights Panther.

(Right) A regiment of Reiksguard Knights.



## EMPIRE KNIGHTLY ORDERS

There are many Knightly Orders in the Empire. The most famous Orders are the Reiksguard, the Knights Panther and the Knights of the White Wolf. The Knightly Orders set gives you enough models and bits to make a regiment of any of the above Orders, or if you like you can invent your own Knightly Order.

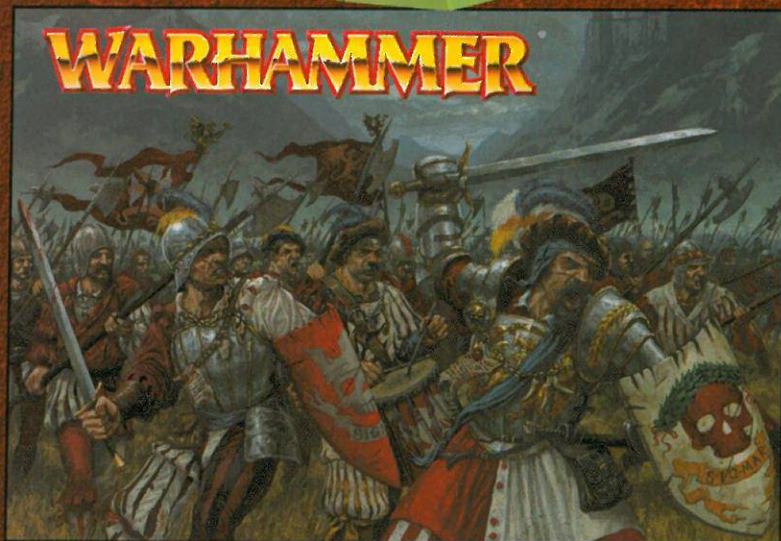
**The Empire Knightly Orders Regiment Set contains:**

8 Knights (including parts to make a Champion, Standard Bearer & Musician).



## EMPIRE SOLDIERS

The armies of the Empire are professional, well-disciplined and led by some of the finest generals in history. A typical Empire army is based around units of highly trained Halberdiers or Swordsmen. This boxed set gives you the option to arm your unit with either swords or halberds. You could even split up the set into a regiment and a small detachment.



**The Empire Soldiers Regiment Set contains:**  
19 Empire Soldiers (including Champion, Standard Bearer & Musician).





# WARHAMMER



The Night Goblin Regiment Set contains:

20 Night Goblins (including Champion, Standard Bearer & Musician).

## NIGHT GOBLINS

The subterranean Night Goblins emerge from their dark network of mountain tunnels and gather into large mobs for battle. Whilst not the toughest of fighters, their sheer numbers, as well as the Fanatics hidden in their ranks, often give an opponent cause to stay clear. The Regiment Set gives you the option to arm your Night Goblins with spears or short bows.



# WARHAMMER



The Orc Warriors Regiment Set contains:

19 Orc Warriors (including Champion, Standard Bearer & Musician).

## ORC WARRIORS

Orcs excel at close combat, and boast some of the toughest warriors in the Warhammer world. In battle, they wield huge weapons known as 'choppas'. These great cleavers are far larger and more dangerous than the mere swords and axes of Men. The Regiment Set contains enough weapons to arm your Orcs with choppas, spears or even with a weapon in each hand!



# WARHAMMER



The Chaos Warriors Regiment Set contains:

12 Chaos Warriors (including parts to make a Champion, Standard Bearer & Musician).

## CHAOS WARRIORS

Chaos Warriors gather together in bands to ravage and plunder the lands of the Old World, all in the name of their dark gods. The Regiment Set contains enough weapons to arm your Chaos Warriors with halberds or hand weapons and shields.



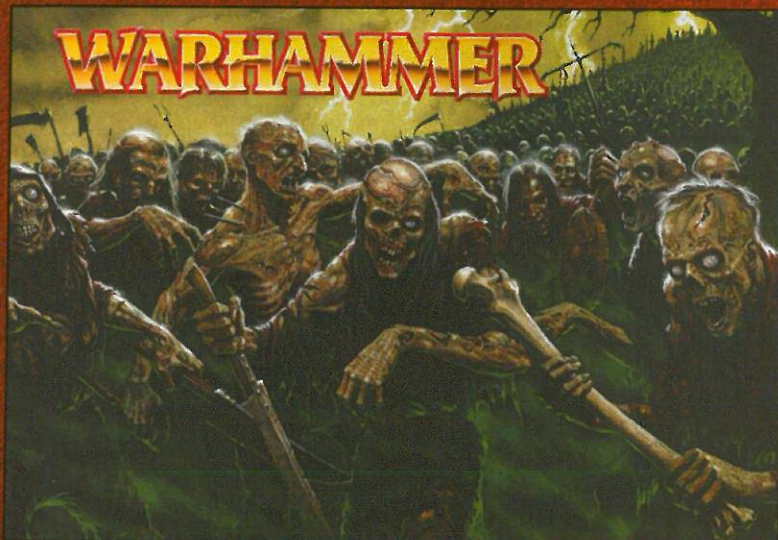




**The Skeleton Warriors Regiment Set contains:**  
 20 Skeleton Warriors (including Champion, Standard Bearer & Musician).

## SKELETON WARRIORS

Skeleton Warriors are long dead soldiers raised again to serve their evil Undead masters in battle. Regiments of horrifying Skeletons form the core of the Undead armies from Khemri in the south or those of the dark domains of the Vampire Counts. The Regiment Set allows you to raise a unit of Skeleton Warriors armed with spears or hand weapons and shields.



**The Zombie Regiment Set contains:**  
 20 Zombies (including Standard Bearer & Musician).

## ZOMBIES

Zombies are corpses brought back to unlife by foul necromancy. Animated by the will of a dark sorcerer, they are slaves to his slightest whim. Their necromantic overlords drive them into battle in their thousands, using them to exhaust the armies of their enemies. The Regiment Set allows you to raise a unit of Zombies.



**The Skaven Clanrat Regiment Set contains:**  
 20 Skaven Clanrats (including Champion, Standard Bearer & Musician).

## SKAVEN CLANRATS

Clanrats form the vast bulk of the Skaven armies that pour forth in times of war. Individual Skaven are vicious but rather cowardly. In huge hordes, however, they turn into an unstoppable mass. The boxed set gives you the option to arm your Clanrats with spears or swords and shields.





# The Roll of Honour

## INDEPENDENT GAMES WORKSHOP STOCKISTS IN EUROPE

The Roll of Honour is a list of independent Games Workshop stockists. Each of these shops stocks a large range of Citadel Miniature blister packs and boxed sets, as well as boxed games, rulebooks and supplements for Warhammer and Warhammer 40,000.

A \* next to a store indicates that the store is an Elite Stockist which carries a FULL range of Games Workshop products.

### BENELUX

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Somberg Modelbouw, Grotestraat  
136, 7607 Cw \* 546812981

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\* 334700322

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1053 Dv \* 204121083

**Antwerpen**  
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Nationalestraat 29, 2000  
\* 32260401

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De Collector, Marktstraat 20,  
7511 Ch \* 555214796

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• Spelkwartier V.O.F. Nieuwstad  
34-36, 6811 BI \* 263517669

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**Castricum**  
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1901 Av \* 251652216

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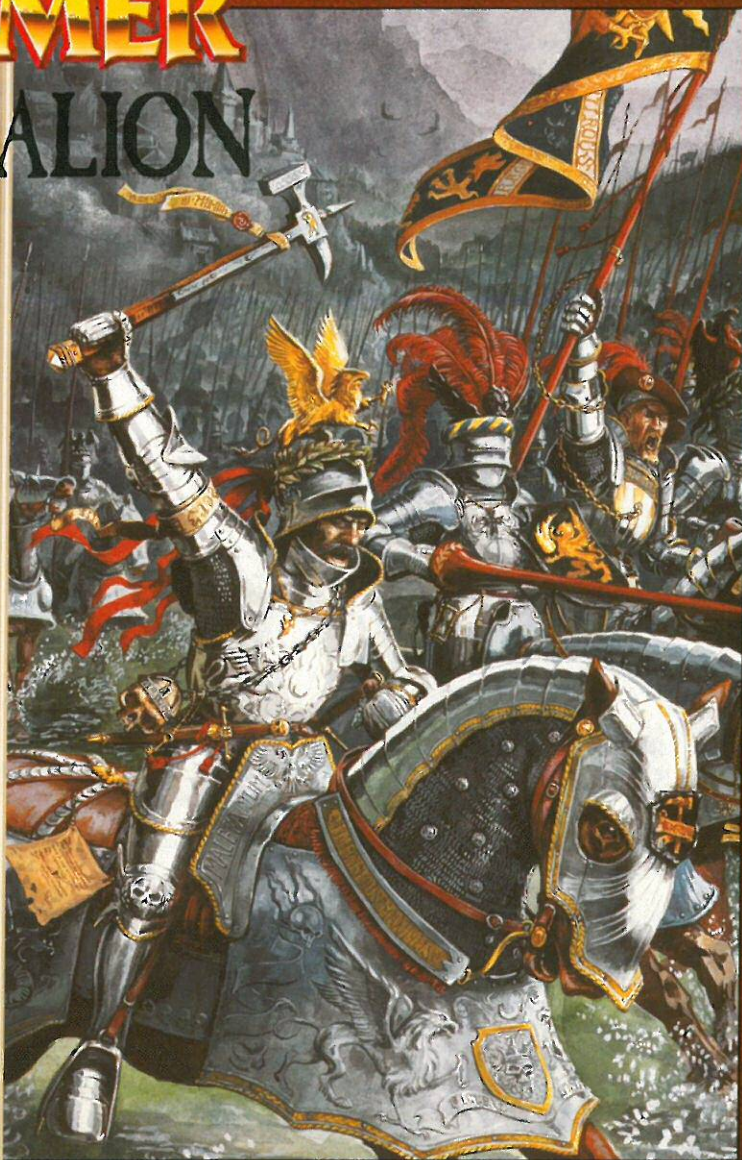
## EMPIRE BATTALION

*"Men of Sigmar!  
I can see in your eyes  
that you fear this enemy.  
I can see in your eyes that  
you wonder how we can  
fight such terrible  
monsters. Men of the  
Empire, I have the answer.  
We fight them with our  
steel, we fight them with  
our courage, but above all  
we fight them with our  
faith in Sigmar!"*

*Magnus the Pious at the Battle of the Gates of Kislev*

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# EMPIRE BATTALION: £40 BOXED SET



# WARHAMMER

## MEN OF THE EMPIRE

By Alessio Cavatore

In this article Alessio shares his thoughts and the ideas behind the first of the Warhammer Armies books, the Empire. But before this he answers the question that many gamers have asked him: "How are army books conceived?"

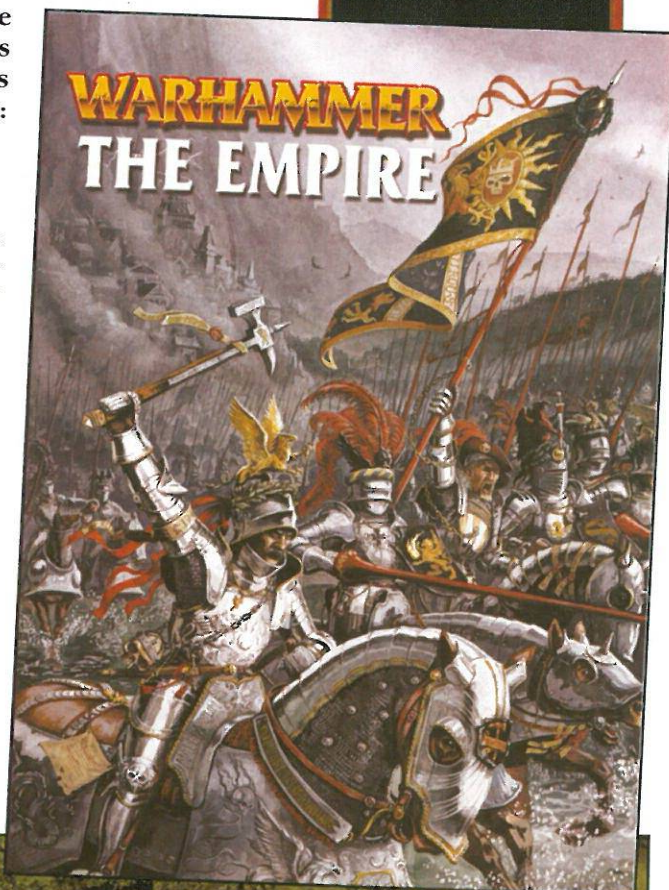
### IT'S HERE!

About eight years ago the first edition of the Empire book was released. The players who adopted this great new army were spoiled with a vast selection of new and wacky war machines, and with an impressive variety of different troop types. With the release of all the subsequent army books, the power of the newer armies escalated to such a point that the Empire looked like a relic of the past. To prove competitive against the new and tooled-up army lists, the Empire had to rely more and more on its most special troops. The armies I've seen recently all have lots of Halflings, Ogres, Kislevite cavalry and war machines, but lacked what in my opinion this army should be about: Men of the Empire. Now, years later, the great honour of fathering the new Empire Armies book, the first army book for the new edition of Warhammer, falls to me.

For the new edition, Games Workshop will be releasing models to represent all the troop types found in the Armies books. We will also try to keep the number of choices evenly balanced among the armies. This will

Armies books contain all the rules, plus background, painting guides and modelling tips for a specific army.

The first such book for the new game features the human soldiers of the Empire. Here, its author reveals some of the details.



*An Empire army from Talabbeim prepares to crush an Orc warband.*







*The Knights of the White Wolf charge into battle wielding their mighty cavalry hammers*

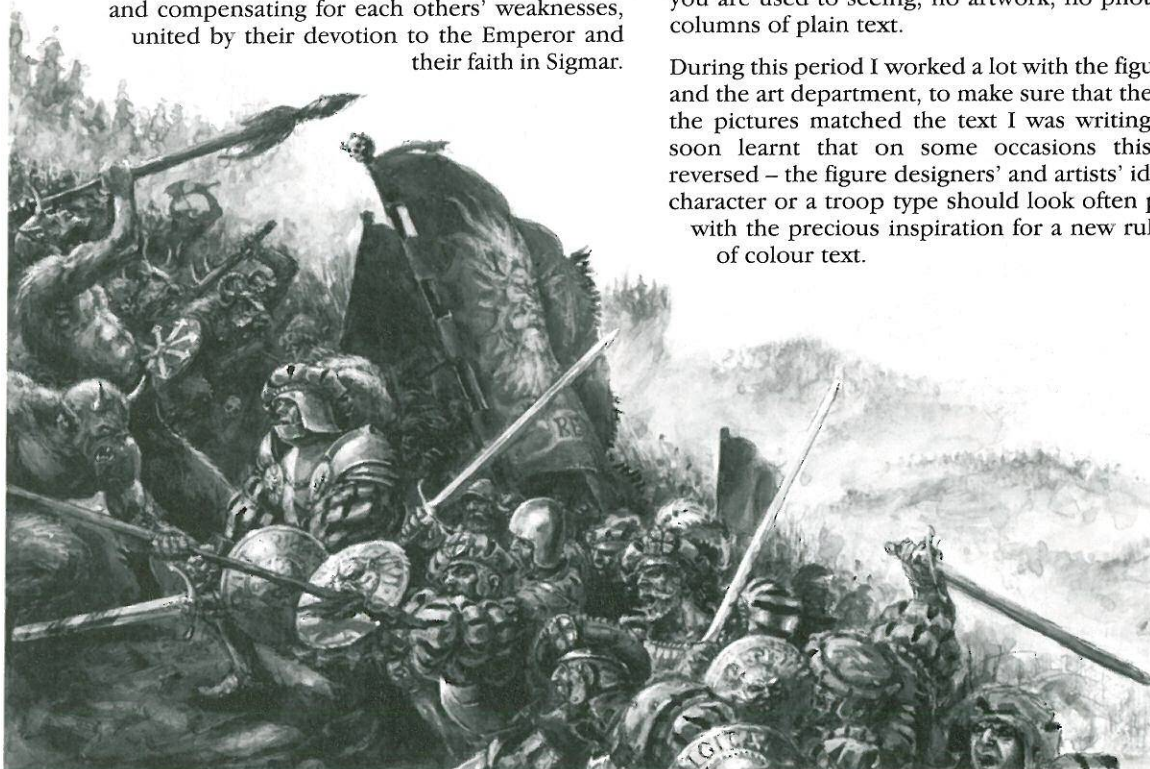
mean that some ranges (like the Dark Elves, for example) will be increased and completed with many new and gorgeous models. For the Empire, on the other hand, an army that had an enormous number of troop types, it meant that the range had to be reduced. This moment of revision offered me the perfect excuse to bring the Empire back to be an army of Men! The new army list focuses on the Soldiers of the Empire and their unique way of fighting, rather than relying massively on Kislevites, Halflings, Ogres and Dwarfs to do their job. The new Empire range reflects this, being made entirely of Humans. Infantrymen, knights and artillery crews are now ready to fight together, building up their strengths and compensating for each others' weaknesses, united by their devotion to the Emperor and their faith in Sigmar.

Before going in detail through the new list, let me answer an interesting question that many gamers have asked me: "How is an army list conceived?"

#### TEAM WORK

When I began to work on this project, I first considered what, in my opinion, constitute the strongest and most characteristic points of the Empire army. Well, when I think of the Empire I think of discipline, innovative technology and faith in Sigmar. Keeping these principles in mind, I proceeded to write what is known as "the manuscript". After a month or two of hard effort I had a big pile of paper with lots of words in it. Nothing like what you are used to seeing; no artwork, no photos, just long columns of plain text.

During this period I worked a lot with the figure designers and the art department, to make sure that the models and the pictures matched the text I was writing for them. I soon learnt that on some occasions this process is reversed – the figure designers' and artists' ideas of how a character or a troop type should look often provided me with the precious inspiration for a new rule or a piece of colour text.





In this period of intense writing, I also had the invaluable help of my colleagues. Tuomas and Nigel passed on to me some of their long experience in the writing of Armies books, contributing to the work with new ideas, honest criticism and even pieces of text. Luckily, towards the end, Jake joined the team and he helped me a lot, by adding some extra bits of text, but most importantly by reading through my English and teaching me lots of interesting ways of improving my writing skills. Even Rick Priestley himself descended from his castle in the sky and presented me with the gift of a hallowed treaty on the Colleges of Magic. I was delighted by his contribution and added it to the background section.

How is it then that the pile of loose paper filled only with text is transformed into a finished product? Well, the merit goes to the production teams that put their work and professionalism into the creation of a shiny, new Armies book.

As you can see, even if the book's credits present my name as the author (a great personal achievement, something I'm really proud of!), a lot of people contributed to the finished item. I should take this opportunity to say a very big thank you to all of them.

This really has been teamwork!

## WHAT'S NEW IN THIS VERSION OF THE EMPIRE ARMY BOOK?

Well, many things have changed, and I think it's better to go through the different troop types one by one and see what's new.

### THE CHARACTERS

This is probably the category that has changed the most since the previous edition. Characters are now divided into Lords and Heroes. Lords are the best and rarest of your characters, and in the Empire army they are Elector Counts, Templar Grand Masters and Wizard Lords. An Elector Count is the cheapest Lord choice. It provides you with a Leadership 9 General and allows you to give a magic banner to one of your infantry blocks (to represent the Count fielding his best troops). In addition, he has access to the best steed (he's the only character who can ride a Griffon) and the best magic weapon (the fabled *Runefang* of old!). On the other hand, he is not the best fighter. That title most certainly goes to the Templar Grand Master. As good a General as the Elector Count, the Grand Master is also the best warrior in the list. In addition, he is immune to Psychology and he is such an inspirational leader that a unit of Knights which he joins will become immune to Psychology too! On the other hand he is very expensive (because he also comes with a full kit of Knight's equipment...) and less flexible than the Count (he only rides his loyal warhorse and never joins other units except for Knights of his Order).

Your last option is the Wizard Lord. The only Lord with Leadership 8, he makes a less effective General than the other Lords. In fact you may decide that one of your Heroes with Ld 8, such as a Captain, can be your General instead of him. This will leave him plenty of freedom to concentrate on what he does best: zapping the enemy with magic. A Wizard Lord is a third or fourth level Wizard and is perfectly suited for an offensive approach to the Magic phase (especially if you support him with at least one second level Wizard).

Now to Heroes. Here your choice is even greater than it is for Lords. You can have Captains, Warrior Priests, Master Engineers and Battle Wizards.

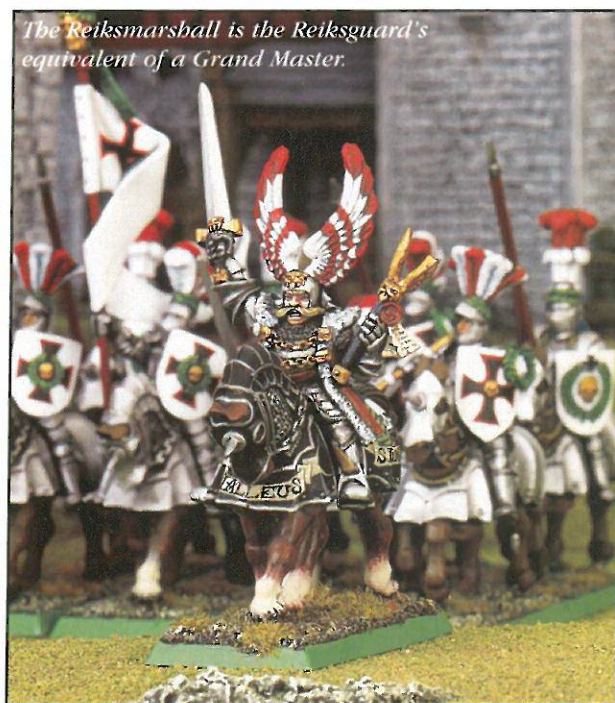
Captains are your average Empire Heroes. They are fighters as good as an Elector Count, and with a solid Leadership of 8, they can certainly be given the role of General if there is no better candidate available. Cheap and flexible, they are good all-rounders, perfect for leading your units on the battlefield. Among Heroes, they have access to the best weapons, armour and steeds (they are the only Heroes who can ride Pegasus!). Oh, and one of them can have the honour of carrying the army Battle Standard.

Warrior Priests are much more special. Their presence attracts the protection of Sigmar upon the army, represented by an extra dice added to your Dispel Dice pool. They can also help your troops by making the unit they are with *bate* Chaos, Undead and Skaven (all blasphemous incarnations of the dark powers!). Their prayers are not as powerful as magical spells, but can be quite beneficial to characters and unit champions within 12", offering them protection against harm and higher chances of wounding the enemy. Their many abilities make these characters very expensive, and that's their main drawback.

Master Engineers come from the Engineering School in Altdorf to supervise the effect of their new weapons on the battlefield. They are close to useless in close combat, but contribute to your army by using powerful experimental guns and by increasing the precision and survivability of your artillery (they allow the war machine they join to re-roll a Scatter or an Artillery dice per turn!).

Battle Wizards are your first and second level Wizards. If you opt for a defensive Magic phase, they are your best choice. Being quite cheap, they can carry your Dispel scrolls at a relatively low cost and offer you good magical protection.

*The Reiksmarsball is the Reiksguard's equivalent of a Grand Master.*





## CORE UNITS

Core units are the troops which are most common in your army. For the Empire this includes two very different troop types.

The first is the Empire infantry. Halberdiers, Spearmen, Swordsmen and Handgunners form the regular State Troops of the provinces and city states. Alongside them are the Militia troops: Archers (which, upgraded to Huntsmen, provide you with one unit per army of infiltrating scouts), Crossbowmen and Free Companies (a mixture of rough adventurers, ex-mercenaries, deserters, escaped criminals, ex-highwayman and all that colourful sort of rabble...).

The Empire infantry is characterised by their unique way of fighting, based on the interaction between the main blocks of troops and their Detachments. These small units support their Parent Unit and can launch deadly attacks on the flanks of any unwary opponent.

The second and very different troop type that makes up the Empire Core units are the Knightly Orders. The Empire heavy cavalry has improved a lot from the past edition. Even though all the normal Humans are now Strength 3, the mighty Knights of the Inner Circle can still provide much needed Strength 4 shock cavalry. On top of that, Knights are now faster (the -1 Movement penalty for heavy armour and shield is not in the rules any more), tougher (with a 1+ Armour save due to their full plate armour, though remember that in the new Warhammer rules, a roll of 1 is always a failed Armour save...) and can become immune to Psychology if their Grand Master joins them.

The Knights of the White Wolf in particular have got much better; their cavalry hammers are now so effective that it is really worth losing the shield to have them. When they charge, White Wolves swing their mighty hammers (a bit like very heavy polo players!), and are as good as lances for that turn. At any other time these amazing weapons are used with two hands, becoming effectively the same as halberds!

## SPECIAL UNITS

Special units represent scarce troops, units that are less likely to be seen on the battlefield than the Core units. Often they are more powerful than Core units, but they are also more expensive and specialised, making them less flexible.

Greatswords are now a mix of the old Greatswords and the Foot Reiksguard of the previous edition. I have made them into a solid, reliable bodyguard for your Elector Counts. They have a good stat-line and have superb equipment: two handed swords (much better in the new Warhammer) and full plate armour (4+ save). Their main advantage, though, is that they are *stubborn*, making it very difficult for the enemy to break them in combat. Unfortunately, the Counts cannot afford more than one unit per army of these elite (and very expensive!) troops.

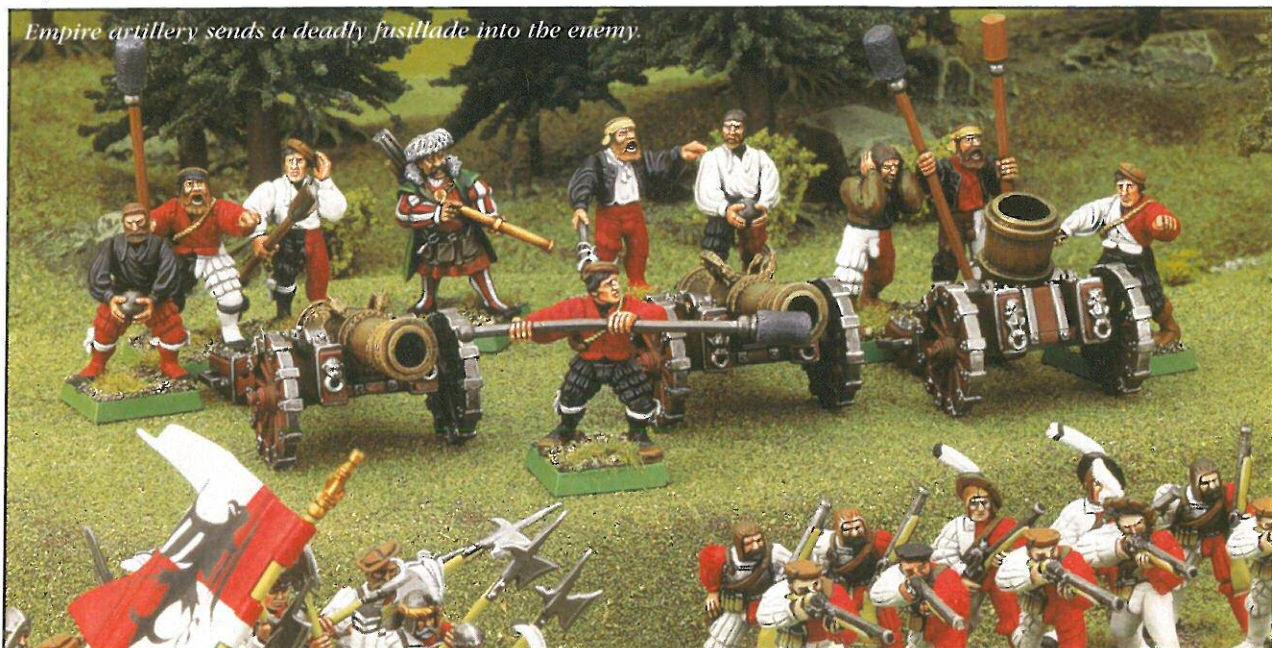
An invaluable troop type, that I think no Empire General should leave out of his army, are the Pistoliers. They make a very manoeuvrable fast cavalry, with a decent firepower (if a bit short-ranged) and absolutely devastating when they charge in (two pistol attacks per model!). And now they come with warhorses too...

The other group of Special troops in the Empire list is the artillery.

Cannons are the same as before, with the exception that they now have grapeshot as well as cannon balls (to deal with enemies sitting right in front of their muzzles!).

Mortars are now something the enemy will learn to fear, since they use the large 5" template. If you guess the right distance and roll a hit on the Scatter dice, the size of that template can mean that an entire enemy regiment will be hit! Obviously I had to keep the Strength of the shrapnel quite low; otherwise it would have been able to destroy entire units in one go. But even with its low Strength of 3 (with a -1 save modifier, being a blackpowder weapon), a full hit on a large unit of lightly armoured, Toughness 3 troops can be a very unpleasant experience.

*Empire artillery sends a deadly fusillade into the enemy.*





## RARE UNITS

These troops are the most exotic and extravagant in the army. They are very, very effective on the tabletop and are seriously limited in number because of their power.

An Empire army can have only one unit of Flagellants, and these raving lunatics are still one of the best units in the game. Veteran players may notice that their stat-line has been reduced here and there, while their points cost has gone up! Well, the fact is that in the new Warhammer, super-troops are rarer than in the fifth edition of the game and everybody has been toned down, with a general decrease in the points cost for troops. Our extensive playtesting has seen the Flagellants winning fights against the scariest enemies, and so I'm convinced that they are still very good value for money.

Last but not least, the Empire artillery is completed by a new version of the dreaded Helblaster volley gun. I made it a bit easier to use, since there is now no book keeping involved. It simply fires three barrels per turn, but can be reloaded during the game, so that it continues to fire for all the battle (unless, of course, it follows tradition and blows up earlier on). This technological improvement makes the Helblaster last longer, but the potential hits it can score in one turn have gone down from 90 to 30, making it somewhat less scary.

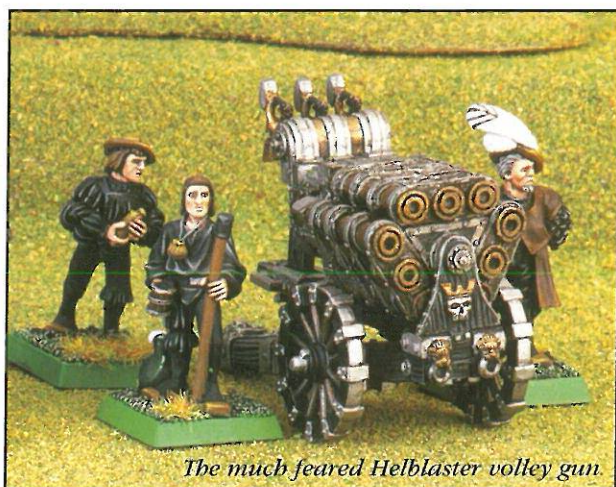
## OH NO! WHERE ARE MY WINGED LANCERS?

Don't panic! In the Empire Armies book, Tuomas explains what will happen with all the troop types that are not in the main range anymore. Don't throw away any model from your fifth edition Empire army; we promise that you will get to use them in the future. Stay tuned to White Dwarf for further developments.

In the meantime, if you want to use your old models to represent a new troop type, I'm sure that your mates will understand. Greatswords or Foot Reiksguard can easily represent the new Greatswords, your Winged Lancers can be used as Knights and, with a bit of imagination, the Horse Archers and the Outriders can be used as Pistoliers. Speaking of non-Human troops, the Halflings are perfect as Archers or Huntsmen and the Dwarfs can be used as Crossbowmen, Swordsmen or Spearmen. The Special Characters are not a problem, since they make splendid Heroes and Lords for your army. Finally, hold on to your Ogres, Steam Tanks etc. You can still use them with your friends with the rules published in Ravening Hordes, while you wait for all the new rules to be published. Non-human troops will be back as new Regiments of Renown, while great centre pieces such as the Steam Tank are currently undergoing a careful revision... keep your eyes peeled!

## WHAT'S IN THE REST OF THE BOOK?

Well, the army list and the description of the new rules takes up the first 32 pages of the book, but after these sections you will find a 16 page colour section. This focuses on showing techniques and giving tips



*The much feared Helblaster volley gun.*

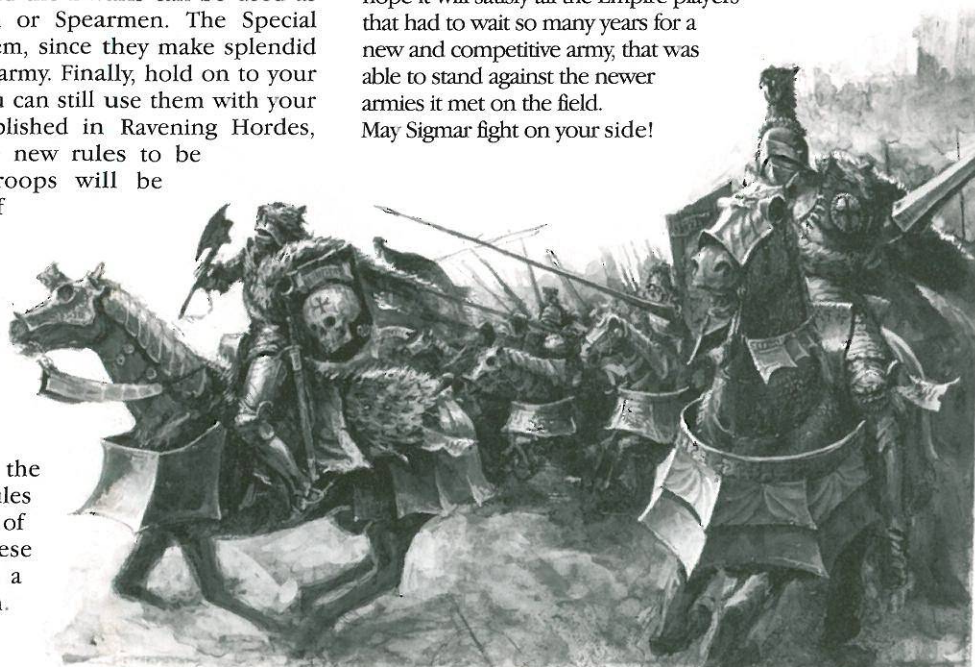
on how to paint the various troops, and should prove useful to both beginner and expert painters alike.

After the colour section, the book is completed by another section of 32 pages, all crammed with background information and some more colourful rules.

