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ORION, KING IN THE WOODS

KHÄRN THE BETRAYER, EXALTED CHAMPION OF CHAOS

SPACE MARINE BIKES IN WARHAMMER 40,000

WARHAMMER QUEST NURGLE CAMPAIGN

PLUS MODELLING, PAINTING AND MORE...
With a Vampire Count watching over them, the legions of Undead give no ground to the flower of the Empire army.
Oi, where's Gav gone? Off to the land of milk and honey I suspect. No, seriously, Gav's been promoted to the hallowed ranks of the Games Developers and doesn't talk to us mere mortals any more. He's off working on Top Secret projects for Jervis and Andy and only rarely emerges from the heavily shielded testing area. You'll still see him though, from time to time, escape isn't that easy! He's promised not to forget us and that he'll still be contributing regular articles. So all of you Thorpe fans out there need not despair. Speaking of Gavin, I said last month that I'd be fighting him in the battle report this month, well you know how it goes...

Despite my best intentions, I was so busy flogging the crew that I didn't have time to fight the battle, so Tuomas kindly stepped in to command the Chaos Dwarfs. And a very able job he did too, though the White Dwarf cleaved quite a few heads, as you can see above.

Yet again Wayne England has done us proud with this latest example of his delicate style. More of these splendid pictures are apparently on the way, so watch this space.

All of which only leaves me a little space to mention the excitement that's building about the new Warhammer. Two new races and some excellent miniatures to go with them! In fact, if my spies can find the location of the warehouse in time, we'll pinch a few hundred thousand for you – just enough to put a couple of free samples on the front of every copy of issue 202. All I have to do now is make the difficult decision: do I collect Lizardmen or Bretonnians?
Ian rides again, this time on one of the new Space Marine Bikes.

How to make great looking terrain from old polystyrene packing.

My favourite troop type - fast cavalry.

Use Dwarf Runes to create special magic weapons.

Adrian reveals his secrets for a successful WAAAGH!

Amongst the Traitor Legionnaires, the most feared are the veteran Chaos Space Marines clad in the nigh-on impenetrable Terminator armour. Andy gives us the full Warhammer 40,000 background for these warriors of steel.

Jake takes a look at two forthcoming Warhammer armies, the mighty Bretonnians and mysterious Lizardmen!

If a mobile strike force is your idea of the perfect Warhammer 40,000 army then this article by Ian will be right up your street.

This month we take a look at the whole Games Day & Golden Demon event itself and all the crazy activities you’ll be able to get involved in.

Orion, the King in the Wood.

Nigel gives us the full background history and rules for Orion, the demi-god ruler of Loren forest in Warhammer.

Ever wondered what to do with your left over packing after you’ve made your Citadel Miniatures boxed sets? Well Ian has the answer with some great ideas for using polystyrene trays to make scenery for your games.
3d. REM

Your left
side your

Well Ian

ideas for

scenery

FRONTLINE NEWS

What’s happening at your local Games Workshop store? Don’t know? Well you can find out right here!

A GREEN AND PUSTULANT LAND

Steve Anastasoff and Tuomas Pirinen

A disease with no apparent cure threatens the Empire. The Warriors must find a cure or perish! Are you brave enough to face the perils of this Chaos-ridden Warhammer Quest mini-campaign?

THE BETRAYER

Andy Chambers

Mighty Khel the Betrayer has fought against the Imperium of Man for countless years and earned a reputation as a cold-blooded killer. Andy gives us the Warhammer 40,000 rules and background for the most favoured of Khorne’s Champions.

THUNDERING HOOVES

Tuomas Pirinen

Tuomas goes through some of the tricks of the trade when commanding Warhammer fast cavalry regiments.

DUTY AND HONOUR

Dean Bass

The Terminators of the Ultramarines Chapter battle the deadly Genestealers in this exciting Space Hulk campaign.

BORN TO RUNE

Gay Thorpe

Runesmith Thorpe gets passionate about his favourite Warhammer army – the Dwarfs – and their unique form of magic.

IT CAME FROM THE SUMP

“Papa” Steve Anastasoff

Once again “Papa” Steve delves down into the deepest reaches of the Necromunda Underhive in order to show you its most horrifying secrets.

THREE MEN AND A GAMES DAY

Jervis Johnson

News from this year’s American Games Day & Golden Demon’96, including lots of photographs of the brilliantly painted winning entries.

WAAAGH! GRISHNAK!

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The notorious Ork Boss Wood reveals his mad plans of conquest. Read everything you ever wanted to know about Ork armies in Warhammer 40,000.

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94 FURNACE OF HASHUT

Tuomas Pirinen & Gay Thorpe

This month’s Warhammer battle report is a refight of the Warhammer scenario from last month’s issue. Will the evil Chaos Dwarfs break the Dwarf line, or will the heroic acts of the White Dwarf himself save the day?
**KING IN THE WOODS**

Towering above the heads of the ordinary Wood Elves, Orion, King in the Woods, strides forth into battle at the head of the armies of Loren. Foes quake at his Feral Savagery, cower in the face of his Wild Charge, and flee at the sound of the Horn of the Wild Hunt. Protected by his Divine Aura and the Cloak of Isha he becomes nigh-on unstoppable. And now you can have him in your Wood Elf army!

Regular readers will know that I'm a big Wood Elf fan, and ever since I saw Gary Morley start work on the model for Orion I've wanted one! Gary has just perfectly managed to capture the savage, yet majestic character of Nigel Stillman’s descriptions and Mark Gibbons’ drawing. In fact, I really couldn’t ask for a better centrepiece for my army!

In the game, Orion is certainly a potent adversary. *The Spear of Kurnous* has to be one of the best weapons for taking down powerful monsters and characters. When thrown, it increases in power the greater the number of Wounds of its target, and it always wounds on a 4+ regardless of Toughness! So, on average, whatever you hit will lose half its Wounds. Even a Greater Daemon of Khorne is going to think twice before getting within spear throwing range of Orion!

Now I’m just waiting for Ariel, Mage Queen of Loren, to stand beside Orion. With these two together, my Wood Elf army will be unstoppable!

On a slightly different note, I was particularly impressed by the way that the Wood Elves fared in the recent Warhammer Grand Tournament. Given the short space of time available to collect and paint an army between the release of the Army book and the tournament itself, the Wood Elf armies present were both excellently painted, and well commanded.

**STEVE ANASTASOFF**
king down ers and thrown, it the greater ounds of its Wounds on Toughness! atever you Wounds. Daemon of think twice thin spear thron!
g for Ariel, en, to stand these two ! Elf army!
rent note, I pressed by Wood Elves Warhammer! Given the available to an army use of the tournament Elf armies excellently ounced.

FREE CITADEL MINIATURES

As Jake mentioned in his editorial, next issue we’re going to be giving away some Citadel miniatures from the new Warhammer. Each copy will have two FREE miniatures on the front, either two Bretonnian Bowman or two Skinks from the Lizardman army! White Dwarf 202 is bound to be a very popular issue, so make sure you get your copy before they all sell out!

Also look out next month for more about the new Warhammer, together with the first blister pack and boxed set releases for the Lizardman army.

THE FATE OF THE CAKE

Remember the White Dwarf cake you saw on last month’s editorial page? Well, we all gathered to eat this fruit of our labours in the serene conference room of the Design Studio, but there was a factor we had not reckoned with: Adrian “Grand Warlord” Wood bellowing “MINE! ALL MINE!” at the top of his voice! Ignoring our pleas for a more equal distribution he charged towards the coveted cake. The rest of us put up a valiant fight, but Adrian smashed us aside with impunity, grabbed the cake, and disappeared into the dark catacombs below the Studio. Steve bravely followed the rampant Grk and managed to snap the photo you see below, revealing the sad fate of the White Dwarf cake. Oh well, perhaps the rest of us will get a bite of the issue 300 cake...

...and failed.
**KILL! MAIM! BURN!**

All Khorne Berzerkers are rightly feared for their single-minded devotion to slaughter in the name of the Blood God. The Chaos Space Marines of the WorldEaters Legion are the most famous of these maniacs, and are among the favoured servants of the Lord of Battle. But one stands above all others when it comes to single-minded slaughter: Khârn the Betrayer, the most exalted Champion of Khorne.

Khârn is armed with Gorechild, his trusty chain-axe, and when he goes to battle, Khorne blesses him with Blood Fury of Khorne that doubles his Wounds! Combined with his ability to triple his charge range and his attacks that can’t be parried, I have a lord of destruction that I can be rightfully proud of!

Khârn the Betrayer is an insane and blood-soaked slaughterer—in the other words a perfect addition to my Chaos horde!

**FEAR THE REAPER**

My Chaos Space Marine Terminators have been in a dire need of some heavy support and lo, the gods of Chaos have answered my plea! Out of the warp emerge the Chaos Space Marine Terminators armed with a heavy flamers and the deadly reaper auto-cannon. I especially like the appearance of the reaper auto-cannon—it’s a positively monstrous piece of weaponry! My “normal” Chaos Space Marines are not forgotten either, for there is now a model with a heavy bolter to lay down a withering hail of fire!

However, I also think that no army is complete without a strong psychic support as well. Now it is time for me turn away from the followers of the brutal Blood God and burn incense to please the most subtle of the four Great Powers: Tzeentch the Changer of Ways. Welcome the mighty Sorcerers of Tzeentch, practitioners of the forbidden arts of magic, and powerful members of the Thousand Sons Legion. Ahhh, I feel a Black Crusade coming on...

**TUOMAS PIRINEN**

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**THURGG BULLNECK**

Stephen Taylor of Colchester was the winner of Jerv’s little competition, getting the answer to us the day after White Dwarf 200 was released! The answer? Thurgg Bullneck first appeared in the Battle for the Farm scenario in Warhammer 40,000 Rogue Trader. Well done Stephen.
BIKES ONWARDS

How many times have you turned up on the battlefield with your trusty Space Marines and had to watch those pesky Orks zooming around on their Warbikes, blazing away with their guns and having all the fun. Well now it's your turn.

Over the last few years we've seen more and more Space Marine Codexes released, and each army has an entry for Assault squads of Space Marines mounted on fast moving bikes. This is particularly important with the Ravenwing Company of the Dark Angels, the highly mobile, vehicle mounted strike force of the chapter.

Well, finally they've arrived, and now you can invest in some Space Marine bike squadrons. The boxed set consists of a Sergeant armed for hit and run attacks with a power sword, and two Space Marines, one armed with a meltagun and the other a plasma gun, all three mounted on the chunky Space Marine bike. If you want to beat the Orks at their own games, go get some bikes of your own!

JAKE THORNTON

CHAOS SPACE MARINE SHOULDER PADS

CONVERSION CRAZY

Everyone I've talked to has been raving over the latest Warhammer 40,000 army book, Codex Chaos. For myself, I've enjoyed converting whole squads of Chaos miniatures. When Andy and Jervis started to write Codex Chaos, Jake and I bounced around a few ideas for converting models for the WorldEaters Chaos Space Marines (soon to become the Khorne Berserkers) as well as some pretty wild Plague Marine ideas. I had a great time converting them and finally painting them up.

One thing that makes Chaos miniatures really stand out is their warped armour and weapons. You can now get over two dozen different shoulder pad designs (Mail Order only), so that each of your Chaos Space Marines can be converted instantly. I was really impressed when I saw the pads for the first time, and was instantly able to start planning some new squads of Chaos Space Marines, based around the different designs.

Chaos is a great army for allowing your imagination to run riot and convert every single miniature in a squad. Have fun modelling!

ADRIAN WOOD
Win a trip to our Ingleburn warehouse to choose your grand prize: a complete 5000 point army!

If you fill in and return the form on the opposite page, we'll automatically enter you into the Games Workshop 1996 Mega-prize draw, where one incredibly lucky person will receive this phenomenal prize. This is your chance to let us know what you think of our games and miniatures. And it's our chance to find out more about you and what you enjoy about the hobby, in order to make sure you're getting exactly what you want.

COMPLETING THE QUESTIONNAIRE

It won't take you a moment to fill in the questionnaire. In most cases you just have to tick one or more of the boxes, or write a single word. If a question doesn't apply to you then just leave it blank.

To return the questionnaire, simply remove the page from the magazine (or photocopy the form if you don't want to damage your White Dwarf) and put it in an envelope with the following address:

Games Workshop Readers Survey,
PO Box 576
INGLEBURN, NSW 2565

Don't forget to fill in the name and address box at the bottom of the questionnaire or we won't be able to enter you into the prize draw.
Finally, you need to put a stamp on the front and drop the completed form into the postbox.

The closing date is the 18th of October, 1996 and no entries will be accepted after that date. Only one entry will be accepted per person.

The Mega-Prize draw offer is limited to Games Workshop games, and Citadel miniatures available at the time at which it is awarded. The draw is not open to employees of Games Workshop or their families. The organisers' decision is final and no correspondence will be entered into.
### 1996 WHITE DWARF READERS SURVEY

1. How old are you? 
   ............ years

2. What Games Workshop games do you play?
   - Warhammer
   - Warhammer 40,000
   - Epic
   - Necromunda
   - Warhammer Quest
   - Tailsman
   Any others not mentioned above? ........

3. What armies do you collect?
   - Warhammer 40,000
     - Ultramarines
     - Space Wolves
     - Dark Angels
     - Blood Angels
     - Orks
     - Blood Angels
     - Tyranids/Genestealer
     - Imperial Guard
     - Squats
     - Chaos
   - Warhammer
     - Dark Elves
     - High Elves
     - Empire
     - Wood Elves
     - Orcs and Goblins
     - Chaos
     - Dwarves
     - Undead
     - Skaven
     - Chaos Dwarf
   - Necromunda
     - Goliath
     - Orlock
     - Van Saar
     - Escher
     - Delaque
     - Cawdor
     - Spyrer
     - Scavvies
     - Redemptionists
     - Ratskins
   - The Epic game system
     - Ultramarines
     - Space Wolves
     - Dark Angels
     - Blood Angels
     - Orks
     - Eldar
     - Tyranids
     - Imperial Guard
     - Squats
     - Chaos

4. How often do you buy White Dwarf?
   - Every Issue
   - Sometimes
   - Never

5. How many copies of White Dwarf do you own? ........

6. How many other people read your copy of White Dwarf? ........

7. Where did you learn to play Games Workshop games?
   - At a Games Workshop store? 
   - At a friends place? 
   - At school or Higher Education? 

8. How often do you play Games Workshop games?
   - Several times a week? 
   - Several times a month? 
   - Once a month or less? 

9. Where do you purchase your games and miniatures?
   - At a Games Workshop store? 
   - At a hobby store? 
   - From Games Workshop Mail Order? 

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By completing the section below you'll be automatically entered on our Mail Order database and entered in the Mega-prize Draw. Please fill in your name and address in BLOCK LETTERS below.

NAME: ...........................................................
ADDRESS: ...........................................................
TOWN/SUBURB: ............................. POSTCODE: .........
A Chaos Space Marine Librarian who pledges his soul to Chaos becomes a Chaos Space Marine Sorcerer and is gifted with new psychic powers by his patron God. Many Chaos Space Marine Sorcerers come from the Thousand Sons Legion. The Thousand Sons survived the aftermath of the Horus Heresy by using their sorcerous powers to escape to the Eye of Terror. Many of them continue their study of heretical magics and have become mighty Sorcerer-Champions of Tzeentch.

**Chaos Space Marine Terminators**

During the long, terrible wars of the Horus Heresy, fully half of the ancient Space Marine Legions joined the Warmaster Horus in his bid to wrest control of the Imperium from the Emperor. Corruption and evil had subverted their minds, gnawing at their unworthy ambitions, and turning them into the Emperor's most bitter foes. After the defeat of Horus, the Chaos Space Marine Legions sought unholy refuge in the Eye of Terror, where they remain to this day.
Terminator armour first became widely available shortly before the Horus Heresy. The Adeptus Mechanicus, gorged with freshly won knowledge gathered by the expanding Imperium, had attempted to create the ultimate Space Marine armour. What they created was in fact too heavy, too difficult to produce and too hard to maintain for the far flung Space Marine Legions to utilise fully. However, all of the Legions quickly adopted Terminator armour for use by specialist squads fighting bloody, short ranged battles in ship to ship actions, tunnels, cities and similar enclosed environments. Here the additional protection of Terminator armour and the small numbers of combatants that could become involved made the armour a great success.

