191
November
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WHITE DWARF

GAMES WORKSHOP'S MONTHLY GAMING SUPPLEMENT AND CITADEL MINIATURES CATALOGUE

THE DWARF JUST GOT FATTER!

NEW IMPERIAL ASSASSIN

NECROMUNDA GAME REPORT

EPIC IMPERIAL VEHICLES

WARHAMMER DWARF TACTICS

PLUS LETTERS, INTERVIEWS AND MUCH MORE!

GAMES WORKSHOP

ISSN 0265-8712

THE HIGH ELVES CHARGE INTO THE HEART OF THE CHAOS DWARF ARMY

A GOLIATH GANG DEFEND THEIR TURF FROM ORLOCK RAIDERS

WHITE DWARF™

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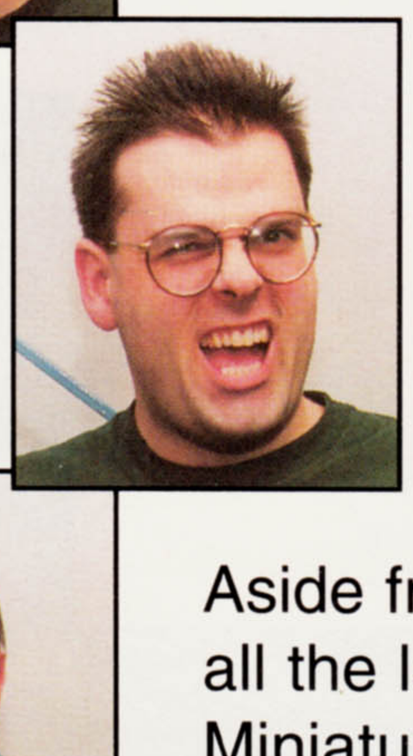
Welcome to the first issue of the new-look 'fat' Dwarf. Over the last few weeks, the lights have been burning late in Games Workshops' Nottingham Design Studio as the team wrestled with a whole new set of page layouts, and headbutted their computer monitors in a desperate attempt to get everything to fit into the magazine! On the whole we're pretty happy with the result, but we're also aware that this is just the start!

Jake Thornton, Editor



Adrian Wood

Gavin Thorpe

Ian Pickstock

Steve Anastasoff

Aside from bringing you news, rules and battle reports for all the latest releases from Games Workshop and Citadel Miniatures, we'll be publishing tactics articles, painting and modelling letters pages, interviews, army features, competitions and much much more. In addition, every issue will carry two sheets of card gaming 'hardware' that you can cut out and use in your games. This way, you won't have to cut up your magazine, or put up with black and white photocopies of vehicle datafaxes and the like.

If you like the look of the new mag, then write and tell us. If you've got any ideas for new features or articles then why not drop us a line? Most of all have a good read!

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November

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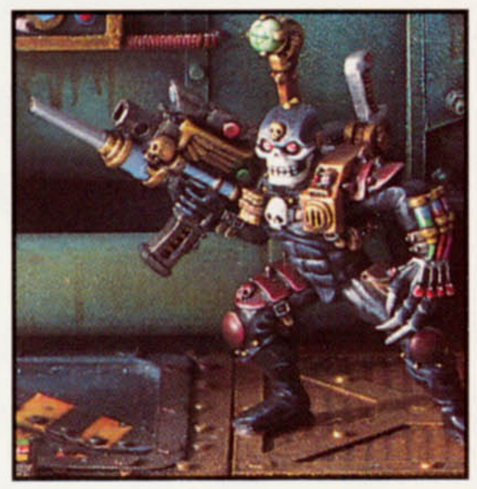
COVER

GOLIATH GANGER
– Mark Gibbons



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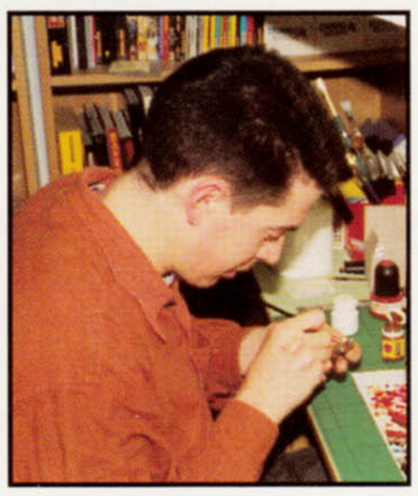

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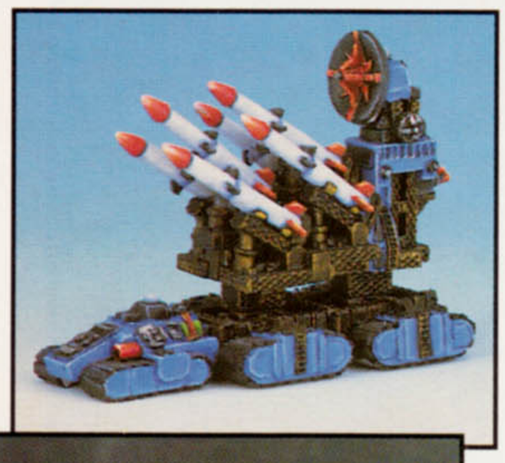

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83 **A HORROR AWAKENS** – *Gavin Thorpe*

Can your Warriors save the Old World from the dread designs of the baleful Necromancer Gunther Larenscheld? Only by playing these **Warhammer Quest** linked adventures will you find out…

88 **GANG FIGHT!** – *Rick Priestley & Gavin Thorpe*

The crack of gunfire echoes around the Underhive, as two gangs clash to claim the ancient riches of Hive Primus. Gav and Rick fight it out in our **first ever Necromunda battle report!**

WHITE DWARF™

NEWS NEWS NEWS

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WARHAMMER 40,000

PSYCHO-ASSASSIN!

The latest **Imperial Assassin** is from the Eversor temple, and has been genetically and bionically enhanced into a psychotic killing machine. Stored in a state of cryogenic suspension until he is needed, the Eversor is dropped from orbit onto the target's planet where he will stalk his prey until it is dead. Pumped full of mind and body-altering combat drugs, the Eversor Assassin is an unstoppable killer. The Assassin cuts a bloody swathe of death towards his intended victims, viciously destroying anything that tries to halt his relentless attack.

THIS MONTH'S RELEASES

Imperial Guard Codex **£9.99**

Imperial Guard Transfers **£3.50**
(Ten sheets per blister)

Catachan Troopers with Sergeant **£4.99**
(Four miniatures per blister)

Catachan Heavy Weapons **£4.99**
(One heavy weapon team per blister)

Catachan Troopers with Special Weapon **£4.99**
(Four miniatures per blister)

Eversor Imperial Assassin **£3.99**
(One miniature per blister)

CODEX IMPERIAL GUARD™

The armies of the Imperial Guard are the subject of the latest Warhammer 40,000 Codex. This volume brings together details of many famous Imperial regiments, together with the background and history of the Imperial forces. It also includes special rules covering all of the various vehicles and troop types available to Imperial Generals.

JUNGLE FIGHTERS

This month also sees the release of new troops for the Imperial **Catachan Jungle Fighters**. As well as new lasgun-wielding Guardsmen, you can now equip your squads with flamers, plasma guns, heavy bolters and the tank-busting lascannon.

There's also a new sergeant to lead your squads into battle.

Also released this month are sets of ten full colour **Imperial Guard Transfers**, which allow you to quickly and easily add individual unit or company markings to any of your Imperial Guard regiments or vehicles.

Catachan Jungle Fighter with plasma gun

WHITE DWARF™

COMING NEXT ISSUE!

- **House Escher for Necromunda!**
- **Warhammer 40,000 Ork Warbikes!**
- **Flyer Tactics for Epic!**
- **Ichar IV invasion!**
- **Scenarios for Warhammer!**
- **More of your questions answered!**
- **More painting and modelling tips!**

A juve from House Escher

Escher Leader

NEWS NEWS NEWS

Warhammer Quest™

Deep within the Land of the Dead is imprisoned an ancient and powerful Liche known as van Damneg the Dread King. He has lain undisturbed for centuries but now his cruel servant seeks to free him! In these adventures, the Warriors are pitted against Gunther Larenscheld the Necromancer, his hunchback bodyguard Luthor, and the malevolant Tomb Guardians. If the Warriors fail, the Dread King will rise once more to lead his Undead legions!

This Adventure Pack enables your Warriors to enter the Catacombs of Terror. The box contains seven brilliant new Citadel miniatures, a host of floorplans, Treasure cards, Event cards and Dungeon cards, together with a 48 page rulebook which describes a wealth of background information, six basic adventures and a complete Warhammer Quest Roleplay adventure!

Contents and components may vary from those illustrated

All miniatures designed by Gary Morley.

THE DREAD KING AND THE GRIMOIRE NECRIS

Catacombs of Terror is not a complete game.
You need a copy of Warhammer Quest to use the contents of this box.

WARNING! Some of the components in this boxed supplement contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. All miniatures supplied unpainted.

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CITADEL® MINIATURES

GAMES WORKSHOP®

ASSASSIN!

by Ian Pickstock

Utterly dedicated, completely ruthless and driven half insane by the need to kill, none can stand against the horrific onslaught of the Eversor Assassin.

Rebels, renegades and heretics live in fear, knowing that to face the grinning skull mask of the Eversor is to face Death itself!

OFFICIO ASSASSINORUM

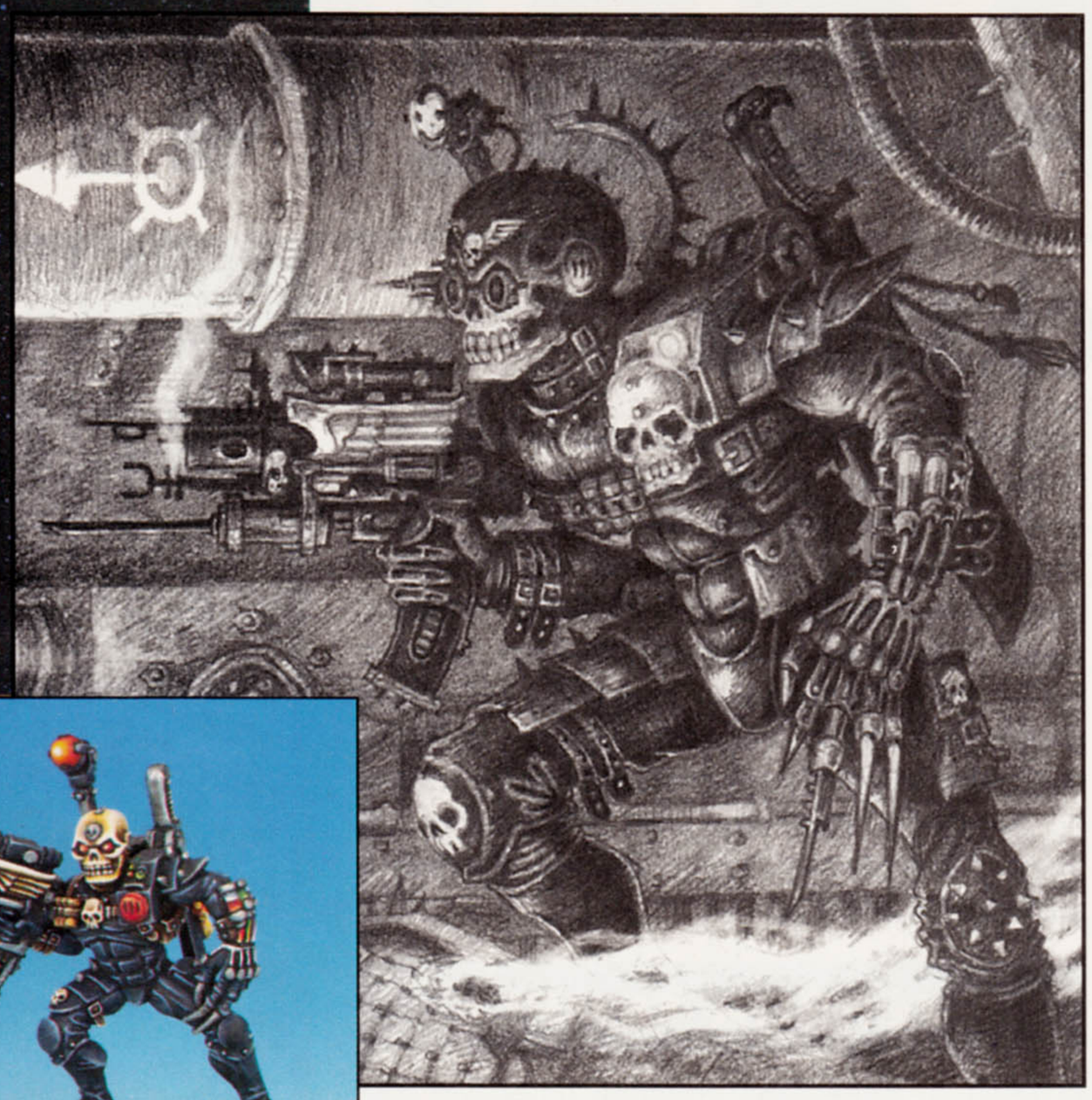
The Officio Assassinorum is one of the most ancient and secret organisations within the Imperium. It is answerable only to the High Lords of Terra, one of whom is the Grand Master of Assassins himself. The Officio Assassinorum is divided into many different temples, each of which practises and perfects its own special methods of assassination. There are many such temples, some of which are known and others that remain completely secret. An example of this is the Culexus temple with its horrifying psychic assassins. By contrast, the methods of the Eversor temple are neither subtle nor concealed and their Assassins are known and feared across the galaxy.

The Eversor is possibly the most gruesome of the many temples of the Officio Assassinorum. The Eversor specialise in shock and terror tactics, instilling fear of Imperial retribution into the hearts and minds of all who hold positions of power. Eversor Assassins are primarily used against rebel governors who have plans to move against the Imperium with a large armed force of renegades. Rather than meet this threat with a huge and costly war that will use up precious resources and probably leave whole planets ravaged, the High Lords will sanction the use of an Eversor Assassin. An Eversor rarely has just a single target. His mission will be to rip the heart out of the rebel operation, wreaking havoc and destruction. Such brutality ensures that the renegades are totally cleansed and that no would-be successors may take over. The enemy are utterly destroyed forever by the Eversor's unstoppable attack.

EVERSOR TEMPLE

In order to fulfil these gruelling objectives, the Eversor temple trains its Assassins to be utterly ruthless and completely dedicated to the Imperium. Using specialised knowledge of genetics and human biology, every single Eversor Assassin is engineered to be a super-human killing machine, their bodies driven beyond normal human capabilities by genetic alterations and advanced bionics. In addition, the Eversor temple has developed a range of combat drugs to

An Eversor Assassin cuts a bloody swathe through the bodyguard of Karandras the Shadow Hunter.



The Eversor Assassin model was designed and sculpted by Jes Goodwin. This Assassin is the third in a series of new Assassin models that we have featured in the pages of White Dwarf. Jes based this particular model on one of his own illustrations (above). The similarities between the model and the artwork are obvious and highlight the great skills that our figure sculptors use to turn two dimensional pictures and ideas into splendid miniatures.

alter the Assassin's state of mind to that of a psychopath, and push his bio-enhanced body to its absolute limit.

Each Eversor Assassin develops hyper-immuno systems to counter the toxins in the many drugs used by the temple. However, a large number of the drugs are also highly addictive. Without them the Assassin will almost certainly die, with them the Assassin is turned into an unstoppable killing machine. The inevitable result of this is that the Assassin becomes addicted to the killing itself! The only way they can be kept under control is to keep the Eversor Assassins in cryo-suspension until they are required for a mission. Each Eversor Assassin is stored in a cryo-crypt on board one of the many secret spaceships that the Eversor temple have scattered across the Imperium. These ships maintain a constant state of alert, waiting only for orders from the High Lords of Terra to unleash their deadly cargoes.

When an Eversor is selected for a mission he is transferred from the cryo-crypt to a special drop pod, where neuro links feed the details of the mission to him while he remains in cryo-suspension. The pod is launched at the target planet, as remote links with the space-ship reanimate the Assassin and ready his finely-tuned body with all he needs to complete the mission. When the pod impacts, the Assassin will be fully awake and ready to begin his grim task. He will be totally unaware of the time spent in cryo-suspension – he might have spent years or even centuries in a frozen state, but to the Assassin the time gap between the end of the last mission and the start of the next will be mere moments. He will be psyched up and ready to satiate his desire to slaughter the enemies of the Imperium. Cutting a swathe of destruction through the heart of the enemy, the Eversor's assault is so swift and ruthless that his foes are rarely aware that they are under attack until the doors of their sanctuary are torn off their hinges – by which time it's far too late!

BIO-KILLERS

Recruits for the Eversor temple are invariably chosen from the youngest of the available novitiates. This is because only a body which isn't fully developed is able to accept the many genetic alterations that the novitiate will undergo. The process of becoming an Eversor Assassin is arduous and long, the extensive testing, genetic manipulation and drugs turning each Assassin into a living, breathing experiment. At first, results from training exercises are assessed to determine which alterations would be most suitable. After that the real experiments begin…

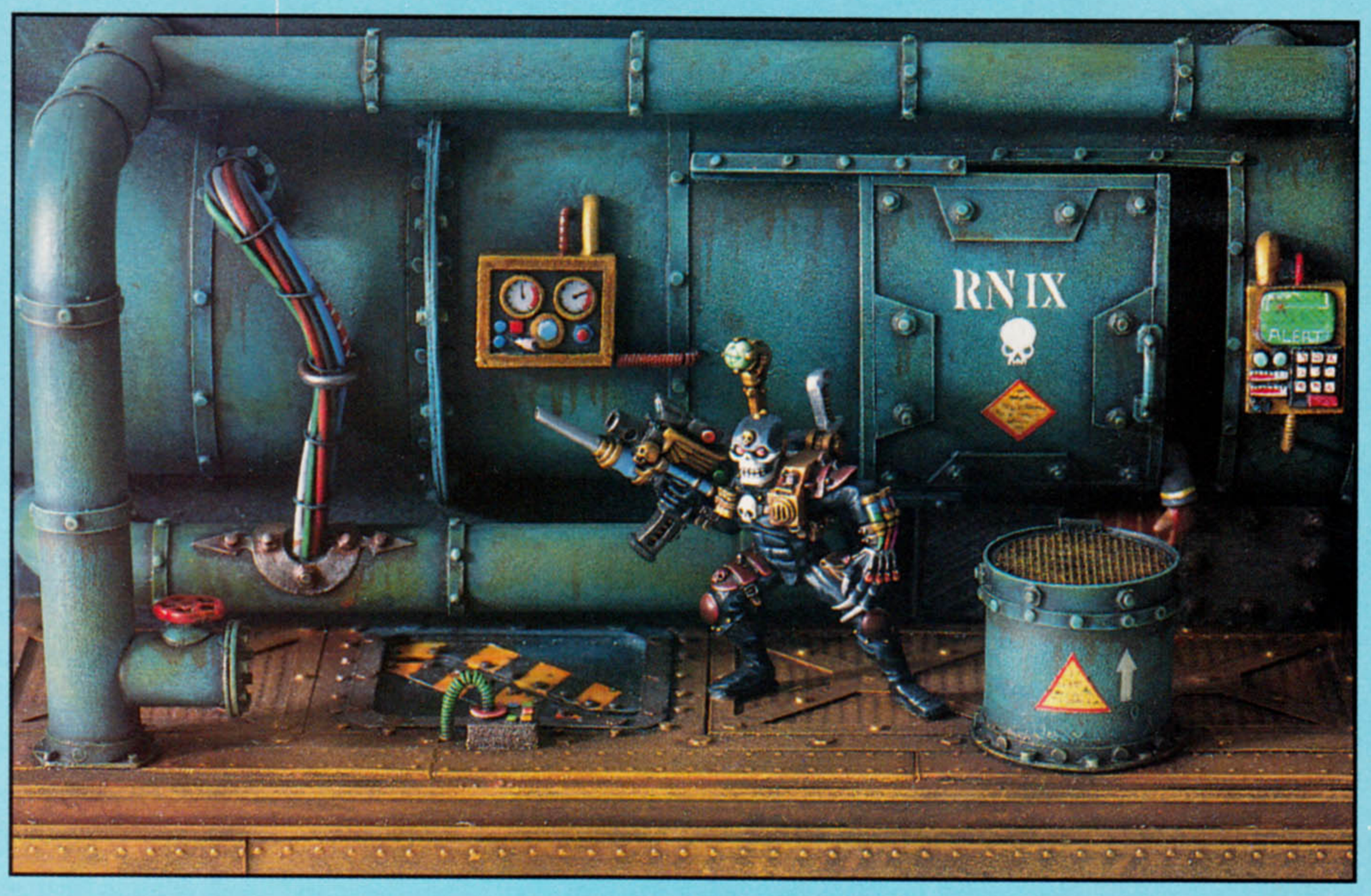
The masters of the Eversor temple and the Medicus Adepts are constantly developing and adapting a special programme of genetics, bio-implants and chemical boosters to enhance the Assassin's body far beyond what a normal human could achieve. The Medicus Adepts make the most of these adaptations when an Assassin is chosen for the Eversor temple.

The novitiate Assassin undergoes endo-skeletal restructuring, increasing his stamina and aerobic performance and allowing him to fight for days without tiring or the need for rest. Muscular hypertrophy enables the Assassin to explode in a fury of hyperactivity, speeding up his cerebral functions and combat reflexes. In order to cope with these changes the Assassin is given a second heart. Not only does this give the Assassin extra survivability should one heart be damaged in combat, but when the Assassin is really driving his body to the limits, both hearts can kick in. This ensures that he can maintain the excessively high heart-rate demanded by his enhanced bio-chemical body, without seizing up.

If the trainee's body survives all of the implants and modifications then the novitiate's cerebral cortex is also enhanced. The brain is fitted with genetically coded lobo-chips. These chips amplify the Assassin's state of mind, turning a mere dislike for the enemy into raging hatred, or the wish to serve the Imperium into determination to complete his mission at any cost. Adrenal ducts are implanted, speeding up the brain's higher functions, and allowing the Assassin to make complex calculations and tactical decisions in seconds. The adrenal ducts are also able to feed the brain, allowing the Assassin to work briefly in a hard vacuum.

The process of turning a normal human being into a bio-enhanced killing machine is not without its

EVERSOR ASSASSIN DIORAMA by Mike McVey



What better subject for a modelling project could I have than one of the most feared and dangerous warriors of the forty-first millennium? Jes' new Assassin models are some of his best ever and as soon as I saw them I wanted to make something out of them. It took me a while to decide which one I would use, but eventually I chose the Eversor Assassin.

As with all my modelling projects, I started by seeking inspiration. Of course I had the new model, but I needed something more to base my diorama on, and I found it in the form of the picture that Jes drew and based the Eversor Assassin model on. The picture (shown on the previous page) depicts an Eversor Imperial Assassin stalking his enemies through the dark corridors of a command bunker.

It was this strong visual image that caught my eye and provided me with the ideal basis for my diorama. There are no other living combatants in the diorama, just the faceless Assassin going about his grim business. You can, however, just see the blood-soaked arm of the Eversor's last victim hanging limp and lifeless from the bulkhead door behind him!

dangers. Many Assassins have died on the operating table or, more often, from some unforeseen side-effect of their many complex bio-enhancements. A lot of the side effects are known to the Medicus Adepts and can be countered by glandular implants that constantly feed the necessary counter-active agents into the Assassin. However, every Eversor Assassin is fatally flawed by his inability to totally stabilise his body. Whilst the Eversor lives he can keep everything under control using his hyper-immuno system and advanced cerebral cortex. These enable him to constantly re-immunise himself and maintain safe levels and combinations of chemicals within his body. However, should the Assassin's hearts stop or his brain fail, the chemical concoctions inside him will react at a rapidly accelerating rate. As the dead Assassin's control over his body deteriorates, he spontaneously combusts with quite horrifyingly explosive results!

IMPERIAL AGENTS ARMY LIST

0-1 Eversor Imperial Assassin ..... 175 points
+Wargear (65 points)

Your army may include up to one Assassin, either of the Eversor temple, or another Officio Assassinorum temple such as the Callidus or Vindicare. You may never have more than one Imperial Assassin in your army.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Eversor Assassin	6	8	8	5	5	4	8	4	10

SPECIAL RULES

Psychology. Eversor Assassins are implacable foes and are unaffected by the Psychology rules described in the Warhammer 40,000 Rulebook. They are completely immune to *Fear*, *Terror* and any other psychological effects, regardless of the source.

Leadership. Eversor Assassins cannot be broken – they are automatically assumed to pass any Break test, or other Leadership-based test, that they are required to make. However, Assassins may never lead other units, and their Leadership is never used by friendly troops. This is an exception to the normal character rules given in the Warhammer 40,000 Rulebook and reflects the way Assassins fight as individuals.

Dodge. The Eversor Assassin's trained reflexes are augmented by the booster chemicals of his synskin and enable him to react quickly to any threat by dodging out of danger. To represent this, an Eversor Assassin can avoid the effects of any damaging hit, including psychic attacks, on a D6 roll of 4, 5 or 6. This is much like an ordinary saving throw, but it is not reduced by weapon saving throw modifiers.

If the Eversor Assassin successfully dodges an attack that uses a blast marker or other template, then the model is moved outside the affected area to the nearest edge of the template. The Assassin may not be moved into hand-to-hand combat.

Gas Weapons. An Eversor Assassin's synskin feeds counteractive agents into his bloodstream, which when combined with his advanced hyper-immuno system enable

Rules for the Vindicare and Callidus Imperial Assassins are in White Dwarfs 189 &190 respectively.

him to quickly counteract and neutralise all poisons and toxins. The Eversor Assassin cannot be affected in any way by Choke, Scare, Hallucinogen, Toxin, or Virus weapons or grenades.

Vision. Eversor Assassins have highly sophisticated bio-implants, which enable them to see in the dark or through dense smoke. They are not affected by gas or smoke weapons that normally obscure vision, although the Assassin is affected by Blind grenades and missiles as normal.

Infiltration. Eversor Assassins can secrete themselves deep within enemy territory and use the rules for Infiltration as described in the Warhammer 40,000 Rulebook.

Combat Master. The Eversor Assassin's bio-strengthened body and neuro-enhanced reflexes make him an utterly awesome hand-to-hand combat foe. The more the enemy tries to harm the Assassin, the faster and more deadly he becomes. If the Eversor Assassin is attacked in hand-to-hand combat by multiple opponents then he can use the enemies' numbers against them. For each opponent after the first, add +1 to the Assassin's Weapon Skill.

Fast shot. Often the Eversor Assassin has to cut his way through the enemy forces in order to complete his mission. With the aid of his cybernetic metacarpal implants, the Eversor Assassin may fire his *Executor Pistol* a number of times equal to his Attacks characteristic. This means that unless the Eversor Assassin has had his Attacks characteristic reduced by some means, for example a psychic attack, then he may fire his pistol four times in each shooting phase. The Assassin may use this skill whilst on overwatch.

Fear. The raw ferocity and ruthlessness of the Eversor Assassins is renowned across the galaxy. Because of this an Eversor Assassin causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Wounding the Eversor. The Eversor Assassin's metabolism is so pumped full of combat drugs and toxins that he literally exudes poisons. If the Eversor Assassin is wounded in hand-to-hand combat then he will spray poisonous blood and acids over his attacker. The model that made the attack takes a Strength 4 hit causing 1 wound with a -1 saving throw modifier.

Killing the Eversor. The Eversor Assassin is constantly immunising and neutralising himself against the drugs, toxins, nerve agents, acids, venoms and viruses that flow through his body. Alone, any one of these substances is lethal to a normal human, but together there is the further danger of them reacting with each other. Fortunately the Eversor Assassin can prevent this from happening, but only while he lives. As soon as he dies, the process of neutralisation stops and the chemicals react, causing him to spontaneously combust in a very gruesome and violent manner. If the Eversor Assassin is reduced to 0 wounds, he will explode with the same effect as a plasma grenade (see the Warhammer 40,000 Wargear book for more details).

"Do you think he can hear us?"

Kald nervously rubbed frost from the view plate on the crypt.

"Fear not Kald, his metabolism is so greatly slowed that even if he could hear us we would sound as incomprehensible as the buzzing of a gnat."

The armaglass plate was already frosting over again, but Kald had caught a glimpse of the Assassin within. His mask was off and his face frozen in a rictus of fury, teeth clamped together and lips drawn back in a snarl. He was obviously young and would almost have looked comical but for the pure wells of hatred that were his eyes. Kald shuddered and turned away.

Adeptus Skarlok hummed the liturgy of connection as he anointed one of the gargoyle-mouthed sockets on the side of the crypt with purified oils. Kald hurried over to help him as he lifted the armoured cable which snaked across the floor.

"There" Skarlok grunted, the word punctuated by the click of the cable going into the socket. A complex series of Runes lit around the edge of the crypt, mostly green, a few amber and two flickering uncertainly towards red. Skarlok frowned and administered a sharp, ritual blow to the top of crypt – the runes obediently steadied on green.

"There," he repeated and turned to face Kald "Now the Emperor is telling our Eversor friend here exactly what to do when he's dropped on the planet".

"Praise be to the Emperor" Kald responded automatically, eyes still on the misting glass plate.

"Aye lad", Skarlok said "and a poison curse on all heretics".

WARGEAR

The Eversor Assassin carries a power sword and is equipped with a supply of melta-bombs. Unlike normal Assassins, the Eversor has four Wargear cards. These are the *Executor Pistol*, *Neuro-Gauntlet*, *Sentinel Array* and *Eversor Combat Drugs*. The Eversor Assassin must take all four Wargear cards, he may not swap these Wargear cards for any others, nor may he be equipped with any additional wargear. This brings the Eversor's total cost to 240 points.

A WORLD OF FANTASY GAMING

GAMES WORKSHOP®

FRONTLINE NEWS

Games Workshop stores are much, much more than just shops. Each one is the hobby centre for your area where you can drop-in, play games, pick up a few miniature painting tips or just chat about what's new in the hobby. Every week there are regular games nights and throughout the year there are exciting special events such as the Warhammer Roadshows and Battle Days.

With friendly, approachable staff and the vast range of Citadel miniatures, you'll find everything you need to build up an army for Warhammer, Warhammer 40,000, Necromunda or any of our other exciting games.

INFERNO WEEK

The Warhammer 40,000 Inferno was an amazing week of madness, with painting sessions, massive games and by the look of of these photos some astounding singing! taking place across the UK

Left:
The Games Workshop Thurrock Lakeside male voice choir in full song!

Below:
An outbreak of madness as people scramble to get their photo in White Dwarf!

THE BATTLE FOR ICHAR IV

We were planning to publish the results of the Ichar IV campaign in this issue but the sheer volume of battle results that flooded in meant that we've had to delay the final outcome until White Dwarf 192. Thanks to everyone who took part and we'll give you a full report on the fate of the planet next month!

GAMES W

BATTLE DAYS™

Warhammer Battle Days give you the chance to participate in some amazing Warhammer and Warhammer 40,000 Games. On the 11th and 12th of November, every Games Workshop store in the UK will be running a special Warhammer 40,000 scenario called The Fall of the Phoenix. To join in these massive battles, you can either bring along your own force of painted miniatures or take command of part of the shop's army.

Everything else you need to play is provided, and so whether you are a novice gamer or a veteran commander here's the chance to notch some new kill markings on your shuriken catapult or bolter!

For more information on what's happening in your area phone your store for details.

WHAT'S ON WHERE?

Inside this month's Frontline News, we take a look at some of the exciting Games Workshop Roadshows, Battle Days and other events that are currently rolling round the county.

FINAL EXTERMINATUS AND SCREAMING DEATH

Warhammer 40,000 Exterminatus is a fantastic day of Warhammer 40,000 battles. All the miniatures and terrain are provided, so all you have to do is turn up and play.

The final date for the year will be on the 28th October at Norwich so don't miss out!

And as the Roadshow season comes to a close, the last Warhammer Screaming Death will be held on the 28th October at Games Workshop Hull.

Please phone the stores for full details of these great events.

GW GIFT VOUCHERS

Fed up of receiving sensible socks and hankies for Christmas? Tired of the same old slippers and woollen hats that you get every year? Why not ask your Granny to buy you Games Workshop Gift Vouchers instead? Games Workshop Gift Vouchers are available in £5.00 and £10.00 denominations from all Games Workshop stores.

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BATH: 30 Upper Borough Walls. Tel: 01225 314414
BECKENHAM: 292-294 High Street. Tel: 0181 658 8102
BELFAST: 20A Castle Court. Tel: 01232 233684
BIRMINGHAM: 116 Corporation Street. Tel: 0121 236 7880
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WORKSHOP®

FRONTLINE NEWS

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Of course, if you just want to try out a new game system or army, improve your miniature painting or just talk tactics with other gamers, every Games Workshop store holds a regular Thursday Games Night where you can come along and join in.

NECROMUNDA

Every week we play different games, but over the next few weeks we'll be giving special attention to Necromunda. Here's your chance to take command of a gang and fight for glory or survival amid the poisoned debris of the Underhive. Only the most skillful, cunning and toughest will survive – so come along and try out this great new game system!

There are now so many Games Workshop stores in the UK that we just can't fit them all on the map! To find out where the nearest store is to you and what's happening, just look at the alphabetical list at the bottom of this page and give them a call.

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Almost all our stores are open now on Sunday between 11.00am to 4.00pm and are marked in RED.

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Every Thursday is Games Night when most of our stores stay open until 8pm. Whether you're an experienced gamer or a total novice our staff will be happy to see you, so why not come along and join in the fun!

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A WORLD OF FANTASY GAMING A WORLD OF FANTASY GAMING

A WORLD OF FANTASY GAMING

GAMES WORKSHOP®

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A WORLD OF FANTASY GAMING

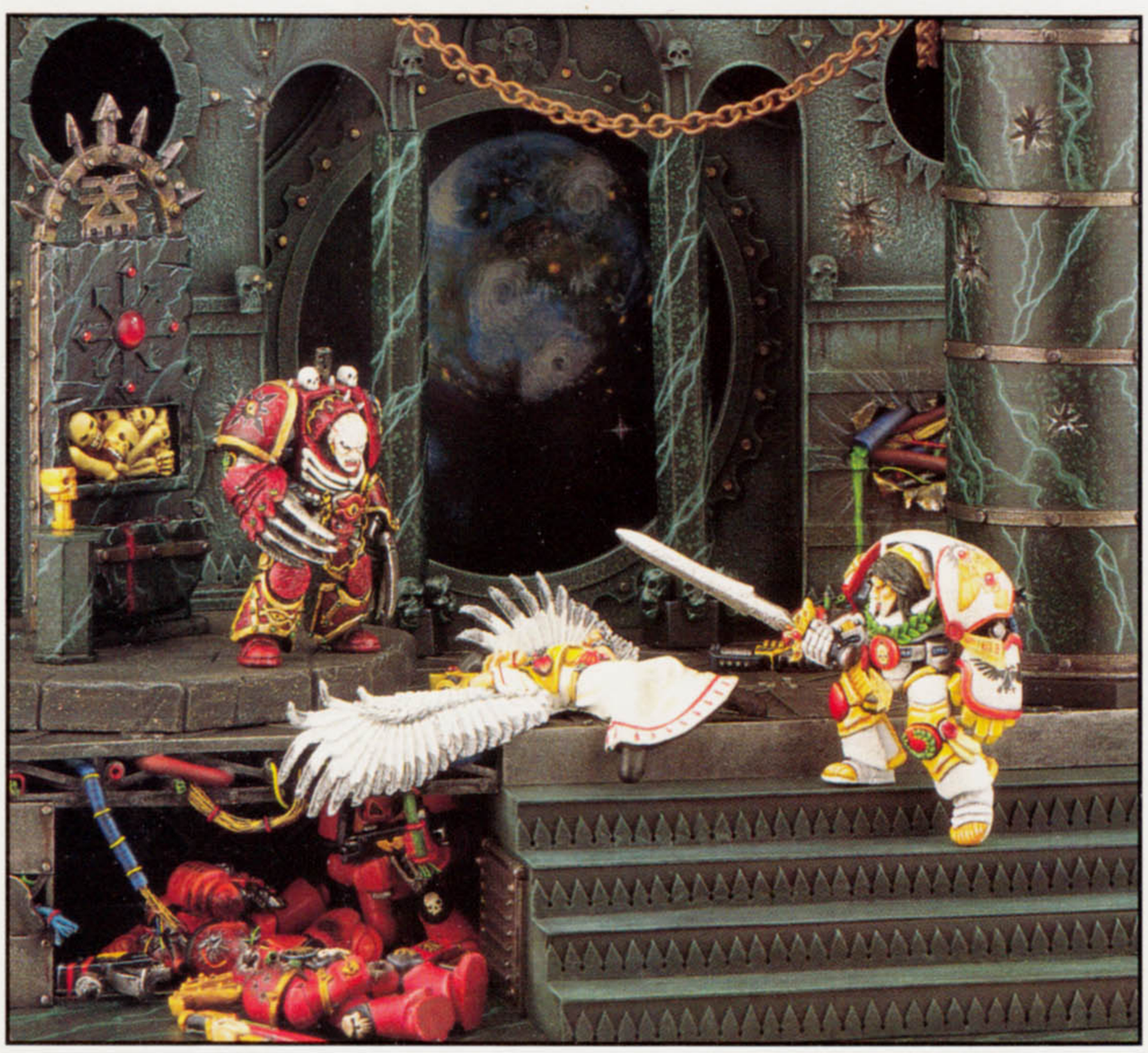
'EAVY METAL®

By Mike McVey

Over the last few months, I've been having a go at some really exciting new projects (and taking time off to go climbing mountains – ed). These have ranged from the Eversor Assassin mini-diorama that accompanies the rules article in this issue, to the massive Warhammer Quest piece that you can see on the following pages. Like my Emperor and Horus model (which was shown in White Dwarf 183) these projects were all inspired by the richly detailed backgrounds of the Warhammer universes, together with my love of painting miniatures and making models.

It was about Christmas last year that I began to seriously consider whether I could find a way to 'paint' with Citadel miniatures, using the models themselves to construct a scene or picture. As you know, Games Workshop employs such fine artists as Geoff Taylor, David Gallagher and Mark Gibbons to create the brilliant paintings that adorn our boxes and book covers. Other artists like John Blanche, Wayne England, Des Hanley and Richard Wright work in pencil, ink and other media to create, evoke and explore the richly detailed backgrounds that constitute the Warhammer 40,000 universe and the Warhammer Old World.

This is all very well, but for me, the most important thing has always been the painting and modelling of the miniatures themselves. Long before I began to play the games, I had started to collect and paint Citadel miniatures. To me, each one was a miniature sculpture, a tiny jewel that I wanted to animate and bring to life with my paint brush. As time went by, I began to wonder whether I could take the inspiration and imagery of the rich Warhammer backgrounds to bring the models fully to life within a three-dimensional setting.



The first result of this approach was my Emperor and Horus diorama which was based upon the climactic events of the final battle of the Horus Heresy. On the following pages you can see how the detailed background of the Warhammer Quest game has now inspired me to a work of much greater scope.

Mike McVey is Games Workshop's miniature painting and modelling expert. For the past eight years Mike has been painting and modelling with Citadel miniatures to a standard that most people can only dream of!

A few issues ago, we showed Mike's brilliant Emperor and Horus diorama. Since then, Mike has been hard at work on a number of projects, including the amazing Warhammer Quest model shown on the following pages.

'EAVY METAL

'EAVY METAL

'EAVY METAL

The **Warhammer Quest** diorama was a greater challenge than anything I'd previously undertaken. So, before I even started to sketch out the model, I played lots of games of Warhammer Quest to get a feel for battling through the close confines of a dank dungeon. Early on, I decided to build the model in three tiers, with each layer showing part of the action as a group of adventurers fights their way down to an underground tomb. I also decided to 'force' the perspective, to give greater depth to the model than would normally be possible. You can see this effect most clearly in the Chasm Room in the middle layer, where the decreasing size of the arches and the pattern on the floor create the illusion of a vast underground hall. Although in some places it was a nightmare to do, on the whole I am very pleased with the effect. I also wanted to give each separate area its own theme, and this was followed through in the choice of colours and selection of miniatures used to inhabit each section of the caverns.

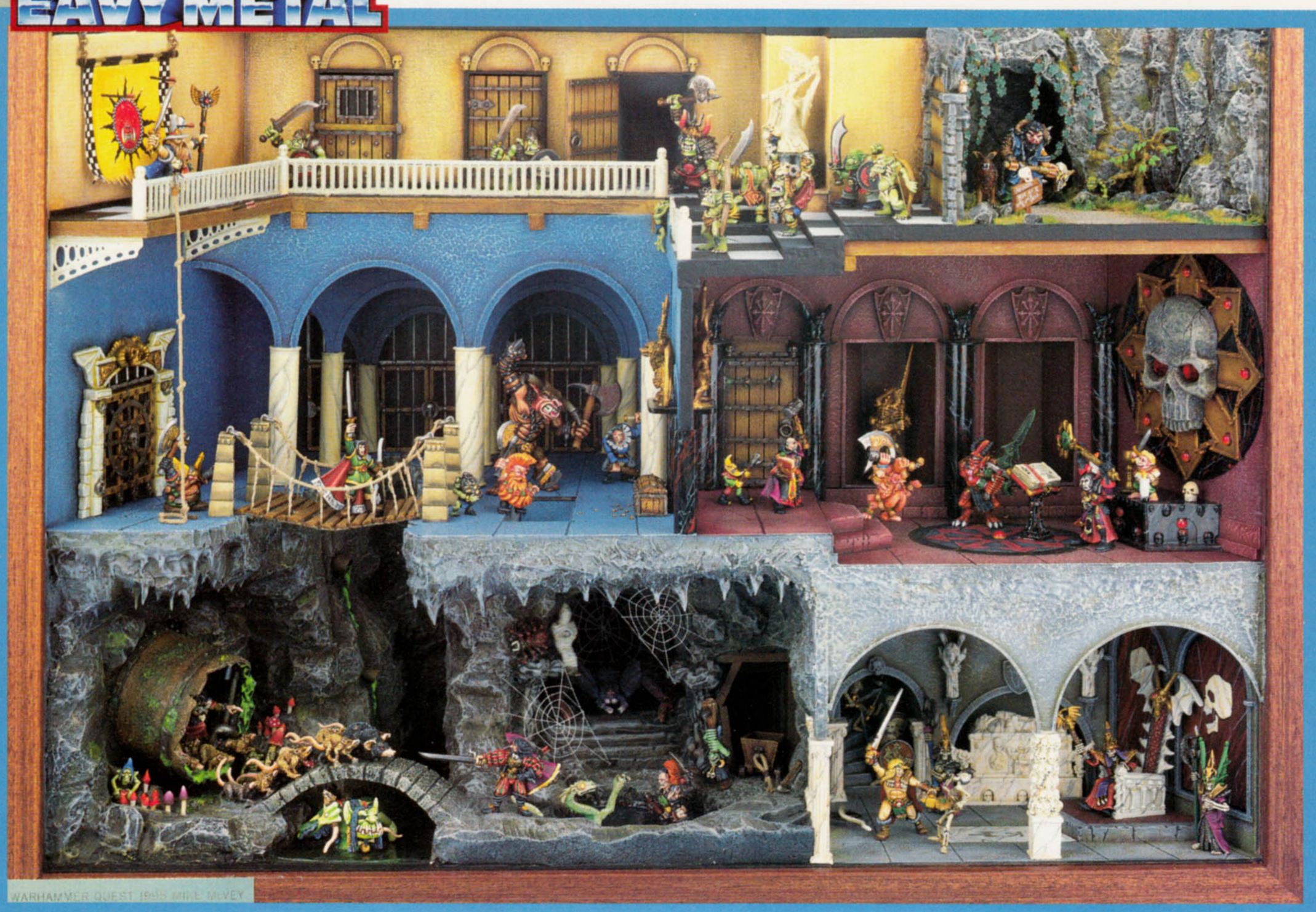
Although I used a few specialist modelling items – for example the banister rails and a few other bits and pieces – most of the model was scratch built with simple materials such as plasticard, cardboard, patience, trial and error plus lots and lots of glue!

Below – Abandon All Hope... At the entrance to the dungeon stands the guardian Ogre. The cave was sculpted from a block of polystyrene packing material, and the vines and other plants were made from special brass modelling accessories.

This page: Once past the guardian Ogre, the Warriors are ambushed by a group of Orcs. Whilst the Wizard holds the Orcs at bay, the rest of the group manage to escape down a knotted rope.

In the photo on the top left you can clearly see the artificial perspective of the corridor stretching away from behind the wide open door on the top landing.

'EAVY METAL



WARHAMMER QUEST 1995 MIKE MCVEY

Having escaped down the rope, the Warriors are faced with a vast arched chamber that's split in two by a grim chasm. They storm across the bridge, but out of the shadows appears a terrible Minotaur. As if to compound their miseries, a Snotling steals their lantern and the Troll Slayer is pitched into the dark when a trapdoor opens up beneath him!

Above – The Chasm Room: As you can see, the doors for many of the rooms simply consist of the plastic doors from Warhammer Quest, trimmed and sanded to make them fit against the walls. Once again, I tried to create the illusion of distance and perspective in the room by creating a vanishing point and scaling the arches, chasm and slabs on the floor to converge on this point. The statue on the right hand wall is an Epic scale Daemon of Khorne and the other models are all from the Citadel Warhammer range or from the Warhammer Quest game itself. As you'll see later, the underground cave was roughly carved from polystyrene and then built up and covered with textured paint. The bridge itself was was one of the most fiddly bits to build and was painstakingly constructed from slats of balsa wood and lashed together with twisted thread to make a miniature version of the real thing!

Left – The Chaos Temple: Despite having battled their way across the Chasm Room, there is no respite for the Warriors. They next enter an underground Temple where a Chaos Sorcerer is engaged in some dark and nefarious practice.

I was particularly pleased with the pose of the Troll Slayer who appears to be leaping forward to attack, while the Warrior Priest attempts to halt the devilry. The Halfling must have crept through the shadows to climb the altar, but his pose is matched by the Chaos familiar who is about to make short work of the Priest of Sigmar. In the centre of the room, the two Bloodthirster statues have come to life and are about to attack!

This room and the Tomb below it were among the most difficult to construct as every object including the altar and the Chaos circle had to be distorted to maintain the perspective.

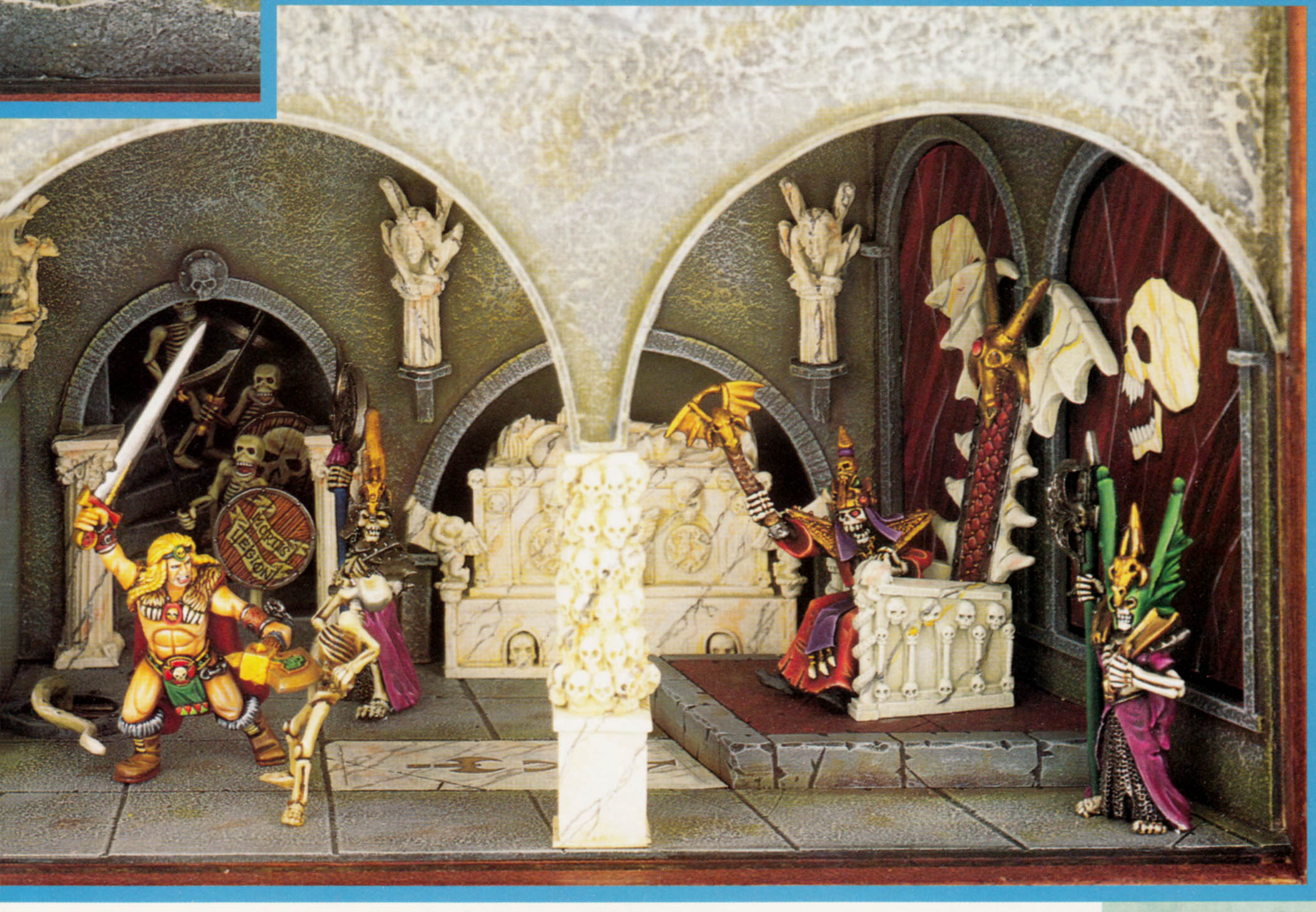
'EAVY METAL

Right – The Tomb: Here is the climax of the adventure, where the mighty Barbarian confronts the Lords of the Undead and their nightmare followers. I really do like the positioning of the models in this area. The Barbarian looks as if he's just struck a mighty blow and the Skeleton is reeling back. Meanwhile, behind him even more of the foul Undead monsters rush down the stairs…

In future articles I'd like to discuss in more detail some of the simple techniques used to create this large and complex model, but for now I hope you've enjoyed this lightning tour.

Left and above – The Subterranean River: Having fought their way through the dark, the Warriors are near to the goal of their quest. This was the first room I completed and links the lower floor with the rooms above. The river runs underneath the Chasm Room, and the trapdoor in the level above unceremoniously dumps the Warriors into the stagnant pool, where the Pit Fighter is about to battle against a deadly aquatic monster. Even if he survives this encounter (maybe the falling Troll Slayer will help out!) behind him in the darkness lurks an absolutely huge spider which is just waiting to add another victim to her grisly collection!

I particularly enjoyed adding the extra details and character to this tableau in the form of the River Troll hungrily feeding on rats, the spider webs and suspended body at the entrance to the cave, and the Snotling busily collecting cave fungi while the rat-pack attacks! In many ways this is a large part of the pleasure of diorama building. You are using your painting and modelling skills to put together a 'picture' that not only tells a story, but allows the viewer to keep finding extra details every time they look.



WARHAMMER 40,000

BATTLE DAYS

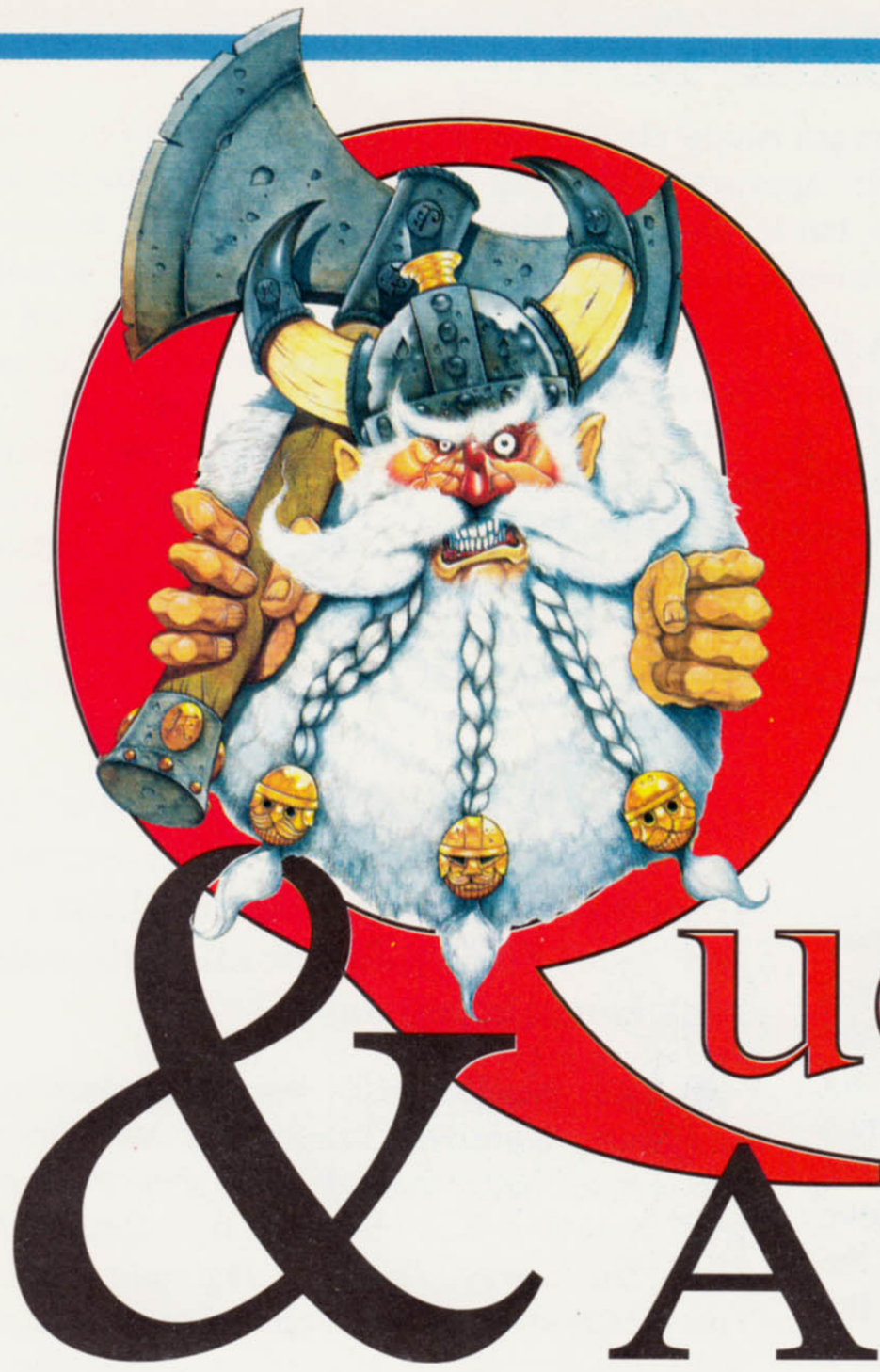
FALL OF THE PHOENIX

On the 11th and 12th of November, every Games Workshop store in the UK will be fighting a massive Warhammer 40,000 game – the Fall of the Phoenix – Phone your store NOW for details.

GAMES WORKSHOP

MG 94

EITHER BRING ALONG A PAINTED SQUAD OR JUST TURN UP AND PLAY!



& Questions & Answers

Battles are complicated things full of unusual events and one-in-a-million ploys. We try to cover all the common possibilities in our rules, but with dozens of troop types, hundreds of magic items and thousands of players, it's impossible to cover every possible circumstance. So, each month, we're going to unchain one of our games designers and get them to answer some of your questions...

Every day, the Games Workshop Roolz Boyz get a flood of letters asking for tactics advice, painting and modelling tips, news about our future releases and a host of other queries. Many of them ask questions about our rules. While most of these rules inquiries can be simply resolved by referring to the relevant part of the rulebook and reading it again in the context of the problem, some situations crop up where there is no clear answer. Here at the Games Workshop Design Studio, rather than spoil a perfectly good game with arguing and wrangling, we prefer to simply roll a dice to decide which ruling to use. Once the battle is finished, you can then look objectively at the problem and come up with a sensible solution – remember games are meant to be fun!