In detail, here's what you will find in this last part:

- historical and geographical information
- rules and background for two new Special Characters: Balthasar Gelt (Gold Wizard and the new Supreme Patriarch of the Colleges of Magic) and Luthor Huss, the Prophet of Sigmar
- a new story centred on the heroic figure of the Emperor Karl Franz
- a treaty on the mysterious Colleges of Magic
- an appendix with alternative army lists (the Emperor's Guard, a Crusader army, the artillery train of Nuln...)
- and even a reference page!

As you can see there is a lot of stuff in this book. I hope it will satisfy all the Empire players that had to wait so many years for a new and competitive army, that was able to stand against the newer armies it met on the field. May Sigmar fight on your side!





# WARRIORS OF THE EMPIRE

The armies of the Empire are professional, well-disciplined and led by some of the finest generals in history. Facing attack from every border, the soldiers of the Empire defend humanity against countless invaders.

Many Empire heroes ride fearsome monsters like the Griffon. These beasts are trained to obey a human master. Deadly in combat, they instil terror in the hearts of the foe, and their ability to fly allows them to strike anywhere on the battlefield. Coupled with the fighting prowess of an Empire hero, they become virtually unstoppable.

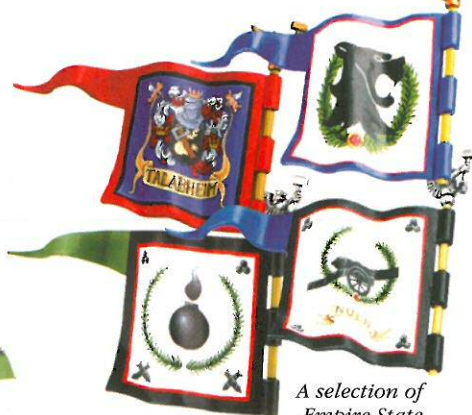
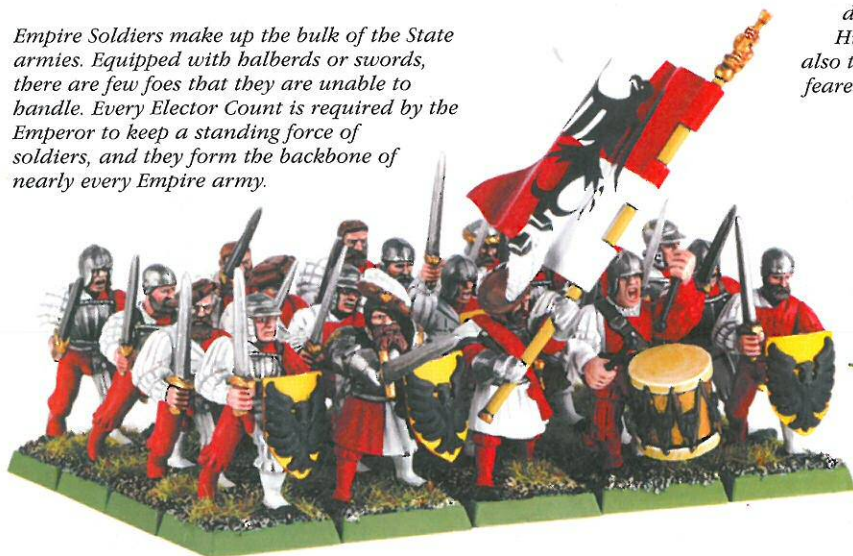


Warrior Priests of Sigmar wield mighty warhammers as a badge of office. By the power of their faith in Sigmar alone, they are able to gain strength and protection in battle.



The devastating Helblaster volley gun is an ingenious contraption, easily capable of decimating an entire regiment in one salvo. Highly dangerous, not only to the enemy but also to its own crew, it is rightly one of the most feared war machines in the Warhammer world.

Empire Soldiers make up the bulk of the State armies. Equipped with halberds or swords, there are few foes that they are unable to handle. Every Elector Count is required by the Emperor to keep a standing force of soldiers, and they form the backbone of nearly every Empire army.



A selection of Empire State banners.



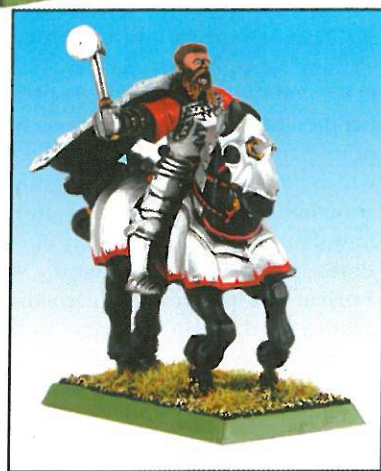
# KNIGHTLY ORDERS

The Knightly Orders of the Empire are its staunchest defenders. The last sight seen by many foes of the Empire is the lance points dropping and the glare of sunlight on burnished steel armour as the inexorable charge crashes home.



*The Reiksguard Knights are famed as the personal bodyguard of the Emperor. Only the eldest sons of the nobility of the Empire may join their ranks, and this is one of the highest honours in the realm.*

*The Knights Panther are noble and valiant warriors pledged to the defence of the Empire and its traditions. Their ferocity in battle matches that of the giant cats after which they are named.*



*The savage Knights of the White Wolf are dedicated followers of Ulric, the god of wolves and winter. Uncaring of their personal safety, they ride into battle bareheaded, wielding mighty cavalry hammers to crush their foes.*



*Reiksguard Knights and Knights Panther charge headlong into the Orc lines.*



In 'Collecting' articles, veteran gamers give their advice on which troops to choose for your army.

# COLLECTING AN EMPIRE ARMY

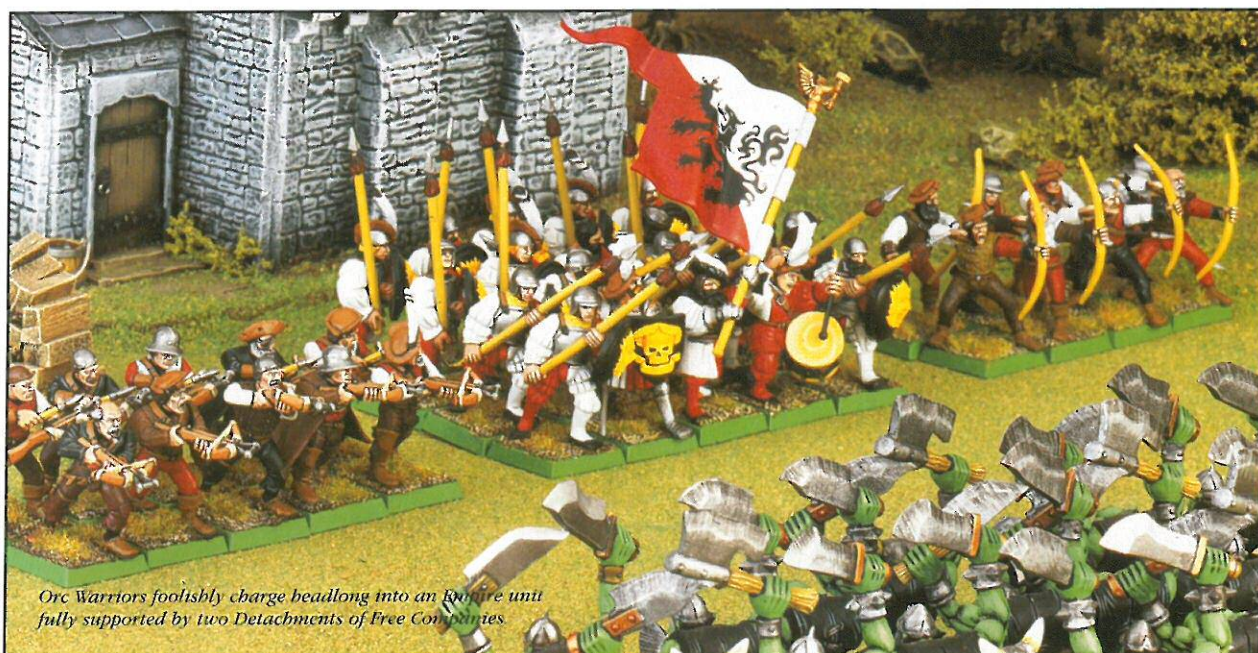


**Jim Butler has been an Empire general for nearly ten years, and has played Warhammer far longer than is polite to mention. He helped to playtest the new Empire army list and his fondness for Mortars is, to be quite frank, starting to worry us. In this article he gives his opinions on how to make the most of the formidable range of troops in the Empire army.**

**W**iser men than I have pointed out that the secret to using an Empire army effectively is to learn how to make all the component parts work together. A well handled army of the Empire is truly more than the sum of its parts. While it's perfectly possible to field an army which consists entirely of Knightly Orders, or one which contains only war machines and missile troops, you'll find that such armies are only effective the first couple of times they are encountered. Very quickly, seasoned Warhammer players will learn the Achilles heel of such armies and their potency is blunted. The special Detachment rules reinforce the 'combined arms' approach, and I would like to briefly mention some ideas for employing it before I give some comments on the different elements of the Empire army list.

The Detachment rules basically allow an Empire General to attach smaller, auxiliary units to his main regiments, to augment their fighting power, and make them less vulnerable to attack. The Parent Unit also lends its

Leadership to the Detachments, allowing characters other than the General to extend their influence beyond a single regiment. I've played a few games with the new Empire army list, and I've found that the classic combination of large blocks of infantry with a smaller infantry unit to counter-charge or move in support, and a unit of missile armed troops to lend supporting fire works very well most of the time. By pushing the Parent Unit slightly in front of the Detachments you can make it very difficult for your opponent to charge anything other than the main unit. However, once opponents learn how dangerous charging a well supported Parent Unit can be, they will undoubtedly try to get at your Detachments. By keeping them behind your Parent Units you'll find that your opponent often has to spend an extra turn manoeuvring in front of your guns, giving you more chance of a rare shot under 12" with your Helblaster. Even if they do get to your Detachments, so what? The enemy unit will probably break your lowly supporting unit, but in pursuing will almost certainly find



*Orc Warriors foolishly charge headlong into an Empire unit fully supported by two Detachments of Free Companies.*



themselves isolated behind your lines, and, more importantly, pointing in the wrong direction! All you have lost is a cheap supporting unit which, crucially, doesn't cause you to make Panic tests.

There are alternative ways of exploiting the Detachment rule, which expand your tactical options. Handgunners can be used as Parent Units. In a unit of about twenty men (best deployed on a hill to fire in two ranks) with supporting Detachments of Halberdiers, Swordsman or Free Companies, they are a very tough opponent even for the hardest enemy troops. In this case, it's definitely worth investing in a Standard Bearer and Musician for the missile unit.

Splitting off a Detachment from its Parent Unit can be very useful in certain circumstances, although you lose the benefit of the special rules and the Leadership bonuses. Small units of Archers or Free Companies can make spoiling attacks on enemy flanks to slow them down or to draw out special troops, like those pesky Night Goblin Fanatics! Once again, when they are inevitably caught and routed or destroyed, you don't have to worry about their loss affecting your army's morale. It's a harsh tactic but, let's face it, the Warhammer world is a harsh place...

## Characters

Most of the games I fight tend to be around 2,000 points so I am usually restricted to a single Lord character. Elector Counts are flexible in their choice of equipment, and can be made pretty tough by tooling them up with magic items, but their real worth is lending their Leadership of 9 to all units within 12" of them. They are often best placed in large infantry units, as close to the centre of your army as possible (and with the magic banner that their inclusion as General allows you!).

The Templar Grand Masters are a tougher prospect, with a higher Weapon Skill and an extra Attack. Placing them anywhere but leading their Knightly Order into battle is tactically suicidal. They are expensive, come with

all their equipment, and the special rule which makes the unit of Knights they lead

*Immune to Psychology* makes them awesomely

tough when accompanying their

Knightly Order.

Remember, however, this rule only applies to their own Knightly

Order, so if your General is the Grand Master of the White Wolves, for example, he can't bestow this ability upon a unit of

Knights Panther or Reiksguard Knights, only upon a unit of White Wolves.



*The Captain of the Reiksguard Knights.*

## MAGICAL SUPPORT

One other option I haven't had a chance to try out yet is using a Wizard Lord. My usual approach to magic is essentially defensive (a low level Wizard with a Dispel Scroll or two), but I am keen to try going all out for a magically tooled up army. The major drawback to having a Wizard Lord in a 2,000 point army is the lack of a Leadership 9 character. You could partially offset this by having an Army Standard Bearer, and invest in some morale-boosting magic items, like the *Rod of Command* or the *Banner of Sigismund*. There are also some spells you could use to bolster your army's morale such as *The Oxen Stands*, which rallies fleeing troops, or the *Second Sign of Amul*, which allows you to re-roll dice, including Leadership tests. Although I'll try this approach in one or two games, on the whole I prefer to put my trust in more tangible assets of which I shall speak later, and yes... I do mean Mortars.

Personally, I think both Generals have their pros and cons. If you want to fight aggressively, I would go for the Templar Grand Master. If you want to sit back and pound your enemy, and rely on counter-attacks to finish him off, go for the Elector Count, as he's a much cheaper way of getting a good solid leader into the heart of your army.

As far as the other characters go, which ones I choose are usually dictated by the army that I am fighting against. I often find I can't fit more than one Captain into my army, simply because of the other heroes I want to include, and this Captain usually ends up as my Army Standard Bearer. One Hero I always include is a Master Engineer, as his ability to make war machines more reliable is extremely useful. Master Engineers are great models too, and their experimental weapons can cause a nasty surprise. My favourite though, is the Warrior Priest. They are tough in combat, can cast and dispel spells like a Wizard and, whilst they might not be that powerful, they are handy to have around, and at the very least may tempt your opponent to drain his Dispel dice pool. But, best of all, they make the unit they are with *bate* certain armies. Warrior Priests cost quite a few points, but if you are facing Chaos, Undead or Skaven they are essential.

## Troops

Okay, it's time I came clean. Despite playing with an Empire army for nearly ten years, when it comes to using Knights I am pretty much a beginner. The Knightly Orders have always been the most powerful attacking troops in the Empire Army, but in the old rules they weren't quite tough enough for me. Sure they were good, but every other army seemed to have some cavalry which was tougher (apart from Dwarfs and Skaven, of course). Since I am a great exponent of fighting the battle on my own terms, I would always stick to nothing more than small units for counter-attacking and flanking work. I've always been a big fan of Pistoliers as well, and so most armies I fought with tended to have few or even no Knights. Well, I can safely say that my attitude has changed completely. Even before I saw the revised rules, I managed to get hold of some of the Perry twins' new



*The Reiksguard Knights are a shining example of the best troops that the Empire army has to offer.*



an option for an infiltrating unit (nice!). The main addition is the Free Companies entry. These are perfect for Detachments to support Spearmen and Halberdiers as they are cheap and very effective on the counter-charge. Not many other armies get a troop type that costs 5 points with 2 Attacks!

Although you are limited to the numbers of Pistoliers units you can have (they are a Special Unit choice), one is usually all you need anyway. They are even better in combat now that they ride warhorses. I use a unit of six or eight for either rushing down an unprotected flank to hit war machines, or to support attacks from my main fighting units.

Even the hardest enemy units won't stand up to being charged simultaneously by Knights in the front and Pistoliers in the side or rear. The threat of this

alone will cause seasoned generals to approach carefully, and you can use this to channel enemy forces into your artillery killing zone.

Greatswords look great (if you'll pardon the pun), with good armour and an awesome Strength of 5, combined with their *stubborn* ability, which means they'll stand their ground when most other units would flee. They are definitely on my list to add to my army. Flagellants have been toned down a little, but haven't lost any of their ability to hold up your opponent's best unit for the whole game, while you demolish the rest of his army.

Which brings me onto my favourite topic: artillery. Let's face it, an Empire army without artillery is like a Dwarf without a beard. The only question is which guns to choose, and how many? In a 2,000 point army you could field as many as six war machines, and it's very tempting to try. However, once you get a couple of units of Handgunners on the table, you might find your fire arcs a little cramped, so one of each is a good balance. The Helblaster is the trickiest one to place, because you'll be tempted to hide it out of the way of enemy missile fire and magic. The best place for the Helblaster, without any

plastic Knights and frankly I was gobsmacked! The Empire army is blessed with a fantastic range of Warhammer Regiments and other great plastic models, but the new Knights just blow them all away, so I knew I had to have at least one regiment. I am currently painting my second, and I doubt I'll stop before I get to three! Luckily, once I took a look at the rules I knew I wouldn't have a problem fitting them into my army. As I mentioned, the tactic I've always favoured is to use my big blocks of infantry to absorb the enemy attacks, while pounding them with my missile troops and war machines. The Knights were held in reserve for finishing off weakened units. With the new rules, I want to try using Knights much more aggressively. However, even though the Empire Knightly Orders are much tougher than they were, it is still just as important to resist the temptation to just charge them into the heart of your opponent's army. War machines, particularly, can make a nasty mess of your Knights, and Knights which get flank charged are very vulnerable indeed. I'll try using my Knights to get round the enemy army, and roll it up from one flank, while my missile troops and artillery pin them into place. Rest assured I'll tell you how I get on, and feel free to write in with your own ideas. Oh yes, one more thing about Knights, I really do recommend that you upgrade to Knights of the Inner Circle, costing only 3 points per model to make them Strength 4. This is a 'must-have' upgrade. The Knights of the Inner Circle represent the best that the Empire army has to offer and, as such, the fear that opponents attach to them can be quite disproportionate.

Many of the Core Units haven't really changed, though Handgunners are now better than ever, and Archers include

*The Free Companies of the Empire are not the most disciplined of troops but they are experienced and vicious fighters.*

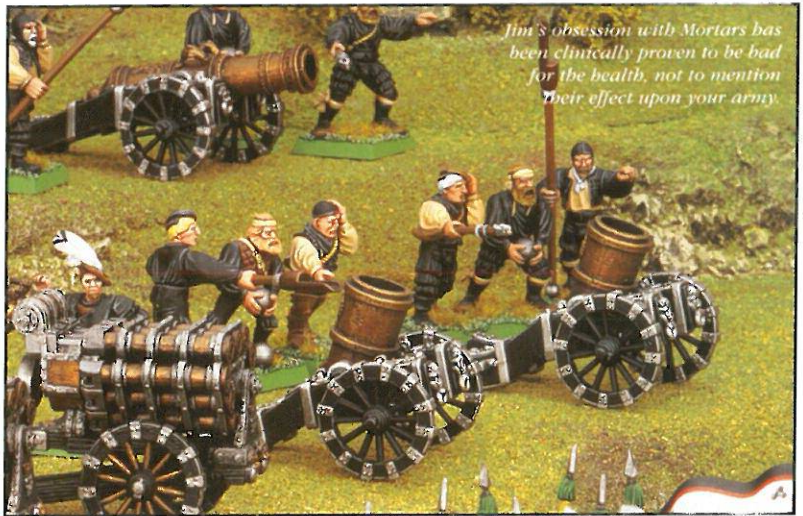




doubt, is in the middle of your army. From turn one, your enemy's plans will be turned on their head, as he realises he's staring down the barrels of the most lethal

war machine in the Old World. Quite likely he'll start manoeuvring his units out of the way, and splitting his forces, while all his ranged weapons take aim at the multi-barrelled monstrosity. This, of course, is all part of your plan, because even if the Helblaster never gets to fire a single shot, it can help you seize the initiative. By trying to avoid getting in range of the Helblaster, your foe will leave himself in the firing line of your Mortars and Cannons that bit longer, and he'll find it much more difficult to concentrate his attacks.

Cannons are obviously best suited for taking out large targets and enemy war machines (check out the battle report!), whereas Mortars are perfect for demolishing large infantry units. Their low Strength may put you off, but do not underestimate the effectiveness of the 5" large template. If you land a shot in the middle of a unit, even a Toughness 4 unit, the results can be quite simply devastating. At 75 points they are a bargain, and if I was going to go for a fourth war machine it would almost certainly be another Mortar.



*Jim's obsession with Mortars has been clinically proven to be bad for the health, not to mention their effect upon your army.*

Well, there it is, my view of the Empire army. Of course, I haven't talked about painting or modelling at all, but I am sure I can harass Fat Bloke to get my army in White Dwarf when I've finished it (who am I kidding, it's never finished). I am sure plenty of people will disagree with my comments, and to those people all I can say is: prove me wrong where it counts – on the field of battle.





## THE GRAND ARMY OF TALABHEIM.

This 2,000 point army has been chosen by Jim as a good flexible force, capable of defeating almost any opponent. If the army faces a foe such as Chaos or Undead it is easy enough to replace the Wizard or the Master Engineer with a Warrior Priest. If it faces a force made up of massed infantry then an extra Mortar is a good investment, whilst a foe who has invested heavily in armoured troops can be defeated by purchasing an extra Cannon. Overall the army shown here demonstrates the greatest strength of the Empire army – its complete flexibility. It is able to attack equally well at both short and long range with its artillery, Handgunners and Archer units, whilst its solid blocks of infantry, Pistoliers and Knights can engage in combat against any foe on favourable terms.



*The army's General, Count Kurt von Hallbrand, is made from the plastic kits you get in the Starter Set.*





PLAYER: Jim Butler  
RACE: Empire

ARMY: The Grand Army of Talabheim  
TOTAL POINTS: 2000

CHARACTER: KURT VON HALLERDORF Pts 161												
	M	WS	BS	S	T	W	I	A	LD	SV		
Electr Count	4	5	5	4	4	3	5	3	9	1*		
Warhorse	8	5	0	3	3	1	3	1	5	-		

WEAPONS & ARMOUR: Full Plate, Barding, Shield  
MAGIC ITEMS: Holy Relic  
SPECIAL RULES:

CHARACTER: HELMUT GONMARD Pts 117												
	M	WS	BS	S	T	W	I	A	LD	SV		
Army Standard	4	5	5	4	4	2	5	3	0	2*		
Warhorse	8	5	0	3	3	1	3	1	5	-		

WEAPONS & ARMOUR: Full Plate, Barding  
MAGIC ITEMS: Soul of Damar  
SPECIAL RULES:

CHARACTER: ALBERT RUFENSTEN Pts 120												
	M	WS	BS	S	T	W	I	A	LD	SV		
Wizard	4	3	3	3	2	3	1	1	7	-		

WEAPONS & ARMOUR:  
MAGIC ITEMS: Purple Scroll  
SPECIAL RULES: Level 2 Wizard

CHARACTER: KARL BECKHOF Pts 72												
	M	WS	BS	S	T	W	I	A	LD	SV		
Master Engineer	4	3	4	5	5	2	3	1	7	-		

WEAPONS & ARMOUR: Light Armour, Repeater Hammer  
MAGIC ITEMS:  
SPECIAL RULES: Master of Ballistics, Extra Crewman

### MAGIC SPELLS

Wizard	Level	Spells

### WAR MACHINES

Unit	M	WS	BS	S	T	W	I	A	LD	SV	Type	Equipment	Special Rules	Pts
Hubbeler Valley Gun	-	-	-	-	7	5	-	-	-	-				125
3 Crew	4	3	3	3	3	1	3	1	7	-				
Great Cannon	-	-	-	-	7	5	-	-	-	-				100
3 Crew	4	3	3	3	3	1	3	1	7	-				

### TROOPS

Unit	M	WS	BS	S	T	W	I	A	LD	SV	Type	Equipment	Special Rules	Pts
10 Halberdiers	4	3	3	3	3	1	3	1	7	8*		light armour, halberd		120
Sergeant	4	3	3	3	3	1	3	2	7	8*		Standard		
10 Handgunners	4	3	3	3	3	1	3	1	7	-		handgun		80
10 Swordsmen	4	4	3	3	3	1	4	1	7	-		shield, light armour		70
24 Spearman	4	3	3	3	3	1	3	1	7	-		spear, light armour	Griffin Standard	214
Sergeant	4	3	3	3	3	1	3	1	7	-		standard, musician		
8 Handgunners	4	3	3	3	3	1	3	1	7	-		handgun		64
8 Free Company	4	3	3	3	3	1	3	1	7	-				40
8 Huntsman	4	3	3	3	3	1	3	1	7	-		longbow		80
10 Flagellants	4	2	2	4	4	1	5	1	*	-		flails	*Crazed	176

### CAVALRY

Unit	M	WS	BS	S	T	W	I	A	LD	SV	Type	Equipment	Special Rules	Pts
7 Reiksguard Knights	4	4	3	4	3	1	3	1	8	1*		full plate armour		275
1st Knight	4	4	3	4	3	1	3	2	8	1*		lance, shield	Knights of the Inner Circle, Steel Standard	
Warhorse	8	3	0	3	3	1	3	1	5	-		Standard, musician		
9 Pistoliers	4	3	3	3	3	1	3	1	7	1*		light armour, brace of pistols	Fast Cavalry	102
Warhorse	8	3	0	3	3	1	3	1	5	-				

### WAR MACHINES

Unit	M	WS	BS	S	T	W	I	A	LD	SV	Type	Equipment	Special Rules	Pts
Mortar	-	-	-	-	7	5	-	-	-	-				75
3 Crew	4	3	3	3	3	1	3	1	7	-				

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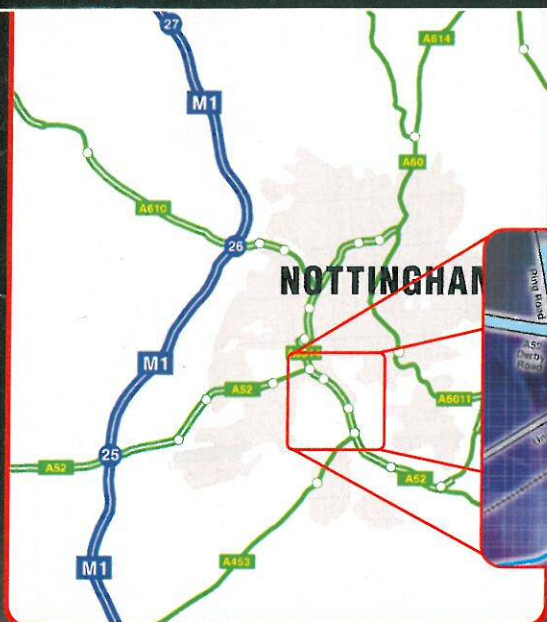


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Tel: 0122 859 8216  
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● **NOTTINGHAM (CENTRAL):** 34a Friar Lane.  
Tel: 0115 948 0651  
● **OXFORD:** 1A New Inn, Hall Street.  
Tel: 0186 524 2182  
**PETERBOROUGH:** 3 Wentworth Street. Tel: 0173 389 0052  
**PLYMOUTH:** 84 Cornwall Street. Tel: 0175 225 4121  
**POOLE:** Unit 12 Towngate Centre, High Street. Tel: 0120 268 5634  
**PRESTON:** 15 Miller Arcade. Tel: 0177 282 1855  
● **PORTSMOUTH:** 34 Arundel Street.  
Tel: 023 9287 6266  
**READING:** 111 Broad Street Mall. Tel: 0118 959 8693  
**ST ALBANS:** 18 Heritage Close, High Street. Tel: 0172 786 1193  
**SALISBURY:** 1b Winchester Street.  
Tel: 0172 233 0955

Stores marked with a white star are not open on Sundays. Shops marked with a white circle also have a Games Workshop gaming club.



# Hamleys

**Hamleys of London,  
188 - 196 Regent Street, London, W1R 6BT**

## HAMLEY'S - THE WORLD RENOWNED TOY STORE

Hamley's, the world renowned Toy Store on Regent Street in the centre of London, stocks the biggest selection of toys and games in the UK. Now you can buy Games Workshop products from there too (you'll find us downstairs, on the left).

**So, if you are visiting London, drop by and have a look!**



**WARHAMMER WORLD, NOTTINGHAM**  
Games Workshop HQ, Willow Road,  
Lenton, Nottingham  
(near Central TV studios).  
**Tel: 0115 916 8410**

## COME TO WARHAMMER WORLD AND EXPERIENCE EVERY GAMER'S DREAM.

Warhammer World is located at Games Workshop's HQ and is the centre of hobby excellence. At Warhammer World you can look around the museum of lifesized Warhammer 40,000 exhibits; marvel at the gigantic displays, such as Vengeance of the Vampire, the entire Ultramarines Chapter and the awesome Siege of the Emperor's Palace; visit the shop with its complete range of GW products and finally, finish your visit with a thirst-quenching refreshment in the famous Bugman's Bar.

Guided tours take place on most days, although the museum does occasionally close for special events, so please call before making a journey.

**SHEFFIELD (CENTRAL):** 16 Fitzwilliam Gate.  
Tel: 0114 275 0114  
**SHEFFIELD (MEADOWHALL CENTRE):**  
91B High Street, Upper Mall  
(next to entrance near Boots). Tel: 0114 256 9836  
**SHREWSBURY:** 2 Bridge Street.  
Tel: 0174 336 2007  
**SLOUGH:** 101 High Street. Tel: 0175 357 5675  
**SOLIHULL:** 690 Warwick Road. Tel: 0121 705 7997  
**SOUTHAMPTON:** 23 East Street.  
Tel: 023 8033 1962  
**SOUTHEND:** 12 Southchurch Road.  
Tel: 0170 246 1251  
**SOUTHPORT:** Unit K2, Marble Place Shopping  
Centre. Tel: 0170 450 1255  
**STOCKPORT:** 32 Mersey Square.  
Tel: 0161 474 1427  
**STOKE ON TRENT:** 27 Stafford Street, Hanley.  
Tel: 0178 220 5287  
**SUNDERLAND:** 253 York Street, (just off the high  
street near M&S). Tel: 0191 567 3646  
**SWINDON:** 17 Fleet Street. Tel: 0179 343 6036  
**THURROCK LAKESIDE:** Unit 415, Level 3/Food  
Court, Thurrock Lakeside. Tel: 0170 886 7133  
**TORQUAY:** 12 Market Street. Tel: 0180 320 1036  
**TRURO:** Unit 1, Bridge house, New Bridge Street.  
Tel: 0187 232 0047  
**TUNBRIDGE WELLS:** 4A Camden Road.  
Tel: 0189 252 5783  
**WALSALL:** Old Square Shopping Centre.  
Tel: 0192 272 5207  
**WARRINGTON:** Unit 20, Time Square (near  
Currys). Tel: 0192 565 1984  
**WINCHESTER:** 6 St Georges Street.  
Tel: 0196 286 0199  
**WOKING:** Unit 3 Cleary Court. Tel: 0148 377 1675  
**WOLVERHAMPTON:**  
Unit 98, Mander Centre. Tel: 0190 231 0466  
**WORCESTER:** 4 Charles Street. Tel: 0190 561 6707  
**YORK:** 13a Lendal. Tel: 0190 462 8014

**BRENT CROSS:** Unit F9, Lower Mall (near  
Fenwicks), Brent Cross Shopping Centre.  
Tel: 0208 202 4979  
**CROYDON:** Unit 35, Drummond Centre (outside at  
the back of the centre), Keeley Road.  
Tel: 0208 680 4600  
**EALING:** 52D St Saviours Mall (towards back of  
the centre), Ealing Broadway Centre.  
Tel: 0208 840 0171  
**ENFIELD:** 3/5 Genotin Road. Tel: 0208 363 3238  
● **HAMMERSMITH:** 161 King Street.  
Tel: 0208 846 9744  
**HARROW:** 296 Station Road. Tel: 0208 861 2350  
**KENSINGTON:** Shop 7, Lancer Square,  
Kensington Church Street. Tel: 0207 937 7011  
● **KINGSTON ON THAMES:**  
33 File Road. Tel: 0208 549 5224  
● **LONDON (CENTRAL):**  
Unit F10, The Plaza Shopping Centre, 1st floor,  
116-128 Oxford Street. Tel: 0207 436 0839  
**RICHMOND:** Unit 8, Westminster House,  
Kew Road. Tel: 0208 948 6122  
★ **ROMFORD:** 12 Quadrant Arcade.  
Tel: 0170 874 2140  
**STAINES:** 52D Elmsleigh Centre (at back of M&S).  
Tel: 0178 446 0675  
**SUTTON:** Unit 26, Upper Mall,  
Times Square Shopping Centre. Tel: 0208 770 9454  
● **WATFORD:** Unit Q1A, Harlequin Centre,  
Queens Road. Tel: 0192 324 5388

## SCOTLAND

**ABERDEEN:** Unit 1, 30/40 Kirkgate.  
Tel: 0122 462 1261  
**AYR:** 10 Arran Mall, Dalblair Arcade (behind  
Hourstons dept. store). Tel: 0129 261 0673

**BRAEHEAD:** Unit Uk12, 115 Braehead Shopping  
Centre, Glasgow. Tel: 0141 8859440  
**DUNDEE:** 110 Commercial Street.  
Tel: 0138 220 2382  
**EAST KILBRIDE:** 4 Rigghead Gate  
(at the back of M&S). Tel: 0135 522 4680  
**EDINBURGH:** 136 High Street. Tel: 0131 220 6540  
**FALKIRK:** 12 Cow Wynd Falkirk. Tel: 01324 624 553  
**GLASGOW:** 198/200 Hope Street. Tel: 0141 332 5588  
**PERTH:** 6 Fishers Vennels. Tel: 0173 844 5840  
**STIRLING:** 14 Barnton Street. Tel: 0178 644 8263

## WALES

● **CARDIFF:** 31 High Street. Tel: 029 2064 4917  
**NEWPORT:** 25 Skinner Street. Tel: 0163 325 6295  
**SWANSEA:** 45 Princess Way. Tel: 0179 2463969

## NORTHERN IRELAND

**BELFAST:** 70A Castle Court (towards back of the  
centre). Tel: 028 9023 3684  
**LISBURN:** 3 Smithfields Square.  
Tel: 01846 634 150

## IRELAND

**BLANCHARDSTOWN:** Unit 249, The  
Blanchardstown Centre (near the yellow entrance),  
Co. Dublin. Tel: 01 822 3868  
**DUBLIN:** Unit 3, Lower Liffey Street, Dublin 1.  
Tel: 01 872 5791

## SCANDINAVIA

★ **COPENHAGEN:** FREDERIKSBORGGADE 5.  
Tel: ++ 33 12 22 17  
**STOCKHOLM:** REGERINGSGATAN 30, 11147  
Stockholm. Tel: ++ 46 (08) 213840

## NETHERLANDS

**AMSTERDAM:** ROKIN 36, 1012KT.  
Tel: ++ 20 6223 863  
**HAARLEM:** Gierstraat 29, 2011 GA Haarlem.  
Call Amsterdam for details.  
**NIJMEGAN:** Stikke Hezelstraat 48.  
Tel: 024 3224 700  
**ROTTERDAM:** Van Oldenbarneveltplaats 452.  
Tel: ++ 102 800 268

## LONDON (INNER M25)

**BROMLEY:** Unit 8, The Mall, Bromley, Kent  
Tel: 0208 466 0678

**Stores marked with a white star are not open on Sundays. Shops marked with a white circle also have a Games Workshop gaming club.**



# WHAT YOU CAN FIND ALL YEAR AROUND

**Don't be bored in the holidays this year!**



Every Games Workshop store is the centre of a whole host of games, battles and events in the holidays. Whether you play Warhammer 40,000 or Warhammer Fantasy, you'll find something to interest you, including the awesome Armageddon campaign, and the Warmaster and Mordheim tournaments. There are battles every day for anyone to join in, but that's just the start of it. Each day of the week there'll be something a little extra:

## TUESDAY - VETERANS

On Tuesday we give over our store to the Veterans. If you want to dust off your Necromunda gang or Bloodbowl team, just see if our staff can set up a game, or book yourself and your opponent a table. Tuesday is also the day we always play Warhammer Fantasy Battle.

play games of greater complexity to test the new commanders' skills. Why not call your local store to find out what game they're playing this week?