Many veteran Chaos Space Marines enter battle wearing suits of the revered and rightly feared tactical Dreadnought armour or Terminator armour, as it is more commonly known. The armour is massively bulky and contains a full exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plastel and ceramic plates that form the outer carapace. A wearer of Terminator armour can move and operate with remarkable freedom and agility considering the sheer mass of the actual armour.

A Chaos Space Marine wearing Terminator armour usually holds a ranged weapon in his right hand, typically a combi-weapon of some type, while the left hand wields a chain-axe. This deadly combination of devastating anti-personnel fire power and close quarters punch certainly makes a Chaos Space Marine equipped with Terminator armour a highly respectable opponent. Some Chaos Space Marine Terminators carry heavier and more powerful weapons to provide supporting fire for their comrades.

The first Terminator squads were simply armed with bolters, but Space Marines in the field reported that this failed to take advantage of the tremendous load-bearing frame that Terminator armour provided and left them lacking in firepower. The Adeptus Mechanicus took the simple step of linking additional weapons together to make a Terminator-sized gun. Combi-weapons combine together a bolter with one of three other weapons: a flamer, a melta-gun or a second bolter. Though combi-weapons including plasma guns were developed during the Horus
Heresy, these remained relatively rare and were not issued to squads.

It was soon discovered that the only weapon combination that could fire both barrels simultaneously without wrecking itself was twin bolters. Later developments created combi-weapons which could fire both barrels together, but like plasma combinations they remained difficult to produce in large numbers and were limited issue weapons.

Nonetheless, Terminator squads benefited from the increased firepower early combi-weapons gave them, and Techmarines sought to constantly refine and improve on the basic design, leading to the addition of chainsaw attachments and powered blades that allowed the guns to be used as secondary weapons in hand-to-hand combat.

Over the course of the Horus Heresy the combi-bolter emerged as the most dependable and tactically flexible weapon. It was subsequently fitted with better ammo hoppers and its rate of fire was increased to create the storm bolter used by Imperial Terminator squads. Traitor Terminator squads are still equipped with a variety of older combi-weapons because they are generally more useful in the close assault roles they favour in battle.

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During the development of Terminator armour it quickly became apparent that squads would need to carry their own heavy weapons and the limitations of the armour itself precluded using conventional heavy weapons. The first weapon developed was a heavy flamer suitable for support in the claustrophobic confines Terminator squads normally fought in. However, as Terminators were used more and more on the open battlefield the quest began to adapt other weapon types.

The most successful early weapon was the Reaper autocannon, which was later developed into the fearsome assault cannon which remains in use to this day. The Traitor Terminators, lacking the technology and equipment to maintain the notoriously fickle assault cannon, still make use of the Reaper with its simpler mechanism and solid ammunition.

**Special Rules**

The machine autofeeds of the Reaper mean it seldom jams and keeps on pounding out a steady stream of shells as long as it has ammunition. To represent this you can re-roll up to one Sustained Fire dice when the Reaper is fired. The dice may only be re-rolled once and the second result stands regardless of whether it is better or worse than the first.

<table>
<thead>
<tr>
<th>SHORT RANGE</th>
<th>LONG RANGE</th>
<th>TO HIT SHORT</th>
<th>TO HIT LONG</th>
<th>STR</th>
<th>DAM</th>
<th>SAVE MOD</th>
<th>ARMOUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-20</td>
<td>20-40</td>
<td>-</td>
<td>-</td>
<td>8</td>
<td>D6</td>
<td>-3</td>
<td>2D6+8</td>
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**Special:** Sustained fire 2D, Re-roll 1D
Chaos Space Marine armies often include a small number of warriors in Terminator armoured suits: very heavy and bulky powered suits with built-in weaponry. This armour is rare and very precious, and therefore only used by veteran Chaos Space Marines who have managed to, er, convince their brethren that they should be allowed the honour of using it.

CHAOS SPACE MARINE TERMINATORS

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>1</th>
<th>A</th>
<th>Ld</th>
</tr>
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<tbody>
<tr>
<td>Terminator</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>1</td>
<td>5</td>
<td>1</td>
<td>9</td>
</tr>
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</table>

SQUAD

The squad consists of 3 to 9 Chaos Terminator Space Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional cost from the Characters section of the army list in Codex Chaos. Aspiring Chaos Champions leading Terminators must be given a suit of Terminator armour.

WEAPONS

Chain-axe and twin bolter combi-weapon.

ARMOUR

Terminator armour (3+ save on 2D6).

WARGEAR

Up to two models may replace their combi-weapons with a weapon chosen from the Terminator Heavy Weapons section of the Wargear list in Codex Chaos.

SPECIAL

Chaos Space Marine Terminators may be upgraded to Khorne Berzerker, Plague Marines, Noise Marines or Thousand Sons Marines at the following points cost:

- Khorne Berzerker: +20 pts per model
- Plague Marine: +20 pts per model
- Noise Marine: +10 pts per model
- Thousand Sons Marine: +10 pts per model

See Codex Chaos for any special rules that apply to Chaos Space Marine Terminators that belong to these cults. All of the models in the squad must belong to the same cult. Noise Marine Terminators may replace their combi-weapon with a Noise Marine weapon chosen at additional cost from the Wargear list in Codex Chaos.

SPECIAL RULES

CHAOS SPACE MARINES. Chaos Terminators are Chaos Space Marines. The usual Rapid Fire rules apply.

TERMINATOR ARMOUR. A model wearing Terminator armour has an armour saving throw of 3 or more, just like power armour. However, because the armour is so massively thick the saving throw is rolled on 2D6 instead of 1D6. Note that Chaos Space Marine Terminator armour does not incorporate a targeter or a teleport homer as do the more sophisticated suits used by loyal Space Marine Chapters.
Each boxed set contains a complete Imperial Guard vehicle. Each box also includes a sheet of Citadel waterslide transfers and a sheet of full-colour banners so that you can complete your fighting vehicle in one of a variety of regimental markings.

Warning! Some of these models contain lead parts which may be harmful if chewed or swallowed. Citadel miniatures are not recommended for children under 14 years of age. The highly detailed plastic parts are moulded in a hard styrene compound which is particularly suited to modelling and painting. 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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NEW ARMIES

No, no, NO! I'm the Editor, so I get to write about it! Ahem...

Warhammer is well on its way now, and everyone here is busy writing, painting and modelling new things to make it really exciting. So, whilst they were all busy, a crack team of White Dwarf Longbeards snuck into the secret inner sanctum of the game designers and "liberated" some pages...

Rather than bother with all the fiddly rules and stuff, we just lifted the most exciting bit: two new races. Well, the Bretonians aren't completely new, but this incarnation of their Knightly host is far and away the best there has been. The Lizardmen, on the other hand, are something nobody has seen before.

FROM THE JUNGLES THEY CAME

The steaming jungles of Lustria are home to the Lizardmen and their masters, the Slann. Both races are former servants of the Old Ones, the ancient race which taught the arts of civilisation and magic to Elves, Dwarfs and Men. Though long-gone, the legacy of the Old Ones lives on. No-one knows what disaster overtook this mighty race, but the followers they left behind, though a mere shadow of their masters, are still a powerful force.

The Lizardmen army consists of several elements: the Saurus, Skinks, and Kroxigor, as well as many large beasts of burden and war. Saurus are roughly man-sized, and form the solid backbone of the Lizardmen armies. However, Saurus are not very smart supplemented by regiments of Skinks, smaller and more agile creatures who are much better adapted to use bows and other devices. Kroxigor are the largest of the three and are by far the toughest, blows from their huge, crude clubs crushing any but the most heavily armoured of foes. These three types of creature form the bulk of the Lizardmen armies, though even larger and nastier surprises lurk in the shadows.

HONOUR OR DEATH!

The Bretonnians have a rigid sense of honour that is second to none, their Knights living by this code through both peace and war. Their armies are groups of these noble warriors, together with their loyal squires and family retainers. Each troop type complements the other with the regiments of commoners taking up dishonourable weapons like the longbow, leaving the Knights to get on with the much nobler art of vanquishing the foe with lance and sword!

SPOILS OF WAR

The following pages are the ones we've pinched from the Battle Book and are just a taster of what is to come...
Knights Errant are young Knights who must accomplish brave deeds to prove themselves worthy of advancement in the orders of chivalry.

The renowned Bertrand the Brigand of Bergerac.

The Fay Enchantress is the prophetess of the Lady of the Lake, who in legend took away the mortally wounded Gilles le Breton to the Isle de Lys where his wounds might be mended away from the world of time. In battle she bestows her magical favours on Knights she judges worthy of the honour, and she brews powerful magic in her Chalice of Potions.

Knights form the backbone of Bretonnian armies. The most numerous are the Knights of the Realm.

Gui le Gros, companion to Bertrand the Brigand.

Regiments of Bretonnian infantry wear bright liveries in colours chosen by their Knightly master.

The longbow is a favoured weapon of the Bretonnian foot. No Knight may carry a bow or missile weapon as it is against their code of honour to fight with such weapons.
ugo le Pern of Louen le Loune, King of Bretonnia, riding a fearsome Hippogriff to battle. Louen is the proud protector of his kingdom against the incursions of foreign invaders and marauding monsters.

The renowned Bowmen of Bergerac.

Men-at-arms with spears or bows accompany their masters to battle and provide the army’s doughty soldiery.

Knights charge against their enemies in the famous ‘lance’ formation designed to pierce and shatter their foes and smash through their ranks.

In order to win the favour of the Lady of the Lake, Knights will kneel and pray before battle, silently vowing to uphold honour and right. If they are pure, their prayers will be answered with a suitable sign of grace. The Lady’s favour is said to be worth ten thousand Knights, for her protection will confound the enemy’s machines of destruction and other ignoble weapons of dishonour such as cannons and guns.
Lustria is a hot and steamy tropical wilderness of swamps, jungles and mountains. Only the Lizardmen and their reptilian kindred can endure the stifling heat and humidity for long. Other races soon sicken and die or go mad. The Lizardmen once dominated the entire world, but now live only in tropical zones such as Lustria and the Southlands.

Skinks move swiftly through the jungles of Lustria, taking advantage of the vegetation and waterways to move silently and unseen.

Saurus are brutal and straightforward warriors, unconcerned with danger and for the most part unaware of any concept of peril or pain.

Because Lizardmen are so dangerous hand-to-hand fighters, they often rush forwards quickly to engage the enemy.

Skinks are poor hand-to-hand fighters but numerous and cheap! Like all Lizardmen they are slow to break and run even if defeated in combat.
Skink bowmen often carry poisoned arrows whose merest touch spells death to their enemies.

Kroot are large, tough, strong but short statured and not too tall.

Slann are bloated toad-like creatures whose physical bodies are not adapted well to fighting or even moving about very much! However, they are the most potent sorcerers in the world and masters of the Lizardmen of Lustria.

The pyramid temples of Lustria are high enough to be seen above the jungle canopy. From the top of a pyramid a Slann Mage Priest can see the surrounding pyramids, and can transmit his thoughts to his brothers across the whole empire of Lustria and beyond.
Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda's many terrors stalk each other through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilisation.

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.
Well it's been a fair wait, but finally the Space Marine bike model is here! Jes Goodwin has been putting his extensive talents to work and has created a stonking good model. Over the years we've had a number of different bike models, but we think you'll agree that this new plastic one is quite simply the best we've ever made!

**IT'S CHRISTMAS AGAIN!**

Having something new to put in your army is always both exciting and challenging. But with many things, although their strengths are easy to spot, their weaknesses often only come to the surface in the cold light of battle. You've seen it happen; you spend a couple of weeks painting up your new Dreadnought, squad, or whatever, pulling out all the stops and doing a dead good job. Trouble is, your mates know all about this. They've seen you putting all that time and effort in and have spent the last few nights before the battle with their heads buried in a Codex, coming up with some scheme to put paid to your new kit before it's even seen any action. So, rather than go through this humiliation, why not have a read of this article and make sure that your new bike squadron burns rubber and leaves your enemies bleeding in your dust trails.

Of course, as always we're being dead cunning here at Games Workshop. This month we have a boxed set of three bikes, including metal riders to make a squadron Sergeant and two special weapon Space Marines. Not only is this enough to fulfill the minimum squadron size of three bikes, but it also gives you lots of goodies to play with, making a dead 'ard bike squadron. Over the next few months the normal Space Marine bike will become available as, hopefully, will the Space Marine attack bike.

One of the advantages of the Space Marine bike squadron is all the options it offers you. You can go for a really shooty squadron with lots of special weapons, or you can give everyone assault weapons and go in for those hit and run attacks. Or you could just go for basic bikes - after all no one's going to argue with five twin linked bolt guns. For real firepower you can always throw in a Space Marine attack bike.

Anyway, let's not get too excited – for most of this you'll have to wait a couple more months for the models to come out. Let's just look at what you've got in the boxed set. You have a Sergeant armed with a power sword and two Space Marines, one toting a meltagun and another with a plasma gun. This is going to make your Space Marine bike squadron very shooty indeed.

Getting the maximum kill ratio out of these special weapons is where your bikes come into the equation. Normally troops on foot are forced to fire their weapons at the closest targets. No, no, I'm not about to say that bike squadrons can ignore the rules for targeting. But you can use your bikes to get around your enemy's flank, and shoot the squads that you want to shoot, rather than your opponent's cannon fodder.
In the restless hive city of Stalinvast II, Space Marine bikes patrol the streets.
The Ravenwing are an elite formation from the Dark Angels Chapter, all of whom ride Space Marine bikes or Land Speeders.

This is a Blood Claw of Ragnar Blackmane's Great Company. Blood Claw packs are often mounted on Space Marine bikes to increase their mobility and striking ability. Each pack has its own unique shoulder pad design in the traditional red and yellow colours of the Blood Claws.
Don’t be fooled into thinking that once you’ve got around the flanks you have to shoot everything. Your bike squadron offers you lots of different methods of attack. If faced with hordes of Gretchin you can mow them down with your twin-linked bolt guns. More heavily armoured opponents can be taken out by your plasma gun, and the Sergeant can always cut characters down with a few deft strokes of his trusty power sword. Then if something big, bad and Leman Russ shaped comes around the corner, you always have the meltagun handy. For real reliability against heavy armour, take some grenades – krak grenades will do the job. Make a hit and run attack, plant the grenade, and retire very rapidly to a safe distance – Kaboom!

So what about those hit and run attacks, eh? A lot of people don’t give them their due consideration. Hit and run attacks are the great leveller, they allow you to attack opponents far superior to yourself and have a chance of doing them some damage. How do I work this out? Well, in a hit and run attack, both opponents may only roll a single dice, regardless of how many attacks they have or how many weapons they are using. Neither side may parry, and the side making the hit and run attack counts as charging and counts as having the higher Initiative. This is particularly useful for attacking enemy models that have multiple attacks, such as characters or Tyranid nasties, as they will be the ones losing the benefit of their great hand-to-hand combat skill.
Of course, one of the biggest problems with Space Marines is that they are hideously expensive. Ork, Eldar and Imperial Guard players can afford to have a couple of assault squads, some heavy firepower units, a bunch of rank and file troops and still have points left over for psykers, tanks and other goodies. A Space Marine player usually has to make some pretty tough decisions when choosing their army. If you want to play with your new bike squadron you can be sure that something is going to have to go. So what'll it be? The Dreadnought, and lose all that firepower and armoured might? The Assault squad? You can guarantee that you won’t get as many bikes as you would jump pack troops. Will the few be able to deal with as much as the many?

From a personal point of view I always find it very difficult to pick a Space Marine force that is totally balanced. So what I usually end up doing is picking a particular part of the Space Marine army that I like. So I might pick Tactical and Devastator squads, and have a static, heavy weapon based army. Just recently I picked a 1500 point army for my Space Wolves. So that I could include some of the new bikes, I ended up with only one Land Speeder providing heavy support. But all the hand-to-hand troops were equipped to take out heavy armour at close quarters. All that remains is to see how well it fares on the games table.