Each month, we hope to provided solutions for some of the more common problems, and we'll also root through the postbag and pick out any letters that raise particularly interesting points. So, if you've got a question why not write in to the Roolz Boyz? You never know, you might just see your name in print!

Q If I use the Orks' Waaagh magic spell *Hand Of Gork* to move a Night Goblin regiment containing Fanatics so that it ends up within 8" of an enemy unit, when and how do the Fanatics emerge?

A The question comes about because the rules state that *"Whatever the situation, whether it is your or your opponent's turn, as soon as the enemy approach within 8" you declare that your Fanatics are coming out! All movement is halted immediately. If a moving enemy has triggered the Fanatics then the enemy unit is halted at 8" away"*. The problem is, of course, that in the circumstances described above, the two units are never exactly 8" apart...

Sometimes a situation arises when it is impossible to release the Fanatics while the two units are exactly 8" apart. For example, a flying model may swoop down from flying high and appear next to the Goblins, or the Goblins may be transported across the battlefield by the *Hand of Gork* spell and appear closer than 8" to an enemy unit.

Under such circumstances you should place the Fanatics on the table after the magically teleporting unit, diving creature, or whatever, has been placed.

Night Goblin Fanatics are among the most feared of the Goblin troops. Wielding a massive, crushing ball and chain, a single Fanatic can turn a proud unit of Reiksguard Knights into tinned meat, and reduce a regiment of Ogres to jelly!

If you have any questions or comments about any of our games or other aspects of the hobby, why not write to the Roolz Boyz at:

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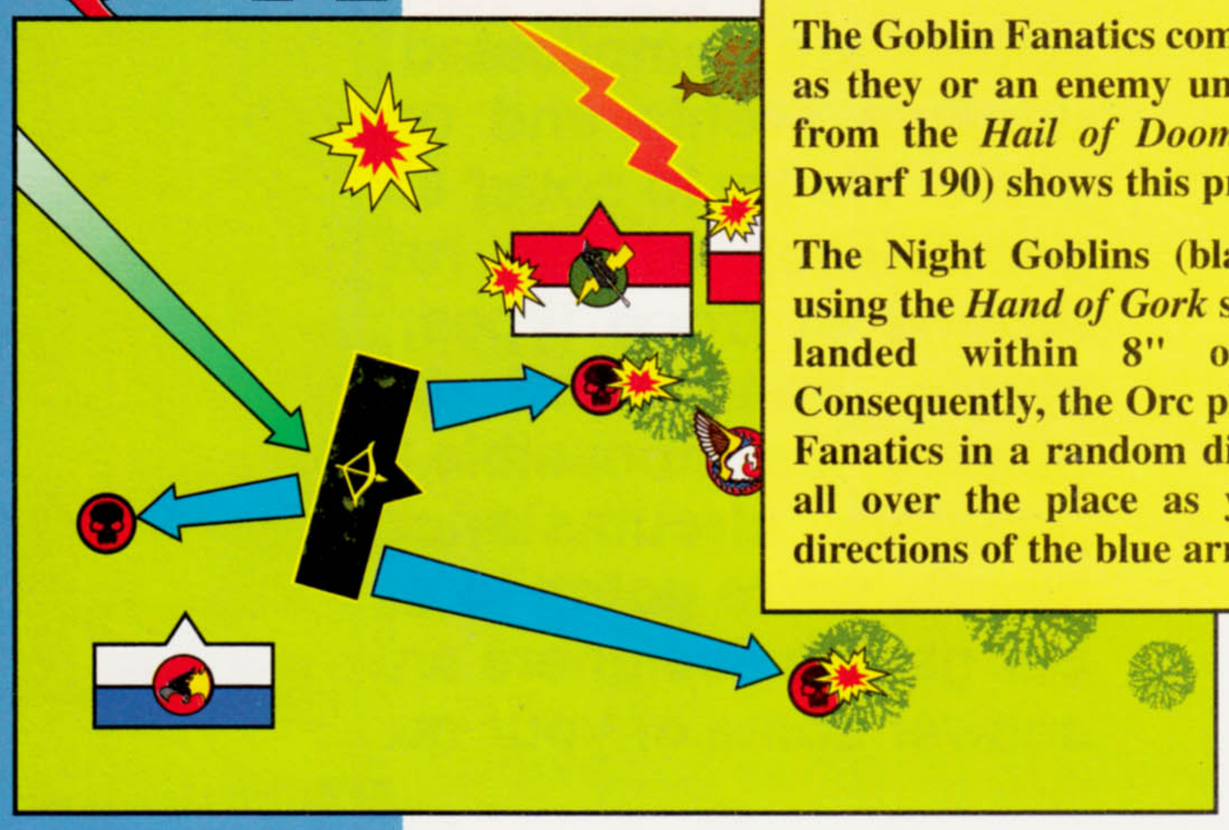
Q&A



The Goblin Fanatics come out randomly as soon as they or an enemy unit 'appears'. This map from the *Hail of Doom* battle report (White Dwarf 190) shows this principle in action.

The Night Goblins (black unit) were moved using the *Hand of Gork* spell (green arrow), and landed within 8" of the Wood Elves. Consequently, the Orc player had to release the Fanatics in a random direction, and they went all over the place as you can see from the directions of the blue arrows!

Normally you would now nominate the direction the Fanatics are heading in, and resolve their movement. However, if the unit triggering the Fanatics (or the Goblins holding them) suddenly appear, then roll the Scatter dice to see which direction they move in, instead of choosing where you want them to head. The Fanatics still move 2D6", but do so in the direction indicated by the Scatter dice. This represents the fact that the Fanatics are so disorientated by the sudden appearance of the enemy that they set off too quickly and lose all sense of direction immediately (though they don't have much of one to lose)!

If the Fanatics' random move takes them into an enemy unit then they will cause damage as normal, and they will also damage any friendly unit they smash into (for those of you who don't know, each Fanatic that hits a unit inflicts D6 S5 hits with no armour saving throw allowed!). The only exception to this is if the random move takes a Fanatic back through its own unit. In this case the Fanatic passes through its own unit without causing any damage – it's assumed that the Fanatic actually launched himself out of the other side of the unit and headed off in completely the wrong direction from the start! Note that if a Fanatic smashes into its parent unit later, then it will damage the unlucky Gobbos as normal.

Q Can Nagash, Supreme Lord of the Undead, lead a unit in Warhammer? If so, does he benefit from the "Look out, sir!" rule? Finally, does he affect the unit's rank bonus in any way?

A This question arises because Nagash is a huge figure who towers over his minions, and is much larger than any other models he may lead. Nonetheless, a character, regardless of his size can always lead a regiment, unless specifically stated in their description (Gotrek and Felix, for example). However, a character leading a unit which is smaller than himself will not receive as much protection as a smaller character. Let me explain this in a little more detail. A character can only be targeted by enemy missile fire if there are no similarly-sized targets within 5". This always applies, it makes no difference whether the character is leading a unit or not.

However, if a character is actually with a unit, he will usually receive a "Look out, Sir!" saving throw against hits from war machines and other attacks that use a template. The "Look out, Sir!" rule means that unless you are unfortunate enough to roll a six on 1D6, your character is saved from

In the Battle for Talabheim (way back in White Dwarf 183), Jake used a Grey Wizard and the *Grey Wings* spell to cause the Night Goblin Fanatics to come out early. As they moved randomly, the Fanatics crashed into the nearby trees, killing themselves without inflicting the slightest bit of damage on the Empire forces!

Characters cannot benefit from the special targeting and "Look out, Sir!" rules if they are larger than the models around them. Nagash amply demonstrates why he's easy for the enemy to pick out...

the explosive fireball, cannonball or rock at the last moment – a heroic individual within the unit shouts a warning or pushes the character out of the way (unflinchingly sacrificing themselves in the process)!

The "Look out, Sir!" rule applies only if the character is the same size as the unit he accompanies, as it's pretty unreasonable that a mere Zombie can even attract the attention of Nagash, let alone try to heave him out of the way of an incoming mortar shell! This applies whether the difference in size is as obvious as the Nagash example, or even if the character is mounted when the unit around him is not – there just isn't time to drag somebody from a horse or boar!

As for the regiment's rank bonus, the presence of a larger character doesn't affect this in any way, they simply fill up the space of two or four normal models. You still get +1 combat resolution for every complete rank after the first, including the rank/s containing the massive character.

While we're on the subject, a good rule of thumb about deciding whether a character's larger than someone else is to look at the size of their Slotta bases. A cavalry base is larger than an infantry base, and a monster base is larger than both. This doesn't work for everybody, but with common sense it provides a useful guideline.

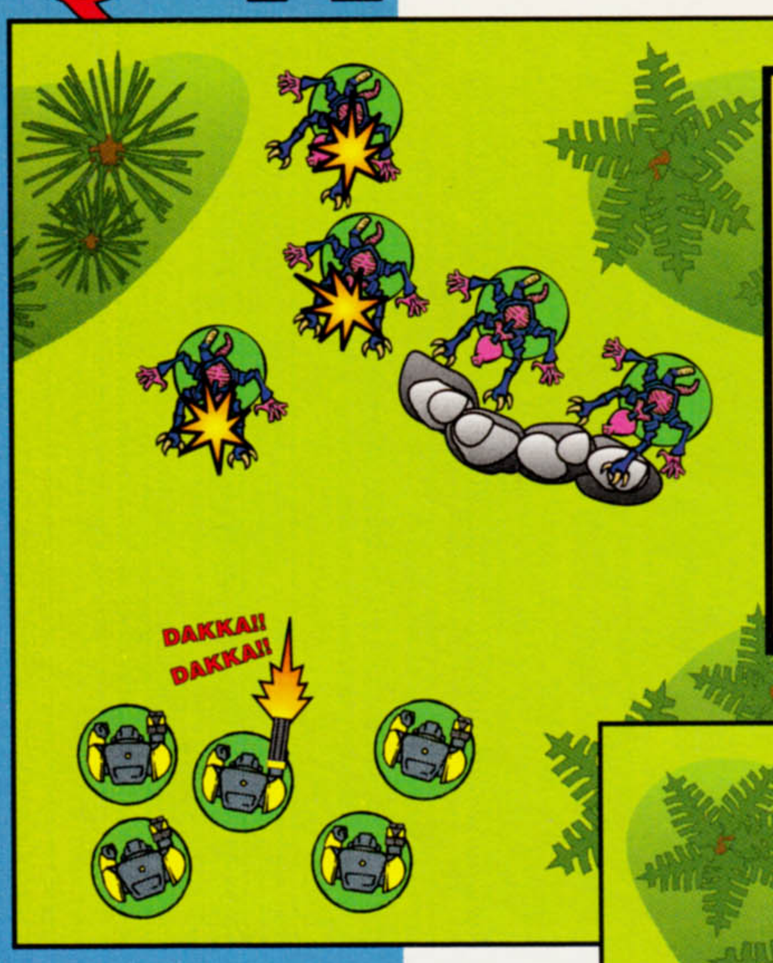
LAID TO REST...

Every month we plan to pick out and answer one of your most frequently asked questions. This month's is:

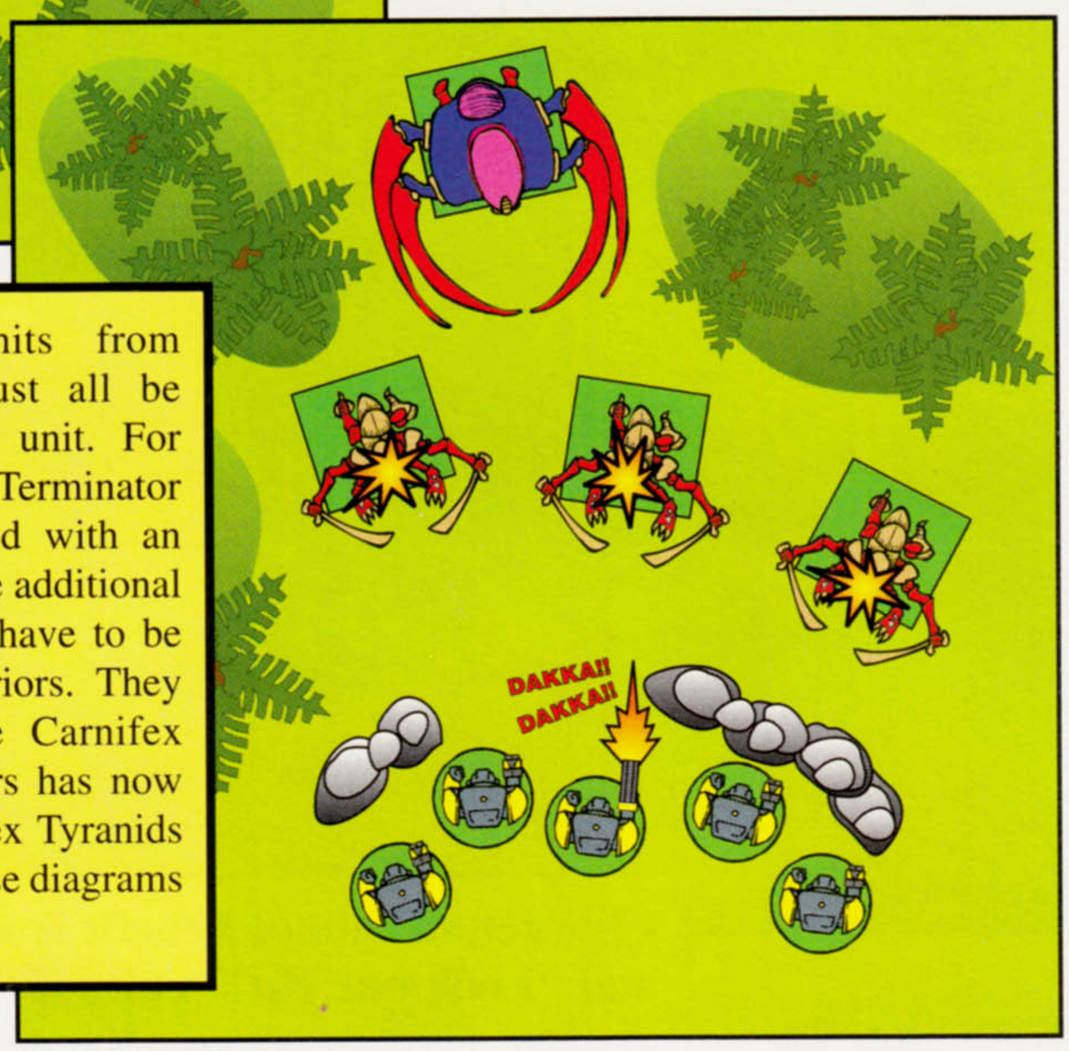
Can an Imperial Assassin use his/ her dodge ability to avoid a Vortex grenade?

Yes. A Vortex is still a template weapon, albeit a rather strange and deadly one. Assassins are highly-trained killers, and aren't put off by somebody collapsing dimensions nearby!

Q&A



Extra Hits: Multiple hits from a sustained fire weapon cannot be applied to models that would have been harder to hit than the first model hit. So, if you hit a Genestealer in the open you can't use the extra sustained fire hits to march along the Genestealers in hard cover behind a wall!



Target Unit: Multiple hits from sustained fire weapons must all be applied to the same target unit. For example, if your Wolf Guard Terminator hits a Tyranid Warrior brood with an assault cannon and scores five additional hits, all of those hits would have to be applied to the Tyranid Warriors. They cannot be allocated to the Carnifex behind them. Andy Chambers has now written this new rule in Codex Tyranids so it's official! Hopefully, these diagrams will make things clear.

Q My opponent tells me he can shoot a sustained fire weapon at a model in the open and use any extra hits on other targets within 4", even if the other targets are in more cover. He would normally suffer a -2 to hit modifier to shoot at them, but this doesn't apply. Is this correct?

A By the strict letter of the rules, your opponent is perfectly correct. However, it is a rule which can be exploited in order to hit well protected models simply by shooting at easy targets nearby. To be honest, this isn't the intention of the rule at all.

In our games we quickly agreed to interpret the sustained fire rule so that extra shots can't be dished out to targets that are harder to hit than the original model. We also agreed that extra shots must be allocated within the same unit, and not to models from different units. This is a much fairer way of working out sustained fire hits.

We'll be answering more of your questions next month, so keep writing in!

RAPID FIRE!

Although we will try our best to answer your questions, there are a few things you can do to help us. Firstly, if at all possible, phrase your question so that it can be answered with a 'yes', 'no' or a number (eg 3"). Secondly, if you are referring to a particular sentence or paragraph, could you quote the page number, so that we can quickly find what rule you're talking about. Lastly, we can't possibly answer *every* question in White Dwarf, so please send a stamped, self-addressed envelope for us.

I have a Warhammer Skaven army, can the Warlock Engineer on a Doomwheel have Magic Items and cast spells?

He cannot be given Magic Items and is not able to cast spells, since he is far too busy trying to control the Doomwheel!

In Warhammer 40,000, does a field such as a Displacer field allow you a saving throw against Eldar Wraithcannon and Distort cannons?

No, the technology involved in these warp-based weapons bypasses any fields the target may be wearing.

In the rulebook for Epic Hive War, the description for the Tyranid Dominatrix states that they have a 1+ saving throw. However, the profile says they have a 2+ saving throw. Which is correct?

The main text is correct, a Dominatrix has a 1+ saving throw, although this is modified for shots targeted from the side or rear.

In Warhammer 40,000, does the psychic power *Destroy Daemon* effect an Eldar Avatar? What about force weapons, do they have the same affect as they do against Chaos daemons?

An Avatar is the physical incarnation of the Eldar god of war, Kaela Mensha Khaine, so an Avatar is treated like a daemon for the purposes of *Destroy Daemon* and force weapons. This also applies to hits from psycannons and other weapons or psychic powers which have special effects against daemons.

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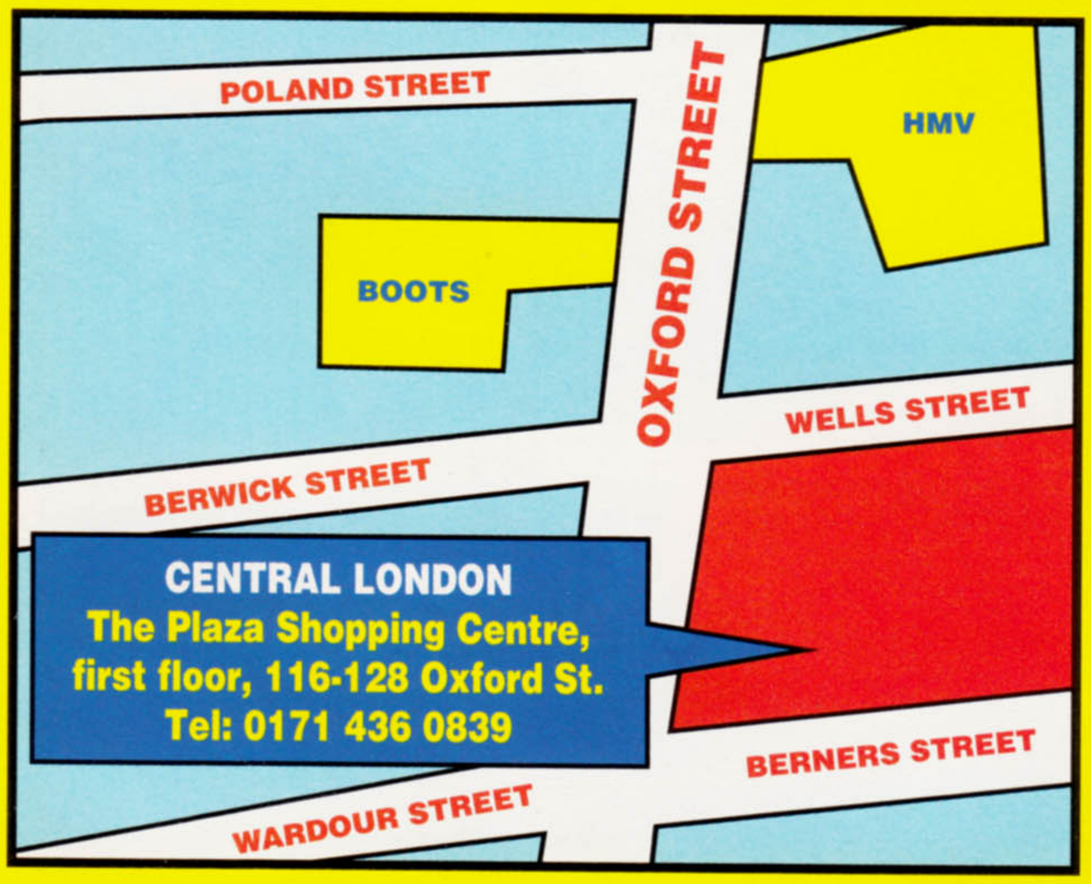

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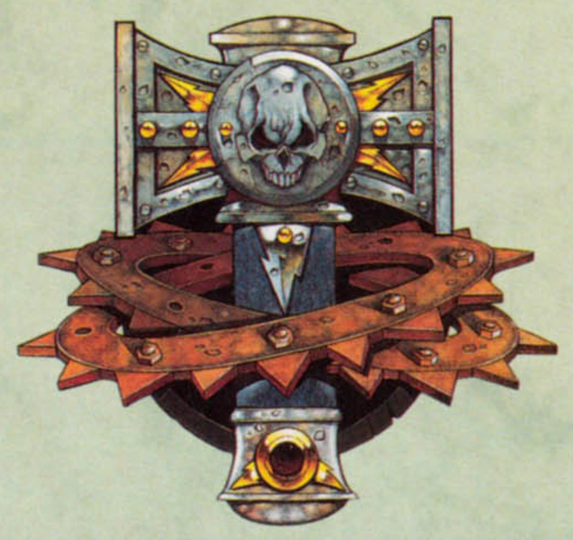
'EAVY METAL™

HOUSE GOLIATH



The gangs of the House Goliath occupy some of the deepest and darkest industrial regions of Necromunda, where the heavy atmosphere is thick with dangerous toxic waste and searing heat. In these unforgiving territories, the powerful Goliath gangs dominate by sheer force of will and their strong right arms!

Size and physical prowess are the only attributes the Goliaths value, and they are more than willing to go toe-to-toe with their 'skinny' foes. They have a special dislike for the slim and agile House Escher who they descibe as "just a bunch of stoopid wimmin!".

Goliath Leader with chainsword and grenade launcher

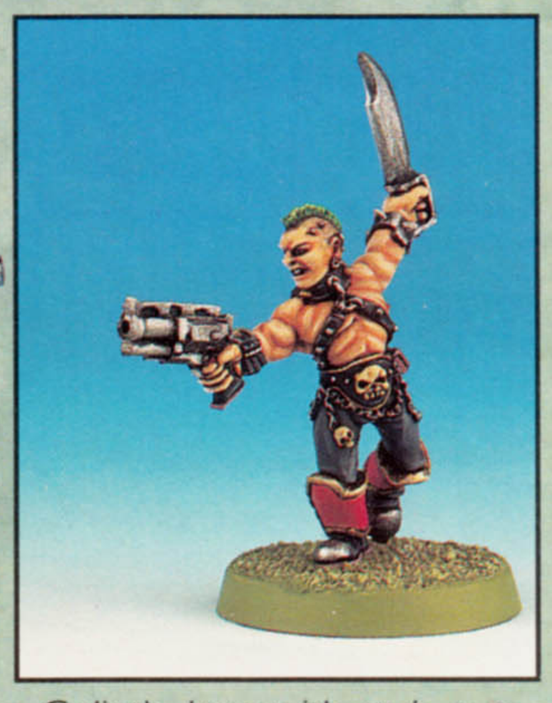
Goliath with hand flamer

Goliath with autogun

Goliath with lasgun and stub gun

Goliath with shotgun

Goliath Juve with laspistol



Goliath Juve with stub gun

Goliath Heavy with heavy stubber

NECROMUNDA™

WANNA JOIN?

By Andy Chambers

Any would-be gang leader needs a gang, and recruiting them can be tough. If you want your gang to be as hard as Andy's Goliath Dog Soldiers, take heed of these words from the wise.

STARTING OFF A NECROMUNDA GANG

One of the best aspects of Necromunda is being able to watch your gang develop from a bunch of inexperienced juves into a much-feared gang of veteran fighters. Bitter experience has taught me that the foundations for this success (or failure!) are laid when you first recruit your gang. An ill-conceived or badly thought out starting line-up can mean that your gang struggles to get anywhere, while rival gangs just shoot up in the ratings!

FOUNDING FIGHTERS

When you start a gang the first thing you must include is a gang leader. The leader is the lynchpin of the gang, the man who keeps it all together. Unfortunately, he also costs the most to recruit at a hefty 120 creds. However, you can't do without him – he's got the best characteristics of any of the available gang fighters and can out-shoot and out-fight most opponents.

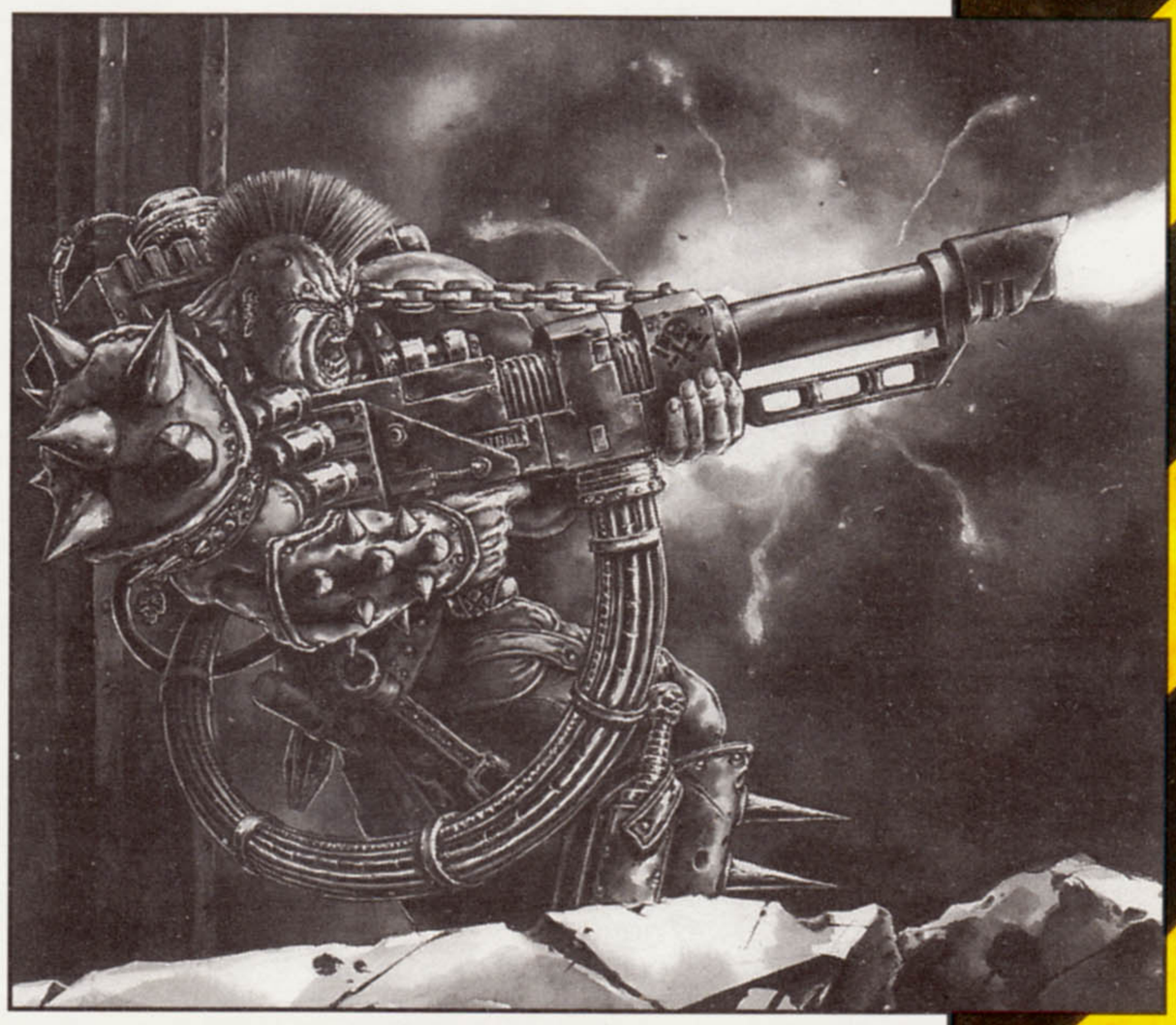
Gangers form the mainstay of the gang. As well as being solid fighters they perform a lot of vital tasks between games, like working territory to earn money for the gang or helping the leader to hunt for rare items at trading posts. This is a really worthwhile activity because it turns up useful stuff like sights, special grenades, power weapons and so on.

Each ganger can only collect the income from one territory at a time, so it's very important to include at least five of them in order to work all of your starting territory. This maximises your profits in the early games, which in turn allows you to expand quickly or replace losses as they occur. When I started my first gang I only took three gangers in my initial line up and I was soon struggling to make ends meet. Each game, one or two gangers would get injured and be unable to work their territories. This left me exceedingly poor until some of my juves gained enough experience to become gangers and work territory themselves. I learned my lesson though, and now my gangs always start with plenty of gangers.

Juves are very, very useful members of a starting gang because they're cheap and learn fast. Juves only have to earn half the experience points needed by a ganger to get a skill or characteristic advance, so a few juves in the gang will give you some useful skills after only a couple of games. Even better, once the little tykes have earned enough experience they become gangers and save you 25 credits of your initial outlay! As they are so cheap and expendable, juves can be used for dangerous tasks like distracting the enemies' heavy stubber. One or two juves is plenty to start with and you can (and should) recruit extra ones now and again.

Heavies are important to a gang because they supply the hefty firepower so lacking from the rest of the fighters. This is the only time you're liable to have enough credits to afford some of the more expensive weapons, though this may scupper the rest of the gang if you're not careful. You can take up to two heavies in a gang but, depending what you're intending to take, it may be a smart idea just to buy one heavy initially and get the second one later. This is discussed in more detail in Weaponry below.

Lastly, don't forget Scum, Bounty Hunters and Ratskin Scouts. These Hired Guns can add valuable experience and skills to a starting gang, and will often outclass even your leader in combat. However, once you get going you should drop your Hired Guns except for special battles, as they will start eating up your credits and denying experience points to the rest of the gang.



'EAVY METAL™

HOUSE ORLOCK

Orlock Gang Leader with boltgun and axe

Orlock Heavy with a heavy stubber

Orlock Heavy with a heavy bolter

Orlock Gang Leader with melta-gun and laspistol

Orlock Juve with stub gun

Orlock Juve with autopistol

Orlock Heavy with flamer

Orlock Juve with stub gun

Orlock Juve with laspistol

Orlock Ganger with autogun and stub gun

Orlock Ganger with autogun

Orlock Ganger with shotgun

Orlock Ganger with autogun

Orlock Ganger with lasgun

Orlock Ganger with stub gun and pick

Orlock Ganger with lasgun

Orlock Ganger with autopistol

'EAVY METAL™

HOUSE CAWDOR

Cawdor leader with boltgun and powersword

Cawdor Heavy with heavy stubber

Cawdor Heavy with grenade launcher

Cawdor leader with autopistol and chainsword

Cawdor with lasgun

Cawdor with autogun

Cawdor with shotgun

Cawdor with lasgun

Cawdor Juve with stub gun

Cawdor Juve with laspistol

Cawdor Juve with stub gun

Cawdor Juve with stub gun

Cawdor with lasgun

Cawdor with shotgun

Cawdor with lasgun

Cawdor with autogun

WEAPONRY

Choosing a mix of weaponry when you start your gang is one of the most tricky parts of all. As mentioned above, gang fighters in Necromunda can pick up different skills as they gain experience. Each House has its own favoured style of combat and the skills the fighters gain reflect this. Goliaths and Cawdor, for example, favour close combat, while Van Saar are better off at a distance. This has to be taken into account when you buy weapons. Although it won't be a major factor until you've played a few games, this will become increasingly important as your gang gains experience.

Personally, I am as much swayed by what looks good and feels right for a gang as what is most effective. On the other hand, I don't like my fighters to have useless or inappropriate weapon combinations. The simplest way to ensure this is to equip gang fighters for either close or ranged combat.

A close combat fighter is armed with a pistol and a close combat weapon or two. His job is to keep moving and closing with the enemy, using his pistol for short range firing and charging in to hand-to-hand combat as the opportunity arises. Juves must be close combat fighters because they can't be equipped with long range rifle-type weapons. Gangers and leaders can be either, but heavies are generally only suitable for long range work.

Ranged combat fighters are armed with a basic weapon or a heavy weapon and pick off the enemy from a distance, concentrating on staying in cover and supporting close combat fighters with their fire. Within these broad ideas it's probably best to discuss the different types of weapons in turn.

CLOSE COMBAT WEAPONS

Almost inevitably, your gang fighters *will* get into hand-to-hand combat at some stage. Having a close combat weapon isn't totally necessary since everybody has a knife to fight with, but it helps. Gang leaders should have some kind of sword or pistol, because close combat is deadly and they need the protection. A ganger specifically armed for close combat (laspistol and chainsword is a favoured combination) can really tear through the enemy, since he gets a bonus attack and a parry. It's important to remember that gangers encumbered with basic weapons or larger cannot use two hand-to-hand weapons, so it's best to get them a sword (which allows them to parry) rather than a flail or massive axe.

Juves with hand-to-hand weapons can also be a pain for your foe to get rid off. When equipped with the right gear and a couple of appropriate skills, even the most unimposing juve can take out gang leaders and heavies (especially if you can gang up and get secondary attacker bonuses). A juve with a massive axe can cut up even the toughest foe. Don't forget pistols can be used too, which leads us nicely to…

PISTOLS

Pistols are essential for close combat fighters and useful sidearms for ranged combat guys. The commonest (ie cheapest) pistols are stub guns, laspistols and autopistols. These all have their own advantages and disadvantages which sort of balance out. Stub guns, for example, are reliable and seldom run out of ammo, but they are inaccurate at long range.

Personally I favour laspistols as sidearms for fighters with unreliable weapons like boltguns, autopistols as the main weapons for close combat fighters, and stub guns as cheap back-up weapons for other fighters or juves. It's not essential for everybody to have a pistol when you start the gang, but it is useful for your fighters to have something to shoot with if their weapon jams or runs out of ammunition halfway through an intense firefight.

Bolt pistols, plasma pistols and hand flamers are expensive speciality pistols, suitable for equipping leaders with, or for gangers who intend to fight close combat. Plasma pistols are particularly nasty but suffer from inaccuracy at long range and unreliability. Bolt pistols are impressive too but run out of ammo rather easily. Hand flamers are very good at close quarters but worthless further away, so they are only useful as a secondary weapon in addition to a longer ranged weapon. In general these expensive pistols are only worth getting for your leader in a starting gang, other members can be equipped with them later when you have more money and a few skills to make them worth utilising.

BASIC WEAPONS

Throughout your gang's career, the bulk of your purchases will be basic weapons. Favoured options are the lasgun and autogun, both of which have a good range and are pretty reliable. Bolters can be given to your gang leader, but I wouldn't invest in one for somebody with a Ballistic Skill of less than 4, since every shot you fire could be the last. Shotguns are useful too, since scatter shot can be used against adversaries who keep skulking about in cover.

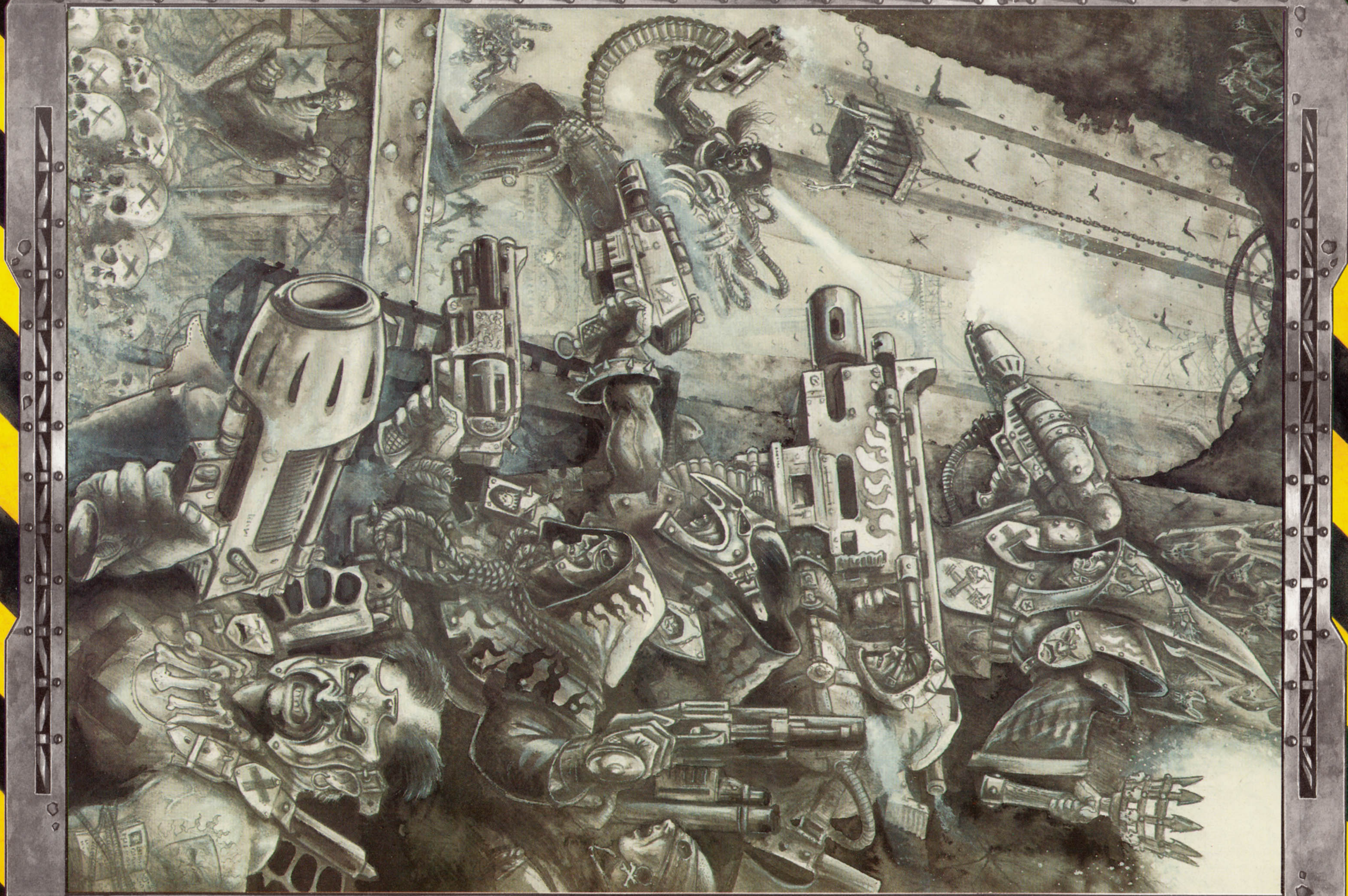
SPECIAL WEAPONS

Special weapons are pretty rare in a gang, since most players prefer to equip their heavies with a heavy weapon instead. However, the plasma gun and flamer have made appearances in the Underhive area of Castle Rock (the setting for the Games Workshop Design Studio's campaign) and can be devastating if used well. The flamer has a very short range, so give it to someone who is going to survive the enemy fire. Plasma guns have to recharge, so make sure the fighter has a spare pistol to shoot during the turn in which he can't fire his main gun. A grenade launcher is handy too if you're planning a long range gang, who prefer to sit back and blast their enemies rather than getting in close.

HEAVY WEAPONS

Finally, the big boyz! Heavy weapons can waste an entire gang in a couple of turns, and frequently do when not dealt with. Our experiences here at Castle Rock have shown that the heavy stubber is by far the best heavy weapon to carry in Necromunda. It's got a high enough Strength to be worrying, a long enough range to be scary right from the start, and an ammo roll of 4+. What else is there to say? Okay, heavy bolters inflict D4 wounds, so they can be good against experienced gangs who are likely to have three or four 'multi-wound' fighters running about. Heavy plasma guns, autocannon, lascannon and missile launchers are really for people with money in the bank, clocking in around 300 creds or more!

That's it from the Grand Dog, but don't forget – hit 'em hard and keep hitting 'em when they're down!



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DWARF SLAYERS

DAEMON SLAYER

GIANT SLAYER

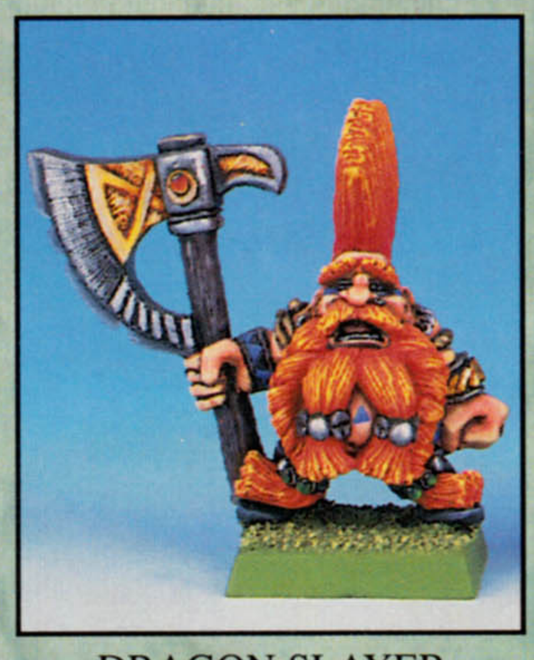
GIANT SLAYER

GIANT SLAYER

TROLL SLAYER

TROLL SLAYER

TROLL SLAYER



DRAGON SLAYER

DWARF SLAYERS DEFEND THEIR WAR MACHINES AGAINST AN AERIAL ATTACK BY THE HIGH ELF LORDS

WARHAMMER

DWARF TACTICUS

by Jeremy Vetock

From the very first time I saw Warhammer being played I was hooked. I watched in awe as vast armies of Citadel Miniatures advanced across a tabletop battlefield. As the opposing Generals manoeuvred their troops, countering enemy probes, and finally clashing in mortal combat, battle was joined! I spent the rest of the afternoon watching as the combat ebbed and flowed, eventually resolving into a rousing victory.

I bought a copy of the game on the spot and rushed home to read it. I was now only a short step away from fighting my own cataclysmic Warhammer conflicts – all I needed was my own army! I read the Warhammer World background and checked out some of the Citadel Miniatures, I knew I was spoilt for choice. There were High Elves and Goblins in the box, but in the end I was won over by the short, stout fellows and decided to collect a Dwarf army.

Most of the Warhammer Armies books contain a tactics section for that particular race, but the Dwarfs haven't got one. It wasn't until White Dwarf 185 that Alan Richmond and Gavin Thorpe's *Death or Glory!* article explained a plan that really made the most of the strengths of the Dwarf army. With this in mind I wrote the following to offer a few tactical hints and tips to other Dwarf Generals.

BUILDING A DWARF ARMY

For most battles I choose troops from just three of the Dwarf army categories – Characters, Regiments, and War Machines. Dwarf Generals may also select from Allies and Monsters, but for the most part I enjoy the feel of an all Dwarf force. Even so, once in a while I like to surprise my opponent by including a powerful monster or a regiment or two of Empire Cavalry!

Although he occasionally dabbles with the dark forces of Chaos, Jeremy's main army has always been the Dwarfs.

The Dwarf's defensive line stands firm against the Dark Elf assault.

The Dwarf Kings are some of the most powerful characters in Warhammer. Each wields a potent rune weapon, wears armour adorned with magical sigils, and carries potent talismanic runes.

CHARACTERS

Dwarf players are spoilt for choice when it comes to selecting powerful characters to lead their army! The Special Characters section is full of famous Dwarf Heroes to lead your brave warriors, each of them with their own unique set of skills and equipment (they wouldn't be special otherwise). As with all elements of picking an army, making the correct choice of characters is very important.

THRONE OF POWER

A special mention must go to the Dwarf Throne of Power as it is not only one of the coolest models in the range, but given the chance it will cut a bloody swathe through even the best of your enemy's regiments! Imbued with potent magical runes, the Throne has been the noble seat of the Dwarf High King for centuries. Thorgrim Grudgebearer, the current High King, is so powerful that your opponent will begin to wail the moment he spots him! Carried by the mightiest of Dwarf Champions, the Throne is an absolute terror in hand-to-hand combat. Thorgrim carries the *Great Book of Grudges*, which he can use to incite *Hatred* of the enemy in the Dwarfs around him. The only real restriction on the Throne of Power is its points cost, so I only include it in my army if I'm playing a battle of 3,000 points or more. The Throne of Power is also a perfect centrepiece for your army and makes a great painting project!

Sometimes I stick with a General that I have chosen and equipped myself, I usually do this to differ my army composition. This adds variation to your force and can really upset your opponent's battle plan if they expect to face the same character you used in the last game. It also gives you an excuse to do some model conversions! Of course, the most obvious advantage of having characters created by yourself has to be the chance to put together some of the most awesome Magic Items in Warhammer using the Dwarf runes. I find designing and inventing new runic magic weapons is one of the most challenging and enjoyable aspects of fielding Dwarfs.

RUNESMITHS

The Dwarfs never developed the art of spell–casting and so their armies are bereft of Wizards of any type. However, the Dwarfs do have Runesmiths who use their power to create magical items of unrivaled mastery. Only one Runesmith is allowed per army, and personally I never march to battle without this essential character. Along with being some of the most potent characters in the Dwarf army, Runesmiths have the option of riding to battle atop the Anvil of Doom. The deadly lightning bolts unleashed by the Anvil gives a Dwarf army some additional long-ranged hitting ability. This is especially useful against heavily armoured foes like enemy cavalry, because your target isn't allowed saving throws against any hits inflicted by the lightning.

MAGICAL RUNES

Although they don't use it for spells, Dwarfs have learned to capture the power of the winds of magic and incorporate it into magical runes. By placing these on swords, axes, armour, and even war machines, the Dwarfs can create runic items of incredible potency. This gives Dwarf characters an advantage over other armies, who must select from Magic Items listed in the Battle Magic and Arcane Magic supplements (and the forthcoming Chronicles of War! – Ed). A Dwarf player can tailor his Magic Items to a particular task, which means it is important to consider your opponent's strengths and weaknesses when choosing your runes.

Every Dwarf General has his own favourite and deadly combinations, and I have certainly seen some monstrous weapons! There are basically two ways to go about choosing your runes. On the one hand, you can blow 800-900 points on one awesomely powerful General or Daemon Slayer, and watch Nagash and Greater Daemons cower in terror. Unfortunately, one decent cannon hit could turn him into a big stain. Personally, I prefer to spread my character points between a General, a couple of Heroes and a Champion or two. Keep in mind where these characters will be in your army and exactly what you want them to accomplish. One of my favourite ploys is to arm a Hero from one of my units with double handed weapons (like Miners or Hammerers for example) with an axe inscribed with the *Master Rune of Swiftness* (which allows you to go first in combat) and the *Rune of Fury* (which gives you an extra attack). In combat my Hero strikes first, reducing the number of enemy attacks and setting them up for the punishing double-handed blows that will follow from the rest of the regiment.

If I'm fighting an army with loads of super-powerful characters (Chaos or Undead, for instance), then my runes tend to be more defensive. These can range from the combination of a few *Runes of Parrying* (opponent loses an attack) to the all powerful *Master Rune of Gromril* (an untouchable Toughness of 10!).

Using your runes to attack your opponent's strengths is always a good idea. For example,

against an army that will attempt to overrun you with numbers (those dastardly Skaven come to mind), I prefer to let my trusty Dwarf Warriors bear the brunt of the enemy attacks, and tool up my characters with some really destructive rune weapons. Against Skaven it is important to inflict serious damage on enemy units in order to counter their rank bonus. For this I give one of my Heroes the *Master Rune of Snorri Spangelhelm* and two *Runes of Fury*, giving him five attacks that hit automatically!

RUNE OF SPELLBREAKING

I'm a big fan of the *Rune of Spellbreaking* which is only available to Dwarf Runesmiths (another great reason to field one!). This rune acts exactly like the *Dispel Magic Scroll* that other armies may select – that is, it automatically dispels any one enemy spell. Dwarfs are naturally resistant to magic, but it always seems that the more I need a dispel card, the less likely I am to receive one, or make the 4, 5, or 6 dice roll to succeed. Many of my fellow Dwarf Generals feel that the *Rune of Valaya* (a potent magic banner which allows you to roll a 4+ dispel against *any* enemy spell cast on the tabletop!) is a must-have item, but I put my trust in the cheaper and automatic *Runes of Spellbreaking*. To date they have not let me down (too badly…).

There is no end to the fantastic rune combinations you can think up, and after too many games to count, I'm still stumbling across new ones. I always try to vary my runic items, as this helps to confuse my opponent. This tactic works best against a player who makes the mistake of assuming that I'll choose the same army again, with the same characters and Magic Items. It's also fun to see what devastating effect your new, improved *Axe of Destroying Everything* has on the battle, which for me is part of the excitement of Warhammer.

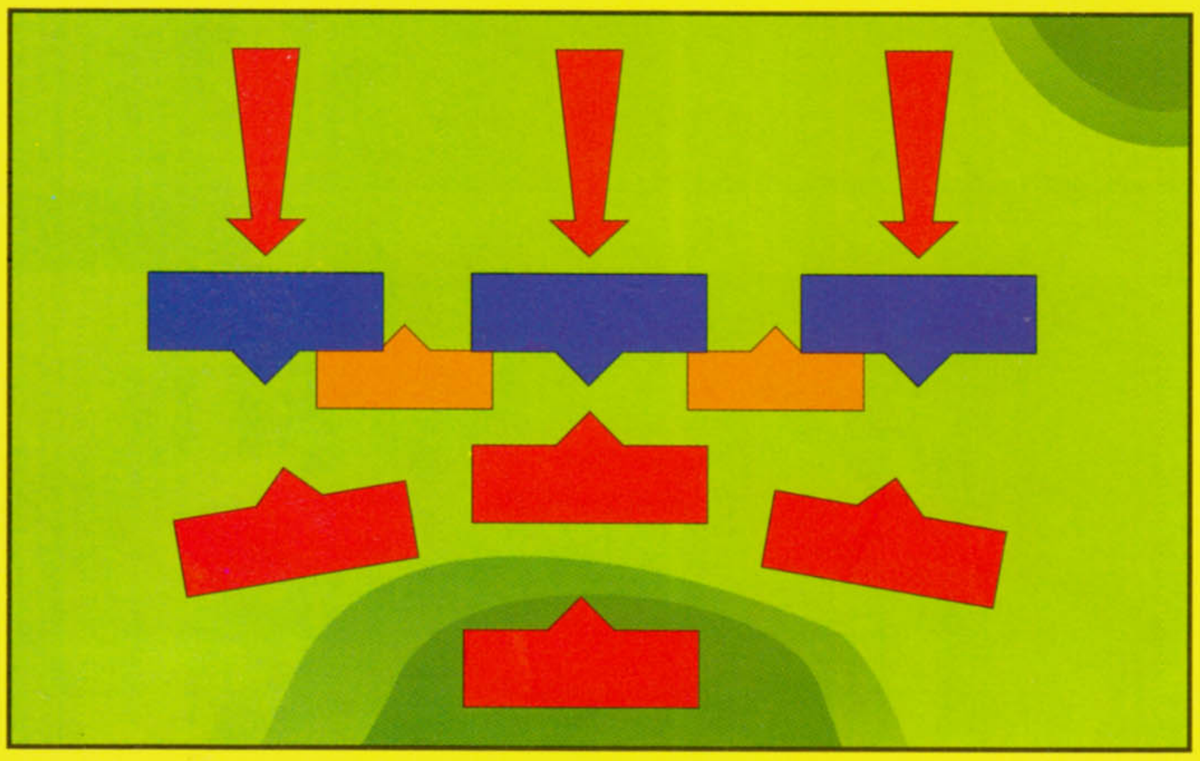
Finally, we shouldn't forget that Dwarfs use their runes in the making of their war machines, to make them more reliable and, more importantly, a lot more deadly. I find *Runes of Forging* and *Runes of Fortune* on my cannons are always a good bet, and a *Rune of Penetrating* and the *Rune of Seeking* on a bolt thrower can really sting the toughest of monsters – even when they're flying high! My favourite engineering rune is the *Rune of Immolation* as it is so in keeping with the Dwarf character. This rune allows the Dwarf player to blow up his war engine at any time. No self-respecting Dwarf engineer is going to leave one of his precious cannons as a battle honour for his foe – besides, the resulting explosion always takes a few of the enemy down with you!

THE DOUGHTY WARRIOR

One of the first things that you'll notice about Dwarfs is how much they cost, even basic Dwarf troopers are expensive. In an average 3,000 point game you won't be looking at more than five or six regiments at most. Deciding which regiments to take is critical, and varies greatly depending upon which type of opponent you are fighting and what you plan to do. I always start by picking a regiment of Dwarf Warriors. The standard Dwarf Warrior is slow, but dependable. They are the cheapest Dwarfs available, so I usually get a unit of twenty-five or thirty of them. With high Toughness and Leadership, Dwarfs can stand against any other warrior in the Warhammer World and more often than not come out on top!

I usually arm this regiment of Dwarf Warriors with spears as it gives you a second rank of troops that may strike in hand-to-hand combat. Obviously this is only as long as you don't charge, but charging the enemy with Dwarfs is unusual. This gives me a defensive unit that I can

EXPENDABLE SLAYERS



Slayers (in orange) make the perfect screen for your other troops (in red). If the enemy (in blue) wipe them out on the turn they charge, they're left within charge range of your other troops. If they don't, they'll be held up for at least one more turn, and will *still* be in charge range. The Slayers never break, so there's no chance of the enemy using their pursuit move to charge into one of your main units. Whatever happens, the Slayers will stop the enemy in their tracks, ready for you to pounce!

use to protect a battery of war machines, guard a flank, or even hold the centre. As the enemy closes with my line this regiment can take the brunt of the attack, beating back the assault with their rank bonus and extra damage caused by the second rank of spearmen. Even if they can't defeat the enemy, the high leadership of Dwarfs gives them phenomenal staying power, holding up the foe long enough for my elite troops to join the fray.

SLAYERS

A Dwarf army isn't complete without at least one regiment of Slayers. Not only do Slayers make great fighting units, they give you a chance to go crazy with your painting! Outlandish tattoos and hair colours are part of the binding Slayer oath which makes them seek death in battle at the hands of as deadly a foe as possible.

Slayers never take break tests, and their ability to wound creatures with a very high Toughness comes in incredibly useful against large monsters. Slayers are best used attacking the biggest regiments and monsters in the opposing army. Not only do they stand an even chance of doing serious damage to the likes of Giants and powerful characters borne aloft by Dragons, at the very worst they will occupy them for a turn.

Enemy regiments in combat with your Slayers will either be doomed, or held up for a good portion of the battle while they try to kill every last Slayer! This leaves you plenty of time and room to carry out the rest of your plan. The only real weakness of Slayers is their disdain for armour, so enemy archers tend to try really hard to turn them into pincushions before they can release their pent up fury in hand-to-hand combat.

THE EXPENDABLE SLAYER TACTIC

Some armies will try to overwhelm you with sheer strength, and no matter how great Dwarf Warriors are, few regiments can survive the charge of ten Chaos Knights of Khorne! To avoid this, I often screen my main regiment with a small unit of Slayers. Without any Champions or Heroes, Slayers cost only a few points (as Dwarfs go) and they will never break and run back through your own lines. You can field several small units of Slayers in your army, as long as you don't exceed the number of units of "regular" Dwarfs, which allows you up to one "screening" Slayer unit for every other regiment.

This is a great tactic for stopping enemy shock troops like chariots or heavy cavalry. Oddly enough, the ideal result is for the enemy to charge and wipe out your Slayer unit, leaving themselves in charge range of your big block of Longbeards or Iron Breakers. Without the charging bonus of striking first and the Strength bonuses for lances, you'll find these units much easier to deal with. In a battle against Chaos Dwarfs, my Slayers not only held up against the charge of Bull Centaurs, but they managed to break them in combat as well. They then proceeded to run down and hack to pieces every last Bull Centaur (I never said good luck wasn't involved!) and their follow up took them into combat with a unit of Chaos Dwarf Warriors. All this from a "screening" unit!