## SATURDAY - WARLORD

Saturday Warlords is for everyone, especially all those experienced commanders. On Saturday our store runs games of awesome proportions, where everyone can command a force, of either their own soldiers, or a unit of the store's troops. Check with your local store to see what's happening this Saturday.



## THURSDAY - GAMES NIGHT

Games Nights are the next stage for the avid gamer after you graduate from the Initiate Program (check out the details on the page opposite). On Games Nights we



All Games Workshop stores provide:

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

# VISITING LONDON

## HAMLEY'S - THE WORLD RENOWNED TOY STORE

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*Hamleys*  
L O N D O N

Hamleys of London, 188 - 196 Regent Street,  
London, W1R 6BT



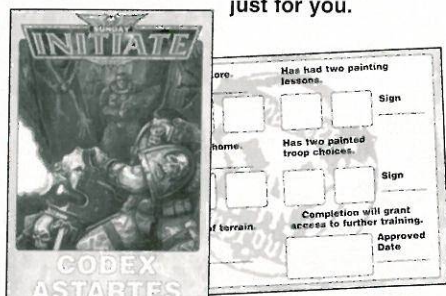
# IN YOUR LOCAL STORE



Playing Games Workshop games is an incredibly rewarding experience. What other hobby offers such a large range of different things to do? However, we do understand that getting into the Games Workshop hobby can be something of a daunting experience; bulky rule books to read, incredibly detailed background worlds, thousands of different miniatures to choose from, and dozens of colours to paint them. How on earth do you know where to start?

We'll never fear, because your local Games Workshop store is here with the answer. If you're new to the Games Workshop hobby, or perhaps your son or daughter needs some guidance, then simply pop down to your store on Sunday, where our staff will be running special Sunday Initiate days.

These Sundays are especially put aside to show anyone new to the Games Workshop hobby just how to get started. If you've just bought your first models and want to find out how to go about painting, collecting and playing games then Sunday Initiates is just for you.



Our Initiates Program takes you step-by-step through the first stages. You will receive an Initiate Card that will help you chart your progress, and once you have completed the card you will receive a free commander for your army. For more details, give your store a call, or pop in and have a chat with the staff.

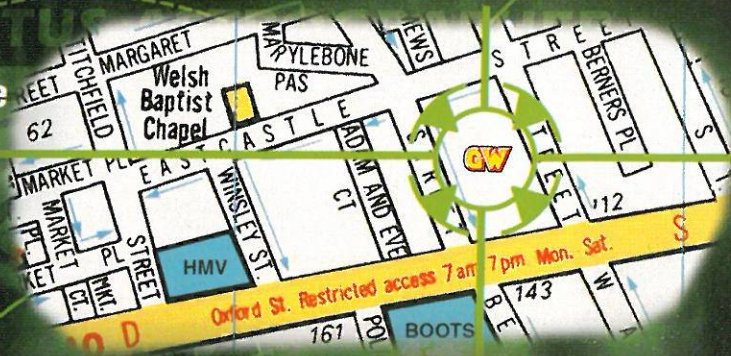


## THIS SUMMER? GAMES WORKSHOP - PLAZA STORE

Why not pay a visit to our central London Plaza store. It's easy to find, upstairs in the Plaza shopping centre on London's busy Oxford Street.

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

For More details call: 0207 436 0839

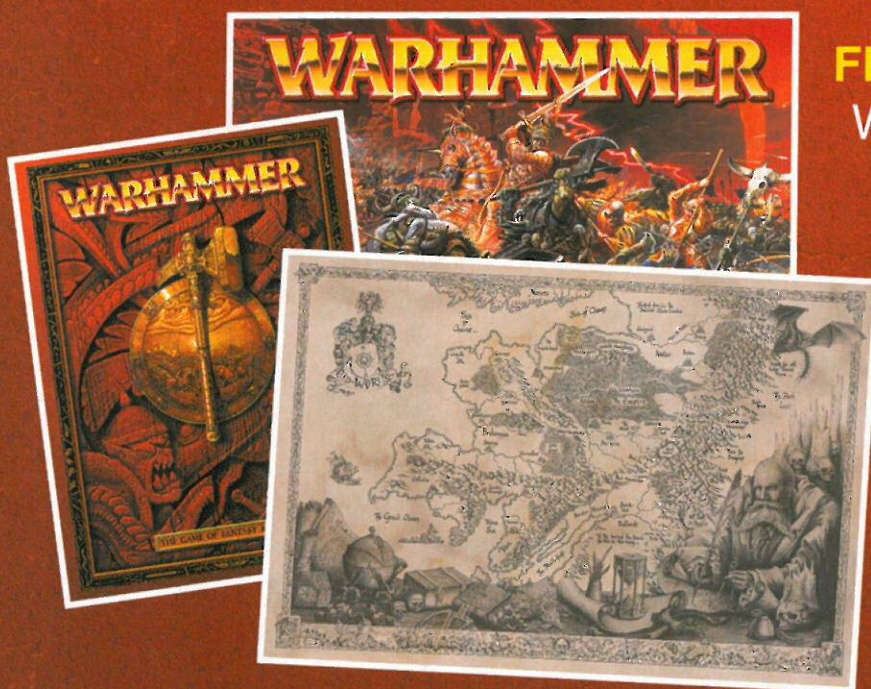




# WARHAMMER

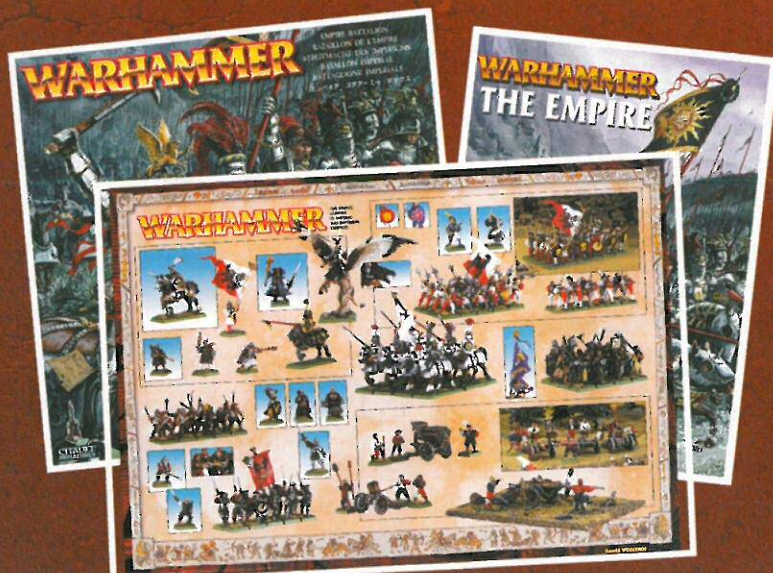
## THE GAME OF FANTASY BATTLES

On October 7th we are releasing the new edition of Warhammer. To make it even more special we are running some great offers and a host of fantastic events...



**FREE** Warhammer Old World Map when you buy the new Warhammer boxed game OR the new Warhammer Rule book.

Offers only available in GW stores on October 7th and 8th or by Advance Ordering either product from GW Mail Order



**FREE** Empire poster when you buy the Empire Army book and the Empire Battalion boxed set.

Offer only available in Games Workshop stores while stocks last.



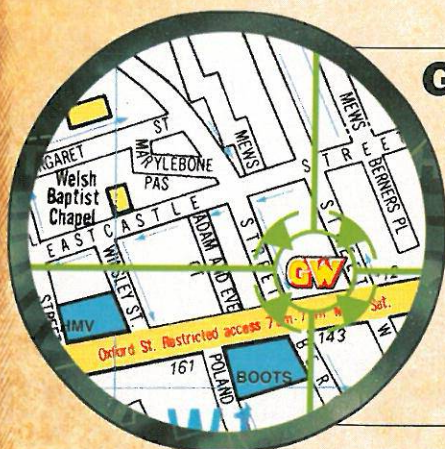
# IN STORE SPECIAL EVENTS

Tuomas Pirinen, the man behind the latest edition of Warhammer will be at Games Workshop Plaza to sign copies of the new Warhammer game on October 7th. Get yourself down there and make sure you don't miss out!

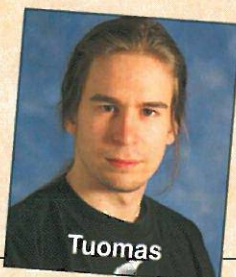
However, if you can't make it to the Plaza store, don't worry...

Games Developers Gav Thorpe, Alessio Cavatore and Jake Thornton will be signing copies of the new game in the Manchester store on October 7th and also at the Birmingham store on October 14th.

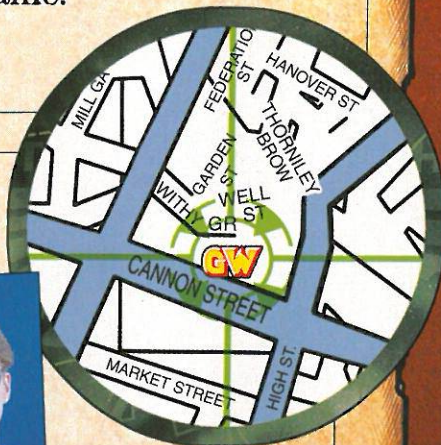
Make sure you're there to make this special occasion even better!



## GAMES WORKSHOP PLAZA OCTOBER 7th 2000



Warhammer signing by Tuomas Pirinen, the man responsible for writing the new game!

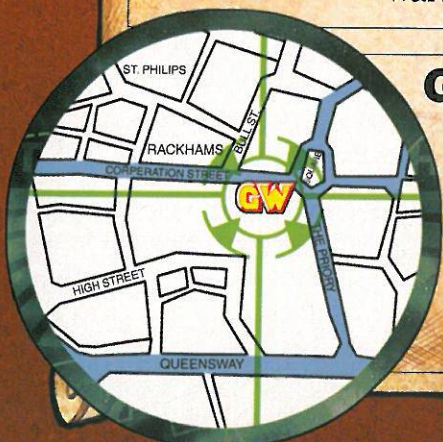


## GAMES WORKSHOP MANCHESTER OCTOBER 7th 2000

Warhammer signing by Orcs & Goblins army book author Jake Thornton, and Gav Thorpe, co-author of the Dwarfs army book and head of the Warhammer team.



## GAMES WORKSHOP BIRMINGHAM OCTOBER 14th 2000



Warhammer signing by head of the Warhammer team, Gav Thorpe and Alessio Cavatore, author of the Empire army book. Between them they have written the forthcoming Dwarfs army book



# WARHAMMER

THE GAME OF FANTASY BATTLES



## INTRODUCTION GAMES

On the 23rd September, all Games Workshop stores across the UK will start running introduction games for the new edition of Warhammer.

Everyone who turns up will receive a free giant poster (showing all the Warhammer armies). There is only a limited quantity, so come down today and book a table!



## GRAND ALLIANCE BATTLE

Participation Game

Saturday 30th September

Come down to your local store and take part in the Grand Alliance Battle, just bring along a Warhammer regiment or use some of the store forces in this massive participation game.

There will be extra copies of Ravening Hordes, so if you missed your free copy with White Dwarf, come and pick one up.



**WARHAMMER®**

# THE BATTLE FOR BLACK FIRE PASS

At your local store on Saturday 28th October!



Once again the armies of darkness are ravaging the Empire. Can the forces of good stop this huge wave of destruction before it's too late?

Come down to your local store and take part in the Battle for Black Fire Pass. Just bring along anything for Warhammer (from a single model to a huge army) and play in this massive participation game.

At your local store on Saturday 28th October!



Hobby Projects are step-by-step guides to painting, modelling, scenery-making and gaming, that can be found on the Games Workshop website. They are also used to run workshops in our stores and featured in White Dwarf.

# GAMES WORKSHOP

## HOBBY PROJECTS

**Jim Butler introduces our latest efforts in making really impressive wargaming results that bit more achievable.**



For the last few months we've been putting together a number of self-contained hobby projects. What we wanted was a way of presenting this information in a way which was clear and easy to follow, and could cover different types of projects with different levels of complexity. Over the next few pages you'll see a couple of examples of these hobby projects, and we'll be

featuring them in White Dwarf on a regular basis. Our stores will also be running workshops based on these projects. However, the main place you'll find these projects is on the internet. The Hobby Projects homepage is [www.games-workshop.co.uk/hobbyprojects](http://www.games-workshop.co.uk/hobbyprojects). Our intention is to create an ever expanding library of projects covering a massive range of subjects.

Each project starts by listing all the equipment you need, so there's no getting halfway through and suddenly discovering you are missing a vital tool. The stage-by-stage instructions are easy to follow and include photos to help you. Each project is classified by its subject matter and level of complexity. The subjects are titled 'Painting', 'Modelling', 'Scenery' and 'Gaming', and the levels of difficulty are 'Basic', 'Standard', 'Advanced' and 'Expert'.

The Basic level covers relatively simple projects which should be achievable by anyone, and don't generally

require any specialist tools or materials. They are suitable for newcomers to the hobby. Standard projects build on the basic skills and techniques covered by the Basic projects, and assume a certain familiarity with these. While they might involve a bit more commitment, they should still be achievable by anyone willing to invest a little time and effort, and will help people slowly build their skills. For more experienced hobbyists we are presenting a range of Advanced projects. These represent the pinnacle of achievement for most gamers and painters, and will require a broad range of skills to create some truly impressive results. While we're committed to providing a steady stream of the first three types, we'll reserve Expert projects for those truly inspirational pieces which we occasionally come across, like the Golden Demon winners' entries.

The subject categories are more self-explanatory, but it's worth making a few points. 'Painting' will cover everything from basic undercoating and putting on basic colours, through to reasonably straightforward techniques like using inks, to more advanced methods. Each project will be specific, but many will include some information on varying colour schemes. There will also be links to other related projects. For example, the 'Make an Emplacement' Scenery project shown over the page might have links to a Gaming project with a Bunker Assault scenario.

The projects have been set up so that you can literally follow them step-by-step to achieve the results shown, but you can also use them to help you with other projects which require similar approaches or techniques. They may even inspire you to create your own. This is particularly useful for clubs, to help the more experienced members share their wisdom. All you have to do is complete the project and photograph it at the appropriate stages, then write a simple, factual commentary. In the future we hope to have a facility for people to send in their projects, but there's no reason why you can't start your own now. If you have your own website you could put them on, and drop us a line to tell us.

GAMES WORKSHOP

### Hobby Project Workshop

Welcome to Games Workshop's hobby website, where you can see and download all sorts of exciting modelling and gaming projects that complement our range of games and miniatures.

There are four types of project: Painting, Modelling, Scenery and Gaming, and each one is graded so you can choose a project that suits your skill level. Choose from basic, core, or advanced.

#### What skill level am I?

Not sure what level of project would be best for you?  
[Read more here](#)

#### Project classifications

[Read more](#) about the four different types of project.

#### The right tools for the job?

When you're painting and modelling, you'll need the right equipment. Find out what you need and how to use it in our online

[Tools & Equipment Guide](#)

#### Materials

This handy guide describes common modelling materials, and where to find them.

[Materials Guide](#)

### PICK A PROJECT!

Click on one of the pictures below to see the list of available projects, or view projects by skill level.



PAINTING



MODELLING



SCENERY



GAMING

#### Project of the Week

**Warhammer 40,000 Battle Bunker**

If you're a Warhammer 40,000 player, why not try your hand at this great battle bunker? Built from card, expanded polystyrene and bits of plastic sprue it's inexpensive and fun to make.

Project type: Scenery  
Project level: Core

#### Get in touch!

What sort of project would you like to see? Send us an e-mail with your idea, and if we decide to do it, you could win a prize!

[Email the Hobby Project Webmaster](#)

#### Submit a project!

If you think you can make a hobby project as good as (or better) than the ones featured here, why not get in touch?

[Find out more about submitting](#)

Last updated 06-Jun-2009 by Linker D & Peter Pringle



# PAINTING WORKSHOP

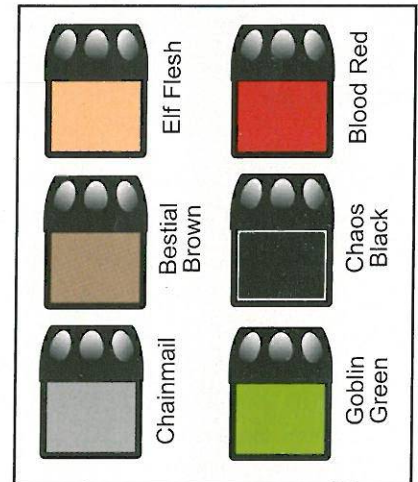
## ORC WARRIOR

This painting project sheet takes you through how to paint an Orc Warrior. The project starts with an undercoated model. For more information on how to get to this stage, go to the following project sheets:

### Preparation, Undercoating.

#### You Will Need:

- An Orc Warrior model glued to its base and undercoated with Citadel Chaos Black paint
- A Citadel starter paint brush or standard brush
- Some water in an old mug, plastic cup or other suitable container
- A mixing palette – you could use an old plate or tile
- Kitchen paper or tissue to wipe your brush on
- The following Citadel paints – Elf Flesh, Blood Red, Bestial Brown, Chaos Black, Chainmail, Goblin Green (all these paints are available in the Starter paint set)

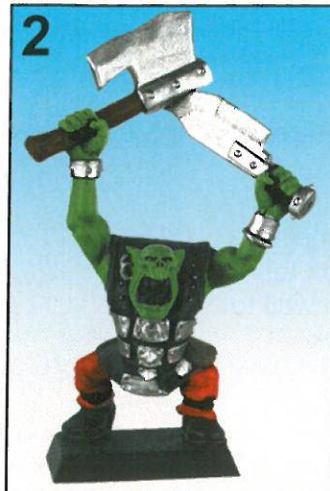


If you're painting at home, make sure you have an area that is well lit (daylight is best) and is well protected from any spillages that might occur. Also, it's a good idea to wear some old clothes that you don't mind getting a bit of paint on. Make sure that after you've finished painting on one colour, you wash your brush out thoroughly to ensure colours don't get mixed together. For more information on Citadel paints and spillages on fabrics see Citadel paint for more details.



- 1** Paint the face, arms and hands with Goblin Green. Be as neat as you can, but if you do make any mistakes, don't worry – you can cover them up later.

Tip: When you've finished with each paint colour, wash your brush out with clean water and dry it carefully on some kitchen paper or tissue.



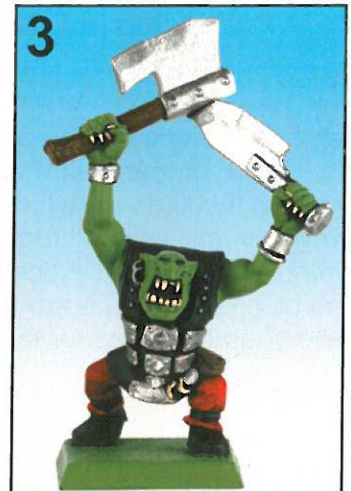
- 2** Paint the weapons and armour plates across the Orc's jerkin, plus the earrings, bracelets and studs with Chainmail.

Paint the wooden handle of the axe and the pouch with Bestial Brown.

Paint Blood Red onto the Orc's Trousers.

Tip: Water each of the paints down a little, mixing them on your palette before painting – if the paint is too thick, it will obscure the detail; if you add too much water, the paint will be too thin and not cover properly.

Tip: Remember to wash your brush out thoroughly and store it standing upright with all the bristles coming to a point. Looking after your brushes this way means next time you paint a model it'll be clean and in perfect condition.



- 3** Paint the teeth and claws with Elf Flesh.

Finally, paint the model's base with Goblin Green and set it aside to dry.

Once you feel that you've mastered the basics, there are plenty of other painting techniques to learn. For more information on these types of technique, check out our other Painting Projects.



# SCENERY WORKSHOP

## MAKE AN EMPLACEMENT FOR WARHAMMER 40,000

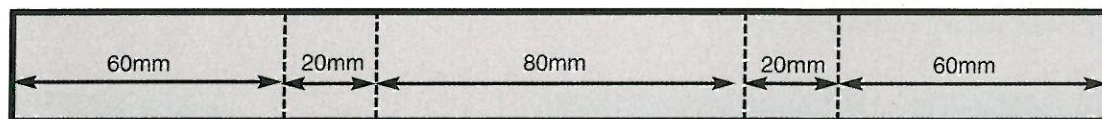
This Hobby Project Sheet describes how to make an Emplacement for Warhammer 40,000. If you are unfamiliar with the following tools or techniques, go to 'Basic Hobby Projects' at the Hobby Project Homepage.

### You Will Need:

- Some pieces of old plastic frame
- 1 piece of blue foam (210mm by 150mm)
- 1 piece of 5mm thick foamboard (210mm by 150mm) for the base
- 1 piece of 5mm thick foamboard (25mm by 240mm) for the walls, marked as shown below
- Gravel and sand
- Masking tape
- PVA and superglue
- The following tools – cutting mat, steel ruler, modelling knife, hot wire cutter, clippers, thin marker pen

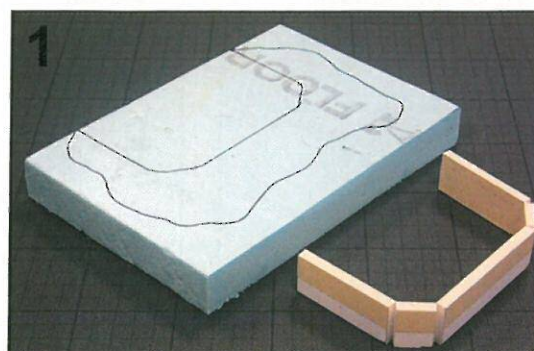


*The finished model*

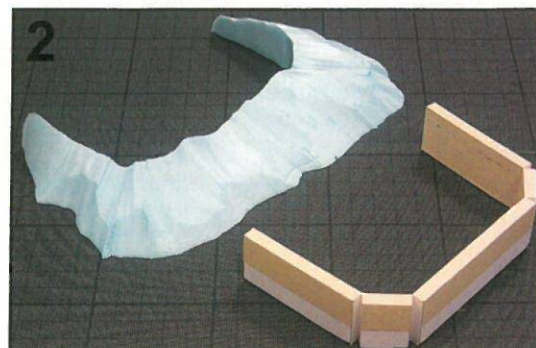


Wall Section

**1** Tape along the top and bottom edges of the marked piece of foamboard with Masking Tape and score through the lines shown, being careful not to go all the way through. This will form the inner wall of the emplacement. Bend the wall piece to shape and position on top of the blue foam. Trace around the outer edge of the wall to give you a template for the inside of the earth bank.



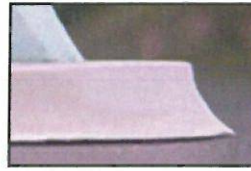
**2** Using the hot wire cutter, cut out the rough outside edge of the earth bank, holding the cutter at an angle to create a slope. Next cut out the inside of the earth bank, cutting vertically. Test this by fitting the emplacement wall inside the earth bank, and make any extra cuts if you need to. Don't worry if there are small gaps; you can fill these later.







**3** Using PVA glue, stick the earth bank roughly in the middle of the base piece of foamboard. Then apply superglue to the bottom edges of the emplacement wall and glue this inside the earth bank. Use the modelling knife to trim the base into a rough oval. Cut at a slight angle to create a slope.



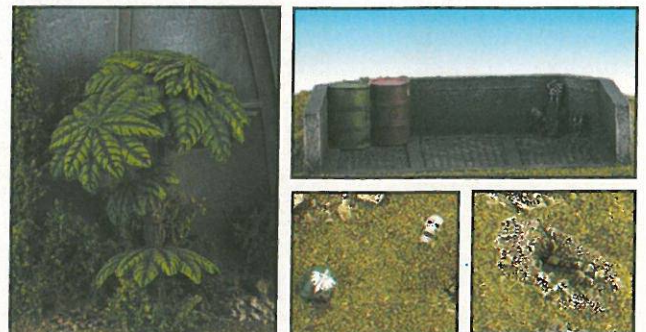
**4** Apply PVA glue in patches around the earth bank and base, then sprinkle on sand and gravel (putting the larger gravel on first). This method can also be used to cover any gaps between the earth bank and the wall. To fill the gaps on the corners of the wall, glue some old pieces of plastic frame into the gaps with superglue, then trim them with clippers.

### Here are some ideas for adding details to your emplacement:

**5** Add a wire mesh floor. You can get different types of mesh from craft shops and car accessory shops. Use the piece of blue foam you cut out from the middle as a guide to help you cut the mesh to shape. Stick this down to the emplacement floor using double sided tape. You can also add thin strips of card to cover the edges. This makes it look as though the emplacement has a metal floor.



**6** You can add all kinds of details to your emplacement to give it more character, using pieces from your bits box. Try sticking skulls or pieces of tank track to the earth bank, or placing weapons and equipment inside the emplacement. You can also add 'battle damage' by cutting shell holes in the earth bank and edging them with sand.





# WARHAMMER® 40,000

## SPACE MARINE VEHICLES



VINDICATOR £18



PREDATOR DESTRUCTOR £18



RHINO £12



ATTACK BIKE £10



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



LAND SPEEDER £15



WHIRLWIND £18



BIKE SQUADRON £18



CHAPLAIN ON BIKE £10



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



RAZORBACK £18



PREDATOR ANNIHILATOR £18



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# CITADEL SCENERY

To coincide with the release of Warhammer, this month sees the initial releases of a new range of hardened foam scenery and a static grass battlemat. This superbly detailed scenery is not only nearly indestructible but also comes pre-painted and flocked so that you can use it straight out of the bag!

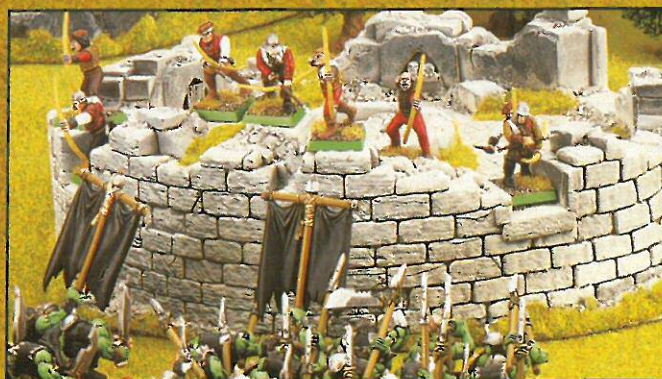
*Deploying on the new two-tier Citadel hill gives your missile troops an excellent field of fire.*



*You can remove the second tier of the Citadel hill, giving you a lot more space to set up on the main hill. You can then use the second tier as a smaller hill or as more cover for your army (see right).*

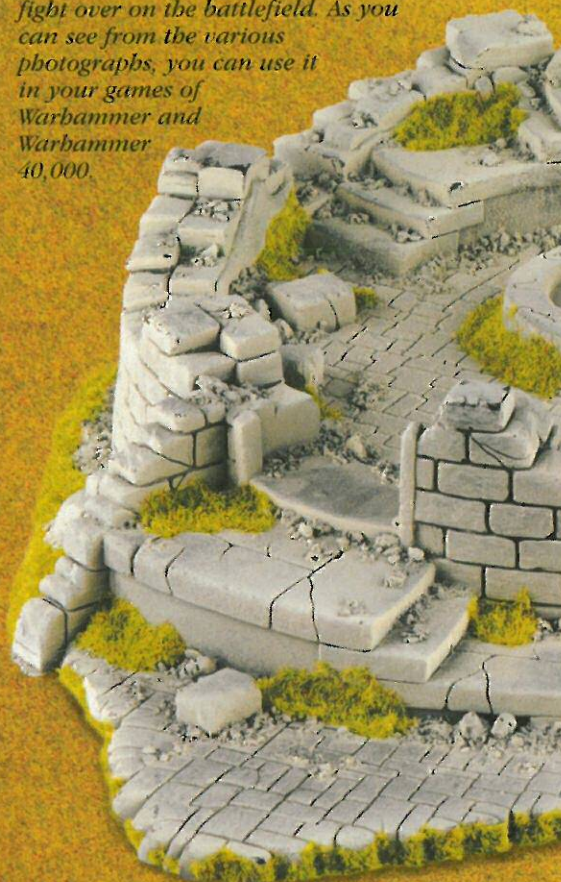


*The new Citadel woods come in a bagged set of two large trees & six medium trees.*



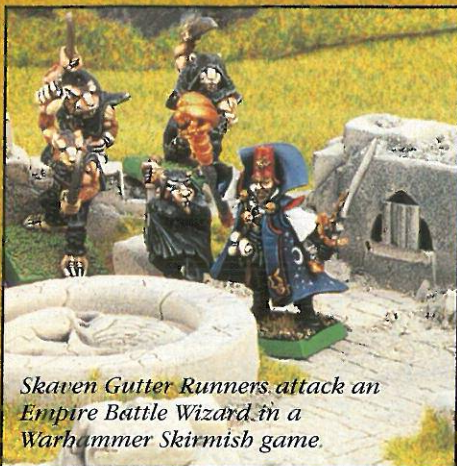
*Safe on top of the ruined tower, Empire archers fire upon the Orcs below.*

*The new Citadel ruined tower is a very impressive terrain feature. It makes a fantastic centre piece and objective to fight over on the battlefield. As you can see from the various photographs, you can use it in your games of Warhammer and Warhammer 40,000.*

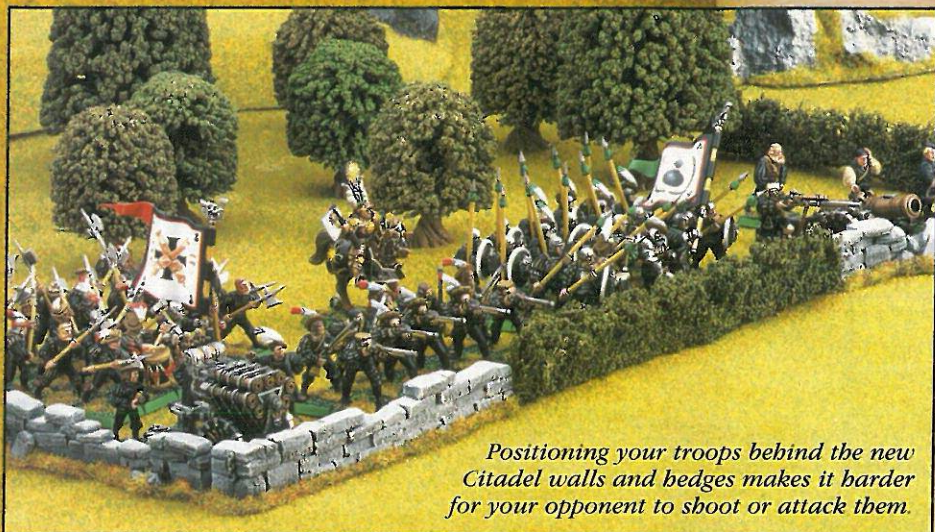


*Ultramarines clash with Raptors in the ruins of the tower.*

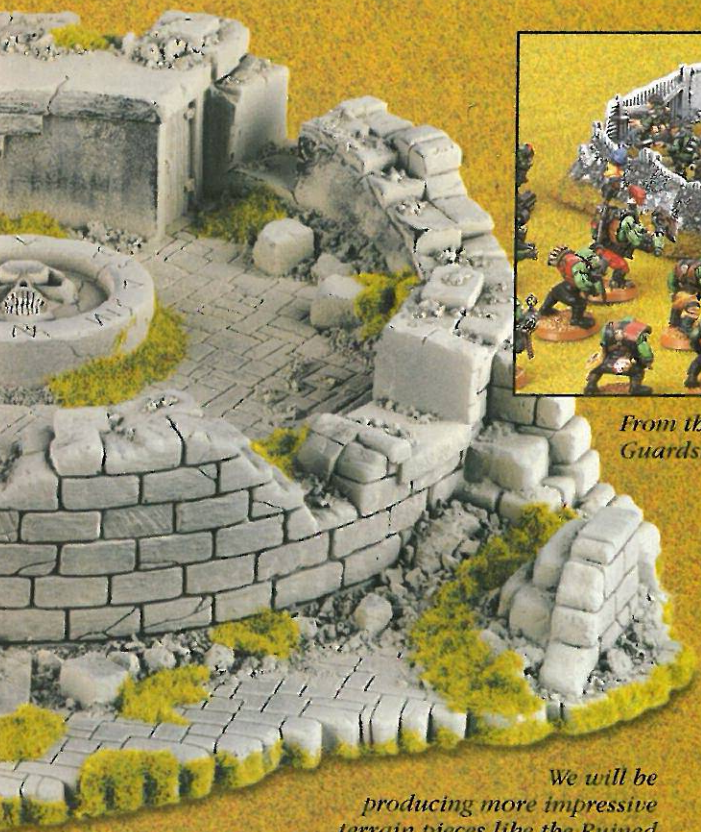




*Skaven Gutter Runners attack an Empire Battle Wizard in a Warhammer Skirmish game.*



*Positioning your troops behind the new Citadel walls and hedges makes it harder for your opponent to shoot or attack them.*



*We will be producing more impressive terrain pieces like the Ruined Tower in the future. These large pieces are made in very limited numbers, so once they're out of stock, they are out of stock forever!*

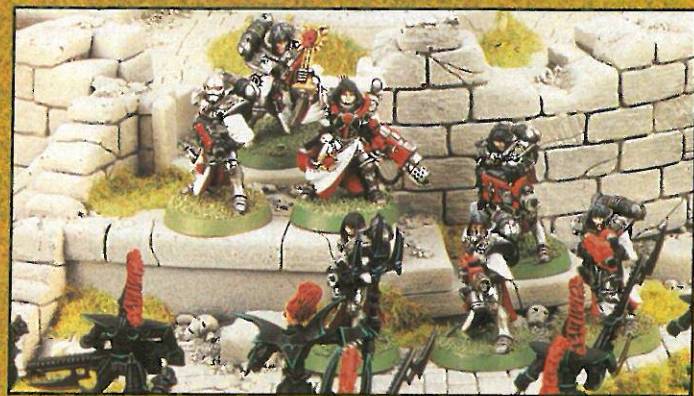


*From the the cover of the Citadel book, the Guardsmen will strike first when the Orks assault.*

In addition to the impressive ruined tower, designed by modelling guru Mark Jones, these first releases include a hill, Warhammer 40,000 barricades, walls, hedges and trees. To top this off there is a massive 6'x4' static grass battlemat to play over!