### SHOOTING FROM BIKES

Although the Warhammer 40,000 rulebook states that only pistol weapons may be fired by bike riders, we realise that this is a bit harsh and so we have amended this rule. Don’t forget to inform your opponent about this change before the battle starts, as he may not have seen this issue of White Dwarf.

Bikes often carry fixed weapons mounted to fire directly ahead. The rider can fire these during the shooting phase at targets in his forward arc unless he is trying to control his bike after a skid turn, or suffering damage effects that prevent him shooting. Trikes and sidecars normally carry a pintle mounted weapon that can fire into the forward 180° arc under the same restrictions.

Instead of firing weapons mounted on the bike or trike, a rider can fire a pistol, basic or special weapon during the shooting phase. A passenger may also fire a pistol, basic or special weapon if he doesn’t fire his pintle mounted weapon. The advantage of this is that the biker has an unrestricted fire arc so he can shoot all round with these weapons.

### WHAT’S IN THE BOX?

I’ve taken a look at what you get in the box and put together an example squadrons from the Ultramarines Army list. Of course, there are lots of different options for you to explore, but as there are only three bikes in this squad I have really tooled them up.

One Space Marine bike squadron consisting of three Space Marines on Space Marine bikes.

| 1 Sergeant       | Power armour, power sword, bolt pistol, frag and krak grenades | 56 pts |
| 1 Space Marine   | Power armour, plasma gun, bolt pistol, frag and krak grenades  | 58 pts |
| 1 Space Marine   | Power armour, meltagun, bolt pistol, frag and krak grenades  | 58 pts |

TOTAL SQUADRON POINTS VALUE 172 pts

### SPACE MARINE BIKE SQUADRON

#### WARGEAR

Any model may be equipped with additional weapons chosen from the Assault Weapons section of the relevant Codex Wargear list.

Up to two models may be equipped with weapons chosen from the Special Weapons section of the relevant Codex Wargear list.

The entire squad may be equipped with blind grenades at a cost of 2 points per model.

The entire squad can be equipped with krak grenades at a cost of 3 points per model.

In addition to the 3-5 normal bikes, the squadron may include up to 1 Space Marine attack bike at a cost of 110 points.

#### BIKE SQUADRON

Space Marine Assault squads are expected and trained to fight in a variety of ways. Whole squads are usually deployed with jump packs as close combat specialists, but they can also be deployed as bike squadrons or as individual Land Speeder crews. Well armed and highly mobile, Space Marine bike squads make excellent reconnaissance troops and are used to seize forward positions before the enemy can reach them.

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
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<tr>
<td>Space Marine</td>
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</table>

#### SQUAD

The squadron consists of 3 to 5 Space Marines riding Space Marine bikes.

#### WEAPONS

Each bike is fitted with twin-linked bolters with a targeter. Each Space Marine is armed with a bolt pistol and frag grenades.

#### ARMOUR

Power armour (3+ save).
WARNING! These models contain lead which may be harmful if chewed or swallowed.

These Citadel Miniatures are not recommended for children under 14 years of age.

These models require assembly and are supplied unpainted. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Chaos Dreadnought and Juggernaut of Khorne are Citadel Miniatures expert kits and require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. In addition, the Chaos Dreadnought contains waterlide transfers.

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GAMES WORKSHOP
PRESENTS

GAMES DAY
GOLDEN DEMON™

SUNDAY SEPTEMBER 29TH
BIRMINGHAM NATIONAL INDOOR ARENA

LAST FEW TICKETS ON SALE NOW!
Games Day and Golden Demon '96 is a celebration of the Games Workshop hobby, pure and simple. Come along and you’ll be able to play all your favourite games, enter Golden Demon, chat to the games designers and other staff about their work, or join in some of the other events and competitions.

MASSIVE PARTICIPATION GAMES

Is your favourite game Warhammer 40,000, Necromunda, Space Hulk or Warhammer? It doesn’t matter which game you like, you’ll be able to join in a battle at Games Day '96.

All the miniatures and terrain are provided for these games, so all you have to do is turn up and play! Have a go with a different army, or take the opportunity to demonstrate your skill with your chosen race.

For all fans of Warhammer there will be an amazing display created by the whole Games Workshop company. It promises to eclipse even the complete Ultramarines Chapter we showed last year. Whether you play Warhammer or not, you’ll be impressed by this awesome display.

Throughout the day, the very best players in each game system will compete in a series of knockout games with the best generals being awarded the titles of Necromunda Gang Leader, Warhammer General and Warhammer 40,000 Commander. Each of the three winners will walk away with armfuls of great prizes.

Above: Warhammer 40,000 players battle it out over the bleak landscape of a barren Ice World.

Below: Eager Necromunda players fight to the death!
'96 is a workshop going and favourite Demon, gers and work, or events.

GAMES WORKSHOP STUDIO
Have you got a question to ask, or do you just want to chat to one of our staff? All of our artists, sculptors and games designers will be on hand to answer all your questions. Don’t be afraid. Andy Chambers doesn’t bite. Usually.

BATTLE REPORT LIVE
Over the last few year’s Jake Thornton, Adrian Wood, Steve Anastasoff and Jeremy Vetock have all battled it out on the Battle Report live event at the White Dwarf stand. This year we’ve still not decided who’ll get the honour, or whether we can think of something even better. You’ll just have to turn up to find out!

'EAVY METAL LIVE
Learn more about painting miniatures with the ‘Eavy Metal team, or forget all those techniques and watch it all go to pot in the outrageous SPEED FREAK speed painting competition.

COMPETITIONS AND PRIZES
All of this and there is still the prestigious Golden Demon painting competition, plus a host of other events and competitions with some superb prizes up for grabs. See you there!

Right: Andy Jones guides a group of brave warriors through the deadly Warhammer Quest Labyrinth of Remas.

Below: Last year Dave Andrews (seen here demonstrating orbital barrages) won the Open Competition against all-comers!

Below: A Chaos Space Marine.

Below: Rick Priestley makes his mark!

Below: Survivors of the Speed Painting competition!
Games Day and the Golden Demon Awards is an absolutely brilliant event where thousands of gamers come together to play games, chat with the Games Workshop games designers, figure sculptors and artists, and take a look what’s new in our hobby.

- Play games of Warhammer 40,000, Warhammer Epic and Necromunda!
- Meet all the Design Studio artists, figure sculptors and games designers!
- See a special Warhammer display!
- See the very best painted miniatures in the world, and join in the excitement of the 1996 Golden Demon Awards!

**ADVANCE TICKETS FOR GAMES DAY AND GOLDEN DEMON ’96 ARE NOW ON SALE PRICED £10.00**

Games Day and Golden Demon ’96 takes place on Sunday 29th September. Entry is by advanced ticket only and there will be no ticket sales on the day.

Tickets are available now from all Games Workshop stores, or post free from Games Workshop Mail Order.

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**HOW TO GET THERE**

The National Indoor Arena - Birmingham is an excellent venue. The purpose-designed facilities are among the finest in the world and combine with an easily accessible location to make the Birmingham National Indoor Arena an ideal location for Games Day and Golden Demon ’96. The simplest way to get to Games Day and Golden Demon ’96 is to get in touch with your local Games Workshop. Every UK store will be running coaches to the event, so see your store manager for details. If you are travelling by car or train, Birmingham is easily accessible from all of the major motorway networks. The Arena itself is only about fifteen minutes walk from Birmingham’s New Street Station.

The National Indoor Arena itself is right next door to the Birmingham International Conference Centre and the two venues should not be confused.

Please note that there is a large multi-storey car park behind the National Indoor Arena, but there is no free parking on site.
IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...

Arena

venue. Th e among the bine with an o make the arena an idea and Golden way to get to non '96 is to ocal Games ll be running your store travelling by illy accessible ray networks bout fifteen gham's New itself is right Birmingham ntre and the fused.

t multi-storey indoor Arena site.
Orion is the king of all the Wood Elves, holding his court deep inside the enchanted forest. With his realm threatened, Orion assumes the aspect of the old Elven god of nature – Kumous, summons his hounds of war and goes to hunt his foe. None can stand against his rage as he charges across the battlefield in a primeval fury. His power is that of a mortal god, his ferocity echoes the rage of the untamed wilderness, and in his hand he carries the magical Spear of Kumous. The forests echo his challenge as the sound of the Horn of the Wild Hunt shakes the trees. His enraged visage strikes fear into the hearts of his enemies and promises swift and certain doom to any who dare to oppose him.
Orion is the king of Athel Loren and presides over the realm together with Ariel, his queen. Through the strange magic of the Oak of Ages Orion embodies the aspects of Kumous, the old Elven god of nature, the wild hunter of the forests who embodies the untamed savagery of the primaeval Elven spirit!

Orion’s immortality is part of the natural cycle of the seasons. Although he dies each midwinter, he is born anew in the spring. If their king is slain in battle, the Elves will bear him away from the battlefield and seal him within the Oak of Ages to be reborn again in the spring.

When his realm is threatened, Orion assumes the awesome aspect of Kumous, summons the Wild Hunt, and goes forth to hunt the foe. All Athel Loren trembles as the Hunt stampedes through the forest and races across the moors. The dogs of war crawl from their hiding places and gallop at Orion’s heels, howling with savage anticipation. Spears of lightning crack down from the sky, and thunder rolls across the treetops. The sound of Orion’s mighty bellowing echoes through the woods, causing saplings to topple and stones to crack open. The ravens and crows fly up from their roosts on the Tree of Woe to glut themselves on the bodies of the enemy.

As Kumous, Orion leads his army through the forest like an enraged spirit of the wood, felling foes with his magic spear as he chases them headlong through the trees. He grows to twice his normal size and sprouts great antlers like a mighty stag. His hair is a mass of entangled ivy and his flesh becomes green.

The warm spring sunlight flowed through the groves and copses of the Forest of Loren. The golden rays permeated the woods, chasing out the cold shadows of winter, and giving life to the first fresh green shoots that ventured up from their winter refuge beneath the ground. But despite the freshness of the springtime blossoms, a faint, rank, odour lingered in the air, carried across the thickets and hedgerows by the seasonal southerly winds. With the winter snows melted, and the mountain passes open, the Skaven from Foul Peak and Patrol Stump, south of the Forest of Loren, were once again on the move. Wood was needed for the manufacture of weapons and armour, and to fuel the furnaces that would be used to refine raw warpstone into more manageable forms. And the sanctity of the Elven glades would be no restraint for the ratmen as they hacked and cleaved their way through the woodland to get what they wanted.

Deep inside the forest, the wild howls of feral dogs cried out as the first Skaven axe fell upon the tender wood of a budding sapling.

From his vantage point high amongst the Oak branches that hung over the river Brienne, Brea Everswift surveyed the damage the Skaven were wreaking on the far side of the river. Against such a numerous foe there was little that he and his small group of Wood Elf Waywatchers could do. For sure some Skaven would fall to the craftily placed traps that he and his fellows had set, but this would do little to deter them. They would press on, burning and pillaging the life force of the forest until their dark souls were sated.

As one, a thousand ravens took flight from the King’s glade, stirred by the primaeval energies that billowed and rolled from the great Oak of Ages.

Warlord Queevik was pleased. His force had encountered little resistance since advancing into the forest, and soon he would be able to return back to the tunnels and caves in which he felt most comfortable. Being in the open always made him uneasy, a feeling that was only heightened by the fresh spring aromas that assailed his keen nostrils.

Above the Forest of Loren storm clouds began to gather, the ominous rumble of distant thunder rolling across the woods, sending the smaller beasts of the forest scampering back to cover in their burrows and nests. Brea watched in frustration as the Skaven prepared crude rafts to ferry themselves across the Brienne. He had already dispatched his fastest runner to keep the King’s Council informed of events, but he feared that even so help would arrive too late. It was fortunate that he was where he was now – the passing of the winter months always saw a decline in the vigilance of the guardians of the forest, and he had been planning on returning north, to the Birch trees of his home glade. But all that he and his fellow Waywatchers could do for now was watch, and wait.

And with a bestial roar that was echoed back and forth across the length and breadth of Athel Loren by every wild animal and savage beast, Orion, and with him the spirit of the forest and the Wild Hunt itself, was reborn.
ORION, THE KING IN THE WOODS • 300 points

+ 50 points Spear of Kurnous
+ 50 points Horn of the Wild Hunt
+ 50 points Cloak of Isha
+ Pack of Baying Hounds at 5 points a Hound

Your army may be led by Orion, the King in the Wood. If you decide to do this he replaces the general in the main army list.

PROFILE

| Orion | M 8 | WS 7 | BS 5 | S 5 | T 5 | W 9 | I 5 | A 10 |

Weapons/Armour: Orion is armed with a hand weapon and the Spear of Kurnous.

Magic Items: Orion is a Wood Elf Lord and may have up to three magic items. These are always the Spear of Kurnous, the Horn of the Wild Hunt and the Cloak of Isha.

Save: 4+ unmodified (See the Cloak of Isha magic item card in the card section of this issue).

SPECIAL RULES

Kurnous’ Aspect: When Orion goes forth to battle he takes on the awesome aspect of Kurnous the god of the forest. While the battle rages, Orion becomes the wild hunter himself, sprouting antlers from his head and bellowing like a mighty stag. The Kurnous aspect of Orion gives him the following effects:

Causes Fear: Orion in the form of the stag-antlered wild hunter god Kurnous becomes twice the height of a man and more ferocious than a wild beast. He inspires fear in the foe as described in the Warhammer rulebook.

Wild Charge: Orion in the form of Kurnous runs faster than a wild stag and may add +D6 to any charge move that he makes during the battle.

Feral Savagery: When Orion becomes the wild hunter Kurnous he is utterly possessed by the wild spirit of the forest and becomes immune to psychology.

Divine Aura: When Orion assumes the aspect of Kurnous he becomes a magical being like the god Kurnous himself and gains a divine aura of protection against hostile magic. This gives Orion a magical save of 4+ against the effects of any spell cast upon him.

PACK OF BAYING HOUNDS

When Orion takes to the battlefield as the wild hunter of the forest he is accompanied by a pack of savage baying hounds. The sound of Orion’s horn and the smell of the prey summons huge wild dogs from their earthen lairs beneath the gnarled roots of trees to join in the Wild Hunt.

Orion can be followed by a pack of baying hounds. You can have as many hounds as you wish in the pack at a cost of 5 points per hound.

While Orion is accompanied by a pack of hounds, they operate together as a single unit and he cannot join another unit. If Orion is not accompanied by the hounds, or all the hounds are slain, he can join another unit if you wish.

The pack accompanies Orion as he moves and when he enters hand-to-hand combat. The baying hounds keep pace with Orion when he moves and charges and benefit from Orion’s Wild Charge charge distance increase.

If Orion is slain or flees the pack immediately flees and cannot be rallied unless Orion himself is rallied. The hounds always test for psychology against Orion’s Leadership.

When shooting at Orion and the baying hounds, roll to see whether Orion or the hounds are hit. A score of 1-3 indicates a hit on a hound. A score of 4-6 is a hit on Orion.

PROFILE

| Baying Hound | M 5 | WS 4 | BS 4 | S 3 | T 1 | W 3 | I 3 | A 1 | Ld 3 |

WARHAMMER
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It was many months ago that Robin Dews returned from one of our managers meetings, carrying in his hands a model of a ruined building made by one of our store managers. The most interesting thing about this ruin was that it was made out of one of those polystyrene trays that you get inside our boxed sets. You know, that lump of polystyrene that stops all your miniatures and components from getting chipped and bashed (ain't we nice). Anyway, the problem was you could tell that the ruin was just one of our polystyrene trays covered in textured paint, and so everyone went back to their desks and it seemed that polystyrene tray buildings had died a death.

But that was not so, for one person the seed of an idea had been planted. With a little nurturing it would soon grow into a completely new and revolutionary way of looking at terrain building.

How many times have you opened a boxed set of miniatures, and, after having a quick glance at it, decided that the terrain was not to your taste and promptly discarded it? Well, now you can make use of these trays to create your own terrain. The possibilities are endless!

**ESSENTIALS**

These are the things that I think are worth having for making terrain from packing trays.

- **Sharp modelling knife**, scissors, polystyrene insert trays, PVA glue, textured paint, filler, flock, polystyrene tiles, artboard.