DWARF ELITE TROOPS

When it comes to high quality, elite infantry, Dwarf players are spoilt for choice. These fighters are better and stronger than regular Dwarfs, and are even more armoured to boot! With a Champion to challenge and draw out powerful enemy Heroes, these elite regiments can break enemy charges like steadfast rocks in a pounding surf. The biggest worry with my elite regiments is not enemy troops – my Longbeards have held their own in hard-fought struggles against White Lions of Chrace, Black Orcs, Reiksguard Knights, Rat Ogres, Har Ganeth Executioners and more. No, my biggest worrys are:

War Machines – All the magic armour of the Iron Breakers will come to naught against the insidious poison gas of Skaven Poison Wind Globadiers or a plummeting boulder thrown by a Rock Lobber. Try screening your best units with small units of Crossbowmen or Thunderers. I also try to destroy any enemy war machines with concentrated fire from my missile troops and my own war engines.

Magic – Dwarfs have the best anti-magic protection in the Warhammer World, but it's still worth investing in a few extra Magic Items. If you don't have a Runesmith with *Runes of Spellbreaking*, give a character the *Rune of Spell Eating*, or give a regiment the *Rune of Warding* on its banner. I still cringe in horror at the memories of a Skaven Grey Seer who cast *Cracks Call*, opening a bottomless crevasse right under my unit of Hammerers!

COME AND GET IT...

Whenever Dwarf Generals talk (their tongues loosened by numerous mugs of Bugman's XXXXXX) the word "defence" inevitably crops up. The basic Dwarf plan is simple – let the enemy come to you and pound them with missile fire and the best that the Dwarf war machines have to offer. This is the basic strategy discussed in the *Death or Glory!* article. With your war machines on a hill, protected by a screen of missile troops interspersed with foot soldiers, you will have built a virtually impregnable *Castle*. Forced to march across the battlefield while taking heavy casualties, your opponent's army will be shattered before it reaches your Dwarf regiments!

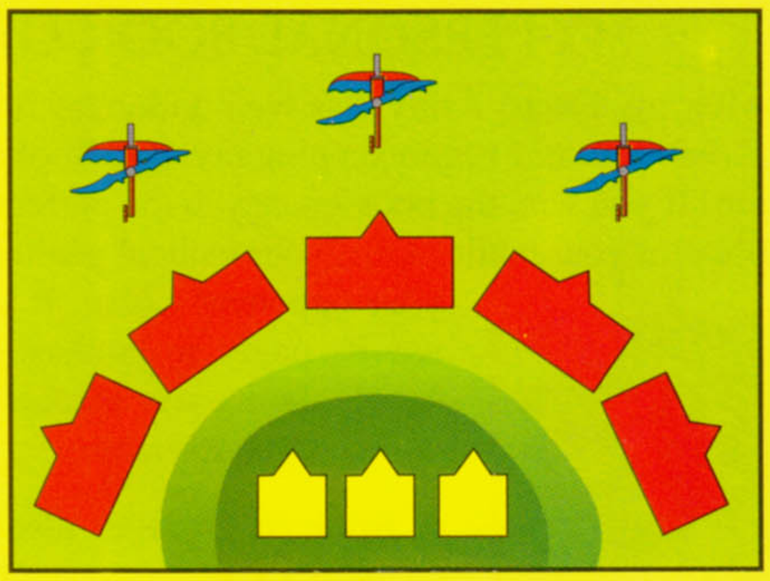
The *Castle* plan is great because it places a premium on the Dwarfs' strengths – loads of war machines and tough infantry – while playing down their low mobility. The downfall of the *Castle* plan often occurs the second or third time you try it, as wise opponents will have already worked out how to destroy your war engines and reach combat more quickly (war machines, flying monsters, scouts, magic…).

My worst loss was the time I took on an Orc horde with an abundance of war machines. The Orc General had planned on my *Castle* and brought every Rock Lobber and Doom Diver he could round up! Volley after volley of boulders and flying Gobbos quickly turned my war engines into a heap of scrap metal. Once my infantry had been 'softened up', the war Wyverns descended… I lost over a hundred Dwarfs that day (and stayed up burning the midnight oil, writing in my Book of Grudges), but I learned my lesson!

"I love the smell of burning Skaven – it smells like... Victory!"

Thorrik Tanglebeard, Dwarf Engineer

THE DWARF STRONGHOLD

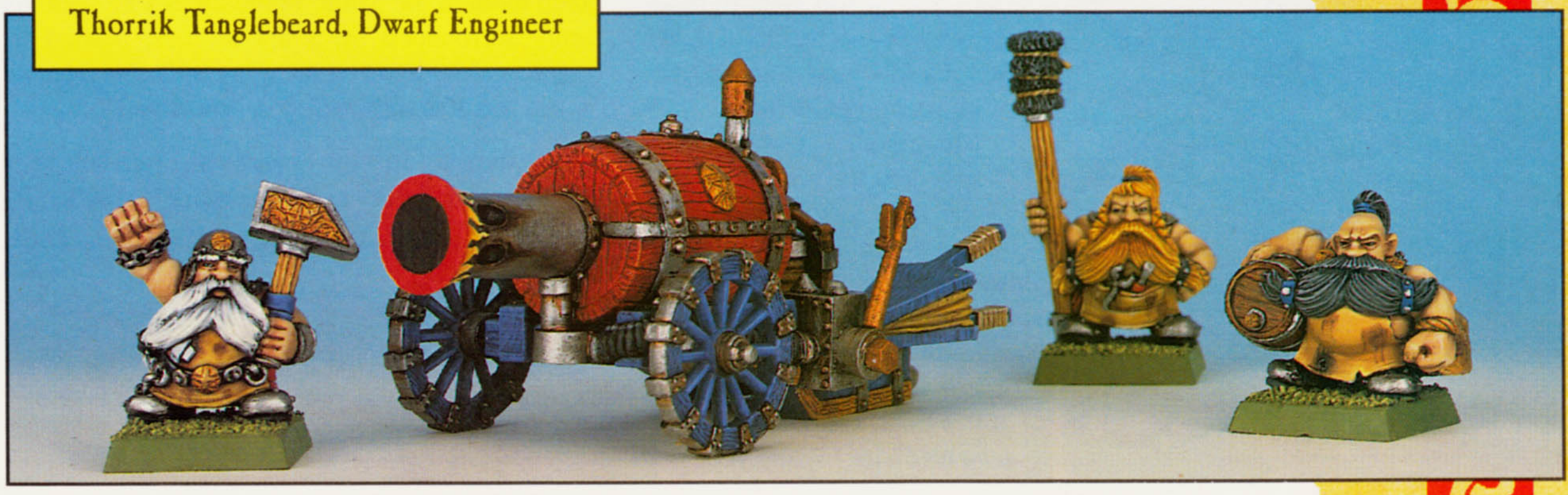


The *Castle* plan from *Death or Glory!* (White Dwarf 185) is particularly suited to Dwarfs. However, rather than having cavalry as the first line of defence, the Dwarfs can use a few Gyrocopters (perhaps "stealthed up" with *Runes of Disguise*) to bomb and steam cannon the enemy from the start of the battle. Alternatively, *Runes of Disguise* on your *Keep* (your war machines) will give your Gyrocopters extra time to get across the battlefield and eliminate the artillery.

WAR MACHINES

The Dwarfs are famous for their craftsmanship, so it makes perfect sense that they lead the Warhammer World in the construction of war machines. Dwarf players have access to an enormous selection of destructive hardware, but different war machines have different purposes, so a clever General will try to select the proper tool for the task at hand. Any Warhammer General who fields massive engines of destruction would be wise to read Rick Priestley's *War Machines* article in White Dwarf 175.

Without a doubt my favourite Dwarf war machine is the devastating flame cannon. This terrifying weapon fires a burning arc of molten death! While the range is relatively short (compared to cannons, organ guns and the like), the flame cannon uses a large template which is perfect for wiping out whole units. The fact that anything more than half covered by the template is automatically hit is fantastic as I have terrible luck when it comes to rolling dice. Any unit suffering casualties from the fiery blasts of a flame cannon must take a panic test, so this weapon gives you several chances to get rid of the foe. Against foes like Gobbos or Skaven this can prove decisive.

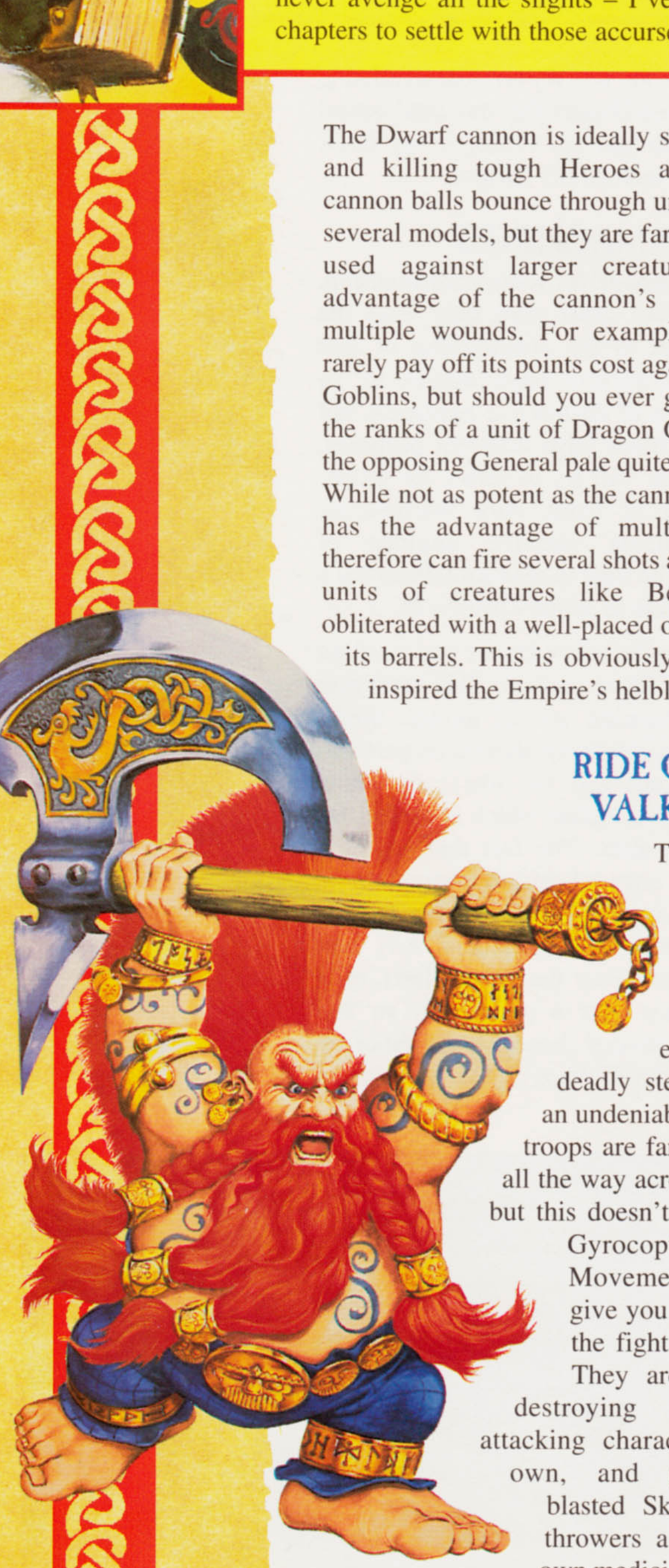


MY PERSONAL BOOK OF GRUDGES

After my Dwarf Army was well underway and I'd played quite a few games with it, I began keeping my own Book of Grudges. This is great fun! If you win, the book gives you the perfect opportunity to gloat and boast of your battle skills, your tactical genius and the shortcomings of your opponent's plan. If you should lose, you can use its pages to lambast the triple-cursed troops, heroes, faulty war machines and unlucky dice that doomed you to failure.

A Book of Grudges also gives you a reason for challenging past opponents, and can often provide the basis for an interesting scenario. It's very pleasing when you avenge yourself and can cross off a past dishonour! On the other hand, you'll never avenge all the slights – I've still got a few chapters to settle with those accursed Skaven…

The Dwarf cannon is ideally suited to wounding and killing tough Heroes and monsters. As cannon balls bounce through units they can crush several models, but they are far more useful when used against larger creatures. This takes advantage of the cannon's ability to inflict multiple wounds. For example, a cannon will rarely pay off its points cost against a regiment of Goblins, but should you ever get to shoot across the ranks of a unit of Dragon Ogres you will see the opposing General pale quite a bit (if not faint)! While not as potent as the cannon, the organ gun has the advantage of multiple barrels and therefore can fire several shots at once. Even large units of creatures like Beastmen can be obliterated with a well-placed organ gun firing all its barrels. This is obviously the machine that inspired the Empire's helblaster volley gun!



RIDE OF THE VALKYRIE!

The Gyrocopter is an ingenious invention, buzzing about, dropping bombs and blasting the enemy with its deadly steam cannon. It is an undeniable fact that Dwarf troops are far too slow to plod all the way across the battlefield, but this doesn't hold true for the Gyrocopter. With a 24" Movement, Gyrocopters give you the ability to take the fight to the enemy. They are excellent at destroying small units, attacking characters on their own, and giving those blasted Skaven warpfire throwers a taste of their own medicine! While your opponent concentrates on the Gyrocopters, you can advance with the rest of your force (at least those units not firing crossbows and handguns). Even the notoriously slow-moving Dwarfs can reach enemy territory with three turns of marching. Try giving a Hero the *Golden Sceptre of Norgrim*. This allows you to add +1 to the Movement of one unit for a turn. In a tightly contested battle every inch counts and I've surprised many foes with an 8" charge!

To make sure your attack 'copters reach their destination, use the *Rune of Disguise* to create a "stealth" Gyrocopter. Until the war machine fires, it cannot be targeted by your opponent – a handy way to get into the perfect firing position. In truth, I find the stealth 'copter is far better as a distraction than anything else, as the opposing Generals often worry about what you are going to do rather than concentrating on their own plans.

Dwarfs are allowed to spend up to a quarter of their total points on war machines and typically I reach close to my maximum. But remember, just bringing any war machine to battle can lead to misspent points – knowing your opponent and which specific war engines will do the maximum damage is the key to success.

Now that I've been playing quite some time, it is really interesting to look back into my Book of Grudges to see some of the results. There are some armies I consistently do well against (like the Undead) and some that always seem to get the upper hand (those vile Skaven!). All in all I've improved a lot with experience, and nowadays I give better than I get and only rarely get thrashed. Even so, there are always times when you roll double sixes and your best regiment, General and Battle Standard included, run off the table! After adding these chapters to my Book of Grudges, I have this one, final piece of advice…

DON'T EVER GIVE UP!

The history of the Warhammer World is filled with stories of vastly outnumbered Dwarfs shrugging off attack after attack from besieging armies. As far as stubbornness goes Dwarfs are legendary! The important thing to remember is never, ever give up. Dwarfs often look like they are about to be overwhelmed, but their high Toughness, Weapon Skill, and Leadership will keep them in the battle. Many times I've seen my army surrounded by a sea of foes, blasted by magic and set upon by ravaging monsters from all sides, and I've still emerged victorious!

Good luck to all you Dwarf Generals and may your ale stay foamy and your beards grow long!

"He clings like a Dwarf..."

A common Imperial phrase for tenacity.
(although some say this refers to a Dwarf's love of gold and not to his persistence)

WARHAMMER®

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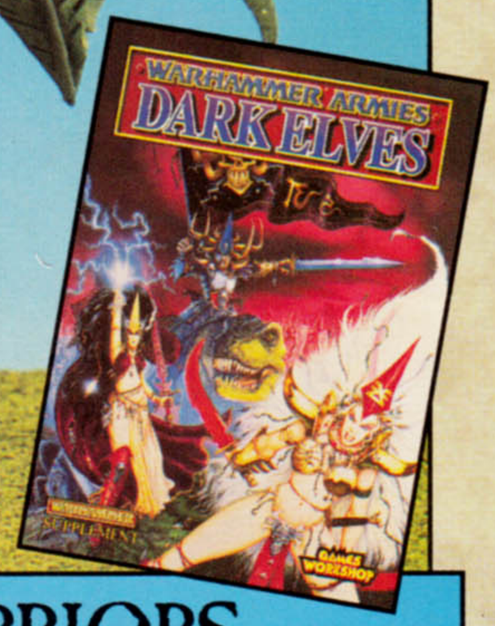

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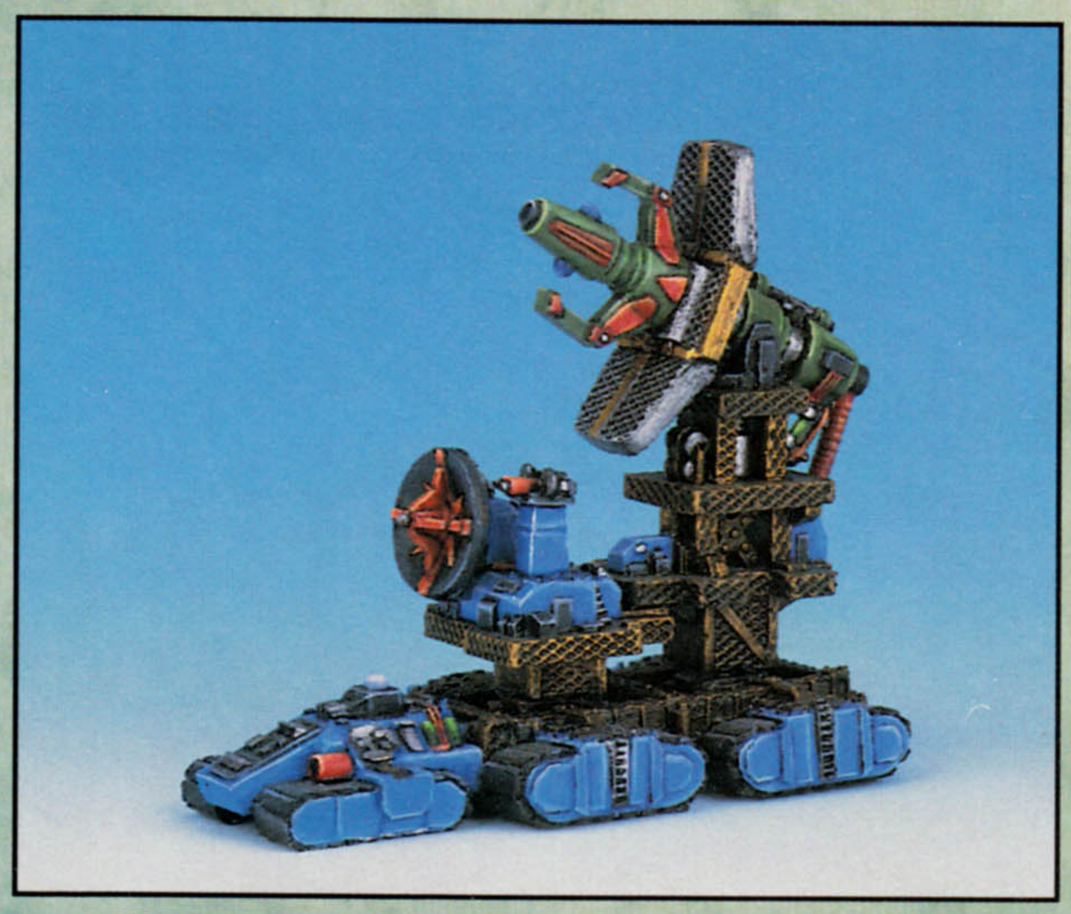
GAMES® WORKSHOP

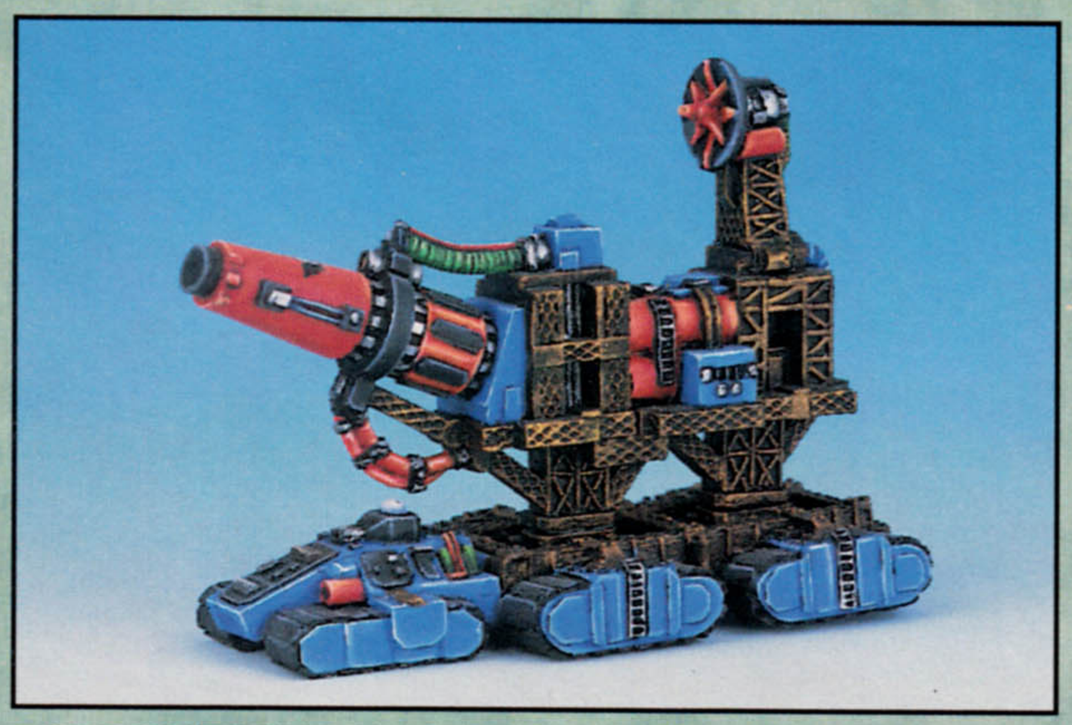
'EAVY METAL™

ADEPTUS MECHANICUS ORDINATUS

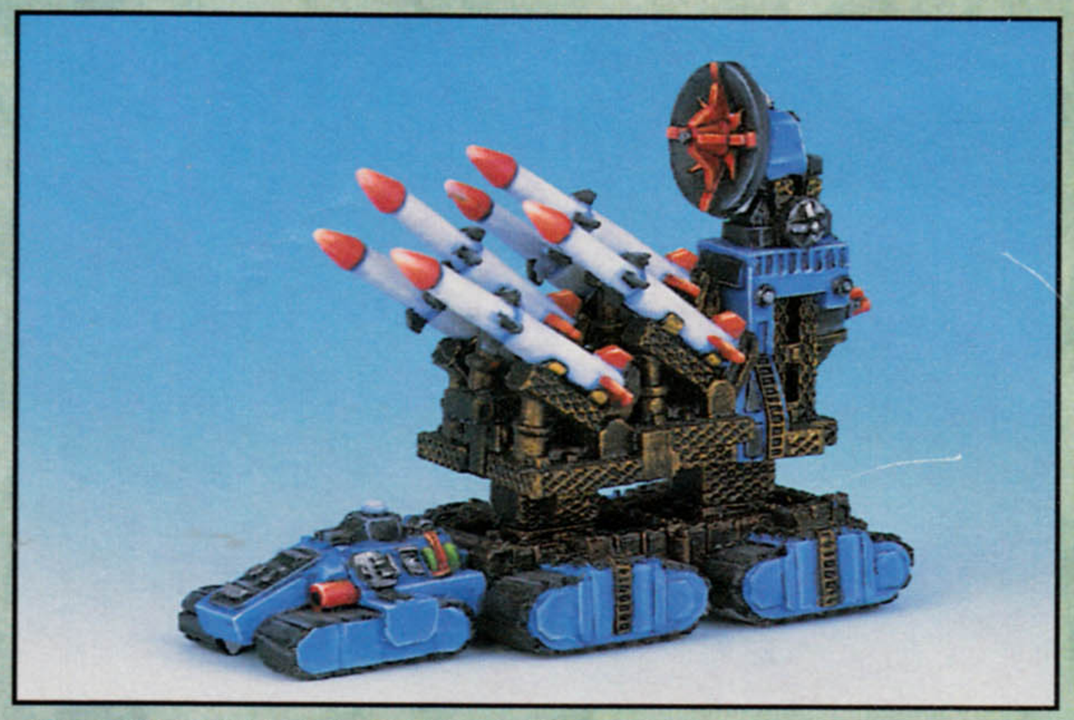
The Adeptus Mechanicus have a number of highly specialised war machines known as Ordinatus. Named after the place of their original construction, the Ordinatus are dispatched to war zones where their unique weaponry will prove decisive. Ordinatus Armageddon is the ultimate Titan-killer, ripping through shields and armour alike with its awesome Nova Cannon. Ordinatus Golgotha carries eight huge Hellfire Missiles to tear apart enemy infantry formations. Finally there is Ordinatus Mars, the perfect siege breaker with its huge Sonic Disruptor which shatters metres-thick plascrete and tears apart solid metal!



ORDINATUS MARS WITH SONIC DISRUPTOR



ORDINATUS ARMAGEDDON WITH NOVA CANNON



ORDINATUS GOLGOTHA WITH HELLFIRE MISSILES

ORDINATUS ARMAGEDDON DRIVES BACK THE CHAOS HORDE FROM TARTARUS HIVE

EPIC

ORDINATUS

By Gavin Thorpe

THE ADEPTUS MECHANICUS

Throughout the Imperium, the Adeptus Mechanicus deals with every level of technology. From the recycling plants on a hive world to a Predator battle tank, the construction and upkeep of almost every device falls to the auspices of this powerful organisation. It is their development and maintenance of the massive Titan Legions and Tech-Guard regiments which is of the most value in the war-stricken 41st millennium. Amongst the many war machines at their disposal are the immense Ordinatus.

CENTURIO ORDINATUS

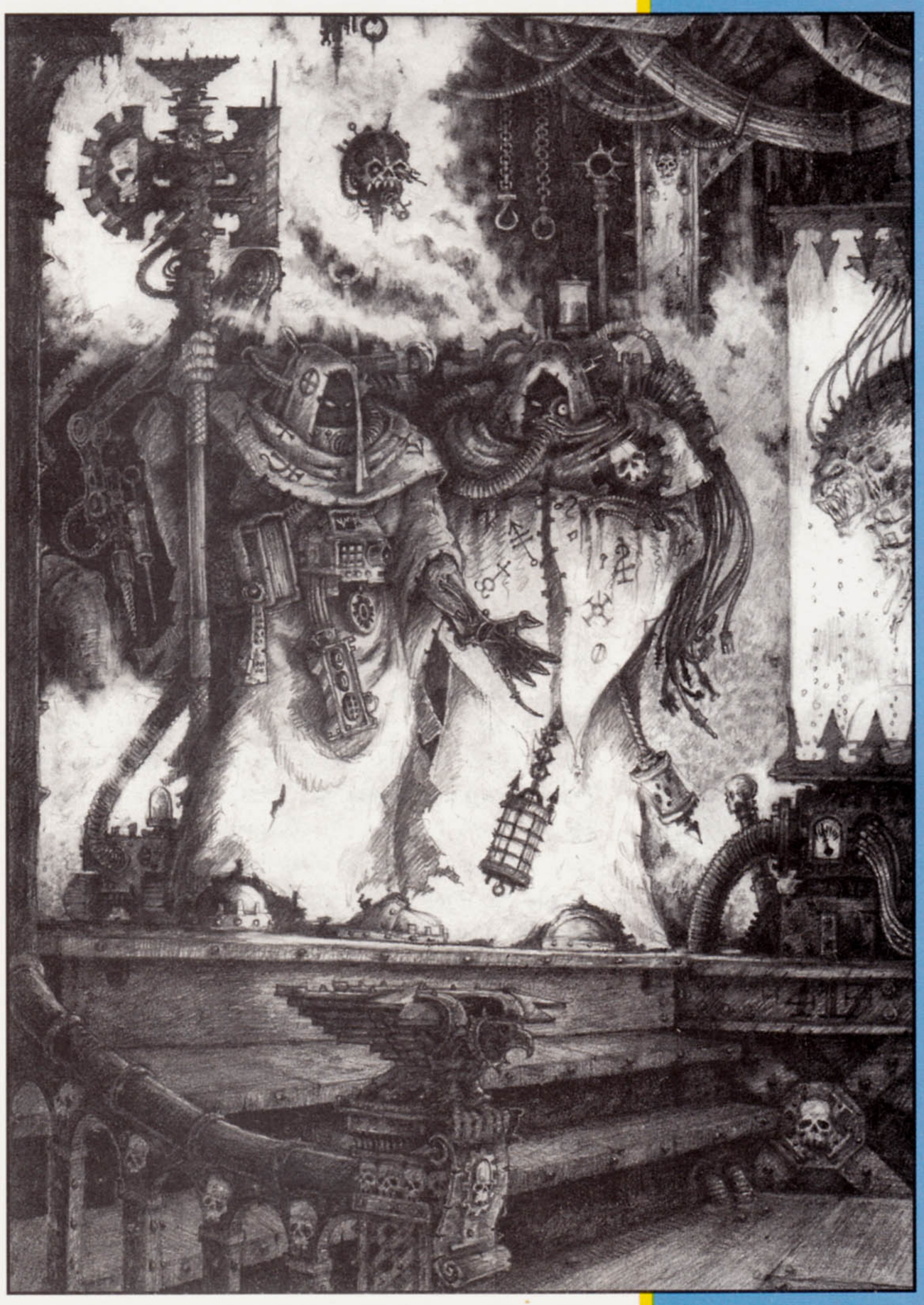
These huge engines of destruction are not attached to any specific Titan Legion or Tech-Guard army. Instead, they fall under the direct control of a division known as the Centurio Ordinatus. It is the Centurio Ordinatus who decide if these highly specialised machines are available, since many of them are ancient indeed and require a large amount of preparation and maintenance to ready them for war.

The Ordinatus themselves are amongst the strangest machines to be constructed by the Adeptus Mechanicus. Almost all of them were originally designed and built for a particular battle or campaign, and some of them have never been powered up for conflict since. One example of this is Ordinatus Priam. This huge tunnelling machine was assembled during the siege of Priam, a city overrun by the traitor forces in the Horus Heresy. The immense creation was designed to tunnel through the planet's crust and then navigate through the white-hot mantle underneath. This rendered it undetectable to Priam's defences and allowed four companies of elite Imperial Guard troops to storm the city's Generatum Vulcanis, breaking the siege. However, Ordinatus Priam was irrevocably damaged during the attack, as parts of its heat-shielding gave way.

Other Ordinatus have weapons and capabilities which see more general use, and demand for them is high. Only in the most important battles or campaigns are the Ordinatus sent to war, and even then only for pre-specified operations. Amongst the enemies of the Imperium, the names of the Ordinatus are spoken with reverent fear, their devastating capabilities displayed on thousands of battlefields since the Emperor's Ascension to the Golden Throne.

The Cult Mechanicus revere the Ordinatus as avatars of the Machine-God, creations of such cunning and power they could never be improved or outdated. Thus they have been carefully maintained, and when sent to war they are inscribed with sacred runes, anointed with the most precious oils and unguents, and blessed by the Lord of the Centurio Ordinatus. Their crews are the most highly trained of the Tech-Guard, warriors who fight with the zealous fanaticism of those who serve a living god.

Enemies of the Imperium beware! The Adeptus Mechanicus have unleashed their latest additions to the Imperial armies' arsenal – the awesome Ordinatus!



EPIC

The Hellfire missiles of Ordinatus Golgotha devastated the Ork army of Warlord Ghazghkull Thraka, driving him from the Squat Homeworld of Golgotha and freeing the inhabitants from slavery.

SPECIAL RULES

The Ordinatus are renowned for their relentless advance towards the enemy, trailing havoc and destruction in their wake. An Adeptus Mechanicus Ordinatus is not given orders like other troops. Instead, the Ordinatus can always move up to 10cm and fire in the first fire segment. Ordinatus are powered by immense plasma generators, which drive the tracks and energise their weapons systems. These are very volatile, and if the Ordinatus is destroyed it will explode into a massive ball of roiling plasma, inflicting a single hit with a 0 saving throw modifier on any models within 2D6cm.

DISPERSION FIELD

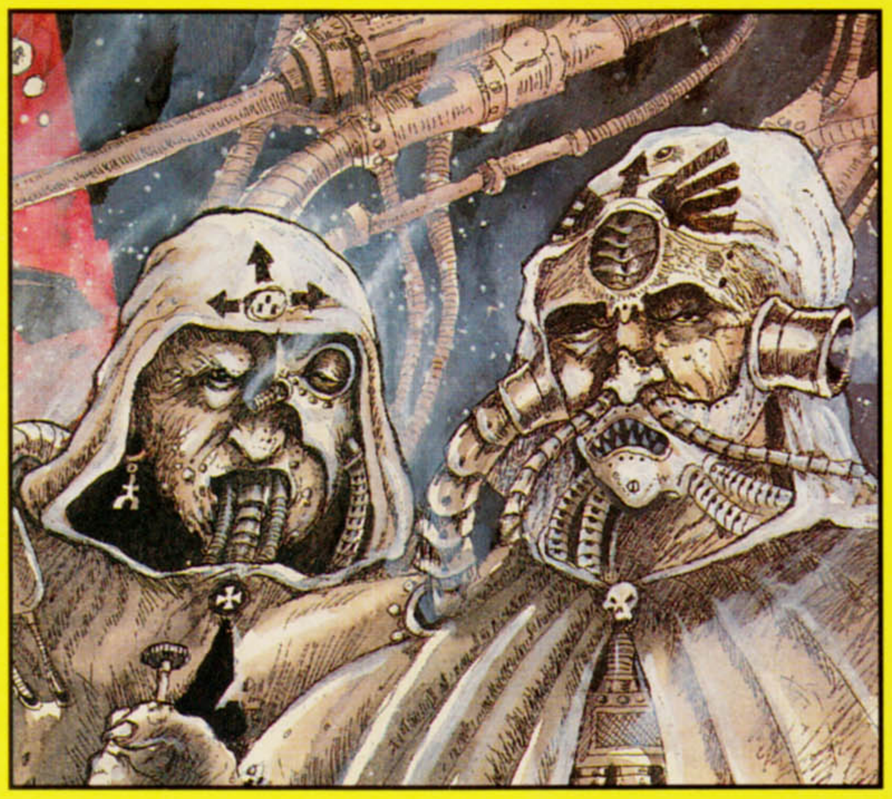
Adeptus Mechanicus Ordinatus are protected by a massive force wall known as a dispersion field. Projectiles and energy bolts deflect harmlessly away from the crackling dome of power, leaving the Ordinatus unscathed. Unfortunately, the dispersion field requires tremendous amounts of power, and will eventually overload its generators. This means that what starts as a near-impenetrable force field gradually weakens as the battle progresses, letting more and more enemy fire through.

On the first turn of the battle, any shot which hits the Ordinatus is automatically negated unless your opponent rolls a 6 on 1D6. If he manages to roll a 6, the shot passes through the flickering dispersion field and hits the Ordinatus as normal. On the second turn this chance increases to a 5 or 6, and so on. This applies to all damage against the Ordinatus and saving throw modifiers have no effect on the dispersion field. The shield also allows the Ordinatus a fixed 4+ psychic saving throw, like void shields. See the Titan Legions rulebook for details of psychic saving throws.

TURN	PENETRATES SHIELD ON A D6 ROLL OF
1	6
2	5, or 6
3	4, 5, or 6
4	3, 4, 5, or 6
5+	2, 3, 4, 5, or 6

The Soul of the Machine-God surrounds thee.
The Power of the Machine-God invests thee,
The Hate of the Machine-God drives thee,
The Machine-God endows thee with life.
Live!

Adeptus Mechanicus Litany of Ignition, chanted while runes of life are cast upon a vehicle and its power plant is bathed in the sacred oils of the Machine-God.



GOLGOTHA

After Ork Warlord Ghazghkull Thraka was defeated on the Hive world of Armageddon, he fled to the stars. His nemesis, Commissar Yarrick, tracked Ghazghkull down to the Squat world of Golgotha. Despite the assistance of Yarrick, the Squats were defeated by Ghazghkull's horde and Yarrick was captured. In an attempt to humiliate his arch-foe, Ghazghkull did not kill Yarrick, but imprisoned him instead.

However, the resourceful Yarrick managed to escape and returned to Golgotha with a punitive force of Titans and Tech-Guard. The early battles went badly for the Imperium, as the sheer size of the Ork horde overwhelmed them time and time again. In an attempt to smash the massive Ork mobs, Ordinatus Golgotha was constructed in the recaptured strongholds of the Squats. Golgotha's terrifying Hellfire missiles devastated the Orks, slaying thousands over the course of a week. The Orks were routed from the Squat homeworld and since then Ordinatus Golgotha has always been in the forefront of any battle against enemies who have a strong numerical advantage.

HELLFIRE MISSILES

Hellfire is a common term for a potent acidic-virus compound developed by the Adeptus Mechanicus. It burns through armour and sears flesh, usually leaving the few who survive hideously scarred and crippled. It is a matter of opinion whether it is better to die by a Hellfire attack or to survive! Golgotha carries six Hellfire missiles, so you will have to keep track of how many are fired. Hellfire missiles are fired just like any other barrage. You can fire one or two missiles each turn.

A Hellfire missile has multiple warheads, allowing it to completely devastate a wide area. Each missile is totally independent and fires D3 barrage templates (roll a D6 and halve the result, rounding up) using the following procedure. Place one barrage template as normal, then roll a D3. If you score two or three, the one or two extra templates must be placed so that they are touching the original barrage template. Work out hits on any models covered as normal.

In addition, the extensive scanning equipment aboard Ordinatus Golgotha allows it to fire with unerring accuracy. The Hellfire missiles can be fired at any point on the battlefield, even at targets that are out of line of sight, with no chance of scattering. Unlike normal indirect barrages, there is no need for friendly troops to spot for a Hellfire missile.

Enemy units attacked by this horrendous weapon may be panicked by the agonised screams of their comrades, as their flesh burns away and their bones melt. For this reason, any unit which suffers one or more casualties from a Hellfire missile must pass an immediate morale test or go onto fall back orders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Golgotha	10cm max	3+ all round	+5	Hellfire Missiles	200cm	8 Barrage points		-1	Dispersion field
				Lascannon	50cm	2	5+	-2	See rules
				Bolters	15cm	8	6+	0	

ARMAGEDDON

Ordinatus Armageddon first shed blood during the massive Chaos invasion of the planet of the same name. The Khorne Banelords, Lords of Battle and daemon engines were instrumental in the destruction of many cities, but a genius of the Adeptus Mechanicus, Geronimus Undersen, devised an Ordinatus as a defence against the marauding war machines. Undersen mounted a massive starship weapon onto a land-bound chassis, giving the Imperial forces an immense machine powerful enough to destroy even the largest and most heavily armoured foes.

This idea was by no means original, and followed the concept behind the famous Squat Titan-killer – the Cyclops. In the ensuing battle for Tartarus Hive, Armageddon destroyed no less than four Chaos Titans, and two detachments of daemon engines. Without the heavy firepower of these machines, the Chaos assault waves broke upon the mile-high walls of Tartarus Hive like a tide against the rocks. Ordinatus Armageddon is feared by all enemies of the Imperium as a war machine capable of destroying all opposition.

NOVA CANNON

The Nova Cannon is similar to the Plasma Annihilator of an Imperator Titan. However, rather than releasing a burst of raw plasma, the Nova Cannon can focus and control the potent energies with greater precision. This allows the crew to siphon small amounts of plasma into the discharge chamber, producing a rapid burst of fire. Alternatively, the crew can flood the chamber with all the remaining plasma and send out an earth-shattering blast of energy.

Ordinatus Armageddon uses the special Nova Cannon template which is printed on card elsewhere in this issue. At the start of every Orders phase, roll 1D6+3 to determine how much plasma is available for the Nova Cannon. Take this number of power counters and allocate them to either pulse fire or maximal fire. For each power counter allocated to pulse fire, the Nova Cannon can fire one attack dice with the profile shown on the Nova Cannon card. After any pulse fire has been worked out, the remaining plasma is released in a flash of energy. The profile of the maximal burst depends on how much plasma is allocated at the start of the turn. As the maximal shot is achieved by releasing all the remaining energy, any pulse fire shots *must* be worked out before the maximal shot. Although it isn't a barrage, a maximal shot may destroy buildings.

In addition, the immense energy released by a maximal burst produces a beam of plasma which covers a wide area. A maximal shot that hits a target that uses a hit location template follows these special rules. Determine which location the Nova Cannon hits as normal, by rolling the Aim dice. Once the final location has been determined make saving throws and roll for damage as normal. In addition, every location adjacent to this area is also hit. The saving throw modifier of this hit is equal to half the save modifier of the initial maximal burst (round fractions down). For example, the Nova cannon hits with a -3 saving throw modifier. This is halved and rounded down to -1. All locations adjacent to the main hit must make a saving throw modified by -1.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Armageddon	10cm max	3+ all round	+5	Nova Cannon	150cm	Special		special	Dispersion field
				Lascannon	50cm	2	5+	-2	See rules
				Bolters	15cm	8	6+	0	

Example: *The Imperial player has rolled seven power counters. He assigns three of these to pulse fire, and the remaining four to maximal fire. This means he has three attack dice of pulse fire and a maximal shot that hits on a 2+ with a -4 save modifier.*

ARMAGEDDON NOVA CANNON

POWER GENERATION

At the start of each Orders phase, Armageddon gains 1D6+3 power counters. Assign each of these to pulse or maximal fire using the tables below. Maximal and pulse fire both have a range of 150cm.

PULSE FIRE

Each power counter allows one attack dice with the profile given below. Remember that pulse fire always occurs *before* maximal fire.

Roll to Hit	Target's Save Mod.
4+	-1

MAXIMAL FIRE

Look up the number of power counters to find the profile of the maximal fire for the turn.

No. Power	Roll to Hit	Target's Save Mod.
1	4+	-1
2	3+	-2
3	2+	-3
4	2+	-4
5	2+	-5
6	2+	-6
7	2+	-7
8/9	2+	-8

MARS

Many times, the Lord of the Centurio Ordinatus must deploy Ordinatus Mars to crush a rebel citadel or enemy stronghold, and in doing so order the destruction of irrecoverable pieces of ancient technology. This death of knowledge is felt keenly by the Adepts of the Machine-God, thus Ordinatus Mars is also known by the grim title of "Bringer of Woe" by the Adeptus Mechanicus.

During the Horus Heresy Mars itself, homeworld of the Adeptus Mechanicus, was riven by civil war. The traitor armies, led by Magos Solomon Abbadon, turned against the Emperor and attempted to overthrow the rulers of Mars. From his mountain citadel of Jericho, Abbadon sent forth his rebel forces to attack the factories and installations of those who remained loyal to the Emperor. Inevitably, the Imperium retaliated and sent an armada of ships to annihilate Abbadon's foul minions and to bring Imperial justice to the rebel lord. This proved impossible though, since the fortress of Jericho was protected by an ancient alien device discovered during the Great Crusade. The Vortex field generator, thought to be an artefact of the enigmatic C'tan, rendered any attack from orbit impossible. Any ship which approached too close was torn apart or displaced into the warp. Eventually, an army fought its way to the foothills of the mountains, a few kilometres from Jericho, where it was discovered that the Vortex field did not cover the planet's surface.

Castellum Jericho, as the citadel was known, boasted walls half a mile thick, which soared into the clouds. The central bastion was constructed from the hardest metal alloys known to humanity and could withstand any amount of pounding by the Imperium. Another solution was needed, and the Adeptus Mechanicus provided the answer. Ordinatus Mars utilised unique technology to produce a sound wave which resonates across the battlefield. When this sonic wall hit Jericho the walls crumbled to dust as they shook themselves apart. The infamous Tower Of Steel bent and crumpled like foil, filling the air with the tortured shriek of twisting metal. Thousands of Tech-Guard poured through the breach, and Solomon Abaddon was summarily executed for his treacherous crimes.

SONIC DISRUPTOR

It is not only buildings that are vulnerable to the Sonic Disruptor – bones shatter, organs burst and electronic equipment explodes as the wall of sonic energy passes over them. The frequency of the Sonic Disruptor ravages those who fall victim to it, from a subsonic rumbling that tears buildings apart to a supersonic squeal that pierces eardrums and flays skin from flesh. The Sonic Disruptor scales rapidly up and down these frequencies, causing a blast of sonic energy that rolls forward like the force wave from some massive explosion.

Rather than an ordinary barrage template, the Sonic Disruptor uses the teardrop-shaped template used by Hellhound firethrowers and Titan inferno guns. Place this template anywhere within line of sight, so that the narrow end is facing towards Ordinatus Mars. Any model half or more under the template will be hit on a roll of 2+, since the Sonic Disruptor has ten barrage points. This to hit roll ignores cover, since woods and rubble are just blown apart and walls simply amplify the sonic wave if they are not shattered.

Any model hit by the Sonic Disruptor has a saving throw of 5+ on 1D6, regardless of what its saving throw would normally be. Even the mighty armour of a Titan or the reinforced buttresses of a stronghold provide little protection against the wrath of Ordinatus Mars.

Targets protected by energy fields such as void shields will lose one shield to the sonic wave before it passes.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mars	10cm max	3+ all round	+5	Sonic Disruptor	LOS	10 Barrage points		special	Dispersion field
				Lascannon	50cm	3	5+	-2	See rules
				Bolters	15cm	8	6+	0	

WARHAMMER

BATTLE DAYS

THE DARKEST NIGHT

When the bitter darkness of Geheimisnacht falls and the Chaos moon of Morrslieb is full in the tormented skies, nameless, vengeful, loathsome beasts stalk forth from their noisome hiding places to wreak terrible havoc on the Old World. Deep in the Forest of Shadows, the forces of light are gathering. Led by the renowned heroes Gotrek Gurnisson and Felix Jaeger, an army of righteousness is marching to do battle with the forces of darkness. Against them are pitted the most powerful of enemies, Champions of Chaos and other cruel foes who will stop at nothing to enslave the world for their masters.

Only the strong will survive, but who will it be? Will the forces of good prevail against their deadly foes, or will the alliance of light be swamped by a rising tide of darkness?

On 21st and 22nd October all Games Workshop stores around the country will be running exciting Warhammer battles. All YOU have to do is turn up! We will provide all the miniatures, dice and rulebooks but anyone can bring along their own favourite units to use if they wish.

At each event there will be limited edition prizes for those who prove themselves worthy to the challenge, so see you there!

GAMES® WORKSHOP

'EAVY METAL™ MASTERCLASS

By Mike McVey

Welcome to the new-look 'Eavy Metal! It's been quite some time since White Dwarf featured a regular article about painting techniques, but that's all changed now. This is the first of a monthly column exploring the depths and mysteries of the miniature painter's art!

The aim of 'Eavy Metal is to tackle the more problematic areas of painting and modelling, and show clearly and simply how they can be overcome. Not an easy task! Well that's okay, because I'm going to have you helping me out. What is it that you find tricky or can't quite manage to get to grips with? Does drybrushing give you sleepless nights? Does the very thought of applying transfers put you off your food? Well worry no longer! Write in to 'Eavy Metal and I'll solve all your painting problems (or at least I'll give it my best shot!).

Alternatively, you can tell me your deepest, darkest secrets. Even a venerable old painter like me is still learning fresh techniques and gleaning new and interesting ideas. So, if you've discovered a revolutionary new way of painting miniatures, or just a simple technique that makes life a little easier, then why not share it with the rest of us? Each month I'll pick one or more letters and concentrate on that subject to try and clear up all the difficult areas and show some simple techniques. Every now and again I'll be indulging myself and showing off one of the projects that I've been working on. Hopefully 'Eavy Metal will be covering the full spectrum of painting and modelling miniatures.

This month I'm going to get the ball rolling by looking at a couple of letters that are basically about the same subject.

Nigel Adams from Burton writes –

"When I'm painting my Orc warriors the armour looks far too shiny – How can I achieve a rustier, more war-beaten look?"

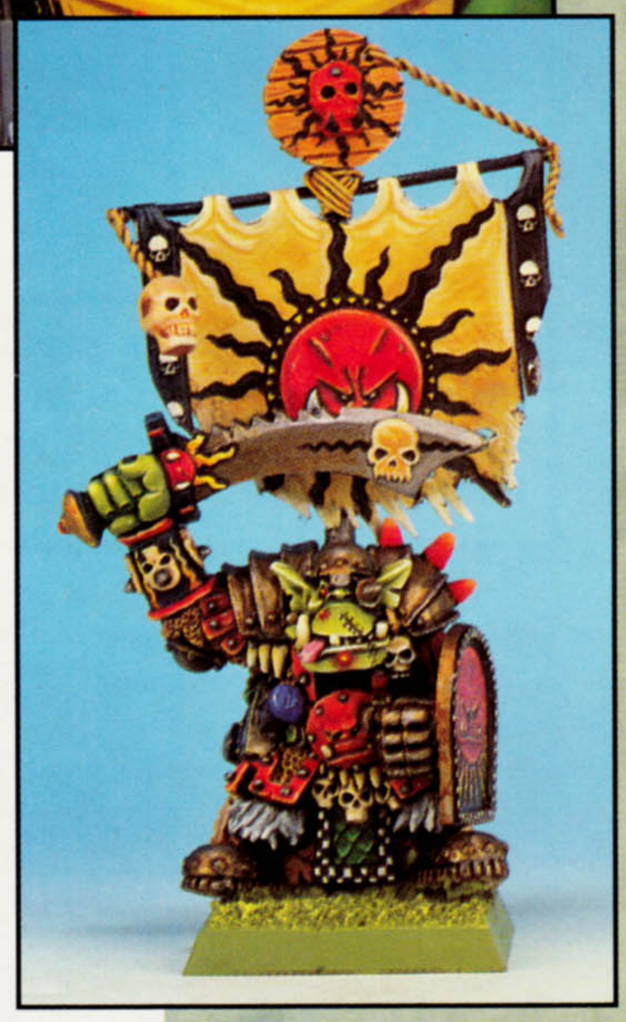
Jimmy Tyler wants to know –

"When I look at the painted High Elf miniatures on the pages of White Dwarf they look so clean and bright, but when I'm highlighting the armour on my Elves they turn out a lot duller. Why is this?"

Both of these letters touch the surface of a far larger subject – painting armour. The way that you paint the armour has a great effect on the character of a finished model. Whether it's the bright, gleaming armour of the High Elves, or the rusty chainmail of the Orcs and Goblins, the techniques remain basically the same.

Special armour effects are easily achieved by using different washes and glazes. In fact there's even a Citadel ink available called Armour Wash! This gives you a basic colour for shading armour, simply add different coloured washes when you want to create a specific effect.

I'll use the example of Orc armour to illustrate how this works. The armour is first painted in the normal way, a coat of Chaos Black first and then drybrushing with progressively lighter metallic shades to build up the highlights. The amount of time that you spend on this part of the process is



Gorfang Rotgut's armour was washed over with a mix of Chestnut and Armour Washes, small patches of Brown Wash were added around the rivets.

A burnt and scorched look can easily be added to pipes and exhausts by washing over the area with a mix of Brown and Black washes. It's a good idea to re-define the edges with Mithril Silver when the wash is completely dry.

PAINTING TIP – it's a good idea to paint the armoured areas on your miniatures first, as the drybrushing and ink wash techniques tend to be a little messy.

dependent on how important the miniature is. For example, a basic Orc Warrior would get a basic highlight of Chainmail, while more important characters would get several coats, maybe starting with Tin Bitz and working right up to a light drybrush of Mithril Silver.

Before you add any ink it's important that the armour is totally dry, and you'll need to double-check this as metallic colours take longer to dry than standard paints.

To dull the armour I apply a thinned-down coat of Armour Wash. This has the added benefit of picking out the shape and detail and removing any roughness from the drybrushing. The best way to add a rust effect is also with wash colours. Chestnut, Brown and Orange Washes can all be used, it just depends what finish you prefer. The most effective way to apply the wash is to stipple it on in patches. Load up the brush with the colour that you're using and then dab it against a tissue to remove the bulk of the liquid. This will avoid flooding the detail.

I like to use a fairly small brush for this, a detail brush is ideal, so that when you stipple the patches of rust onto the armour you can control the tip of the brush more easily. Try and avoid the temptation to drown the model in ink – small areas of rust look best as they contrast with the bright finish on the rest of the armour. If the effect is too bright and lurid, you can tone it down with another thin coat of Armour Wash.

PAINTING TIP – when applying washes, don't drown the model with ink. You will also find that the ink runs down the figure, so it's sometimes best to lie the model flat while it's drying.

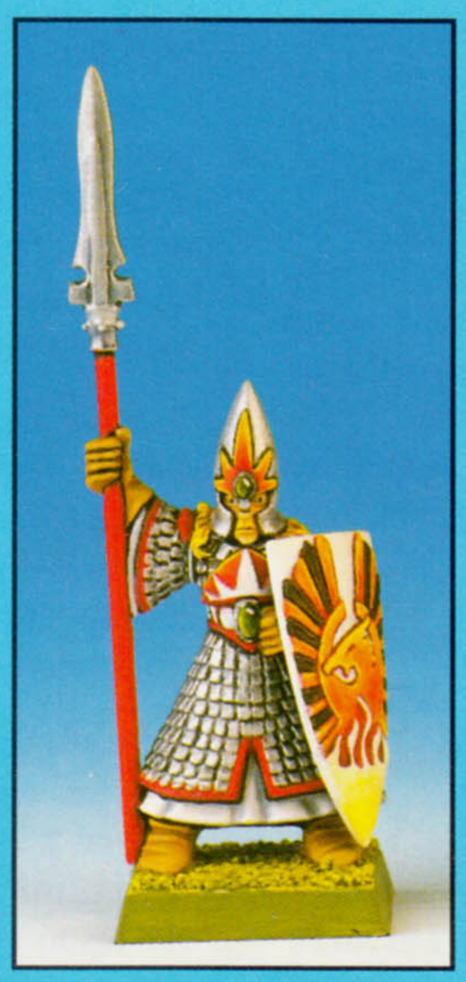
This technique works equally well when applied to areas of chainmail or flat plates of armour. I find it's a good idea to apply a very gentle final drybrush of Chainmail to pick out the edges and redefine the shape.

Of course, it's not only Orcs that can be given this treatment, Undead also look great if painted like this, as do Skaven. Other races require a different look, with High Elf armour at the other end of the spectrum to the rusty effect wanted on Orcs. The basic techniques used to paint High Elf scale armour is different from that used to paint chainmail and plate. The simplest way to get a bright and clean finish is to apply a slightly thinned coat of Mithril Silver over a white undercoat. As long as this is done neatly and the edging is painted in a contrasting colour, like red, the effect will look fine for a regiment of basic troops. The next step on from this is to add shading to bring out the definition and detail, this is best done with… you guessed it, washes!

The tricky bit is finding a wash colour that has sufficient contrast to bring out the detail, but doesn't dull down the silver too much. I find that standard Armour Wash is just a little too dark and black, so I prefer to use a mix of Armour Wash

Left: *This photo shows a wash being added to the armour of a High Elf. The depth of the shading is dependent on the strength of the Armour Wash, so if you water down the mix the armour will be slightly brighter. I like to add a spot of Blue Wash to give a cleaner finish.*

Right: *The rest of the High Elf is painted with the same feel as the armour – bright and clean. White robes are contrasted with red, and the helm and spear are pure Mithril Silver with shading added only at the edges.*



Above: *A thin wash of Purple was added to the axe-head of this Dark Elf's weapon. This serves two purposes – it defines the detail and gives an unusual feel to the model. Purple was also blended into the recesses of the rest of the armour.*

PAINTING TIP – When stippling colour onto a miniature, be careful how much paint is on the brush. I find it best to load the bristles with the colour that you are going to use and then dab off the excess on a tissue or paper towel. This will stop the colour flooding the detail on the model.

and Blue Wash. This is thinned down and applied to the armoured areas of the model. Adding blue to the mix kills the black in the shadows and gives a very clean finish to the scales. If the finish is too dark then it's easy enough to re-highlight with a light drybrush of Mithril Silver.