These initial releases will supply you with all the basic scenery that is commonly used in a game of Warhammer or Warhammer 40,000, allowing you to easily and instantly cover your gaming table with good looking, functional scenery.

Watch out for further releases in the coming months!



*Sisters of Battle defend the tower's entrance from the evil Dark Eldar.*



Warhammer isn't the only tabletop wargame that Games Workshop produces. There is also Warhammer 40,000. This is a science fiction wargame with guns, tanks, aliens and squads of armoured troops fighting for survival in the 41st Millennium.

# WARHAMMER<sup>®</sup> 40,000

## IN THE GRIM DARKNESS OF THE FAR FUTURE...

### AN INTRODUCTION TO THE UNIVERSE OF WARHAMMER 40,000

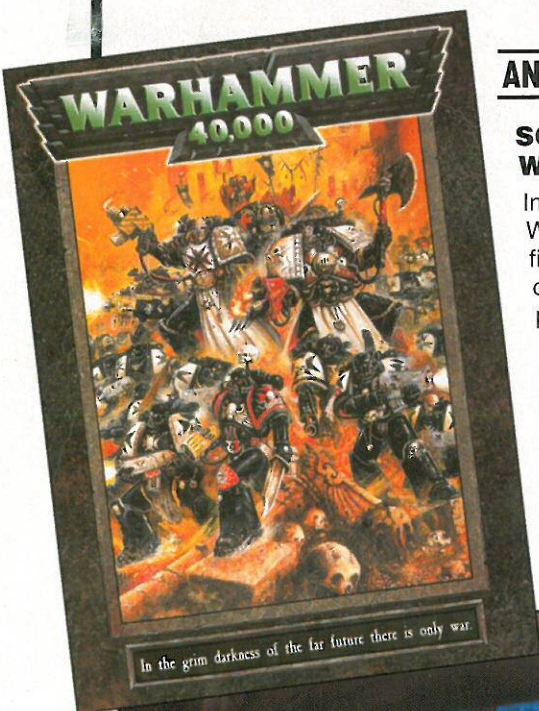
#### SO WHAT IS WARHAMMER 40,000?

In the most basic terms Warhammer 40,000 is a science fiction wargame. It places you in overall command of your own powerful fighting force of miniature soldiers, which you must manoeuvre around the battlefield, guns blazing in the heat of battle, whilst trying to outwit your opponent with superior

tactics – all within the rules framework of a gaming system. But there's actually a whole lot more to it than that!

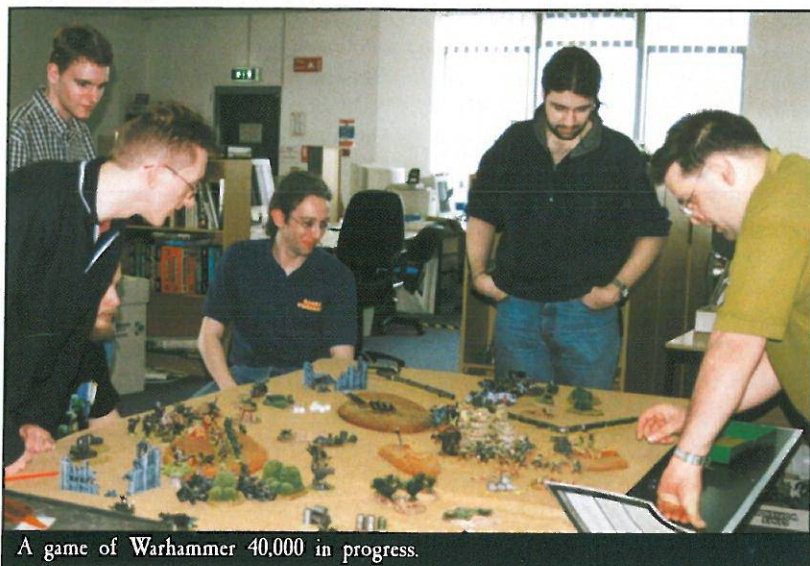
Warhammer 40,000 (often referred to by gamers as '40K') is set, as the name suggests, in the 41st Millennium. At this time the fragile Imperium of Man stands on the final bloody crossroads between extinction and survival. It is a dark future – forget the promise of peace and understanding. Technology is in decay and the universe on the brink of self destruction.

◀ *The Warhammer 40,000 rulebook – 288 pages of rules, background, army lists and mayhem.*



Space Marines of the Ultramarines Chapter engage Chaos Khorne Berzerkers deep inside a hive world.





A game of Warhammer 40,000 in progress.

You can command squads of warriors in the service of the Emperor of Mankind, or lead alien warriors in the destruction or enslavement of humanity. All the rules that you need are contained within one rulebook, which is written to explain how to go about raising armies and playing battles and campaigns within the Warhammer 40,000 universe. How to choose your forces and then build your own alien battlefields to fight over is all covered within the main book.

The book is also full of background giving you an insight into this age of warfare and bloodshed. It describes the dark gothic background of the 41st Millennium, and the hostile aliens like the sophisticated Eldar or the crude, brutal Orks that are at war with the Imperium of Man as well as with each other. There are threats from outside the Imperium too, as the terrifying, ever-evolving insect-like Tyranids devour all in their path. Also detailed are the forces of the Imperium, from the countless legions of the Imperial Guard to the Emperor's finest – the genetically enhanced superhuman Space Marines.

The Imperium is not only threatened by the enemy without but also by the enemy within – the insidious touch of Chaos is everywhere. Fully one half of the forces of the Space Marines have been corrupted and now worship foul dark gods. There are also Chaos cults meeting in secret on millions of the Imperial worlds, plotting the downfall of the

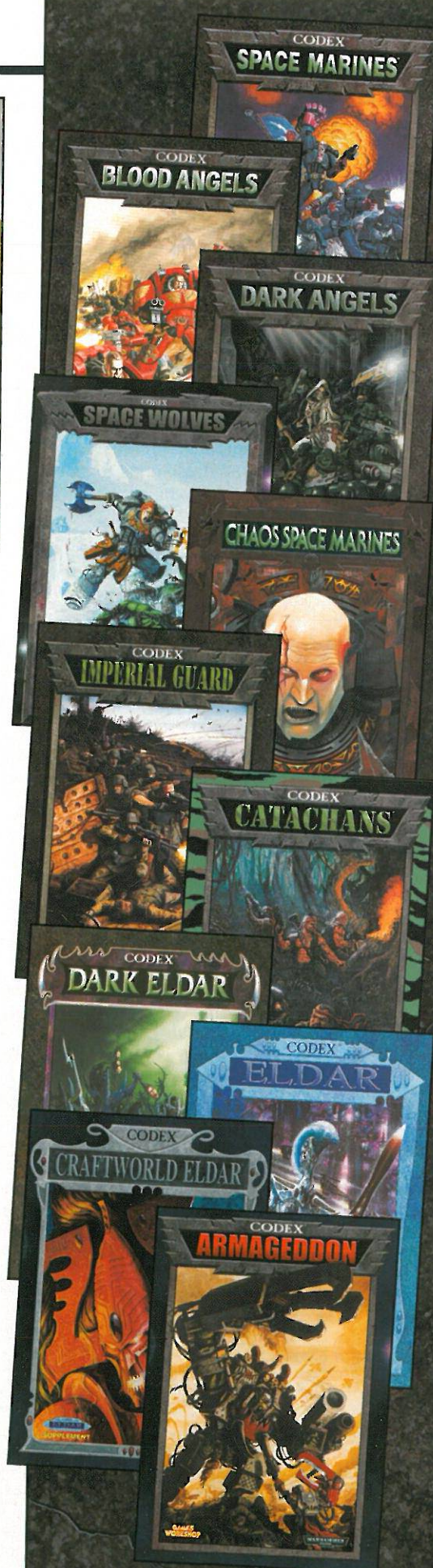
Imperium for the glory of their Chaos masters. All this along with details of the labyrinthine organisations of the galaxy-spanning Imperium are contained within this one weighty tome.

In case you are unsure where to start, the entire first section of the book is devoted to collecting armies, building scenery for your battlefields and painting your Citadel miniatures. In fact, everything that you need to know if you have never played a wargame before and are just starting out can be found inside the Warhammer 40,000 book.

#### **CODEXES – ARMY LISTS FOR THE 41st MILLENNIUM**

While it's an essential reference for you to play your games of Warhammer 40,000 with, the rules and background do not stop with the main book. We have and will be continually releasing Codexes – mini rulebooks and supplements adding more detail to the Warhammer 40,000 universe.

Each Codex is an in depth look into a particular race or army, with full details on uniforms and paint schemes. It also describes the different weapons and troop types that army uses, special rules, a fully updated army list and packs in more background, giving you a further insight into the universe of the 41st Millennium. These books help mould the character of your army, giving it a distinct fighting style and look. ►



▲ The huge range of Codex supplements available for the Warhammer 40,000 game, containing loads of extra rules, background and expanded army lists!



## ◀ CITADEL MINIATURES - NEW WARRIORS FOR THE AGE OF BATTLE

As you can imagine there are absolutely loads of Citadel Miniatures available to accompany the Codexes and main rulebook. Every troop type is represented by finely sculpted models. From the mighty Space Marines to the lowly Grots, there is a miniature to place on your battlefield.

And we don't just stop at the troops – you can get heroes to lead your armies: grim-faced Imperial Guard Captains, the mysterious Eldar Farseers or even the horrific Greater Daemons of Chaos.

Also you can get your hands on the rumbling war machines of the 41st Millennium in the form of plastic

kits. The awesome, hard-to-kill Space Marine Land Raider is our latest, but you can also field exotic alien vehicles like the fast Dark Eldar Raider or deadly Falcon grav tank. Or if you are a fan of the crude constructs of the Orks, their ramshackle buggies, bikes and trucks are all available too.

### IT'S YOUR GAME - THE FATE OF THE UNIVERSE IS IN YOUR HANDS...

Just like Warhammer, Warhammer 40,000 is a whole hobby within itself. Instead of spears and shields, you have boltguns and power armour. It's a whole gaming universe, full of grim battles as every race struggles for survival and dominance.

The Warhammer 40,000 universe is unimaginably vast, and we will continue to explore this universe with every Codex and Citadel Miniature that we release. White Dwarf magazine allows you to keep in touch with all the latest developments, with new scenarios, extra rules, more background and massive galaxy-shaking gaming events for you to take part in.

The universe is a big place and, whatever happens you will not be missed. It's now up to you to either aid the survival Mankind or speed its destruction. The fate of the universe is in your hands. ■

**By Nick Davis**



A hundred thousand worlds, ten hundred thousand wars. There is no respite, there is nowhere to hide. Across the galaxy there is only war.





▼ These pictures show just a few of the hundreds of Citadel Miniatures available for Warhammer 40,000.

**WARHAMMER®**  
40,000



Orks defend their settlement from an Eldar attack.



Dark Angels Space Marines dig in behind their Predator tank.



A Chimera tank supports a Cadian Imperial Guard squad.



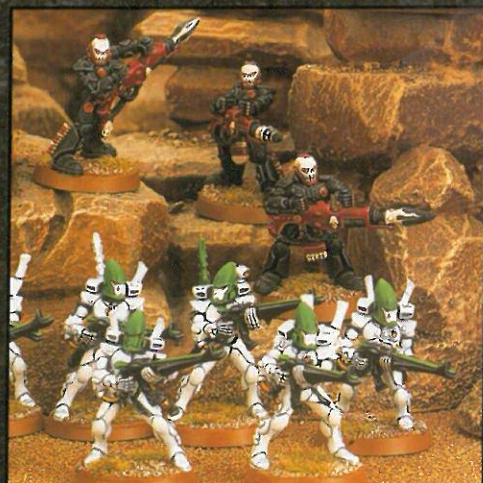
Kharn the Betrayer,  
Champion of Chaos.



Space Marines of the Space Wolves Chapter attack Chaos Khorne Berzerkers.



Blood Angels Space Marines disembark from their Land Raider into the Chaos lines.

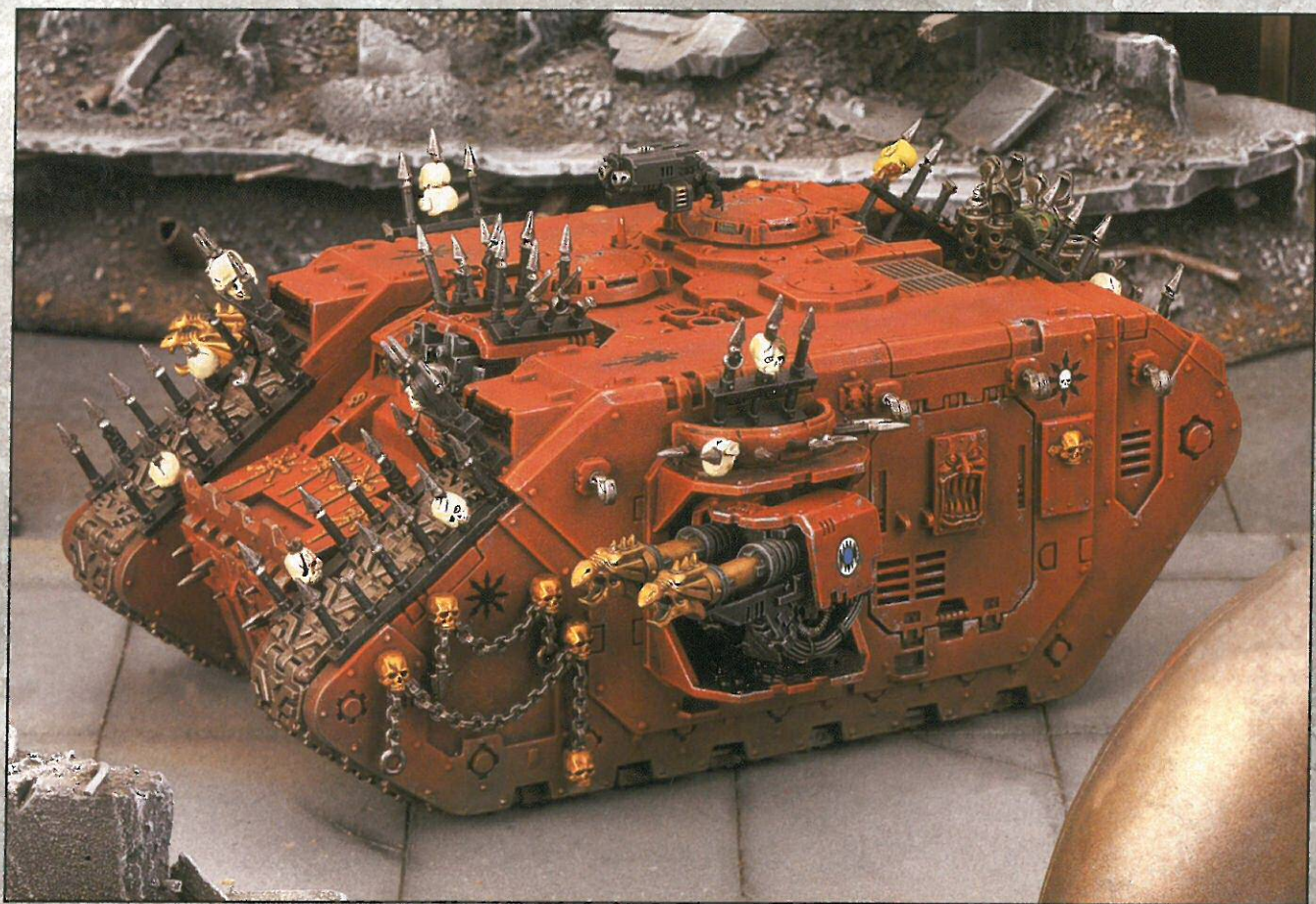


Eldar Guardians are given covering fire by  
Dark Reaper Aspect Warriors.



# ANCIENT THREAT

Now the Chaos Space Marines can have their revenge on the misguided fools of the Adeptus Astartes, with the arrival of the Chaos Land Raider.



The Chaos Land Raider is the largest and most feared of tanks in the Traitor Legions' armoury. Many of the vehicles used by Chaos Space Marines date back 10,000 years to the Imperium's founding. Of these, the Land Raider is the most deadly, able to transport a squad of Chaos Space Marines or the dreaded Chaos Terminators into the heart of battle within its near-impenetrable armoured hull.

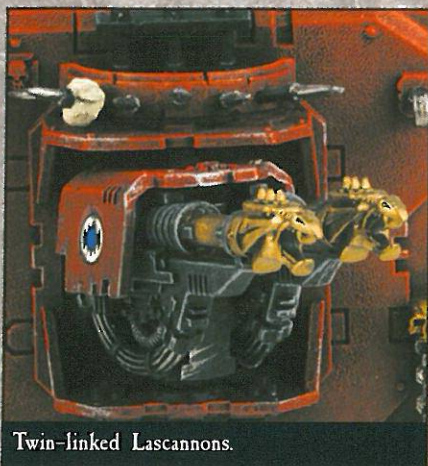


An ancient Chaos Land Raider leads the Night Lords into battle.





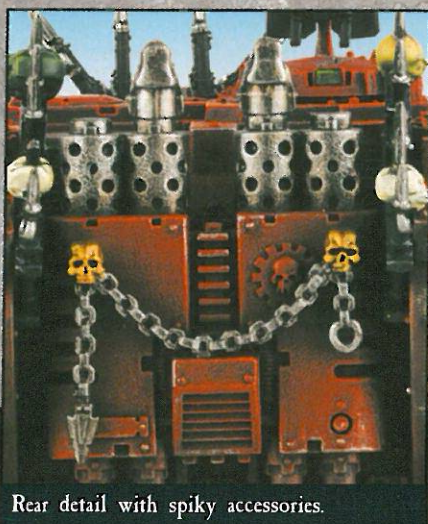
Supported by a Chaos Land Raider, Khorne Berzerkers massacre the Noise Marines.



Twin-linked Lascannons.



Night Lords Chaos Space Marines disembark.



Rear detail with spiky accessories.

Along with the Land Raider kit, the boxed set also contains two frames of spiky bits to customise your Land Raider with. Keep an eye on White Dwarf over the coming months for ideas on how to convert your own Chaos Land Raider.

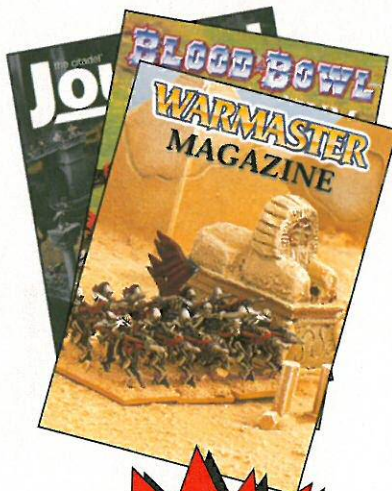
**WARHAMMER**  
40,000



# Great NEW stuff for these great games!

Fanatic has been set up to support Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. Every month we'll be bringing out new magazines, new supplements and, most important of all, new miniatures for you to use with these games. This page shows our second set of releases, and there'll be much, much more in the months to come. And remember that all the models ever released for all these systems are still available from Fanatic. If you like any of these games and want to know more about them, then check out our website and if you have any thoughts, comments, ideas or suggestions about Fanatic, then write or e-mail us – we'd love to hear from you.

New material for Blood Bowl, Mordheim, Necromunda, Battlefleet Gothic, Warhammer Quest, Warmaster & Epic 40,000



## FANATIC MAGAZINES

**BLOOD BOWL MAGAZINE 1:** Blood Bowl players of the world rejoice for the official supplement for your favourite game of sporting carnage has arrived. This issue Jervis Johnson introduces a brand new team in the comely shape of the Amazons along with bags full of new rules. Jervis also does his best to explain just why Amazons from the jungles of Lustria have unicorns in their teams...

**WARMASTER MAGAZINE 2:** Warmaster magazine returns with more scenarios, cool new rules and sage words from Rick Priestley. Also in this issue you'll find the army list for the new Kislevite army along with background and tactical advice on its use.

**CITADEL JOURNAL 40:** Now that all of our other games have their own magazines, the Journal will be concentrating on bringing you great new stuff for Warhammer and 40K. This issue includes a Warhammer scenario by Gav Thorpe that pits High Elves against Dwarves during the War of the Beard, a Genestealer Cult army list for 40K, rules for Imperial Armour's new Eldar Night Spinner, plus all the regular features and much more!

All magazines £3.50 each

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## NEW FOR BLOOD BOWL – AMAZON TEAM

Long ago, driven by a desire for adventure, the Valkyries of the Norse settlement of Skeggi in Lustria, sailed away from their menfolk and founded their own colony deep within the estuary of the river Amaxon. Cut off from the outside world, these fierce warrior women 'went native' and when rediscovered years later they had taken on the clothes and customs of the Lizardmen of the surrounding jungle. Now these feisty warrior women have taken to the Blood Bowl pitch and Sigmar save those who dare play against them. Designed by Trish Morrison & Mark Harrison.



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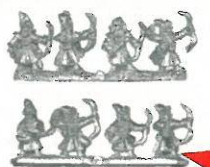
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# NEW FOR WARMMASTER – KISLEVITE ARMY

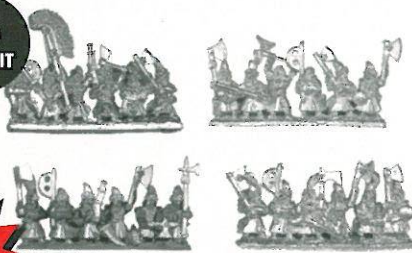
North from the rich lands of the Empire, the forests give way to the great wind-swept plains and the dark birch glades of Kislev. For a thousand years this kingdom has endured despite the attacks of the savage Norse raiders and the ever present threat of Chaos. Utilising a mix of fast cavalry, massed archers and War Wagons, this new army for Warmaster allows you to play a human army with an entirely different feel. All Warmaster models are sold in units. Each unit contains an appropriate number of castings, generally enough to complete a unit of three stands. A 'stand' consists of enough miniatures, selected from those shown below, to fill a 20 by 40mm base (generally two strips of miniatures per base). Designed by Colin Grayson.

**£5**  
PER UNIT



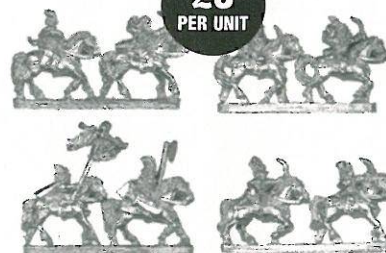
Kislev Bowmen  
FWRM002 (3 stands)

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**RULES IN  
WARMMASTER  
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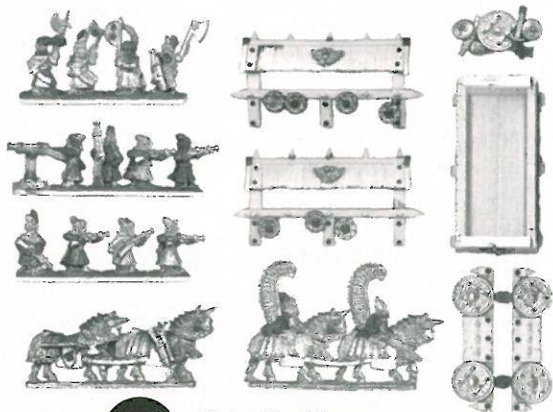
Bears  
FWRM005 (3 stands)

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**£5**



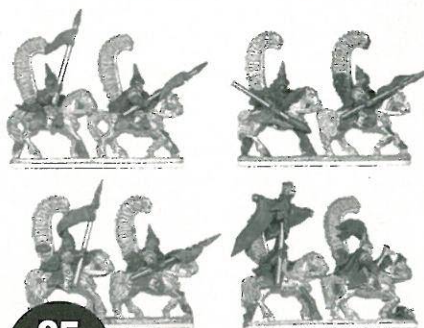
Kislev Character Pack  
FWRM006 (all 6)



**£8**

Kislev War Wagon  
FWRM007

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Kislev Knights  
FWRM004 (3 stands)

## ARMY DEAL

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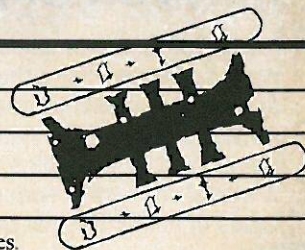
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Date:	998.M41
Ref:	Arm/456/6/omega.three
Scribed by:	Inquisitor Juan
Re:	Ork tribes
Thought:	A mind without purpose will wander in dark places.



# Alien Menace part II

*A continuation of the report concerning the different Ork tribes unified under the banner of Ghazghkull Mag Uruk Thraka, the Beast of Armageddon. This report compiled by the Emperor's most humble servant, Andy Chambers.*

So far we have looked at the Orks of Great Overlord Ghazghkull's War Horde and the White Lightning tribe. What follows is a further analysis of three more Ork tribes encountered during the fighting in the Armageddon sub-sector.

## **Black Slayers Tribe**

Tribal Colours: black

Tribal Glyph: red horned skull

Tribal Motifs: black and white checks

Notes: The Black Slayers are a notorious scourge of the so-called Great Despot of Dregruk, an Ork empire to the galactic north of Armageddon. The Black Slayers have a reputation for taking no prisoners and slaughtering even non-combatants in an orgy of bloodlust, unusual for Orks as they rely heavily on slave-labour. It seems that a large proportion of the Black Slayers are fighting in Armageddon Prime, street-fighting through the shattered docklands of Tempestora and Death Mire.

## **Crooked Moon Tribe**

Tribal Colours: yellow

Tribal Glyph: black quarter-moon

Tribal Motifs: black flames

Notes: The Crooked Moon tribe is part of Ghazghkull's forces in Armageddon Secundus, currently embroiled in battles around the Helsreach peninsula. The fighting has been intense and the tribe has lost a third of its warriors gaining control of three volcanic peaks known locally as the Three-Pig. Despite its losses, the tribe can still muster twenty warbands and thanks to the unfortunate demise of

their fellows, the survivors are extremely well-equipped with stikkbombs, armour and weaponry. The Crooked Moon Tribe has obvious affiliations with the Bad Moon clan and has been fighting in coordination with the warbands of Warlord Morbad, whose preponderance of heavy ordnance and profligate use of ammunition has earned him the weary nickname 'More-bang' among imperial troops.

## **Stompers Tribe**

Tribal Colours: green and black

Tribal Glyph: red or yellow explosion

Tribal Motifs: yellow or red dags

Notes: The Stompers tribe are part of the invasion force of Urgok the Unstoppable fighting through the parched highlands of the Fire Wastes, north of the Boiling Sea. The tribe is unusual because it uses dreadnoughts and walkers almost exclusively instead of more conventional buggies, bikes or other vehicles. There have even been reports of the Stompers using captured sentinels and rebuilt Space Marine Dreadnoughts in their ranks. The tribal colours of the Stompers are applied in a primitive camouflage pattern which appears to be an attempt to mimic the coat of the Koriger, an aggressive predator of the equatorial jungles which divide Armageddon Prime and Secundus.

*Juan*  
Inquisitor Juan



Imp Ref. 571/k/Black Slayers



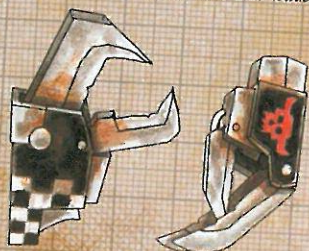
Imp Ref. 5671/d/Ork designation. Nob  
Note: Ork unit leader



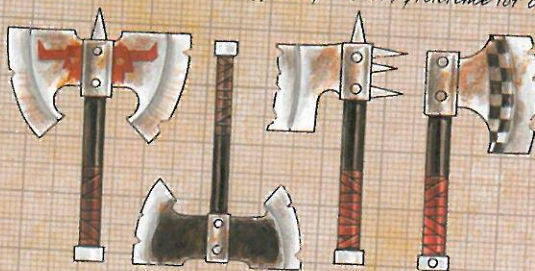
Imp Ref. 4591/f/designation. Ork Boy  
Notes: 'Slugga Boy' - shows preference for close combat



Imp Ref. 4591/f/Ork  
designation. Grot Slave



Imp Ref. 5641/f/Power claws  
Av weight. 140kg  
Lethality: ☠☠☠



Imp Ref. 4646 4/Assault weapons 'Choppas'  
Av. Weight. 40kg  
Lethality: ☠



Imp Ref. 3061/x/'Sluggas'  
45-75 Calibre  
Firepower Rating. G2  
Magazine. 6-20 rounds

Imp Ref. 5811/k/Stompers



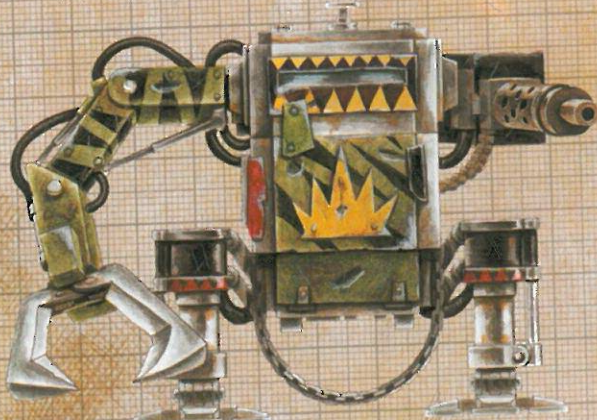
Imp Ref. 5671/d/Ork designation. Nob  
Note: Ork unit leader in 'mega armour'



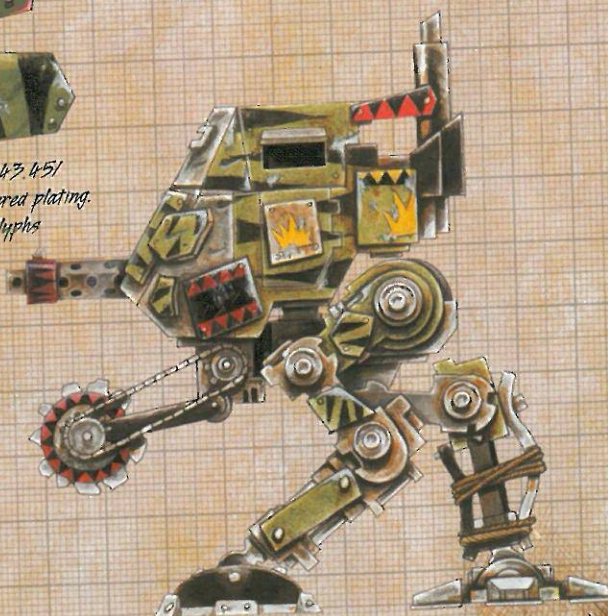
Imp Ref. 43451  
Vehicle armoured plating.  
Note: Glyphs



Adept Mech file. 334 61/Gargant control centre




Adept Mech Ref. 3451/mrk/Ork 'Killer Kan'  
Note: Light Ork Dreadnought



Adept Mech Ref. 4561/hs/looted Imperial Sentinel





The Orks' savage preference for close combat can also be highlighted in their use of short ranged firearms and 'stikkbombz'. Shown here is a selection of these weapons. Note that the sheer weight of these weapons also makes them dangerous blunt instruments in close combat.



Imp Ref. 5911/K Crooked Moon



Imp Ref. 5671/d Ork designation. Not  
Notes: Ork unit leader in 'easy' armour  
equipped with power claw



Imp Ref. 4511/K Ork steel  
skull biome replacement



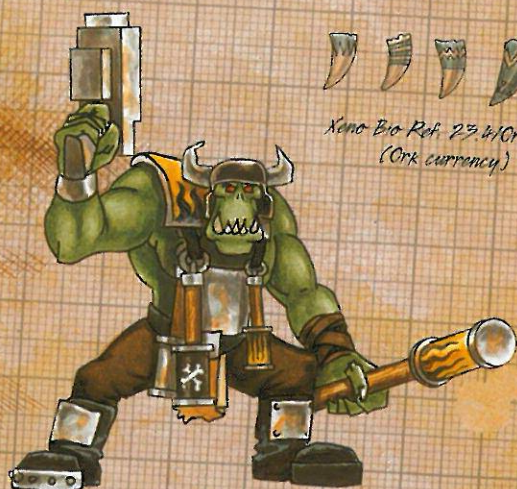
Imp Ref. 4591/g designation. Ork Boy  
Notes: this Ork is equipped with extra armour and  
is referred to as an 'Ard boy' by other Orks



Xeno Bio Ref. 23.4/Ork teeth  
(Ork currency)



Imp Ref. 32.11/d Helmets



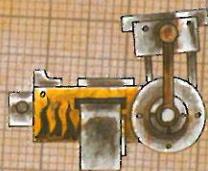
Imp Ref. 4591/f designation. Ork Boy  
Notes: Warrior is armed with primitive fragmentation grenades



Imp Ref. 32.568  
Crooked Moon Glyphs



Adept Mech Ref. 4571/K Ork 'shoota'



Adept Mech Ref. 4561/K Ork  
'Kustom' weapon (shoota/rocket launcha)



Imp Ref. 4491/H Ork  
designation: Face-Eater Squig  
(Ork sub-species)



Imp Ref. 5511/K Ork biome  
arm weapon replacements



Adept Mech Ref. 456.661/K Ork  
'Kustom' weapon (shoota/sporecha)





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## WARHAMMER MONTHLY 35 – The All-Action Comic

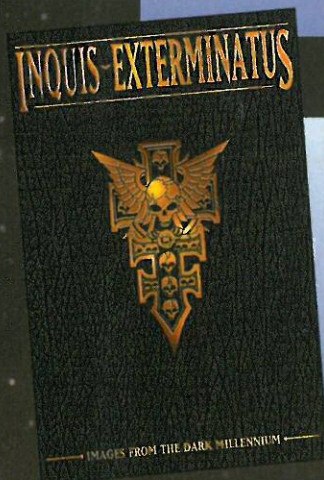
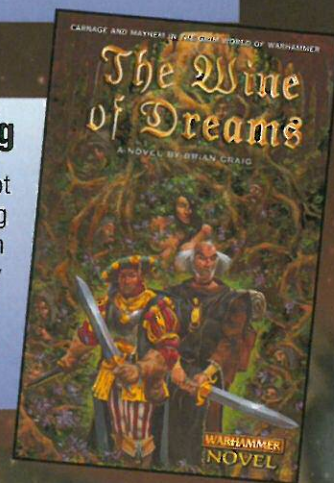
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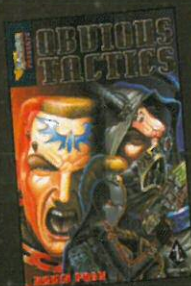


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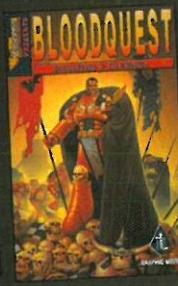
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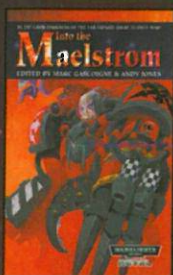
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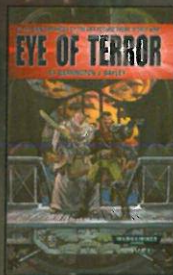


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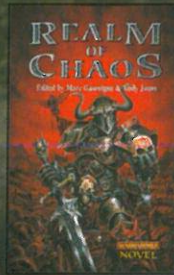
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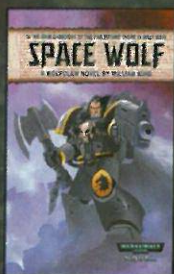
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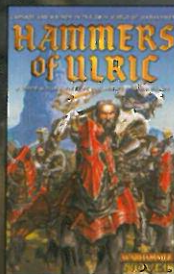
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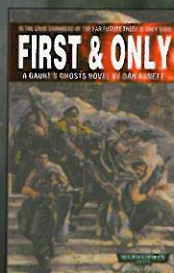
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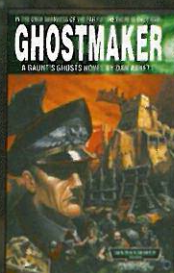
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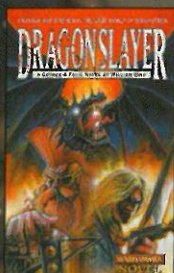
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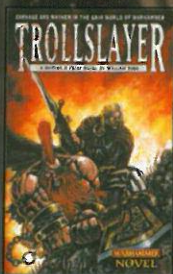
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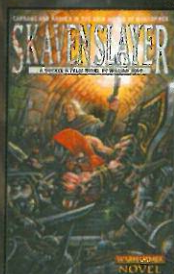
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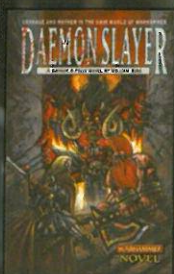
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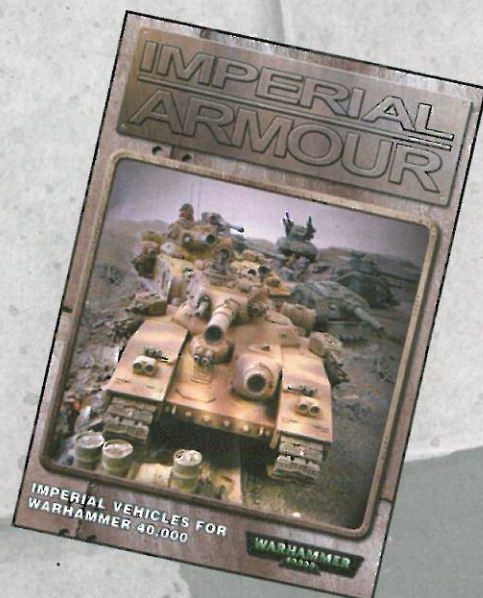
# LET THE GALAXY BURN !