**SEVEN EASY STEPS**

**PLANNING & PREPARATION** The initial stage in any project is to sit down and plan out what you are going to do. You could make some sketches or just make a few mental notes. This is especially important with large projects, or a piece that involves the use of expensive materials – you don’t want to go wasting your time and money. In the case of this example I’m making a simple ruined wall section, so not much planning is needed.

**STAGE ONE** Choosing a base. For such a small model I chose to use a piece of art board. This stuff is quite expensive, but it is cheaper and easier to cut than hardboard. It’s also a lot more durable than corrugated card and doesn’t warp as much. I decided to make my lengths of wall 6’ long. So I cut a rectangle of card 6’ long by 2’ wide and then rounded off the corners. On top of this I glued a similar sized piece of polystyrene ceiling tile with PVA glue. This was then sanded down to create a nice rounded base upon which the ruin could be built.

**STAGE TWO** Now you can get creative: it’s time to cut up that packing tray. You can have a high wall, a low wall, or you could cut up the packing tray into really small pieces to create rubble. I’ve decided to go for a low level wall that a normal size model can take cover behind and still be able to shoot over. Take your cut up packing tray pieces and glue them to your base. Use off-cuts to make large chunks of rubble and bits of fallen wall.

**STAGE THREE** Time to get messy. All of the packing trays have nasty code numbers moulded into their side. It is a good idea to fill...
When you purchase Necromunda terrain, you might wonder what can be done with the polystyrene trays. With a little ingenuity, there isn’t anything that can’t be chopped up, filed down or glued together. Look carefully, the building below is made from a single polystyrene tray.

STAGE FOUR
Now we can get really messy. Give all the wall bits of the model a good coat of medium grade textured paint. You can make your own textured paint (see box above), but if you are modelling lots of terrain it might be easier to bite the bullet and buy a big vat of the stuff from a DIY centre. Put a couple of coats on so that you can’t tell it’s polystyrene anymore. It’s at this stage that you need some thick green paint that I got off Owen Branham, but nobody knows what it is! OK, OK, don’t write in asking for a little jar of the stuff. Try mixing some Goblin Green paint and PVA glue together to get some sort of thick goo to cover the base. It is important, otherwise the black spray will eat into the polystyrene, leaving you with a Tyranid hive monstrosity.

STAGE FIVE
Spray the whole thing black, or paint it black if you prefer. Painting is sometimes a good option as the textured paint literally “drinks” black spray making it very costly to spray undercoat a large model.
Just because I've presented this as a quick and easy terrain making article, there is no reason why you complete fanatics out there can't make top quality terrain models using packing trays. After all, you should just think of it as an alternative to constructing your own walls out of foamboard or thick card. Remember, it is the addition of the little details that really make a model. Try using some coral sand and gravel to create piles of rubble in the corner of the ruin. Add a small bush from our range of ready made trees. Use bits bits of door mat or sisal string to make some tufts of long grass.

OTHER STUFF
This is a list of all the other stuff I have used to add extra detail and those little finishing touches to my terrain pieces.

- Coral Sand,
- Grit, and fine pebbles,
- Copper Wire,
- Necromunda Bulkheads,
- Electro-flock.

Don't throw any offcuts away. Oh all right, if your house is overflowing with polystyrene offcuts then yes, for the sake of the other members of your household, you can have a bit of a purge. Seriously though, if you have just cut off a chunk of wall, the natural place to put it is on the base of the model, to represent fallen debris. The same goes for pieces you cut out to make doors and windows, these regular shaped pieces of polystyrene can be used to make doorsteps or wall buttresses.

STAGE SIX Drybrushing. I've decided to paint my model standard Imperial concrete colour. Well it's traditional, alright I'll admit it's boring. You can paint yours Orky colours (equally as boring) or Eldar colours, whatever they might be.

STAGE SEVEN The final stage is to finish off the base so that it matches your games table. In my case this means painting it Goblin Green and covering the base in flock.

ABOVE AND BEYOND Just because I've presented this as a quick and easy terrain making article, there is no reason why you complete fanatics out there can't make top quality terrain models using packing trays. After all, you should just think of it as an alternative to constructing your own walls out of foamboard or thick card. Remember, it is the addition of the little details that really make a model. Try using some coral sand and gravel to create piles of rubble in the corner of the ruin. Add a small bush from our range of ready made trees. Use bits bits of door mat or sisal string to make some tufts of long grass.
Electrical flex was stripped from the exposed concrete reinforcing rods. You'll notice that most of the time I stand the trays on their sides - this is another good way of disguising the fact that they are polystyrene trays!

The stage by stage guide tells you the basics, so why not go away and have a go right now. Of course, the real key to making terrain is to do lots at once. This is especially true if you are doing fairly small pieces, like the one in the stage-by-stage. Because of the long time it takes for glue and paint to dry, you can make four or five bits of ruined wall in about the same time as it takes to make one.

Don't be scared to try out new ideas! As you work, you'll get ideas of your own, spot areas that you don't like, and find ways to improve them. Even I spotted areas to improve when making my models. My first ones were glued straight onto hardboard bases, whereas the smaller ones that I did later are glued onto a piece of polystyrene tile and artboard.

That's basically it - pretty simple, eh! Once you've made a few basic ruins you can move onto something more complex, like the ruin shown over the page. Making things stick to your models is always a problem. Everyone must have experienced spending all that time sticking coral sand down, letting the glue dry, only to watch 90% of the stuff fall off the model onto the carpet! Well, after much poking at Owen Branham I finally got him to reveal the dark secret. Take the material you're trying to cover your terrain with and mix it in a small pot with some PVA glue and a little water to make a paste, and then paint this onto your model. If the paste is not covering effectively add some more sand, gravel or whatever to the mix. If the mix is too thick add a little more water. Leave the model to dry overnight and in the morning you'll need dynamite to shift it!
This is the biggest and most impressive ruin in my collection to date. You'll need to buy several boxed sets to make this one (Nice sales pitch – Ed).

You don't have to stick to making ruins either, grab yourself a ruler (preferably a metal one) and cut your packing tray up to create untouched walls. I used this technique to make some villa type walls that would probably look best on a Warhammer battlefield.

**GO FOR THE BIG TIME**

This larger ruin was made from several packing trays. Apart from being really big, the interesting thing about this ruin is how it is built into the side of a hill. All buildings have foundations and underground thingies, like cellars. This was quite straightforward. First I made a two tiered, "L" shaped hill, out of 3/4" polystyrene. Then I got two packing trays and sort of worked out where they would sit in the hill. This done, I roughly cut a couple of squares into my hill. Don't worry about getting an exact fit, just make the holes too big and you can fill in the gaps later. After that I just built up a really big ruin using lots of different bits of cut up packing tray, making it up as I went along really. On this one I went to town and used everything I had learnt to date. So you'll see bits of Necromunda bulkhead, artwork cut to represent an armoured vision slit and bits of wire for concrete reinforcing rods. I still haven't quite got to grips with flocking large areas, and so it still looks a bit rough in places, although luckily you can't see the rough bits in the photographs!

Next I might go totally underground and make a hill with an underground bunker that has been blasted into. Well, I've got enough packing tray terrain to cover a sizeable corner of the games table. But there is still plenty to do – eventually I would still like to be able cover the entire table with ruining buildings, rubble, craters, and blasted ruin sections. Maybe I could even throw in a few wrecked tanks, to really capture the feel of battling by Commissar Yarrick's side through the ruins of Armageddon.

You can use polystyrene offcuts to make terrain pieces made wholly from rubble.

Make your buildings look more real by cutting out square and rectangular shapes to represent doors and windows. Leave these areas with flat, hard edges so that they contrast with the rubble and broken walls of the rest of the ruin. Real fanatics can go the whole hog and put in window and door frames made from balsa wood or matchsticks, and complete nutters can use clear plastic to make realistic looking broken windows.
es into my hill act fit, just make in the gaps later of a big ruin using lobstering tray, making it so on is one I went to learnt to date. So the skullhead, arboarded vision slit and reinforcing rods looks a bit rough but you can't see the inside.

The huge range of Citadel miniatures and the complete range of Games Workshop games are all available at our Australian stores. Each of our stores is staffed by friendly gamers who will be more than happy to chat about what's new in the hobby, play an introductory game with you and also show you how to paint and model your miniatures. Each Thursday night we have a special Games Night* where you can come along and join in a game of Warhammer or Warhammer 40,000.

*Please note that the Belconnen Games Night is held on Friday evenings.
Well met, warrior! I am Arandir of Tor Caranth, lord of the cavalry wing of the Defender Host of the High Elf realm of Ellyrion.

I see that your eyes are set on the magnificent steeds and the tall lances of the Silver Helms. But, young lord, there is far more to commanding cavalry than massing your bravest knights and charging the enemy. As a future general you must understand how to use all the weapons of war at your disposal. Today we will discuss the best use of fast cavalry.

**SWIFT AS LIGHTING**

Speed will prevail when brute force fails.

Of all the regiments available to a Warhammer general, fast cavalry regiments are perhaps the most flexible. Mounted models with a saving throw no better than 5+ and a movement rate of at least 6" over open ground are classed as fast cavalry. Fast cavalry can make any number of turns without penalty and may change formation once during their movement by any number of ranks. Their manoeuvrability is so great they can do this even while marching. All this means that fast cavalry is ideally suited for lightning-fast flanking attacks and harassing the enemy advance, as well as chasing fleeing troops. Because you are allowed to change your formation by any number of ranks, the fast cavalry can easily travel through terrain where other troops would get bogged down. Simply field your fast cavalry in snaking formation and make your way through any gaps between difficult and impassable terrain.

**SKIRMISHING TROOPS VERSUS FAST CAVALRY**

You are a commander of your men, and thus you must decide how they can serve you best.

You might notice that many troops that fulfil the requirements of fast cavalry also have an option...
to skirmish. People almost always prefer to field these regiments as skirmishers. However, I believe that this is not always the best option. True, the skirmishers are blessed with even more manoeuvrability than the fast cavalry and are harder to shoot at, but they cannot use the Leadership of any accompanying characters or nearby General, nor can they get any benefits from standards, including the re-rolls for break tests granted by the battle standard. This, combined with their lack of rank bonus, means that hand-to-hand combat is almost totally without hope for them. Fast cavalry, on the other hand, get all the benefits of regular regiments (ranks, standards, leaders), and are practically as manoeuvrable as skirmishing units.

DRESSED FOR SUCCESS

Aside from bravery and skill, a cavalryman needs weapons and armour that suit his needs. The army lists normally allow mounted troops to use all sorts of trinkets and toys like banding, heavy armour and shields. With fast cavalry, you don’t need to spend so many points on these, which makes the regiments more affordable compared to most mounted troops.

I like to equip my fast cavalry with magical banners that increase their effectiveness in battle. For example, when I use my fast cavalry to attack, I use the Banner of Might which increases their chances to hit. If you take a look at the list of the fast cavalry regiments above, you’ll notice that many of the troop types are not allowed to carry a magic standard. This, however, can be overcome by fielding a Battle Standard Bearer and attaching him to the fast cavalry regiment.

STEEL FANGS

Fast cavalry armed with missile weapons are perhaps the most commonly used regiment of their type. Such troops include the Pistoliers of the Empire and Goblin Wolf Riders with bows.

You can probably get away with a smaller regiment, as massed archery should really be left to foot troops. This does not mean that you should not use your bows! Because their manoeuvrability is so great, these troops can get into positions where they can pick off suitable targets like those annoying Night Goblin Fanatics, Skaven Jezzails and so on. They are also ideal for harrying enemy infiltrators with their arrows, and getting in their way to prevent these nuisances from charging your war machines.

These missile-armed troops can also use their great speed and manoeuvrability to get within 8” of an enemy regiment and thus prevent them from marching. Imagine the frustration of those Chaos Knights when miserable Goblin Wolf Riders slow them down. The important thing here is once again to stay out of your enemy’s field of vision. Remember that you cannot charge what you cannot see, but being within 8” of your enemy is enough to prevent them from marching.

SOUND THE CHARGE!

The other type of fast cavalry is the strike force. These troops combine speed with raw striking power, and are usually armed with lances and other weapons suited to close combat. This type of fast cavalry includes my trusty Silver Helms, and (believe it or not) Skeleton Horsemen equipped with lances (just as long as they are carrying the Doomrider Banner that lets your Skeletons hit automatically when charging!). These troops can hit hard enough to break even the most stubborn enemy regiments and their enormous manoeuvrability means that they should be able to catch their enemies from flank or rear. I always field reasonably large regiments of attacking fast cavalry. This allows the regiment to take the advantage of the rank bonus as well as giving them more resilience against missile and war machine casualties.

Fast cavalry that is geared for attacking cannot afford to be bogged down in hand-to-hand combat. Their armour save means that even second-rate troops can kill quite a lot of them, given a half a chance. So don’t give them any! When you commit yourself to charge, you must be reasonably sure that your troops will break the opposing regiment, and preferably ride them down as well! Your speed should allow you to catch most fleeing opponents.

CAVALRY COMMANDERS

Fast cavalry regiments need good leaders just as much as a fully-fledged unit of heavily armoured knights. Perhaps even more so, as they must compensate somehow for their lower armour save. I prefer to have both Heroes and Champions to lead my regiments, as well as buying a standard bearer. This gives my troops a better Leadership and increases my combat resolution. I generally equip the characters with magic items that affect or protect the whole regiment, like the Sword of Fortitude to make them immune to fear and terror, or the Amulet of Fire to dispel
Here a fast cavalry regiment, deployed in a snaking formation, makes its way through the dense terrain on the left flank, changing formation at the end. Now they threaten the flank of the enemy, while the rest of the army advances. This way the enemy is attacked in the flank, whichever way they turn.

The best of both worlds

Some fast cavalry regiments can be tooled up with both missile and melee weapons. Units such as Reaver Knights and Forest Goblin Spider Riders are good examples of these troops. Using them is extremely tricky: you must choose when to fight and when to use your bows. I usually give these units a Champion as a leader instead of a Hero, and use them to fight enemy skirmishers and infiltrators. As they can both shoot and fight in hand-to-hand (a bit) they can spend their first turn shooting their opponents and then charge once they are close enough. I myself sometimes field Reaver Knight units armed with both spears and bows and let them act as guardians of my prized Repeater Bolt Throwers against Gutter Runners, Dark Elf Scouts and such.

Weaknesses

The chief weakness of the fast cavalry is their lack of armour. If a sizeable regiment armed with missile weapons unleashes a volley against your fast cavalry regiment, you might as well cross them off your army list. Skirmishers are perfect troops if you wish to form a missile screen in the front of your core units, but this is not the case with the fast cavalry! Remember that the enemy does not suffer any additional penalties when shooting at your fast cavalry, so advancing in plain sight of enemy archers is foolhardy indeed. Please don’t try this at home! I already have, and suffered for it.

So how to avoid death by arrows? You might want to look to magic for answers. The Ruby Chalice will give a -2 penalty for shooting as soon as your regiment suffers at least one casualty. The Grey Magic Spell Radiance of Ptolus is also handy, making it impossible for the enemy to target the regiment protected by this spell. If Cannons and Bolt Throwers are the thing you fear, you might want to advance in formation with only one rank to reduce the number of casualties suffered by cannonballs, as there will be no extra ranks for the enemy missiles to plough through. In later turns you can change the formation to a more suitable one, as the fast cavalry rules allow you to do this without any inconvenience.

The Oracle of Absolute Rules Knowledge

Before finishing this article I visited the Oracle of Absolute Rules Knowledge that lives in the upper floors of the Design Studio (incidentally, the Oracle is also known as Rick Priestley). The fearsome thing gazed down at me with baleful eyes and with a booming voice it demanded to know the reason for my presence in its lair. With trembling hands I presented the traditional offering: a pint of beer and a large bacon butty, and asked my question.

Q: Oh all-knowing one, are Chaos Centaurs and Chaos Dwarf Bull Centaurs considered fast cavalry?
A: No! (Growl!) The fast cavalry rules cover only mounted troops. (Slurp!) The word cavalry is to be used only with troops mounted on horses and equivalent steeds with one Wound, like Giant Wolves and Cold Ones. (Munch!) Both Bull Centaurs and Centaurs are actually single models on cavalry bases, not real cavalry.