Ink can be used to great effect to create all sorts of different effects on armour. Try adding a little Purple Wash to the shading mix on Dark Elves, and green gives a great mossy, rotting effect on Nurgle miniatures. Another related subject that seems to cause some problems is mentioned by Bill Smith –

"When I painted blood on the swords of my Chaos Beastmen they looked too bright and unrealistic. Is there a way of painting dried blood on weapons that doesn't look too bright and over the top?"

I've seen blood and gore painted onto swords and axe heads many times and mostly it's just bright red paint crudely daubed onto the model. The easiest and most effective way to do this is similar to the technique used for painting rusty armour. The secret is not to overdo it and to try and impart an idea of scale. I start by stippling Red Glaze onto the blade in the same way as if I were painting rust. I use a fine detail brush for this and try and keep the effect quite subtle. When the ink is dry, I mix Blood Red with Red Glaze and paint thin streaks of red across the blade from the front to the back, again using a fine detail brush. Just add a few of these and try and keep them as fine as possible – imagine how they would look if the blade was full size!

Older stains can be added to armour and weapons, I mix Brown and Red Wash and carefully stipple it onto the model. When stippling, it's important that there is only a little paint or ink on the brush, if there's too much it will just flood over the model.

There are a few advanced painting and modelling techniques that can be used to give the idea of blood and gore on models. The Eldar Avatar is a good example of this. The left hand of the Avatar constantly drips blood, so a bright and wet-looking finish is required. On the model shown below I built up the drips with little blobs of epoxy glue, when the glue was right on the point of setting I stretched it out with the point of a pin to give the realistic drips. When totally dry I painted the area bright red with sharp white highlights and glazed over with Red Glaze. A final coat of hi-gloss varnish gives a wet sheen.

Of course, there are many other painting effects that can be applied to armour, this month's 'Eavy Metal just touches the surface. So, if there are any other areas that you are having trouble with, just write in and let me know! Bye!

To achieve a brighter rust effect I mix a tiny spot of orange paint into the wash mix. This colour is stippled onto the armour in small patches as on the Black Orc shown above

***Above:** With the Avatar, the blood on the hand is completely fresh so I used an intense, bright red and gloss varnish.*

***Below:** To achieve the aged bloodstain effect on the Dwarf Troll Slayer's axe, a mix of Brown and Red Wash was applied first to provide the base colour. Fine streaks of Crimson Gore and Blood Red were added over this to give depth and a sense of scale.*

***Below:** The bloodstained effect on Grom's axe was created by careful use of Citadel wash stippled onto the blade. This was then highlighted with streaks of Blood Red.*

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WHITE DWARF™
INTERVIEW

Gareth Hamilton was the winner of the best painted army section at the spring '95 Warhammer Tournament. We recently sat down over a cup of coffee and talked to Gareth about his painting technique, gaming tactics and assorted stuff... Jervis held the tape recorder and Robin made the coffee!

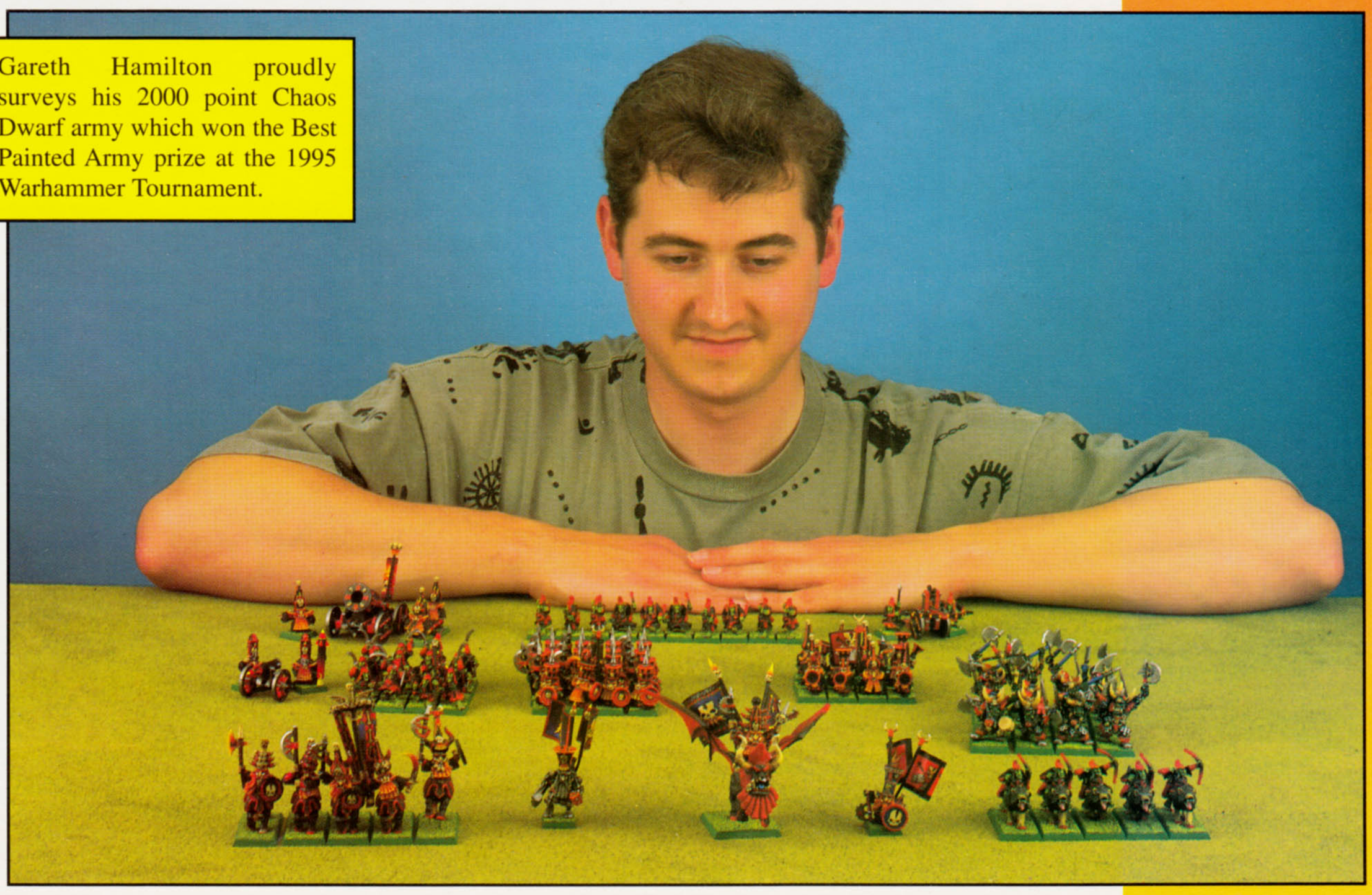
TALES OF VICTORY

(Or you might have won, but my army looked better!)

Jervis: The first thing I want to know is how you became involved in the hobby. How did you get started collecting miniatures and playing Warhammer?

Gareth: Well I started out by buying Heroquest and really enjoyed painting the models. Inside the box was a leaflet describing the whole range of Games Workshop games and I really liked the look of Warhammer. As a result, I made a point of visiting my nearest store and was just amazed at the range of miniatures available!

On this first trip, I bought the plastic Skeleton boxed set with the intention of starting a dreaded Undead army. However, after painting about five



Gareth Hamilton proudly surveys his 2000 point Chaos Dwarf army which won the Best Painted Army prize at the 1995 Warhammer Tournament.

WHITE DWARF INTERVIEW

"When I decided to enter the Warhammer tournament and realised that points would be awarded for the best painted army, I quickly worked out that here was a way in which I could get an edge over all of my opponents before a single dice was rolled!"

Skeletons I decided that the Undead were not for me, and so I went back to the shop to try and find something a little more challenging to have a go at. This time, I came out with several blister packs of doughty Dwarfs which at the time were the latest release from Marauder.

Jervis: Had you started playing Warhammer yet or were you still just collecting the models?

Gareth: At that point, the new Warhammer boxed set was about to come out and so I thought I'd just collect a few figures while I waited for the release. However, after I'd finished painting up the Dwarfs I thought that they were the best models I'd ever done and so decided that I would begin to collect a Dwarf army. The Warhammer Armies – Dwarfs book was published fairly soon after the boxed set and so with that in my hands, I began to collect my first army in earnest.

At about the same time, I began to play regular games at the Youth Centre in Grimsby. They'd been playing the third edition of Warhammer but quickly switched to the new edition when it came out. We now have about twelve to fifteen people that come along every week, so there are always plenty of different opponents to fight against, and of course we all make our own scenery and paint models as well.

Jervis: So how come you entered the Warhammer tournament with an army of Chaos Dwarfs?

Gareth: As soon as the models were released I liked the look of them. Their huge hats and beards looked very striking and imposing, and having just painted an army of Dwarfs, I knew

A Sorcerer Lord on a Lammasu together with regiments of Bull Centaurs and Hobgoblin Wolfboyz make up the fast "strike force" of Gareth's army.

Chaos Dwarfs have thousands of slaves to work in their factories and make up the numbers in battle. This photo shows a Chaos Dwarf Hero leading the army's sizable contingent of greenskins.

that beards are relatively easy to paint – a simple base coat, colour wash and dry brush gives a very good result. The beards also cover up a lot of the surface area of the model and so make the miniatures quick to paint!

Jervis: One of the things about your army that instantly caught our attention was the way in which you've created a very unified feel, both in your choice of colour and the style of your painting…

Gareth: To be honest, the army that I entered into the tournament and the one you see here, is not the first Chaos Dwarf army I've painted – I've actually got another slightly different one at home!

When I paint my armies, I like to pick a single colour, or two-colour combination, for all of the units. I find that this approach helps to unify all the different regiments and troop types into a single force.

As it happened, when I started painting the Chaos Dwarfs I'd just finished working on a regiment of Dwarf Slayers. As a result, I'd mastered the art of painting outrageously bright orange hair and beards, so I thought I'd carry this technique over to the Chaos Dwarf army.

I'd decided to contrast the orange of the beards by painting other parts of the models green, but after I'd finished painting several regiments I just decided that I didn't like the overall look of the army! After a bit more experimentation, I came up with the blue contrast that you can see on these models and I'm particularly pleased with the result…

Jervis: … yes, I find it's often the case that when I start working on an army, the first couple of models or regiment almost act as test pieces before I work out a painting style.

Gareth: The same thing happened when I painted the Hobgoblin Wolf Riders. At first I experimented with different colours for the wolves, and so my original regiment has got white, black and brown ones all mixed together in the unit. This really is a matter of personal preference and many people like to vary the look of their regiments, but to me the different colourings just didn't work together. In the second unit, when all the wolves were painted exactly the same, it just seemed to click.

Jervis: It almost sounds as if the first army was a just a practice run?

Gareth: Well, when I decided to enter the Warhammer tournament and realised that points would be awarded for the best painted army, I quickly worked out that here was a way to get an edge over all of my opponents before a single dice was rolled!

The first Chaos Dwarf army had been collected and painted over quite a long period, but this time I bought the whole lot in one go! This might sound extravagant, but I have the habit of saving

"One of the things about your army that instantly caught our attention was the way in which you've created a very unified feel, both in your choice of colour and the style of your painting…"

WHITE DWARF INTERVIEW

Astragoth leads the core of the Chaos Dwarf force through the skull gate. These two regiments form the heart of the stalwart Chaos Dwarf defence.

"Aside from giving them a splendid paint job, have you evolved any special tactics for fighting with Chaos Dwarfs?"

pennies in a big jar. When the jar is full, I empty it out and start again. This time, when I emptied out the money, there there was just over a hundred pounds and so I went to the shop and had a great time piling blister packs and boxed sets onto the counter!

Jervis: What about your actual technique? Can we talk a little bit about how you set about painting a regiment. For starters, what colour undercoat do you use?

Gareth: I undercoat everything white unless the model is going to end up entirely black. I have experimented with black undercoats in the past as people told me it was a good way to paint a lot of models quickly. However, I found that it made the top colours look dirty and muddy unless I painted the area in white first. It seems much better to me to paint the whole model white, paint all of the main colours on top of that and then put black in the bits that need very dark shading.

Jervis: And then how do you go about painting the faces?

Gareth: That's another reason why Dwarfs were always a good choice for me because they have only got little faces – they are virtually all nose! Since the new flesh wash has come out I generally give them a simple base coat followed by the flesh wash and a single highlight. Depending on how it looks, I might then go back and give the whole area a final flesh wash just to unify the three stages.

One of the things I did learn that was a bit of a breakthrough for my painting style was to thin my colours slightly with water and use two or three thin coats rather than one thick one. When I did this I suddenly started to produce much cleaner and more detailed miniatures. You can get away with using some colours in a single coat, the blues for example are OK, but most of the time it's just much better to use multiple thin layers. If I'm painting red I usually use at least three coats. Then with yellow you have to make sure that you've got a clean white undercoat to start with. Yellow tends to be very translucent and you can see any blobs or paint splashes through it.

Jervis: What procedure do you follow when painting your miniatures? Do you paint them one at a time or in groups?

Gareth: I start with five figures and paint the faces for all of them. I always start with the faces, especially on Chaos Dwarfs because basically you've got a nose, cheeks and eyes and that's it. I would then paint the base colour for all their beards in Red Gore.

Once I reach this stage, I then concentrate on a couple of the models and finish off the beards including the highlights and everything. Once this is all done, I paint all of the other detail on one of the pair until the miniature is completely finished and then switch over to the other one. When all five are painted I then start on something else. With this army, because I bought all the different units at the same time, I could have one Chaos Dwarf Warrior, one Hobgoblin Warrior, one Blunderbuss and one Bull Centaur all going at the same time. I don't like just

painting the same model over and over again and this method gives me a bit more variety.

Jervis: That's interesting because many people find it faster to paint the same figure over and over again…

Gareth: …I just find that if I paint the models one at a time I do a better job than painting them in a group. It might take a little longer, but it enables me to give each miniature an individual treatment.

Jervis: How long did it take you to paint the Chaos Dwarf army that you used for the tournament?

Gareth: It took about three months, mostly working evenings, but sometimes also at the weekend. It's amazing how much you can do in a couple of hours, two or three evenings a week. Occasionally, I spend a whole day painting an individual model like the Sorcerer Lord. I started that one at eight one Sunday morning and just worked at it until I finished at about ten o'clock that night! Sometimes it's just like that, I get started painting and I just can't stop until the model's finished.

Jervis: Aside from giving them a splendid paint job, have you evolved any special tactics for fighting with Chaos Dwarfs?

Gareth: One of the other reasons I wanted to change armies was because Dwarfs are quite a tricky force to fight with. Although they have plenty of tough units, their lack of mobility means that when you are playing against any decent opponent, he will know how to avoid your best regiments and there is little you can do.

With Chaos Dwarfs, the big monsters provide a fast moving and terrifying attack force and in addition they have some splendid artillery with which to provoke and harass your enemy. In fact, one of my all-time favourite weapons is the Earthshaker cannon because it can be used to overcome the problem posed by the Chaos Dwarfs' low movement rate.

Even when you move your regiments aggressively forward to attack, more often than not, your opponent will get to charge you first! However, the presence of an Earthshaker in your army allows you to move your troops forward and then prevent your enemy from charging by lobbing an massive Earthshaker shell just over their heads.

I've used this tactic to great effect in many battles, you just have to be reasonably accurate when you guess the range. Of course when it came to the tournament the whole trick failed miserably. On my first shot I got a misfire result and the cannon blew up!

Jervis: How easy did you find it to learn how to paint miniatures? Did you get better gradually or did you find that you suddenly figured out how to do it?

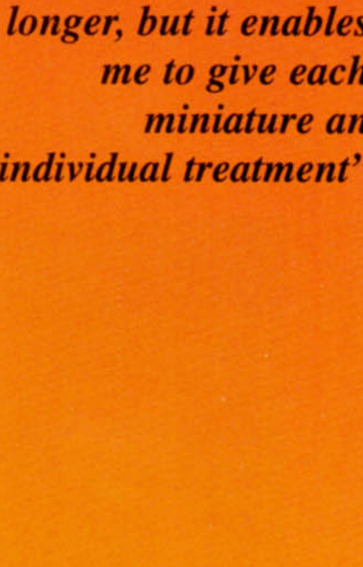
Gareth: You can really see the difference between my early figures and the ones I paint now. It wasn't gradual at all – it just suddenly came to me! I think it was the moment I got the new Marauder Dwarf figures. I just seemed to be inspired when I came to paint them although I don't know what I did differently!

Jervis: How long had you been painting by the time you bought those?

Gareth: Probably about a year. The Barbarian from Heroquest was the first figure I painted, and when I'd finished it, I thought that it looked pretty good. I've still got the model at home, but when I look at it now it looks a bit crude.

Jervis: Well we all start somewhere…

Gareth: …Yes it's a skill you have to learn. I think it clicked into place for me when I bought the right brushes and began to use washes. Before that, I just tended to give the models a basic coat of paint and add a few highlights.



"…I just find that if I paint the models one at a time I do a better job than painting them in a group. It might take a little longer, but it enables me to give each miniature an individual treatment"

"I had almost finished working on it when I knocked over a pot of red paint that poured all over it!"

When I started out I used to look at the pictures in White Dwarf and I tried to copy them as closely as I could. I also looked at all the 'Eavy Metal painting guides. I wanted my models to look just like Mike McVey's and so I would concentrate on just one figure to try to make it work. The big breakthrough for me though was when I worked out how to blend my colours rather than drybrushing everything.

Jervis: And how do you do your blending?

Gareth: Well I start off by painting an area with the darkest colour and then build up a highlight by painting a smaller and smaller area of colour in a series of lighter and lighter tones. Rather than simply drybrushing over the whole area, you actually apply the paint precisely to the surface of the model. It's not as fast as drybrushing, but it gives you much better control. Sometimes, I just use a dark undercoat, a middle coat and a final coat. Other times I go on to six or seven. It depends on the model – you just have to learn to stop when it looks right.

Jervis: What about your banners and shields?

Gareth: I have actually used only one of the printed colour banners from the Chaos Dwarf book, on the Blunderbuss regiment. The others I painted myself. Despite the fact that it can take me as long to paint a single banner as it does to paint a miniature, I just prefer the result. To my eye, the printed ones look printed and don't fit with the rest of the army. The only reason why I used a printed banner for the Blunderbuss regiment was that I had almost finished working on it when I knocked over a pot of red paint that poured all over it! I'd spent about three or four hours on this banner and it was virtually finished. In frustration I just cut the banner out of the book and stuck it on the pole! The shield designs were all from a picture in the Chaos Dwarf book. Again I gave all the models in the regiment the same shield to give them a unified feel.

Jervis: So what other projects have you got going at the moment?

Gareth: At the moment I am working on an Imperial Guard army for Warhammer 40,000 and so I'm enjoying painting up lots of tanks! I've also started to think about the next tournament and I've got an idea to go back to the Undead again. Now that there is a full range of models I could really go for it in a big way, especially as their magic is so different to any other!

Jervis: On that note we'd better leave it... thanks Gareth, we'll see you at next year's Warhammer tournament with your Undead!

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GAMES® WORKSHOP

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Plasma gun

Flamer

Sergeant with chainsword

Lasgun

Lasgun

Throwing grenade

Lasgun

Heavy bolter weapons team

Lascannon weapons team

The Catachan Jungle Fighters ambush a mob of Snakebite Boarboyz

LEGIONS OF STEEL

WARHAMMER 40,000

by
Ian Pickstock

LIVING MACHINES

One of the best elements of the Imperial Guard army is the large range of battle tanks available. From the Leman Russ to the Basilisk, the Chimera to the Hellhound, these devastating vehicles are always a great favourite of mine. Not only do they make impressive centrepieces for your army, but they are also daunting foes in battle – huge hunks of ceramite and plasteel, bristling with some of the most devastating weapons in the galaxy. With lasgun and bolter fire pattering harmlessly off their reinforced skin, who can doubt the awesome power of these formidable war machines?

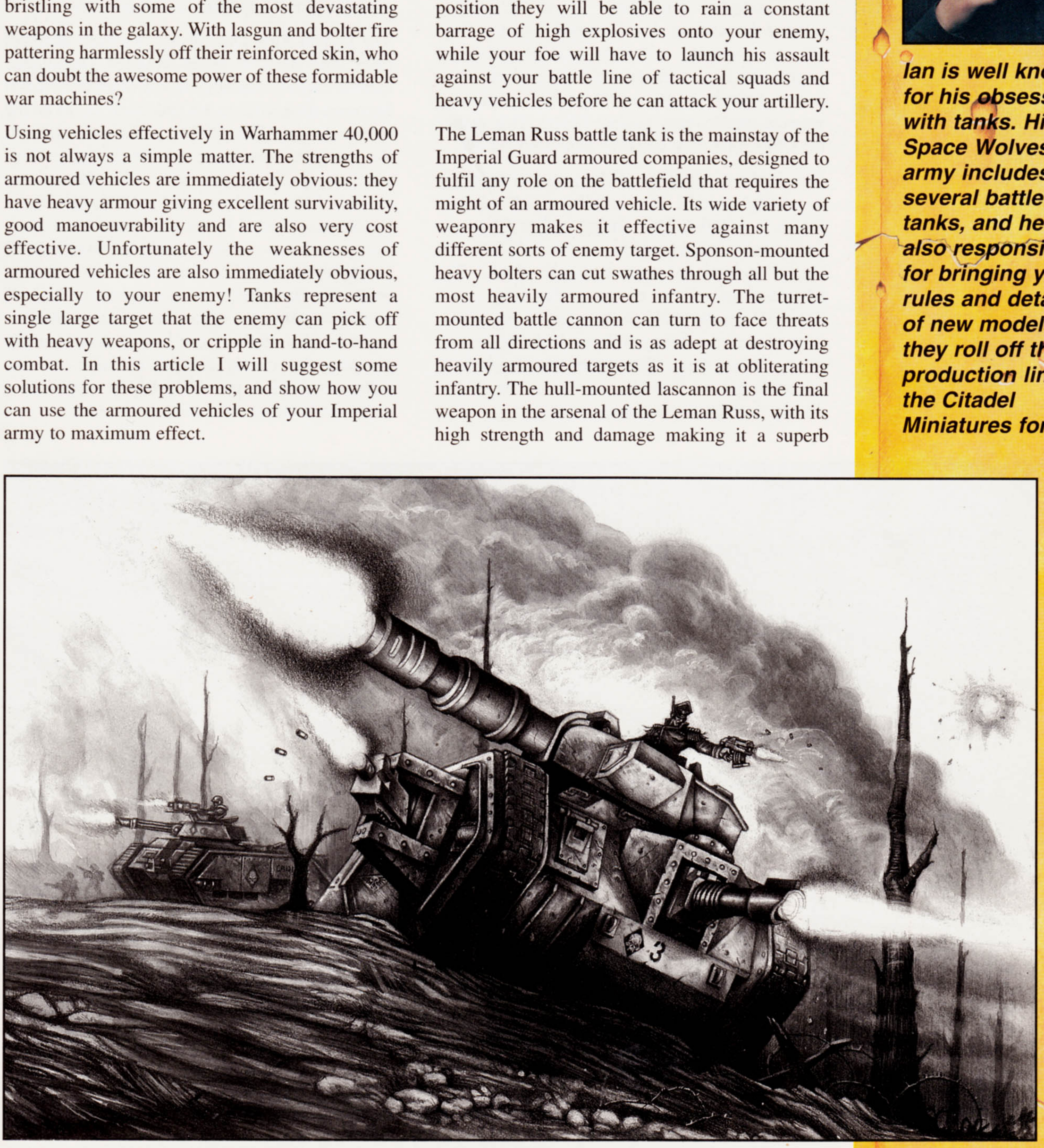
Using vehicles effectively in Warhammer 40,000 is not always a simple matter. The strengths of armoured vehicles are immediately obvious: they have heavy armour giving excellent survivability, good manoeuvrability and are also very cost effective. Unfortunately the weaknesses of armoured vehicles are also immediately obvious, especially to your enemy! Tanks represent a single large target that the enemy can pick off with heavy weapons, or cripple in hand-to-hand combat. In this article I will suggest some solutions for these problems, and show how you can use the armoured vehicles of your Imperial army to maximum effect.

BLITZKRIEG

How you use your tanks on the battlefield largely depends on their weaponry. Artillery pieces, like the Griffon and Basilisk, have long ranged weapons and special capabilities that allow them to fire from concealed positions. These vehicles are best deployed to the rear of your battle line, screened by your guardsmen and protected by your more heavily armoured vehicles. From this position they will be able to rain a constant barrage of high explosives onto your enemy, while your foe will have to launch his assault against your battle line of tactical squads and heavy vehicles before he can attack your artillery.

The Leman Russ battle tank is the mainstay of the Imperial Guard armoured companies, designed to fulfil any role on the battlefield that requires the might of an armoured vehicle. Its wide variety of weaponry makes it effective against many different sorts of enemy target. Sponson-mounted heavy bolters can cut swathes through all but the most heavily armoured infantry. The turret-mounted battle cannon can turn to face threats from all directions and is as adept at destroying heavily armoured targets as it is at obliterating infantry. The hull-mounted lascannon is the final weapon in the arsenal of the Leman Russ, with its high strength and damage making it a superb

Ian is well known for his obsession with tanks. His Space Wolves army includes several battle tanks, and he is also responsible for bringing you rules and details of new models as they roll off the production lines of the Citadel Miniatures forge.



"There's no such thing as too many tanks"

Captain Hans Kreuger

tank-buster. The great flexibility of the Leman Russ makes it the ideal choice for any Imperial Guard army, regardless of who you are fighting or what mission you have.

Many commanders use the Chimera purely as a troop carrier, but this is just one of its many capabilities. Its substantial armament and relatively low points value make the Chimera a useful light battle tank for smaller battles, or in support of larger tanks like the Leman Russ. The turret-mounted multi-laser is a devastating weapon for cutting down massed infantry, light vehicle squadrons and even heavier individual targets like Hive Tyrants, while the hull-mounted heavy bolter is an excellent anti-personnel weapon (particularly against Eldar). This makes the Chimera a very versatile armoured vehicle.

One of the capabilities of the Imperial Guard is its ability to hold fast, mobile, rapid response forces in reserve. This ability makes Chimeras particularly useful because you can hold Imperial Guard squads in reserve inside them. The advantage of reserve troops is that they aren't deployed on the table at the start of the game. Instead you may bring them on at the beginning of any of your turns. This means that should your opponent get the first turn, he will not be able to do any damage to your reserve troops.

The Demolisher and Hellhound are rather specialised vehicles. The two tanks have similarities, yet operate in completely different ways. Both have slow rates of movement and relatively short ranged weaponry. This means that you are going to have to get very close to your enemy to use your Hellhound or Demolisher to maximum effect.

For the Hellhound this isn't a problem. Because its inferno cannon doesn't require a to hit roll, you can advance at fast speed without suffering from the -1 to hit penalty for moving rapidly. This make the Hellhound a very aggressive vehicle – moving quickly across the battlefield, steadily closing the range so that it can bathe the enemies of the Imperium in cleansing fire.

The Leman Russ Demolisher is a very different case. The massive turret-mounted Demolisher cannon causes such huge recoil when fired that it becomes dangerous to the tank itself to fire on the move. As any Demolisher commander knows, the less you move your vehicle the more shots you are going to get with your Demolisher cannon. This problem with manoeuvrability is further accentuated by its slow movement rates. You cannot move your Demolisher more than 8" in a turn without losing firing time. These factors make the Demolisher a very defensive tank. If you know where the enemy are going to attack or move to, then nothing can beat it. It is ideal for stopping the enemy completing missions like *Take and Hold* or providing heavy support in a defensive mission such as *Hold the Line*.

Two Leman Russ Demolishers pound the minions of Chaos with their awesome firepower

PROTECTION

Unfortunately tanks have two big drawbacks. The first of these is their weakness in hand-to-hand combat. This means that if enemy troops get into contact with your tank they can crawl all over it, dropping frag grenades or melta bombs down exhaust pipes, ripping armour plates off with power fists and shredding track links with their power swords!

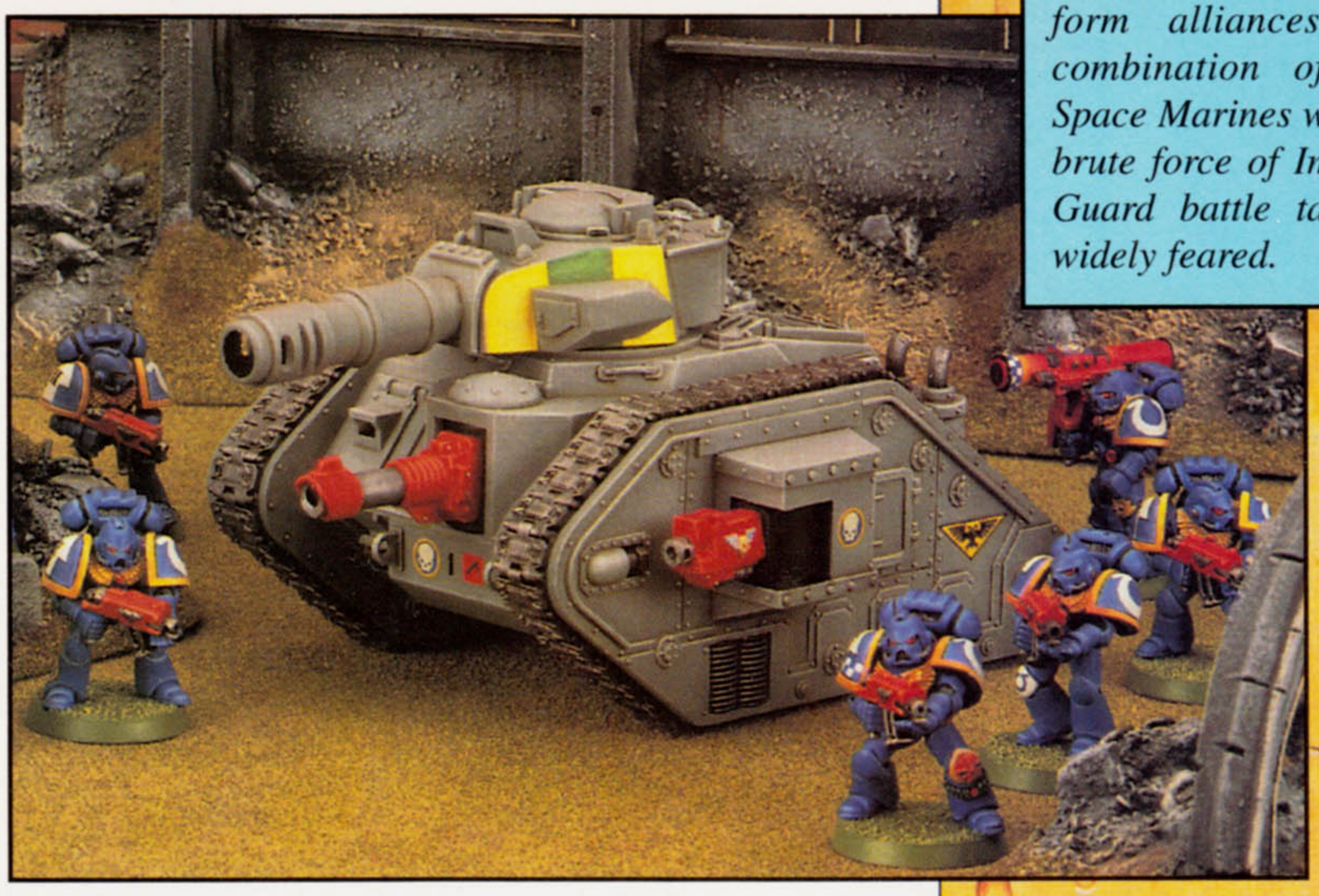
The second weakness of large vehicles is the fact that they present a single target to the enemy – an opportunity to eliminate a large chunk of your force in one fell swoop. For instance, an Imperial Guard heavy weapons squad consists of three heavy weapon teams and therefore has six individual targets that must all be eliminated before the squad is destroyed. Compare this to the firepower of the Leman Russ, which consists of three heavy weapons and a support weapon, yet can be knocked out with a single shot.

In order for your battle tanks to fight effectively you must take appropriate measures to ensure that they are properly protected. To start with, you can increase your tank's protection against close combat attacks by equipping it with auto-launchers with frag defenders rounds. These specially designed frag grenades explode above the tank, scattering shrapnel onto anyone nearby. In addition you can upgrade your tank with the Vehicle card – *Electro Hull*. The *Electro Hull* stops the enemy from assaulting your tank by electrocuting anyone who touches it! However, both of these upgrades will offer only limited help. You will have to take further measures to completely protect your tanks.

SAFETY IN NUMBERS

The easiest way to keep your battle tanks in the fight is to take lots of them! Although destroying a single Leman Russ is not too hard, taking out two is more difficult, and disabling three is an almost impossible task. Remember that bad luck always comes in threes, and a squadron of Leman Russ battle tanks is three big doses of bad luck – for your opponent! By having lots of Leman Russ battle tanks in your army you'll force your opponent to make more decisions (with more opportunities to make mistakes). Your enemy will have to choose between focussing his attacks on one of your tanks at a time (which will leave the others intact and in action), or diluting his fire by distributing his shots amongst all of your tanks with much less effect.

The simplest way to protect your tanks from the enemy engaging them in hand-to-hand combat is to guard them with your numerous squads of Imperial Guardsmen. If you simply place a squad around your Leman Russ, those deadly infiltrators and Assault squads will have to get past your troops before they can attack your tank. Of course, by this time you will have either blasted them to pieces or moved out of charge range.



Space Marines and Imperial Guard often form alliances. The combination of elite Space Marines with the brute force of Imperial Guard battle tanks is widely feared.

ELIMINATE

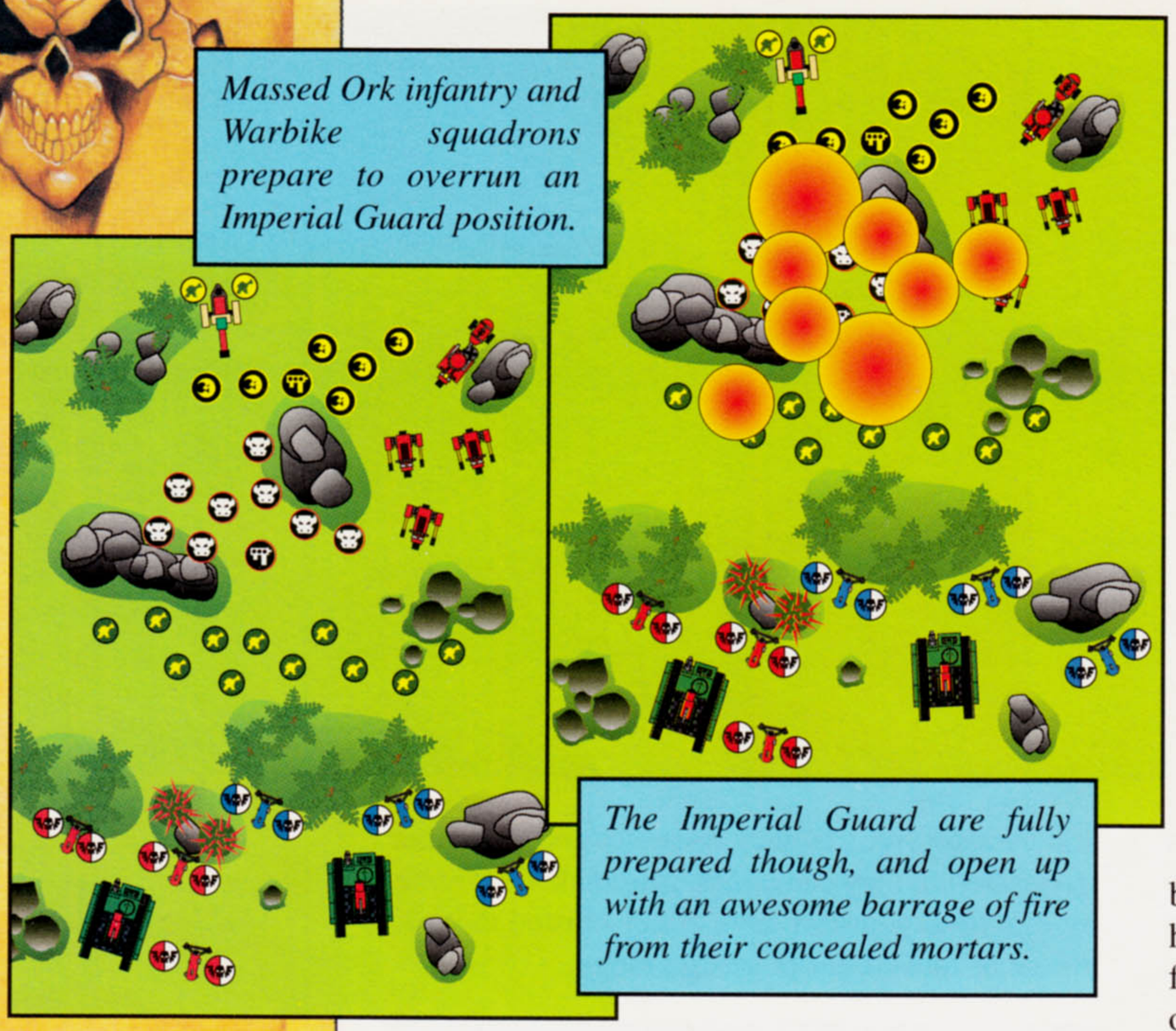
Battle tanks are so heavily armoured that they benefit from an invulnerability to many of the weapons on the Warhammer 40,000 battlefield. Although the remaining threats may be fairly serious – support weapon batteries, assault squads and fast attack vehicles, they are still only available in a limited number. This means that you can use the serious amount of firepower available on your battle tanks to eliminate these threats. Your tanks must make the best use of the cover available, using auto-launchers loaded with blind grenades to protect themselves from any remaining threats. Once these enemies have been eliminated, your tanks will have a free reign of the battlefield and there will be nothing the enemy can do about it!

This is probably the most difficult way to use battle tanks as it requires every ounce of your tactical skill and cunning. However, nothing can beat the reward to be gained from achieving total supremacy of the battlefield!

TIDAL WALL

This particular tactic of protecting your tanks is a variation on the Armoured Wedge tactic used by the Space Marine side in the *Heretic* battle report (from White Dwarf 187). Although in most games of Warhammer 40,000 you would never need to cross the huge distances involved in the special *Heretic* scenario, this principal is still a good way of protecting a large number of tanks and armoured vehicles.

First place the toughest, most heavily armoured tank closer to the enemy than all your other tanks. Under the Choosing a Target rules (page 29 of the



Massed Ork infantry and Warbike squadrons prepare to overrun an Imperial Guard position.

The Imperial Guard are fully prepared though, and open up with an awesome barrage of fire from their concealed mortars.

Warhammer 40,000 rulebook), enemy units will have to fire at the closest vehicle. This will leave all your other vehicles completely unmolested, with your opponent having to destroy your toughest tank before he can move onto the rest. You want this tank to survive as long as possible, so you should choose the biggest, toughest vehicle you can lay your hands on. In an Imperial Guard army the ideal candidate for this job is a Leman Russ Demolisher. This awesome machine not only sports the formidable frontal armour of a Leman Russ, but its enhanced side and rear armour makes it ideal for sitting at the front of your army. Even if the enemy gets around the side, they will be hard pressed to penetrate the thick armour plating. The drawback of the Leman Russ Demolisher is its limited manoeuvrability, but this is not a big problem. Many Demolisher commanders will be rather reluctant to move their tank because of the inability to fire the Demolisher cannon when it moves. However, do not be put off. The Demolisher still carries a devastating array of secondary weapons that can provide covering fire while it advances.

If you don't want to use a Demolisher for this task there are other alternatives. A Leman Russ on its own is still a formidable tank. However, it can be made even more resilient with the addition of some upgrades from the Vehicle cards. *Reinforced Armour* increases the armour value of all locations by one, but reduces the overall speed of your vehicle. *Ablative Armour* means that you may ignore the first shot that penetrates your tank. Both of these upgrades can be added to a standard Leman Russ to further increase its survivability and therefore the survivability of all the tanks in your army. Of course, for those that want even more protection, you can always apply the above armour upgrades to your Demolisher!

GRIFFON BOMBARD

Using armoured vehicles and tanks isn't all about aggressive blitzkrieg attacks. The large range of tanks and their diversity of weaponry allows Imperial Guard players to use more subtle tactics when necessary.

This bombard tactic uses the Griffon armoured support vehicle with its heavy mortar, together with mortar heavy weapon teams. If you are going to include any Griffons in your army I always find it useful to deploy a couple of Imperial Guard support squads, all made up of mortar teams, nearby. Both the mortar and heavy mortar's unique way of firing means that you can deploy this small detachment where it is concealed from enemy view. The Griffons and heavy weapon teams will be able to bombard the enemy, whilst your opponent will have to take some fairly drastic action to return fire on your battery. The advantage of taking lots of mortars and heavy mortars soon becomes apparent. Once you have got the hang of guessing ranges fairly accurately, you can bombard a large area of the battlefield. Simply estimate how far it is to your chosen target, and then with the rest of your mortars vary the range by one or two inches and the angle of the shot for each subsequent mortar round. Even if some shots miss, against massed targets like Orks this barrage can be utterly devastating. Of course, the disadvantage of this is that once the enemy gets your mortar battery in his sights there is very little you can do to stop it being destroyed.

CONCLUSION

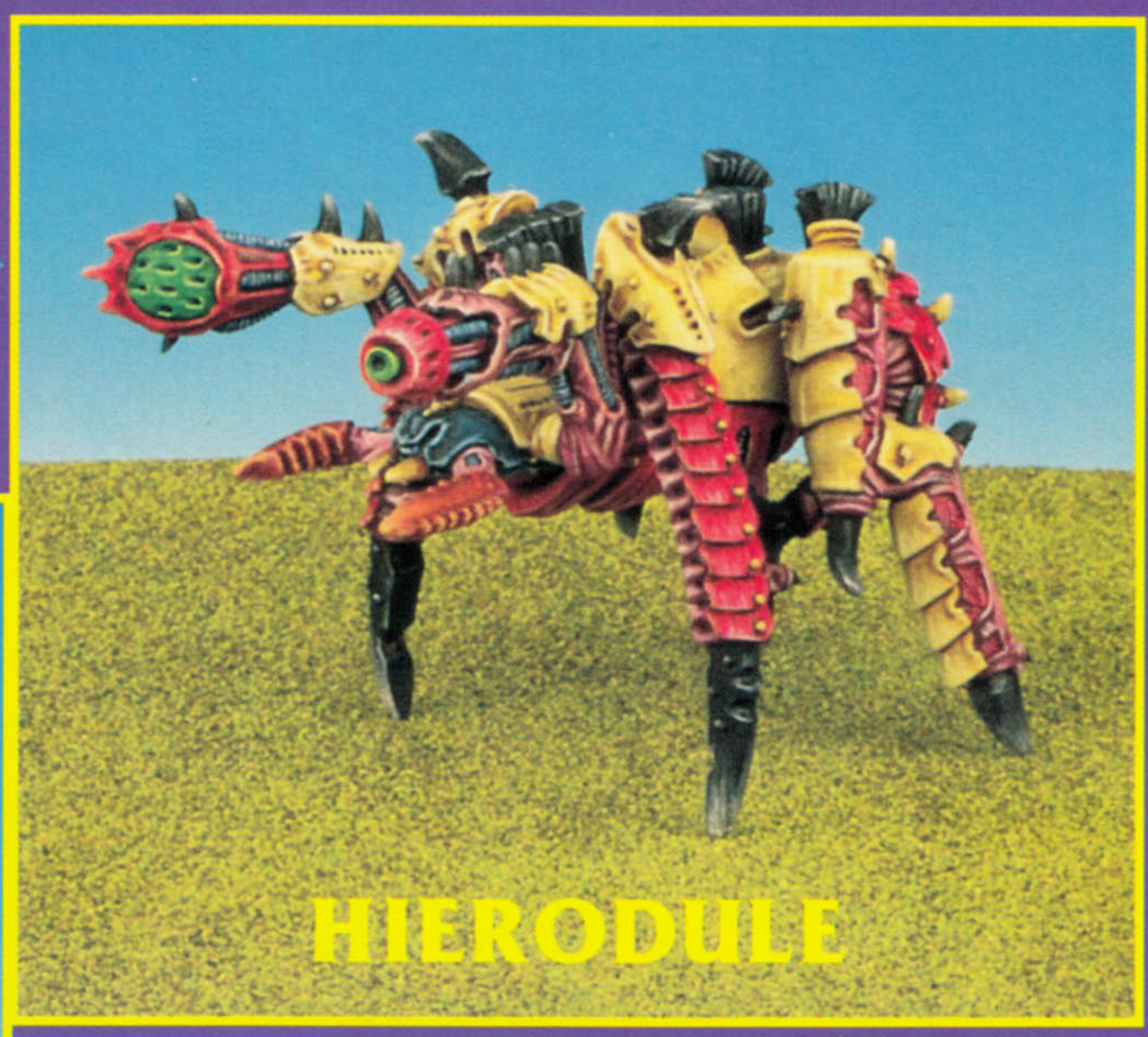
The tactics presented in this article only represent a few of the many ways in which you can use battle tanks and armoured vehicles in your Imperial Guard army. Once you have got the hang of keeping them protected and not getting them destroyed in the opening volley of fire you can do almost anything you want. After you have had a few successful battles using these tactics, why not try out some of your own. After all, if you use the same plan from game to game regular opponents will soon wise up and develop counter-strategies.

EPIC®

TYRANID® BIO-TITANS

HIEROPHANT AND HIERODULE

The Hierodule bio-Titan is a monstrous creature that stalks across the battlefields of the 41st millennium dealing out agony and death with its bio-weapons. Its pyro-acid spray cascades over the hardest cover, burning infantry to a crisp. Salvoes of steel-hard cluster spines rip through flesh and armour with equal ease, whilst even the most heavily armoured tank cannot resist the crushing power of the Hierodule's powerful mandibles.



HIERODULE

Tyranid bio-Titans designed by Dave Andrews.

HIEROPHANT

Models supplied unpainted

The Hierophant bio-Titan is even larger than the Hierodule, towering over buildings and enemy tanks alike. Its three bio-weapons reduce any resistance to a few terrified and scattered foes, and even Imperial Titan crews have learned to respect its might in battle. The Hierophant's snapping razor claw and swaying ripper tentacles can crush weapons, smash through the thickest armour and tear down fortifications with ease, whilst its bio-cannon punches through plasteel burning men and machines with its virulent toxins.

Inside its armoured abdomen, the Hierophant carries Tyranid Warriors and Genestealers deep into battle, disgorging them into the midst of the enemy like a living tide of death.

CITADEL© MINIATURES

WARNING! These models contain lead which may be harmful if chewed or swallowed.
Citadel Miniatures are not recommended for children under 14 years of age.

Each boxed set contains a complete bio-Titan including a weapon variant.
These models require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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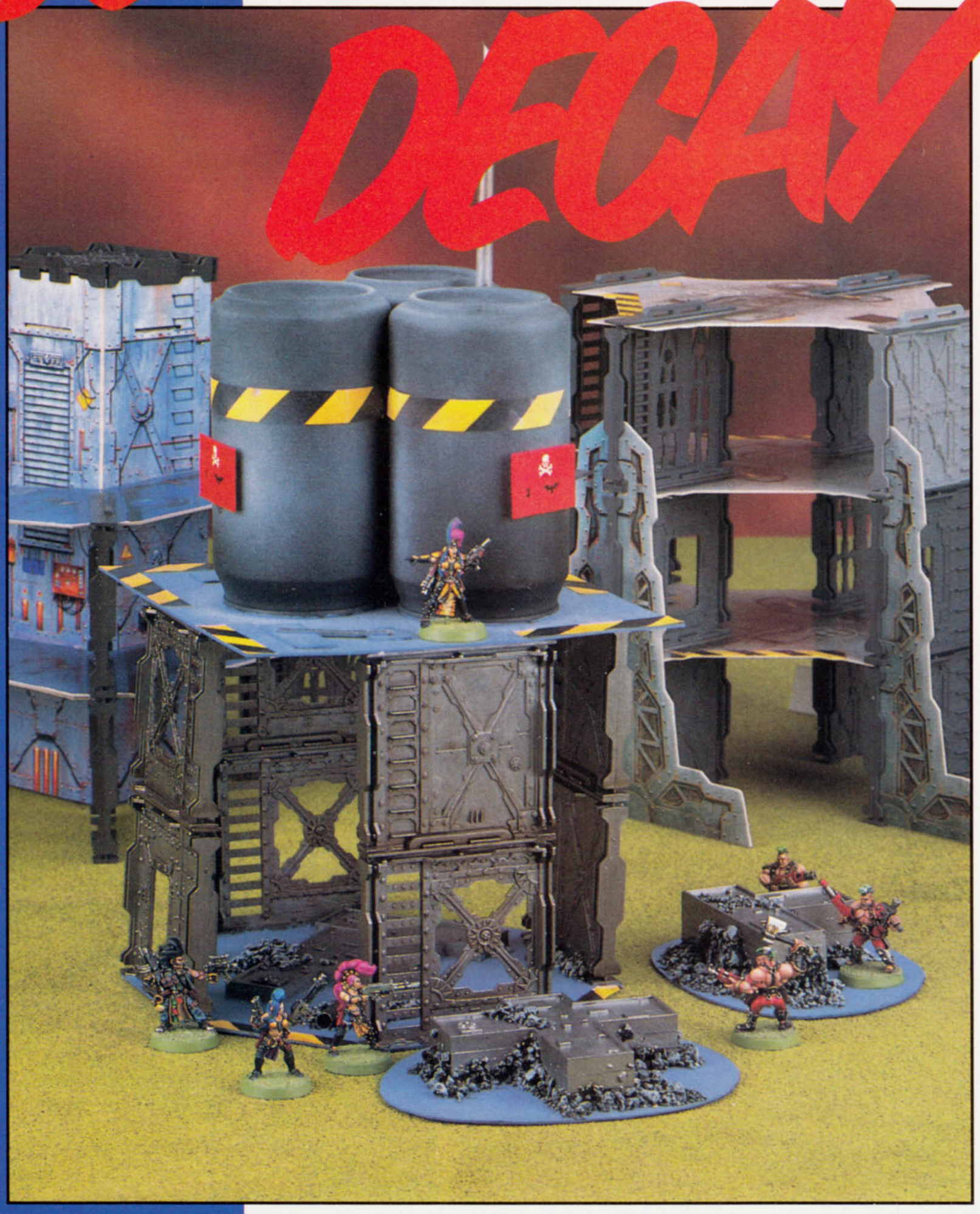
GAMES® WORKSHOP

Over the last few weeks, grown men have been seen rummaging through dustbins and trashcans, pulling out old bits of cardboard and whooping in delight at the discovery of a choice piece of polystyrene packing. We sent Gordon Davidson to find out what was happening...

MODELLING WORKSHOP

SUB-URBAN DECAY

By Gordon Davidson



The model buildings supplied in the Necromunda game represent just a small part of a vast and varied subterranean world. For anyone prepared to spend a bit of time and effort the game offers endless opportunities to make all kinds of features such as cratered slagheaps, forests of stalagmites, lakes of effluvia and jungles of bizarrely mutated fungi.

Of course, many of these features are just as useful for games of Warhammer 40,000 as for Necromunda. In fact, many of my existing bits of Warhammer 40,000 scenery have already found a ready home in the Underhive.

What I want to do in this article is discuss some ideas for terrain, show some of the pieces I've made, and hopefully inspire you to have a go yourself.

THE SMELL OF VICTORY...

If you are anything like me, the first thing you did when you got your copy of Necromunda home was to rip

off the cellophane, pop off the lid and take a deep breath! There are few things in life as wonderful as the smell of a brand new game!

After you've drooled over the quality of the plastic gangs and flicked through the rulebook you can get down to the serious fun of putting together all of the buildings. This terrain is really well thought out and if you're as lazy as I am when it comes to making terrain for your games, they are a complete godsend.

Given the choice of painting a squad of miniatures or making and painting scenery, I would normally choose to paint the models. The great thing about the Necromunda buildings, however, is that most of the work is already done for you. With a few simple additions you can turn this serviceable terrain into a permanent feature for your skirmishes and gang fights.

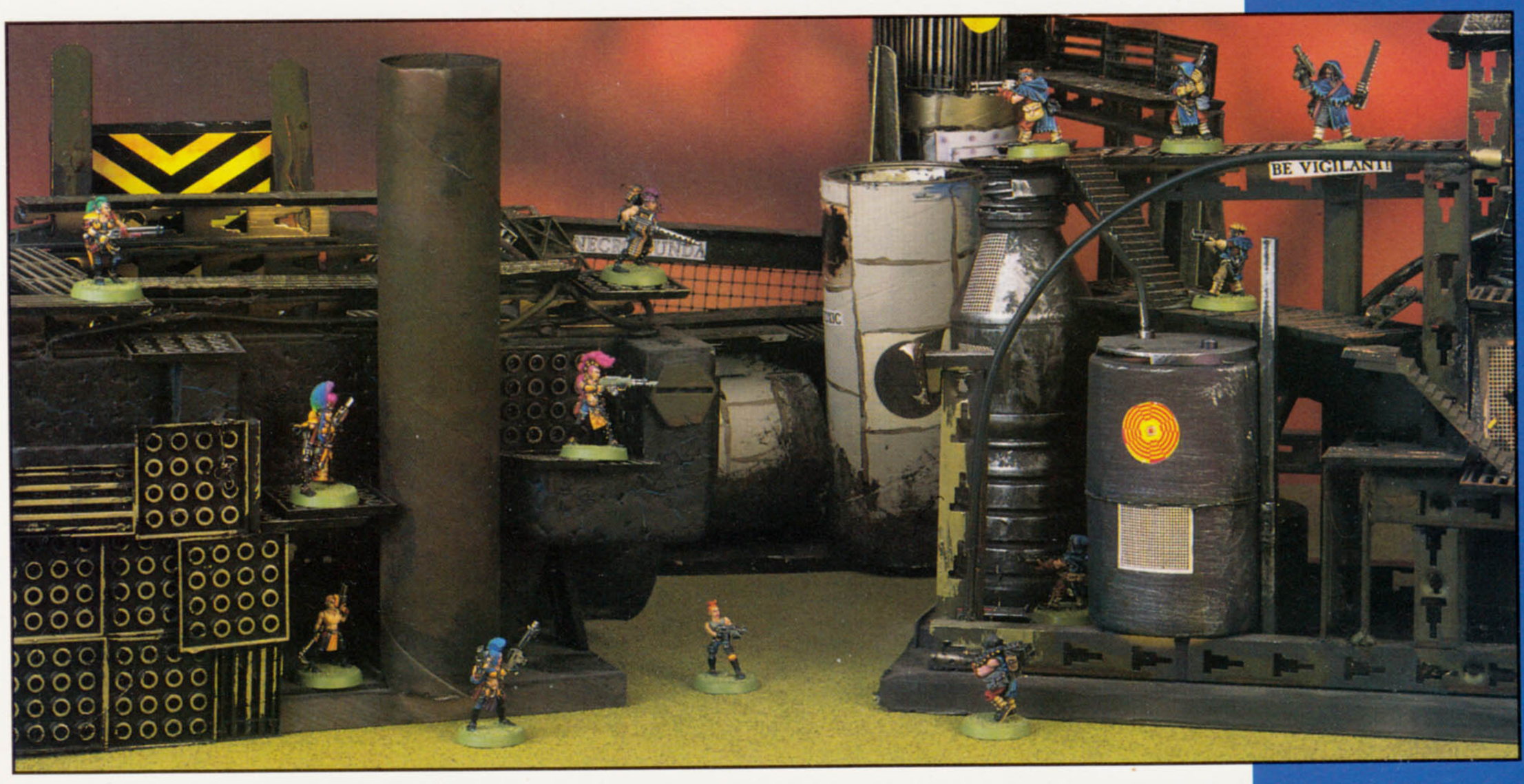
A gang fight amid the spoil heaps of a disused mine.

HAVE A GO...

I began by putting together the buildings as supplied in the game. But, in addition, I also wanted to make some unique pieces of my own. Standard household items were used as the basis of my models, which goes to prove that you don't need to have a degree in architecture to make great gaming scenery!