## Forge World

### PRESENTS

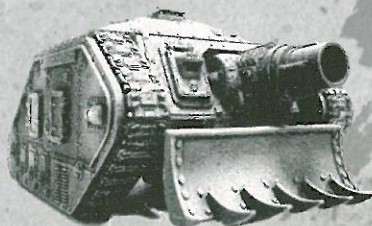
# IMPERIAL ARMOUR

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# WARHAMMER 40,000



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



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

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



# CHAPTER APPROVED

By Andy Chambers

Greetings citizens, and welcome to Chapter Approved, returning to you after a long lay-off due to crusades against assorted aliens and heretics. Most specifically the Third Armageddon War has caused a not inconsiderable dent in our plans (damn that Ghazghkull!), and the huge Tyranid incursion on my desk is in severe danger of sprouting legs and taking over altogether. As if this were not enough to contend with, we've also been working up some Cityfight rules, and like all urban conflicts, progress has been bitter and hard won with lots of casualties and bloodshed. My special apologies to anyone who has written in to Chapter Approved over the last few months and not received a response yet; sorry, please be patient and take some comfort from the fact that if the Tyranids *do* get out of hand I can simply drop my bulging Chapter Approved folder on top of them...

## CRUX TERMINATUS

By Andy Chambers

*"There's something wrong with our Terminators today..."*

The crux of this section is a new rule for Terminators, Chaos Terminators and characters in Terminator armour. For some time I've been getting feedback on Terminators which is less than encouraging. My own games have also tended to show up the same things. Basically these elite, veteran warriors, the finest of the Emperor's finest, are getting their faces kicked in pretty regularly. Why so? Because plasma weapons have emerged as the gun of choice in a number of armies, the reason being that plasma combines the strength to damage armoured vehicles with the armour penetration to kill anything up to a Terminator with a decent 24" rapid fire range. This has led to amusingly high numbers of Imperial Guardsmen frying themselves with

weapon-overheats, but the poor old Terminators have been thoroughly hammered on the receiving end.

Close combat has also become a dangerous place with Ork choppas and power weapons being able to rip up Terminators before they get a chance to strike back with their cumbersome, if deadly, power fists. This latter problem in particular has also dissuaded most players from equipping characters in Terminator armour too. "So what?" would be my normal response, along with some biting comment on learning to use them better. But you can only stick your head in the sand for so long, and the tales of woe just keep coming. The most telling cry for help I keep seeing is the fact that most Space Marine players don't use Terminators in their armies anymore. Sad really, and definitely in need of rectifying.

A number of suggestions have been made on how to fix this, some of them

fairly esoteric. Lowering points costs is tempting, but ultimately wrong. Terminators cost the right amount in comparison to Space Marines and I don't want to break that equation. Assuming, however, that Terminators **are** overpriced at present, the correct thing is to make them a better choice.

**The solution:** Terminator armour is *legendarily thick and heavily reinforced with armaplas and adamantium. Terminators are capable of surviving just about any hit, even ones from plasma or power weapons.*

To represent this Terminator armour now receives a 5+ *invulnerable* saving throw as well as its 2+ armour save. This means that any wound scored on a Terminator which doesn't allow an armour save (AP 2, power weapons etc), is ignored on a D6 roll of 5 or 6. Remember that a Terminator can use its armour save or its invulnerable save against a wound, but not both.



A squad of Crimson Fists Terminators hold out against the odds.

### WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance – me).

Andy Chambers



## DARK ELДАР VEHICLE UPGRADES

**By Gav Thorpe, based on ideas by several different contributors.**

Since the Dark Eldar Codex was released, we've had a steady trickle of correspondence bemoaning the lack of vehicle upgrades in the Dark Eldar army list. Well, I've butchered and cannibalised the best ideas we've received into the following list. Thanks to everyone who sent in suggestions.

A Raider can take any of the following vehicle upgrades. A Ravager may not take Scaling Nets, Slave Snares, Torture Amp or Trophy Racks. The points values are different for Raiders and Ravagers, as shown in the entries below, with the points values for Raiders first and for Ravagers second.

### Horrorfex - 5pts/5pts

As the vehicle falls upon its foes, arcane grenades made from captured Eldar wraithbone sow discord and terror within the enemy's ranks. The vehicle is fitted with a larger version of a Terrorfex, which can be fired instead of another of the vehicle's weapons in the Dark Eldar Shooting phase. It has the same effect as a Terrorfex (see the Dark Eldar Wargear section of the Codex) except that it has an 18" range.

### Night Shield - 15pts/20pts

The vehicle's open deck is covered by a wide-area shadow field, enveloping the vehicle in darkness and hiding its true location. This has the effect of adding 6" to the range from enemy units wishing to fire at a vehicle with a Night Shield. This may put the vehicle out of range, in which case the shooting automatically misses. The extra distance is also counted for working out if the vehicle is within Rapid Fire

range. It has no effect on template, ordnance or barrage weapons. The Night Shield does affect whether the vehicle can be seen in a Night Fight.

### Scaling nets - 5pts/unavailable

A web of netting hangs to the ground from the Raider, allowing its passengers to get on and off more swiftly. A unit may embark or disembark onto or from the Raider at any point during its move, rather than just at the beginning or the end. They may not do this if it will be moving over 12" in total that turn, and they cannot move before embarking or continue to move after disembarking as it is a moving vehicle. Unfortunately, the nets also provide easier access for foes, and any enemy unit attacking the Raider in close combat hits on a straight 4+, rather than the 6+ usually needed for skimmers. A Raider with Scaling Nets cannot have Scythes or Slave Snares.

### Screaming Jets - 15pts/10pts

The vehicle is fitted with additional high-powered jet engines, which allow it to drop from the skies with a characteristic screaming wail. A vehicle fitted with Screaming Jets can Deep Strike if the scenario normally allows Deep Strike to be used. The vehicle counts as moving over 6" on the turn it arrives and troops on board may not disembark that turn.

### Scythes - 10pts/10pts

The vehicle has been fitted with blades along its hull, making it a risky prospect to attack in an assault. Any enemy model that rolls a 1 to hit when attacking the vehicle in an assault suffers a Strength 5 hit, with normal armour saves allowed.

### Slave Snares - 15pts/unavailable

The Raider trails numerous long chains and whips, each lined with barbs and hooks to pluck unwary foes from the battlefield as it swoops past. If the Raider passes over an enemy unit during the Movement phase, and does not move more than 12" in total, the unit takes D6 Strength 4 hits, with normal armour saves allowed. Models removed as casualties are treated as prisoners for victory points purposes. Slave Snares have no effect on vehicles. Any casualties lost by a unit in the Movement phase are added to casualties from the next Shooting phase for the purposes of working out if they have lost 25% casualties.

### Torture Amp - 10pts/unavailable

During battle a Haemonculus tortures captured slaves and traps their screams in special voiceboxes. These cries of agony are filtered through complex projectors to create a wave of terrifying sonic energy around the vehicle, which can scatter enemy units. A vehicle with a Torture Amp is able to Tank Shock, even though it is not a tank.

### Trophy Racks - 10pts/unavailable

The Raider is adorned with skeletons and skulls impaled on staves, while prisoners taken in battle are tied to its decks with barbed filaments. The enemy troops find this immensely disturbing and threatening, so any enemy unit with a model within 6" of the Raider subtracts -1 from its Leadership value. Note that a unit suffers a maximum penalty of -1 to its Leadership regardless of the number of Raiders with Trophy Racks within 6".



A squad of Space Wolves prepare to fight a desperate battle as the Dark Eldar ambush is sprung.



## CODEX ELDAR – Q&A

**By Gav Thorpe**

**Q.** Are Warlocks a separate HQ choice from the Farseer, or do the Farseer and Warlocks count as a single choice like other 'bodyguard' units?

**A.** *The Farseer and Warlocks are a single HQ choice.*

**Q.** If you have more than one Warlock with the power *Enhance* in a unit, are the effects cumulative?

**A.** *No. You only gain +1 WS and +1 Initiative, regardless of the number of Warlocks with Enhance in the unit.*

**Q.** What is the cost of a Warlock on a Jetbike? In the Warlock Bodyguard entry it says it costs +25 points for a total of 36 points, while in the Guardian Jetbike Squadron entry it gives the cost at 41.

**A.** *Warlocks on Jetbikes cost 36 points. The points cost in the Jetbike entry is a bit of a boo-boo and uses the Jetbike cost of 30 points given in the Armoury. However this is the cost for Farseers, not Warlocks (Farseers go up to Toughness 5, not Toughness 4).*

**Q.** When a Farseer uses *Mind War*, it implies that you can choose which model is targeted, ignoring the normal casualty removal rules for shooting. Is this right? Also, can it be used to target a model in an open-topped vehicle?

**A.** *It is true that you can choose the model targeted, as long as the Farseer has a line of sight (remember that intervening enemy models and combats will block line of sight). I've decided not to allow Farseers to target models in open-topped vehicles, because:*

- Units inside transport vehicles cannot normally be targeted,*
- it would be horribly difficult to judge who is in line of sight, and*
- we can assume that all the occupants' minds are too 'squashed' together for the Farseer to single one out to attack.*

**Q.** Does a unit protected by the Warlock power *Conceal* get to strike first when assaulted, as if they were in cover?

**A.** *No, as it says in the description they just get a 5+ cover save versus shooting.*

**Q.** How do you work out the points value of a Support Weapon? It seems to imply that each Guardian crew member costs 20 points each, plus the cost of the weapon itself.

**A.** *20 points per crewman would be a bit steep! The 'points per model' is for two crewmen and the support weapon. This is then further adjusted by the type of support weapon.*

**Q.** Heavy weapon platforms in Guardian Defender squads. Are the crew included in the points value? Do they count against the 20 model maximum size? Are they allowed grenades?

**A.** *As with the Support Weapon, the points cost is for the whole package. They are in addition to the maximum unit size (so you could have 22 Guardians in total, and a Warlock). They aren't Guardian Defenders as such, and cannot be given grenades, but one of the crew can use his Shuriken Catapult as normal.*

**Q.** Can a Space Marine Psychic Hood work against Warlock powers? And if so, how? When do you get a chance to nullify the Warlock power?

**A.** *Against Enhance, Embolden and Conceal, the Librarian can use his Psychic Hood at the start of a Space Marine turn against one Warlock. If he successfully nullifies the power then it has no effect for the rest of the Space Marine*

*turn. Against Destructor it works as normal, except of course that there is no need for the Warlock to pass a Psychic test first – simply announce you are using the Psychic Hood when the Eldar player declares he is using Destructor.*

**Q.** In the Warp Spiders' Jump Generator rules it says that they might disappear in the warp on their second jump. Do they still have to test for jumping in the Assault phase, even if they decided to move normally (i.e. 6") in the Movement phase?

**A.** *Yes they do. The risk of the 'second jump' is to offset the advantage of being able to move after shooting, and therefore out of the enemy's line of fire.*

**Q.** If a vehicle is equipped with a Crystal Targeting Matrix and fires in the Movement phase, can it then use Star Engines in the Shooting phase because it isn't firing any weapons?

**A.** *There's some damned cunning devils out there... No, you cannot fire weapons and use Star Engines in the same turn. Also note that a Crystal Targeting Matrix cannot be used to move vertically, shoot and then drop back down to ground level (like a 2nd edition pop-up attack).*

**Q.** How could a Vibrocannon shot pass through several units unless it was on hill? Isn't the LOS blocked?

**A.** *Models block line of sight, not units, so it is possible to fire between the models of several units, although you'd have to be lucky to get more than two or three.*

**Q.** Is Arhra the Father of Scorpions the leader of the Incubi?

**A.** *Do you really think I'd tell you?*





## NIGHT FIGHTING: EXPANDED RULES

**By Jeff Wright**

Whilst the rules given for Night Fighting in the scenarios section of the Warhammer 40,000 rules are all well and good, they represent only one facet of fighting in the dark: vision. I have no doubt that this was to preserve simplicity in the rules system. However, I have come to the conclusion that the lack of any psychological effects for night fighting means that the rules are more an irritation to the commander rather than a second foe to combat. It is worth explaining my heavy use of Morale checks in these rules even for things that don't really warrant a test of morale. It is my belief that the Leadership value of troops best reflects the quality of said warriors. Thus, when testing on Leadership, you are bringing in the factors of the bravery, intelligence, training and wargear of those troops (a Space Marine in power armour is bound to be more confident than an Imperial Guardsman in a vest!). It also neatly brings in other factors like Space Marine autosenses allowing them to see in the dark to a certain extent, therefore they will pass the Morale checks much more easily, neatly representing the advantages of their unique situation. I shall call them Leadership tests to avoid confusion with the usual fall back rules as they are not always applicable. It is also worth noting that I am an Imperial Guard player and so these rules will be a huge pain in the pipes to me, but drama and character are way more important to me than victory! Well, without further ado, here they are...

**Night Fighting:** All the rules from page 134 of the Warhammer 40,000 rulebook apply.

**The Jitters:** Every squad and character in the army must make a successful Leadership test every turn in order to function normally. Vehicles are exempt from *The Jitters* as three inches of steel tends to inspire confidence. Cavalry suffer a -1 penalty to Ld for this test as horses (or whatever the cavalry troops are riding) tend to be a tad skittish. If failed, roll a D6 and apply the result below:

**D6**

**Action:**

**1-3**

The unit hears the crack of a twig or something and hits the deck, expecting a barrage of enemy fire. The unit may not move this turn although they can assault, as by then they have realised their mistake. Shooting is not affected.

**4-6**

The mind plays tricks and shadows all around become enemy soldiers. Thinking they are surrounded, the unit hastily withdraws. The unit must fall back as described in the rules (N.B crossfire can occur as a direct result!).

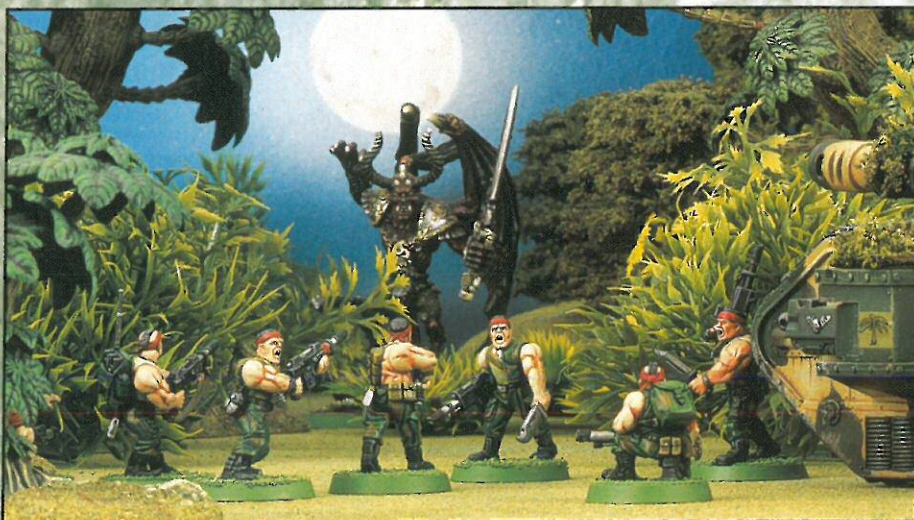
**Pinning:** A sudden burst of bright gunfire is a nasty thing at night, much more traumatising than in the daylight. All shooting is capable of pinning troops in the same way as barrages. Obviously, the effects of weapons that normally cause pinning will also be worse, so Barrage pinning and sniper rifles inflict a -1 penalty to

Leadership tests, and Ordnance barrage pinning inflicts a -2 penalty instead of the usual modifiers.

**Getting Lost:** Getting lost is a hell of a lot easier at night than in daylight. If a squad member breaks his cohesion distance (see page 43 in the Warhammer 40,000 rulebook) then he must make a successful Leadership test, representing the brains of the soldier, or he gets lost. A lost model is removed as a casualty but the opponent gains no victory points for him. If the test is passed then the normal rules apply. **NB:** Even troops who are immune to psychology must take these tests, even though they are based on Ld.

**Exception:** Daemons do not see the world in the same way as everyone else. They 'see' the souls within instead of relying on fickle light. Daemons of all kinds, possessed Space Marines and the Eldar Avatar are exempt from ALL night fighting rules, including the ones in the book.

**Scenarios:** In all scenarios where there is an attacker and a defender, the attacker gains a +1 modifier to all of his Leadership values to a maximum of 10 in his first turn for *The Jitters*. This represents the fact that an attack at night is very favourable for an army, as they know there are soldiers out there whereas the defenders haven't a clue! After the first turn, all benefits of surprise are lost and the modifier does not apply. This rule is largely to allow an attacker a better chance of actually making an attack on the first turn rather than his entire army refusing to obey their orders!



The enemy can seem far more intimidating in the dark hours of the night...

If you've got something good for Chapter Approved then write to me at the address given here.

**Note:** Please don't include rules queries etc, with your letters, as the volume of mail (and the fact that I'm lazy) means that in most cases I won't be able to send individual replies.

**Andy Chambers**  
(Chapter Approved),  
Games Workshop,  
Willow Lane, Lenton,  
Nottingham,  
NG7 2WS, UK





# STORM CLOUDS OVER GEISTHEIM

A Warhammer Battle Report by Gordon Davidson, Alessio Cavatore, Space McQuirk, Graham McNeill and Phil Kelly.

Every month we publish a Battle Report, chronicling the events of an actual game. They give you an idea of how the game works and are a good place to pick up some gaming tips and tactics.

Welcome to this month's battle report, a brutal clash heralding the release of the fantastic new edition of Warhammer. With the Empire Armies book released this month and the Orc & Goblin Armies book hitting the shelves next month, we thought it fitting to showcase these two varied and colourful armies as they meet in fierce battle in the depths of the Great Forest.

Set in the once peaceful forests of Talabheim, this battle report focuses on the struggle around the village of Geistheim as Empire troops mass to defend their beleaguered outpost. In a time when the incursions of the Orcs were becoming more frequent, and each war party seemed to be growing in size, the Empire must make a stand or surrender large portions of the Great Forest to the marauding Greenskin menace. Even the local residents have been drafted in to defend their home town in this bitter struggle for supremacy.

This is an ideal forum to show just how the new version of Warhammer works, and what changes have been implemented since the last release. The scenario played was the first and most basic mission from the Warhammer rules, *The Battle of Nebelheim* (Pitched Battle), and is reproduced as it is in the rulebook on the following pages.

*Note that many of the points values and more detailed rules presented here are taken from work in progress on the Orcs and Goblins Armies book, and may be subject to change.*

The booms of the Orcs' gigantic drums could barely be heard over the sound of their guttural war chants. As the loyal troops of Talabheim stood in disciplined ranks, the sound of crashing trees and branches snapping increased in volume before finally the Orc horde emerged from the tree-line. Elector Count Schepke steadied his horse and, raising his sword high above his head, he calmly addressed his troops.

"Hold the line, men!" he yelled. "Artillery, ready your fuses and await my command!"

His voice was barely audible above the jeers of the massive Orc horde. A solid wall of Greenskins now stood facing his brave soldiers, bellowing fierce challenges and clashing crude choppas against their rusted armour, a stark contrast to the disciplined ranks of the Empire soldiers.

The people of Talabecland had thought themselves safe, hidden deep within the heart of the Great Forest. A lapse of vigilance resulting from years of peace and prosperity had allowed the sudden Orc invasion to devastate the villages and towns surrounding Talabheim. Huge numbers of Orcs had been reported raiding the unprotected settlements, disappearing as quickly as they had emerged, leaving a broken trail of wanton destruction behind them. Only the town of Geistheim lay between the advancing Orcs and the city known as The Eye of The Forest.

A veteran of many campaigns, Elector Count Otto Schepke had seen a pattern developing within the attacks of the Orcs. Mustering his regiments and Knights, he rode to the small town and alerted the mayor of the approaching danger. If his deductions proved correct, they had only a short time to prepare for battle. The mayor of Geistheim exhorted the townsmen to gather their weapons. The Count knew that a man fighting to defend his home was a dangerous opponent, a match even for the skills of his bravest soldiers. They would need such courage in the battle were they to stand any chance of defeating the invading army.





# SCENARIO 1 – BATTLE OF NEBELHEIM

This battle is often held up as an example of a true pitched battle, by scholars of the Empire.

In this battle the army of the Empire, led by Konrad, Elector Count of Ostland, engaged a large horde of Orcs, led by Warlord Gorkfang. Knowing that the Orcs would press on regardless of losses and seek to overwhelm the Empire army by force of numbers alone, Konrad chose his ground carefully and devised a cunning plan. Then he deployed his army in the path of the invading Orc horde, forming up his carefully considered battle line in open, rolling terrain that formed a natural arena for the battle. Konrad then deliberately positioned thin lines of missile troops in the centre and big blocks of solid troops on the flanks.

The Orcs approached and seeing the apparently thin and weak centre, went into a headlong and ill-considered advance. Of course Konrad's centre gave way and the

Orcs surged onward oblivious to the approaching doom. It was now time for Konrad, relying on the immense discipline of his men, to close the trap. The massive and resistant Empire formations on both flanks swung inwards and hammered the Orc army from both sides. It is said that the Orcs were jammed together so closely in the melee that they were unable to use their weapons and so fell readily and in great heaps to the massed halberds of the Ostlanders. Gorkfang himself fell, and his horde was annihilated. It was a famous victory.

## PITCHED BATTLE

**Overview:** Both armies are fully prepared for battle and their goal is simple – wipe out their enemy and take the field!

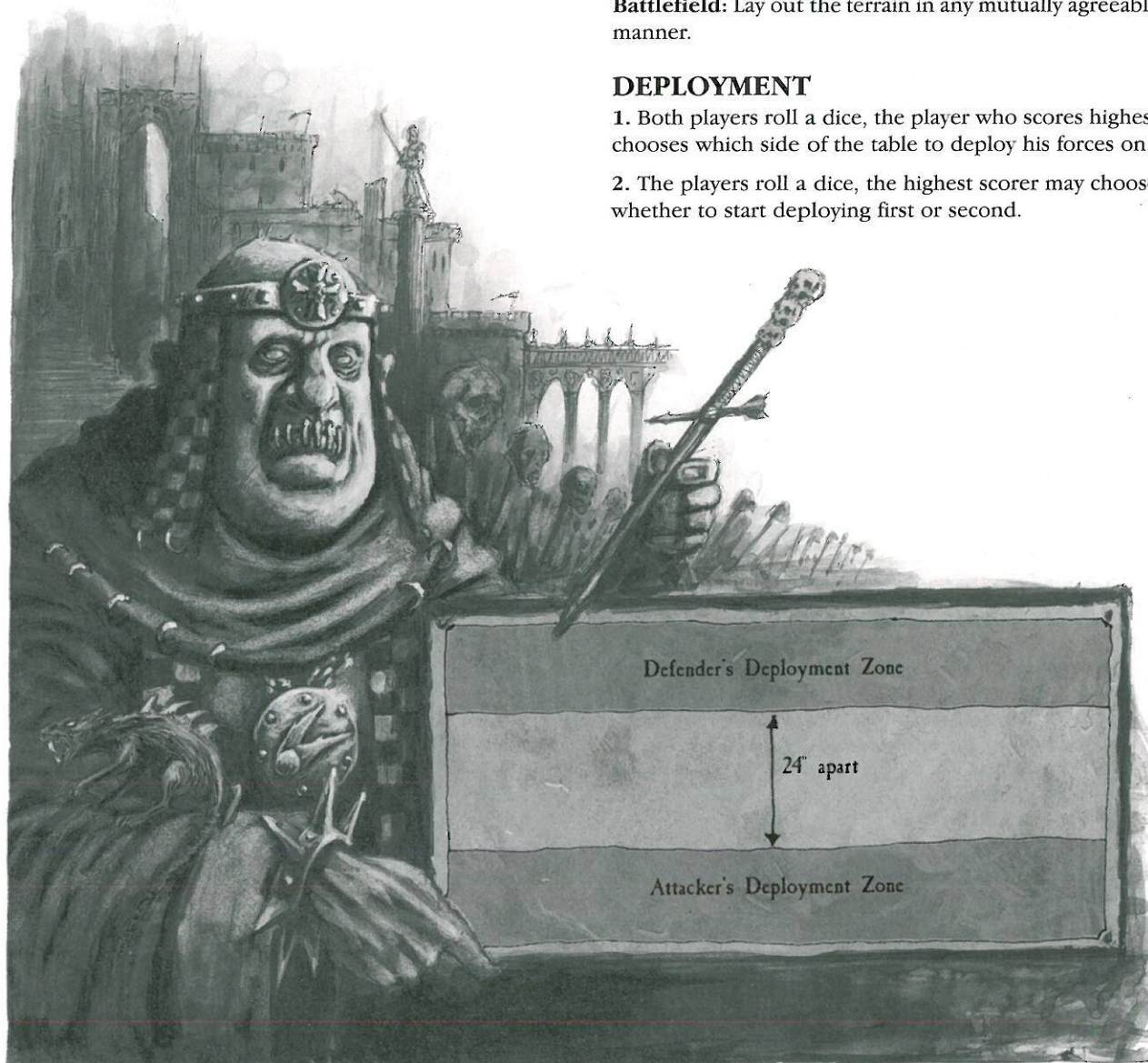
**Armies:** Both armies are chosen using the Warhammer army lists to an agreed points value.

**Battlefield:** Lay out the terrain in any mutually agreeable manner.

## DEPLOYMENT

1. Both players roll a dice, the player who scores highest chooses which side of the table to deploy his forces on.

2. The players roll a dice, the highest scorer may choose whether to start deploying first or second.







3. Taking it in turns, each player deploys one unit at a time, at least 24" from the opposing deployment zone.

4. All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battlefield.

5. Champions are deployed with their unit, all other characters in the army are deployed after all other units, all at the same time.

6. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

**Who goes first?** Both players roll a dice, the player who finished their deployment first (not including Scouts) may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (re-roll ties).

**Length of game:** The game lasts six turns or until one player concedes defeat.

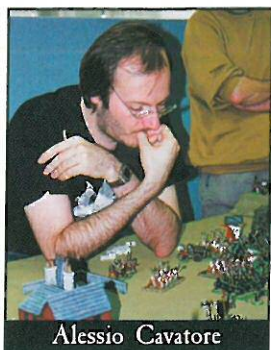
**Special rules:** There are no special rules in this scenario.

**Victory conditions:** Unless one player concedes, use the Victory Points chart to determine who the winner of the battle is.

## HISTORICAL RE-FIGHT

To re-fight the Battle of Nebelheim, simply use the Pitched Battle scenario as described. Of course, the Empire player cannot rely on his opponent being as reckless as Gorkfang, although he can try to be as cunning as Konrad. The battlefield is best represented by an open plain in the centre with perhaps low hills on the flanks to partially conceal either end of the Empire deployment zone from the approaching enemy.





Alessio Cavatore

## PREPARE FOR BATTLE!

**Alessio:** Now, since it would be the first battle report of a new game system, I thought it was better to keep things simple. I tried to stick to a basic Empire army, but I definitely wanted to put a bit of everything in it, because this was a good chance to show off lots of new models.

With a bit of luck, this would also help me to prove a point: I said many times that the Empire must have 'combined arms' to

work well. Now I had to demonstrate it.

Starting with my characters I went for maximum variety, picking almost every one of the Heroes (a Battle Wizard, an Engineer and a Warrior Priest) and using an Elector Count as my General. A Count is the more usual of the Lord choices to take the field and it seemed a mandatory choice for the very first Empire army. I tooled him up because I didn't want him to be scared of challenging the much tougher Orc General. For this purpose I bought him the character-killing *Sword of Fate* and a *Holy Relic* for protection (4+ Ward save). Another advantage of Elector Counts is that they are quite cheap, and that allows you to spend more points on troop types (and one of your regiments can have a magic banner!). I gave the Count a warhorse so that I could get him the maximum armour save (and because I loved the model...) and so it seemed natural to deploy him with the Knights.

Since the General would not be with the infantry, I needed a good leader for my soldiers. A Warrior Priest with a *Rod of Command* would do the trick, giving the Swordsmen (carrying the *War Banner!*) and their Detachment a Leadership of 8 and making sure they'll pass their first Break test. My Battle Wizard would provide the much needed magical protection (I love *Dispel Scrolls*) and the Engineer would stay with a war machine, as he should. There he would help the crew, snipe at enemy Champions and Wizards with his Hochland long rifle and challenge attacking enemy characters with his amusing *Van*

*Horstman's Speculum* (just imagine a duel between the Engineer and a Black Orc Warboss, with the most important stats swapped around...).

I then worked my way through the troops' entries in the list and at the end I had picked all of them but the Greatswords, the Flagellants and the White Wolves. Not bad for a starting force – only the hardest and rarest troop types had been excluded. I must admit though that I just couldn't resist the temptation of taking a Volley Gun. You see, I knew I would be fighting Orcs and I needed something that could kill lots of them if they got too close... and they always get too close! A Cannon, to take care of chariots and Giants, and a Mortar, for big blocks of Goblins, completed my artillery. The centre of my army would be made of two large blocks of infantry that I would deploy side by side for mutual support, each with a Detachment to cover their remaining exposed flank.

A unit of Handgunners (with a Champion armed with repeater hand gun) and their Crossbowmen Detachment would look for a hill from where they could add to the artillery fire. The Handgunners' second Detachment, a small and cheap unit of Free Company fighters, would have the noble role of drawing out the enemy Fanatics (join the army, they said...). A similar role would be performed by my unit of infiltrating Hunters, hopefully causing lots of problems to Gordon by forcing him to release his Fanatics too far from my Knights and too close to his own troops. The Knights themselves wear full plate mail, ride armoured warhorses and are armed with lances, increasing my army's hitting power and giving the enemy war machines something to shoot at. Just to be sure, I also gave them a *Banner of Arcane Warding* to protect this precious unit, and my General with them, against nasty Waaagh! spells.

Finally, I bought a unit of my favourite troop type: Pistoliers! Having a unit of this hard-hitting fast cavalry on the flank is something that will give any enemy something to worry about! The Orcs would have to do something about the Pistoliers and their advance would be slowed down in the process, giving me more time to shoot them up.

My army of Men of the Empire was now ready to take on the savage invaders of our land. May Sigmar be with us!

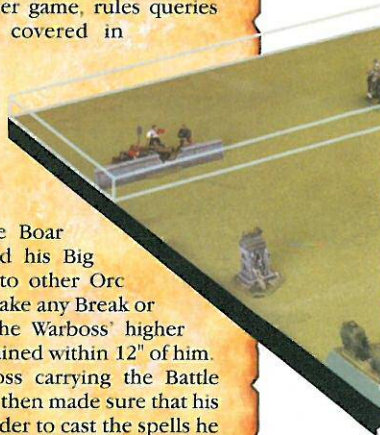
## DEPLOYMENT

Battles have been won and lost through poor deployment. Alessio and Gordon squared off against one another and rolled to see who would get to choose which side of the table they would deploy from. Alessio scored higher and chose the southern side of the battlefield. With table sides chosen, both players now rolled to see who would choose whether to begin deploying their troops first. This is an important tactical decision because if you finish deploying your army first, then you gain a +1 to the dice when rolling to see who gets the first turn of the game. Gordon rolled higher, but with the number of units in his army he realised that he couldn't gain the +1 bonus, even if he started deploying first. Therefore, he made Alessio begin deploying his army before his own, in order to gain an insight to his opponent's plans. Alessio deployed his forces on ground where the wide fields of fire would allow him to use his Handgunners, Crossbowmen and artillery to full effect. The Mortar was deployed on a hilltop and the Cannon was thrown out on the opposite flank where Alessio hoped its deadly cannonballs would be able to smash through several units at a time. The main infantry strength was deployed in the centre of the table, with the Pistoliers ready to dash around the Orc left flank.