After that the Great Oracle gulped down the last of the beer and turned its hungry eyes on me, I decided that discretion was the better part of valour and made my tactical (if somewhat hasty) retreat from the Oracle’s abode.
COUNTERMEASURES

So what if you play Dwarfs or Skaven and cannot get any fast cavalry? Don’t despair for fast cavalry has several weaknesses you can exploit.

When it comes to stopping fast cavalry altogether, there are couple of good countermeasures. The first is, of course, missile troops. Arrows, cannonballs, crossbow bolts – all are extremely deadly against fast cavalry due to their low armour save, and low toughness. The Chaos Dwarf Earthshaker Cannon deserves a special mention – its ability to kill and slow down enemies is absolutely perfect for stopping fast cavalry from running rampant.

Magic is a good solution. The Pipes of Doom is absolutely devastating against fast cavalry regiments, because it both stops them from charging and causes crippling casualties. Anything else that hinders movement, like the Dwarf Master Rune of Dislay and the tabnamic Rune of Slowness can easily leave fast cavalry exposed for your archers to pick at. The Skaven Warpscroll is another item which can easily wipe out an entire regiment. Attacking fast cavalry must rely on breaking their opponents when they charge, as they are very vulnerable in a protracted fight. The Crown of Command, a runic standard with the Rune of Courage or the Rapturous Standard will protect your regiments against break tests. This means that in the following hand-to-hand combat phases, without their charge bonuses you will probably defeat the fast cavalry.

Spells also offer plenty of choices to hurt the annoying horsemen. Aside from spells like Plague and Dwellers Below that wipe out the fast cavalry regiments altogether, the Curse of Anraheir and Ash Cloud are useful as they limit the manoeuvrability of their target. Transportation spells like Bridge of Shadows and Hand of Gork are also good, as they allow you to charge the elusive fast cavalry and probably break them or wipe them out.

You can also get fast cavalry of your own by fielding suitable allies. In the case of Skaven and Chaos, Harpies can serve in similar roles because of their great manoeuvrability and extra ranks.

I have done all I can for you. Now lead your troops to victory!

FAST CAVALRY TIPS

Pick your fights! The manoeuvrability of your troops allows you to choose opponents that you can defeat, and avoid being charged by enemies who are too powerful for you!

Outflank your opponents! Regiments of fast cavalry are perfect for flanking manoeuvres. You should use your first movement phase to get yourself into position where you can charge your opponent’s flank. Alternatively, you can spend two movement phases maneuvering into the right position and charge your enemies from the back!

Chase fleeing enemies! Fast cavalry regiments have high charge moves, so if you can charge fleeing enemies you have a good chance of catching them or driving them off the table.

Watch the skies! Fast cavalry is extremely vulnerable to attacks from above. Intercept enemy flyers with your own, and consider investing in the Orb of Thunder or the Talisman of Ravensdark to protect your troops.

Strength in numbers! The trick with attacking fast cavalry is to support its advance with other regiments. To do this, use supporting troops to march towards your opponents from the flank, while your fast cavalry threatens their flanks. By attacking the enemy from two directions, you’ll guarantee one of your regiments being able to charge him in the flank.

Support other troops! When one of your core regiments is engaged in a close combat that could easily swing either way, your fast cavalry regiment (if it is still at least five models strong) might consider charging the enemy regiment in rear or flank. No matter what, you will get a bonus on your combat resolution and this might be enough to give you the battle.
Can the loyal Space Marines hold back the hordes of green-skinned warriors or will the Orks overrun the planet? The fate of an entire world is up to YOU!

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After beating back the first wave, can the Imperial and Eldar alliance stave off the assault of yet another Tyranid swarm?

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SUN, SQUIGS & STORMBOLTERS

NEWCASTLE: 1st September, and CASTLE HILL: 8th September

ABOMINATION!

MIRANDA: 15th September
**MAGIC ITEM**  
50 POINTS

**THE CLOAK OF ISHA**

The Cloak of Isha was woven from the leaves of the sacred rowan trees of the Grove of Isha by Queen Arel herself.

When Orion goes forth into battle he wears the Cloak of Isha as his only protection. The Cloak acts as both shield and armour for Orion and gives him a special save of 4+ against every kind of attack. This is not an armour save and so even saves against war machines, breath attacks and magic weapons that normally allow no save.

**ORION ONLY**

---

**MAGIC SPELL**  
50 POINTS

**THE HORN OF THE WILD HUNT**

Orion carries an enormous hunting horn crafted from the horn of a mighty auroch, the gigantic wild ox of the forest.

The sound echoes through the forest and over the battlefield signalling that the Wild Hunt is on. When the horn is sounded, the nearest enemy unit within 12" becomes filled with impending doom and must take a Panic test. Orion may not sound the horn if he is in hand-to-hand combat. The blast from the horn is a magic spell and so can be dispelled as normal.

**ORION ONLY**

---

**MAGIC ITEM**  
50 POINTS

**THE SPEAR OF KURNOUS**

The hunting spear can be thrown like a missile weapon and always returns to Orion’s hand. When thrown it has a range of 8". There is no penalty for throwing at targets over half range. If the spear hits an independent model roll a number of dice equal to the original Wounds characteristic of the target. Each dice that scores 4+ causes a wound. If the spear hits a unit, roll a dice for each rank of models in the unit. Each score of 4+ causes a wound on the unit. In hand-to-hand combat roll to hit and to wound as usual. Orion cannot throw the spear when he fights in hand-to-hand combat. Instead he stabs it with it like a normal spear. Roll to hit and wound as normal. Only magic armour can save against wounds inflicted by the Spear of Kurnous, whether it is thrown or used in hand-to-hand combat. For full rules see Warhammer Armies Wood Elves.

**ORION ONLY**

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**Bike Damage Table**

1. The bike’s twin bolters are destroyed and may no longer be used.
2. The wheel and mountings are badly buckled. From now on the bike’s maximum speed is reduced to its slow rate only.
3. The bike’s controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike’s movement phases. On a roll of 4, 5 or 6 the rider is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
4. The bike’s front wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier.
5. The bike’s engine explodes, killing the rider. The wreck hurries out of control next turn before coming to a permanent halt.
6. The bike’s fuel catches fire, killing the rider. The flaming wreck hurries out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

**Rider Damage Table**

Roll to see if the rider is killed using the normal shooting rules by comparing the attacking weapon’s Strength to the rider’s Toughness, and making any armour saving rolls as normal. If the rider is killed then the bike will move out of control for one turn, and then flip over and be destroyed.
**Points Cost:** 20 points + rider

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**Weapon Data**

At an additional cost of +5 points, this weapon is loaded with either frag or knock grenades in a 90° arc of fire. The bike may be fitted with one twin-linked boliers fitted with a larger ring forward.

**Movement**

- 2 Save
- 2 Damage
- Strength: 5
- AP Value: 1

**Crew**

1 Space Marine

**Vehicle Data**

- Type: Bike
- Fast Speed: 30
- Compact Speed: 12
- Slow Speed: 10
Amongst all the chapters of the Legiones Astartes, the fame of the Ultramarines is unrivalled. They are the greatest and the most powerful chapter of the Space Marines, renowned throughout the galaxy for their strict adherence to the Codex Astartes as laid down by their Primarch, Roboute Guilliman, ten millennia before.

The Ultramarines suffered greatly during the First Tyrannic War, and their Terminator company perished to a man when fighting against hordes of Tyranids and Genestealers, a grievous loss from which the chapter has not yet fully recovered. Because of this legacy of hatred, the Ultramarines are implacable foes of the Genestealers. Any opportunity to fight against these foul aliens is a much sought-after honour amongst the Ultramarines.

Such an opportunity came during the great Forian Crusade. A gigantic, lumbering space hulk, named Hunter of the Void, appeared from the warp space near the homeworld of the Ultramarines, Macragge. Unfortunately, most of the Ultramar fleet was fighting the Emperor's War, and thus only one ship could be spared to stop the heinous aliens.

This ship, the Will of the Emperor, carrying several squads of elite Terminators, was dispatched immediately to deal with this threat.

Upon reaching the hulk, the Ultramarines set to the task with zeal. The unremitting fighting raged deep inside the dark corridors, but the aliens proved to be extremely tenacious, as if there was something they were guarding, some dark secret hidden deep within the core of the space hulk. The scanners of the Will of the Emperor could not penetrate the shielded chambers deep within the ancient ship, so Commander Troilus decided to send the most seasoned veterans of his command to challenge the vastness of the hulk and lift the veil of secrecy of the lower levels. Two squads were assigned to the task, and they prepared with their customary efficiency, chanting their prayers and reciting the litanies of hatred.
Mission 1

VEIL OF DARKNESS

As the battle raged, the probes of the Will of the Emperor scanned the enormous space hulk, and yet the alien ship was reluctant to yield up its secrets. The Space Marines were unable to determine the number of Genestealers aboard, nor could they tell exactly where the clawed monstrosities were emerging from. There was a large area near the reactor core that was impenetrable to the scanners of the Space Marines' ship. Commander Troillus decided that the time had come to cut through the veil of darkness and reveal the secret of the hulk. The Techmarines aboard the Will of the Emperor had found a way to shut down the ionisation shielding that interfered with the ship's scanners. A fully functional computer terminal had been detected that could be used to disable the shielding. Two squads of Terminators were assigned to locate the computer panel and access the computer. Due to the massive radiation leaks from the nearby reactor, the squads' teleporters would not work anywhere near the computer terminal, so the Terminators would have to fight their way out after accomplishing their dangerous mission.

BACKGROUND

The Space Marines must reach the Gantry Room computer, shut down the shielding, and move out of the section. If you are playing this Mission as part of the campaign, note whether the Space Marines are successful at the computer and whether two or more Space Marines make it off the board.

FORCES: The Genestealer player begins the game with a single Blip in the Gantry Room entry area. Each turn another Blip enters at the Gantry Room.

BRIEFING: The Space Marines are trying to access the computer in the Gantry Room and get two of their men out of the exit point. The Genestealers win if they can stop either from happening.
The Gantry Room

This campaign uses a new 5x5 room with gantries round the edge of a deep drop in the middle. You can find this room in the card section of this issue.

Special Rules: At the end of any close combat fought in the Gantry Room, the remaining model (or both in the case of a draw) rolls a D6. On a roll of 1, the model has lost its footing and plummets to its death! A model cannot move diagonally across the corners of the Gantry Room.

The Genestealer entry point in the Gantry Room is the square directly opposite the gantry square that sticks out over the drop.

If a Space Marine is in the Gantry Room at the start of the Genestealer turn, the Genestealer reinforcements must lurk for 1 turn. Any blip entering play must be converted and the Genestealers must enter at the entry point, one at a time. Any models from the same blip that cannot enter in the same turn are lost.

All flamer counters on the gantry square are removed at the end of the Space Marine turn, even if there are two or more counters on one square. There is nothing to keep the fire burning.

A model in a doorway cannot see the corner squares at that end of the room.

Forces: 2 squads of Space Marines – Squad Notaras and Squad Gorius (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

Briefing: The Space Marines must access the computer and get two or more Space Marines out of the exit point to win. Each turn a Space Marine spends standing next to the computer terminal without any Genestealers in the Gantry Room, roll a D6. On a roll of 4 or more the ionisation shielding is shut down.

The bulkhead at the exit point is sealed and can only be opened by spending 1 AP when a Space Marine reaches the last square of the board section.

The Space Marines move first in this mission.
Mission 2

TO KILL THE BEAST

The heroism of Squad Notaras and Squad Gorius had paid off, and the shielding of the hulk collapsed. The scanners of the Space Marine mothership swept the inner levels of the hulk, and the results were horrifying: the entire inner core of the *Hunter of the Void* was infested with teeming swarms of Genestealers. The few remaining squads of Terminators didn’t stand a chance against the numberless alien horde that lurked in the vastness of the hulk and the *Will of the Emperor* did not carry sufficiently powerful weaponry to destroy the ship. And still the hulk continued on its inexorable course towards Ultramar.

When all seemed lost, the Techmarines aboard the *Will of the Emperor* found a solution to the problem: Terminators carrying powerful anti-matter bombs could fight their way to a level above the reactors and drop the explosives down the shafts. The chain-reaction of explosions would then tear the space hulk apart, along with its deadly cargo.

Commander Trollus ordered all his remaining squads to make a diversionary attack, while two squads, commanded by sergeants Gladius and Adrianus, would carry the explosive charges to a point where they could be dropped down to the vulnerable reactor core and seal the fate of the hulk.

BACKGROUND

The Space Marines must reach the Gantry Room and drop their explosive charges down the deep drop in the middle. If you are playing this mission as a part of the campaign, note whether the Space Marines are successful or not.
FORCES: The Genestealer player begins the game with one blip counter in each of the eight starting points marked with red squares. During the game, the Genestealer player receives one reinforcement blip per turn. This blip is placed in the Gantry Room.

BRIEFING: The Space Marines are trying to get to the Gantry Room and must be stopped.

"The Emperor is with us and thus we cannot fail!"

Last words of Sergeant Adrianus

The two squads of Space Marines deploy on the yellow corridors

ULTRAMARINES

FORCES: 3 squads of Space Marines – Squad Gladius and Squad Adrianus (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters). The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins if at least one Space Marine reaches the gantry in the Gantry Room and survives through a Genestealer turn.

The Space Marines move first in this mission.
Mission 3

BACK FROM DARKNESS

The series of explosions began to tear the space hulk apart. Time was running out, but two squads of veteran Terminators still remained aboard the dying monstrosity, including the personal bodyguard of Commander Troilus, led by Sergeant Constantius. Allowing the battle brothers and their irreplaceable Terminator armour to perish on the hulk was unthinkable. The Will of the Emperor defied the danger and remained within the range of the Terminator's teleporters, while Sergeant Constantius summoned all his strength to lead his men out of the shielded area of the space hulk. Dying in the service of the Emperor was one thing, but losing the priceless Terminator armour and the gene-seed carried by all Space Marines was a sin and heresy in the eyes of the Emperor.

The retreat was orderly and precise, but it faced the most ferocious assaults by the clawed Genestealers. It was time to pit the might of the Ultramarines and their weapons against the inhuman strength of the alien foe.

BACKGROUND

The Space Marines must get through the exit point before a whole section is destroyed. If the Space Marines failed Mission 2, an extra two Genestealer Blips start in the Gantry Room. If the Space Marines failed to get at least two of their men out in Mission 1, the Space Marine player starts with one less Space Marine armed with a storm bolter. If the Space Marines failed to access the computer in Mission 2, the destruction of the section begins on turn 5.

ULTRAMARINES

FORCES: 2 squads of Space Marines – Squad Primus and Squad Constantius (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer, and 3 Space Marines armed with storm bolters. The two squads are deployed on the yellow corridors.

BRIEFING: The Space Marine player wins by getting at least two Space Marines off the board alive.

Move the turn marker at the start of each Space Marine turn, the board sections start to be destroyed at the end of turn 6.

The bulkhead at the exit point is sealed and can only be opened by spending 1 AP when a Space Marine reaches the last square of the board section.

The Space Marines move first in this mission.
"Failure is not an option! Onwards to victory!"

Sergeant Constantius

The two squads of Space Marines deploy on the yellow corridors.

The purple diamond marks the Genestealer entry area.

**FORCES:** The Genestealer player begins the game with 1 blip in each of the rooms marked with a red square, and receives 1 reinforcement blip per turn in the Gantry Room.

**BRIEFING:** The Space Marines are trying to get out of the space hulk before it is destroyed.

The destruction of the hulk is simulated by removing board sections, starting from the Space Marine entry end and removing all adjacent pieces to the last one removed, each turn.

At the end of the sixth Genestealer turn the Genestealer player removes both Space Marine entry areas. At the end of the next turn remove the room and the crossroads. After that remove the L-corridor, the 4-section, and so on.
WARNING! These models contain lead and may be harmful if chewed or swallowed. These Citadel Miniatures are not recommended for children under 14 years of age.

Each boxed set contains 8 finely detailed Citadel Miniatures. These models require assembly and painting. We recommend that parts are cleaned and trimmed with a modelling knife, and that the models are undercoated before painting with Citadel Colour paints.