I started out by basing up the model buildings you get in the box. There are some good ideas for this in the Necromunda Painting and Modelling book, and so to get going I just followed the suggestions in there.

Once I'd got the basic models set up I decided to start by building more cover at ground level so I began on the rubbled wall sections. These can be usefully employed to break up any large spaces or open areas of the table. They are made from a number of Space Marine building roofs which I happened to have spare. By breaking off the tabs (which attach the roofs to the card building



Part of a vast Underhive complex made by Nigel Stillman from polystyrene packaging, bits of shelving, old bottles and lots of slottabases!

Some more of Nigel's terrain. Here we have a gang hideout and watchtower. The insets show new models under construction using toilet rolls, card and bendy straws!

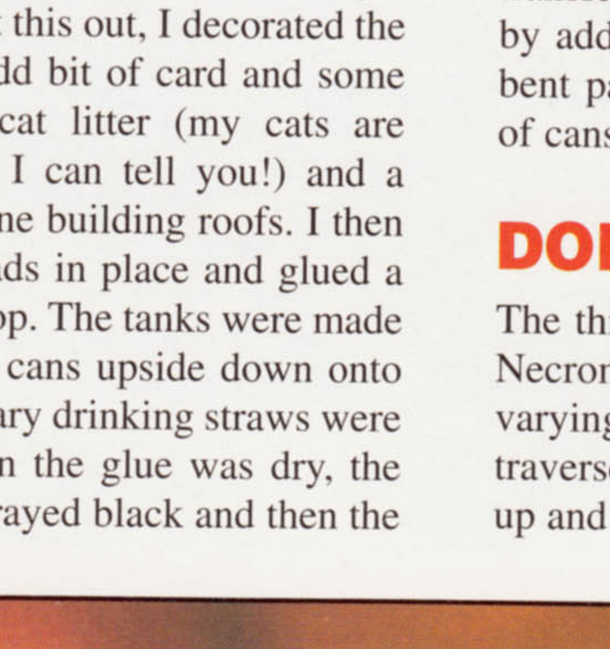
section) and gluing them together, I was able to build up a barrier of the required height. The wall was then stuck onto a card base and crumbling debris added using cat litter. The whole thing was sprayed with black undercoat in preparation for painting with Boltgun Metal and a mixture of Shadow Grey and Skull White to paint and highlight the debris.

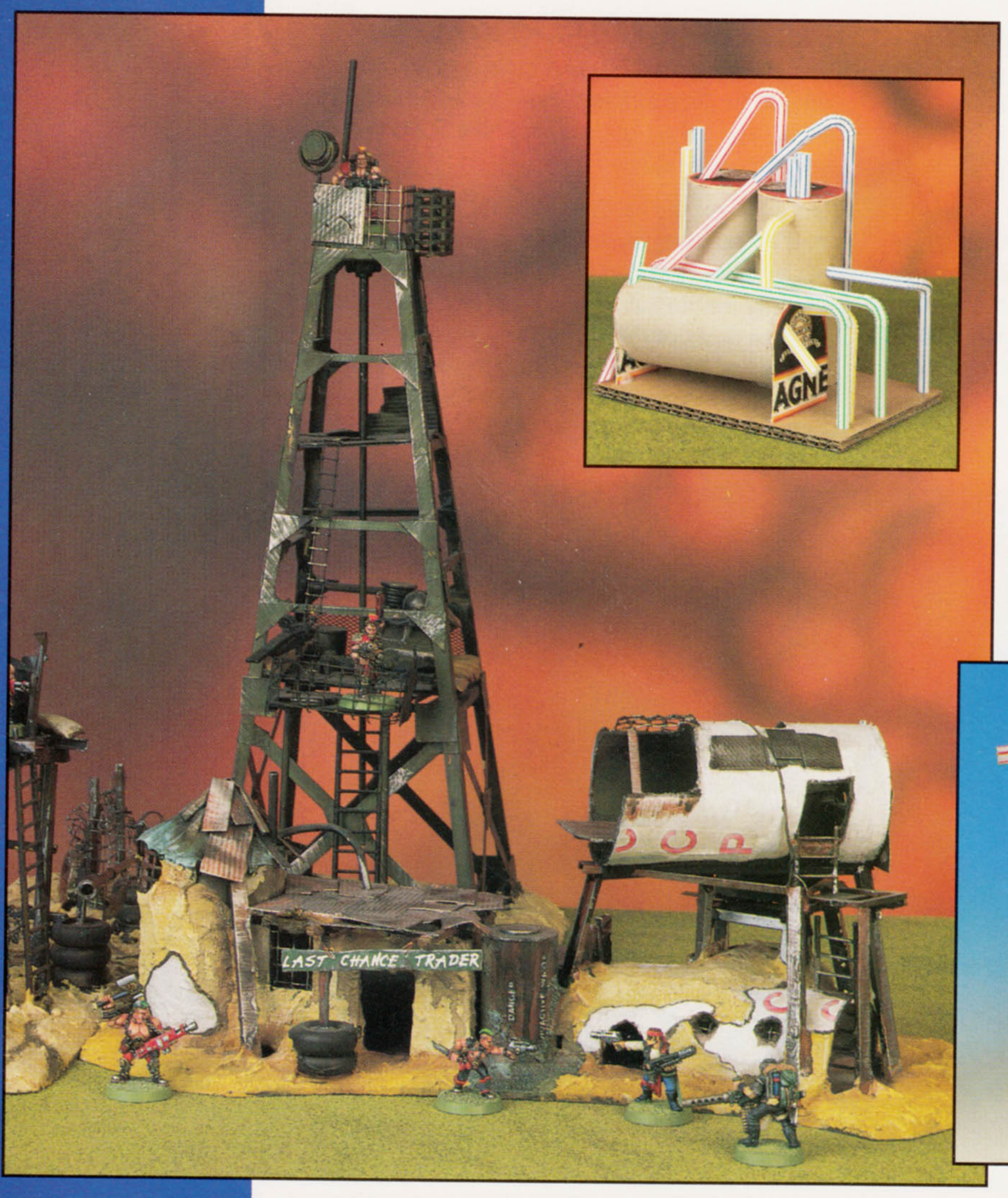
The next piece of terrain I made was the storage tower. This was built from soft drink cans, bits of cardboard, drinking straws, more Space Marine roofs and once again the cat litter. I started by marking out an octagonal shaped piece of card, using the plastic bulkheads to measure the length of the sides. Once I'd cut this out, I decorated the base by gluing on the odd bit of card and some drinking straws, more cat litter (my cats are getting pretty desperate I can tell you!) and a couple more Space Marine building roofs. I then stuck the plastic bulkheads in place and glued a square piece of card on top. The tanks were made by gluing together three cans upside down onto the card, and a few ordinary drinking straws were used for the pipes. When the glue was dry, the whole tower was first sprayed black and then the dirty grey effect was achieved by spraying on white paint in quick bursts from a short distance away. To give the bulkheads and Space Marine roof a rusted, industrial look, I first drybrushed them with Boltgun Metal and then gave them a quick wash of brown ink. The cat litter was once again painted with Shadow Grey and highlighted with Skull White. The final addition of the black and yellow stripes was made by cutting up the spares from my card set and gluing them on. (The boxes the new gangs come in are also good for this as they have lots of stripy bits printed on the sides that you can use for trim). The signs are just bits of card painted red with a few suitable transfers put on. You could easily vary this piece by adding bendy-straws to make more pipes, or bent paper clips for wiring, varying the number of cans, or using super-sized ones!

DON'T FORGET...

The thing to remember when making terrain for Necromunda is that it is a game played over a varying series of levels. If your gangs are to traverse the Underhive they must be able to climb up and down ladders, across ramps, and so forth. Ladders are easy to make out of thin strips of card. Once painted and glued into place these look just fine. I'm going to add some to the next tower I make, so that my gangers can climb their way to the top of the storage vats and take up sniping positions!

These are just a few ideas. I'm sure that anyone who reads the Necromunda Sourcebook will soon come up with projects of their own. Meanwhile, I hope that this brief foray into the Underhive has helped to inspire you. I'm off now to make some more terrain using a margarine tub and a Smartie tube… I knew all of those years watching Blue Peter would come in handy one day!





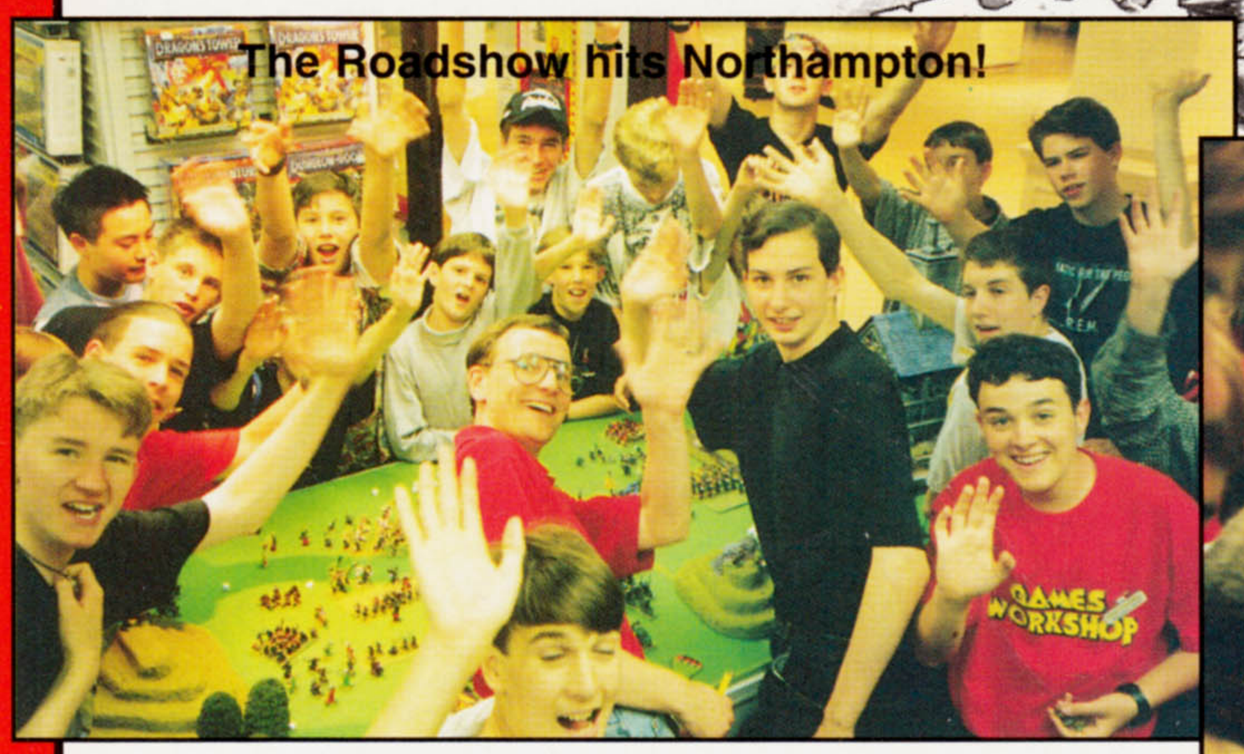
WARHAMMER®

SCREAMING DEATH!

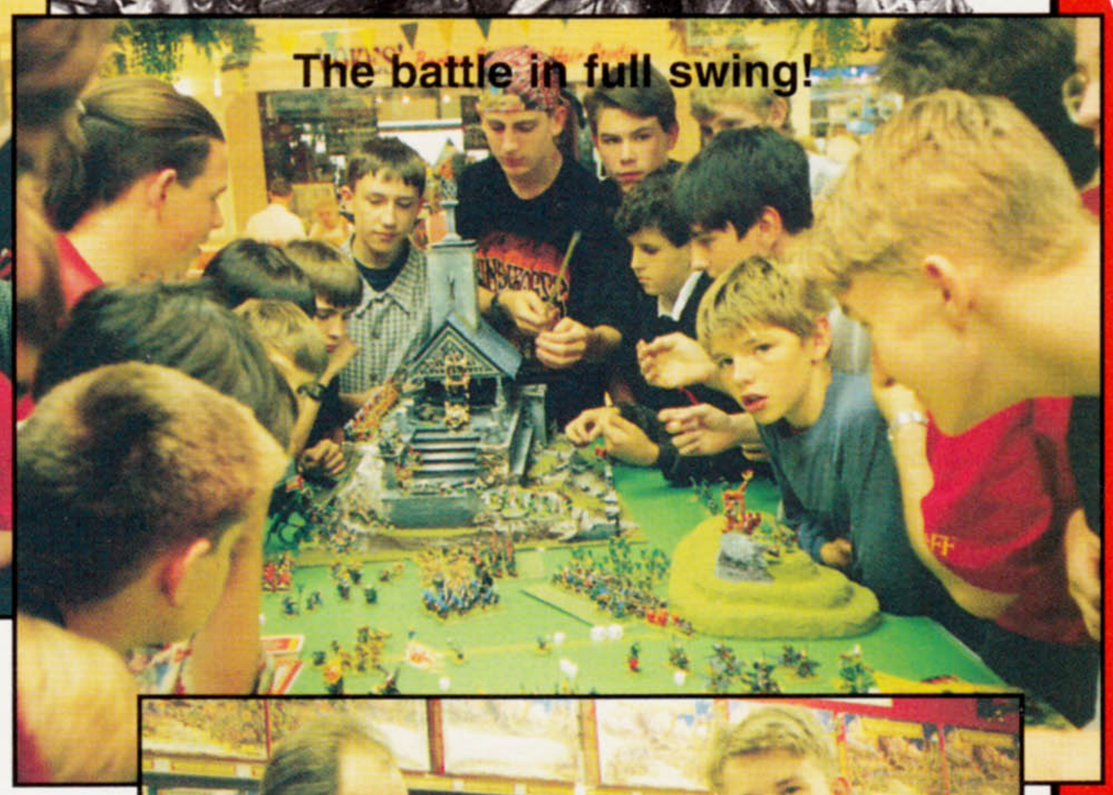
SLAUGHTER AT THE TEMPLE OF MORR

The trail of destruction and mayhem known as the Screaming Death Roadshow, which has been winding its way across the country, is finally coming to a climactic end!

The final Screaming Death Roadshow 28th October at Hull



The Roadshow hits Northampton!



The battle in full swing!

At each Screaming Death Roadshow everything is provided. There's no need to bring miniatures, dice or rulebooks – you just turn up and play!

At every event we've been giving away a special prize of a limited edition Screaming Death T-Shirt! This is your last ever chance to get your hands on one of these valuable collector's items!

So see you there!

Des Hapley hands out a free T-shirt

WARHAMMER ROADSHOW

TYRANID INVASION

BY JERVIS

'people tell me I look nothing like this' JOHNSON

THE STORY SO FAR

The Imperium of Man is under attack from the Tyranids, a terrifying extra-galactic alien race whose only purpose is to consume all living creatures they encounter. Directly in the path of the Tyranids lies the industrial world of Ichar IV. The first assault waves of Hive Fleet Kraken have already entered the Ichar star system and are slowly making their way towards the densely populated planet. The stage is set for one of the most cataclysmic conflicts in the entire history of the Imperium.

As regular readers of White Dwarf will already know, for the last couple of months we've been organising what promises to be the **largest Warhammer 40,000 campaign ever**! To decide the fate of Ichar IV, all of Games Workshop has been staging battles pitting Tyranids against Space Marines, Imperial Guard and Eldar forces. Battles have been fought in all our stores, at our Design Studio, at our Factory, and at our offices all over the world! The results of these battles have been collated, and Ichar IV stands or falls depending on which side wins the most games! The results of this massive campaign will become part of the official history of the Warhammer 40,000 universe.

This article describes the battles fought as part of the Ichar IV campaign at the Games Workshop Design Studio. Next month's installment will describe what happened in the battles that were fought elsewhere around the world, and will give the final result of the entire campaign.

DEFENCE OF NEMESIS

After we had drawn the map of Ichar IV we assigned all of our shops and offices to the different hives on the planet. We decided that the battles fought at our main Nottingham offices would decide the fate of Hive Nemesis, located on the east coast of Ichar IV's main land mass (see the map below). Due to the immense response to the campaign, and the time involved in communicating and compiling all the results of all the battles, this month we'll concentrate only on those battles fought at our Nottingham Design Studio. Next month we'll bring you the full results and the final fate of Ichar IV…

As the originator of the Ichar IV campaign, it fell to me to organise the battles fought at the Design Studio. A wander around the building quickly determined who wanted to take part (amounting to sixteen players altogether!), and who would also be able to provide extra Tyranids to take part in the battle.

This was very important, because although our Space Marine, Imperial Guard and Eldar armies were easily big enough to provide adequate forces, the same was not true of the Studio's Tyranid army, which at the time of writing comes to a 'mere' 3,000 points. Fortunately, a number of staff proved to be secret followers of the hive mind with substantial Tyranid armies which they were willing to bring in. Once these armies had been added to those in the figure cabinets, we found that we had a Tyranid force in excess of 10,000 points!

"Show yourselves, you devils!" spat Marneus Calgar, Master of the Ultramarines, as he stared over the shoulder of the Tech-Adept at the view screen. He knew that the first warning they would receive of the inevitable Tyranid attack would be revealed on the glowing green screen that the Tech-Adept studied so intently. But so far there was no sign of the foe, only the bright yellow icons that represented the Imperium's own ships cruising watchfully in orbit far above the planet. "Let me know of the slightest change!" he ordered, spinning on his heel and pacing back across the command centre to the small office that had been his quarters for the last three weeks.

The Tyranids would attack, that much was certain, the question was where and when. When he had commanded the defence of the Ultramarines' homeworld against Hive Fleet Behemoth, he had been able to track the Tyranids from the moment they had entered the star system. Things had not been so easy against Hive Fleet Kraken – the Tyranids must have learnt something in the centuries that had passed since the Behemoth had been destroyed. Although Imperial patrol craft had encountered Tyranid vessels, they had not been detected by the Tech-Adepts on the Imperial ships until the Tyranids were almost on top of them. Three craft had been lost to previously undetected Tyranid hive ships, and now the entire Imperial fleet was in a state of constant battle readiness to avoid any more such debacles. But for three days there had been no sign of a single Tyranid – it was quiet, too quiet…

Once more, Calgar mentally ran through the defensive preparations he had made. The Ultramarines were defending Nemesis Hive Cluster, a huge factory complex built by the Adeptus Mechanicus and of vital importance to the Imperial war effort. Troops from the Imperial Guard and the Eldar were also defending the hive, as a single Chapter could not hope to be able to protect such a huge area. Calgar had worked closely with the Imperial Guard and Eldar commanders to ensure that they would act as one against the Tyranids. Now only time would tell if their joint efforts could save Ichar IV from the alien invaders. Across the planet, Space Marines from a score of Chapters and the troops of a dozen Imperial Guard armies were also waiting for the Tyranid attack to begin. Only the Eldar, who had so recently joined the Imperial forces, showed no outward sign of the tension they must be feeling.

ICHAR IV

The battle for Nemesis Hive begins!

The next piece of good news was that Owen has just completed putting the finishing touches to the mammoth 12' by 6' gaming table he has been building! This, combined with the two 8' by 4' tables we already have, meant that we could play three battles simultaneously. This was really good news, as it meant that I could ensure that all sixteen players could take part in their battles at the same time, without things getting crowded. Having three tables also meant that we could allocate one to each of the three armies defending Nemesis Hive. Thus the Space Marines were assigned to the largest table, while the Imperial Guard and Eldar armies would face the Tyranids on the two smaller tables.

It was now just a case of splitting our 10,000 points Tyranid army amongst the three tables and picking similar points value armies for the defenders. I decided to put half the Tyranid army on the main table (just over 5,000 points), and split the remaining Tyranids equally between the other battlefields (about 2,500 points on each of the smaller tables). A quick count of our Space Marine armies showed that our Ultramarines force alone came to just shy of 5,000 points, so this was assigned to defend the largest table. To make up the numbers they were backed up by a single squad of Adeptus Arbites and an Assassin of the Vindicare temple.

Gavin Tyler (one of the Citadel Journal crew) picked an Imperial Guard army, while James Funnell (also of the Journal) was given the task of choosing the Eldar army.

My next job was to set up the terrain for the three battles. This was easier said than done, because Owen's new table had more than doubled the area that needed to be covered! This would stretch even the prodigious amount of Warhammer 40,000 terrain we have to breaking point. Fortunately, we also have terrain for use in our Warhammer games, to which we added the terrain built for the recently released Necromunda game. Extra scenery was also provided by Robin and Adrian, who have been fighting lots of battles over their own 'ash waste' terrain. By using all this terrain together I was easily able to fill each table with enough scenery to make for an interesting game.

When I set up terrain I like to have a theme, rather than just grabbing all the terrain that is available and bunging it all on the table in a random manner! This was especially true in this case, because the sheer amount of terrain I was using meant that if I was not careful I would end up with an unholy mess! I therefore decided on a theme for each table before I started setting up the terrain. For the main battlefield I decided that the table should represent part of the edge of the Nemesis Hive, and so all of the Necromunda

THE FIRST TYRANID ASSAULT WAVES STRUCK STRAIGHT AT THE NEMESIS AND OCEANOS HIVES

THE TYRANID ASSAULT ON NEMESIS HIVE

terrain was assigned to this table. The Imperial Guard's battlefield became part of the old ruined city and the nearby ash wastes, and thus the Necropolis from our Warhammer terrain set and Robin's ash waste hills were used on this table. The Eldar's table was laid out to represent part of the river Granikus and the jungles that line its banks, by combining the alien jungle terrain from our Warhammer 40,000 terrain cabinet with the river sections from our Warhammer terrain.

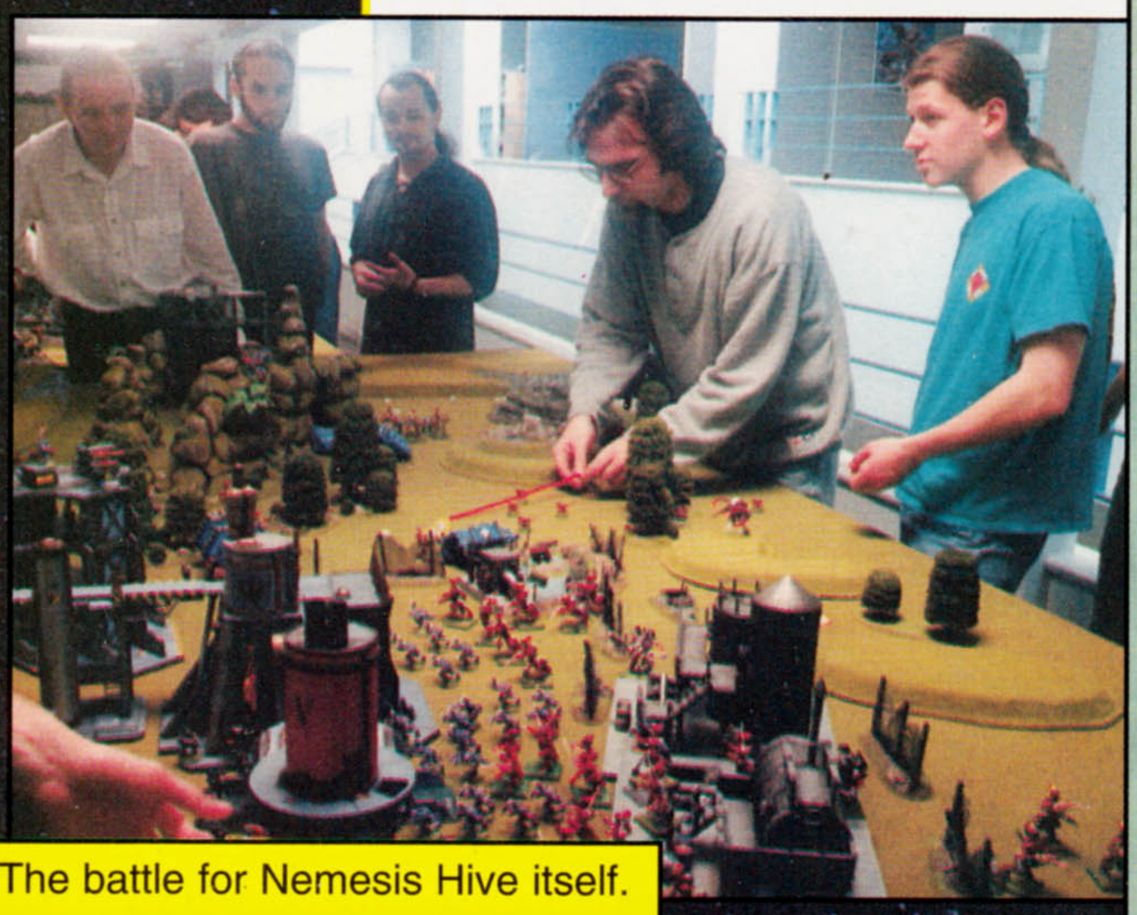
THE FORCES

With the terrain set up and the forces chosen, all that remained was to allocate the sixteen players to the different tables and set to. I decided that there should be four players on each side fighting at the larger table, while the armies on the smaller tables would each have two commanders. Andy Chambers was placed in supreme command of the Tyranids and led the main attack on the main table. Robin Dews took on the role of Marneus Calgar, commander of the Ultramarines and de facto leader of the defending forces of Ichar IV.

As it happened, neither supreme commander had the opportunity to do anything other than direct the forces on the large table, and the commanders on the two smaller tables were left to their own devices.

Starting at 5.30 prompt on our regular Thursday night gaming session, the Assault on Ichar IV began. We used a special mission for the three battles where both sides scored points for killing enemy models and occupying areas of the table, rather than use the standard missions that come in the Warhammer 40,000 box.

Armed with a dictaphone I recorded the events of the three battles as they happened, while Ian "what's a lens-cap?" Pickstock took photographs. The fate of Nemesis Hive, and the rest of Ichar IV, would be decided by these three battles along with the numerous others that would be fought over the coming days.



The battle for Nemesis Hive itself.

Calgar's thoughts were interrupted by a sudden gasp of horror from the Tech-Adept in the next room. Before the man was able to call him, Calgar sprinted back. "The Tyranids are coming, Commander." said the Tech-Adept, his voice no more than a frightened whisper. The screen which had been clear moments before was now being overrun by a tide of red icons that were creeping over from one side of the view-screen like a slowly growing pool of blood. "By the Emperor!" gasped Calgar, momentarily awed by the sheer size of the invasion force. Already two of the golden Imperial Ship icons were surrounded by the red tide. Calgar watched a gold icon flicker and then disappear as one of the ships was engulfed.

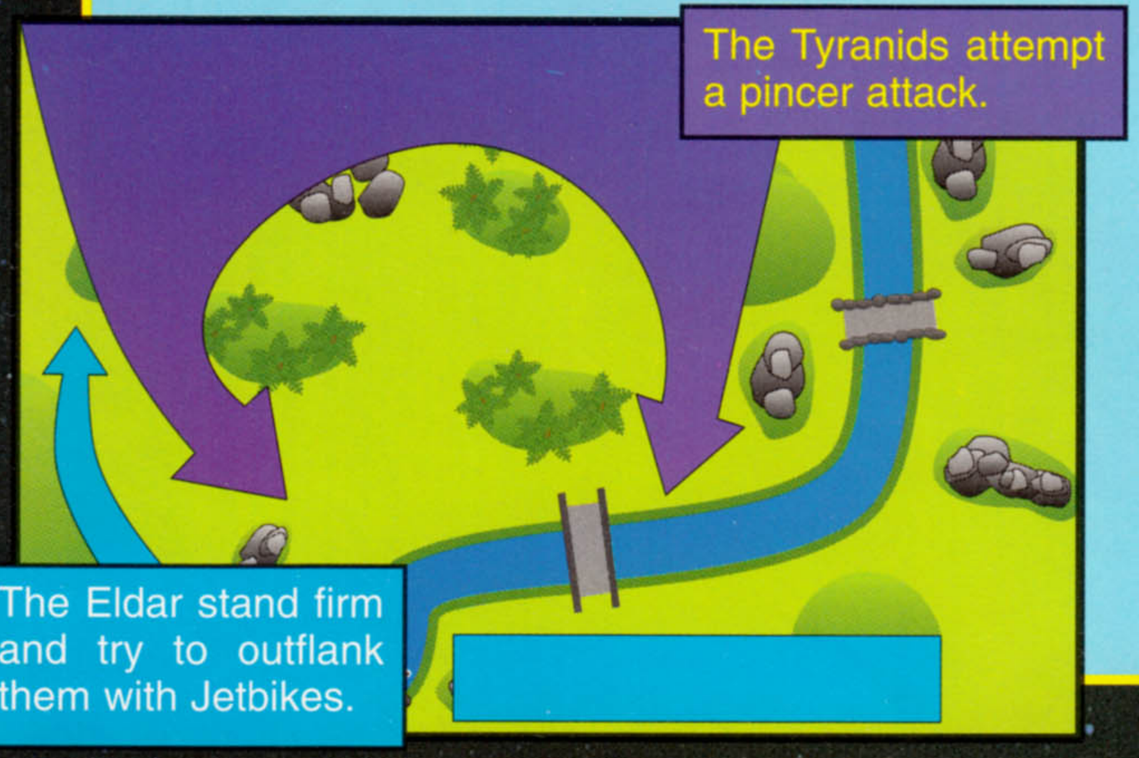
Calgar quickly pulled himself together and turned to the task in hand. "Where will the hellspawn first land?" he demanded. The Tech-Adept's fingers danced across the keyboard in front of him as he made a series of calculations. As if by magic, a number of vector trajectories appeared on the view screen linking the advancing Tyranids to the planet's surface. Calgar's eyes narrowed when he realised what they meant. The first wave of Tyranid craft was heading straight for Nemesis Hive...

THE GRANIKUS DEFENCE

Across the polluted waters of the Granikus river, Eldar commanders Gav Thorpe and James Funnell faced the Tyranid horde of Adrian Wood and Phil Lowles. They had to contend with two broods of Gargoyles, the bane of the swift Eldar, and four Carnifexes! They did not shirk their duty, and set up a strong defensive line of War Walkers, Dark Reapers and Wraithguard behind the Granikus crossings.

The Tyranids attacked along two fronts, hoping to enclose the Eldar in a lethal pincer movement. Their forces were split evenly between the two "prongs" of the attack, and charged headlong for the thin Eldar line. To counter the Tyranid's "right hook", two squads of Jetbikes screamed forward in an attempt to divert the attacking creatures.

The bloody conflict for the Granikus heats up!



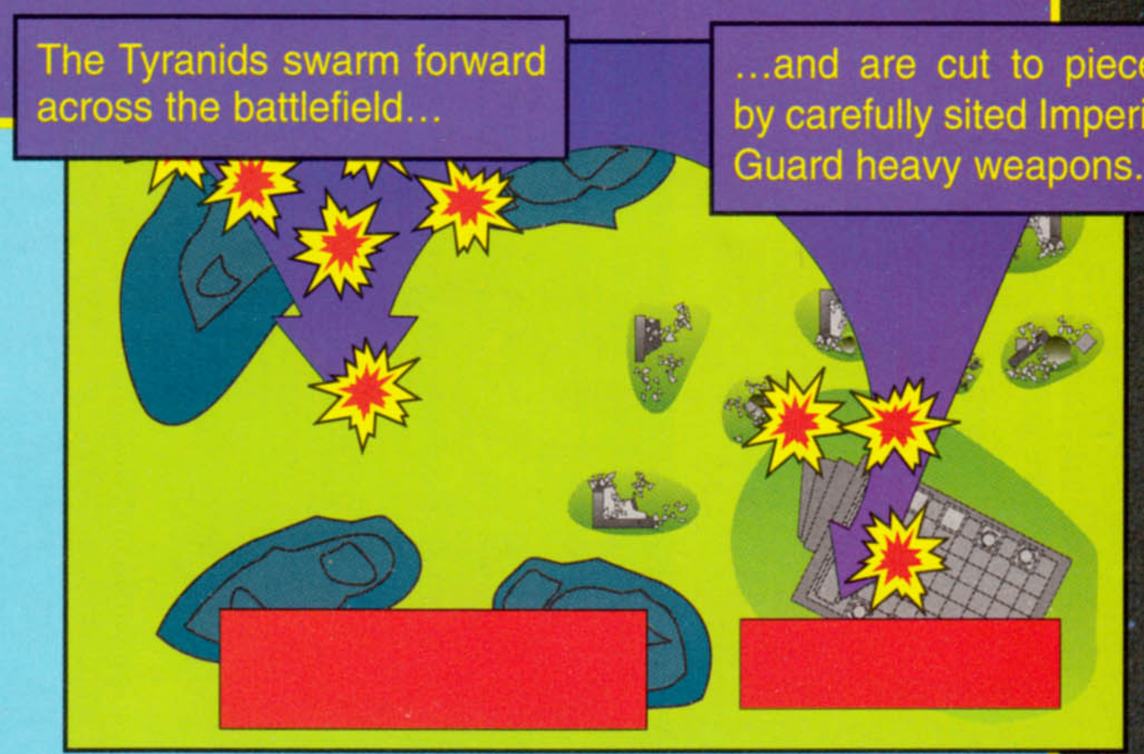
The Eldar opened fire impressively – a War Walker's lascannon killed a Carnifex with the very first shot! The Eldar's shooting proved highly efficient throughout, though after they had killed two of the monstrous creatures early in the game, the Carnifexes' thick carapaces saved against lascannon hits, heavy plasma guns on maximum and krak missiles! The Hive Tyrant leading the assault managed to kill himself when his venom cannon misfired, but the Gargoyles proved their worth by destroying nine Jetbikes in a single turn! The losses on each side mounted up, and both the Tyranids and Eldar almost totally annihilated each other!

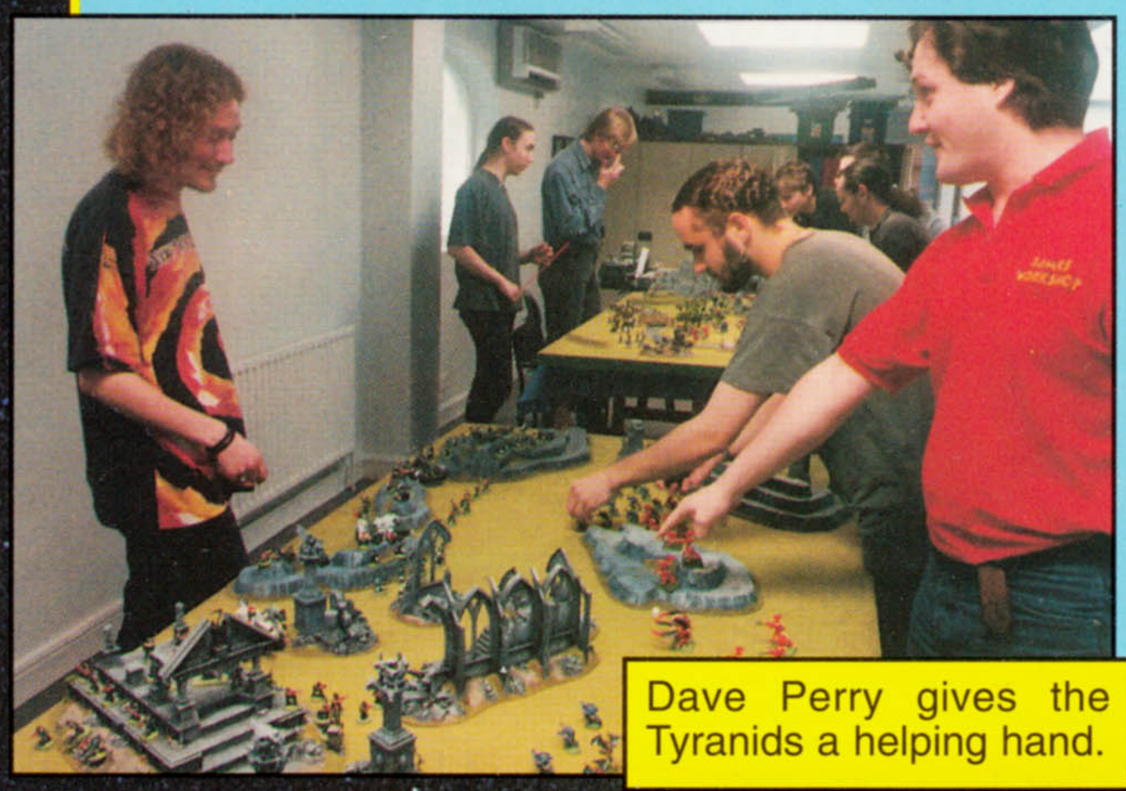
It was impossible to tell the winner by simply looking, so we counted up the victory points. The Eldar won by 28 to 27, which was ruled to be a very bloody draw, since both sides had virtually wiped each other out for possession of the river.

DEATH IN THE RUINS

The ruins of the Old City were defended by the Imperial Guard, commanded by Jake Thornton and Gavin Tyler. The Tyranid swarm that hoped to engulf them was led by Owen Branham and Nick Davis. The Imperial defence was simple but effective – pound the Tyranids with heavy weapons' fire as they advanced, and then bring on the tanks from reserve when they started getting too close.

The Imperial Guard's opening barrage proved to be rather disappointing, killing only a single Termagant. However, after the Imperial Guard won the first turn, it was bad news for the attacking swarm, as scores of creatures fell to the defender's heavy weapons crews.





Dave Perry gives the Tyranids a helping hand.

On the open ground to the left of the Imperial line, a heavy toll was paid by the alien attackers and not a single Tyranid survived the gauntlet of fire. The Tyranid broods attacking through the ruins of the Old City fared a little better, and even managed to get into close combat, just as the Leman Russ battle tanks appeared and blasted them with awesome battle cannon fire!

Imperial casualties were exceedingly light with not a single squad broken, and although at the end of the game a Carnifex was still on the rampage, there was nothing left to back it up. Everyone agreed that the Tyranids had been well and truly stopped in their tracks. They ran into the teeth of the Imperial Guard's guns in the open, and the result was inevitable. In this area at least, the Tyranid attack had been halted.

NEMESIS HIVE

The massive battle for Nemesis Hive was fought between Andy Chambers, Torben Schnoor, Simon Tift and Mark Jones commanding the Tyranids, and Robin Dews leading the Ultramarines, with invaluable help from his sub-commanders Steve Anastasoff, Richard Potter and Matt White.

Andy decided to throw almost everything he had at the main part of the hive, while only a few Tyranids advanced down the other side of the table to cut off the Space Marine tanks. The huge table allowed the Tyranids to deploy very deep, with wave after wave pouring forward. For their part, the Ultramarines quickly took up position in the main complex and then used their Rapid Fire ability to mow down as much of the onrushing swarm as possible.

Robin directs the Ultramarines' defence.

In such a large battle, there was lots of stuff going on everywhere, but here are the highlights:

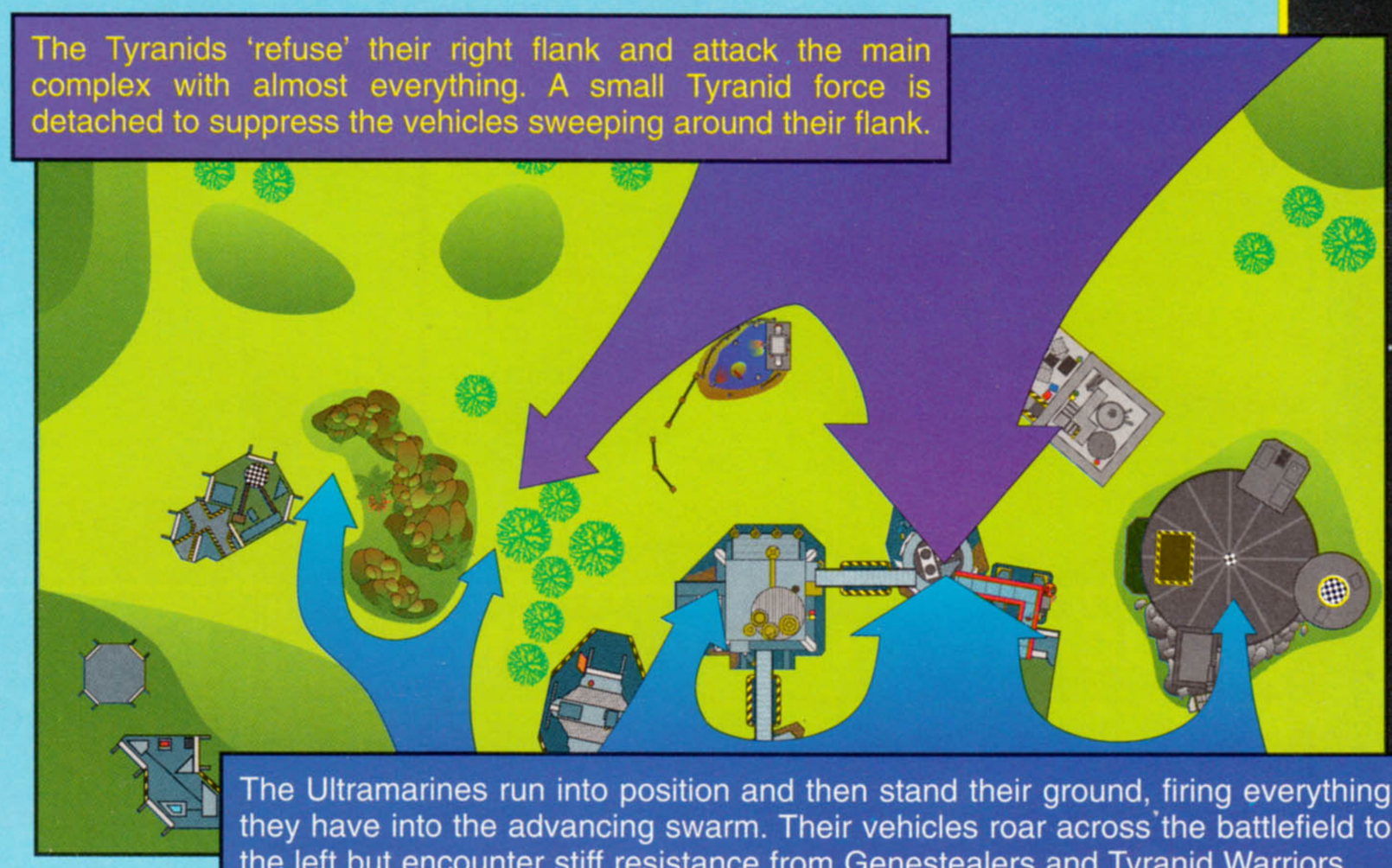
• The Space Marines' vehicles roared up the left flank, disgorging a squad of Terminators. The Land Raider ran into a brood of Genestealers though, and as its track was ripped off it was sent flying over the nearby woods!

• An entire combat squad of tactical Space Marines was incinerated by a single Carnifex's bio-plasma!

• The Vindicare Assassin repeatedly tried to kill a Hive Tyrant, only for his shots to bounce off its skull.

• The Ultramarines' Land Speeder screamed forward and used its multi-melta to turn a Hive Tyrant into a steaming cloud of vapour! It was later cut down by a hail of Termagant and Tyranid Warrior fire, which killed the crew and sent the machine spinning to the ground.

• Robin Dews was represented by Marneus Calgar (rather inappropriately as it turned out), and spent the entire battle hiding behind a Razorback! With an Apothecary standing next to him! Andy thought this very unheroic, and at the end of the the game rather accurately dropped a Spore Mine on Robin's head. The exploding bio-weapon inflicted three Wounds, enough to kill any other Space Marine commander. Marneus, however, is better than your 'average' Commander and still survived with a single Wound left. Andy was not at all amused!



Andy points out Robin's hiding place!

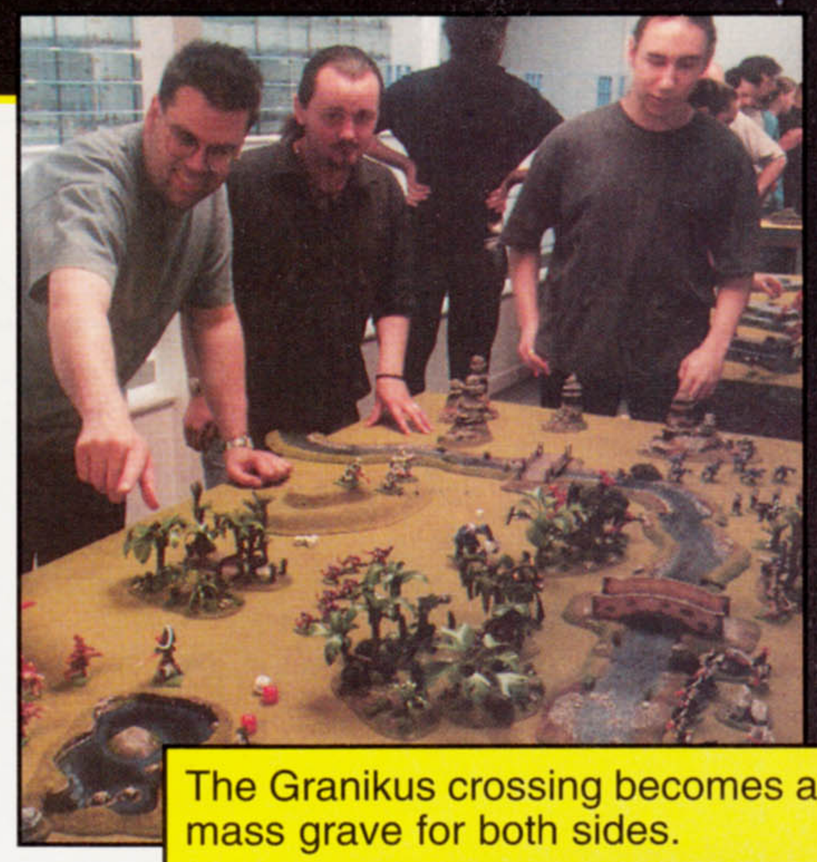
The final battle finished at twenty past nine (good going for such a large battle), and like the Eldar game it was impossible to tell who had the upper hand just by looking at the table. Tyranid casualties had been very light but they were only just starting to get to grips with the Space Marines during the final turn. Counting up the VP's, the Tyranids had lost by 3. However, in such a massed battle it was almost impossible to keep track of individual Tyranid broods, so Andy organised his army into units afterwards, generously taking the smallest unit sizes allowed. Also, the table being six feet wide gave the Space Marines much more room to fall back, making the Tyranids' job harder. Because of these factors, we decided that to call this battle a draw as well. In the future we'll probably play an extra turn or two when we fight over this massive battlefield (otherwise some armies just won't stand a chance).

AFTERMATH

After four hours of total mayhem our battles came to an end. Two of the games were bloody draws and one was a clear Imperial Guard victory, so the defenders of Nemesis Hive hold the advantage at the moment (just).

However, there were still many more battles to be fought for the hive (and many more lives to be sacrificed in its defence), not the least of which was a huge battle organised by our Mail Order department pitting **all of the Ultramarines First Company** against a huge Tyranid horde on a **forty foot long table**! (Yes, you heard me right - ALL of the First Company, that's TEN Squads of Terminators, FIVE Squads of Veteran Space Marines, TEN Land Raiders, PLUS all the command staff, vehicles and support weapons!).

So, for the time being the fate of Nemesis Hive, and indeed all of Ichar IV, still hangs in the balance. See next month's thrill-packed issue of White Dwarf to find out about the conclusion of the campaign!



The Granikus crossing becomes a mass grave for both sides.

**** STOP PRESS ****
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Information has just been received of two other Tyranid assaults!

Oliver Wigham from Portsmouth has sent details of a series of battles he, Andy, Lyn, Ed, John and Alex have been fighting. These fiercely dedicated, and obviously quite mad, Warhammer 40,000 players have been playing a series of games based on the Tyranid invasion of the galaxy. This included one huge battle that, and I quote, **"...lasted approximately three days and featured God knows how many points per side, it was that huge!"**. Thanks for the information Oliver & Co, your battles will help decide the fate of Nemesis.

The Imperial Guard blow apart the Tyranid attackers!

Finally, Ian Sharpe of New Zealand sends the following Sector Report about his **huge seven hour game** played by himself, Anne-Marie Lunam, Lea Herbet, Andrew Reid and Stuart Faulds. This is given below. Thanks for the report, Ian! Any other readers who have fought battles that can be used as part of the Ichar IV campaign should send them to me at our Nottingham Design Studio, but be quick or they won't arrive in time to effect the final result!

DISCOVER THE FATE OF ICHAR IV IN NEXT MONTH'S ISSUE!

...PRELIMINARY SECTOR REPORT: *OCEANOS QUADRANT.*

FROM: *COMMANDING OFFICER LOGAN JAEGER, FIRST CAPTAIN, NOVA TEMPLAR CHAPTER.*

REPORT:

An incredible effort on the part of the combined crusading force of Nova Templars, Space Wolves and Blood Angels resulted in the Tyranid attackers being halted in this sector. Survivors will regroup in HQ Sector 4.

COMMENDATIONS AND NOTEWORTHY EVENTS FOR THE BATTLE RECORD:

Chief Librarian Serutanius teleported, engaged and killed a Lictor that threatened the fire position holding the west flank of the battlefield. Chief Librarian Serutanius of the Nova Templars deserves high honours for his stalwart, unflinching attacks and resolve against the Great Devourer.

The Wolf Guard died without showing fear as their assault cannons purged over one hundred Tyranid creatures. Their bravery earns their Chapter the highest honours.

Ragnar Blackmane single-handedly charged over twenty Genestealers and caused death and carnage in bloody multiple combats. The Tyranid creatures tried desperately to cut him down with fangs, claws and horrific bio-adaptations but, at the end of the battle, Ragnar still stood proudly at the top of a veritable hill of dead Tyranids.

LET US PRAISE THE EMPEROR'S GLORY WITH THE BLOOD OF THESE BEASTS

REPORT ENDS... AWAITING ORDERS...

WARHAMMER®

CHAOS BOXED SETS

Box contains self-adhesive banners.

Model designed by Aly and Trish Morrison.

Box contains self-adhesive banners.

Models designed by Michael Perry.

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CHAOS BEASTMEN

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CITADEL® MINIATURES

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GAMES® WORKSHOP

Warhammer Quest™

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

A HORROR AWAKENS

By Gavin Thorpe

A cry for help in the dead of night leads your Warriors into ever greater danger as they track down and pursue an evil Necromancer. A lone Witch Hunter knows of this danger that could plunge the Old World into a nightmare of war and death, but only with the help of your brave Warriors can this evil be stopped.

DANGEROUS QUESTS

Over the following pages are three new adventures for your Warhammer Quest Warriors. You will find your brave adventurers delving into the most forbidding caverns, overcoming cunning traps and battling their way through hordes of deadly creatures set against them. There are also two new Treasure cards in this issue for you to cut out and use in these dangerous quests beneath the Warhammer World.

LINKING THE ADVENTURES

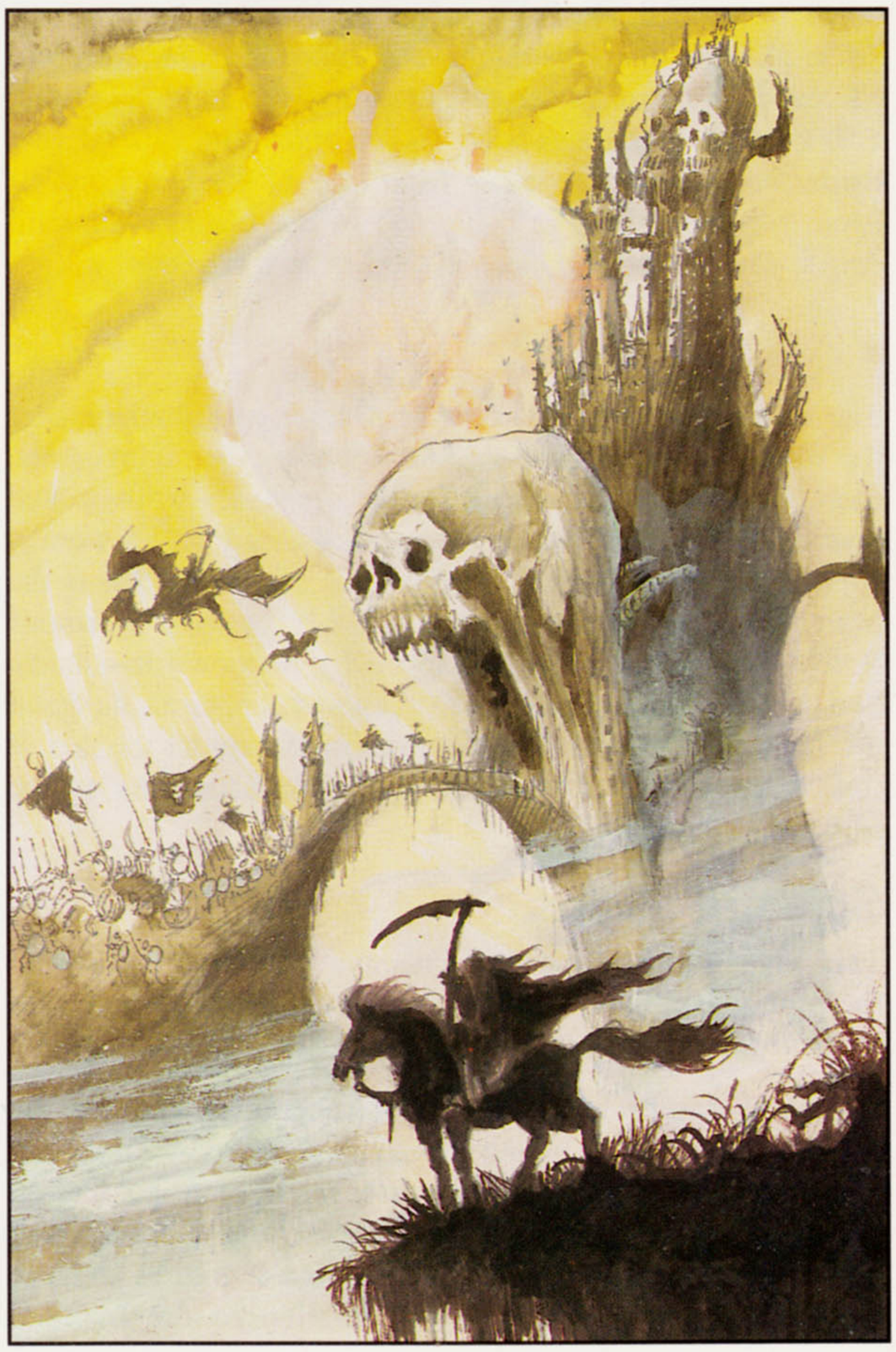
The first and second adventures can be played with the floorplans, cards and miniatures from the Warhammer Quest box. The third adventure, *Caverns of Dread*, uses the new floorplans and miniatures from the Catacombs of Terror supplement. Don't worry if you haven't got Catacombs of Terror yet, you can still play the first two adventures.

Every one of the adventures that makes up *A Horror Awakens* has been written so that they can be played in two different ways. Firstly, each adventure is self-contained and can be played just like any other Warhammer Quest adventure.

When you're finding out which adventure you'll be playing, roll a D6. On a roll of one to five, generate the adventure as normal from the Warhammer Quest Adventure Book. On a roll of a six you'll be playing one of the adventures from *A Horror Awakens*. You can just choose one of the adventures from this article and play it, after all it's your Warriors who will be risking life and sanity for the chance of eternal glory and treasures beyond their wildest dreams!

SAVE THE EMPIRE!

The other (and more exciting) way to play these adventures is as a mini-campaign. *A Horror Awakens* has been written so that if you play through each adventure in turn they will build into an epic story, as your Warriors quest from one Monster-infested dungeon to the next. From its inconspicuous beginnings, the story develops into a cataclysmic tale where the fate of the Empire is in your hands! The rules and details for linking the three adventures together are given at the the end of *A Horror Awakens*. To finish the campaign, the Warriors will have to overcome a series of different challenges, testing their skills to the full.



THE ADVENTURES

To play the first adventure, *Death in the Night*, you will need a Necromancer model to represent the Warriors' enemy, Alberto Larenscheld. If you have any other Event cards, such as the Orc cards from Lair of the Orc Lord, or some you have filled in using one of our blank Event card decks, you can include these in the first two adventures.