With the edges of the Great Forest taking up a large proportion of the Orc army's deployment zone, Gordon would need to be cunning indeed. The larger Orc force had to somehow cram together into a very small area. Gordon

decided to maximise his strength between the two woods. Both Orc Boyz regiments and the Boar Chariot were placed here with Night Goblins on each flank. An imposing wall of Greenskins lined up opposite Alessio's stoic Knights. The Rock Lobba was dragged to the top of the eastern hill where it would have a commanding view of the battlefield. Gordon checked with Alessio whether he could deploy his Spear Chukkas inside the woods. Due to the infinite scope of possibility within the Warhammer game, rules queries occasionally arise that are not covered in the rulebook and most players can usually come to mutual agreement on such queries. In this case both players agreed that the Spear Chukkas could deploy in the woods so long as they were within 2" of the forest's edge.

Gordon's Warboss would lead the Boar Boyz who were positioned behind his Big 'Uns. This put him close enough to other Orc regiments so that if they needed to take any Break or Psychology tests, they could use the Warboss' higher Leadership of 9 so long as they remained within 12" of him. Finally Gordon placed his Big Boss carrying the Battle Standard with the Big 'Uns. Gordon then made sure that his Orc Shaman had a line of sight in order to cast the spells he had rolled. Both armies were now ready for battle.





## GATHERING THE HORDE

**Gordon:** So there I was having tea with Rick Priestley, when suddenly the horizon darkened and the ground shook. "Uh oh Rick, it's half an hour since breakfast, I think Fat Bloke's hungry again," I cried, the terror evident in my voice. "You fend him off while I make my escape," Rick replied bravely. I prepared to sell myself dearly so my lord and master could live to write again another day.

"DAVIDSON", the huge one rumbled, "Yes..." I replied meekly, "I want you to fight Alessio," "Why? He's not done anything to annoy me," I wittily retorted. Paul fixed me with his best squint and grinned at me through food-stained teeth. "At Warhammer you dipstick." Breathing a huge sigh of relief I agreed (knowing you're no longer on the lunchtime menu always cheers me up). "So what army do I get to play with then?" I asked. "Orcs & Goblins" came the heartening reply, "and you had better win!"

Alessio is a veteran gamer of many years and would be sure to be a tough opponent. I had 2,000 points to spend on an Orc & Goblin army and the basic troops from the boxed set seemed a good starting point. 20 Orc Boyz and 10 Arrer Boyz soon found their way onto my roster.

We are currently designing and painting a massive Orc horde but not everything I wanted was available yet. The wonderful new Wolfboyz sculpted by Aly Morrison and Brian Nelson were not quite finished, and Brian's Black Orcs wouldn't be ready in time either.

Knowing this, I decided to max out on Night Goblins. They are cheap points-wise and come with Fanatics which always terrify your opponent (especially ones with cavalry, and I knew Alessio would have to field some Reiksguard Knights). So with three units of 20 available I decided to field all 60 just to see the look on his face. I took another regiment of Boyz, this time the ones from the Orc Warriors Regiment Set, and upgraded them to Big 'Uns (Strength 4 Orcs with two hand weapons... Waaagh!).

The core of my army was now settled, so I could pick Bosses, Special and Rare choices to my heart's desire (points allowing). Characters are what keep an Orc army going, and they are some of the toughest in the Warhammer world. The Warboss is the key to your success on the battlefield and his equipment should be carefully considered as your plan is likely to revolve around him. Warboss Gitface likes to lead from the front and get into the thick of the action. With this in mind, I mounted him on a warboar and armed him with the *Battleaxe of the Last Waaagh!* giving him a mighty D6 extra Attacks per turn (it

runs out if you roll a 6 though) and protected him with *Warboss Um's Best Big Boss 'At*. You can spend up to 100 points on your Lord's magic items, and I had used the maximum allowance in order to turn my General into a killing machine.

Next up came my Army Standard. Low Leadership armies like Orcs and Goblins, Skaven etc need an Army Standard. Allowing that re-roll on vital Break tests can make a massive difference to your battle plan. I equipped him with *Gork's Waaaghbanner* and placed him with my Big 'Uns. This gave them an extra Hero in the front rank and a mighty 10" charge or march move (the magic banner adds to your Move when advancing towards the enemy).

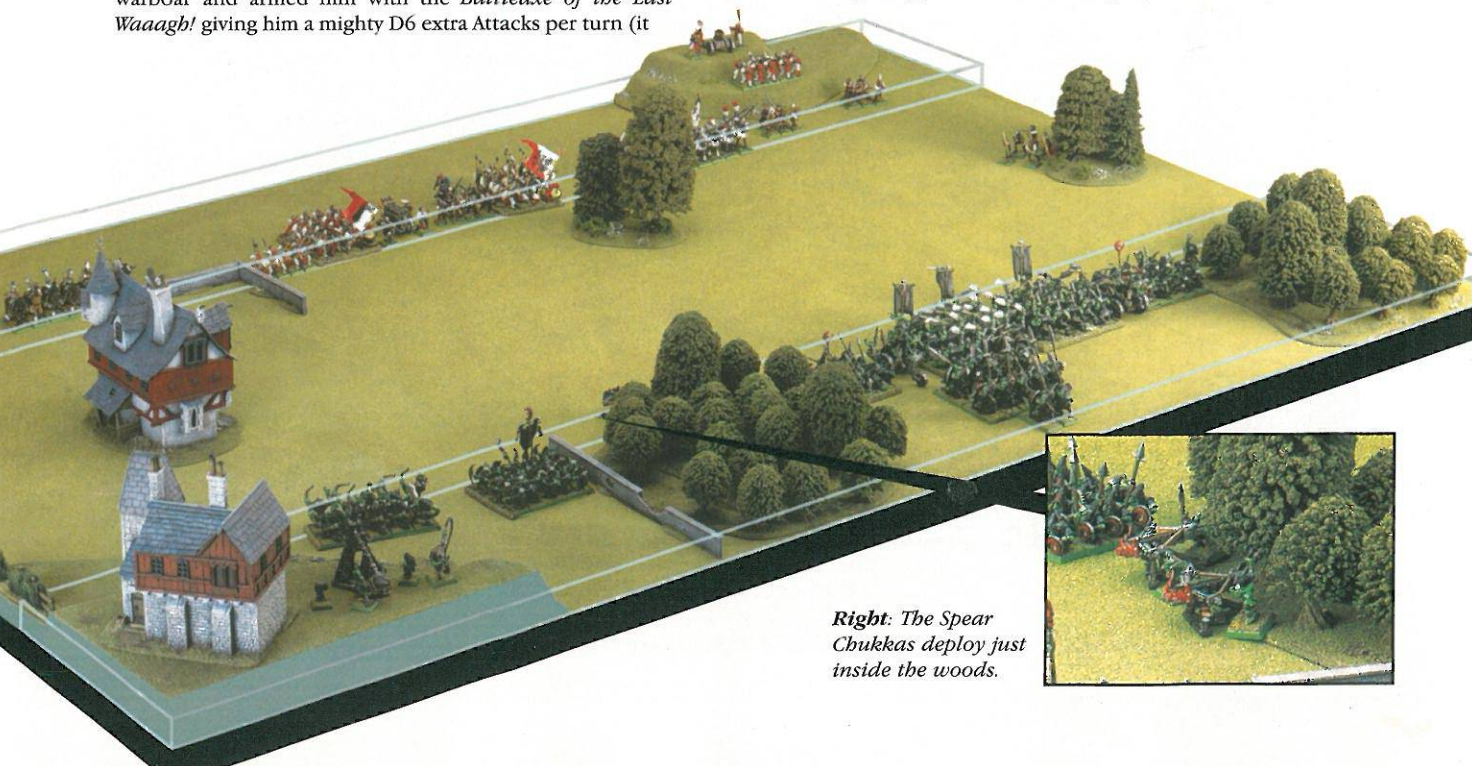
With two Hero choices left I opted for an Orc and a Goblin Shaman, both of whom I upgraded to Second Level wizards. This would allow me extra power dice in the Magic phase and give me an interesting selection of spells.

My remaining points could now be spent on some very characterful and powerful choices. The 'Eavy Metal lads have painted up a mighty unit of 15 Orc Boar Boyz but I could only afford 11 of them. They would all fight alongside my general and form a unit to drive fear into the heart of my opponent. An Orc Boar Chariot and a Snotling Pump Wagon were must-haves and I rounded out my army with some artillery. Two Spear Chukkas and a Rock Lobber would hunt cavalry and war machines respectively.

Now that I had chosen my army I needed a plan. With Orcs it's always a fairly simple one; CHARGE! There are however subtle variations on this tactic. Move forward as fast as possible, but try and charge with as many units as you can in the same turn. If you advance piecemeal, the well trained and disciplined troops of the Empire can pick off and destroy the closest threats easily. My Night Goblins and their crazed Fanatics would protect my flanks and close off areas of the battlefield from Alessio. Apart from that I would zap him with magic, use my war machines to destroy his war machines and hit his men with lots of big choppas. To war, for the glory of da Waaagh!



Gordon Davidson



**Right:** The Spear Chukkas deploy just inside the woods.





# COUNT OTTO SCHEPKE'S ELITE BATTLEHOST

## CHARACTERS

**LORD: Elector Count Otto Schepke** (80)  
Full plate armour (12), shield (3), warhorse (15), barding (6), *Holy Relic* (45), *Sword of Fate* (50). **211 pts**

**HERO: Warrior Priest Franz Weissner** (95)  
Heavy armour (4), two-handed hammer (4), *Rod of Command* (50). **153 pts**

**HERO: Master Engineer Tiberius Holst** (55)  
Hochland long rifle (20), *Van Horstman's Speculum* (25). **100 pts**

**HERO: Battle Wizard Maximillian von Drakwald** (60)  
Extra level (35), *Dispel Scroll* (25), *Dispel Scroll* (25). **145 pts**

## CORE

**20 Swordsmen**, standard bearer (10), Sergeant (10), musician (5), *War Banner* (25). **190 pts**

**Detachment - 10 Halberdiers** **60 pts**

**9 Huntsmen** **90 pts**

**8 Reiksguard Knights**, musician (10), standard bearer (15), First Knight (15), *Banner of Arcane Warding* (40). **262 pts**

**10 Handgunners**, Marksman (10), Repeater hand gun (10). **105 pts**

**Detachment - 5 Crossbowmen** **40 pts**

**Detachment - 5 Free Company Fighters** **25 pts**

**20 Spearmen**, shields (+1), Sergeant (10), banner (10), musician (5). **165 pts**

**8 Free Company Fighters** **40 pts**

## SPECIAL

**1 Mortar** **75 pts**

**1 Great Cannon** **100 pts**

**7 Pistoliers** **119 pts**

## RARE

**1 Helblaster Volley Gun** **125 pts**

**GRAND TOTAL** **2,000 pts**





# WARBOSS BLACKTOOTH'S UNSTOPPABLE HORDE

## CHARACTERS

**LORD: Warboss** Gitface Blacktooth (110)  
Light armour (3), Warboar (24), *Battleaxe of the Last Waaagh!* (65), *Warboss Um's Best Big Boss 'At* (35). **237 pts**

**HERO: Goblin Shaman** Nodgrot (55)  
Extra level (35), *Dispel Scroll* (25), *Dispel Scroll*(25). **140 pts**

**HERO: Orc Shaman** Morkus Blackfang (65)  
Extra level (35), *Buzgob's Knobbly Staff* (35). **135 pts**

**HERO: Orc Big Boss** Krog Hogtooth (65)  
Army Standard (25), heavy armour (4), shield (2), *Gork's Waaagbbanner* (50). **146 pts**

## CORE

**20 Orc Boyz**, additional hand weapons (+2), light armour, standard bearer (10), musician (5), Boss (13). **168 pts**

**20 Orc Big 'Uns**, additional hand weapons (+2), light armour, standard bearer (10), musician (5), Boss (13). **208 pts**

**10 Orc Arrer Boyz** **80 pts**

**20 Night Goblins**, bows (+1), standard bearer (10), musician (10). **75 pts**

**20 Night Goblins**, spears (+1), shields, standard bearer (10), musician (10). **75 pts**

**20 Night Goblins**, spears (+1), shields, standard bearer (10), musician (10). **75 pts**

**8 Goblin Fanatics** **160 pts**

## SPECIAL

**11 Orc Boar Boyz**, standard bearer (15), musician (5), *Nogg's Banner of Butchery* (20). **238 pts**

**1 Orc Boar Chariot** **80 pts**

**1 Goblin Rock Lobba**, Orc Boss (13). **83 pts**

**2 Goblin Spear Chukkas** **60 pts**

## RARE

**1 Snotling Pump Wagon** **40 pts**

**GRAND TOTAL** **2,000 pts**





## EMPIRE TURN ONE

With a rousing bugle call, the soldiers of the Empire began advancing towards the Greenskins, their blades glittering in the sunlight. The Spearmen, Swordsmen and their supporting Detachments advanced cautiously into the open ground between the walls of the village and the woods in the centre of the battlefield. On the other side of the wood, the Reiksguard Knights moved forwards, making sure to keep out of sight of the Gobbo Spear Chukkas and Rock Lobber. These machines are particularly dangerous to Knights and make short work of their high saving throws. The Huntsmen which Alessio had

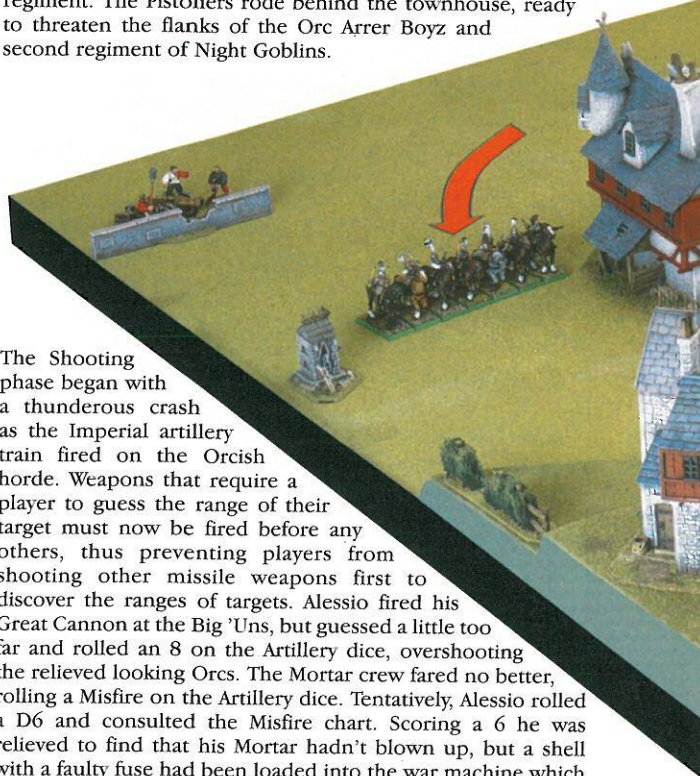
concealed in the western woods now broke cover and sprinted towards the Night Goblins and Orc Shaman, hoping to draw out any Goblin Fanatics that Gordon had hidden within their ranks. This was a dangerous duty, but Alessio knew that he would have to force the Fanatics out before they got anywhere near his Knights, as they could wreak havoc within the cavalry regiment. The Pistoliers rode behind the townhouse, ready to threaten the flanks of the Orc Arrer Boyz and second regiment of Night Goblins.

In the Magic phase powerful energies swelled across the battlefield as Alessio began working out how many Power dice he would have to cast his spells. In addition to the basic two dice, Alessio's Level 2 Battle Wizard generated two Power dice per turn, making a grand total of four. Gordon's Dispel dice also numbered four, two basic Dispel dice as usual, boosted by one for each of his Level 2 Shamans (*when dispelling, a Level 1 or Level 2 wizard adds one to your Dispel dice pool, whereas a Level 3 or Level 4 magic user adds two dice*).

The Empire Battle Wizard began by attempting to cast the *Second Sign of Amul*, a protective spell giving the Empire player D3 re-rolls (the ability to re-roll any one dice they are not happy with and accept the second result). Alessio used three of his four power dice, managing to roll a two 4s and a 2, successfully beating the casting score of 5+ needed. If he had rolled a total of less than five, the spell would have failed.

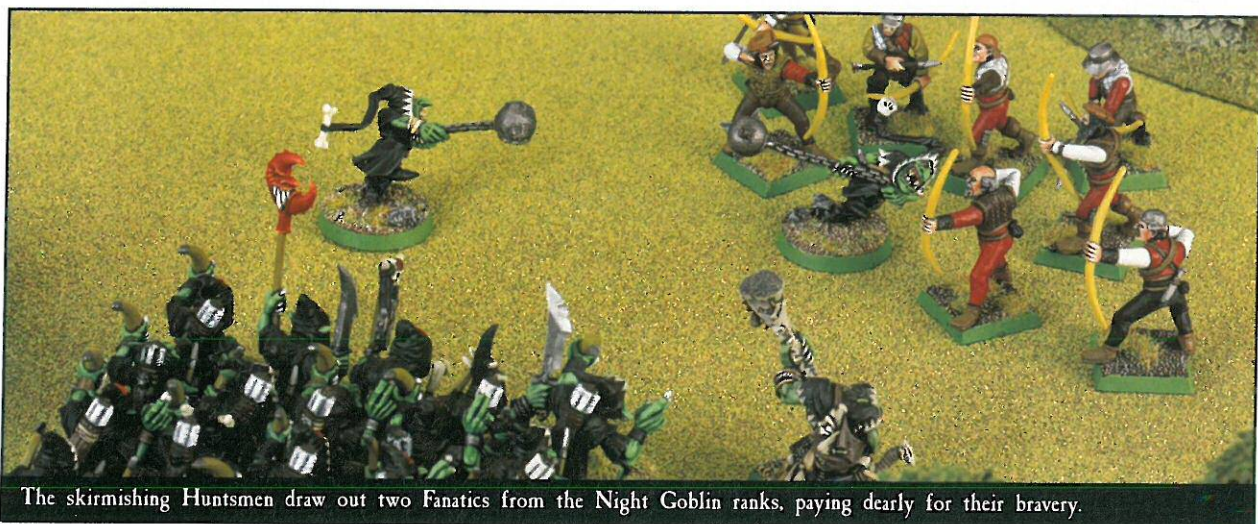
Unfortunately for Alessio, Gordon attempted to Dispel using all four of his Dispel dice. Gordon rolled two 6s, a 4 and a 3, scoring more than Alessio's roll and dispelling the spell before it was cast.

The Warrior Priest then used his special prayer-casting ability. Prayers are like minor spells, and are automatically cast at a Power Level of 3 without needing to roll any dice. As Gordon had no Dispel dice left, Alessio's Warrior Priest successfully cast the *Blessing of Sigmar* upon the Engineer which granted him a 5+ Ward save (handy in case the Orcs landed any accurate artillery fire!).



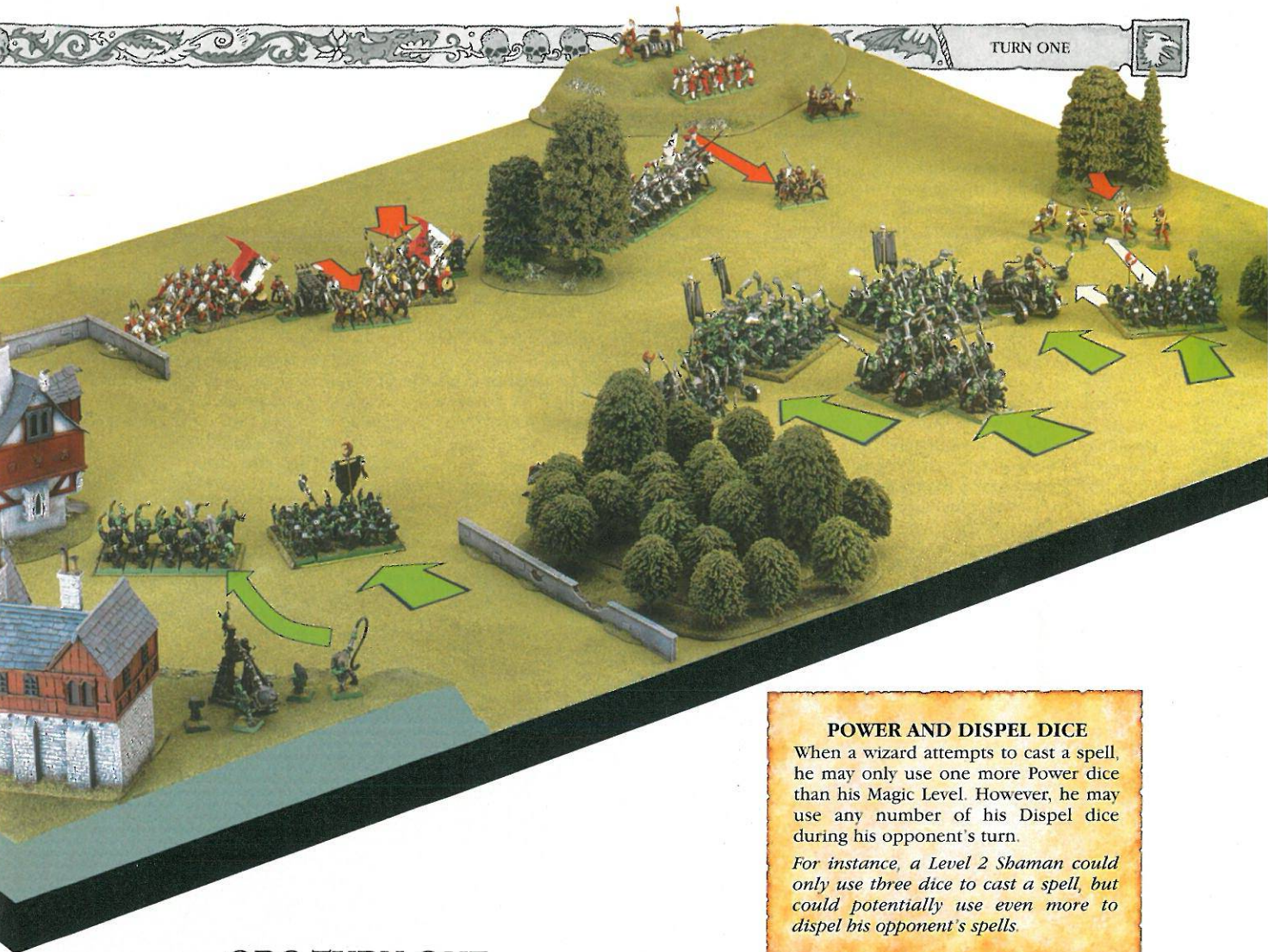
The Shooting phase began with a thunderous crash as the Imperial artillery train fired on the Orcish horde. Weapons that require a player to guess the range of their target must now be fired before any others, thus preventing players from shooting other missile weapons first to discover the ranges of targets. Alessio fired his Great Cannon at the Big 'Uns, but guessed a little too far and rolled an 8 on the Artillery dice, overshooting the relieved looking Orcs. The Mortar crew fared no better, rolling a Misfire on the Artillery dice. Tentatively, Alessio rolled a D6 and consulted the Misfire chart. Scoring a 6 he was relieved to find that his Mortar hadn't blown up, but a shell with a faulty fuse had been loaded into the war machine which exploded harmlessly in mid-air. The Handgunners and Crossbowmen both opened fire on the Orc Boar Chariot, but even with the extra D6 range that Handguns get on their first volley, their target was out of range. The Crossbowmen managed to cause a wound on the chariot, but not enough to stop it as it rumbled menacingly towards Alessio's line. All in all it had been a disastrous round of shooting for the Empire.

There was not yet any close combat and so the Empire's first turn drew to a close with only a single wound caused to the enemy. The next few turns promised to be bloody indeed.



The skirmishing Huntsmen draw out two Fanatics from the Night Goblin ranks, paying dearly for their bravery.





## ORC TURN ONE

Orcs live to fight, even amongst themselves, and to represent this, Orc & Goblin units must test for Animosity at the beginning of each turn. Gordon had to roll a D6 for every unit in his army with the exception of war machines and chariots. On a roll of a 1 they would suffer from Animosity and have to roll on a separate chart to resolve its effects. With the Boar Boyz positioned behind the Big 'Uns it was a nervous moment for Gordon. If they failed their test then it was possible they would charge his Big 'Uns in their rear. The gamble paid off, for much to Alessio's amazement all the Orc units passed their test. With the enemy in sight, the Orcs marched 8" towards the Empire's lines. The Big 'Uns advanced the furthest as they carried *Gork's Waaaghhbanner* which added 1" to their Movement, allowing them to March Move an additional 2" towards the nearest enemy unit.

As the Night Goblins marched forward they came within 8" of the Empire Huntsmen. This meant it had to halt in order to release the Goblin Fanatics. Gordon chose the initial direction they moved, but had to roll 2D6 for the distance they travelled. The first Fanatic whirled an incredible 11" straight through the Huntsmen. With a truly wicked laugh perfected after years of practice, Gordon rolled to see the effect of the crazed loon (when a unit is hit by a Night Goblin Fanatic, it takes D6 Strength 5 hits). He scored 5 hits, 4 of which caused damage to the Huntsmen. A Goblin Fanatic's deadly spiral of death does not allow the opposing player an armour save (in this case this was immaterial as the Huntsmen had no armour), and with over 25% of the unit dead, the Huntsmen had to take a Panic test. Alessio had to roll equal to or under the Huntsmen's

### POWER AND DISPEL DICE

When a wizard attempts to cast a spell, he may only use one more Power dice than his Magic Level. However, he may use any number of his Dispel dice during his opponent's turn.

*For instance, a Level 2 Shaman could only use three dice to cast a spell, but could potentially use even more to dispel his opponent's spells.*

Leadership with two dice. Rolling a 9, they failed and fled 2D6" which carried them off the table edge when Alessio rolled a 10. The second Fanatic only managed to move 3", aiming towards the Empire troops on the hill in the distance. Once released they would now move in a random direction, and this lunatic Goblin was dangerously within swinging range of the bulk of the Orc advance.

The Orc Shaman began the Magic phase with Gordon choosing to cast *Gaze of Mork*, an offensive spell that can fry a man where he stands as a beam of green light pours from the Shaman's eyes. The evil Shaman cast the spell on Alessio's five-man unit of Free Company fighters. Needing a 6+ to cast the spell, Gordon chose to roll his maximum 3 dice and scored 11. Alessio decided not to attempt to dispel, and the *Gaze of Mork* caused D6 Strength 4 hits on the Free Company Fighters, killing four of them. A lone soldier was all that remained, but remarkably he passed his Panic test, grimly determined to avenge his comrades. The Goblin Shaman then attempted to cast *Ere we go* on the Big 'Uns. Using 3 dice, Gordon rolled an impressive 16, and Alessio did his best to Dispel, having saved up four dice to confound the Shaman's magic. Disaster struck, though, as Alessio rolled a 5, 1, 5, and another 1. The double one meant that the Dispel had automatically failed. The Big 'Uns now had a 6+ Ward save and would strike first in close combat, even if they were charged.

The Shooting phase was nowhere near as successful as the Magic phase, as Gordon failed to hit a single Empire soldier. The first turn was over, with the Orc army still fully intact and now much closer to the Empire's line.



## EMPIRE TURN TWO

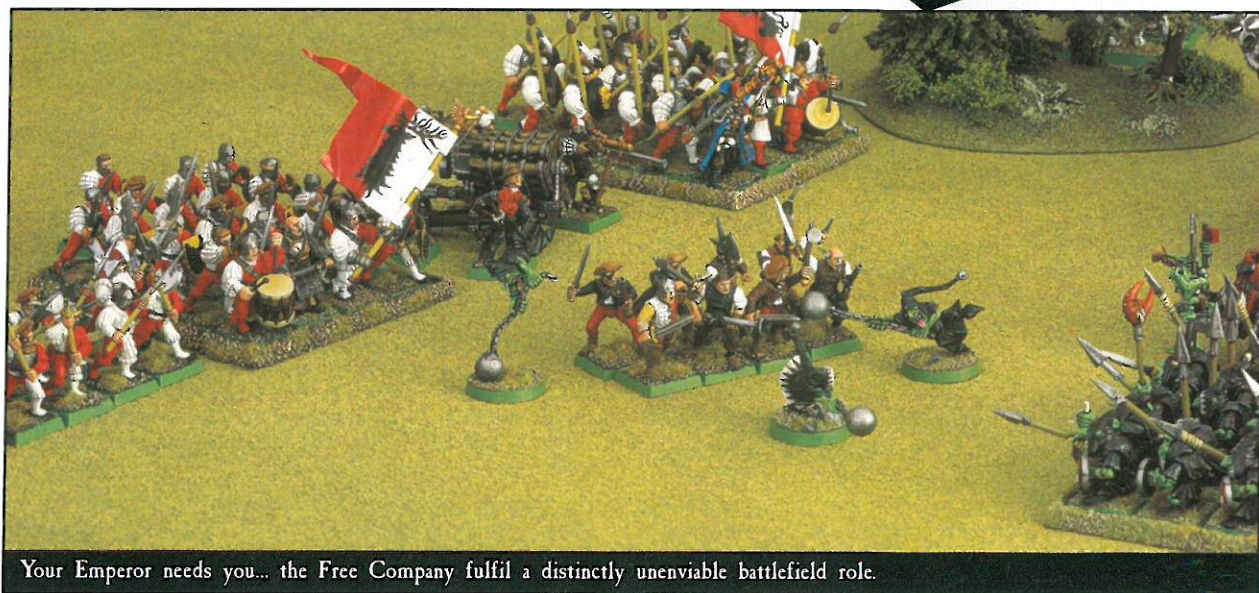
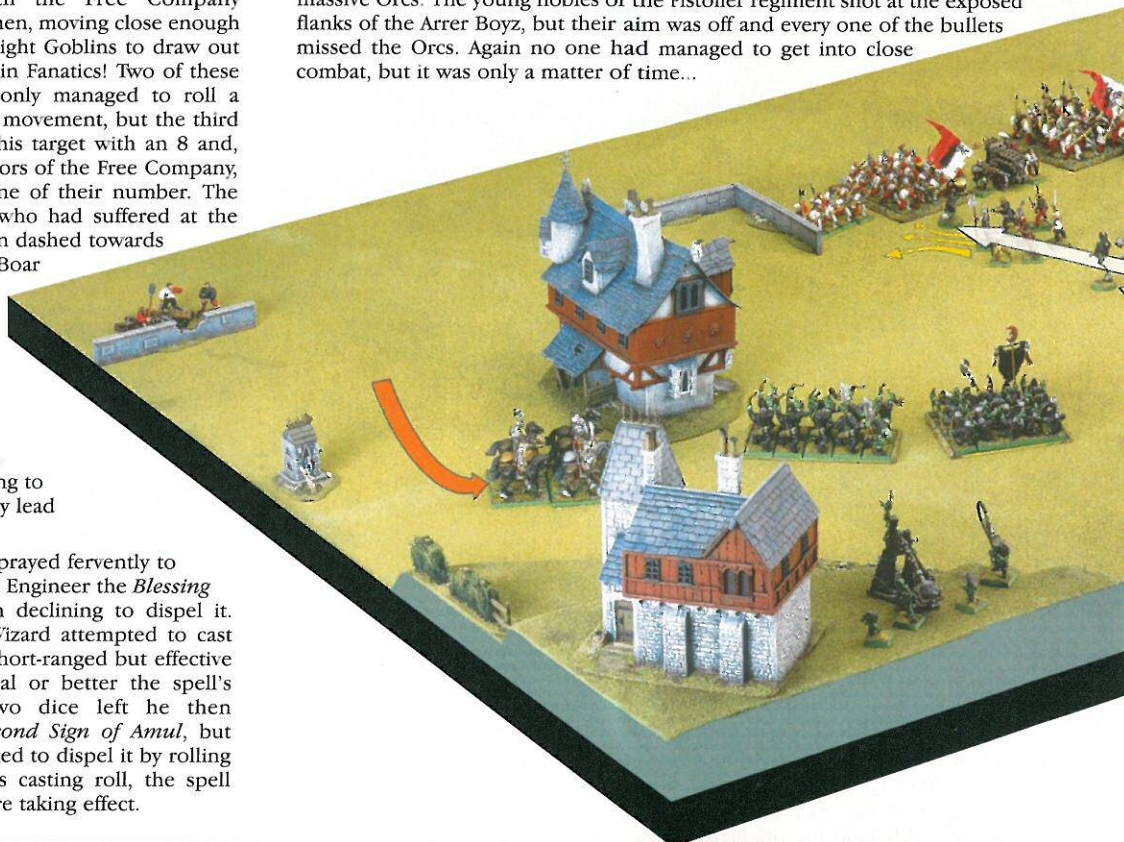
The Huntsmen were gone, but they had served their purpose and the Fanatics were now roaming around about the battlefield at random. Dangerous yes, but at least now they were dangerous to their own side as well! The Orcs were rapidly closing the gap between the armies and there were still far too many of the cursed Greenskins for the Elector Count's liking. Joining the Reiksguard Knights, he ordered them to reform with an additional rank, readying them for the charge.

The rest of the infantry continued its relentless advance forward, with the Free Company supporting the Swordsmen, moving close enough to the second unit of Night Goblins to draw out no less than three Goblin Fanatics! Two of these whirling death-dealers only managed to roll a total of 7 on their 2D6" movement, but the third just managed to reach his target with an 8 and, fortunately for the warriors of the Free Company, only managed to kill one of their number. The Free Company Fighter who had suffered at the hands of the Orc Shaman dashed towards the foul wizard and the Boar Chariot, eager to exact revenge for their fallen comrades. The Pistoliers continued to outflank the Orc left, cocking the flintlocks on their pistols and preparing to unleash a volley of deadly lead balls.

Again the Warrior Priest prayed fervently to his deity and granted the Engineer the *Blessing of Sigmar*, with Gordon declining to dispel it. Meanwhile, the Battle Wizard attempted to cast the *Storm of Cronos*, a short-ranged but effective spell, but failed to equal or better the spell's casting value. With two dice left he then successfully cast the *Second Sign of Amul*, but Gordon's Shaman managed to dispel it by rolling higher than the Wizard's casting roll, the spell crackling and dying before taking effect.

The ground shook once more as the Empire artillery opened fire. The Mortar fired a shell with a correctly cut fuse this turn, but Alessio managed to overshoot the Big 'Uns by rolling a 10" miss on the Scatter dice. All was not lost however. The shell sailed over the heads of the Orcs and exploded just behind the Night Goblins in the centre of the Greenskin's line, shredding one Goblin and wounding the Goblin Shaman who was skulking at the rear of the unit. A spinning cannonball struck the front of the Big 'Un unit and smashed an Orc from his feet before burying itself in the ground as Alessio rolled a Misfire for the cannonball's bounce.