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BORN TO RUNE

THE HOLISTIC VIEW
As with any magic items, choosing Rune items for your Dwarf army is a task that shouldn’t be approached lightly. Venerable Runesmiths have laboured long and hard to bring you magnificent weapons of destruction and all manner of magic panoply, so you don’t want to offend their honour by squandering it, do you? You must consider all sorts of things, such as your overall strategy, where the character bearing the Runes will fight, the phase of the moon, the sites of nearby sources of magical interference... (I think you’re getting a little carried away – Ed). OK, but hopefully I’ve made my point.

If I was to go on about every possible tactic and stratagem open to a Dwarf General I’d soon fill up the next two or three issues of White Dwarf. Instead, I’ll have to limit myself to some general principles which normally apply regardless of your particular tactical foibles.

POTENT STUFF
Dwarfs like their magic items the same way they like their ale – strong enough to flatten everything within arm’s reach! Some of you, perhaps many of you, will disagree with my suggestions on the next pages, sitting there in your glittering Hold proclaiming “Ha, what weedy items, my pet pony could choose more destructive weapons!” and you’d probably be right. Well, bully for you! When I pick my Runes I put myself in the position of the Runesmith making the actual weapon, armour or whatever. I want to be individual and original, yet keep to the buyer’s specifications. Axes which can kill all-comers and armour which is nigh-on impenetrable can be forged, but where’s the fun in that? Besides, if you create the perfect Rune item, your customer isn’t going to come back next week to pay out his gold for the new, improved version... I find that a few, well thought out Runes will win through just as often as the 300 points worth of Death Axe. Anyway, enough of that, if you already disagree with me, my arguments probably won’t persuade you otherwise.

COMBINATIONS
Individually, many of the Dwarf Runes simply replicate the effects of other magic items, giving bonus attacks, killing anything they wound and so on. Nothing spectacular. However, your bog-standard, day-to-day magic item does that thing and only that. Yup, that’s it, nothing else. This is of course where Runes come into their own. The player has the chance to customise his weapons to have abilities in specific combinations which are more powerful than the sum of their parts.

An example of this – the Frostblade. The Frostblade kills anything it wounds, for 100 points. Sounds good doesn’t it? But it doesn’t help your Strength 4 General wound a Toughness 7 Dragon, does it? A Dwarf’s Master Rune of Death does the same thing for the same points cost, but also has the ability to be combined with a couple of Runes of Cleaving which each add +1 to your Strength. It costs an extra 40 points, but compared to the cost of a Dragon (450 points or more!) it’s a neat investment, don’t you think?
WEAPON RUNES

The easiest way to talk about Runes is by sorting them out by their form – Weapon, Armour, Protection, Talismanic and Engineering Runes. Let’s deal with the most prolific of these categories first – Weapon Runes.

When it comes down to it, no self-respecting Dwarf Lord is going to go to battle without at least a couple of Runes on his hammer or axe. Precisely what these are varies greatly depending on the role you have in mind for him and your army as a whole. Rather than talk about this forever, I’m going to go through some of my favourites from past battles and talk a little about them (and, if I can remember, their effect on the battle). First of all, I’ll point out that my army generally veers towards the defensive (remember the Castle tactic from WD 185). I’m well aware that Dwarfs have stumpy little legs and frequently get outpaced by snails, so I usually sit and wait for the enemy to come to me and then give them a jolly good smacking (well, sometimes I might give them a jolly good smacking... ).

In one memorable battle I was facing off against a Wood Elf host and I was pretty sure I would be facing at least one Treeman and possibly two. For this reason, my twenty-strong Slayer regiment was led by a Daemon Slayer with a Rune Axe that’s it. Now, let’s talk about...

ARMOUR RUNES

I have only two things to say about armour Runes – Runes of iron and Runes of Fortitude. That’s it. No really, they’re the only Armour Runes I’m going to bother with from now on, especially the Rune of Fortitude (+1 Wound!). You can forget any additional armour saves and all that, when it comes to a Dwarf being hurt. No chance. That’s why this Runes combination is actually quite useful for any Champion, double-handed weapons or not.

Anyway, the best way to stop your regiment losing some of its return attacks through casualties is to inflict some damage on the enemy first – the Master Rune of Swiftness. With this Rune, your character will always strike first (well almost always, if the enemy have a similar ability it goes on Initiative). With a Rune of Fury and a Rune of Cleaving you can thin down the numbers facing the rest of your unit.

Well, that’s just a couple of examples from my own collection, let’s move onto...

RUNES OF PROTECTION

Magical banners are popular, but Dwarfs... ). My favourite Rune of Protection has to be the Rune of Slowness. This reduces the enemy’s charge by D6”, hopefully leaving them standing within your
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own charge range so that you can charge back
next turn. This is particularly effective when used
on the banner of a missile regiment – Thunderers
or Crossbowmen. This enables them to stand and
fire as the chargers close in and then pepper them
with shots or return the charge in the next turn.

The Master Rune of Valaya is also a good one –
probably the most potent anti-magic device in the
Warhammer World. Stick one of these in your big
unit of Ironbreakers and watch them munch
through the enemy without hindrance. No spell
can have a lasting effect on them so they’ll only
be vulnerable (well fifty-fifty vulnerable with the
banner’s dispel) to “instantaneous” spells like
fireballs, which they can probably weather under
their own steam. However, including the points of
the Battle Standard Bearer to carry it, the Master
Rune of Valaya costs about 250 points. That’s a lot
of points in a model which only has the profile of
a Champion... I’d rather invest in some Runes of
Spellbreaking, but more of that later.

Lastly, but far from least, we come to the glorious
Rune of Courage. For 75 points this will make
your regiment completely immune to panic, fear,
terror and stupidity, not to mention break tests.
Yes, you too can have heavily armed Slayers! So,
your magnificent Ironbreakers are weathering the
storm of enemy attacks and a huge Manticore
comes tearing into the unit. Who cares? Just get
your Champion with his tasty Rune axe to step up
and deal a few blows with his Rune of Swiftness,
Rune of Cleaving and Rune of Fury and the job’s
done. If by some chance you don’t have such a
character and lose the combat, it doesn’t matter –
you’re immune to break tests remember. To get
those victory points, your opponent is going to
have to kill every last member of the unit! Not a
particularly inviting task, is it?

TALISMANIC RUNES

Talismanic Runes won’t kill lots of the enemy,
and most of them won’t stop the blows of your
enemy from felling your brave warriors. What
they will do is infuriate your enemy’s plan and
make a complete shambles of his tactics! In
particular, the Master Rune of Dismay can halt
your opponent in his tracks, especially if you’re
facing a low Leadership army such as Goblins or
Skaven (or humans for that matter). This is
particularly effective if your army is mainly
missile troops, who may be able to get an extra
turn of firing before the enemy charge comes
rumbling in – this could be the difference between
victory and defeat in some combats!

Runes of Spellbreaking are a special case,
working as they do exactly
"I can forge the best armour and weapons, but a true Dwarf's power is forged in the intense heat of battle."

Snorri Spangelhelm

As the Thunderers' Rune of Slowness strands the Wolfboyz in the open, Dwarf war machines open fire from both sides, raking the unfortunate enemy regiment with devastating fire.

"Another favourite of some people, but one I've never used (or am likely to use) is the "Stealth Gyrocopter". This involves placing a Rune of Disguise on a Gyrocopter so that it can swoop in on the enemy whilst invisible. How mad can you get? People get so distracted by this notion they forget that you can put these onto your other war machines too. There's nothing so disheartening as not getting the first turn and having half your war machines blown away by enemy artillery."

Well, that's just a brief insight into Runesmith Thorpe's half-crazed mind. As I said earlier, many of you will think I'm a complete novice at this sort of thing, but hopefully I will have sparked off some ideas even for you veteran Dwarf Lords out there. As the great Snorri Spangelhelm was often quoted as saying:

"I can forge the best armour and weapons, but a true Dwarf's power is forged in the intense heat of battle." Get out there and fight!

As the Thunderers' Rune of Slowness strands the Wolfboyz in the open, Dwarf war machines open fire from both sides, raking the unfortunate enemy regiment with devastating fire.

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In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce new Monsters and even more perils. In addition, the Warrior packs contain eight new heroes, each with unique special abilities, skills and weapons. Dare you face the challenge of Warhammer Quest?

WARNING! Adventure and Warrior packs contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
IT CAME FROM THE SUMP
BY "PAPA" STEVE ANASTASOFF

MORE TALES FROM THE UNDERHIVE

So juve, ya made it back then... where've ya been? I thought the Thing had got ya. What d'ya mean what thing? You had your head stuck in a gunk tank or somethin'? The Thing from the Sump. Stranger things may have happened in the Hive before, but not in my time. This blob just rose right up from the Sludge Sea an' started dissolvin' people away. And ain't nobody been able to stop it. But I've lived in this drain pipe for longer than I can remember, an' it's gonna take more than a walkin' slime bucket to move me. Hey kid, what're ya lookin' at, you've gone all pale... Where're you goin'? Why the rush? Was it somethin' I said... What d'you mean it's behind me? Uhhh, now you mention it, maybe it is time for a move. Never did like this scum sucking' pipe anyhow. Wait for me kid... Papa Steve comin' through!

It's not often that I get as much feedback from an article as I did from last month's Tales From the Sump. Ever since I finished it people have been coming up to me with suggestions for all kinds of weird and wonderful new scenarios based around their own favourite B-movies. This all got me so enthused that I just couldn't resist carrying on the theme in this month's article!

You might remember that last month, I mentioned some scenarios that I'd been playing which had gangs being hunted down by a Lictor. Well, this got me thinking about what other sorts of horrific and terrifying creatures might inhabit the deepest, darkest corners of the Underhive. The bestiary section of the Outlanders book gives a whole host of Hive denizens, but I wanted something more - an horrific mutant monstrosity, independently capable of taking on a whole gang, or even several gangs at once. Something like the horror from the film The Thing, where the creature is shot, axed, burned, and even savaged by dogs - but still keeps on coming. After bouncing a few ideas around the rest of the White Dwarf crew, a suitably nightmarish plot began to form...

IT CAME FROM THE SUMP

The first thing to do would be to create the monster itself. This could perhaps be a giant arachnid, like the beast from Tarantula, a foul reptilian that lived and bred deep in the sludge of the Sump like the Creature from the Black Lagoon, or maybe a swarm of smaller creatures that existed as a single colony, a plague of insectoids that could strip the flesh from a living target in seconds, like Them. Eventually, however, I decided that the monster would be an amorphous, tentacled blob. This seemed to me to be just the sort of thing that might live in the depths of the Sump, carrying itself further Uphive in its constant search for food.

This time I wanted something more than just a one off scenario. I wanted something that would become more of an inherent part of the campaign. Again, after trying out a couple of ideas, and throwing some suggestions around the rest of the crew, I'd worked out how this was going to happen.

The Thing from the Sump is moving Uphive, and has started entering your players' territories. Each week, at the same time that you generate a random campaign event, roll randomly to see which gang's territory the Thing has moved into that week. You should also select one of their territories, which is the one that the Thing has turned up in. The gang cannot claim any
When playtesting this scenario, I used one of the Chaos Spawn models from the Studio Chaos army to represent the Thing. There are all sorts of bits and pieces that you can use to model your own creatures like tentacles from Beasts of Nurgle, parts from Great Unclean Ones, or almost anything from a Lictor!

income from this territory this week unless they manage to drive off the monster. If they fail to drive it off or kill it (using the special scenario rules given below) then it will destroy that territory completely - cross it off the gang’s list! If they drive it off, they may keep the territory and use it normally from that point on. However, the Thing is still alive and still hungry, and in the next week it will move into another territory – or perhaps even back into the same one!

THE SCENARIO

The Thing from the Sump is a unique and extremely tough creature. Being largely made up of slime and gunk, it is completely immune to most normal weapons. The best you can hope for with a regular weapon is to drive it back slightly. The only way the gangs can think to destroy it is by submerging it in a particularly noxious toxichem pool. Fortunately for the gangs such pools are not uncommon amongst many parts of the Underhive. The only problem is how to push it in...

This scenario should be played whenever a gang tries to fight off the Thing from the Sump, with the Arbitrator setting up the table and controlling the Thing. When setting up for this scenario you should place something to represent the toxichem pool that the gang is trying to drive the Thing in to. This should have several gantries and walkways overhanging it for the Thing to be blasted off – it’s not so stupid that it will just walk into the pool! The toxichem pool should be placed about in the middle of the gaming area. Anything falling into the toxichem is instantly killed, and any equipment is lost permanently!

Randomly select a table edge - the Thing will start in the middle of this edge. The gang may then set up anywhere within 8” of the opposite table edge. The gangers have two objectives. Ideally, they would like to destroy the creature, so that they can claim the bounty on it, and not have to worry about it attacking any more of their territories. However, if they cannot destroy it, they at least want to drive it off out of their territory. The Thing is destroyed if any hit forces it back so that it cannot avoid falling into the toxichem. It is driven off if any hit forces it off a table edge and out of the playing area. See the following section for rules on driving the Thing back with weapon hits. The gang must take bottle tests as normal when they have suffered 25% casualties, but must also test each time the Thing devours one of the gang.

The Thing just wants to eat as many gangers as possible. It always takes the first turn in this scenario.

THE THING FROM THE SUMP

A number of special rules apply to the Thing from the Sump, making it a unique adversary.

Wounds: The Thing from the Sump starts with six Wounds. In fact its entire profile starts at six. However, every time it suffers a Wound its entire profile gets reduced by one, so that the whole profile will always remain at the same level as the number of Wounds it has remaining.

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Regeneration: The Thing from the Sump can regenerate Wounds (and the rest of its profile) during the recovery phase. During each if its recovery phases, roll a dice for each Wound that the Thing currently has missing. On a roll of 4, 5, or 6, the Wound is regenerated. Remember that the rest of the profile will also regenerate at the same time. The Thing from the Sump will continue to regenerate even if reduced to zero Wounds. The only way it can be killed is by submerging it in the toxichem.

Movement: The Thing from the Sump can neither run nor charge. It therefore always moves at its Movement characteristic speed. Note, however, that this will drop if the Thing suffers any wounds. The Thing may freely move over any obstacles without penalty, and may climb up or down walls as if they were ladders.

Pinning: The Thing from the Sump cannot be pinned. Nor can it be taken man down, man out, or suffer flesh wounds. The only way to stop, or damage, it is by the methods described above. Also, it need never take agility tests to avoid falling off heights if hit.
The last three members of the gang are ambushed by the Thing, and those that can flee for their lives...

Shooting: The Thing from the Sump may lash out with one tentacle for each of its Attacks. Note that this means that as it suffers wounds it will be able to throw out fewer tentacles each turn. Each tentacle has a range of 12”. Roll to hit as normal. For each hit, pull the target 1” closer to the Thing. If it is pulled into contact, then fight as normal in the hand-to-hand combat phase. These attacks can pull gang members off high levels. Any hit by a tentacle will cause that gang member to become pinned, even if it does not pull them into the Thing itself. The Thing has a 360° line of sight.

Hand-to-hand combat: The Thing from the Sump cannot charge. Instead, it automatically fights a round of hand-to-hand combat against anything that it is in contact with during the hand-to-hand combat phase. However, both the Thing and its hand-to-hand opponents may move off freely in their movement phases – they are not locked in combat. Any gang member unfortunate enough to be absorbed by the Thing is lost permanently, along with all his weapons and equipment!

Push-backs: Every time the Thing from the Sump suffers a hit (even if it can’t damage it), from shooting or hand-to-hand combat, it is driven back 1”. It is particularly susceptible to hits from flamethrower weapons, which drive it back 1D6” instead of just 1”. Move the model of the Thing directly away from the attacker. If this pushes it over the edge of a high level, then it will fall to the ground and suffer damage as normal.

Feeding Frenzy: When the Thing from the Sump senses food nearby, it will sometimes go into an uncontrollable frenzy to get to it. Roll 1D6 at the start of each Thing turn. On a 1, 2, or 3, it is controllable and may be played as the Arbitrator wishes. However, on a roll of 4, 5, or 6, the Thing is affected by its Feeding Frenzy. It must move at full speed towards the nearest visible gang member, but will always select a target in the open over one in cover. The Thing will always lash with as many tentacles as possible at this one target. Note, however, that even when in a frenzy the Thing will not move into a toxichem pool voluntarily, and will try to move around it. The only way to force it into a toxichem pool is to blast it there!