DEATH IN THE NIGHT

The Warriors are staying in the small town of Kaltzburg, near the World's Edge Mountains. After spending their hard earned cash your party settles down for the night in a well-stocked tavern. As the night draws in, a well dressed young woman approaches your Warriors, begging for their help. She is the Marchesa Claudia von Steafen and her brother, a famous Witch Hunter, has been kidnapped by unknown assailants. She believes him to be held in a deep and dangerous dungeon not far from the town. The Warriors must explore the den of foul creatures and stop anything terrible happening to the Marchesa's brother.

Special Rules

This adventure uses the Idol Chamber Objective room from the Warhammer Quest box. Play the adventure as normal, with the exceptions noted below.

As the Warriors enter the Idol Chamber they can see the Marchesa's brother bound to a massive stone daemon. Standing next to the statue is a dishevelled man, holding an ornate dagger and chanting loudly (place the Necromancer model on the board). The Warriors recognise him as an inept Necromancer who has been an irritation to the Imperial authorities over the last few years. In his other hand the Necromancer holds a fist size ruby, which pulsates with a deep inner light. This is Alberto Larenscheld, son of the malevolent Gunther Larenscheld, and the rules for him can be found on pages 183 and 185 of the Warhammer Quest Roleplay book.

The Warriors have 2D6 turns to kill Alberto Larenscheld. If they fail to do this, he finishes his ritual and plunges the knife into the Marchesa's brother. When the Monsters are all dead (either before or after the sacrifice is made) the Warriors can escape through a narrow fissure in the rock face behind the Idol. The Warrior who kills Alberto Larenscheld may take the *Soulstone* Treasure card (which is on this issue's card sheets).

If the Warriors succeed in rescuing the Marchesa's brother, she rewards each of them with 1D6 x 50 gold and a Treasure card. If they fail, but manage to escape, she covers their expenses (10 gold for the party) and coldly bids them farewell.

HOLY MISSION

An important Imperial Noble has recently been rescued from the clutches of an evil cabal of monsters. He is, in fact, a well known Witch Hunter who was investigating the lair, trying to discover the whereabouts of a cruel Necromancer. Before his capture the Witch Hunter, Duke von Steafen, managed to learn of an ancient temple. He has asked the Warriors to fetch some *Blessed Water* from the ruined shrine, in the hope that it may help him against the foul Necromancer. Unfortunately, when the Warriors arrive, they find it guarded by Monsters…

Special Rules

This adventure uses the Fountain of Light Objective room from the Warhammer Quest box. Play the adventure as normal, with the exceptions noted below. The Warriors must reach the Fountain of Light, collect some *Blessed Water* and make their escape.

To fill his waterskin with *Blessed Water* one of the Warriors must spend a whole turn next to the Fountain of Light, doing nothing. During that turn any Monster attacking the Warrior in hand-to-hand combat will hit automatically. Once one of the Warriors has collected some *Blessed Water*, he may take the *Blessed Water* Treasure card. One of the Warriors must collect some *Blessed Water* to complete the adventure.

To escape, the Warriors must exit off the board section where they entered the dungeon. If the Warriors manage to escape with the *Blessed Water*, Duke von Steafen rewards each of them with two Treasure cards. If they manage to escape, but haven't any *Blessed Water* or have used it all, he gives them each 1D6x50 gold for trying their best…

CAVERNS OF DREAD

The famous Witch Hunter, Duke von Steafen, has tracked down an abominable Necromancer and discovered his plan to awaken an ancient evil. Deep within the Kingdoms of the Dead, in the tomb-city known as the Twisted Spire, lies the inert form of a powerful Liche – van Damneg the Dread King. The Warriors must delve into the Twisted Spire and foil the evil Necromancer's scheme. The Necromancer that the Warriors have been pursuing is none other than Gunther Larenscheld, one of the Empire's most deadly enemies. He is performing a rite to free the immensely powerful Dread King from his age-long imprisonment within the Twisted Spire.

Special Rules

To play *Caverns of Dread* you will need the Catacombs of Terror adventure pack. You should use the Undead Event cards, Treasure cards, board sections and miniatures included in this supplement. Generate your dungeon using the Dread King's Throne Room and the Dungeon cards from Catacombs of Terror, as described in the Catacombs of Terror rulebook.

If the *Gunther Larenscheld* Event card is turned over before the Warriors reach the Objective room, they have caught Larenscheld in time. If they manage to defeat him they must still press onwards to ensure that the magic within the Throne Room keeps the malignant presence of the Dread King at bay. When they enter the Objective Room generate the Monsters as normal, but van Damneg will not be present, as he has not managed to shatter the spells protecting the world from his deadly presence.

If the Warriors do not encounter Larenscheld before they reach the Dread King's Throne Room, he will be present there, along with van Damneg and the other Monsters generated by the Catacombs of Terror Monster table. The Warriors must defeat all the Monsters present in order to be certain of escaping! As normal, the *Grimoire Necris* will be placed on the dais, and Larenscheld should be placed next to it. As you can see, if your Warriors can stop Larenscheld in time their chances of surviving will be greatly improved. Regardless of the Monsters they encounter, the Warriors can escape from the Dread King's Throne Room once all the Monsters are dead. As they rush from the Throne Room the walls start to crumble and the Undead around them turn to dust once the banishment of their master's spirit takes affect. However, no matter how long it takes, van Damneg will be back…

If the Warriors manage to defeat van Damneg, or prevent his summoning, Duke von Steafen rewards each of them with 2D6 x 100 gold and a Treasure card.

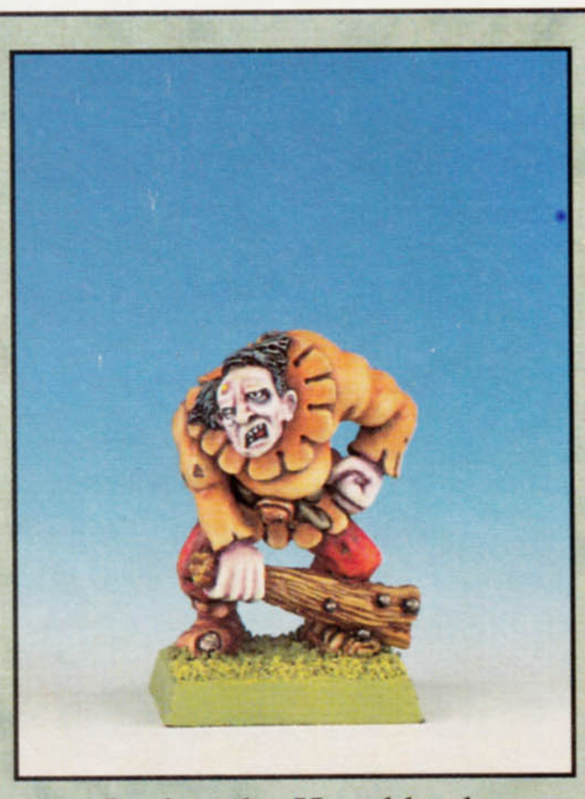
THE MINI-CAMPAIGN

If you are linking your adventures you should keep the same Warriors you started with. Any gold, equipment and Treasure they have left at the end of each adventure may be used in the next one. When they start the next adventure, the Warriors will have their full Starting Wounds. In addition, any equipment or Treasures which can be *"Used once per adventure"* or are *"Permanent"* can be used again.

Warhammer Quest
Catacombs of Terror

The omens tell of a coming time of madness, terror and death, followed by the never-ending reign of undeath. Rumours abound of Necromancers at work, skeletal Tomb Guardians wielding their rusted blades, and ghoulish creatures plucking the innocent from their beds. Worst of all, word has reached civilisation that the dread *Grimoire Necris*, a malevolent and evil tome, has once more been discovered in the ancient depths of the Catacombs of Terror. The risks will be great, the challenges perhaps unassailable, yet still the Warriors must try. For without them, a time of darkness will surely blight the Old World.

Gunther Laranscheld



Luthor the Hunchback

Tomb Guardian

Tomb Guardian

The Dread King with the Grimoire Necris

The following section explains how to link the three *A Horror Awakens* adventures together. This is very simple and after playing through this mini-campaign you may well come up with your own ideas for linking either your own adventures or those from the Warhammer Quest boxed set.

DEATH IN THE NIGHT

The *Soulstone* carried by Alberto Larenscheld in fact contains the spirit of his father, the evil Gunther Larenscheld, most trusted servant of van Damneg the Dread King. If Alberto succeeds in sacrificing Duke von Steafen he will release Gunther Larenscheld's soul, allowing him to serve his master in the flesh once again.

The Soulstone

The *Soulstone* will be found by the Warriors in one of two states. If Alberto managed to complete the ritual it will be empty and can be used exactly as stated on the Treasure card. However, if they stopped the unholy ceremony in time, the Warriors will have a *Soulstone* containing the spirit of one of the Old World's most evil men! This does not affect *Death in the Night* in any way, but it will affect *Holy Mission*.

HOLY MISSION

When the Warriors start this adventure they will be in one of two situations. They may have stopped Alberto Larenscheld freeing his father's spirit and will have the *Soulstone* containing it in their possession. Alternatively, the Warriors might have failed to save von Steafen and they have an empty *Soulstone*, but no clues as to how to find Gunther Larenscheld.

Gunther's Spirit

If the Warriors have the spirit of Gunther Larenscheld, the Duke shows them a way to dispose of it. He has discovered an ancient temple, sanctified millennia past by the priests of some forgotten god. If the Warriors bathe the *Soulstone* in the water there it is possible that the soul of the evil Necromancer will be destroyed forever.

In order to complete *Holy Mission* the Warriors must exorcise the spirit from the *Soulstone*. This is performed in the same way as filling a water bottle with *Blessed Water*. If a Warrior manages to wash the *Soulstone* he should read out the following passage:

As the waters of the temple flow over the surface of the Soulstone the light inside it blazes to a blinding intensity. You see a dark, insubstantial cloud form over the waters and a chilling voice echoes around the chamber. "Foolsss, I am free once again! You have my sincerest thankssss..."

Once Gunther Larenscheld's spirit has departed, the *Soulstone* can be used as normal as detailed on the Treasure card. However, it will be up to the Warriors to prevent Larenscheld from awakening his terrifying master!

Hunting Larenscheld

If the Warriors do not have Larenscheld's spirit, the Marchesa von Steafen implores them to seek out the hideous Necromancer and stop him. In fact, she begs you to finish her brother's quest, since you failed to save him!

Duke von Steafen's notes indicate the rough location of the sacred temple from *Holy Mission* but the knowledge of its exact whereabouts cannot be discovered. The Warriors must search a large area to locate the Fountain of Light.

To represent this, rather than plunging straight into *Holy Mission*, you should randomly draw an Objective Room card at the start of the adventure. *Do not look at the card!* Only when the Warriors reach the Objective room will they know whether they have found their goal. If they have found another Objective Room the Warriors must kill all the Monsters inside before they can make their escape.

Keep drawing random Objective room cards at the start of each adventure, though you do not have to include cards which represent Objective Rooms the Warriors have already discovered. The Warriors will find the Fountain of Light eventually. Only when they have completed *Holy Mission* can the Warriors go on and attempt *Caverns of Dread*.

CAVERNS OF DREAD

Whether they are led to the Twisted Spire by Duke von Steafen or managed to hunt down Larenscheld by themselves, the Warriors will, hopefully, end up in the tomb-city of the Dread King. They may or may not have some *Blessed Water* (they'll have a hard time of it if they haven't got any!), and they may well have an empty *Soulstone*. Probably the best way for the Warriors to dispose of van Damneg is for one of them to cast the *Blessed Water* at the Dread King!

However, the longer it takes the Warriors to reach the Twisted Spire, the more prepared Larenscheld will be. To represent him activating the ancient labyrinth of the tomb-city you should add an extra Dungeon card to the deck for each adventure above one it took the Warriors to find the Fountain of Light. For example, if the Warriors found the Fountain of Light on their third adventure, add two extra cards to the top of the *Caverns of Dread* Dungeon deck. Although this is more dangerous, the Warriors should have picked up more treasure.

If you play *A Horror Awakens* as a mini-campaign, and manage to stop van Damneg, the Duke rewards your loyalty with an extra Treasure card. Good luck and be brave, for van Damneg will surely want his revenge!

WARHAMMER 40,000

IMPERIAL GRIFFON™

Model supplied unpainted.

As the assault begins the Griffon opens fire, its devastating barrage of inferno shells shattering the enemy resistance. Emerging through the battle-smoke, the first wave of Imperial Guard troopers quickly overruns the remains of the enemy position whilst the Griffon follows up, ready for the next attack.

This boxed set contains a complete Imperial Griffon plastic kit. The box also includes a sheet of Citadel waterslide transfers and a sheet of full colour self-adhesive banners so that you can complete your Imperial Griffon in the markings of your choice.

This highly-detailed plastic kit is moulded in a hard styrene compound which is particularly suitable for modelling and painting. This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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NECROMUNDA

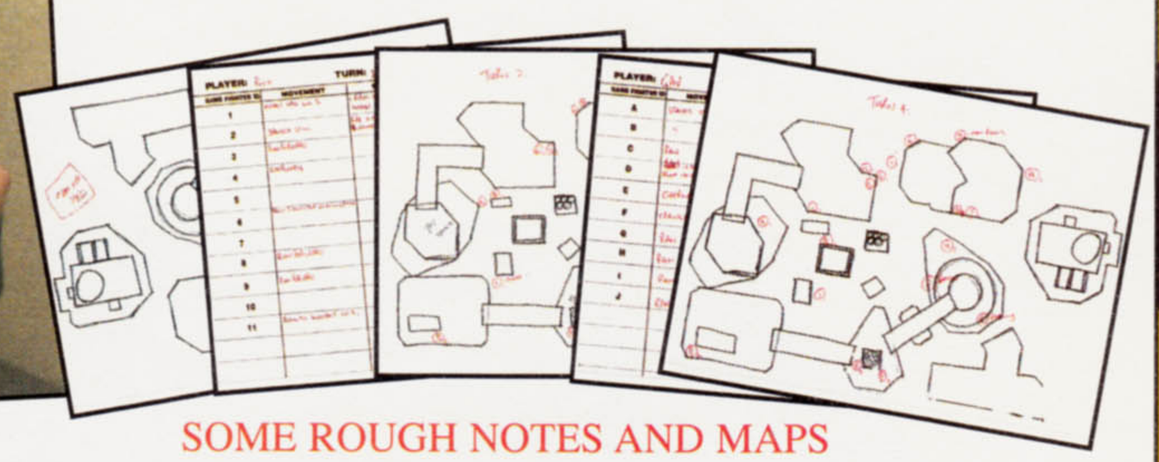
GANG FIGHT!

BY RICK PRIESTLEY & GAVIN THORPE

BATTLE REPORTS

Judging by your letters, some of you don't believe us when we say there's a lot of work in a battle report – it's not just playing a game ya know! Well, okay, you do have to play a game, but that's just the start of things. Even the battle isn't always straightforward to play. If a rules anomaly comes up (perish the thought!) we have to work it out so we can advise you what to do in a similar situation. Then there are the times when things just don't work out, and the game turns out to be extremely fun to play, but doesn't actually make a good battle report and we have to try again. When we are showcasing something new, such as a recently released army, we normally have a couple of warm up games too, otherwise our introductions and tactics would just be pure speculation and no real help at all…

Yes, we do actually play the games!



SOME ROUGH NOTES AND MAPS

THE GLOSSY BIT

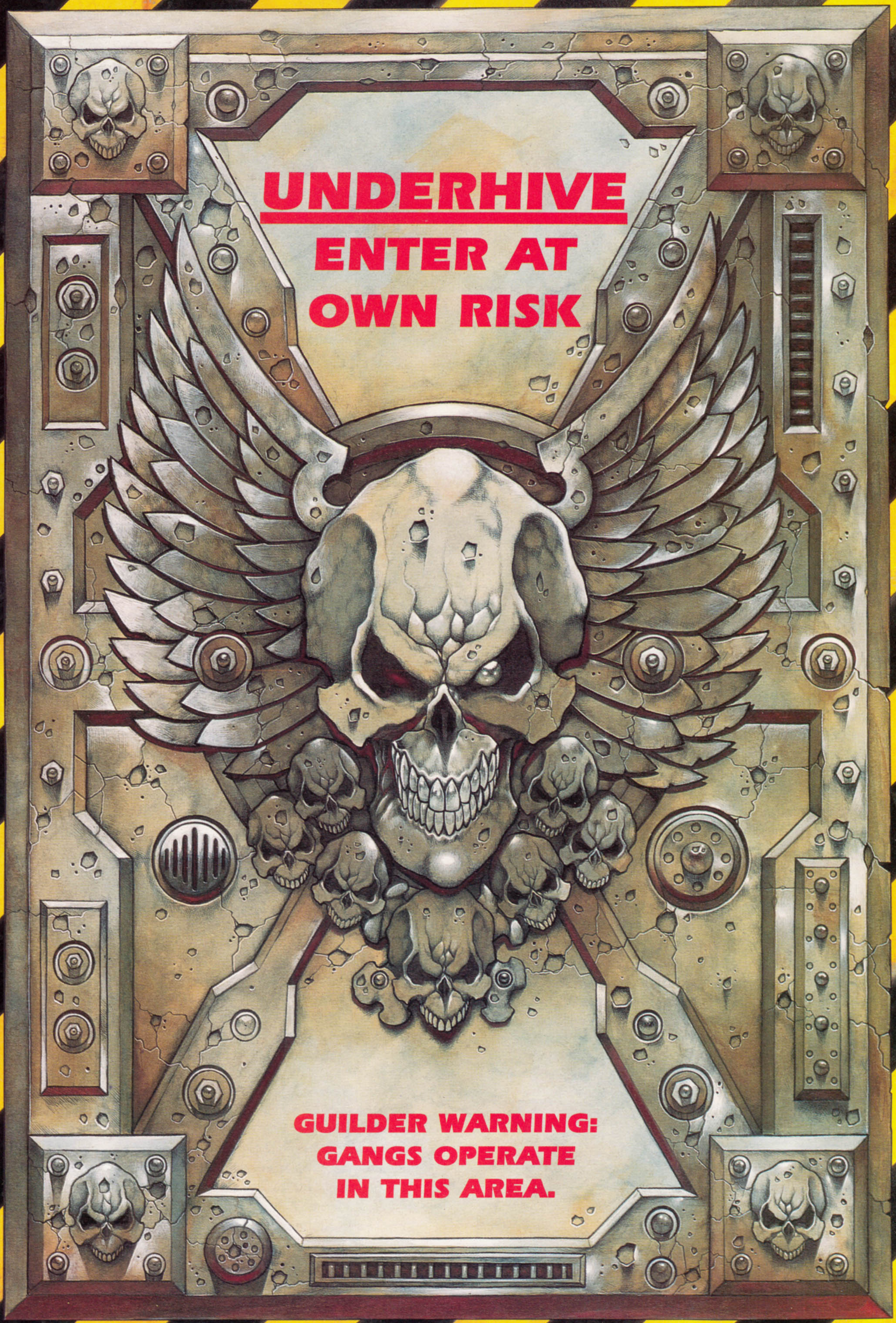
During the game, the players (or a helper) have to make copious notes and draw maps as well. This is also time consuming, and can make a game that would normally last no longer than an afternoon played at home, go on for a day and a half or more. Phew! Once we've got these nutz 'n' boltz sorted, it's time to write up the battle and turn the sketch maps into the computer-generated masterpieces seen on the following pages. This takes time as well, especially when you can't read somebody's writing or make head nor tail of their map!

THE PICCIES

Every battle report is accompanied by photos to help you imagine what it's like to fight the battle of Drakenmoor, campaign across the plains of Gehenna, or whatever. These don't just spring from the camera, and we take a large number of photos during play, both of the battle in progress, and close up shots of the dispositions of the troops. We can then recreate these battle shots under proper lighting conditions, and use one of our very big cameras to shoot the photographs that we print in White Dwarf every issue.

Games are played in an atmosphere of friendly competition…

The camera heavy weapons team in action!


UNDERHIVE
ENTER AT
OWN RISK
GUILDER WARNING:
GANGS OPERATE
IN THIS AREA.

WELCOME TO THE UNDERHIVE

Gav: As this was the very first Necromunda battle report, we thought we would make it something special, and who better to demonstrate the game than its designer? So it was that, cap in hand, we approached the hallowed office of Rick Priestley and tentatively asked if he would like to lead one of the gangs. Rick may not be a familiar face to some of our readers, so let me explain our trepidation. Rick has been writing for Games Workshop for years. It was he who helped conceive and design the very first editions of Warhammer and Warhammer 40,000, and he is a Director of Games Workshop! He ventures forth into the public domain on only the most special occasions (you may just get a shadowy glimpse of him at Golden Demon) and is generally a very busy person. After a few muttered exchanges, where the word 'beer' cropped up on more than one occasion, we managed to persuade Rick that it was time for him to step into the bright glare of the White Dwarf limelight again! For our battle, we decided to use the two gangs from the Necromunda boxed set – House Orlock and House Goliath. Rick decided he wanted the Orlocks, and who was I to argue?

We had already decided to have a couple of warm-up games before we fought the real thing. This was mainly because we've not done a Necromunda battle report before, and we had to work out how to present it. This gave us the idea of using Necromunda's campaign system to keep track of our gangs during these preliminaries, so that we could show you how fighters get better, how they pick up skills, and so on. With this in mind, I looked at the skills available to Goliath gang members, and saw that they can be moulded into a gang that likes really close fighting, and getting into hand-to-hand combat. However, I didn't want to tie myself down to one type of fighter, otherwise I would really be in trouble if I ended up with the wrong profile increases and skills – it would be no good having a ganger armed for close combat only for him to get an extra point of Ballistic Skill or a shooting-related skill!

Firstly I tooled up my leader, Torus. In the past I have usually opted for a leader who is armed for hand-to-hand combat – a bolt pistol and chainsword, or a similar combination. However, this can turn out to be the worst thing to do, since it means sending your leader into the midst of the enemy where all sorts of nasty things can happen. As a bit of an experiment, I used the leader's ability to take a special weapon to give Torus a grenade launcher. I must admit I've never used a grenade launcher in Necromunda before, but the idea of laying down a barrage of fire to cover the rest of my gang really appealed to me. I gave him frag grenades, which would allow him to attack any Orlocks foolish enough to stick too close together, and krak grenades for taking out individual enemy models like Rick's leader or a heavy. Just in case the Orlocks came in close, I still equipped Torus with a laspistol for blasting at short range and a chainsword to use in hand-to-hand combat!

NECROMUNDA

GANG RATING	1654

TERRITORY	Credits
1. TUNNELS	10
2. ARCHEOTECH HOARD	2D6X10
3. DRINKING HOLE	D6X10
4. SETTLEMENT	30
5. SLAG	15
6.	
7.	
8.	
9.	
10.	

STASH

33 CREDS

HOUSE: GOLIATH **GANG NAME: THE BADLAND BROTHERHOOD**

NAME	M	WS	BS	S	T	W	I	A	Ld	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
TORUS LEADER	4	4	4	3	3	1	4	1	8	GRENADE LAUNCHER, CHAINSWORD, LASPISTOL, FRAG & KRAK GRENADES, KNIFE ARMOURER (+1 AMMO ROLLS)	370	87
DANE HEAVY	4	3	3	3	3	1	3	1	7	HEAVY STUBBER, FRAG GRENADES, GRAV CHUTE, KNIFE BULGING BICEPS (MOVE AND FIRE AT -1 TO HIT)	260	87
BLITZER GANGER	4	3	3	3	3	1	3	1	7	SHOTGUN +SOLID, SCATTER & MANSTOPPER, LASPISTOL, KNIFE IRON JAW (H-T-H HITS AT -1 S)	90	35
THE SLICER GANGER	4	3	3	3	4	1	3	1	7	SHOTGUN +SOLID, SCATTER & MANSTOPPER, FRAG GRENADES, LASPISTOL, KNIFE	120	38
CONRAD GANGER	4	3	3	3	3	1	3	1	7	AUTOGUN, LASPISTOL, KNIFE JUMP BACK (1 TEST TO LEAVE H-T-H)	85	36
STEELJAW GANGER	4	4	3	3	3	1	3	1	7	LASGUN, AUTOPISTOL, KNIFE	90	39
PIETER JUVE	4	3	3	3	3	1	3	1	6	STUB GUN, KNIFE	35	12
MAD MACRAE GANGER	4	2	3	3	3	2	3	1	7	STUB GUN, AUTOGUN, AXE, FRAG GRENADES, KNIFE HURL OPPONENT	95	21
KARL JUVE	4	2	3	3	3	2	3	1	6	LASPISTOL, FRAG GRENADES, KNIFE	65	14
KIVATI RATSKIN SCOUT	4	3	4	3	3	1	3	2	7	SHOTGUN + SOLID & SCATTER SHOT, BLINDSNAKE POUCH, KNIVES STEP ASIDE (4+ DODGE IN H-T-H)	(15)	+75
										TOTALS:	1210	444

There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juves.

One of the most popular weapons in Necromunda is the heavy stubber and I have always fielded at least one in my gang. Not only does it lay down a devastating hail of fire, it is also very reliable for a heavy weapon – weapons have an ammo value in Necromunda, which represents their chance of running out of power or shells. The heavy stubber has only a fifty-fifty chance of being out of ammo (compared to the five-in-six chance of a heavy bolter!). Dane, my heavy, was given one of these mighty armaments, and it would be his job to pin down any enemy heavies, and to stop close combat specialists getting too close to himself and my leader. If necessary, Dane would go onto overwatch, which would hopefully discourage Rick from venturing too near to my gang! The rest of the gang were armed with a pretty standard mix of shotguns, autoguns and pistols. I gave manstopper rounds to the gangers carrying shotguns as this type of shot is more accurate at long range and has an extra point of Strength. I was ready to rumble!

The warm-up battles were pretty even, and we both got a grip on the way our gangs worked. The *Archeotech Hoard*, that I had fortunately rolled up as a piece of territory, provided me with a quite a lot of income. Enough, in fact, to hire a Ratskin Scout and to give frag grenades to some of my gang. Mad Macrae earnt enough experience to become a fully fledged ganger, and I also shelled out for an autogun to give him.

After each battle, your gang leader (and any gangers who aren't collecting income) can go to the trading post to look for rare items for sale. Torus was fortunate enough to find a grav chute at a very reasonable price, and I gave this to my heavy. Heavies are usually deployed somewhere above ground level, where they can getter better fields of fire for their heavy weapons. However, this increases the risk to them as a model hit while standing near an edge may plummet to the ground! The grav chute would mean that if Dane took a dive, he would float harmlessly down without suffering a scratch! I also had some more luck, as Dane picked up the *Bulging Biceps* skill. This would allow him to move and fire with his heavy stubber, which you can't normally do since it is so unwieldy. This would make it hard for Rick to ambush me or to avoid the heavy stubber fire as I could move to draw a bead on his gang!

For this particular confrontation, I decided to use my *Tunnels* territory, which would allow three of my gang to set up almost anywhere at the end of my first turn. I would use this to send Torus, Pieter (a juve) and Kivati (the Ratskin Scout) deep into the Orlocks' side of the Underhive. Hopefully they could cause enough trouble to allow my gangers armed with shotguns to get close. They could then open fire with their scatter ammo and blast any foes skulking around in cover (scatter shot ignores to hit modifiers for cover). If some of Rick's gang went onto overwatch, I would use Kivati to draw their fire. The Ratskin Scout's *Blindsnake Pouch* would give him a 4+ chance of dodging any overwatch shots directed at him! His *Step Aside* skill would also give him the same chance of avoiding hits in close combat.

The rest of my gang, including Dane, were to pin down Rick's fighters, and try to keep them from moving about too much. One of my highest priorities was to take out Rick's guy with the heavy bolter. That awe-inspiring piece of military hardware had already given me a few scares and could potentially take out my whole gang! With these basic ideas floating around my mind, Rick and I started the battle.

RICK'S BIT

Rick: I can't say as I've ever been all that keen on having my tactical blunders spread all over the pages of White Dwarf. It's not really very dignified, is it? Still... the chance to fight in the first Necromunda game report was just too good to miss, so when Jake's notorious Dwarfers asked me to take part I recklessly agreed. Wonder if there's going to be free tea and biccies in it?

When I turn up to start the game I discover my opponent is the former Citadel Journal editor Gavin Thorpe. Joining us for the fight is Ian Pickstock, who is going to make notes and record the proceedings as well as act as adjudicator. As I arrive Ian is busy round the table with innumerable record sheets, maps and note pads. A camera is lurking suspiciously nearby. "Point that at me and I'll break your arm," I grin cheerfully. This seems to put Gavin at ease. Nothing like setting things going on the right footing…

I'm given the choice of Orlock or Goliath gangs and plump for the Orlocks. Orlocks, with their broad mix of skills and emphasis on ranged combat, are more my style than Goliaths, who tend to rely on hand-to-hand combat and physical nastiness. My gang, which rejoices under the name of the Metal 'Eadz, has eleven fighters in all – the leader, six gangers, a heavy, two juves and a Bounty Hunter as a hired gun. Gavin has ten models for his Goliath gang, including a Ratskin Scout. I'll let Gav do most of the talking – he's had more practice at writing battle reports, and I'm *far* too busy. He also seems to think it makes him important…

PRE-BATTLE SEQUENCE

Gav: Before the fighters started getting down to business, we had to determine which scenario Rick and I were going to play. This was done by rolling on the Scenario table, and then referring to the scenario rules given in the Necromunda Sourcebook. As my Badland Brotherhood had the lowest gang rating, I had to roll the 2D6 on the Scenario table. I rolled a three, which meant that the gang with the highest gang rating could choose the scenario – bad news as this can lead to an Ambush, being raided or other discomforting situations. However, my Ratskin Scout allowed me to add or deduct one from this roll, so I pushed the result up to four, resulting in the standard *Gang Fight* scenario – our gangs would simply fight it out until one of us ran away

Next you would determine if any fighters suffering from Old Battle Wounds or Head Wounds were affected by the injury, and then deploy your gangs. Neither of us had fighters with these injuries, so it was time to roll off against each other to see who could pick the table edge to deploy on and set up first. Rick lost the roll, and had to set up his gang before me.

Rick: The buildings had been set up into an open square with plenty of cover on all sides. It's a classic layout, good defensive positions, but enough cover to allow fighters to move position without drawing too much fire.

When it came time for me to set up I divided my gang into three parts. The first were the defenders. This included Stefano with his heavy bolter, and Santiago with his Ballistic Skill of

GANG RATING	1748

TERRITORY	Credits
1. SLAG	15
2. VENTS	10
3. TUNNELS	10
4. OLD RUINS	10
5. GAMBLING DEN	2D6X10
6.	
7.	
8.	
9.	
10.	

STASH

1 MEASLY CRED!!

HOUSE: ORLOCK **GANG NAME: THE METAL 'EADZ**

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
CARLITO LEADER	M 4, WS 5, BS 4, S 3, T 3, W 1, I 4, A 1, Ld 8	BOLTER, POWER AXE, LASPISTOL, FRAG GRENADES, KNIFE	245	96
STEFANO HEAVY	M 4, WS 3, BS 4, S 3, T 3, W 1, I 3, A 1, Ld 7	HEAVY BOLTER, AUTOPISTOL, FRAG GRENADES, KNIFE	285	87
RODRIGO GANGER	M 4, WS 4, BS 3, S 4, T 3, W 1, I 3, A 1, Ld 7	LASGUN, FRAG GTEANADES KNIFE	105	43
CHAVERRO GANGER	M 4, WS 3, BS 3, S 3, T 4, W 1, I 3, A 2, Ld 7	LASGUN, LASPISTOL, KNIFE IMPETUOUS (4" FOLLOW UP MOVE)	90	46
ANTONIO GANGER	M 4, WS 3, BS 3, S 3, T 3, W 1, I 3, A 1, Ld 7	AUTOGUN, LASPISTOL, FRAG GRENADES, KNIFE HIP SHOOTING (RUN AND FIRE AT -1 TO HIT)	115	36
SANTIAGO GANGER	M 4, WS 3, BS 4, S 3, T 3, W 1, I 3, A 1, Ld 7	AUTOGUN, KNIFE	70	36
MILANO GANGER	M 4, WS 3, BS 3, S 3, T 3, W 1, I 3, A 1, Ld 7	LASGUN, STUB GUN, KNIFE PARRY (+1 PARRY)	85	38
LORENZO JUVE	M 4, WS 3, BS 2, S 3, T 3, W 1, I 3, A 1, Ld 7	STUB GUN, KNIFE	35	12
VINCENTO JUVE	M 4, WS 2, BS 2, S 3, T 3, W 1, I 3, A 1, Ld 7	AUTOLISTOL, KNIFE	40	0
STANZO GANGER	M 4, WS 3, BS 3, S 3, T 3, W 1, I 3, A 2, Ld 7	SHOTGUN+ SOLID, SCATTER AND HOTSHOT, KNIFE	75	34
KURT SURE-EYE BOUNTY HUNTER	M 4, WS 5, BS 4, S 3, T 3, W 2, I 4, A 1, Ld 8	BOLTER, SHOTGUN (SCATTER+SPOLID) BOLT PISTOL + LASER DOT SIGHT, CHAINSWORD, LOTSA KNIVES. LEAP (D6"), DODGE (6+ UNMODIFIED SAVE)	(35)	+175
There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juves.		TOTALS:	1145	603

4. These two occupied the tall building immediately to my front and would hopefully provide solid defensive fire over the square. The next batch were my perimeter men. These were fighters with a mixture of abilities and weapons who I spread around and inside the tall building. They were to take up secure positions around the defensive core and try to counter any flanking moves by Gavin's gang. The juves and those fighters with the best hand-to-hand fighting abilities were placed on the outside of the perimeter. Lastly I had three infiltrators. These fighters would use *Vents* to slip into position behind enemy lines at the end of my first turn.

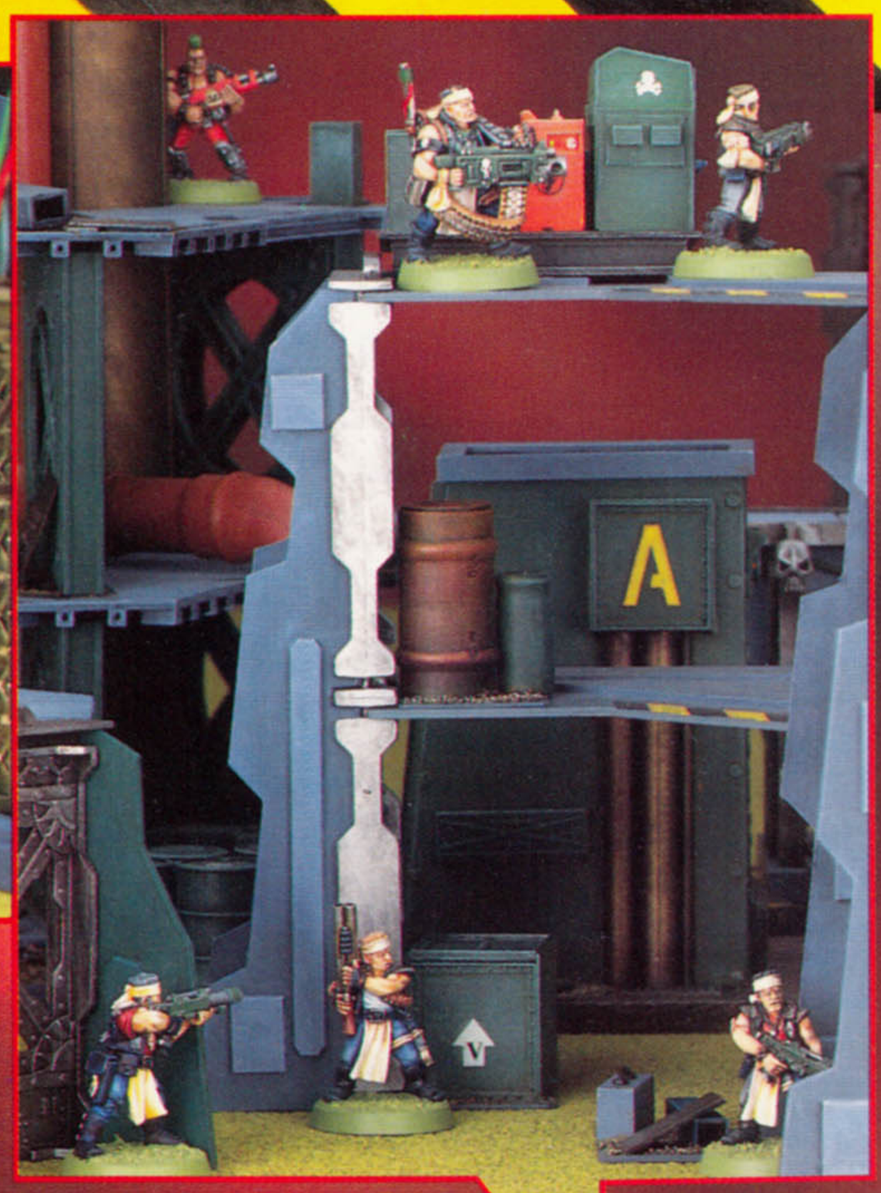
At this stage it's worth remembering that *Vents* or *Tunnels* allow you to position up to three men either at ground level (*Tunnels*) or high up (*Vents*) at the end of your first turn. However, you can't place a man within 8" of an enemy. For this reason, I spread my men out to try and stop Gavin coming in on my left flank after his first turn. This left flank was also one of the spots I'd earmarked for my own infiltrators.

Gav: As I had decided earlier, I kept Torus, Pieter and Kivati off the table, working their way along the *Tunnels* towards Rick's gang. Blitzer, the Slicer and Mad Macrae started on ground level and would run to my right, behind the Minehead and into Rick's half of the table. They would meet with my tunnellers underneath the Stack. Conrad and Steeljaw deployed higher up, in a position to menace Rick's heavy and hopefully suppress anybody moving towards the Stack where my attack group were heading. This would allow Blitzer and his mates to sneak around the flank of the Orlocks and catch them in a crossfire. Dane was set up out of sight, so he wouldn't fall to Rick's heavy bolter straight away. His *Bulging Biceps* would allow him to step out of his hiding place and open up with his heavy stubber. To provide a target to draw Rick's fire, Karl the juve set up with Dane, and would move forward.The Choosing a Target rule would mean that Karl would be shot at before Dane, and it's not uncommon to use juves in this ablative armour fashion – after all, there are plenty of gang member wannabes! Until Rick started moving (and brought the rest of his gang onto the table) that was as much planning I could do. I won the toss for first turn and the fight commenced…

TURN ONE

Gav: I started off by sending Karl the juve running forward, placing himself ahead of Dane the heavy as I had planned. Dane himself edged out from behind the slab of controls I had concealed him behind – just enough so that he would have a line of sight to Rick's heavy and the ganger next to him (or so I thought…). Steeljaw edged around the huge pipe he was using to shield himself from Rick's heavy and sighted along his autogun. My three attack force gangers ran forwards and to my right, using a construction of girders to shield themselves from Rick's gang. They would continue to move forward in the next turn.

The shooting started rather depressingly for me. Using one of the Necromunda range rulers to check Dane's line of sight, I discovered that my juve, Karl, was in the way. My human shield was working for Rick, and I couldn't open fire! Drat! Of



THE TOWER

NECROMUNDA

THE GANGS DEPLOY

THE STACK

THE MINEHEAD

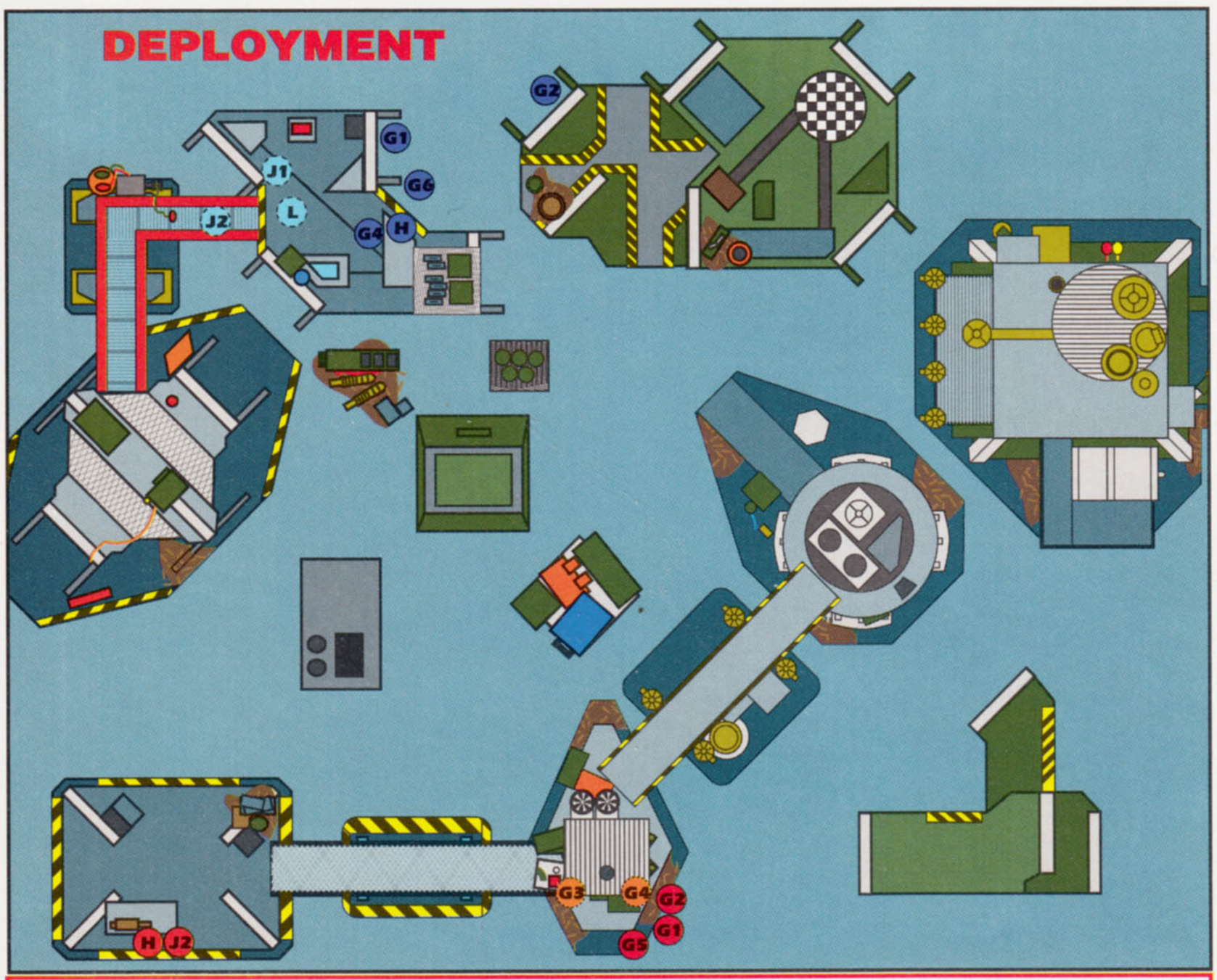
THE REFUSE SUMP

Led by Kivati, Torus and Pieter ambush the Metal 'Eadz.

course, Rick found this immensely amusing, but for some reason I failed to see the humour of the situation…

Conrad cracked off a shot at Rick's juve on ground level opposite Dane and Karl, but his autogun proved to be out of range by a few inches. Steeljaw had more luck with his autogun, inflicting a flesh wound on Santiago. A flesh wound meant that Santiago would be at -1 Weapon Skill and Ballistic Skill for the rest of the game, and would be pinned. Being pinned meant that he wouldn't be able to do anything next turn unless there was a friendly model within 2" and Rick could roll Santiago's Initiative or less on a D6.

However, I had rolled a six to hit for Steeljaw's shot, which meant I had to make an ammo roll. Autogun shells are relatively cheap and easy to make, so I had to roll a 4+ on 1D6, which I managed easily. Torus' *Armourer* skill also meant that I could add +1 to all of my ammo rolls, since he had checked everybody's equipment before the battle. I wasn't worried about running out of shots!

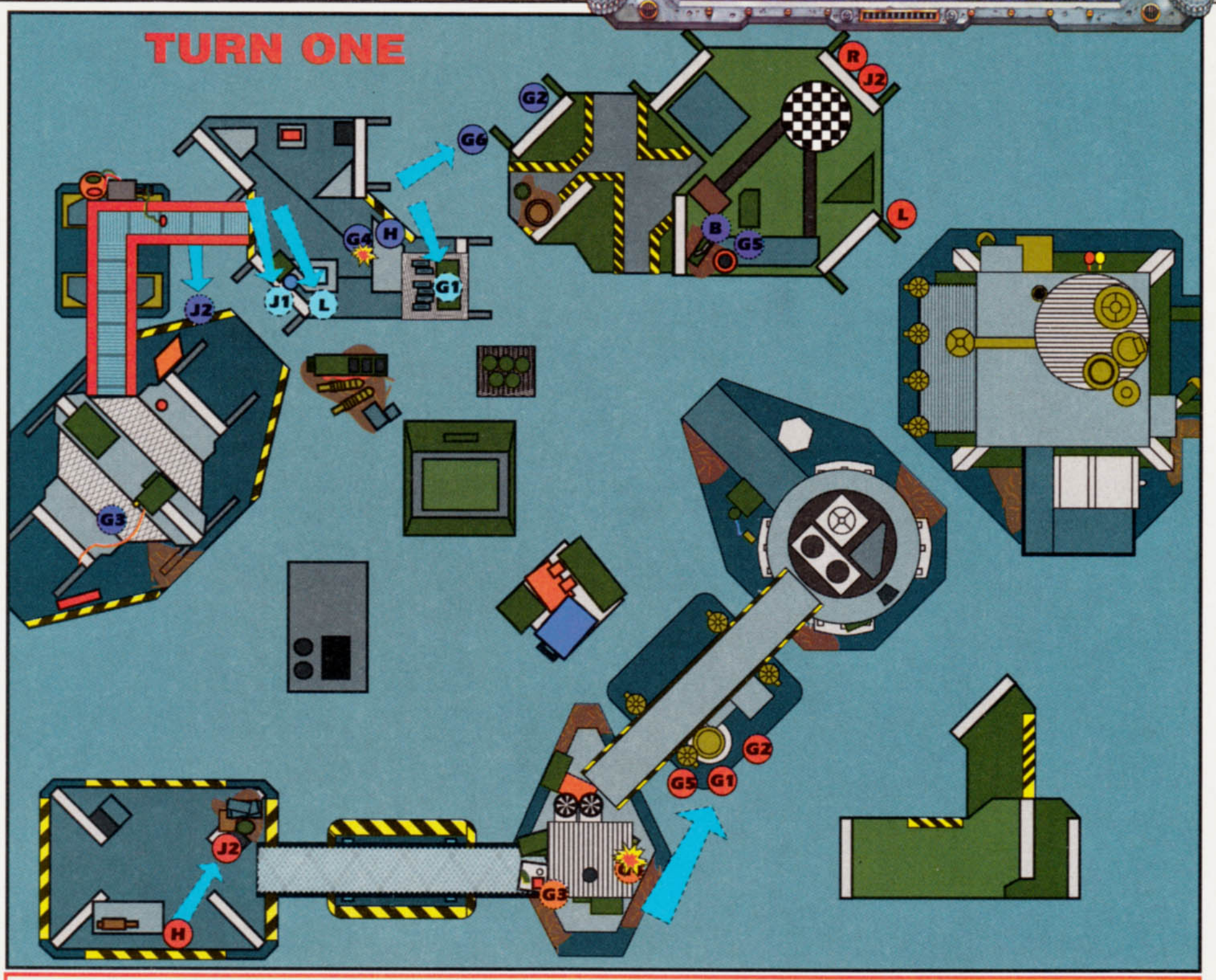


At the end of my turn Torus, Kivati and Pieter emerged from the *Tunnels* to the left of Rick's gang. Pieter and the Ratskin set up behind a bulkhead, while my leader took up a position where he could get a line of fire for his grenade launcher.

Rick: Gavin was attempting to outflank me on the left, so I made moves to head him off at the pass, as it were. Santiago failed his Initiative check to stop being pinned, and spent the turn doing nothing except cowering. Chaverro went onto overwatch, waiting for Gav's juve and Ratskin to scuttle from cover, or his leader to make a move. Stanzo ran over to join him, dashing across the open ground between the two buildings. To their right,

Rodrigo also ran forward, to finish crouching in the cover of a wall, obscured from the Goliath gang by the big piece of machinery in the centre and a stack of old barrels.

My leader, Carlito, clambered up a ladder to the first storey, and trained his bolt gun on the Goliath ganger skulking about near the Refuse Sump. Lorenzo ran forward into firing position, and ended up beneath my leader. As most of my gang had run this turn, there was little shooting. Carlito fired off a bolter round at Conrad, but he was partially obscured by the large pipe and the shot went wide of the mark. The deafening staccato pounding of heavy bolter fire filled the air, as Stefano let rip at Steeljaw. Two of the heavy weapon's rounds struck home, inflicting a total of six wounds on the hapless ganger! Two of these were flesh wounds, while the rest sent him to the floor, man down.

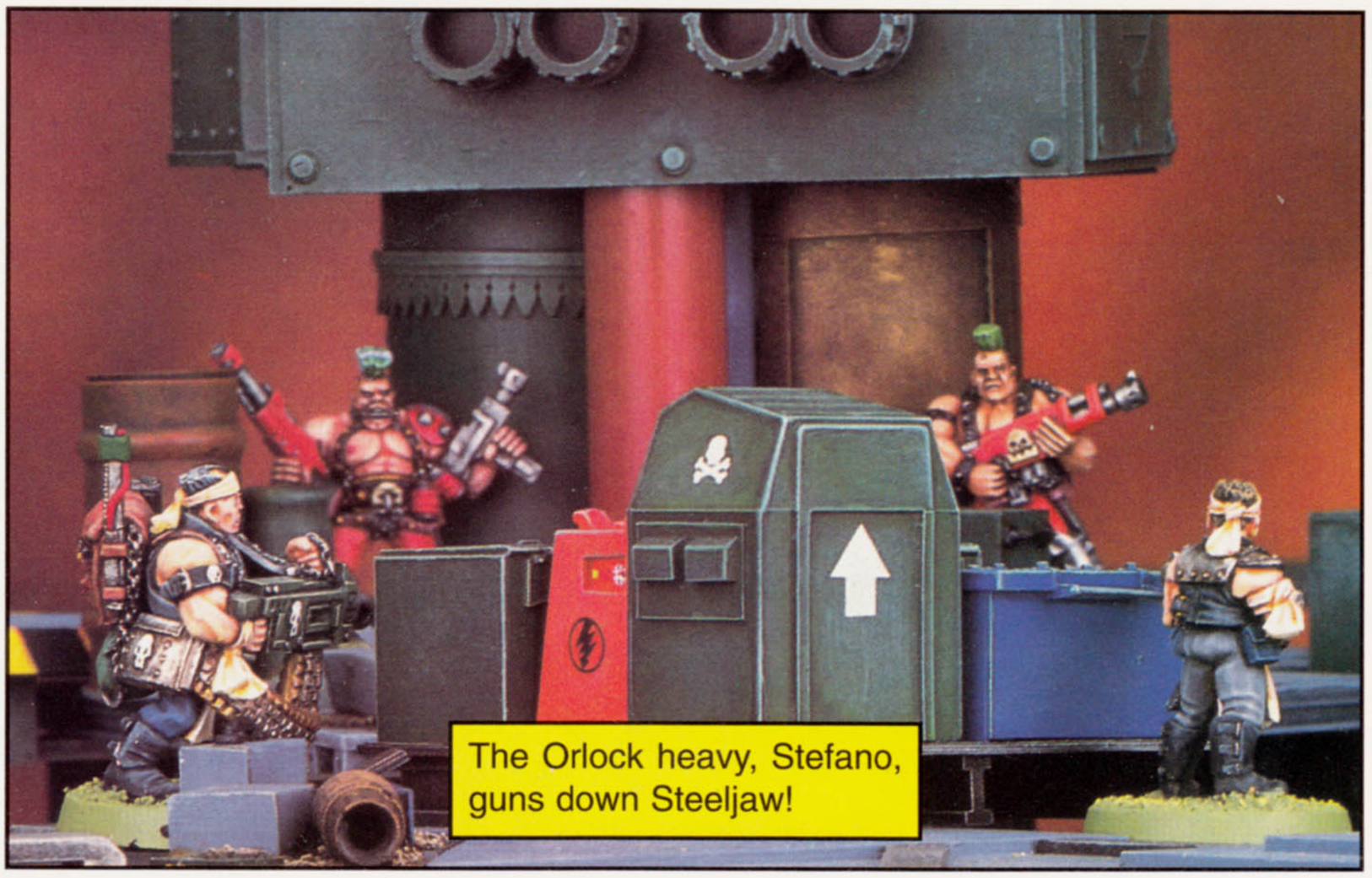


When a model goes "man down" it can do nothing except painfully crawl 2" each turn. In the player's subsequent Recovery phase you roll again for each man down, to see if they get worse and go out of action, or if they recover from their injuries and it turns into a flesh wound. Steeljaw would spend the next few turns grovelling on the ground trying to keep his body in one piece!

The clang of *Vents* being kicked out heralded the arrival of my remaining gang members. Kurt Sure-eye and Milano dropped onto the Stack, where Gavin was sending three of his gangers and from where his leader and entourage had emerged from some *Tunnels*. Antonio was sent to remove the threat of Gav's heavy, and set up in a good position on the far right of the battlefield.

TURN TWO

Gav: I had to get Karl out of Dane's line of sight so he could open fire with his heavy stubber, and I ran him down to ground level, closing in on Rick's leader hoping to get a shot from his laspistol next turn. Steeljaw, still trying to hold his innards in place, slipped and crawled two inches towards the cover of the pipe. The Slicer, Blitzer and Mad Macrae continued their run towards the Orlocks, and the Slicer narrowly avoiding a shot from one of Rick's gangers on overwatch. Unfortunately, this move left them fairly open,



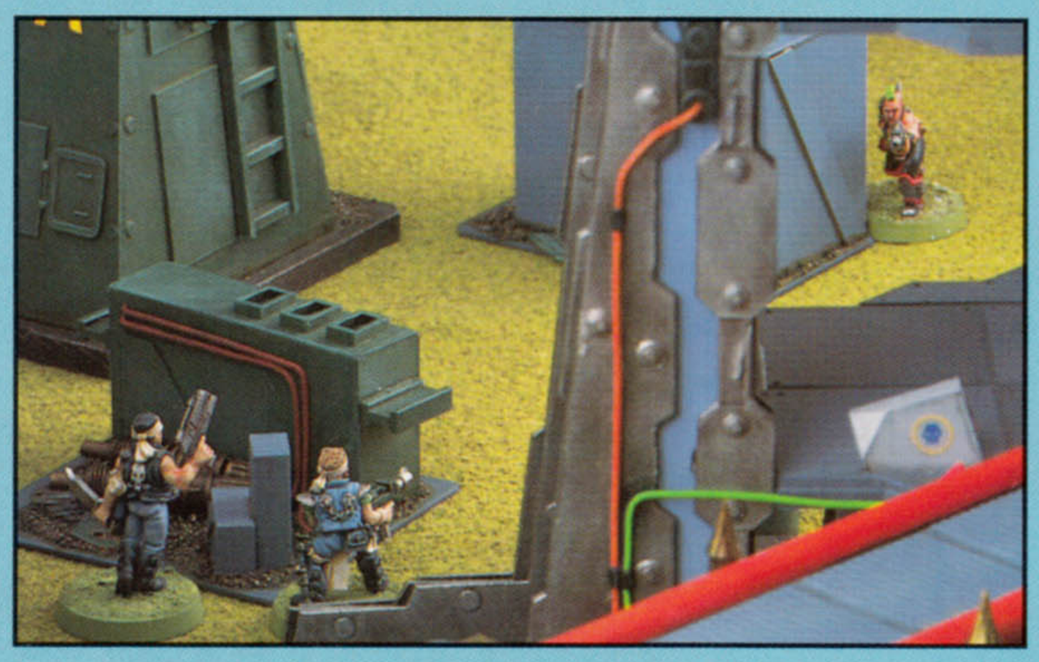
The Orlock heavy, Stefano, guns down Steeljaw!