The remainder of the Empire army let fly, with the Handgunners shattering the Boar Chariot in a hail of lead. The Crossbowmen and Helblaster Volley Gun fired on the Big 'Uns, but between them only managed to kill two of the massive Orcs. The young nobles of the Pistolier regiment shot at the exposed flanks of the Arrer Boyz, but their aim was off and every one of the bullets missed the Orcs. Again no one had managed to get into close combat, but it was only a matter of time...



Your Emperor needs you... the Free Company fulfil a distinctly unenviable battlefield role.





### MARCH MOVES

A March Move represents a unit redoubling its efforts to close with the enemy. The unit can move double its Movement characteristic during the Movement phase. However, this cannot be attempted when a member of the opposing force is within 8".

Skirmishers and characters are immune to this restriction and can always march move, even when within 8" of the enemy.

## ORC TURN TWO

The destruction of the Chariot confused the Orc Boyz as both they and the Night Goblins on the left flank failed their Animosity tests, spending the remainder of the turn squabbling amongst themselves. *Gork's Waaaghh* meant that the Big 'Uns had to charge the nearest enemy unit within range. One of Alessio's Free Companies was within 10" of the Big 'Uns and thus a charge was declared. Choosing flee as their reaction, the Free Company turned tail towards the Halberdiers.

It was time for Gordon to move his Fanatics. A Scatter dice is used to determine the direction of the Fanatics. The first succeeded in wrapping the thick chain around his scrawny neck, killing him instantly (Gordon rolled a double on the movement dice when rolling to see the distance which the Fanatic would travel) while the second smashed into the Orc Shaman and caused a wound. Two of the Fanatics who had been released in the previous turn collided with each other leaving just a horrible mess in the centre of the battlefield.

The Snotling Pump Wagon rolled 8" forward. The Pump Wagon is another unit in the Orc & Goblin army that determines the distance it can travel randomly. Rolls for Animosity and units with random movement make the Orc army highly unpredictable. This may seem like a big disadvantage at times, but if you're not sure what your army is going to do next, you can be sure that your opponent doesn't either. Because the Free Company had chosen to flee as their charge reaction, the Big 'Uns charge would count as failed unless he could reach another enemy unit. As the tape measure came out Alessio grinned wryly. The Big 'Uns could not reach the Halberdiers and could therefore only move 5", leaving them in close range of the lethal Helblaster Volley Gun.

Once again the Orc Shaman attempted to cast *Gaze of Mork*, this time on the Reiksguard Knights. The magic item *Buzgob's Knobbly Staff* gave Gordon a +1 to his casting roll of 6 which was more than he needed to cast the spell. Fortunately for Alessio, the *Banner of Arcane Warding* that the Knights carried allowed him two extra dice to dispel magic that affected the unit, and he ensured his success by adding an extra dice from his Dispel dice pool. Next the Orc Shaman used his remaining two dice to cast *Eadbutt* on the champion of the Spearman. Once again Alessio successfully dispelled, but the Goblin Shaman still had three dice to the Wizard's one. He now successfully cast *Hand of Gork* which would allow the Big 'Uns to charge this turn (the *Hand of Gork* allows a single unit to move an additional 2D6"). Alessio, having learnt hard lessons in the past, chose to use his Wizard's *Dispel Scroll* instead of rolling the Dispel dice, automatically cancelling out the Shaman's spell.

The Goblins in the wood now turned their Spear Chukkas towards the Pistoliers. Needing 5+ to hit, the first shot missed its mark, but the second scored a hit with a Strength of 6. The bolt of a Spear Chukka will continue through the first rank into subsequent ranks losing 1 point of Strength for each model it skewers. A loud "Hoorah!" followed as the bolt not only killed a second Pistolier but forced Alessio to take a Panic test which he duly failed. The Pistoliers were out of range of the Elector Count's influence, and therefore needed to score 7 or under. Alessio rolled an 8 and, because Pistoliers have a movement value greater than 6", they flee 3D6" away from the enemy. Alessio rolled a total of 14", sending them fleeing straight off the table edge and out of the battle! The Night Goblins decided to fire on the lone Free Company Fighter advancing towards their lines, but only three managed to hit and of those none scored a wound. And on that note the Orc & Goblin turn came to an end.



## EMPIRE TURN THREE

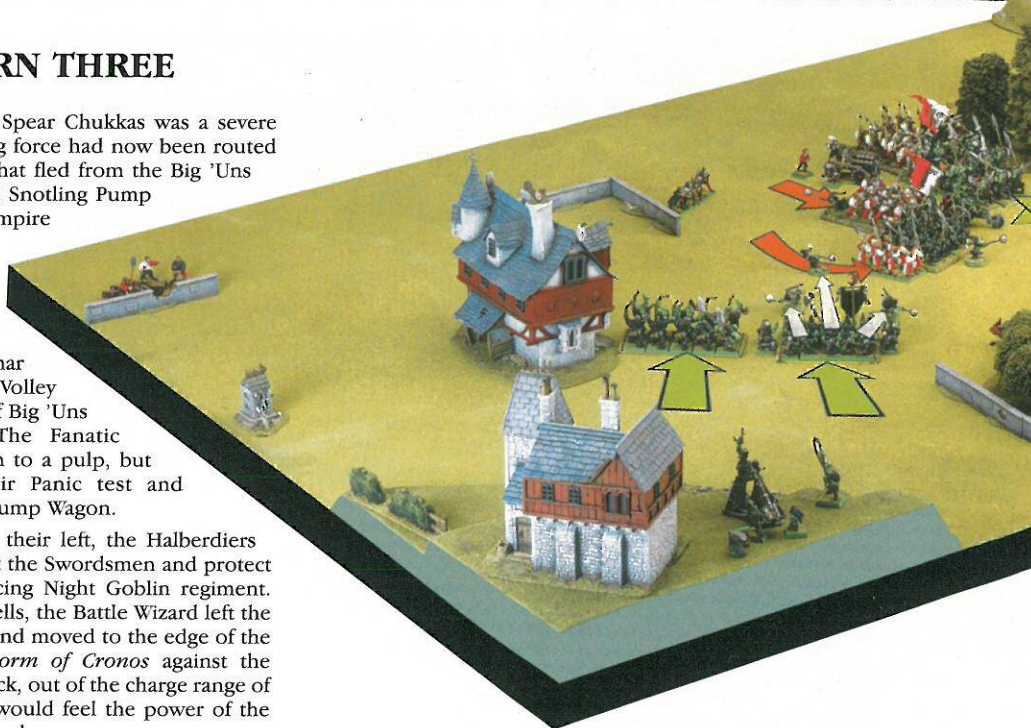
The loss of the Pistoliers to the Spear Chukkas was a severe blow as the Empire's fast flanking force had now been routed completely. The Free Company that fled from the Big 'Uns now rallied, and as the Orcs and Snotling Pump Wagon struggled towards the Empire line, there was only one order the Sergeant of the Swordsmen unit could give. Despite the Goblin Fanatic to their front, he shouted at his men to charge the Pump Wagon, hoping that Sigmar would protect them and that the Volley Gun could take care of the unit of Big 'Uns that threatened their flank. The Fanatic smashed three of the Swordsmen to a pulp, but the brave warriors passed their Panic test and completed their charge into the Pump Wagon.

Ignoring the spinning Fanatic to their left, the Halberdiers moved forwards, ready to support the Swordsmen and protect that unit's flank from the advancing Night Goblin regiment. Seeking a worthy target for his spells, the Battle Wizard left the safety of the Spearmen regiment and moved to the edge of the woods, ready to unleash the *Storm of Cronos* against the Greenskins. The Knights edged back, out of the charge range of the approaching Orcs. The Orcs would feel the power of the Knightly Order's charge soon enough.

To further slow the Orcs in front of the Knights, the survivor of the Free Company on the Empire right flank moved deep into the Orc lines in order to prevent the enemy from March Moving. Three units were within 8" of him and so couldn't move any faster than their basic Movement characteristic.

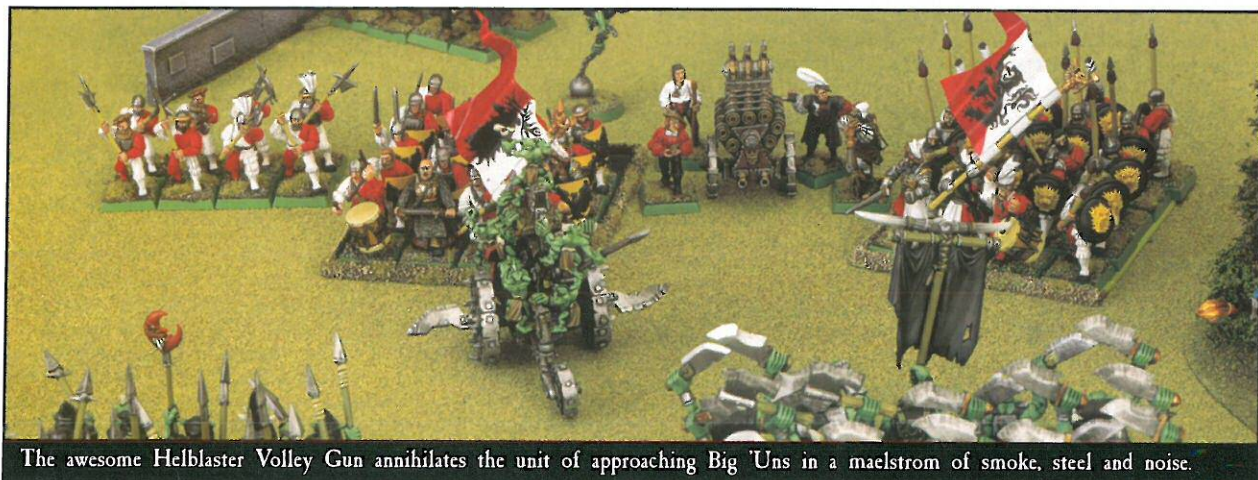
The Magic phase began with the Warrior Priest blessing the Sergeant of the Swordsmen with the *Hammer of Sigmar* which would allow him to re-roll any failed To Wound rolls he made in close combat this turn. These blessings are free to cast, but are also easy to dispel, which Gordon promptly proved by rolling a 5 on a single dice. The Wizard again tried to cast the *Second Sign of Amul* but failed to equal the spell's casting value on a single dice. The remaining three dice in his pool were channelled into casting the *Storm of Cronos* at the Orc troops around him and as Alessio rolled a total of 13, it looked as though all the Orc units within 12" of the Battle Wizard were about to be struck by D6 Strength 4 hits. Rather than take his chances trying to stop Alessio's magic with the dice, Gordon's Shaman uttered the incantations on his *Dispel Scroll* and automatically dispelled it.

A Mortar shell screamed through the air and exploded amongst the Boar Boyz, blasting one Orc from his mount, but the Greenskins pressed on regardless, passing their Panic test thanks to their Warboss' inspiring (threatening!) presence.



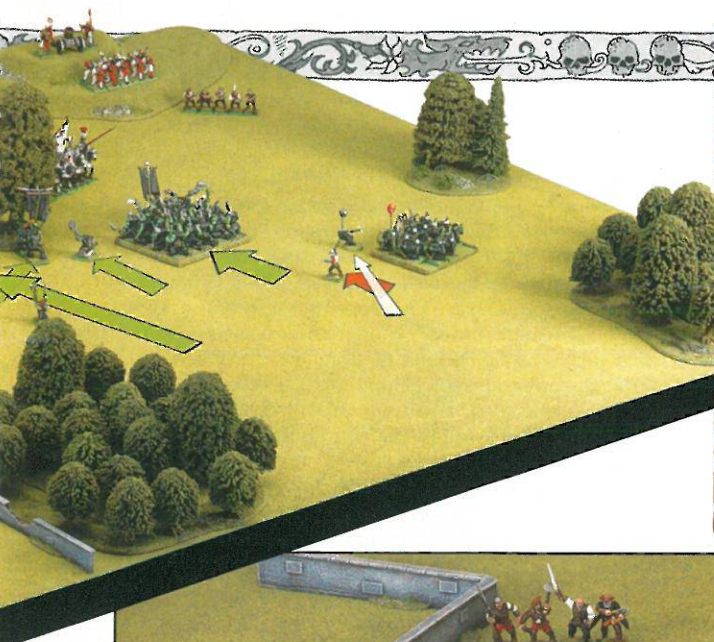
With the Big 'Uns floundering before the Empire Handgunners, the humans fired everything they had into the elite Orc regiment. The Orcs were flayed by bullets and crossbow bolts, but it was when the Helblaster Volley Gun opened fire that the true power of blackpowder became apparent. Shot after shot slashed through the Orc ranks as Alessio rolled a total of 18 hits! At short range, these were all at Strength 5 which punched through the crude Orcish armour with ease and a total of 14 Orcs were sent to meet Mork and Gork. When the smoke cleared, the Orc regiment had ceased to exist and a pile of mangled bodies was all that remained save for the Army's Standard Bearer, a Big Boss who stood dazed and clutching the now bullet-riddled banner. Despite the loss of every one of his fellows, the Big Boss was courageous (or stupid) enough not to run away, passing the inevitable Panic test.

The Warrior Priest and Swordsmen clashed with the Pump Wagon in a furious melee that saw the peculiar machine take two wounds. The Snotlings were unable to cause any damage back and so the Empire troops won the combat easily, lapping around the Pump Wagon's flanks to bring more warriors into the fight. Normally when a unit loses a round of close combat it must take a Break test, but as the Pump Wagon is Unbreakable, it remained in combat with the Empire's troops.



The awesome Helblaster Volley Gun annihilates the unit of approaching Big 'Uns in a maelstrom of smoke, steel and noise.





## COMBAT RESULTS

When more than two units join in the same combat, working out the results can become a little more difficult. For example, if a unit with unit strength of five or more charges into the flank of an enemy unit (as is the case below with Alessio's Halberdiers), it negates the rank bonus of the enemy unit.

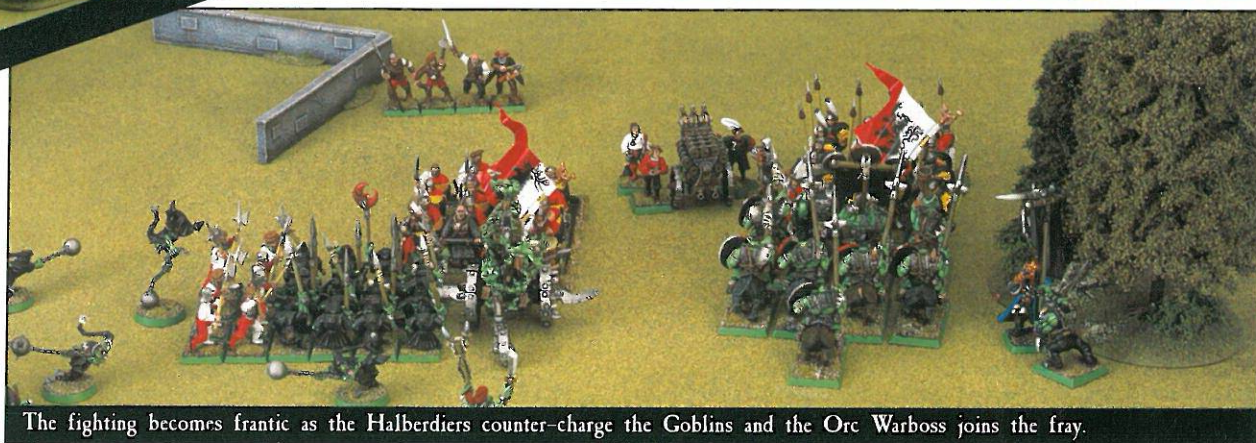
*In this case, the Halberdiers are a Detachment, and get to use the Detachment special rule 'Counter-charge' to immediately flank the attacking Goblins, negating their high rank bonus.*

At the end of the combat, the Combat Resolution is worked out as shown to the right. The Goblins unsurprisingly fail their Break test, and flee 2D6" directly away from the enemy.

<b>Goblins</b>	
Standard	1
Wounds caused	1
<b>TOTAL</b>	<b>2</b>

<b>Empire</b>	
Standard	1
Wounds caused	2
Ranks	3
Outnumbering	1
Flanking	1
<b>TOTAL</b>	<b>8</b>

The Empire troops win by 6, forcing the Goblins to take a Break test at -6 to their Leadership!



The fighting becomes frantic as the Halberdiers counter-charge the Goblins and the Orc Warboss joins the fray.

## ORC TURN THREE

The virtual destruction of the Big 'Uns was a devastating blow to the Orc horde. The Night Goblins on the right flank were the only unit to suffer from the effects of Animosity and they spent this turn squabbling heatedly. To further confound the Orc army, one of the surviving Fanatics ended up spinning directly into the charge path of the Night Goblin Spearmen.

The Orc plan lay in tatters, but with a low cunning akin to the sneakiest Goblin, a new tactical ploy began forming in Gordon's evil mind. A clear path had opened with which to declare a charge on the Empire Spearmen from his Boar Boyz. Surely the thunderous charge of this regiment would break the Empire line? The Big Boss of the Big 'Uns raised his standard in defiance and launched himself at the Empire Battle Wizard. The Night Goblins had declared a charge and had to suffer the attacks of their own Fanatic who scored six hits and killed three of his fellow Gobbos. They now joined the combat between the Swordsmen and the Pump Wagon, hoping that their massed ranks would end the stalemate. This charge forced the Swordsmen to reform after having lapped around the Pump Wagon in the last round of combat.

The battle was a deadly swirl of chopping blades, but the real mayhem was yet to begin. In response to the Night Goblin charge, the Halberdier detachment declared a counter-charge against them. Gordon calmly waited until the Detachment was within 8" of his Night Goblin Archers and announced the release of three more Fanatics. Fortunately for Alessio, Gordon rolled abysmally and none of the Fanatics actually reached the Halberdiers. Even though they hadn't hit, one Fanatic ended directly in the path of the counter-charge. Alessio voluntarily charged through the Fanatic who amazingly failed to wound a single soldier. The dice gods were abandoning Gordon, but surely this kind of bad rolling couldn't continue. The remaining Orcs were hampered by the brave lone Free Company Fighter and could only move 4" towards the Knights. Finally the Movement phase was over.

The Goblin Shaman attempted to cast *Hand of Gork* on the Orc Boyz but failed miserably, while the Orc Shaman successfully cast *Brainbursta* on the Elector Count. Confident in the magical powers of his banner to save him, Alessio was dismayed to once again roll a double 1, and his general suffered a single Strength 4 hit, causing a wound which he failed to save.

The Night Goblin Archers and Orc Arrer Boyz took aim at the Free Company. Gordon rolled a dismal 4 hits in total (the Goblin archers were at -1 to hit due to being at long range), of which only two killed their targets. The Spear Chukkas managed to kill another two men from the Free Company. The Stone Thrower misfired, launching one of its surprised crew into the air and rendering it unable to fire next turn.

Gordon was by now looking slightly annoyed. His Big Boss with the Battle Standard wounded the Battle Wizard, causing him to flee, but apart from that, things were definitely not going to plan. The close combat between the Night Goblins and the Swordsmen ended up with the Goblins inflicting a single casualty on the Halberdiers and losing two of their own number. Unfortunately they still lost the combat by six points. Being within 12" of the Warboss, they needed a total of 3 or less on two dice. Gordon rolled a total of 4 and cursed as the Night Goblins fled 4" back through the Fanatic who caused a further five fatalities. It definitely wasn't the Night Goblins' day.

Gordon had saved the best till last – the charge of the Boar Boyz would no doubt cheer him up. With vicious glee Gordon picked up no less than eighteen dice (5 Orcs, 5 Boars, 4 attacks from the Warboss and 4 from the *Battleaxe of the Last Waaagh!*). Out of all these attacks only a single boar managed to cause a fatal wound. In return the Spearmen managed to kill a Boar Boy, winning the combat! With the Warboss bellowing like a mad bull, the Boar Boyz passed their Break test. At this point in the game Gordon was understandably upset, disappearing for a much needed coffee break.



## EMPIRE TURN FOUR

The last turn had been very bloody indeed and it was clear that both sides were stretched to the limit. The Swordsmen and Halberdiers were incredibly lucky not to have been decimated by a Goblin Fanatic, and directed all their attacks against the Pump Wagon, since the Night Goblins had fled. The Spearmen continued to hold out against the ferocious Orc Boar Boyz, but their courage was being sorely tested in this deadly combat. The wounded Battle Wizard managed to rally on the far side of the wood, escaping the wrath of the Orc Big Boss, who was left behind in the forest. On the Empire right flank the Crossbowmen wheeled round to face the main area of battle. Meanwhile, at the walls of the village, the Free Company began snaking their way towards the Orc lines. The lone Free Company Fighter who had proven so disruptive to the Orcs' Movement now returned to the fray, moving towards the Orc Shaman lurking near the woods.

At last the Elector Count saw the chance he had been waiting for and led his Knights in the charge. With a rousing battle cry, the Reiksguard Knights raked their spurs back, lowered their lances and smashed into the ranks of the Orc Boar Boyz regiment. The combat would be ferocious and could potentially decide the outcome of the battle. Before any blood was spilt however, Alessio's Battle Wizard and Warrior Priest attempted to use their sorcerous and divine powers, but were thwarted at every turn by poor dice rolling, and Gordon managing to dispel the Warrior Priest's prayer.

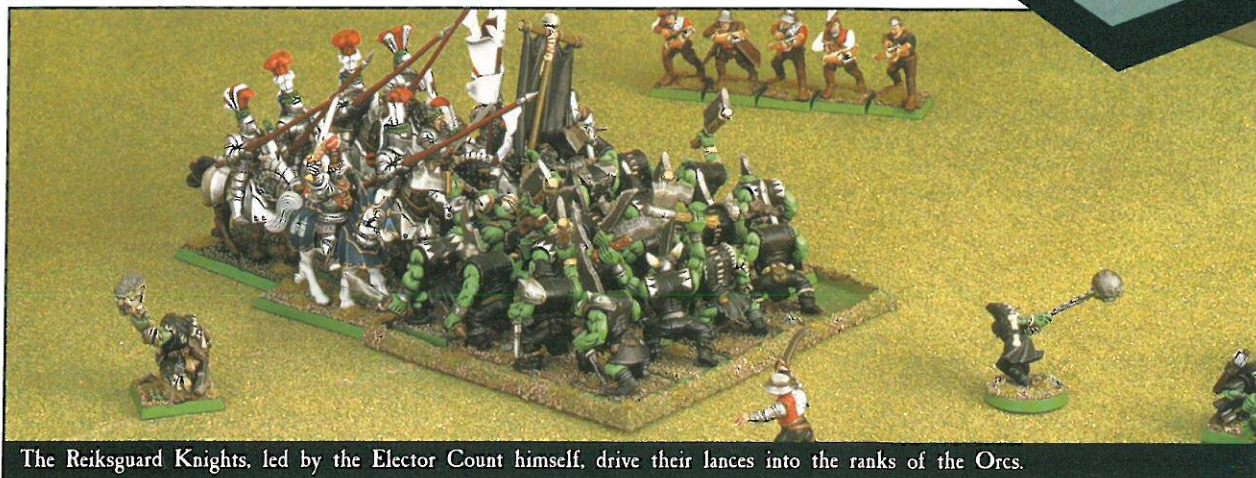
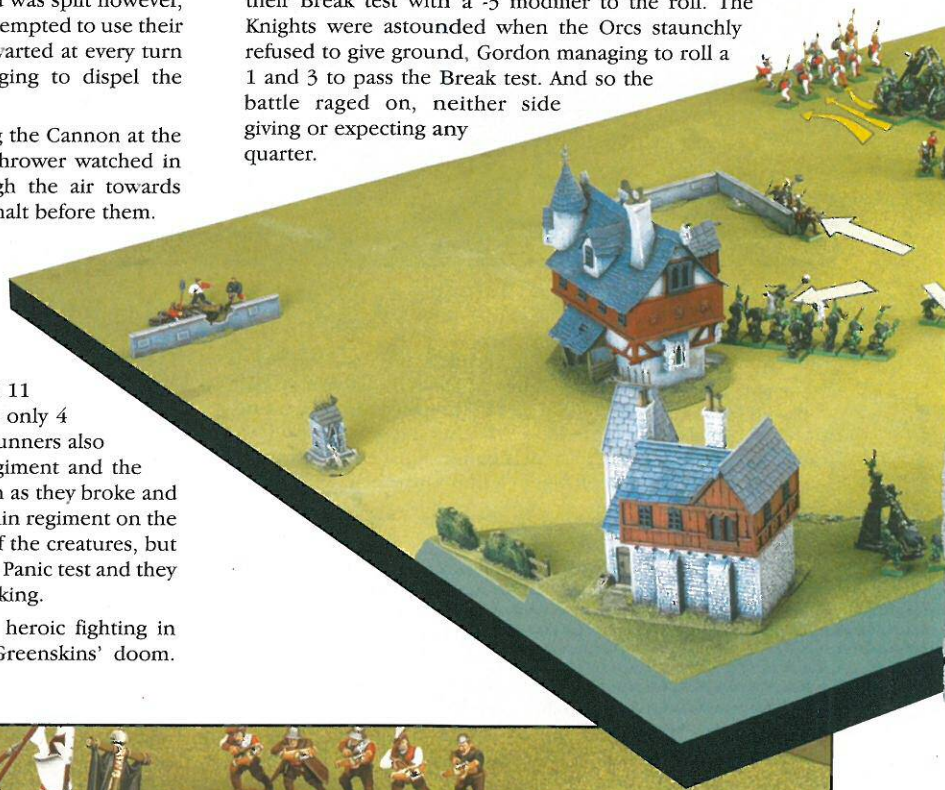
Alessio opened his Shooting phase by firing the Cannon at the Orc Rock Lobber. The crew of the stone thrower watched in horror as the cannonball whistled through the air towards them, then sighed in relief as it rolled to a halt before them.

Alessio had guessed short and the Artillery dice had not favoured him with a high enough roll to reach the Orc war machine. The mortar shell wobbled in flight and veered slightly from its intended target, the Night Goblins skulking behind the Orc Boar Boyz. It didn't miss completely and 11 Goblins were caught in the blast, although only 4 were cut down by the shrapnel. The Handgunners also poured their fire into the Night Goblin regiment and the craven little Greenskins' courage failed them as they broke and fled. The Volley Gun targeted the Night Goblin regiment on the Orc left flank and managed to cut down 6 of the creatures, but incredibly this regiment managed to pass its Panic test and they stood firm despite the mauling they were taking.

The Orcish horde was thinning and some heroic fighting in the Close Combat phase could seal the Greenskins' doom.

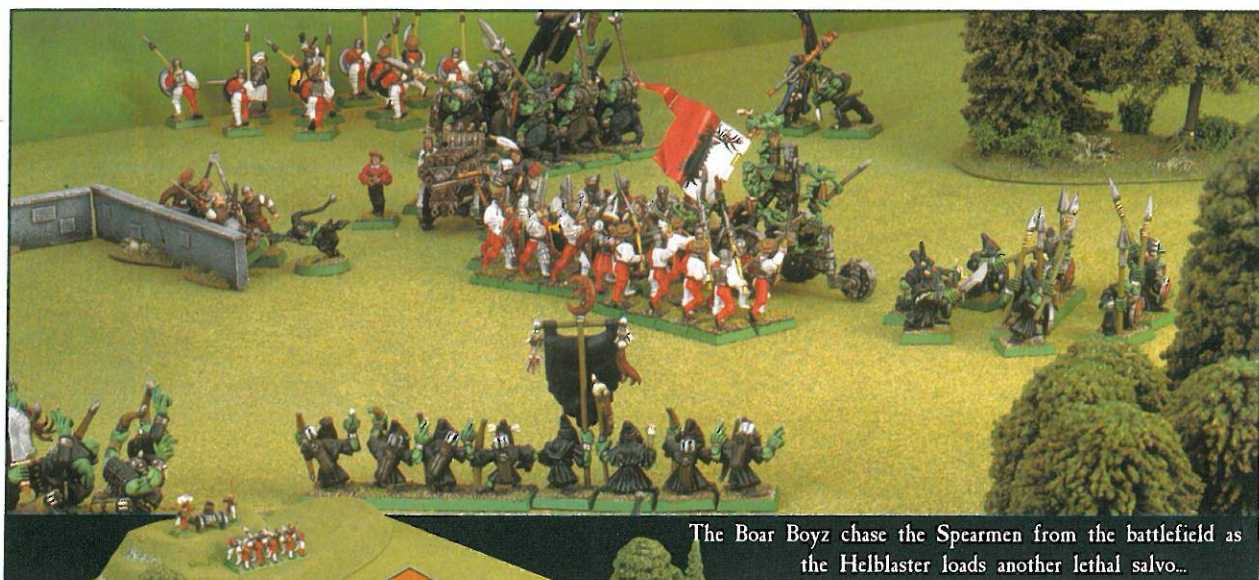
Between them, the Swordsmen and Halberdiers finally managed to destroy the Pump Wagon, hacking down the last of the troublesome Snotlings. The regiment of Spearmen were forced back inch by inch as the Orc Warboss and his crazed Boar Boyz chopped down seven of their number, blood flying from the hulking Warlord's axe. One Orc was skewered, a spear lodged in his side, but it wasn't enough to turn the tide as the Spearmen finally broke, fleeing 8" from their attackers. The Boar Boyz' raucous cries rang behind them as they gave chase, but it took valuable seconds for the Orcs to regain control of their boars, and despite rolling 3D6 for their pursuit distance, Gordon only managed to roll a total of 7", not enough to catch and destroy the Spearmen. Watching their comrades flee from combat sent a ripple of fear through nearby Empire troops, but every unit passed its Panic test and not a single regiment faltered.

The glorious charge of the Knights tore into the Orc Boar Boyz regiment, impaling four on the wickedly sharp lance tips. The Orcs were sent reeling by the impact of the charge and the last remaining Orc in the front rank was unable to land a blow in return. The Boar Boyz had lost the combat and were forced to take their Break test with a -3 modifier to the roll. The Knights were astounded when the Orcs staunchly refused to give ground, Gordon managing to roll a 1 and 3 to pass the Break test. And so the battle raged on, neither side giving or expecting any quarter.



The Reiksguard Knights, led by the Elector Count himself, drive their lances into the ranks of the Orcs.





The Boar Boyz chase the Spearmen from the battlefield as the Helblaster loads another lethal salvo...

#### UNIT STRENGTH

Weight of numbers makes a great difference to the resolution of a combat. The side which outnumbers the enemy gains an additional +1 to its combat resolution score, meaning that large units have an extra advantage on top of rank bonus, standards etc. However, cavalry models count their mounts toward unit strength, so a unit of ten knights would count as twenty models during combat resolution. In the case of combats where more than two units are involved, it is the total strength of *all* the units from one side that is compared to the total unit strength of *all* the units from the other side.

### ORC TURN FOUR

All the Orc units succeeded in passing their Animosity tests this turn, although with most of the Night Goblins having failed to rally and fleeing from the table it would not be of great advantage to Gordon. The Big Boss charged the Battle Wizard, determined to finish him off once and for all. Once again the Fanatics began their waltz around the table. One crashed into the forest, killing himself instantly, while another hit the Free Company causing six hits and killing five men. As the last Fanatic careered across the battlefield, he collided with the Orc Arrer Boyz, killing four of his own side. The Orc Boar Boyz charged the fleeing Spearmen, and halted just at the edge of the battlefield as their prey fled from the table.

With the Goblin Shaman also in retreat, only the Orc Shaman was able to cast any spells. Alessio managed to dispel the *Gaze of Mork* with his final *Dispel Scroll*, although he now couldn't prevent the Shaman from casting *Eadbutt* on the Engineer, who suffered a Strength 4 hit that caused a wound. The Orc Arrer Boyz failed to hit the Volley Gun, whilst the Night Goblin's missile fire succeeded in bringing down a single Halberdier. The Spear Chukkas both hit the Swordsmen, killing two of the soldiers in the front rank. Once again fortune deserted Gordon as both bolts failed to penetrate any deeper into the regiment.

The Big Boss Army Standard Bearer fought a rather one-sided battle against Alessio's Battle Wizard who was chopped into pieces by the torrent of attacks. Having killed his foe in the first round of combat, the Big Boss was now able to make an Overrun move into another unit. As a single character has a 360° field of vision he was able to do this into the rear of the Knights. Normally this Overrun move would have to be made in a direct line forward, but as he counted as being a single character, he could choose his own direction.

In the combat between the Orc Boyz and the Knights, Alessio fought first as the Knights had an Initiative of 3 compared to the Orc's Initiative of 2. The Knights only managed to hit four of the Orcs and then failed to wound any of them! Alessio then remembered that his war-horses hadn't fought yet and they scored four hits, killing two of the Orcs. In return, the Orcs managed to drag down one of the Knights and kill him. Had the tide of battle changed for the Orcs?

Because the Knight's mounts counted towards their Unit Strength, the Orcs lost the combat by 1 point despite having a higher rank bonus. Gordon had to roll 7 or under on 2D6 for his Break test and failed by rolling 10. The inspiring presence of the Battle Standard allowed him to re-roll the dice, and this time he passed. Alessio's Knights lapped around the Orc flanks, thus cancelling out any further rank bonuses the Boyz could claim, and the Orc turn was over.



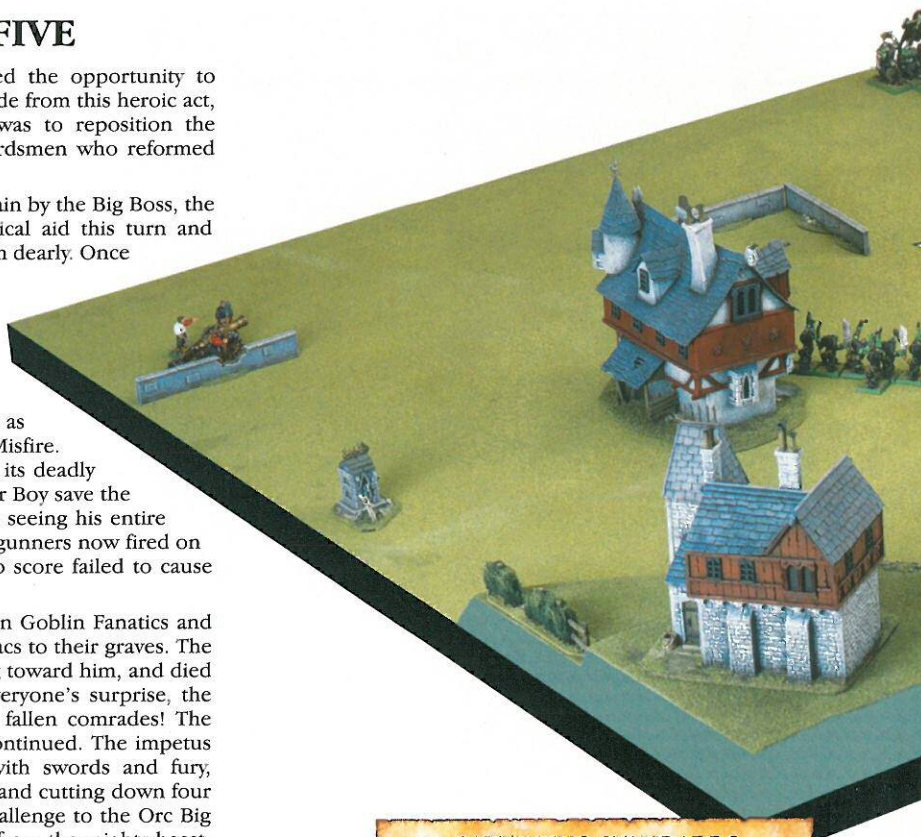
## EMPIRE TURN FIVE

The lone Free Company warrior now seized the opportunity to charge the Orc Shaman beside the woods. Aside from this heroic act, the only movement of the Empire forces was to reposition the Handgunners on the left flank and the Swordsmen who reformed facing the Night Goblins beside the village.