Leadership: The Thing never bottles out and is immune to all psychology. It is assumed to automatically pass any Leadership test it is required to make, and so its Leadership value is never actually used.

IF THEY SURVIVE

As the Thing stomps and slimes its way around the Hive, bounty on its metaphorical head gets bigger and bigger. Every time the Thing is involved in a battle which it survives (whether it gets driven off or not) its bounty increases by the roll of a dice times ten. This amount is added to the income of whichever gang eventually manages to kill it.

Experience is awarded to gang members fighting the Thing as follows:

+D6 Survives. Each surviving gang fighter earns D6 experience points. Even fighters who are taken man down or man out receive experience for taking part.

+D6 Driving off the Thing. If the Thing is driven off, each surviving gang member gets a further D6 experience points, on top of the D6 for surviving. This bonus is also awarded if the Thing is killed.

+10 Killing the Thing. If the Thing is killed, the gang member who blasted it into the toxichem pool gains 10 experience points.
MORE THINGS

During playtesting of this scenario one thing became clear – the Thing is tough! Most novice gangs got two or three gangers taken out without any chance of killing the Thing! For this reason you can allow more experienced gangs to come hunting for the creature. If a novice gang can find someone to fight the scenario for them, in exchange for cash or purely for the glory and bounty, then you may allow them to try and fight off the Thing instead of the appointed gang. Note that the territory under attack does not change, so if they fail to drive off or kill the Thing it is still the original gang that suffers the loss.

Also during playtesting we played around with a few other ideas that you might like to try. One of the most dangerous was having the Thing split into several smaller Things if it got hit by a particularly high Strength weapon, such as a lascannon. These would then quickly regenerate into full-sized Things, which could each go off and attack other territories! Another idea was to have the Thing grow larger and tougher every time it consumed a gang member, with its profile permanently increasing by one for each victim devoured. Note that both these abilities make the Thing even more deadly, so should only be considered if you have a lot of very experienced gangs in your campaign.

ADRIAN'S MONSTER ON THE LOOSE SCENARIOS

Adrian: Steve and I were talking about the It Came From The Sump scenario and the conversation triggered off a whole load of ideas for alternative scenarios you could try based on other B-movies. My favourite idea was for a more sinister plot, with an unseen creature preying on gang members. The monster attack could be a random event, or organised by the Arbitrator. Every game there is an increasing chance of a single ganger being snatched and killed during any turn, with both gangs immediately bottling out when the killing happens. Perhaps the event is triggered when one of the gangs bottles out. The beast lashes out as the gang runs for it, enraged at the cowardice being displayed (how like a Khorne Bloodletter or a Spyrer to slay a coward, for example), cutting down a random gang member. Whichever way you do it, the beast’s actions have no apparent pattern to them (at least to start with), in order to increase the tension. The creature doesn’t have to be something you invent yourself – it could be a Genestealer, a Bloodletter, a Spyrer, a Psyker or even a mysterious plague of some kind!

The deaths could increase in regularity as the campaign continues and the gangs become subject to psychological effects such as fear or frenzy. Gangers are reduced to gibbering wrecks or transformed into blood-mad fiends desperate to uncover the beast responsible for the deaths. Suspicion is rife on all sides. Convinced that the other gangs are somehow involved in the attacks, full scale war breaks out between Houses. Fighting is fierce as gangers set upon gangers, but still the deaths go on. The level of fear amongst the gangs would become very real.

Yet another idea is for the Arbitrator to finally reveal the monster through clues left over the course of several games, or a single event during a normal game. A reward is posted for the death or capture of the beast, the gangs competing to track it down as quickly as possible. Maybe, as more and more games are played, gangs acquire clues, a glimpse of the beast, a footprint, anything that might give the gang an idea about the creature. The gang with the most clues earns the right to try to capture or kill the monster. In order to lure the creature out into the open a lone juve is used as bait, the rest of the gang either trapping it with web pistols or blasting it with a lascannon, dependant on how greedy they are or how desperate they are to see it dead!
In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.

In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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It was a few months ago that Robin Dews (the Studio Manager, aka “our beloved leader”) came up to my desk with a worried look on his face. “Jervis,” he said, “could you go to American Games Day with Aly Morrison? Wayne’s had to drop out of the trip, and I can’t find anyone else at such short notice…” Would I?

Well of course I would, and so it was that at the end of June I found myself at Gatwick airport, a Thunderhawk Gunship model under one arm, trying to explain to the security staff that it wasn’t a bomb! Fortunately, my photo in the copy of White Dwarf magazine, which I’d brought along for just such an eventuality, seemed to convince them I wasn’t a terrorist, and soon enough Aly Morrison, myself, and the Thunderhawk were winging our way off to America for US Games Day.

Having used the White Dwarf ploy to talk us onto the plane, it proved its worth again at the other end after the Thunderhawk and Aly’s large selection of ear and nose rings attracted the attention of the American Immigration officials. Good old White Dwarf came through once more, and before we knew it we were being chauffeured to Games Workshop US’s head office.

As might be expected with Games Day only 48 hours away, the place was a hive of activity. I’d been lucky enough to go to the first American Games Day three years ago, and I’d been very impressed with the quality of the participation games I’d seen there. So, Aly and myself made a beeline for the workshop where the finishing touches were being made to the terrain for this year’s show. I must admit my ramblings about how great the terrain at the first show had been had rather built up Aly’s sense of anticipation about what he’d find, but luckily Mark Gregory and his amazing terrain-making team didn’t let me down. On entering their workshop, Aly and myself were confronted by some truly mouth-watering purpose-built pieces of terrain. If it wasn’t for the fact that the guys were in the middle of crating the stuff up for the show, and even though we’d been travelling for the best part of 15 hours, I think that we’d have sat down and had a game right there and then, the terrain was that inspiring!

“Soon enough Aly Morrison, myself, and the Thunderhawk were winging our way off to America for US Games Day.”
Thursday was, fortunately, our rest day. I staggered down for breakfast, after all too brief a sleep, to find Aly and Robin wide awake and cheerful. After breakfast we spent the morning hanging around with the guys at US head office. In the afternoon Aly and myself left Robin to do some work, while we did touristy stuff in downtown Baltimore. In the evening we met up with Robin again, who took us to meet the infamous Outriders. This isn’t a sponsored rodeo act, but is rather a group of very dedicated players that run participation games for us in stores and at shows all over.

Anyway, I’d been looking at the terrain for the show for a while when Tim Hucklebury came over and grabbed me to take part in an “on-line” chat on the Internet. Techno-buffs will know what I mean.

After an enjoyable hour or so of “on-line chat”, Robin tracked me down, and said it was time to go to our hotel. Robin, who had already been in US for a few days, took us to our hotel and then out for dinner. After the meal we all headed back to our hotel, and once safely ensconced in my room I discovered I could watch the film Broken Arrow on pay per view in my room. This was great, because I love John Woo films and hadn’t had a chance to see this one. Unfortunately I was just so tired that I fell asleep and missed the end! Oh well, I guess I’ll just have to take it out on video back in the UK (well, that’s my excuse...).
The show was not due to start until 4pm, which was just as well as we still had to set up our stand.

All 80 or 90 of them had been brought out to Baltimore for American Games Day, and they were going to run most of the participation games at the show. On the Thursday night, though, they had the rather dubious pleasure of being allowed to pick our brains about anything they could think of. This actually turned out to be great fun, as the Outriders are quite exceptionally enthusiastic about our games. It has to be said that it does the ego a power of good to meet a roomful of people who really like some of the work you’ve done, and get really excited about the new things you’re working on.

After this we got taken out on the town, ending up in a restaurant where you order shrimp by the pound(!), and later on in a bar that served 125 proof bourbon! My last memories of the evening are of playing darts (of all things!) in a bar. Sadly, despite the best efforts of my team-mate John, he couldn’t save us from losing all three of the games that we played.

GAMES DAY!

Then all of a sudden it’s 4pm and US Games Day is officially opened. The gathered hordes charge in, and to my horror I realise that Robin and Aly have left me all alone at the stand while they “have a little bit of a look round”. I prepared to man the barricades, sorry, the Studio Stand all on my own, but fortunately the 7th Cavalry in the form of my two errant companions arrived in the nick of time. The next 5 hours blur into one long Q&A and autograph signing session in my memory, with the most popular questions being: a) what Army Books/Codexes are you working on, b) is there going to be an Epic Fantasy game (prompted by the Epic Fantasy test pieces I’d brought along... ), and c) what’s in the Chaos Codex? As many of the readers of White Dwarf would probably like to ask the same questions if they could, the answers are, in order: a) we’re working on Codex Imperial Agents for Warhammer 40,000, and the Bretonnian and Lizardmen Army Books for Warhammer, b) Rick has a very early prototype set of rules for Epic

As none of the Americans could understand Aly’s Scottish accent, he asked us to print a few words on his behalf: “I’d just like to thank everyone that attended the US Games Day (including the staff), for making it such a wonderful weekend – we all had a great time, thanks.”

I prepared to man the barricades, sorry, the Studio Stand all on my own... ”

8 HOURS TO GO

So it was that I was somewhat the worse for wear for the first day of Games Day. I should explain here that American Games Day is a two day event, starting on Friday afternoon and finishing on Saturday evening. When I awoke, however, thoughts of Games Day were far from the first thing on my mind. After a long shower I managed to stagger down to the restaurant in time to find Aly and Robin finishing their breakfast and looking horribly cheerful and wide awake. I decided that a couple of glasses of orange juice and lots of coffee were all I needed! Fortunately, by the time we headed out to the Baltimore Convention Centre at noon I was raring to go. Players were already starting to congregate outside the hall, and we had a particularly fun chat with one player who explained that the real reason for Games Workshop’s success was due to the showmanship of legendary baseball star Babe Ruth (you had to be there!).

The show was not due to start until 4pm, which was just as well as we still had to set up our stand, unpack all of the miniatures and glue the Thunderhawk Gunship back together (it tends to fall apart under its own weight).
Fantasy, but don’t expect to see anything in print for 2-3 years at least (contrary to popular opinion we do like to playtest a game before we release it!), and c) here’s a copy of Codex: Chaos, why don’t you have a look! (I’d brought along a few advance samples of the Codex for the show, and they saved me a lot of talking).

In all, everyone we spoke to appeared immensely happy with the show, and we certainly had a great time during the afternoon (after all, having people ask for your autograph is another great ego-boost!) Almost before we knew it, it was already past 9pm and the first “day” of American Games Day was over!

Or I should say, over apart from the infamous “staff meal”! After some discussion we all ended up at the Baltimore Brewing Company restaurant (at least, that’s what I think it was called!). By the time Aly and myself arrived it had already been taken over by our staff, and things were getting rather raucous. Still, one has to set an example under such circumstances, so we did our best to join in, drinking beer, telling stories, and attempting to eat intimidatingly large portions of food! Ah, the sacrifices one has to make for the sake of the company (not!). We finally managed to get away just after midnight, only slightly worried by the fact that our designated driver appeared to enjoy drinking his beer by the pitcher-full (hello Bob!)

12 HOURS LATER

For the third morning in a row I woke up slightly the worse for wear, and staggered down to the restaurant only to find Aly and Robin all awake and cheerful (damn them!). However, this morning I did manage to eat my breakfast, along with plenty of coffee and orange juice!

With breakfast out of the way we made our way to the convention centre in time for the 10am start. The morning whizzed by, taken up with signing autographs and answering pretty much the same questions as the first day. One of the highlights was when Graeme Davis, a name that some of the more veteran readers of White Dwarf will remember, and his charming American wife visited the stand and dragged me off for a soda and a chat about the “old days”. Unfortunately I had to cut the conversation all too short because it was time to go off with Aly and Robin to judge the American Golden Demon competition. This was a tough process (see my description of how we picked the winners later), but we managed to avoid coming to blows (just!).

The judging took a lot longer than we’d planned, and left us with only a short time back at the stand answering questions before it was time for the awards ceremony. As usual when I attend events like this, I had failed miserably to get a chance to wander about much and look at what was going on, but we heard excellent reports about the standard of the participation games, and especially Jeremy and Drew’s (the US White Dwarf staff) “Squig Hoppa Race game!”, which proved spectacularly successful! I did get a chance to take a look at the Necromunda final for a couple of minutes though, and it looked like a lot of fun, but I really didn’t get nearly enough time just to have a look around. Next time I think I’ll get a lookalike to work on the stand, so that I can wander about and have a proper look at the show! But I digress. The award ceremony was compered by Robin “Give Me A Microphone And I’ll Speak For An Hour” Dews, and went pretty much without a hitch. Finally a special mention should go to Blair who did a magnificent job as Master of Ceremonies for the day.

And with that, Games Day itself was over, and all that was left to do was pack everything away ready for next year. Of course, for many of the players that had come along to the show, this didn’t mean that the weekend itself was over – far from it. Many had taken the opportunity to meet up with old friends, and organise their own gaming sessions and get-togethers to fill up the rest of the weekend. One such group consisted of 30 or so players from the Warhammer 40,000 mailing list on the Internet. This die-hard group of Warhammer 40,000 fanatics had booked themselves into a hotel near the convention centre with a room where they could play games over the weekend. Anyway, after the show was over I foolishly agreed to go out for a drink or two with these guys, who promised me faithfully that their hotel was “just down the road”. Of course, I’d forgotten what “just down the road” means in a country the size of the USA, and their hotel actually turned out to be down the road, then the
The freeway, somewhere outside the city limits, near the airport! However, thanks to my generous nature I forgave them, especially after they offered to buy me dinner that night!

After the meal we strolled over to the gaming room the guys had sorted out for themselves at the hotel, and after hanging around a bit longer chatting about games and stuff, Pat Marstall (of Eversor poem fame) gave me a lift back into town so that I could join up with the rest of the Games Workshop staff for the Games Day party. Unfortunately we got hopelessly lost, and after driving round some of Baltimore’s seedier areas we were forced to give up and head back to the hotel. In any case, by the time I got back to my room I was well and truly knackered! It had been worth it though. Boy, what a day it had been!

Next morning I strolled down for breakfast (no hangover for once!) to join Robin and Aly, who as ever were cheerful and chatty. It seems I missed a second wild night at the Baltimore Brewing Company, which ended up with quite a few of our staff literally dancing on the tables! Robin had baled out at this point, but Aly held on in there, drinking most of the GW US staff under the table. Irritatingly he appeared none the worse for his wild night. Where does he put it all, I wondered (and he’s only little too!).

As our flight didn’t leave until the evening, Richard Ellard, who heads up the US operation, had promised to take us out to lunch. We ended up in a very nice restaurant in Annapolis which had an awesome unlimited salad bar and provided free champagne with our meal, all for only $19! It was at this point that I seriously started thinking about emigrating to the good old US of A. After the meal we strolled around the town, and Aly picked up a new pair of extra-cool shades to go along with all of the other extra-cool stuff he’d bought during the trip. Robin and myself contented ourselves with soaking up the rays and looking at all the pretty, erm..., boats, yes that was it (we’re both married men you know!).

But all too soon it was time to go off and catch our flight. The journey home was uneventful and before I knew it I was back home, distributing prezzies to the wife and kids. I was exhausted, but it had been well worth it and I’ll remember the trip (well, most of it anyway), for a jolly long time to come. Now all I have to do is make sure that someone drops out next year, so that I can go again. Hmmm, where is that list of the people we’ll be sending... (cue sound of evil laughter).
THE U.S. GOLDEN DEMON AWARDS

One of the duties that Robin, Aly and myself had to perform was judging the entries to the US Golden Demon painting competition. Not to onerous a task you might think, after all how unpleasant can it be to spend a couple of hours looking at some of the best painted Citadel miniatures in the world? Well if we were only looking at the miniatures then it would have indeed been a delightful job, but as it was we had to choose the winners, and that’s where things started getting tough. For a start the overall standard was very good which made picking the top three models very difficult. Secondly, three judges with rather different tastes had to agree on who the winners were! In order to explain how we got around these problems, and to give an insight into how we judged the competition, here’s how we went about picking the winners.