In the dark gloom of the Underhive Karl scuttled forward, glancing back over his shoulder to see Dane's heavy stubber poke around the edge of a control panel. Conrad steadied himself next to the pipe he was using for cover, and snapped off a shot at one of the Orlocks, but he was still too far away and he cursed his lack of patience.

To their right Steeljaw advanced, snapping off a shot as he moved. The bullet whirred into the choking gloom and a muffled squeal sounded out. Steeljaw grinned, an impressive sight with all the ironmongery that was set between his sharpened teeth.

The sound of heavy boots echoed around the ruined buildings, as Mad Macrae, Blitzer and The Slicer ran into the cover of a gangway support, their weapons cradled against their chests. Suddenly, from above, the air was filled with cursing and hurled abuse. Dane's voice rose above the background hum of ancient generators "Karl, you useless heap of rat vomit! Get out of my way, I can't see a damn thing!"

The hollow laughter of the Orlock leader drifted down through the floor panelling. Beneath the Orlocks' feet, Kivati led Torus and Pieter through the disused power conduits that riddled the Underhive. Grunting in satisfaction, he pushed aside a metal plate and the trio emerged behind the enemy gang, as the air filled with the distinctive crack of autogun fire and a panicked shriek sounded out.



The shadowy forms of the Orlocks silently swarmed forward, leaping over debris and racing up ladders. Then the darkness and quiet was shattered by heavy bolter fire, shells screaming across the dome, and the bright muzzle flare lighting up the scene. In the stark light and shadows, Conrad saw Steeljaw flung back, screaming as blood fountained from two gaping holes in his chest and stomach.

A sudden rush of air blew across the battlezone, scattering fragments of rags and stirring the twisted, shredded wire that littered the dome floor. Shapes emerged from forgotten vents and ducts, and a gravelly voice cried out "I am Kurt Sure-eye, and I'm here to bring you in, Torus!"

The Goliath leader laughed harshly and replied with an insulting hand gesture "I ain't afraid bounty boy, come down 'ere an' say that!"

especially to the Bounty Hunter and ganger above them. Kivati and the juve with him ran forward to the next bulkhead, while Torus loaded his grenade launcher with a frag round. Back beside the Refuse Sump, Conrad settled down onto overwatch, waiting for a stray Orlock to move out from the cover of the buildings opposite.

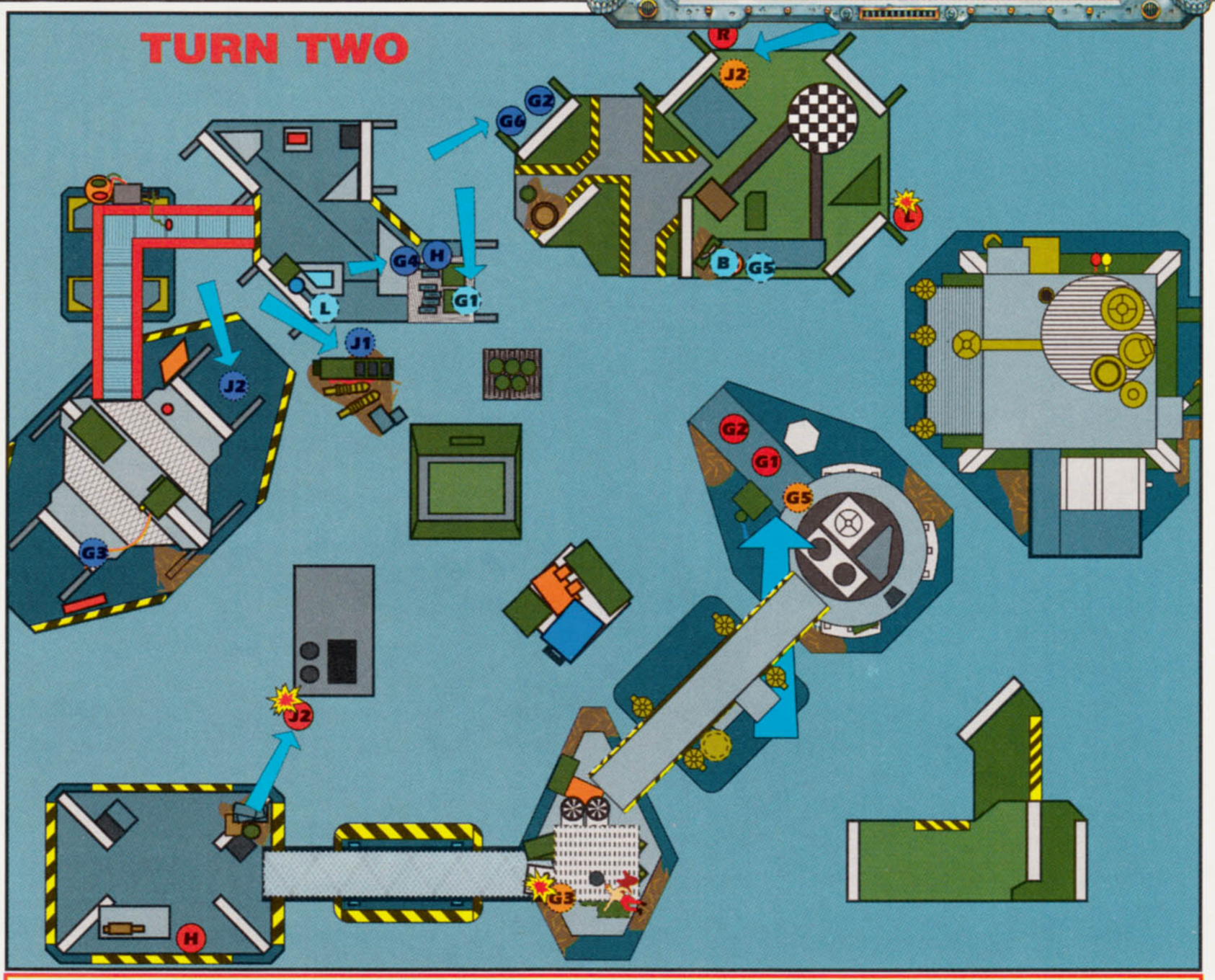
Dane's heavy stubber finally roared into life and a torrent of empty casings poured onto the metal floor. The Goliath heavy swung his weapon at the Orlock with the heavy bolter, but the hard cover of the nearby crates ruined his aim and he missed. Curses – that heavy bolter was likely to tear my attack force to pieces! Torus launched a frag grenade towards the Orlocks cowering behind a screen of metal struts, but it ricocheted off an intervening wall and exploded harmlessly between the gangs. That was it for this turn, except to roll for the unfortunate Steeljaw's injury. I then realised that whatever I rolled, Steeljaw would take no part in the rest of this battle.

He had already taken two flesh wounds, reducing his Weapon skill and Ballistic skill to one each. If I rolled a one and Steeljaw recovered, he would have another flesh wound which would reduce these characteristics to zero and he would be out anyway! If I rolled a six he would go out as normal, so I needed to keep him man down for the rest of the battle (a fighter who is man down at the end of the battle only has a fifty-fifty chance of suffering a long term injury). I rolled a

The Goliaths rush forwards to save their leader.

three and Steeljaw kept squirming on the ground.

Rick: The majority of my gang hunkered down behind the nearest available cover and took pot-shots at Gav's gang. As Antonio moved in on the Goliath heavy, overwatch fire from Conrad whistled past his ear – a near-miss but no harm done! Stefano was looking decidedly exposed up on the roof, so hefting his heavy bolter over his shoulder he crept into the cover of the crates and assumed a new firing position. Santiago followed close behind, making himself a more presentable target (he was closer to the Goliaths). If Gavin's gangers heading across the table managed to get out of sight next turn they would be safe, if they didn't…



This turn's shooting was pretty abysmal all round. Many shots failed to hit, while others didn't wound their targets. Lorenzo had to make an ammo roll for his stub gun as he squeezed off a shot at one of Gavin's juves. The half-hidden youth, Karl, also came under fire from Antonio, who managed to do some damage. However, the young Goliath had two wounds and was only pinned, damn his eyes! Chaverro shot at Gavin's leader, which pinned the grenade launcher-toting Goliath but failed to wound. He wasn't as well stocked up as his comrades, as he also needed to make an ammo roll for his shot – I rolled a one for the ammo roll, which meant I had to make an additional ammo roll. If this also failed Chaverro's gun would blow up in his hand! Luckily I passed this 'blow up' roll with a six. Even Kurt Sure-eye's shot went wide of the ganger he targeted, and the shotgun solid shell just pockmarked the floor. Grrr! At the end of my turn one of Gavin's gangers was down and bleeding badly by the Refuse Sump and one was pinned by my leader's bolter fire. Their leader was also pinned, and the juve making his way across towards my gang past the Tower was trapped behind cover, a criss-cross of las-beams keeping him from going anywhere. None of my guys were hurt, or even pinned!

HALFWAY HOUSE

Rick: A couple of turns into the game, we decided to have a quick break for elevenses and collect our thoughts. I was told to scribble them down, as they might come in useful in the report itself, so here goes. Gavin won the dice roll and went first. At the end of his turn he dropped his leader, Ratskin and a juve on my left flank. This was annoyingly the very area I was trying to keep him out of, but my deployment was just a bit too tight to deny Gavin entry into the building proper. However, he was forced to the very edge of the building, which allowed me space to put down my Bounty Hunter and accompanying ganger at the end of my first turn. This meant that I could cover the square from two positions, the buildings to my right and left. From then on it was basically a sitting match, with me trying to maintain my two fire bases and Gavin trying to break through on my left (which he very nearly did!). There weren't any biscuits…

Gav: The first two turns had gone badly, from a tactical point of view. The loss of Steeljaw meant that nobody was left to cover my attack force as they scrambled across the open ground. They had already been hit a couple of times, and the Bounty Hunter was bound to have another shot at them before they reached the sanctuary of the building. I realised that sending Torus in through the *Tunnels* had also been a bad idea. I hadn't considered the fact that fighters using *Tunnels* have to be set up on ground level (those using Vents have to be deployed *above* ground level). This meant that he didn't really have the field of fire that was needed. He should have been somewhere nearer Conrad or Dane, but it was too late now.

Pieter and Kivati were in a good position, ready to pounce on the two gangers pinning down my leader. From that position the juve and Ratskin would also be able to take a shot or two at Rick's heavy, or maybe one of the gangers on the floor below him. Karl was steadily working closer towards the enemy, and only the Orlock juves were really making any move to stop him. With some luck he would have a short range

NECROMUNDA

RULEBOOK

GAMES WORKSHOP

NECROMUNDA

SOURCEBOOK

HIDDEN

HIDDEN

HIDDEN

BROKEN

BROKEN

BROKEN

RUN

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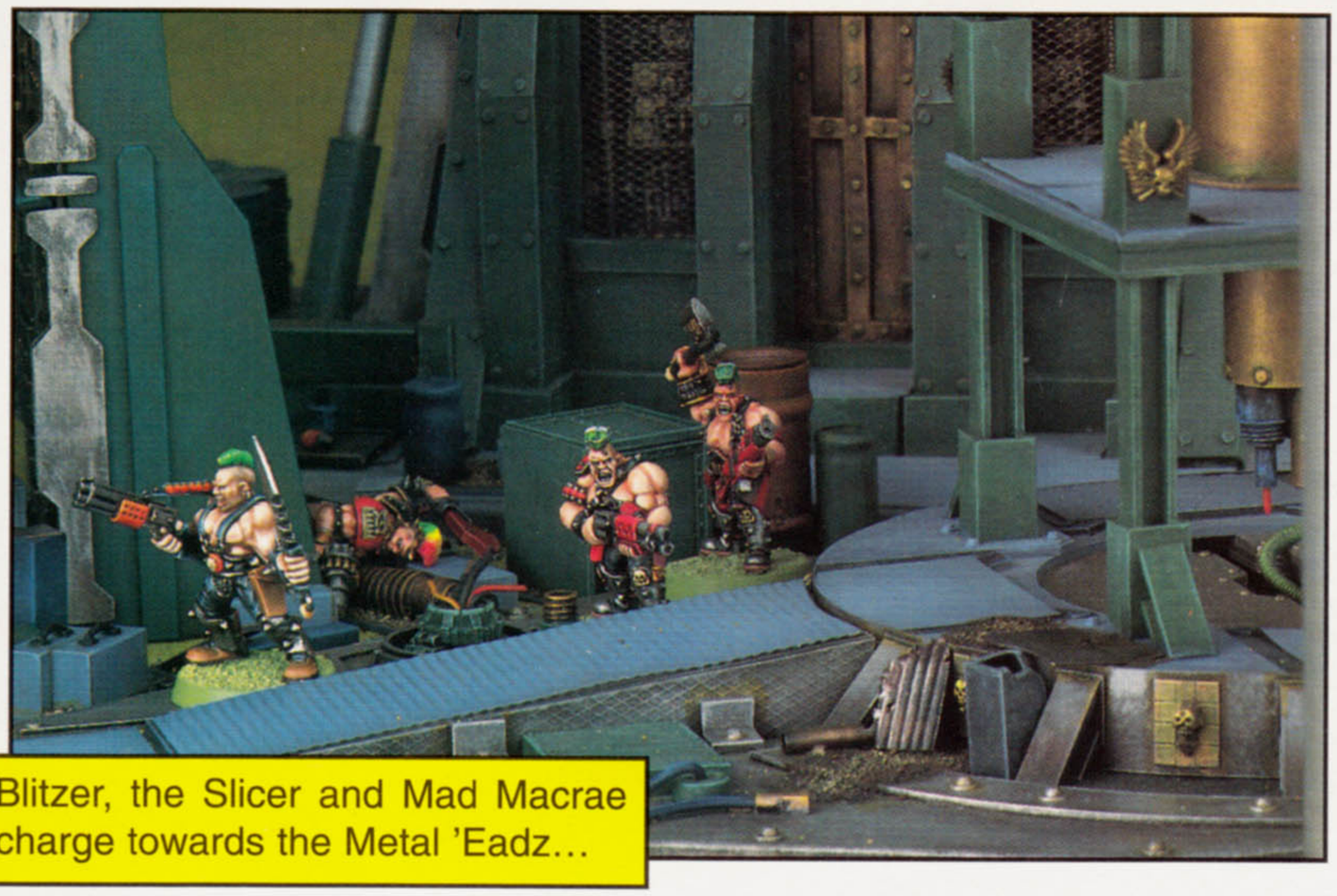
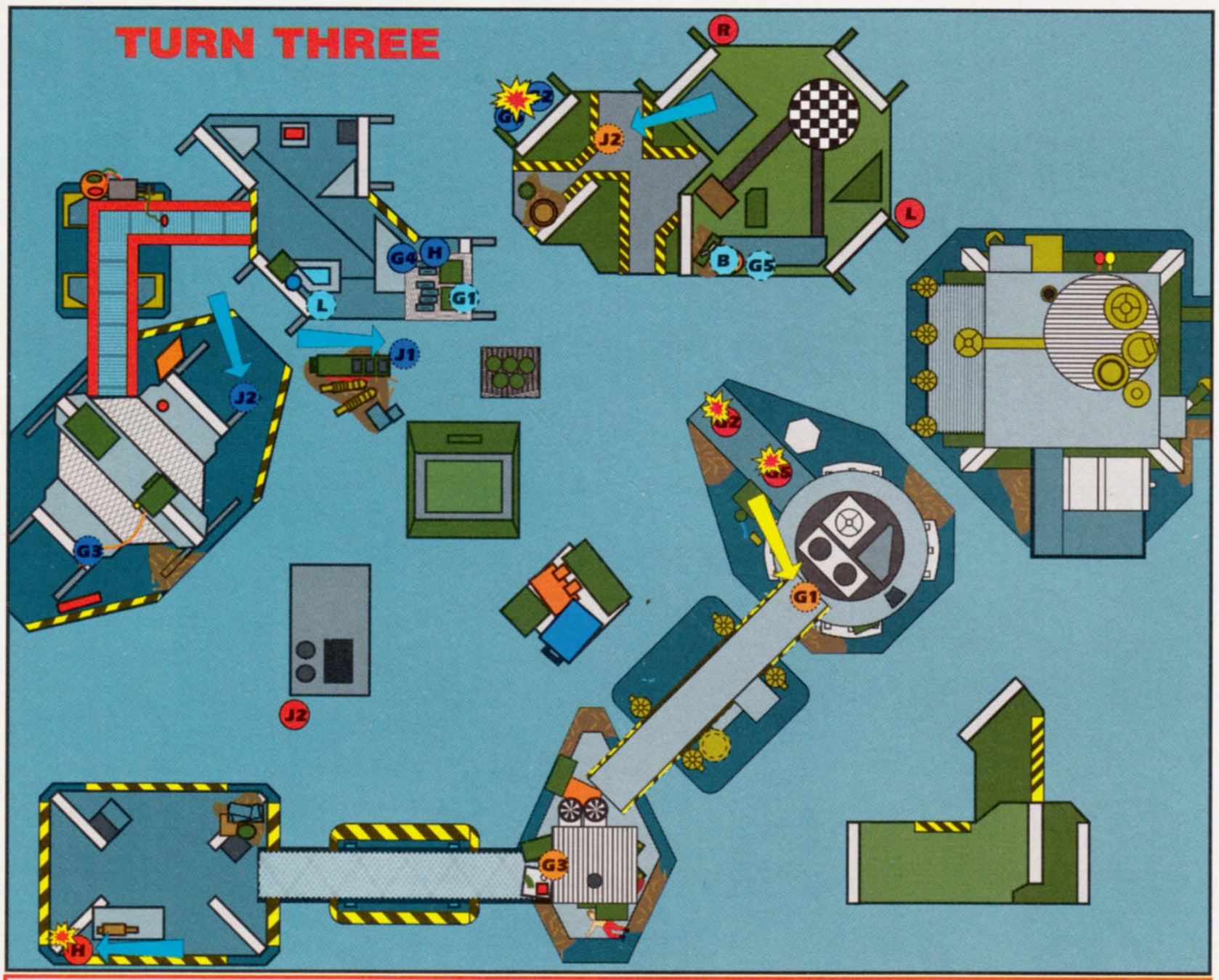


Blitzer, the Slicer and Mad Macrae charge towards the Metal 'Eadz...

laspistol shot at that dratted leader who kept firing at Conrad with his bolter. I decided to press on with my attack past the Minehead, since by this stage it would be just as dangerous to withdraw from the teeth of the enemy as it would be to advance towards them. Hopefully, Dane or Conrad would be able to shoot down the menacing ganger from his very dominating position on top of the Tower, and then turn on the Orlocks hiding in the centre.



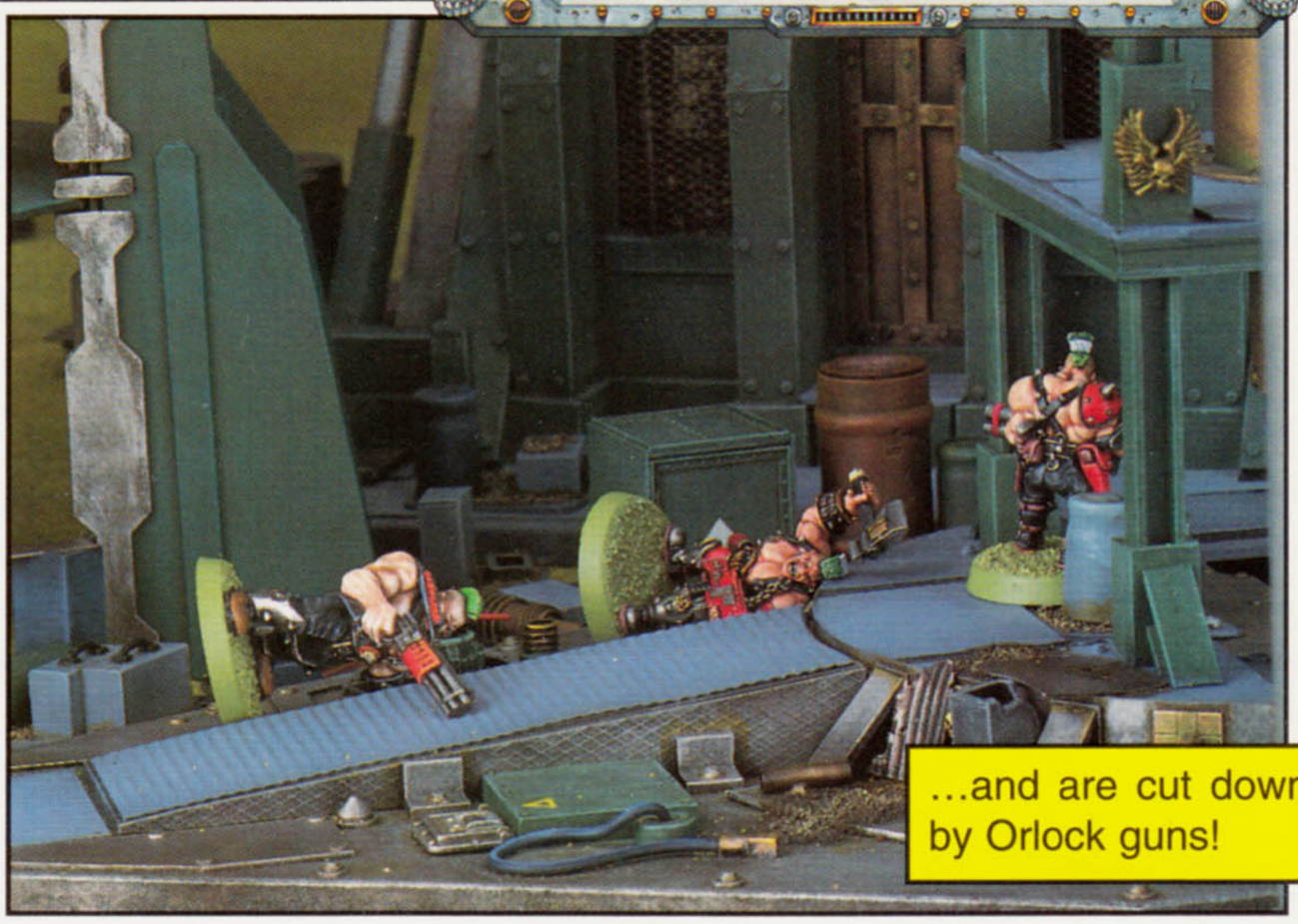
TURN 3

Gav: This turn would be more damage limitation than offensive action. I had a choice to make about my attack force – they could either run forwards and probably reach the cover of the Stack, or they could move normally and take a shot or two at the Orlocks. My attack down the right was still going to take two or three turns to come to fruition, and meanwhile my gang members on the left were going to take a roasting. I then realised that Torus was going to get fired at by two of Rick's gangers if I didn't do something, since he was the only target they could see! Without thinking, Pieter the rash juve hurled himself out into the enemy's line of fire, blasting away with his stub gun. Blitzer and his two companions moved towards the same two foes, firing off scatter rounds with their shotguns. Even if the Orlocks survived, Pieter would be the closest target and would take at least one of their shots! Dane moved around to get a better view of the ganger couched on the roof of the Tower and everybody else either stayed where they were or moved into more cover.

Firing on the move with such a cumbersome weapon, proved too difficult for Dane, as the -1 to hit modifier imposed by the *Bulging Biceps* skill meant his shot missed its target. Pieter and Mad Macrae had similar bad luck firing at the two gangers threatening my leader, and Torus kept looking down Orlock gun barrels. However, Blitzer saved the day with his scatter shot, blasting both of the gangers with the spread of fire. One of them was merely pinned by the swathe of lead but the other, who had just run over to join his comrade, was wounded and went man down. Torus was safe for now, while he recovered from being pinned. Things on the left were quiet, as Karl and Conrad also pulled themselves together ready for my next turn.

Rick: The fight had actually split into two separate mini-battles, one on each flank. On my right both sides had virtually stopped moving, as neither of us dared to do anything which might give the enemy an easy shot that would break the stalemate.

On my left, the two sides were getting closer to each other, and would be in hand-to-hand combat within a couple of turns (if we wanted them to be…). I had the upper hand at both ends of the battlefield, but if this was to change then things would be jeopardised for everybody since this would allow Gavin to outflank the rest of my gang. On the other hand, if I could just keep the Goliaths pinned where they were, I would eventually wear them down. This meant that if I could remove Gav's heavy and the ganger on the Refuse Sump, I would be able to bring almost my entire gang to attack the flanking force he had sent out. This did have its risks though – if Gavin's attack succeeded I would be caught between a rock and a hard place, with enemy in front and behind…



…and are cut down by Orlock guns!

The sudden removal of two gangers from my left flank left me fairly unprotected along that side of the dome. Fortunately, Stefano had moved into position last turn, while Kurt Sure-eye and Milano could also pump a few shots into Gav's gangers. Stanzo crawled his full two inches back towards the rest of the gang, moaning in pain as he did so. Everybody else pretty much stayed where they were, or shuffled half an inch or so to maximise the cover afforded by the Underhive.

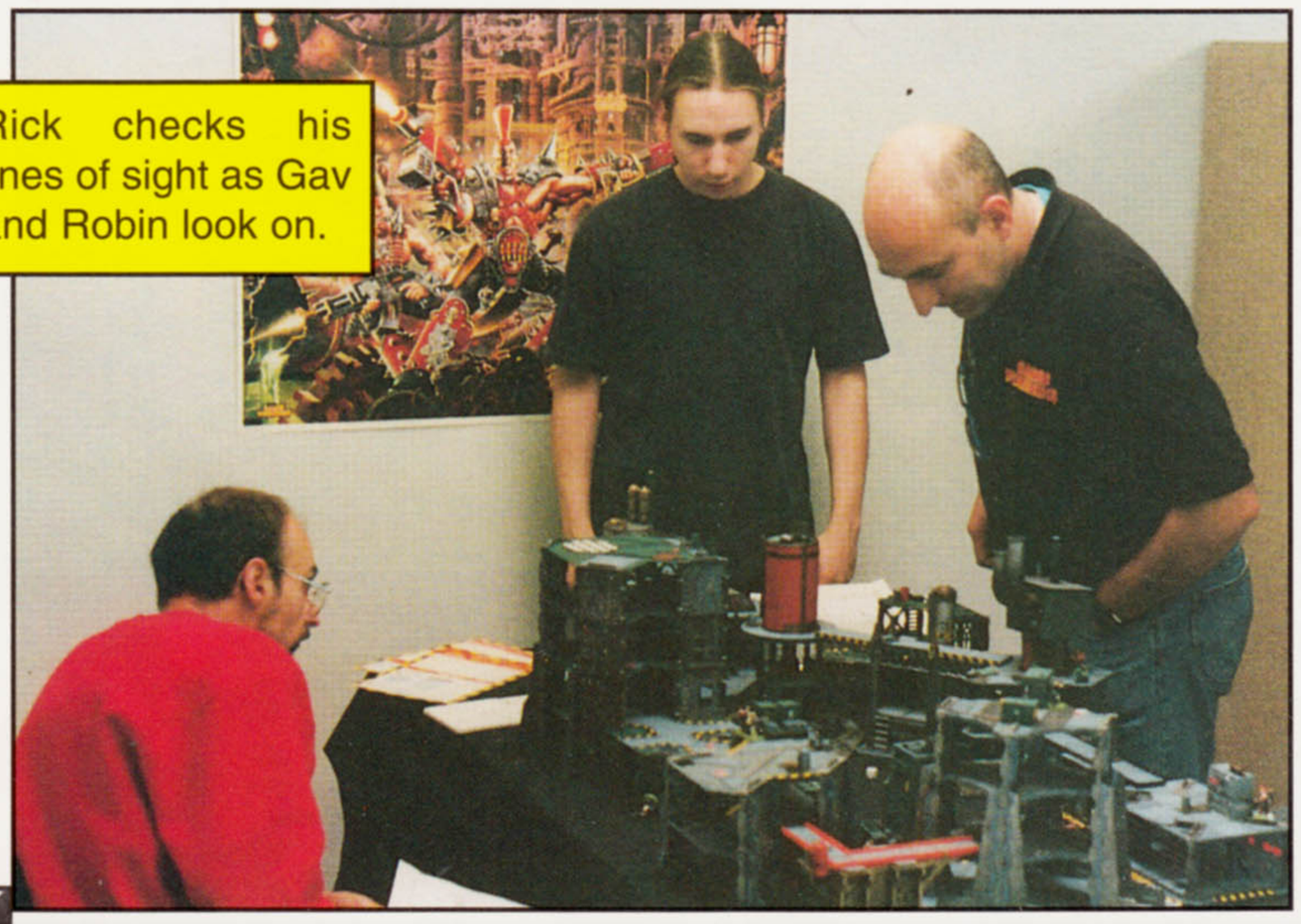
Carlito once again missed the Goliath hiding in the shadow of the Refuse Sump, leaving a trail of bolter shell holes along the side of the huge pipe. Antonio levelled his autogun at the Goliath's heavy, pinning him with his shot. That would keep him from moving and firing with his stubber for a turn, which was vital at this stage of the battle.

Even with his above-average Ballistic Skill, Stefano still managed to miss the gangers moving past the Minehead, his heavy bolter shots spewing a wide arc around the group without hitting. Milano sniped at one of the attacking gangers with his lasgun, pinning one of them in the cover of the Minehead. Kurt Sure-eye slung his shotgun across his shoulder and drew his bolt pistol instead. With his Ballistic Skill and the short range, combined with a red dot laser sight, he would only miss on a roll of one. However, there is a one-in-six chance that the ganger he aimed at would spot the red dot from the sight and dive out of the way. However, the expensive Bounty Hunter earned his keep by hitting, and the unfortunate Slicer failed to spot the laser sight. The bolt plucked him from his feet leaving him man down.

This caused the nearest ganger to take a Leadership test to see if he kept his nerve at the sight of his buddy being shot. Gavin failed his 2D6 roll and the cowardly Goliath started scurrying for the relative safety of the Minehead structure. The attack had disintegrated, with one ganger pinned, another man down and the third fleeing to save his hide! This was probably the lynchpin moment I was talking about earlier. Next turn I had to press home with everything and make sure the Goliaths had no chance to regroup and recover.

TURN 4

Gav: In Necromunda you can't expect your gang to bravely fight against the odds no matter what is happening around them, as Blitzer was amply demonstrating. Another way this is represented is the Bottle test rule. A gang which has 25% or more of its number man down, man out or fleeing at the start of the turn must take a Leadership test based on their leader's characteristic, if he's still in the fight. If this is failed the gang starts to falter, slowly retreats and then runs off into the shadowy Underhive to lick their wounds. Needless to say, if your gang bottles out you have lost! I now had to make my first Bottle test of the battle, but since Torus was still on his feet and exhorting his cronies to fight on, I only needed to roll eight or less on 2D6 to get under his Leadership and stay in the fight, which I did easily. The Goliaths aren't wimps, and we were going to pull this battle round if it killed us (which it probably would!).



Rick checks his lines of sight as Gav and Robin look on.

Pieter was close enough to charge into combat, and he ran around a bulkhead into the nearest Orlock ganger firing his stub gun wildly. Blitzer wasn't in enough cover to feel safe yet, and so carried on running until he was safely ensconced behind the dark bulk of the Minehead. Karl carried on his advance towards the Orlock juves, moving more cautiously this time, his laspistol

Pieter charges into hand-to-hand combat, whilst Kivati shoots down Stefano.

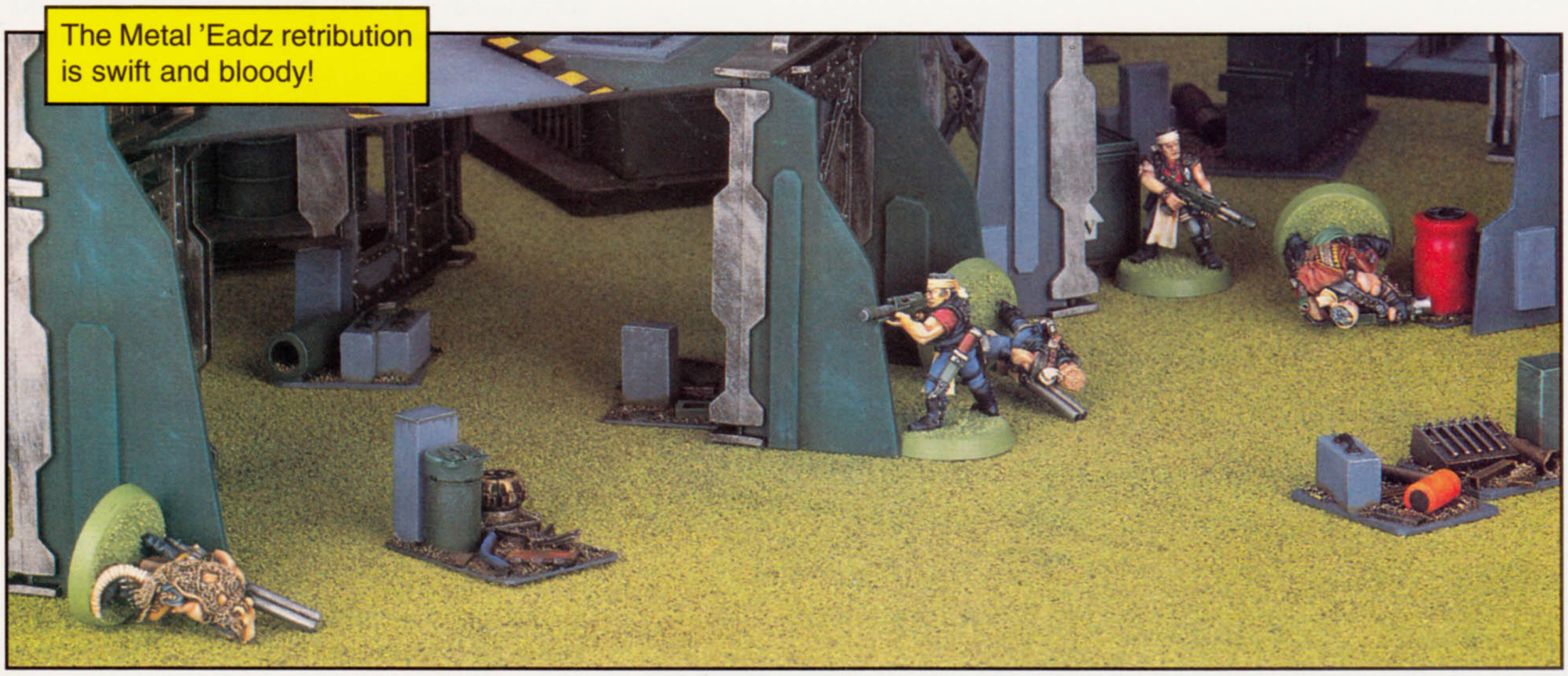
held in front of him ready to fire. Dane was too busy dodging autogun shots from the ganger on the Tower to do anything this turn and would stop being pinned in the Recovery phase at the end of the turn. Torus, my leader, would also spend the turn calming his frayed nerves enough to carry on fighting.

Since the majority of my gang was now either pinned, bleeding agonisingly on the floor or simply running away, the Shooting phase was rather brief. It was also quite successful considering that I only had three men who could fire. It started off ominously with Karl's laspistol shot being just out of short range and going wide of the juve he fired at. Things improved when Conrad managed to pick off the troublesome sniper on top of the Tower. The lucky Orlock managed to pass his Initiative check and didn't plummet to the ground below, but the autogun round caused him to go out. The best was yet to come, as Kivati, the Ratskin Scout who had been patiently sneaking around the back of the Orlocks, swung round a bulkhead and pumped a scatter shot at Rick's heavy. I had rolled a six to hit, but luckily passed the ammo roll.

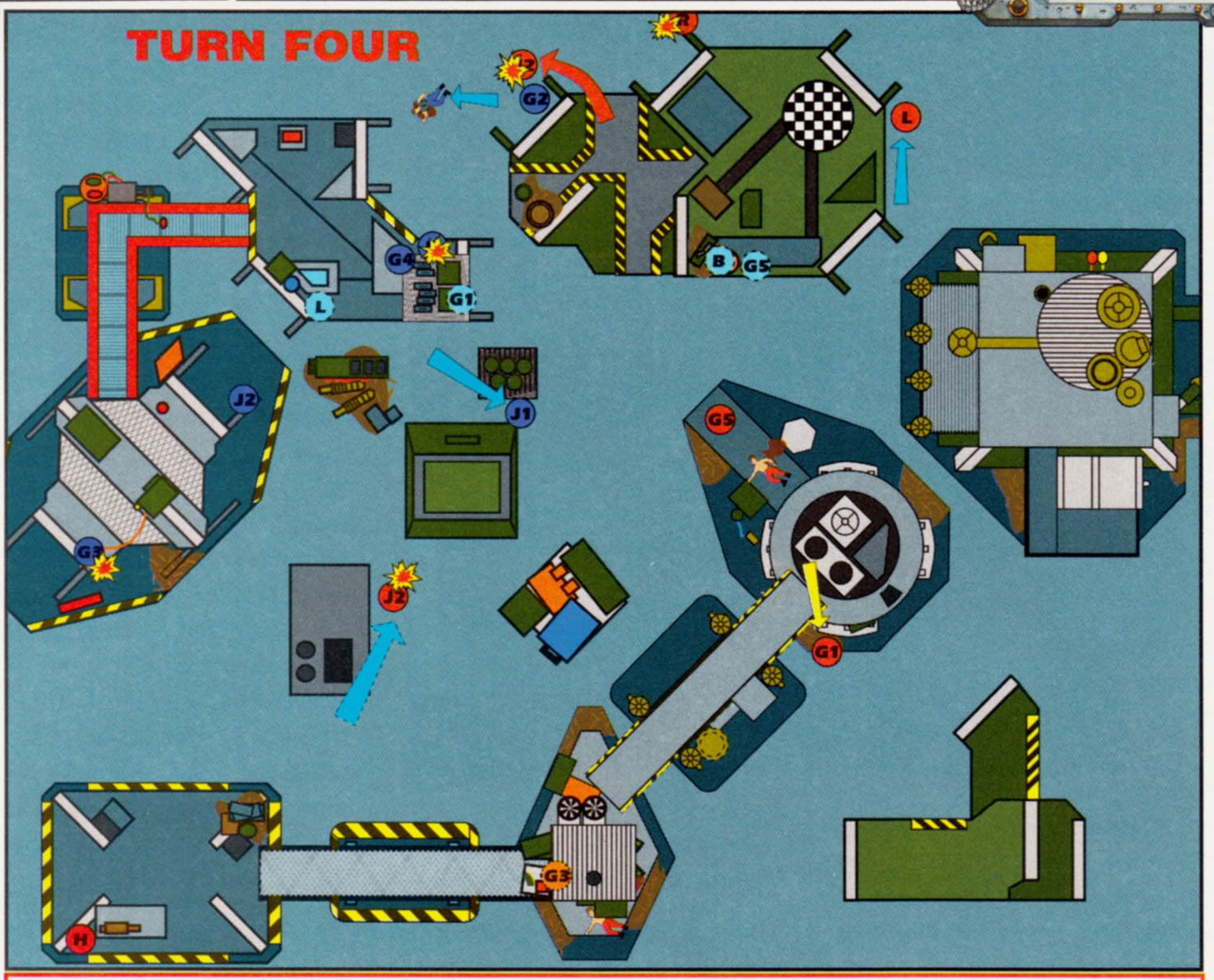
The heavy, on the other hand, was less fortunate, and plummeted off the second storey of the building! Someone who falls takes a hit with Strength equal to the number of inches fallen. The heavy had been two levels up and plunged six inches straight down to the ground! Also, hits of Strength 6 or more, like this one, inflict D6 Wounds, not just one. Rather predictably, Rick's heavy was seriously hurt in the fall and ended up man down, groaning loudly and wondering if his back was broken…

The successes of the Shooting phase weren't continued in hand-to-hand combat. Pieter, whose Weapon Skill of three should be sufficient to give him a chance, had actually charged into a ganger with two attacks. Things became worse when I rolled a one and my poor juve fumbled his attack. To add even more insult, Rick rolled two sixes on his attack dice, scoring a grand total of seven hits! If a fighter goes man down in close combat, and his opponent has no other hand-to-hand adversaries to deal with, he automatically goes out. This represents the fact that an unhurried enemy can quickly drive a rifle butt or knife into your gang member, almost certainly causing a serious injury. So it was with Pieter, smashed across the head by the stock of a very hard autogun.

The Recovery phase did little to improve my depression, as Blitzer failed to rally and would hide next turn. Steeljaw, delirious with pain by now, stayed man down for another turn, clinging tenaciously to consciousness. The Slicer, with a tremendous effort of will, recovered from being man down, his injury turning to a flesh wound instead.



The Metal 'Eadz retribution is swift and bloody!



L CARLITO G1 RODRIGO G3 ANTONIO G5 MILANO J1 LORENZO B KURT
H STEFANO G2 CHAVERRO G4 SANTIAGO G6 STANZO J2 VINCENTO MAN DOWN

L TORUS G1 BLITZER G3 CONRAD G5 MAD MACRAE J2 PIETER
H DANE G2 THE SLICER G4 STEELJAW J1 KARL R KIVATI MAN DOWN

Rick: The firefight continued on the right flank, with my gang sniping away at the Goliaths with mixed success. Lorenzo the juve continued forward to close in on the Goliath youngster heading between the Minehead and the Tower. Vincento also got into position behind a low wall, the barrel of his autopistol poking over the top. Everybody else concentrated on shooting what was left of the Gav's gang and presenting as few targets as possible.

Once again, Carlito scattered bolter rounds at the Refuse Sump, but he still failed to hit the ganger who was lurking there! Did this troublesome Goliath have some special kind of energy field or aura that I didn't know about? Rodrigo fired his lasgun at the ganger in the open beside the Minehead, but the sizzling beam of light went astray and only singed a streak across the side of the building. Stepping over the inert form of the Goliath juve who had attacked him, Chaverro levelled his laspistol at the Ratskin Scout. His shot struck home, taking the Underhive savage man down. The pistol fire by my juves was more erratic, and Gavin's juve heading through the centre managed to avoid the autopistol and stub gun shots.

In a stroke of good fortune, Stefano managed to shrug off the injuries from his fall, as I rolled a one in the Recovery phase and he went from being man down to having a flesh wound. At the end of the turn things still looked good, with only Stefano and Stanzo suffering flesh wounds and a single ganger, Antonio, out of the battle. Gav's gang was in a much worse state!

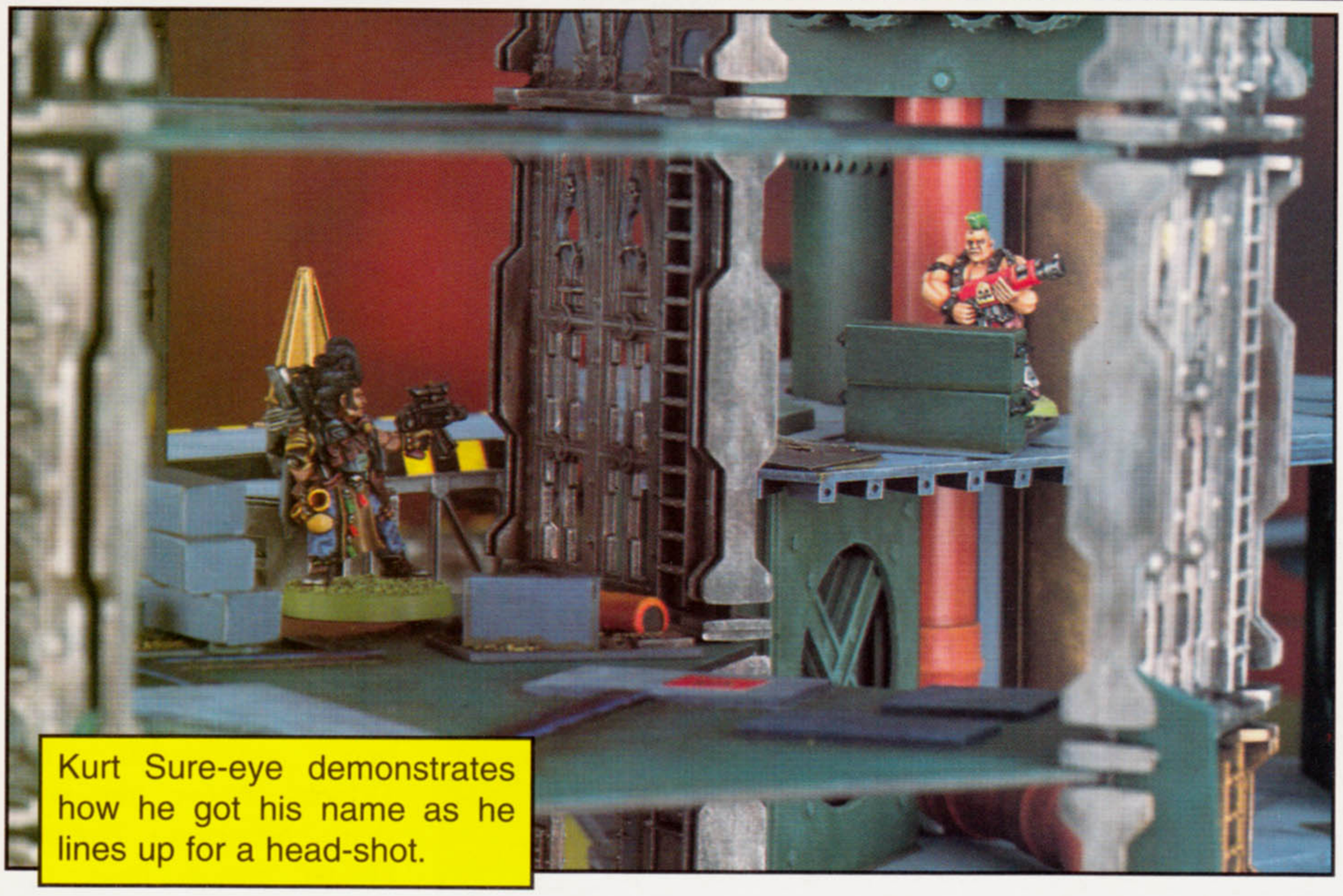
TURN 5

Gav: I once again passed my bottle test at the start of the turn, though I was seriously thinking of voluntarily bottling out anyway. Things were not looking good for the Goliaths! However, if I could get a good Recovery phase, there would still be a chance of pulling off a victory, so I decided to chance another turn to see how things went. The main threat was to Mad Macrae, who was still on his feet and surrounded by Orlocks. Above him was that accursed Bounty Hunter, already lining up another shot with his bolt pistol. However, if I moved the ganger right under the Stack he wouldn't have any targets himself. Instead, I positioned him just under the lip of the higher floors, where he could still see some of Rick's gang. Behind him, the Slicer crawled towards safety.

Another problem was the surprisingly quick recovery of the Orlock with the heavy bolter. When you fall off a two storey building, you're not supposed to just get up and walk away! Unfortunately, the lucky heavy was not the closest target to any of my gang who could fire, so it would be necessary to remove the ganger who was closer before I could eliminate the heavy. To this end, Conrad moved forward into the cover of more crates and fired off his autogun in that direction.

The hard-pressed ganger was not on top form though, and the shot didn't hit. Next it was Torus' turn, firing a frag grenade at the pair. If I got a lucky hit I might catch both the ganger and the heavy with one shot. Now that would be good! Alas it was not to be, as my leader totally missed his target and the explosive grenade detonated harmlessly next to a wall. Drat! Mad Macrae tried his luck with his shotgun, hoping to blast through the ancient framework of the Underhive with a scatter shell. This also missed…

I had one last chance at this, and it fell on the shoulders of Dane the heavy to perform the deed. The heavy stubber bucked and roared in his hand as it spat round after round into the gloom. Unfortunately, darkness is all they hit, as he too completely missed the Orlocks. Karl took a shot at the juve cowering in the cover of the Tower, but his laspistol must have had a bent barrel since the shot went wildly astray. Why me, what had I done to deserve this fate? At least Blitzer wasn't unnerved by this bout of incompetence, as he rallied in the Recovery phase. Fat lot of good that would do, since he was



Kurt Sure-eye demonstrates how he got his name as he lines up for a head-shot.

well out of the fight at the moment! Everybody else who was injured just groaned, bled a little more and didn't show any signs of getting better at all. All I could hope for now was that Rick's Orlocks would also suffer from the same bad luck that had spoiled the accuracy of my gang's shooting.

Rick: Ha! What a bunch of incompetent fools this Badland Brotherhood are! They couldn't hit the back of a blast door at thirty paces! I'd show 'em what you do with a gun…

The first matter at hand was for Stefano to test to break being pinned, but it was not to be, and the heavy stayed shaking with the shock of his lucky escape. No worry, plenty of other people left to do the job. Chaverro went onto overwatch, his laspistol gripped in both hands in case the Ratskin Scout showed some sign of recovering from his wound. Rodrigo was now appointed official human shield for Stefano, and promptly stood in the way of any shooting the enemy might direct that way. That was about it for movement, except Lorenzo who worked his way slowly towards the Goliath juve just on the other side of a piece of machinery.

Yet again, Carlito failed to hit the ganger on the Refuse Sump with his bolt gun shot, and I was left wondering whether somebody had swapped his rounds for blanks. Vincento finally came good, as his autopistol fire cut into the pesky juve in front of him, putting the Goliath man down. Stanzo loaded his shotgun with a prized hotshot round, determined to finish off the ganger with a flesh wound near to the Minehead. Even if it failed to inflict a wound, there was a good chance the hotshot shell would set the Goliath alight like a flamer weapon, causing more damage in subsequent turns. The glowing shot arced through the dim air and impacted on the Goliath's muscled body, knocking him flat. However, the incendiary effect failed to materialise and the ganger didn't erupt into a ball of flame as I'd inflicted a man down result.

Kurt Sure-eye turned his attention towards the Refuse Sump and pulled out his own bolt gun. Calling out "This is how you do it, Carlito" he promptly fired a round into the head of the ganger who had mysteriously eluded the rest of my fire, taking him out with a single shot. My suspicions about sabotaged ammunition rose sharply! Stefano stood up in the Recovery phase, readying his heavy bolter. Gav's gang had been shot to pieces, and if he wanted more of the same, I'd give it to him…

TURN SIX

Gav: In a Necromunda fight, there are usually one or two events that turn the game in favour of one gang. This could be the loss of a heavy, a failed charge, or something similar. Once this happens, the following sequence of events cause the losing gang's chances to spiral down with increasing speed. As more of their fighters get shot, more are wounded and pinned. As more of a gang is wounded and pinned, the fewer gang members it has to fight back, and so the next turn they lose more men, and on and on.

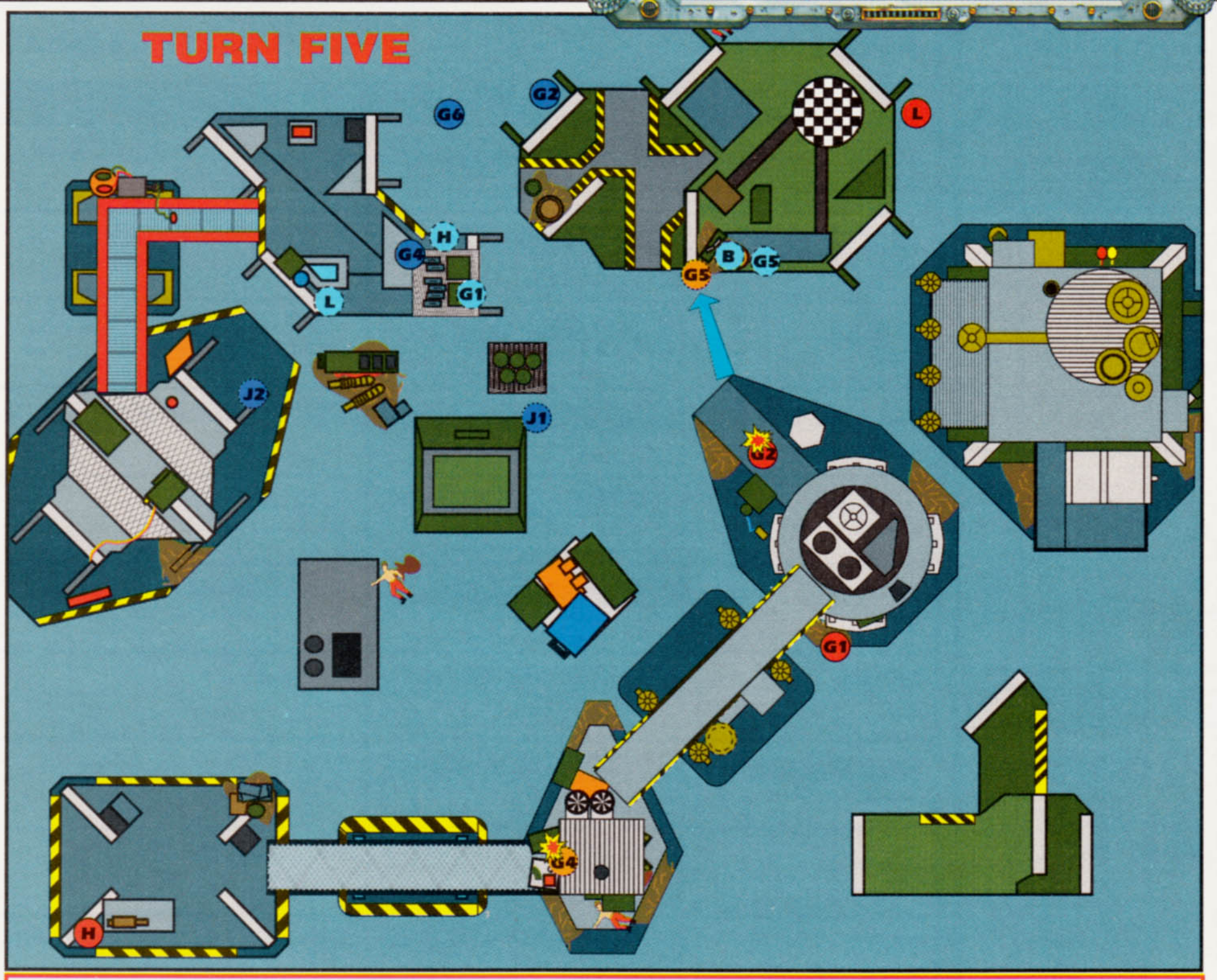
This is why there is the opportunity to voluntarily retreat, or Bottle Out as it is known in the Underhive. Once a fight reaches a certain stage, it's usually obvious that any gains to be made will be outweighed by your losses, so it's best to quit while your gang is reasonably intact and get yer own back later! In other words, I'd taken a pounding, most of my gang were going to need patching up (or burying) and it was time to show a clean pair of heels to the Orlocks!

Rick had won, hurrah for the Orlocks…

I'LL GET YA, CARLITO!

So what had gone wrong? Well apart from having everybody shot to bits, there were a number of mistakes which I made. As I mentioned earlier, Torus was in the wrong position to use his grenade launcher, and I would have been better using the *Tunnels* to send somebody else, most likely Karl the juve. This meant that if the attack had to be aborted, the loss of the group wouldn't have hurt too badly. As it was, Torus didn't do anything at all.

This battle amply demonstrates why Necromunda has a pinning rule. A gang which is constantly under fire will find it hard to fight back, and Rick used this to great affect. This was made worse by the dispersion of my forces, since some of the Orlocks could suppress the smaller portion of my gang, mainly Conrad and Dane, while the rest of them concentrated on causing damage to my attack force. It was slightly unfortunate that Dane missed on the occasions he could fire, but a basic fifty percent chance of hitting doesn't amount to much in Necromunda, especially since shots at opponents in the open are rare opportunities to be snapped up. I should have voluntarily bottled out on Turn 4, but blind hope had distorted my judgement, plus the need to exact at least a little vengeance for the kicking I was taking. The appaling Shooting phase of Turn five didn't affect things, since the damage inflicted by Rick was performed by members of his gang I hadn't targeted.



Priorities are important in Necromunda, especially once your number of guns has been reduced by enemy fire. I didn't have a totally clear set of objectives and this meant that on about Turn 3, I wasn't quite sure what to do next. This is a trap which is especially dangerous in a gang fight, where the aim is just to have a scrap and win. In a *Hit and Run* or *Rescue* scenario, for example, there is a specific objective and it is easier to concentrate on why you're there. Alas it seems that Rick knew what he was doing (I think the practice games were just to lull me into a false sense of security). While I'm thinking about Rick, I must say that he had my card marked from the start. He did just enough at the right times to keep things always swinging slightly in his favour, and then totally crucified me in the final stages of the battle. There are less painful ways to learn about tactics, but having them used effectively against you certainly makes them stick in your mind! I'll know better next time, and then you'd better watch out…

IT AIN'T OVER YET

Necromunda doesn't normally start and finish with a single battle, most players like to be part of a campaign. This means that you can chart the successes and embarrassments of your gangs' exploits over many battles. After each campaign game you put your gang through the Post-battle sequence. This determines how much experience each of your individual fighters have gained, what income you manage to get from your gang's territories, and any long-term effects of your fighters' injuries.