With the Empire Wizard having finally been slain by the Big Boss, the Empire forces were suddenly bereft of magical aid this turn and Alessio hoped that this lack would not cost him dearly. Once again the Mortar crew misjudged the length of their fuse as Alessio rolled another Misfire followed by a 6. The shell detonated like a firework high above the battlefield. The Cannon crew fared little better as their shot landed just in front of the Boar Boyz, then buried itself deep in the earth as the Artillery dice came up with yet another Misfire. Once again the Helblaster Volley Gun earned its deadly reputation as it blasted holes in every Orc Boar Boy save the Warboss, who passed his Panic test even after seeing his entire regiment torn to shreds by gunfire. The Handgunners now fired on him as well, but the one hit they managed to score failed to cause a wound.

The Crossbowmen and Engineer both fired on Goblin Fanatics and between them sent two of the deranged maniacs to their graves. The Orc Shaman turned to face the figure charging toward him, and died with a sword thrust through his neck. To everyone's surprise, the lone Free Company fighter had avenged his fallen comrades! The combat between the Knights and Orc Boyz continued. The impetus of their charge gone, the Knights fought with swords and fury, hacking at the Greenskins with righteous zeal and cutting down four of the Orcs. The Elector Count cried out a challenge to the Orc Big Boss and was answered with a bellow of rage from the mighty beast. Both warriors fought with skill and strength, but it was the Elector Count who drew first blood. The *Holy Relic of Sigmar* saved the Count from harm and, after the bloody slaughter of the melee, not even the presence of the Orc Battle Standard could prevent the Orcs from breaking. The Knights pursued the fleeing Orc Big Boss, capturing the abandoned Army Standard, but failing to catch and destroy the foul (and incredibly lucky) creature.

The majority of the Orc army was fleeing. Victory surely belonged to the Empire now. But the Orcs still had one turn remaining, and with Greenskins, nothing is ever certain.



### CAPTURING STANDARDS

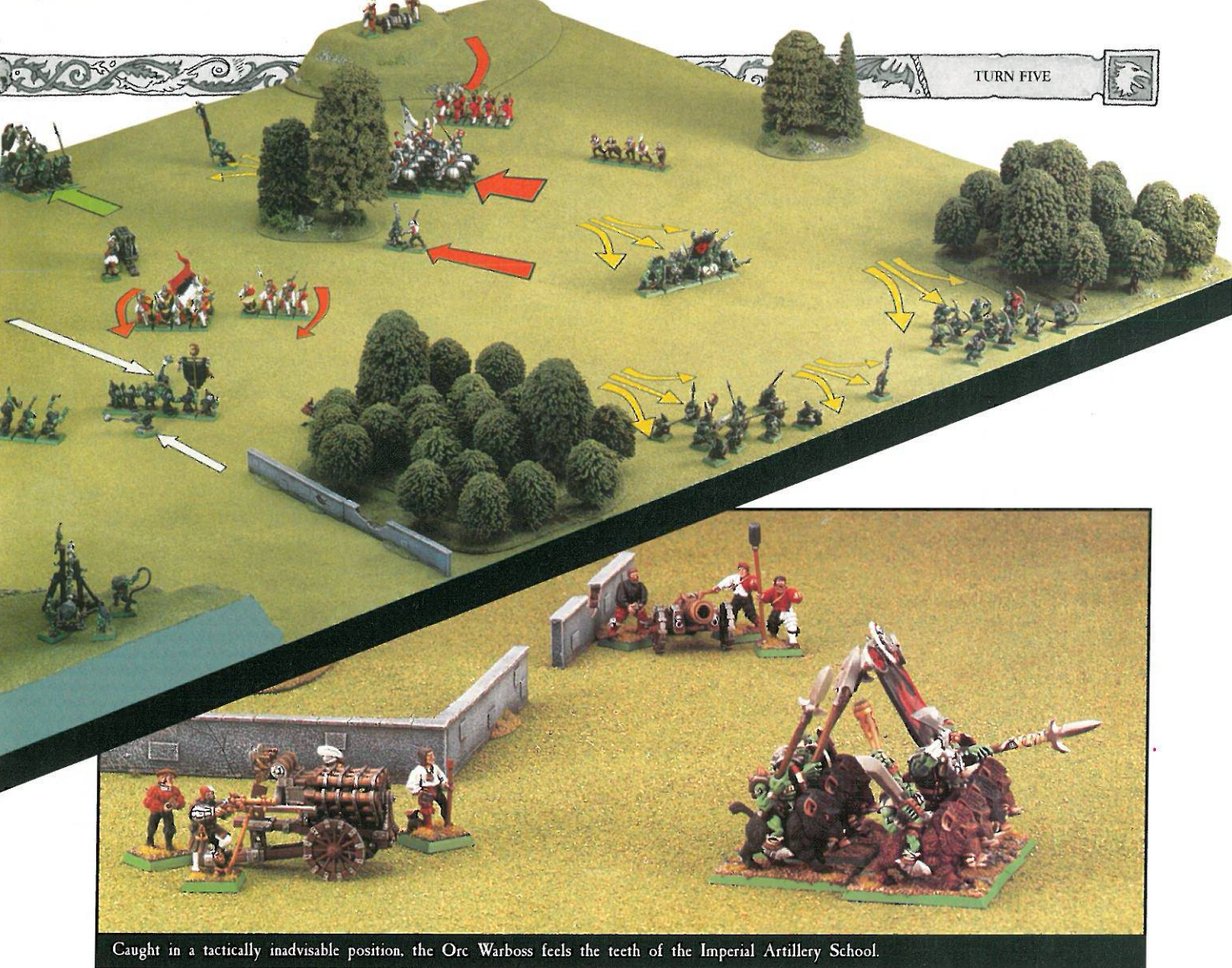
If a unit with a standard fails its Break test and flees from combat, the enemy that defeated the fleeing unit is counted as having captured the unit's standard, as the fleeing troops abandon the bulky banner in their headlong flight.

In the Victory points system, each standard captured counts for 100 Victory Points, and so can be the deciding factor when assessing who has won the game.



The Knights' fierce attack routs the Orc unit, whilst the lone Free Company fighter takes his revenge on the Orc Shaman...





Caught in a tactically inadvisable position, the Orc Warboss feels the teeth of the Imperial Artillery School.

### FLANK AND REAR CHARGES

Flank and rear charges are very powerful because they can temporarily take away your rank bonus. This can be very important in a battle, so we thought it wise to go through it in detail to make sure everyone understood it. Once you know how the rule works you can plan how to inflict horrible defeats on the foe whilst carefully avoiding disaster yourself!

To cancel your rank bonus, the enemy attacking your flank or rear must have a Unit Strength of 5 or more and not be Skirmishers. Skirmishers (including flying ones) never remove rank bonus. That bit's simple. However, it's also useful to know what happens if they start with a Unit Strength of 5+, and then casualties reduce them to 4 or less during the turn. Well, what happens depends on whether it is the turn the enemy charged or a subsequent round of combat.

On the turn an enemy unit with a Unit Strength of 5 or more charges your flank or rear, you lose your rank bonus. Always. This is true even if you reduce their Unit Strength to less than 5 during the round. In fact, if you wipe them out completely you still lose your rank bonus in that first round.

In subsequent rounds the rule is slightly different. In this case you regain your rank bonus immediately if the Unit Strength of the enemy unit in your flank or rear falls to less than 5. So, if you kill all bar one of them on the second turn, your second turn combat resolution includes your rank bonus.

### ORC TURN FIVE

The Night Goblins Archers began the round by failing their Animosity test and squabbling amongst themselves again. The Big Boss running from the Elector Count and his Reiksguard Knights managed to rally, as did the Orc Boyz. The two fleeing Night Goblin Units unsurprisingly failed their Leadership test and disappeared off the table, accompanied by the Goblin Shaman. The Fanatic on the left who had wiped out four Orcs in the previous turn continued to plough through the ranks of his own army, killing two of the squabbling Night Goblins (much to Alessio's amusement).

With all the wizards dead or fleeing, there was no Magic phase, so it was straight onto shooting. Gordon was able to fire his Rock Lobber this round and the boulder landed squarely on the Master Engineer's head. (Any figure lying directly under the centre of a stone thrower template suffers a hit at double the normal Strength.) This meant that the Engineer took the maximum Strength 10 hit, which unsurprisingly left him very flat and very dead! There was no close combat remaining, and the bulk of the Orc army was either dead or fleeing. The turn was over and the agreed time limit both players had put on the game had expired. The outcome of the battle was not in any doubt and Alessio and Gordon agreed that the game was over.

The forces of the Empire were triumphant and the exhausted defenders of Geistheim raised a weary cheer as the Greenskins fled back into the woods.





Alessio Cavatore

## VICTORY!

Phew, we made it! The green horde has been stopped.

It was quite a fun game and at moments it reached really hilarious tones. For example, it's nice to remember Gordon's face when the Helblaster decided to perform at its best and blasted his Big 'Uns to smithereens. This episode demonstrated that to sit in short range of an operational Helblaster Volley Gun is not the best of the ideas. On the serious

side, it persuaded me to disallow the Engineer-Helblaster combination in the final army list, because the whole point with the Volley Gun is that it's a very powerful but very temperamental machine. Allowing the Engineer to use his abilities on it made it far too reliable.

This is a perfect example of how playtesting affects the final version of the lists. The rest of the Empire artillery did well, but could not match the incredible performance of the Volley Gun.

The other great moment was the glorious performance of Karl Koplsken. This tough warrior of the Free Companies steadily survived attacks from Fanatics, arrows and spells, continuing to fight till the end even when all his mates had been killed (he saved me half the points of his unit!). He harassed the Orcs' right flank, slowing the enemy with his unnerving presence, and eventually achieved a great feat of honour by slaying the powerful Orc Shaman who was blasting away at his comrades. A real hero! I'm sure the Count will reward him well! I was disappointed by the lack of nerve of my Pistoliers and Huntsmen, who both panicked under fire and scuttled off the battlefield... cowards! It was also interesting to notice that both my Knights and Gordon's Boar Boyz did well, but had to fight hard to gain the upper hand against solid blocks of enemy infantry. This seemed to prove that we achieved a good overall balance in the game and pleased all the designers who had worked on the new Warhammer.

The Detachments also gave a perfect demonstration of how effective they can prove to be under the right circumstances. In my opinion, Gordon's main mistake was not to take any Wolf Riders or Wolf Chariots (there were none painted, hee hee hee). I think that against most enemies, and especially against the Empire, these troops would prove invaluable. Their 18" long charge reach would allow them, in Orc turn two, to eliminate many of the Empire's most annoying units (artillery crews, Pistoliers, Detachments...).

I was extremely relieved when I realised that, for a change, I had the fastest and most manoeuvrable troops on the table. This tactical advantage and the luck of winning the roll to go first (very important!) allowed me to scramble the Greenskins' advance and make them play under pressure. Often they are the ones who dictate the rhythm of the game, surging at great speed across the battlefield. Eventually, their attack reached my lines in a very confused and uncoordinated fashion, allowing me to deal with each threat separately. Only the Boar Boyz broke my line, but everywhere else the combined efforts of the Empire infantry, cavalry and artillery prevailed, giving me a glorious victory. The Orcs' menace has been repelled, but I'm sure they will be back!



War always brings out the best in the Studio staff!

## WHAT BATTLE?

Due to the unsatisfactory conclusion of this battle report I have had my lawyer prepare a short series of excuses/reasons.

1. It was all the 'Eavy Metal team's fault, I needed some Black Orcs.
2. Alessio cheated.
3. A big boy did it and ran away.
4. Eighteen attacks from my General and Boar Boyz and only one casualty (and that came from a boar).
5. Continual heckling from all the designers.
6. Eddies in the space time continuum.
7. My dice were broken (this one is true).
8. There was definitely a slight slope in the Empires favour (to make things fair we should have swapped sides after turn 3).
9. Fat Bloke fixed the result.
10. Wolves did it.

Oh alright, maybe Alessio did win fair and square, although the result could have been very different were it not for a few setbacks. Had I managed to destroy the lone Free Company fighter then the Orc advance would have been better coordinated. A single figure prevented my Orcs from sweeping across the battlefield in a combined attack. This allowed Alessio to concentrate his attacks on the closest threats to his army instead of having to spread his missile fire across the whole Orc force.

As it was, the Orc attack hit piecemeal, never really threatening to overwhelm the Empire's line. The devastation of the Helblaster Volley Gun on the Big 'Uns was awesome and demoralising, but even after this carnage the battle was still very much in the balance.

Had the Boar Boyz managed to inflict a mere six kills from eighteen attacks then the Spearmen probably would have failed their Break test and fled. This would have left the Empire's rear open to attack during the next few turns. Sending the Orc Boyz against the Reiksguard Knights, whilst very Orcy in spirit, was also a mistake. Once again I had ignored my original battle plan, a joint attack on the Empire's centre would have been far wiser. As a consequence I was punished severely and had the Orc Boyz not fought against the Empire's elite cavalry so bravely then the battle could have ended even sooner.

Perhaps one of the greatest handicaps my Orc horde faced was its lack of fast cavalry. Had I been able to field just one unit of Goblin Wolfboyz then I could have given the Empire's flanks something to worry about.

I seemed to have the upper hand in the Magic phases, but once again I was foiled by that dastardly lone trooper. He somehow killed my Orc Shaman at the point of the battle when Alessio would have been powerless to prevent my spells from causing mayhem in the Empire battle line. If only the Shaman had killed him with the others during the first turn...

They say that the greatest generals are the ones who make the fewest mistakes. Alessio rarely leaves any room for error and played true to form, exploiting my fragmented attack and concentrating his firepower and strong units where they would prove most effective. By drawing out my fanatics with cleverly deployed, cheap units, he not only negated their threat but also caused them to hamper my own army. Alessio was in total control of the game from start to finish and showed few, if any weaknesses in his tactics.

Fortune has smiled down on me, though, and I have been given the chance to redeem my defeat. As the now infamous Orc Warlord Gitface Blacktooth once said "I'll be back, and this time I'm bringing a unit of Black Orcs to make sure we stomp them Humies into the ground." The 'Eavy Metal painters have been chained to their tables and won't be released until a unit of Wolfboyz are ready to cause mayhem, and my final tip to anyone fighting an Empire army:

Never advance on a loaded Helblaster Volley Gun.



Gordon Davidson

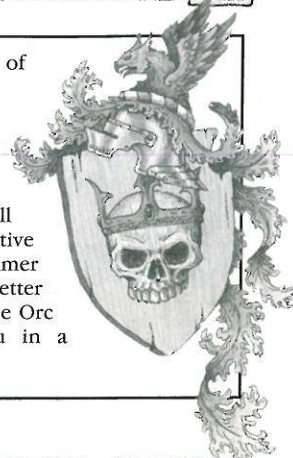


We had so much fun playing this battle report that we decided to make it a two-parter! As every Empire General knows, it is impossible to ever truly drive away the Orcs. Despite the Elector Count's heroic defence in Geistheim leading to the rout of the Greenskin forces, the Orcs will be back, and in greater numbers. There remains only one course of action available to any Empire General worth his laurels; follow the fleeing Orcs to their camp and eliminate every single Greenskin.

Next month we cover the titanic clash between the Empire and the Orcs as the reinforced Empire army crashes headlong into the massive horde of Orcs gathered to the east of the Great Forest. On home ground, the Orcs can be unbeatable,

as they bring the crushing weight of their numbers to bear...

Look out for next month's White Dwarf, as these mortal enemies clash once more in a violent struggle for their lives. The two 3,000 points forces will highlight all the new features of these evocative armies as well as the new Warhammer game on grand scale, and what better time to play than at the release of the Orc & Goblin Armies book! See you in a month...



The sun was setting as Elector Count Otto Schepke led his small group of Reiksguard Knights back towards the village of Geistheim. The Count was exhausted after the hard-fought battle and dearly wished to wash the stench of Greenskin blood from his body, but a tale of heroism had reached him that stirred his warrior heart.

As the army had begun to make camp for the night, the talk around every fire was of a lone Free Company soldier who had single-handedly disrupted the entire Orcish line after seeing every one of his comrades blasted to death by Orc magic. The man's bravery had thrown the Greenskins into confusion and he had gone on to slay the Shaman who had killed his fellows. If these tales were to be believed, then such courage must be rewarded and harnessed.

"There is the fellow," said one of his knights, with a hint of contempt in his voice, pointing to where a lone figure sat at the edge of the forest.

"Are you sure this is wise, my lord?" counselled another. "The man is a brigand! A pardon for past deeds is one thing, but offering him a commission in your Greatswords is like pouring fine wine to a mongrel."

"Come now, my knights," replied Otto reproachfully. "Where is your humility? This brave soul served me well today and deserves a reward. What greater honour could I bestow upon him than offering to raise him from the gutter into my own personal bodyguard? I daresay the fellow will be overcome with gratitude and mend his ways forthwith!"

The knights looked unconvinced as the small group reined in their horses before the bloodstained soldier. The man drank from a half-empty bottle of brandy, ignoring the armoured horsemen. He was a rough looking fellow, thought the Count. Dark stubble matted his scarred features and he was dressed in a battered leather jerkin and britches with a black, studded patch over his right eye. A sword sat propped against a tree behind him, the blade stained dark red with Orcish blood.

Otto cleared his throat pointedly and approached the soldier, a scroll containing the man's pardon in his left hand. The man took a mighty swallow from his bottle and glanced at the knights without interest.

"What do you want? I'm busy," he said, indicating the brandy, his voice rasping and hoarse.

"Show some respect to your betters, you dog!" snapped one of the Reiksguard.

Otto waved the knight to silence and said, "I come, sir, to offer you the chance for greatness, for honour! I have heard tales of the valour you displayed on the field of battle today and wish you to know that I respect and value such qualities in a man. I need men like you to serve me, and for that reason I hereby offer you your pardon and a commission within the ranks of my Greatswords!"

The Count extended his hand towards the soldier who said nothing and continued to drink from the bottle, draining the remainder in one gulp. He wiped the back of his hand across his lips, then pushed himself to his feet and sheathed his sword. He was powerfully built, wearing his physical strength like a cloak, and Otto involuntarily took a step back. The man radiated threat in every gesture.

"Is that my pardon?" he asked, nodding towards the scroll.

"Uh, yes," said Otto eventually. "But did you hear what I said? I wish you to join the Greatswords, my own household soldiers. My bodyguard. The honour I offer you is great!"

The man shook his head, saying, "I heard you. But I serve no-one," and pushed past the startled Elector Count, snatching the pardon from his hand. The knights moved to stop him, their sense of propriety outraged at this scoundrel's behaviour. Otto halted them with a gesture as the Free Company soldier arrogantly strode through their ranks, heading towards the village tavern.

"Wait then," called Otto Schepke. "If you will not accept the reward I offer you, will you at least give me your name?"

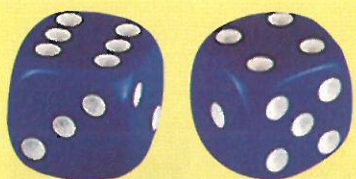
The man stopped as if considering the question and looked back over his shoulder.

"Name's Koplisken. Karl Koplisken. But most folk just call me..."

Koplisken paused and shook his head with a wry grin.

"Never mind..." he said, and walked into the village.





# GAMING CLUBS

Being a part of a gaming club can be an incredibly rewarding experience. You get to meet loads of great people who are interested in the same things as you, play titanic battles, organise campaigns, make awesome terrain tables and stacks more!

However, finding or starting a club can be less than straightforward, so here, with news on how Games Workshop is helping to support gaming clubs and people interested in starting their own clubs, is Che Webster...



## CLUBS, CLUBS, CLUBS!

Why do people enjoy gaming clubs? Because they are the best things going to get you playing more games, learning how to paint and model better, and of course trying something

bigger and more challenging than the same old 1,500 point bash with your mate.

Of course, it can be tricky if you don't have one already set up nearby or in your school. And the idea of starting up a new club can seem pretty daunting – how do you go about it? And once it is up and running, how do you make yours special and different every time you play together?

Every week we get calls and letters asking us questions like, "how do I set up a club?", "can I get a poster to stick up on the school notice board?", and "is there anything special for people who run clubs?"

## CLUB TOOLKIT!

Games Workshop has been trying to figure out the best way to help you either to get going with a club, or to get a little bit more out of your existing group. What we've come up with is the Club Toolkit!

The Toolkit is a pack of stuff aimed at giving you and your mates, the group at your school, or your folks a bundle of ideas and gear that will get you going. Playing games regularly with a group of gamers is a lot more interesting than just playing the same chap over and over, so this kit will be the beginning of a whole range of new things to do.

## WHAT'S IN IT?

The Toolkit has a load of useful stuff if you want to get a group of gamers together. The Manual is the place to find good information on gaming together, including tips on building simple boards and terrain. It also gives ideas on collecting and painting armies. In the Toolkit are two full-colour Campaign maps (yes, you guessed it – one of the Warhammer world, and one of a 40K sector!), a bunch of full-colour posters (to help you advertise

on notice boards) and a great master flyer to complete the deal.

The Wargear box that comes with it contains a bundle of essential stuff that groups always ask us for: extra dice, templates, rulers, paints, brushes and scenery stuff.

In addition, you can register your group on our Club Network website, advertising your existence on the Internet.

## CLUB NETWORK

The Club Network is an Internet based register of all the gaming groups that have decided to join. The website can be found at [www.gamingclub.org.uk](http://www.gamingclub.org.uk) and is the easiest place to order your Toolkit, catch up on the very latest news and see who else is running a club. Of course, we won't advertise you on the Network site if you don't want to be there. However, those of you in schools, colleges, universities or running larger public clubs can all find out who's who on the site.

## WHAT'S THE DEAL?

If you want a Club Toolkit and to take part in this excellent community of hobbyists, then either log onto the Club website or call Mail Order now! The Toolkit is available for £20.

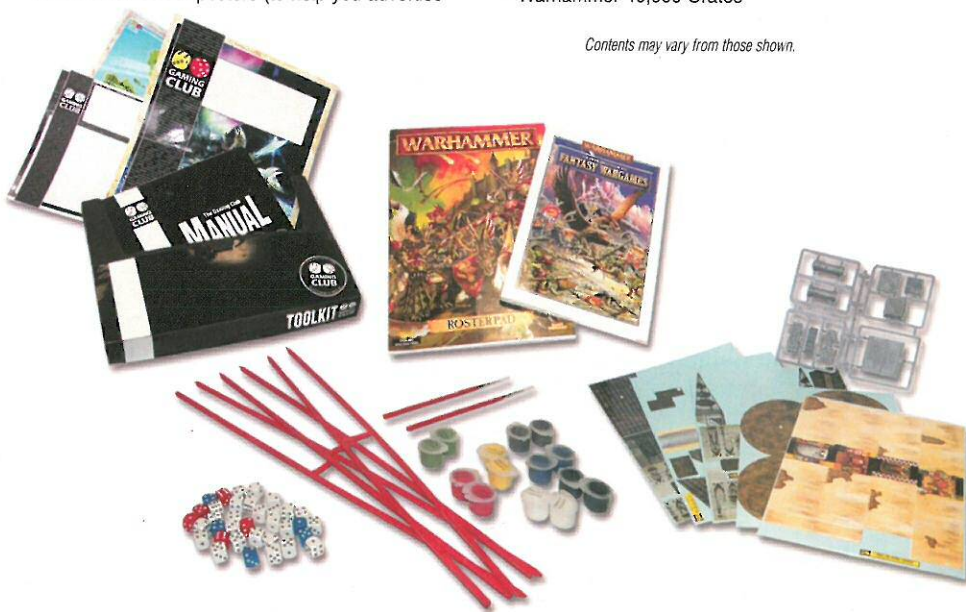
## CLUBBING TOGETHER!

Clubs are all about getting together and gaming with other people regularly. That means you can share the scenery, help each other with the painting and modelling, and get a good range of exciting games whenever you meet. If you want a hand, the Toolkit is for you!

**The Gaming Club Toolkit is priced at £20 and available from Games Workshop Mail Order. Here's a sample of what you get...**

- Gaming Club Manual
- 5 A3 Full Colour double sided posters
- Gaming Club Flyer Master Copy
- A2 Warhammer 40,000 Campaign Map
- A2 Warhammer Campaign Map
- Range rulers
- Bag of dice
- Selection of paints & brushes
- Intro to Fantasy Wargames
- Cardboard Warhammer buildings
- Warhammer 40,000 Crates

*Contents may vary from those shown.*



**Check out our clubs website: [www.gamingclub.org.uk](http://www.gamingclub.org.uk)**



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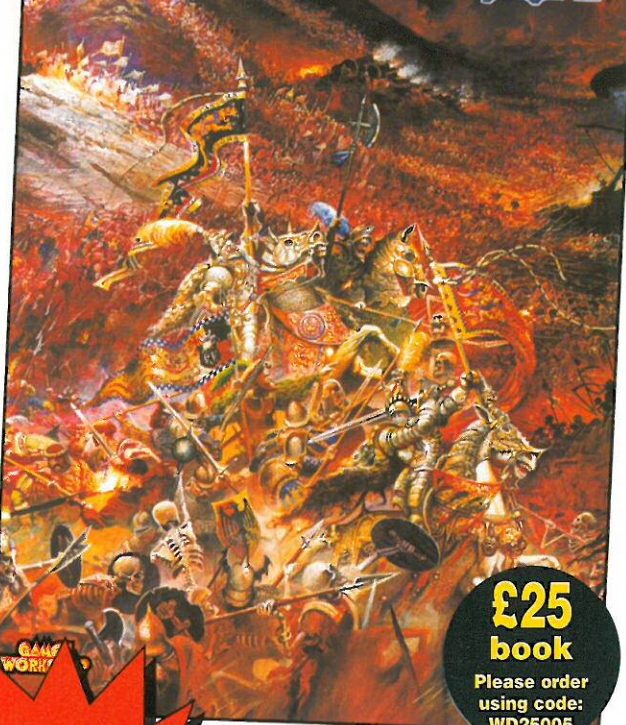
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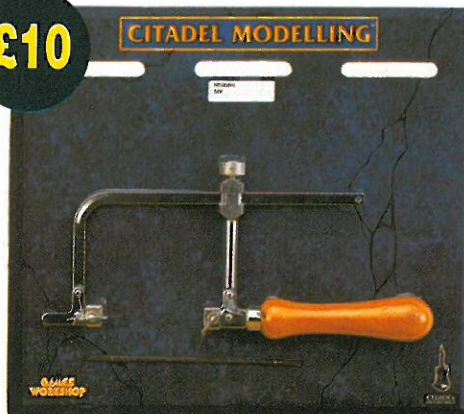
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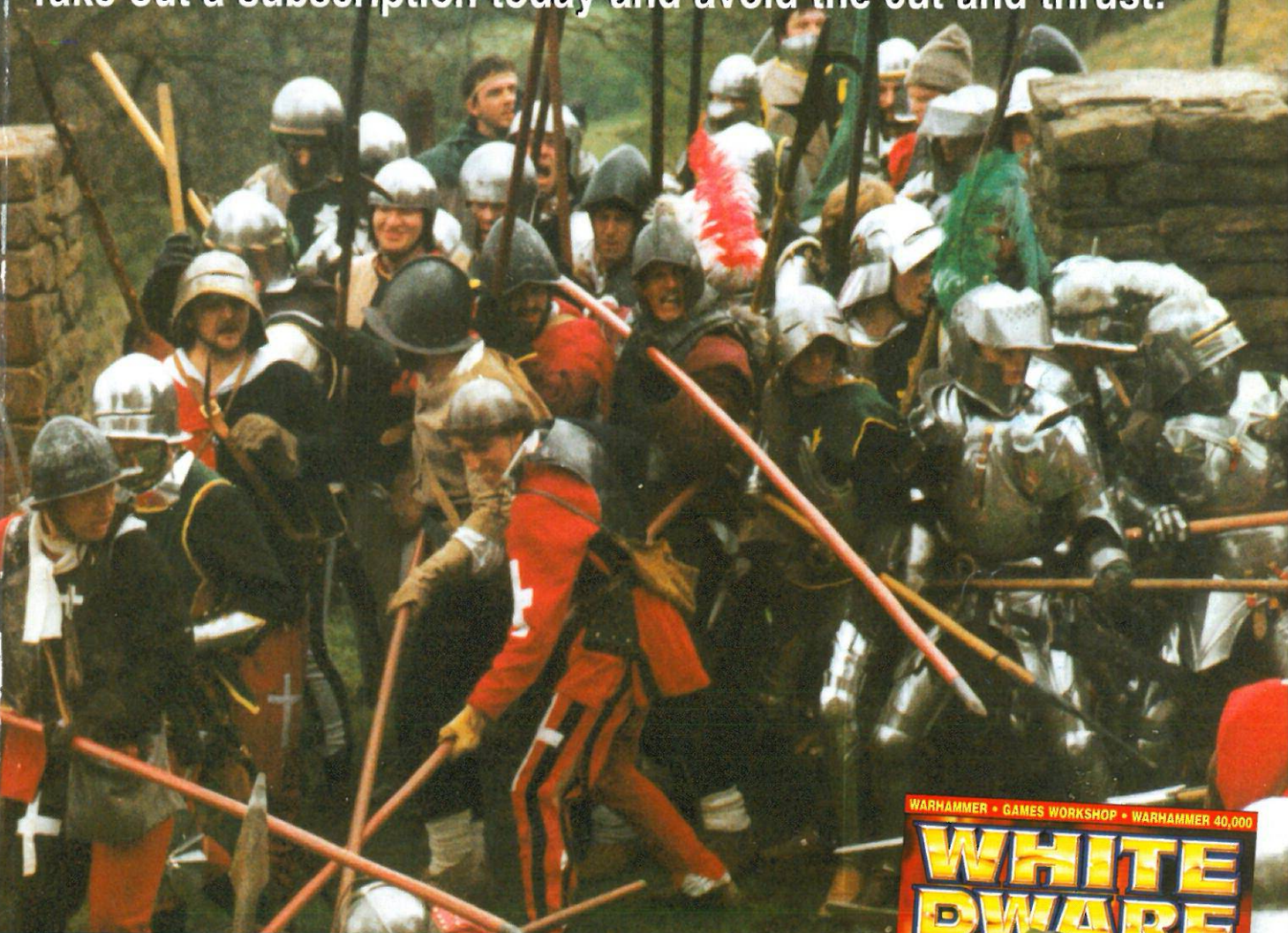






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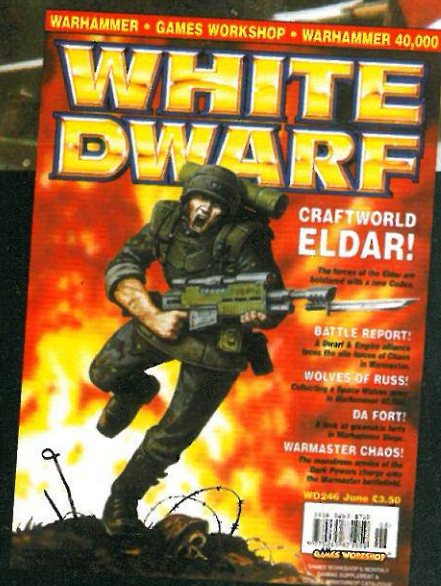
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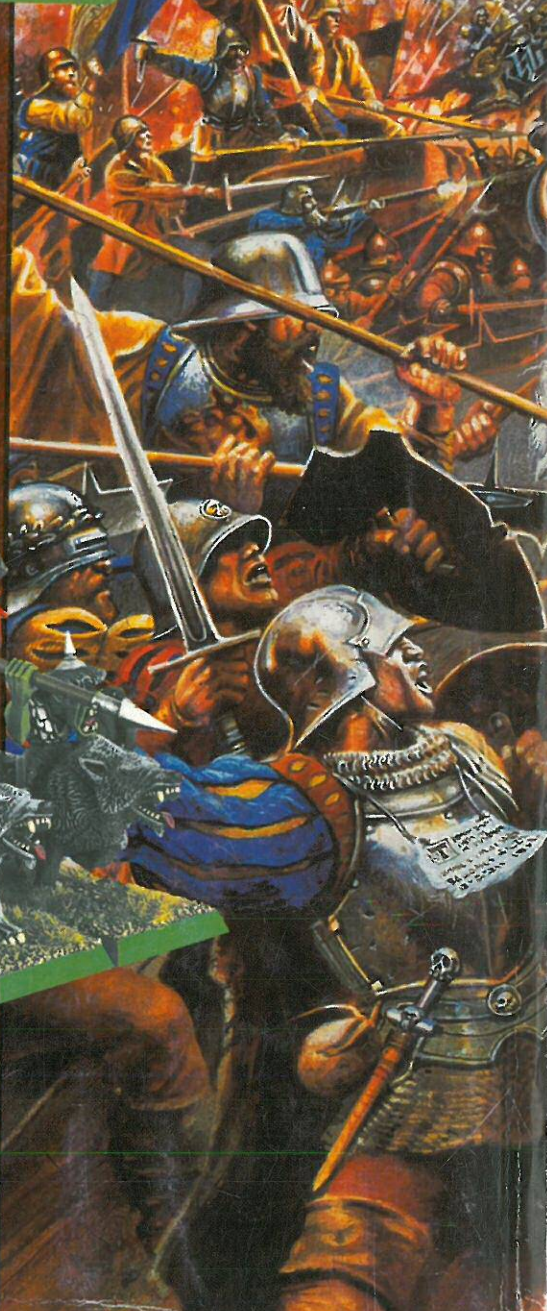
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