This first thing to work out are any injuries. Any fighter who goes out automatically has to roll on the Serious Injuries chart. Fighters that are man down at the end of the battle have a fifty-fifty chance of recovering, otherwise they too may suffer a permanent injury. For me, this meant I had to roll for Blitzer, Steeljaw, Karl, Kivati, the Slicer and Conrad. The net result of this was no serious injuries for Blitzer, The Slicer, Karl and the remarkable Steeljaw (who spent the entire battle lying in a heap on the floor).

Rolling on the Serious Injuries Chart for the others, there was mixed success. Conrad had suffered a Head Wound from the Bounty Hunter's shot, which would mean that for every battle he would now be subject to either *Frenzy* or *Stupidity* (determined randomly). Pieter developed a Bitter Enmity for the ganger who took him out, namely Chaverro. This meant that he now *Hated* Chaverro and would follow the psychology rules for such behaviour. Kivati was a special case, since Ratskins are renowned for their ability to ignore what would be crippling injuries for somebody else. To represent this, you can roll twice on the Serious Injuries chart and choose the result you prefer. This was just as well, since my first roll indicated that the loyal Kivati was dead! However, my second roll, perversely enough, meant that rather than being at death's door, he had in fact made a Full Recovery with no serious long-term effects – that's what I call a rugged constitution!

Another upshot from the casualties was the matter of territory. Rick had inflicted more than three times as many casualties as he had suffered, which meant he could steal a piece of my territory – the loss of reputation means that the enemy gang basically just walks in and takes over! This is determined randomly, and I laughed heartily when Rick snatched my *Tunnels* from me – the cheapest territory I had! Rick's gang already had *Tunnels* and some *Vents*, and with this new acquisition this meant that he could set up his entire gang at the end of his first turn!

Next in the Post-Battle sequence is the allocation of experience, and any advances this may entail. Basically, each gang fighter who survives will gain D6 experience points, since it is almost impossible to go through a life-or-death situation without learning something! A gang fighter also gains 5 experience points for each wound he inflicts on the enemy, and the winning leader gains 10 experience points. You

GANG RATING	1703+

TERRITORY	Credits
1.	
2. ARCHEOTECH HOARD	2D6X10
3. DRINKING HOLE	D6X10
4. SETTLEMENT	30
5. SLAG	15
6.	
7.	
8.	
9.	
10.	

STASH

93 CREDS

AUTO-REPAIRER (98)
RED DOT SIGHT (53)

HOUSE: GOLIATH

GANG NAME: THE BADLAND BROTHERHOOD

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
TORUS LEADER	M 4 / WS 4 / BS 4 / S 3 / T 3 / W 1 / I 4 / A 1 / Ld 8	GRENADE LAUNCHER, CHAINSWORD, LASPISTOL, FRAG & KRAK GRENADES, KNIFE ARMOURER (+1 AMMO ROLLS)	370	92
DANE HEAVY	M 4 / WS 3 / BS 3 / S 3 / T 3 / W 1 / I 3 / A 1 / Ld 7	HEAVY STUBBER, FRAG GRENADES, GRAV CHUTE, KNIFE BULGING BICEPS (MOVE AND FIRE AT -1 TO HIT)	260	91
BLITZER GANGER	M 4 / WS 4 / BS 3 / S 3 / T 3 / W 1 / I 3 / A 1 / Ld 7	SHOTGUN +SOLID, SCATTER & MANSTOPPER, LASPISTOL, KNIFE IRON JAW (H-T-H HITS AT -1 S)	90	42
THE SLICER GANGER	M 4 / WS 4 / BS 3 / S 3 / T 4 / W 1 / I 3 / A 1 / Ld 7	SHOTGUN +SOLID, SCATTER & MANSTOPPER, FRAG GRENADES, LASPISTOL, KNIFE	120	42
CONRAD GANGER	M 4 / WS 3 / BS 3 / S 3 / T 3 / W 1 / I 3 / A 1 / Ld 7	AUTOGUN, LASPISTOL, KNIFE JUMP BACK (1 TEST TO LEAVE H-T-H)	85	45
STEELJAW GANGER	M 4 / WS 4 / BS 4 / S 3 / T 3 / W 1 / I 3 / A 1 / Ld 7	LASGUN, AUTOPISTOL, KNIFE	90	48
PIETER JUVE	M 4 / WS 3 / BS 3 / S 4 / T 3 / W 1 / I 3 / A 1 / Ld 6	STUB GUN, KNIFE	35	16
MAD MACRAE GANGER	M 4 / WS 2 / BS 3 / S 3 / T 3 / W 2 / I 3 / A 1 / Ld 7	STUB GUN, AUTOGUN, AXE, FRAG GRENADES, KNIFE HURL OPPONENT	95	24
KARL JUVE	M 4 / WS 2 / BS 3 / S 3 / T 3 / W 2 / I 3 / A 1 / Ld 6	LASPISTOL, FRAG GRENADES, KNIFE WEAPONSMITH	65	18
KIVATI RATSKIN SCOUT	M 4 / WS 3 / BS 4 / S 3 / T 3 / W 1 / I 3 / A 2 / Ld 7	SHOTGUN + SOLID & SCATTER SHOT, BLINDSNAKE POUCH, KNIVES STEP ASIDE (4+ DODGE IN H-T-H)	(15)	+75
There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juves.		TOTALS:	1210	493

also gain bonus experience for taking on a foe who has a higher gang rating than yours, ranging from +1 to +10 for every gang member. Taking on the big guys pays off if you can survive… Anyway, the final experience totals can be seen on the gang rosters.

When a gang member gains a certain number of experience points, he gains an advance. This is determined randomly, and may be either an increase to his profile or a skill. Skills are limited by the type of gang fighter and the House they belong to, but if you're lucky there is the opportunity to gain a skill from any of the seven skill tables. Most of my gangers had only been a few points shy of their next advance at the start of the battle, so I had quite a few rolls to make. The Slicer and Blitzer, despite being a total coward for most of the battle, both gained an extra point of Weapon Skill – I would have to think about changing their shotguns for close combat weapons instead. Conrad gained the Ferocity skill *Killer Rep*. This meant he would cause *Fear*, since word had got around about his supposedly awesome fighting prowess – he didn't seem all that scary in the fight, did he? It must be effective rumour-mongering! Steeljaw had learnt the painful way that it is not a good idea to miss the enemy, and so he spent some extra time improving his shooting, resulting in a +1 Ballistic Skill bonus.

Next on the list is income. For every ganger who didn't go man out during the battle, you can work one piece of territory. Each territory generates a certain amount of income, and the total is cross-referenced with the number of fighters in your gang. The result shows how much spare cash you have after paying out for food, booze and ammo. I could generate income from all four of my remaining pieces of territory, which would hopefully net a tidy bundle of cash to buy some close combat weapons. My *Archeotech Hoard* is a special case, since you can decide how hard you work it. The more money you try to generate from it, the more likely it is to be discovered and stripped bare. You can roll 2D6 and multiply the result by ten at no risk at all. Alternatively, you can roll up to 6D6, but if you roll any double the hoard is discovered and looted. I took a bit of a risk and rolled three dice, and fortunately I didn't roll a double – the Archeotech was mine for at least another battle.

After working everything out, I had to pay fifteen creds to keep Kivati in my gang. This left me with 93 creds to spend. Torus visited the trading post to look for some of the rare items of equipment, finding an auto-repairer that would cost 98 creds (out of my league!) and a red dot laser sight for 51 creds. Before deciding how to spend my stash, I'm going to talk to some of the other Goliath players, to try and get some ideas. For this reason, I can't work out my new gang rating yet, but I reckon it would have gone up quite a bit. There it is, how to get beaten and still come out on top!

HOW THE SUMP WAS WON

Rick: As the gunsmoke clears I'm left in possession of the battlefield. One man, Antonio, has gone out of action but not without doing a fine job of keeping Gav's heavy occupied for several turns. The rest of my gang is mostly unscathed, a few flesh wounds here and there, but nothing serious. The Goliaths are looking pretty shot up. Good thing too! We grab a quick coffee and chat about the game (no biscuits though, not even a bourbon) as we prepare to work through the post-battle paper work. Ian is busy finishing off his maps and taking photographs of the final positions. Gavin and I approach the sticky subject of my gang's serious injuries, experience points and, of course, hard cash!

NECROMUNDA

GANG RATING	1379

TERRITORY	Credits
1. SLAG	15
2. VENTS	10
3. TUNNELS	10
4. OLD RUINS	10
5. GAMBLING DEN	2D6X10
6. MORE TUNNELS!	10
7.	
8.	
9.	

STASH

1 MEASLY CRED!!

HOUSE: ORLOCK

GANG NAME: THE METAL 'EADZ

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
CARLITO LEADER	M 4, WS 5, BS 4, S 3, T 3, W 2, I 4, A 1, Ld 8	BOLTER, POWER AXE, LASPISTOL, KNIFE	215	109
STEFANO HEAVY	M 4, WS 3, BS 4, S 3, T 3, W 1, I 3, A 1, Ld 7	HEAVY BOLTER, AUTOPISTOL, KNIFE	255	89
RODRIGO GANGER	M 4, WS 4, BS 3, S 4, T 3, W 1, I 3, A 1, Ld 7	LASGUN, KNIFE	75	44
CHAVERRO GANGER	M 4, WS 3, BS 3, S 3, T 4, W 1, I 3, A 2, Ld 7	LASGUN, LASPISTOL, KNIFE IMPETUOUS (4" FOLLOW UP MOVE), INVENTOR (INVENTS ON A 6)	90	52
	M, WS, BS, S, T, W, I, A, Ld			
SANTIAGO GANGER	M 4, WS 3, BS 4, S 3, T 3, W 1, I 3, A 1, Ld 7	AUTOGUN, KNIFE	70	39
MILANO GANGER	M 4, WS 3, BS 3, S 3, T 3, W 1, I 3, A 2, Ld 8	LASGUN, KNIFE PARRY (+1 PARRY)	75	52
LORENZO JUVE	M 4, WS 3, BS 2, S 3, T 3, W 1, I 3, A 1, Ld 7	STUB GUN, KNIFE	35	15
VINCENTO JUVE	M 4, WS 2, BS 2, S 3, T 3, W 1, I 3, A 1, Ld 7	AUTOPISTOL, KNIFE GUNFIGHTER, CRACK SHOT!	40	11
STANZO GANGER	M 4, WS 3, BS 3, S 3, T 3, W 1, I 3, A 2, Ld 7	SHOTGUN+ SOLID, SCATTER AND HOTSHOT, KNIFE	75	38
	M, WS, BS, S, T, W, I, A, Ld			
		TOTALS:	930	449

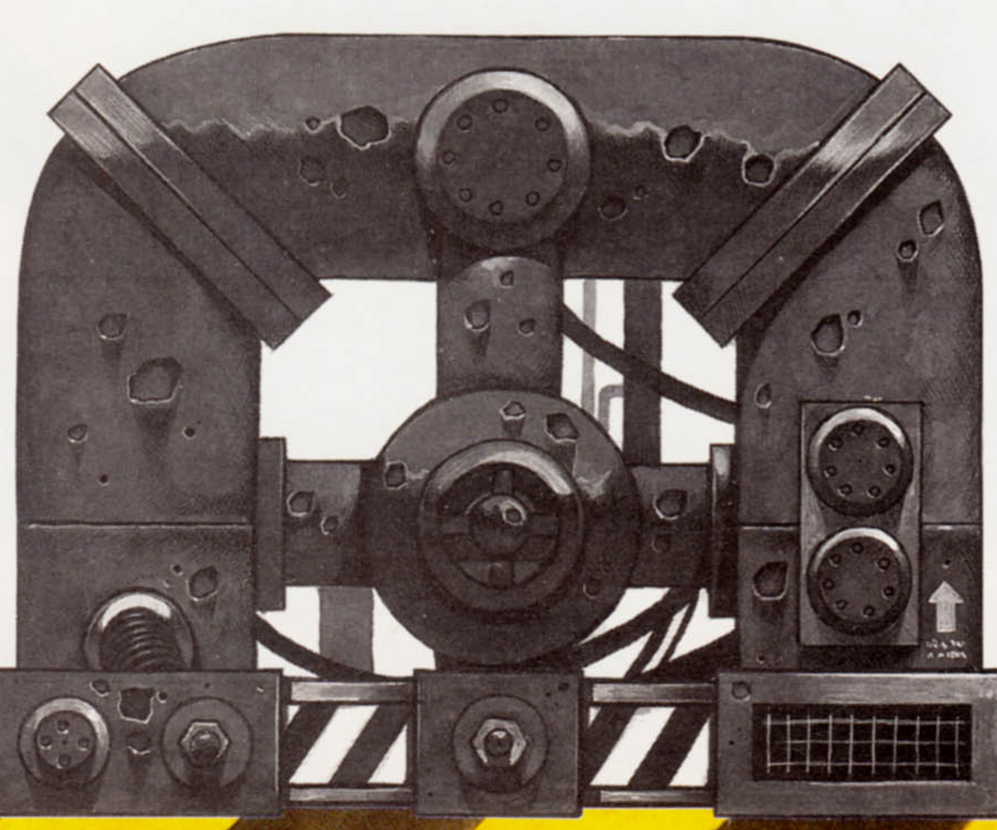
There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juves.

Starting with injuries we roll for all the fighters who were down at the end of the game to see whether they go out of action and qualify for injuries. I've only got one man out of action but the deadly doomy dice of fate are not on his side today – he's dead. Real shame this because he's one of the best fighters in the gang and would have picked up another advance had he lived. On a more upbeat note we allocate experience points as a result of which my leader picks up +1 Wound, Milano gets 2 advances – +1 Attack and +1 Leadership, Vincento also gets 2 advances – Gunfighter Skill and Crack Shot Skill, and Chaverro picks up the Techno skill Inventor (a 2D6 roll of 12 allows me to go for any skill). This was a nice spread of skills and increases which would keep the Metal 'Eadz going for now. Vincento would be dangerous since he could now use two pistols at a time and re-roll any injury rolls he made. Watch out Goliaths, Vincento's comin' for ya!

Finally, it's time to collect income and then go straight down to the trade post to spend my ill-gotten gains on more guns! For starters I inherited a *Tunnels* territory from Gavin because I won the fight and inflicted three times as many casualties as I suffered. Even with Antonio out of the running, I'm left with five gangers able to work territories. My territory is a bit weak, but the shining star amongst the whole bag has to be the *Gambling Den*. Optimistically, I send off one of my men to run a few games. It seemed a good idea at the time.

The next thing I know I've lost 120 credits. Yup! Normally I like to see two sixes, it gives me a warm feeling inside. Not this time though – a roll of a double when gambling means you lose the score x10 in credits rather than winning it. I'm in trouble. The only way to pay off the debt is to offset all my income (a measly 35 credits), plus all my stash (36 credits), and then sell off gear. Selling is painful because you only get half the base value. I decide to sell off frag grenades from my leader, heavy, and Rodrigo, and Milano's stub gun, which brings in a further 50 credits leaving me with 1 measly credit! To make matters worse, I can't afford to pay Kurt Sure-eye, so he promptly leaves.

Oh well! Back to the slag heaps for another scrap lads... this time without the benefits of a Bounty Hunter or good old Antonio. My gang is leaner and fitter for sure. I've picked up some useful advances, but I'm two guys down with a reduced gang rating of 1375. Maybe next time I'll steer clear of the gambling and just take what's on offer from the *Vents*, *Tunnels*, *Slag Heaps* and *Old Ruins*. But on the other hand, maybe not...



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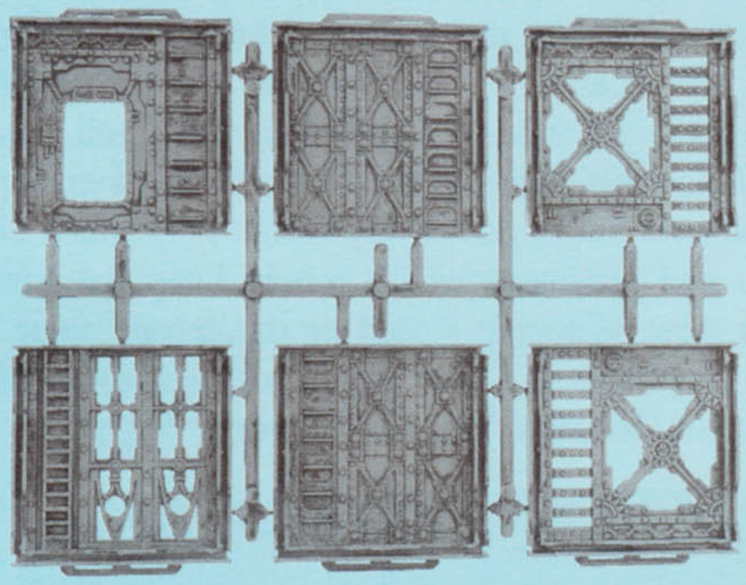

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Cardholder Signature: .....

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IMPERIAL AGENTS

IMPERIAL ASSASSIN – VINDICARE

THE COMPLETE VINDICARE CONSISTS OF:
1 x VINDICARE BODY
1 x EXITUS LONG RIFLE

THE COMPLETE VINDICARE

EXITUS LONG RIFLE
72213/2

VINDICARE BODY
72213/1

IMPERIAL ASSASSIN – EVERSOR

THE COMPLETE EVERSOR CONSISTS OF:
1 x EVERSOR BODY
1 x EXECUTOR PISTOL
1 x SENTINEL ARRAY

THE COMPLETE EVERSOR

EXECUTOR PISTOL
72215/2

SENTINEL ARRAY
72215/3

EVERSOR BODY
72215/1

IMPERIAL ASSASSIN – CALLIDUS

THE COMPLETE CALLIDUS CONSISTS OF:
1 x CALLIDUS BODY
1 x CALLIDUS LEGS

CALLIDUS BODY
72214/1

THE COMPLETE CALLIDUS

CALLIDUS LEGS
72214/2

Designed by Jes Goodwin

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IMPERIAL GUARD

JUNGLE FIGHTERS OF CATACHAN

JUNGLE FIGHTER WITH LASGUN 1
0437/2

JUNGLE FIGHTER WITH LASGUN 2
0437/3

JUNGLE FIGHTER WITH LASGUN 3
0437/5

JUNGLE FIGHTER WITH LASGUN 4
0437/1

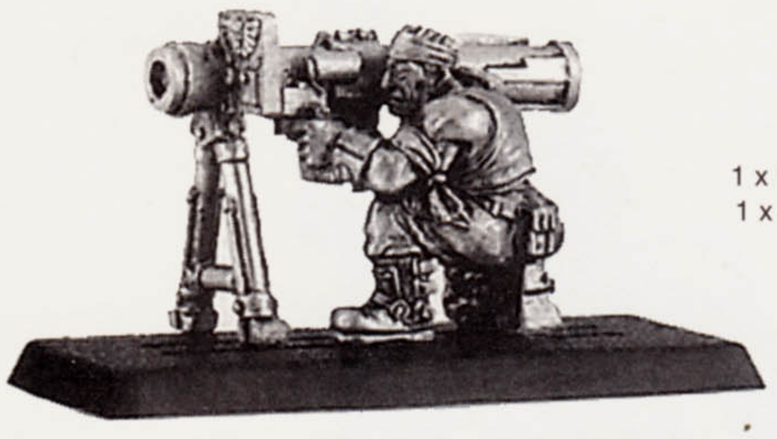
JUNGLE FIGHTER WITH FLAMER
72218/12

JUNGLE FIGHTER WITH PLASMA GUN
72218/13

JUNGLE FIGHTER WITH MELTA-GUN
0437/6

JUNGLE FIGHTER SERGEANT 1
0437/4

JUNGLE FIGHTER MISSILE LAUNCHER



A COMPLETED JUNGLE FIGHTER WITH MISSILE LAUNCHER

THE COMPLETE JUNGLE FIGHTERS OF CATACHAN MISSILE LAUNCHER CONSISTS OF:
1 x JUNGLE FIGHTER MISSILE FIRER
1 x MISSILE LAUNCHER
1 x MISSILE LAUNCHER STAND
1 x JUNGLE FIGHTER LOADER

JUNGLE FIGHTER LIEUTENANT
72201/1

JUNGLE FIGHTER LOADER
0437/7

MISSILE LAUNCHER STAND
0437/10

JUNGLE FIGHTER MISSILE FIRER
0437/8

JUNGLE FIGHTER MISSILE LAUNCHER
0437/9

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IMPERIAL GUARD

JUNGLE FIGHTERS OF CATACHAN

JUNGLE FIGHTER SERGEANT 2
72217/11

JUNGLE FIGHTER WITH LASGUN 5
72200/26

JUNGLE FIGHTER WITH LASGUN 6
72200/27

JUNGLE FIGHTER WITH LASGUN 7
72200/28

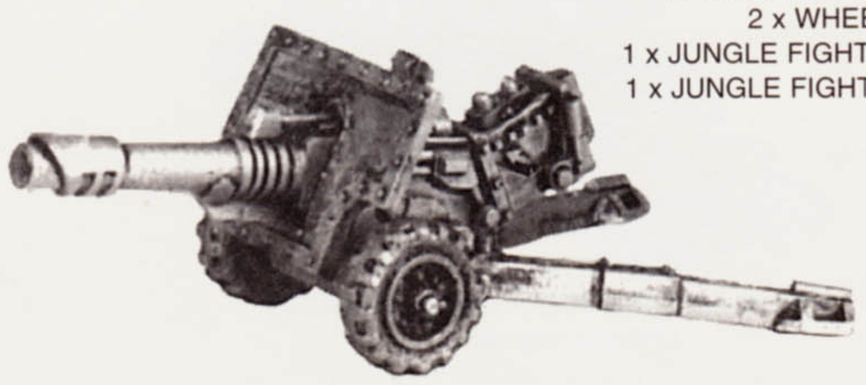
JUNGLE FIGHTER WITH LASGUN 8
72200/29

JUNGLE FIGHTER LASCANNON

JUNGLE FIGHTER LASCANNON GUNNER
72219/22

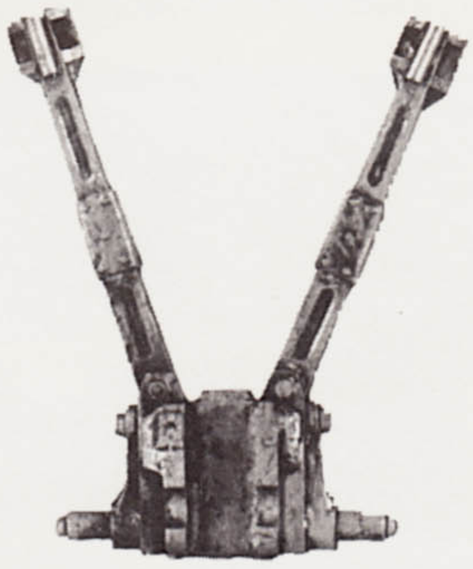
JUNGLE FIGHTER LASCANNON LOADER
72219/21

A COMPLETE JUNGLE FIGHTER LASCANNON CONSISTS OF:
1 x LASCANNON
1 x LASCANNON STAND
1 x LASCANNON SHIELD
2 x WHEELS
1 x JUNGLE FIGHTER GUNNER
1 x JUNGLE FIGHTER LOADER

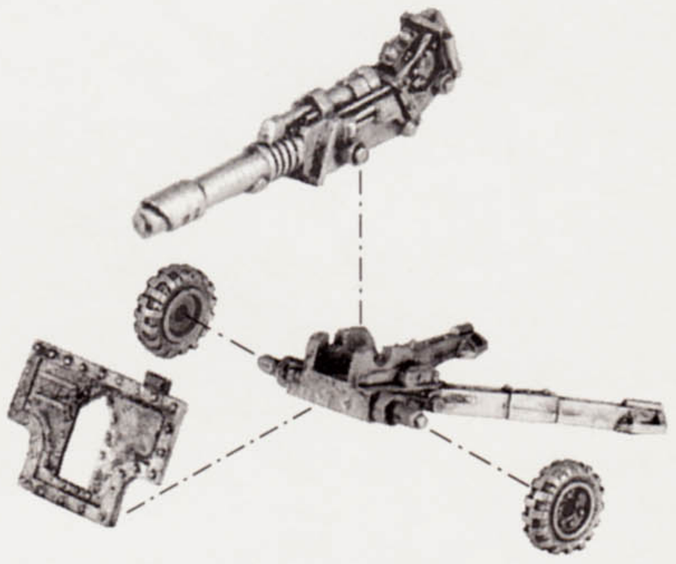


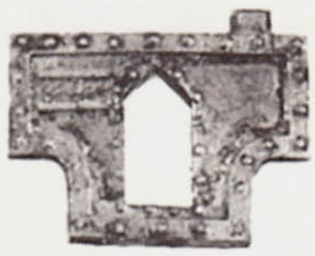
A COMPLETED LASCANNON

LASCANNON
0445/9



LASCANNON STAND
0445/11





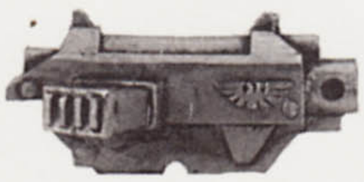
LASCANNON SHIELD
0445/10

WHEEL
0443/13

JUNGLE FIGHTER HEAVY BOLTER

JUNGLE FIGHTER GUNNER BODY
72219/14

JUNGLE FIGHTER HEAVY BOLTER LOADER
72219/16



HEAVY BOLTER
0443/12

TRAIL
0443/11

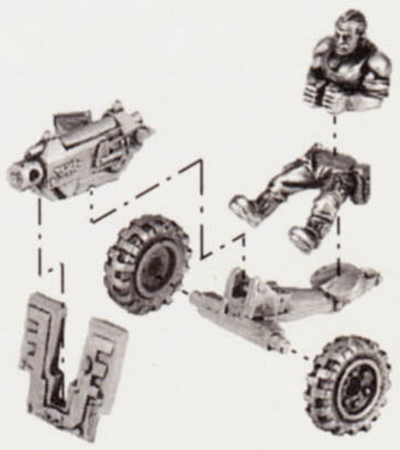
A COMPLETED JUNGLE FIGHTER HEAVY BOLTER

JUNGLE FIGHTER GUNNER LEGS
72219/15

WHEEL
0443/13

SHIELD
0443/10

A COMPLETE JUNGLE FIGHTER HEAVY BOLTER CONSISTS OF:
1 x JUNGLE FIGHTER GUNNER BODY
1 x JUNGLE FIGHTER GUNNER LEGS
1 x HEAVY BOLTER
1 x TRAIL
1 x SHIELD
2 x WHEELS
1 x JUNGLE FIGHTER LOADER



CITADEL MINIATURES

CITADEL MINIATURES

Jungle Fighters designed by Michael Perry, Heavy weapons by Norman Swales

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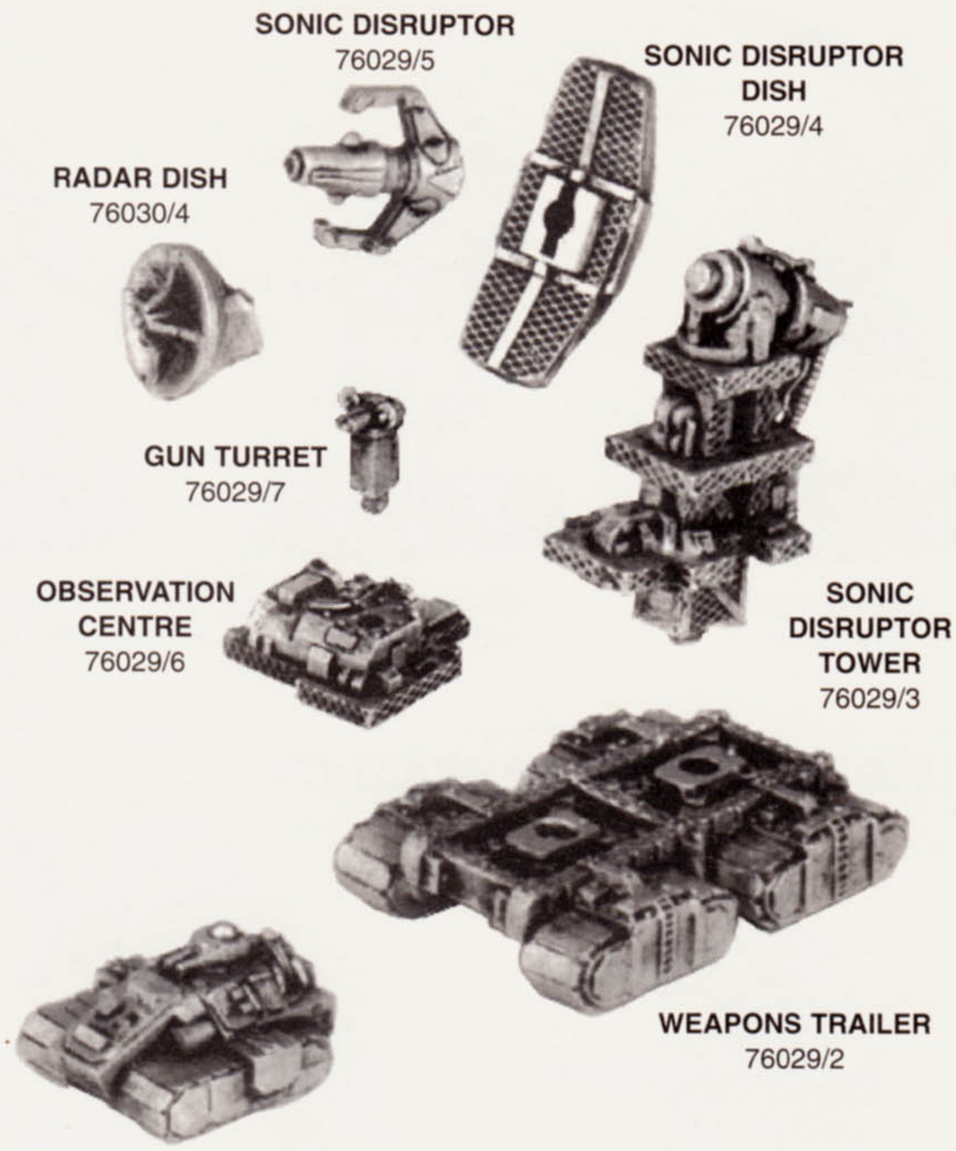
IMPERIAL TANKS

ADEPTUS MECHANICUS ORDINATUS MARS

THE COMPLETE
ADEPTUS MECHANICUS ORDINATUS MARS
CONSISTS OF:

1 x SONIC DISRUPTOR
1 x SONIC DISRUPTOR DISH
1 x SONIC DISRUPTOR TOWER
1 x RADAR DISH
1 x GUN TURRET
1 x OBSERVATION CENTRE
1 x WEAPONS TRAILER
1 x CONTROL VEHICLE

THE COMPLETED ADEPTUS MECHANICUS ORDINATUS MARS



SONIC DISRUPTOR
76029/5

SONIC DISRUPTOR DISH
76029/4

RADAR DISH
76030/4

GUN TURRET
76029/7

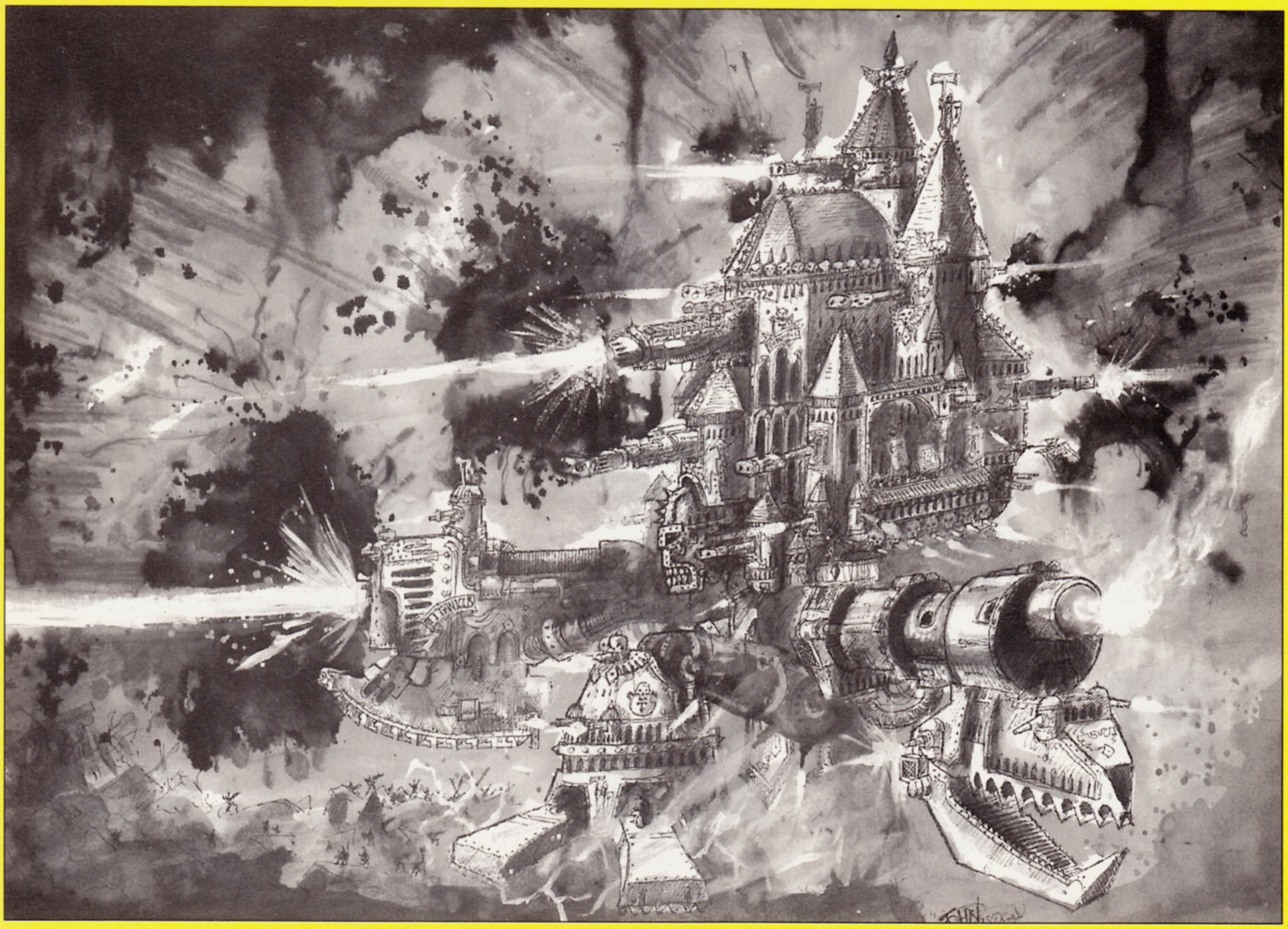
OBSERVATION CENTRE
76029/6

SONIC DISRUPTOR TOWER
76029/3

WEAPONS TRAILER
76029/2

CONTROL VEHICLE
76029/1

Designed by Norman Swales



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IMPERIAL TANKS

ADEPTUS MECHANICUS ORDINATUS GOLGOTHA

THE COMPLETE ADEPTUS MECHANICUS ORDINATUS GOLGOTHA CONSISTS OF:

2 x HELLFIRE MISSILE RACKS
1 x HELLFIRE MISSILE CENTRE RACK
1 x HELLFIRE MISSILE RACK MOUNT
1 x RADAR DISH
1 x WEAPONS TRAILER
1 x CONTROL VEHICLE

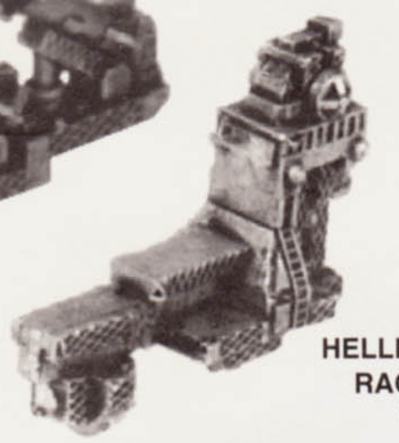
THE COMPLETED ADEPTUS MECHANICUS ORDINATUS GOLGOTHA

HELLFIRE MISSILE RACK
76030/6

RADAR DISH
76030/4

HELLFIRE MISSILE RACK
76030/6

HELLFIRE MISSILE CENTRE RACK
76030/5



HELLFIRE MISSILE RACK MOUNT
76030/3

WEAPONS TRAILER
76029/2

CONTROL VEHICLE
76029/1

ADEPTUS MECHANICUS ORDINATUS ARMAGEDDON

THE COMPLETE ADEPTUS MECHANICUS ORDINATUS ARMAGEDDON CONSISTS OF:

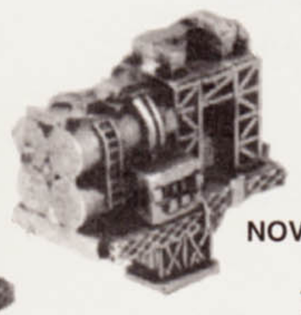
1 x NOVA CANNON RADAR DISH
1 x NOVA CANNON FRONT
1 x NOVA CANNON REAR
1 x WEAPONS TRAILER
1 x CONTROL VEHICLE

THE COMPLETED ADEPTUS MECHANICUS ORDINATUS ARMAGEDDON

NOVA CANNON RADAR DISH
76031/5

NOVA CANNON FRONT
76031/3

NOVA CANNON REAR
76031/4



WEAPONS TRAILER
76029/2

CONTROL VEHICLE
76029/1

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DWARFS

TROLL SLAYERS

TROLL SLAYER 1
88091/57

TROLL SLAYER 2
88091/51

TROLL SLAYER 3
88091/52

TROLL SLAYER 4
88091/11

TROLL SLAYER 5
88091/12

TROLL SLAYER 6
88091/13

GIANT SLAYERS

GIANT SLAYER 1
88092/54

GIANT SLAYER 2
88092/1

GIANT SLAYER 3
88092/53

GIANT SLAYER 4
88092/2

GIANT SLAYER 5
88092/3

DRAGON SLAYER

DRAGON SLAYER 1
88097/55

DRAGON SLAYER 2
88097/1

DAEMON SLAYER

DAEMON SLAYER 1
88098/56

DAEMON SLAYER 2
88098/1

CITADEL MINIATURES

Designed by Aly Morrison

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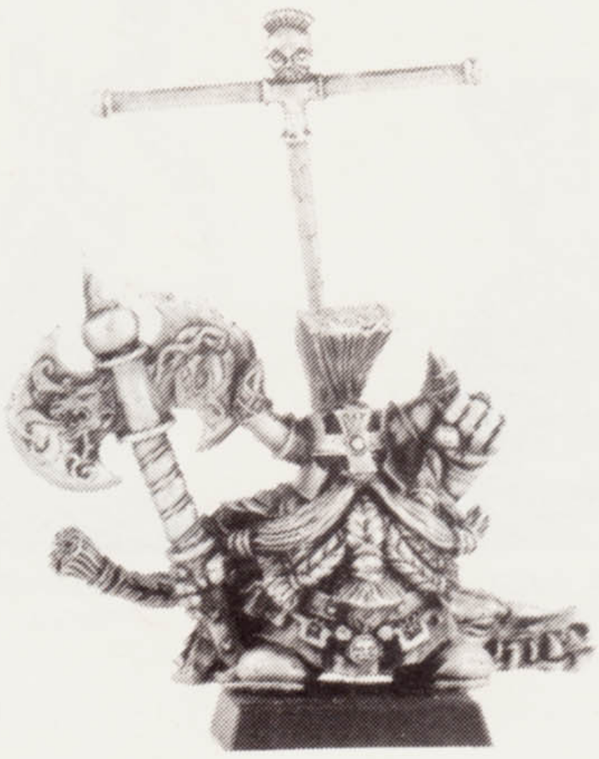
CITADEL MINIATURES

DWARF KINGS



EXAMPLES OF COMPLETED UNGRIM IRONFIST

UNGRIM IRONFIST
THE SLAYER KING

THE COMPLETE UNGRIM IRONFIST CONSISTS OF:
1 x UNGRIM IRONFIST
1 x IRONFIST'S BANNER

IRONFIST'S BANNER
74382/2

UNGRIM IRONFIST
74382/1

DWARF KING KAZADOR

THE COMPLETE KING KAZADOR CONSISTS OF:
1 x KING KAZADOR
1 x KAZADOR'S BANNER
1 x THUNDER HORN

KAZADOR'S BANNER
74381/3

THUNDER HORN
74381/2

KING KAZADOR
74381/1

EXAMPLES OF COMPLETED KING KAZADOR

KING KAZADOR'S
BACK BANNER

UNGRIM IRONFIST'S
BACK BANNER

Designed by Micheal Perry

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CITADEL MINIATURES

CITADEL MINIATURES

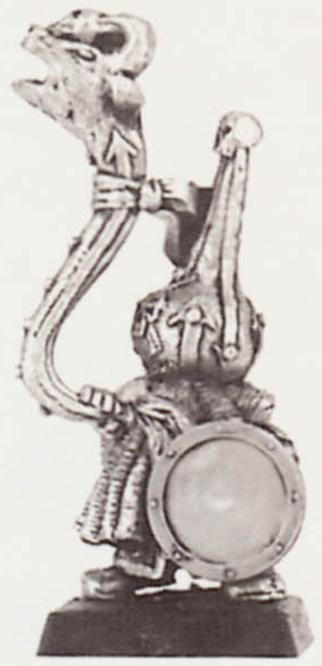
CHAOS DWARFS

CHAOS DWARF COMMAND

LEADER WITH SWORD 1
75805/1

LEADER WITH SWORD 2
75805/4

DRUMMER
75805/5



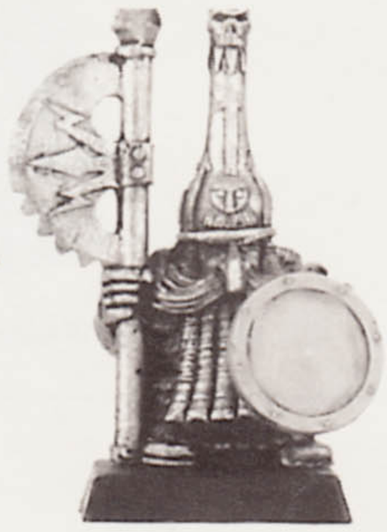
HORNBLOWER
75805/2

STANDARD BEARER 1
75805/3

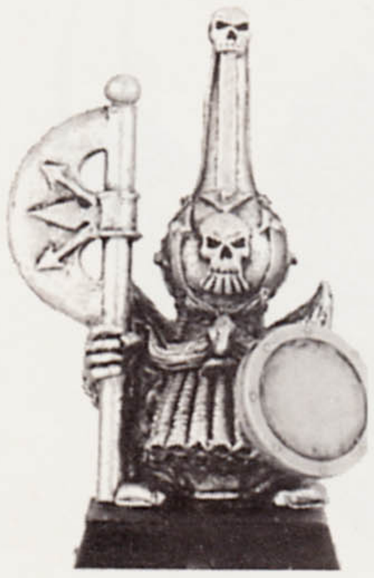
STANDARD BEARER 2
75805/6

CHAOS DWARF WARRIORS

CHAOS DWARF WITH AXE 1
75800/1



CHAOS DWARF WITH AXE 2
75800/2



CHAOS DWARF WITH AXE 3
75800/3

CHAOS DWARF WITH AXE 4
75800/4

Designed by Alan Perry

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CHAOS DWARFS

BULL CENTAURS

UPPER TORSO WITH AXE 1
75815/3

UPPER TORSO WITH AXE 2
75815/4

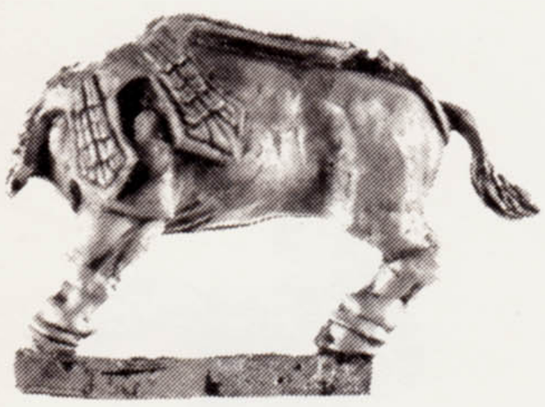
UPPER TORSO WITH AXE 3
75815/8

UPPER TORSO WITH AXE 4
75815/9

UPPER TORSO WITH AXE 5
75815/10

UPPER TORSO WITH AXE 6
75815/11

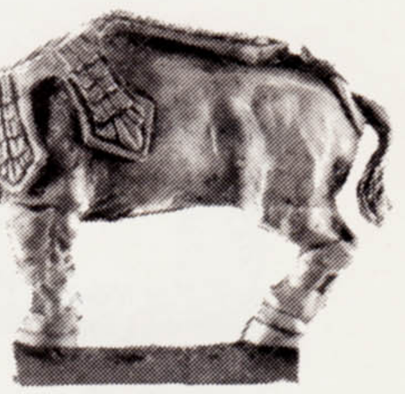
BULL CENTAUR STANDARD BEARER
075816/7



BULL BODY LEFT SIDE 1
75815/1

BULL BODY RIGHT SIDE 1
75815/2

BULL BODY RIGHT SIDE 2
75815/5



BULL BODY LEFT SIDE 2
75815/6

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD

EXAMPLES OF COMPLETED CHAOS DWARF BULL CENTAURS

CITADEL MINIATURES

CITADEL MINIATURES

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CHAOS DWARFS

ASTRAGOTH HIGH PRIEST OF HASHUT

THE COMPLETE ASTRAGOTH CONSISTS OF:
1 x ASTRAGOTH BODY
1 x ASTRAGOTH RIGHT ARM
1 x ASTRAGOTH LEFT ARM
1 x EXHAUST AND BANNER POLES

ASTRAGOTH BODY
75885/1

ASTRAGOTH RIGHT ARM
75885/2

ASTRAGOTH LEFT ARM
75885/3

EXHAUST AND BANNER POLES
75885/4

THE COMPLETED ASTRAGOTH HIGH PRIEST OF HASHUT

CHAOS DWARFS WITH BLUNDERBUSS

BLUNDERBUSS 1
75810/2

BLUNDERBUSS 2
75810/4

BLUNDERBUSS 3
75810/1

BLUNDERBUSS 4
75810/3

BLUNDERBUSS 5
75810/6

BLUNDERBUSS 6
75810/7

BLUNDERBUSS 7
75810/5

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CITADEL MINIATURES

NECROMUNDA™

HOUSE GOLIATH LEADER

GOLIATH LEADER WITH CHAINSWORD AND GRENADE LAUNCHER
0049/10

HOUSE GOLIATH JUVES

GOLIATH JUVE WITH LASPISTOL
0049/2

GOLIATH JUVE WITH STUB GUN
0049/1

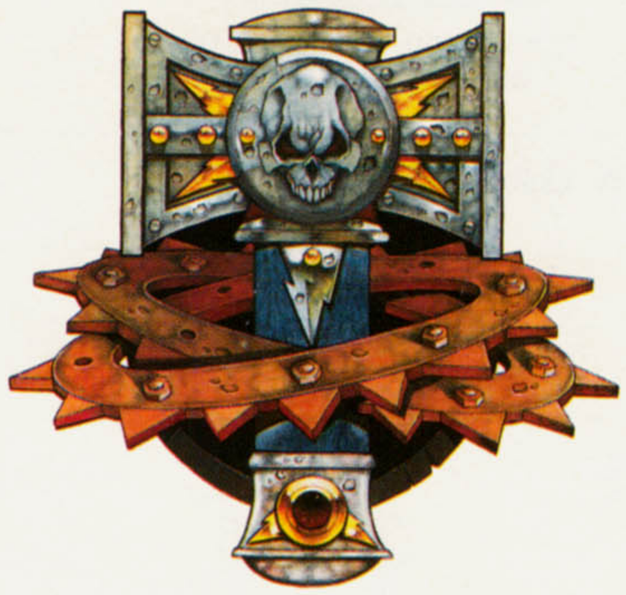
HOUSE GOLIATH GANGERS

GOLIATH WITH HAND FLAMER 1
0049/6

GOLIATH WITH LASGUN AND STUB GUN
0049/5

GOLIATH WITH SHOTGUN 1
0049/4

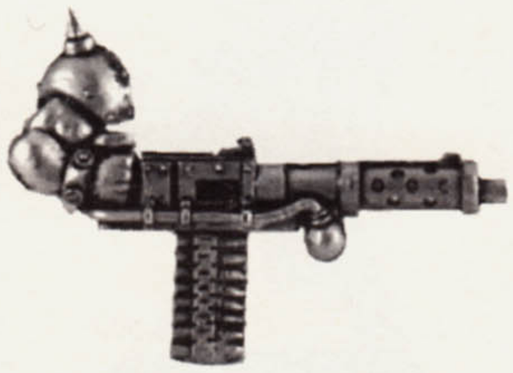
GOLIATH WITH AUTOGUN 1
0049/3



HOUSE GOLIATH HEAVY

GOLIATH HEAVY STUBBER BODY
0049/7

A COMPLETE GOLIATH HEAVY CONSISTS OF:
1x GOLIATH HEAVY BODY
1x GOLIATH HEAVY BACKPACK
1x GOLIATH HEAVY STUBBER



GOLIATH HEAVY STUBBER
0049/8

GOLIATH HEAVY STUBBER BACK PACK
0049/9

COMPLETED GOLIATH HEAVY WITH HEAVY STUBBER

CITADEL MINIATURES

CITADEL MINIATURES

Designed by Gary Morley

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NECROMUNDA™

HOUSE ORLOCK LEADERS

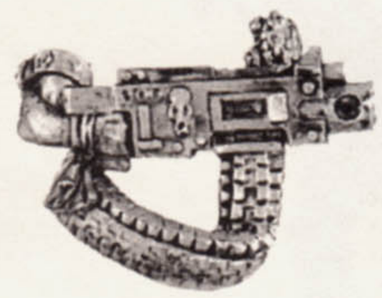
ORLOCK LEADER WITH MELTAGUN AND LASPISTOL
72904/23

ORLOCK LEADER WITH BOLTGUN AND AXE
0044/7

HOUSE ORLOCK HEAVIES

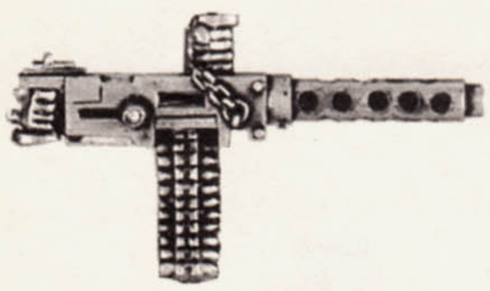
ORLOCK HEAVY BOLTER BODY
72902/13

A COMPLETE ORLOCK HEAVY CONSISTS OF:
1x ORLOCK HEAVY BODY
1x HEAVY WEAPON
1x HEAVY BACKPACK



ORLOCK HEAVY BOLTER
72902/14

COMPLETED ORLOCK HEAVY WITH HEAVY BOLTER



ORLOCK HEAVY STUBBER
0044/9

ORLOCK HEAVY STUBBER BACKPACK
0044/10

ORLOCK HEAVY BOLTER BACKPACK
72902/15

ORLOCK FLAMER BACKPACK
72902/18

ORLOCK FLAMER
72902/17

ORLOCK HEAVY STUBBER BODY
0044/8

COMPLETED ORLOCK HEAVY WITH HEAVY STUBBER

ORLOCK FLAMER BODY
72902/16

COMPLETED ORLOCK HEAVY WITH FLAMER

HOUSE ORLOCK GANGERS

ORLOCK WITH LASGUN 1
72903/22

ORLOCK WITH AUTOGUN 1
0044/2

ORLOCK WITH AUTOGUN AND STUB GUN
72903/21

ORLOCK WITH LASGUN 2
0044/1

ORLOCK WITH SHOTGUN 1
0044/4

ORLOCK WITH AUTOGUN 2
72903/19

ORLOCK WITH STUB GUN AND PICK
72903/20

ORLOCK WITH AUTOPISTOL
0044/3

Designed by Michael Perry

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NECROMUNDA™

HOUSE ORLOCK JUVES

ORLOCK JUVE WITH STUB GUN 1
72901/12

ORLOCK JUVE WITH AUTOPISTOL 1
0044/5

ORLOCK JUVE WITH STUB GUN 2
0044/6

ORLOCK JUVE WITH LASPISTOL 1
72901/11

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NECROMUNDA™

HOUSE CAWDOR LEADERS

CAWDOR LEADER WITH AUTOPISTOL AND CHAINSWORD
0043/11

CAWDOR LEADER WITH BOLTGUN AND POWER SWORD
72909/21

HOUSE CAWDOR GANGERS

CAWDOR WITH SHOTGUN 1
0043/4

CAWDOR WITH SHOTGUN 2
72908/20

CAWDOR WITH AUTOGUN 1
0043/1

CAWDOR WITH LASGUN 1
72908/18

CAWDOR WITH LASGUN 2
72908/19

CAWDOR WITH LASGUN 3
0043/3

CAWDOR WITH AUTOGUN 2
72908/17

CAWDOR WITH LASGUN 4
0043/2

HOUSE CAWDOR JUVES

CAWDOR JUVE WITH STUB GUN 1
0043/6

CAWDOR JUVE WITH STUB GUN 2
72906/12

CAWDOR JUVE WITH LASPISTOL 1
72906/13

CAWDOR JUVE WITH STUB GUN 3
0043/5

HOUSE CAWDOR HEAVIES

CAWDOR HEAVY STUBBER
0043/8

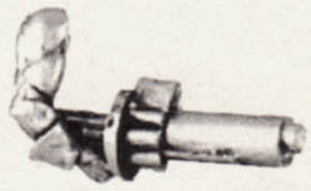
CAWDOR HEAVY STUBBER BACKPACK
0043/9

A COMPLETE CAWDOR HEAVY CONSISTS OF:
1x CAWDOR HEAVY BODY
1x HEAVY WEAPON
1x HEAVY BACKPACK

CAWDOR HEAVY STUBBER BODY
0043/7

A COMPLETED CAWDOR HEAVY WITH HEAVY STUBBER

CAWDOR GRENADE LAUNCHER BACKPACK
72907/16



CAWDOR GRENADE LAUNCHER
72907/15

CAWDOR GRENADE LAUNCHER BODY
72907/14

A COMPLETED CAWDOR HEAVY WITH GRENADE LAUNCHER

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WARHAMMER® 40,000

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GAMES® WORKSHOP

A CHAOS HORDE DEFENDS THEIR TEMPLE AGAINST THE ONRUSHING MIGHT OF THE ORCS

DUNGEON ROOM TREASURE CARD

BLESSED WATER

The Blessed Water can be used to heal or exorcise evil spirits and banish Undead.

A Warrior can drink some Blessed Water, in which case he immediately heals 1D6 wounds. Everytime a Warrior drinks some Blessed Water roll a dice. On a roll of a one, it has run out, discard this card.

The Blessed Water can also be thrown, just like a missile weapon and all the normal rules apply. It will only affect undead or daemons, and on a successful hit causes 2D6 Wounds with no deductions for Toughness or armour. If a Warrior throws the Blessed Water, discard this card.

VALUE 150G

RUNS OUT ON A ROLL OF ONE

DUNGEON ROOM TREASURE CARD

SOULSTONE

The Soulstone captures the departing soul of the bearer, should he be slain. Someone with the correct knowledge can then restore the soul to its body, resurrecting the unfortunate person.

If the Warrior with the Soulstone is killed, by whatever means, he can be resurrected once the adventure is over. He loses any gold and treasure he may have accumulated during that adventure, and is unchanged from the warrior he was when he set off down the dungeon

VALUE 400G

USE ONCE AND DISCARD

From Warhammer Quest Compendium vol. II