The system we used is one that is sometimes called the “wheat & chaff” method. We first went round and picked out what we considered to be the top ten models in each category. This was tough enough, especially in the categories that had a lot of entries (the Warhammer 40,000 Single Miniature category must have had over a hundred entries, for example), but nowhere near as demanding as the next stage, when we went round again and picked the top three entries from the ten that had made it through the first stage.

Part of the reason for this difficulty was that each judge had slightly different criteria as to what made a well-painted miniature. Personally I judge events like this very subjectively. Basically I say to myself “if I could take home ten (and then three, and finally one) of these models, which would I take?” I therefore pick out the models that appeal to me the most in a “general” way, in other words as a combination of technique, style and imagination. Robin, on the other hand, looks very much at the painter’s technique and ability, in other words, at how well painted the miniatures are. Robin’s many years of experience as the editor of White Dwarf, where he spent many, many hours examining photographs of well-painted miniatures, has made him supremely able at this task, and he was able to spot examples of great painting technique which I (a second rate painter at best) had simply failed to notice at all.

Aly fell somewhere halfway between these two extremes. He is a Golden Demon standard miniature painter himself, and so can spot and admire good technique. However, in Aly’s case this is tempered by his sheer enthusiasm for models that show a degree of imagination and flare.

The difference between my style of marking and Robin’s caused a certain amount of friction, it has to be said, but fortunately with Aly to mediate between us we were able to pick all the winners without too much argument. Tough though the judging was, at the end of the day I think we did a good job, even if it did take us twice as long as we’d planned!

Finally I would like to take this opportunity to congratulate all of the people that took part in the competition, and helped make picking the winners so difficult! It takes a lot of bottle to enter a competition like this and know that your efforts will be looked at and commented on, not only by the judges, but also by hundreds of spectators. So, a big thank you to all of the people who took part and helped make the US Golden Demon competition such a success, and we look forward to seeing your entries at next year’s show. Now, on to those winners...

BEST WARHAMMER SINGLE MINIATURE

1st place: Grey Wizard by Anthony DePasquale.
2nd place: Witch Hunter by David Taft Cole.
3rd place: Chaos Lord by Tony Ordana.
"Despite Jervis’ and my disagreements over the finish on some of the painted miniatures, the one thing that really staggered me was the overall quality and inventiveness of the entries.

Over the two days, many people asked me whether the painting standard for the Golden Demon awards was better in the UK or in the US? I have to say that many of the models the US entries were not only of a generally higher standard but showed a level of inventiveness in their modelling, conversion and attention to detail that really made them a pleasure to look at..."

Robin

1st place: Legion of the Damned by Jim Borsisch. Excellently painted unit with great “tabletop” presence.
2nd place: Wolf Guard Terminators by Ken Failor.
3rd place: Swooping Hawks by Chris Borer.

Outstanding technique – white is a very difficult colour to paint and highlight!
1st place: Dryads by David Upham. Simple conversions and careful attention to the bases makes these miniatures really stand out.
2nd place: Orc regiment by William Stillwell.
3rd place: Dwarf regiment by Tony Ordona.

2nd place: Space Marine Dreadnought by Chris Borer.

3rd place: Dark Angels Rhino by Chris Hayes.

1st place: Nurgle Predator by Keith Hoffman. A great conversion on a classic theme.
Space Wolves Diorama by Rocco Mazzella. A nice uncluttered diorama, a brilliantly executed model.

Blood Angels Chaplain by Daniel O'Toole. If he's this good now, what'll he be like in a few years!

Eldar Phantom Titan by Joe Gallipeau.

Tyranid Swarm by Tony Ordona.

1st place Necromunda Gang: House Escher gang by Thomas Schadle. An outstanding category, and very difficult indeed to pick out the winners!
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WARBOSS GRISHNAK!

Warboss Grishnak Ironhide of the Evil Sunz: We’re da Evil Sunz and we are the fastest, meanest Boyz with da best weapons and gadgets in the ‘ole ooniverse. Doze dratted Eldar and Space Marines are my favourite enemies ya know, an’ Waaagh Grishnak ‘as fought ’em loadsa times. Sometimes we win an’ dat’s great, the rest of da time we die so it don’t matter!

Adrian: Army lists for Warhammer 40,000 are brilliant, I always feel absolutely spoilt for choice. Each list is really more than a dozen armies in one, and the Ork army list is the perfect example of this! You can have an army based around a specific clan: Goff hand-to-hand maniacs, Snakebites with their cyboars, speed freaked Evil Sunz, wealthy Bad Moons, Blood Axes with their Imperial equipment or ace scavengers: the Deathskulls. You can also combine the clans. Why not have an army of Freebooterz or a mechanised force, whatever takes your fancy.

It’s actually quite nice to be able to chop and change an army, particularly when, like me, you like to play smaller games of Warhammer 40,000, say 1000 points or so. Over the last few years I have painted about 2,500 points worth of Orks, including Goffs, Blood Axes and Snakebites on boars. I can pick and choose a Waaagh! with whatever troops I favour at any time. However, a 1,000 points of Evil Sunz on Warbikes is my favoured Waaagh!

I must have a secret love of really fast cars and motorbikes (driven rather badly at breakneck speeds) because the Evil Sunz, with their amazing selection of light vehicles and love of wacky equipment, are my favourite Ork clan. I think it is always best to remain true to the character and background of the clan. The Evil Sunz have a fast attack style of play I prefer with the Orks. Hit ’em hard, hit ’em fast, and don’t give ’em a chance to shoot back, that’s what I say!

The following is my 1,000 point force which is my core clan. I’ve tried to go for a balance of speed and firepower, with the foot troops to hold objectives and the vehicles with heavy weapons to crush the enemy. It consists of Warboss Grishnak Ironhide, his Battle Standard Bearer, a Shokk Attack Team, Weirdboy, Warbike mob, Boyz mob, Gretchin mob and a Dreadnought.
**GRISHNAK IRONHIDE**

Da Boss is da greatest 'e is. Wiv 'is Kustom Shoota, power sword an' mega armour made by Bodgit and Scarpa, Warboss Grishnak Ironhide is an amazin' sight ta bring terror to da hearts of the foe, if they could see 'im behind da wall dat is...

Squeak the Gretchin Battle Standard Bearer has absolutely no idea how important he is to Waaagh! Grishnak. It’s just as well really, he’s big headed enough about his exalted rank as it is! Any Ork player worth his salt will tell you that the whole Ork army needs a well 'ard Warboss shoutin' orders to keep going on the battlefield and more often than not only survives if its Warboss does. Unfortunately, any foe of the Orks also know this. As a result, Grishnak has spent most of his time in the past standing behind a wall in order not to be picked off by some tooled up scummy enemy character. This isn’t cowardice by the way, he just knows that if he goes down, then the whole army will probably leg it too!

However, what with the plethora of Assassins and other powerful characters being unleashed onto the tabletop recently, staying out of the fighting is no longer a viable option for a Warboss. You might as well bite the bullet and get him out there where the fighting is thickest. For this reason, I’ve changed Grishnak’s Bionic Arm to a Kustom Shoota. Wearing 'eavy armour and carrying a power sword, Da Boss is now ready to go and get a piece of the action!

### MISERY

Misery by name, misery by nature. All dat Weirdboy does is mope about the camp with his Minderz makin' sure he don't run off. Anyone would think he was scared of his 'ead explodin' or somethin'! Still, he snaps out of it when the Waaagh! gets 'old of 'im and gives the enemy a taste of good ole Orky Waaagh! power.

This Weirdboy holds onto his Weirdboy Staff as if his life depended on it! I suppose it does really,

The 'ole lot! This is the 2,500 point Ork army from which I chose my small forces for games.
This simple piece of wargear has certainly saved his neck (or is it brain?) on more than one occasion. In larger games (1500 points or more) I’ll use him as a Warhead with extra Minderz, but I usually find that a Weirdboy is sufficient to keep enemy psykers at bay in smaller battles. Even so he usually suffers the dreaded ‘Edbang! still there’s plenty more Weirdboys were he came from!

DA WARBIKES

Ya can’t beat a good fast Warbike (painted red of course). They’re great if ya wants to make a mess of them panzee Space Marines and pointy-headed Eldar cretins. Wiv two great gunz strapped to the sides and a fearless rider on the back ya gonna ride those scum into the ground. Just make sure ya give ‘em a good kickin’ from a distance first before ya gets too close though...

The Warbike is my favourite shock weapon and probably the most important part of Waaagh! Grishnak, after Grishnak himself of course! I know some opponents of mine who have a totally over the top fear of my Warbikes, or should I say the twin-linked autocannon they carry! Well if they insist on standing their Space Marines out in the open as if nothing could harm them they can expect to see their troops get blasted to pieces! We all know Orks can’t hit a barn door on their own, but if you get enough of them shooting at the same time in the same direction, particularly with sustained fire weapons like autocannons it’s a different story, believe me.

My favourite tactic is to attack an enemy flank in force with my bikes, blast as many enemy troops as I can both in the open (preferably) or in cover (nowhere near as easy). The bikes also attract as much fire as they can whilst the rest of the army covers the 24” killing ground between them and the enemy. Close range then puts the enemy troops at the mercy of my massed firepower. Generally I prefer to keep the Warbikes back a bit in order to avoid small arms fire cutting down the riders before they can charge in behind the enemy. Like Grishnak, the Warbikes were painted up quite some time ago and are therefore old models. Even so, they’ve won me many battles.
I must have a secret love of really fast cars and motorbikes (driven rather badly at breakneck speeds) because the Evil Sunz, with their amazing selection of light vehicles and love of wacky equipment, are my favourite Ork clan. I think it is always best to remain true to the character and background of the clan. The Evil Sunz have a fast attack style of play I prefer with the Orks. Hit 'em hard, hit 'em fast, and don't give 'em a chance to shout back, that's what I say!

The shokk attack gun has proved itself again and again to be the Dreadnought and large vehicle killer. For just 96 points you get seven bases of Snottings, a Mekaniak and a Runtherd. What a bargain!

No Ork army is complete without a Dreadnought, built with the cooperation of Mekboy Bodgit and Painboy Scarpa. It's a pretty tough customer although mine usually gets destroyed by the end of the battle. Maybe Bodgit and Scarpa had better add some extra Armour Plating or a Kustom Force Field. Bodgit and Scarpa may cooperate in the camp, but on the battlefield Bodgit hangs around with Shouter the Runtherd with the Snottings for the shokk attack gun whilst Doc Scarpa stalks the battlefield getting up to no good with his tools and boltier.

**BODGIT AND SCARPA**

Doc Bodgit is a genius, whatever one o' them is, that's what he always calls himself anyway. 'Is shokk attack is great for disposin' of little distractions, like enemy Dreadnoughts, tanks, Titans, orbiting spaceships... Wot? You arguin' wiv me? OK, the spaceship part's an exaggeration.

Scarpa the Painboy, 'e's always cooin' over the Dreddy too. Sez it's his pride an' joy. Even so, every battle it gets totalled, so he and Bodgit have to put it back together again! If only Bodgit was a bit better wiv da shokk attack...

The shokk attack gun has proved itself again and again to be the Dreadnought and large vehicle killer. For just 96 points you get seven bases of Snottings, a Mekaniak and a Runtherd. What a bargain!

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**SPEEDO'S BOYZ**

Some o' my Boyz ain't got enough wheels an' parts to build any Warbikes to ride on yet. Bodgit keeps usin' all the best bits on his Dread. They have to do loadsa leg work to keep up with the Waaagh! Still, Bodgit did make 'em an 'eavy plasma gun to blast the gitz across the battlefield. Speedo his Nob got a plasma gun as well, but 'e's not as well shooty with it as da Boyz with da 'eavy plasma gun.

Although Ork mobs are pretty flexible in size ranging from five to twenty Orks, I prefer to balance flexibility with staying power and go for ten Boyz. They are armed with bolt pistols and bolters together with a heavy weapon and a Nob carrying a special weapon.

**DA GROTZ**

Gerrout the way ya lil' tiddler or you'll feel my iron toecaps! WAK! Ya won't be so slow when you're on the battlefield will ya? Remember, keep runnin' towards the enemy and don't worry about ya mates if they fall over; they're only pretendin'! Just follow Skumbo, 'e'll show ya were ta go.

Gretchin are my star performers, particularly Skumbo, their self-appointed leader. Their cheapness makes them invaluable in soaking up enemy fire, hits which would otherwise be tearing my more expensive Ork mobs to pieces. I like a ratio of at least two Gretchin to each and every Ork in my army, but don't always manage it. The plastic Gretchin in the original box are really fun and perfect for massed ranks of cheap cannon fodder. By the time they get to the other side of the battlefield they might even kill a few enemy troops through sheer weight of numbers (if there are enough Gretchin left over that is!).

**DA END**

I think it's always best to stick to a theme when you start to put your army together, regardless of what it is. I've been fighting with my Evil Sunz for ages now and never cease to be wildly entertained by their antics. WAAAAAAAGH!
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A GREEN AND PUSTULANT LAND

By Steve Anastasoff and Tuomas Pirinen

A horrifying disease for which there is no apparent cure threatens to wipe out the entire population of an Empire town. A cry for help spurs the Warriors to find a way to save the innocents, but the origins of this plague are shrouded in mystery and legend. The Warriors must find a way to save the town – and perhaps themselves!

THE ADVENTURES

The three quests described on the following pages allow the Warriors to battle against the most foul of all the Chaos powers – Nurgle, the lord of decay and disease.

Commanding the followers of Chaos is a pestilent Sorcerer of Nurgle, Festasmus the Septile. The quests are designed to be played as a mini-campaign, with each one leading into the next as the Warriors track down and destroy Festasmus and the source of the plagues he is spreading across the Empire.

Each of the three quests is played using its own special rules described below. In each, you should shuffle the Affliction of Nurgle Event card (from this month's card section) into the Events deck. This reflects the exposure that the Warriors will have to Festasmus' plagues, and the chance of one (or more) of them contracting some foul illness of his creation. In between quests the Warriors may travel to settlements as normal (provided that they have not contracted the Mouldering Pox affliction). In addition to the extra Event card, you will need a model to represent Festasmus himself.

When the Warriors reach each of the three Objective Rooms, you can either roll on the normal Objective Room Monster Table to determine their guardians, or, better, you can roll on the special Plague Room Monster Table given in this article. This will add more character to the quests, but you will need some additional miniatures, such as Nurgle Plaguebearers, to do so.

PLAGUE OF SALSBURG

The Warriors have arrived at the town of Salsburg near the Black Mountains, and head for the local tavern to spend their hard-earned money. The tavern of the town seems strangely deserted,
A GREEN AND PUSTULANT LAND

The Warriors may not take any of these items. They are so evil and corrupted that they would destroy any Warrior who tried to make use of them.

This adventure uses the Fountain of Light Objective room from the Warhammer Quest box. It also uses the Stairway board section. In order to cleanse the caverns of Giant Rats, as well as all the other foul denizens that inhabit the place, they must be sealed and flooded. The only way to do this is by blocking off the outflow of a spring in the depths of the caverns. The Warriors must then find a way to escape.

Before starting you should remove the Stairway Dungeon card and set it aside. Then prepare the Dungeon deck as normal, with the Fountain of Light as the objective room. After defeating the monsters they find there (by rolling on the Objective Room Monster Table) any Warrior may then block off the spring by spending a turn standing adjacent to the fountain. This will then start the dungeon flooding. The entrance the Warriors came in by will have already been sealed off, so they must instead find the stairs deeper in the Dungeon that lead up to safety, since the flood level will not get that high. Place a doorway at the far end of the Fountain of Light room — the Warriors can leave through this and carry on searching for the Stairway. Roll a D6, and shuffle this many Dungeon Cards together with the Stairway card. Place these cards after the exit from the Fountain of Light. The Warriors must search through this deck to escape.

Special Rules

This adventure uses the Fountain of Light Objective room from the Warhammer Quest box. It also uses the Stairway board section. In order to cleanse the caverns of Giant Rats, as well as all the other foul denizens that inhabit the place, they must be sealed and flooded. The only way to do this is by blocking off the outflow of a spring in the depths of the caverns. The Warriors must then find a way to escape.

FESTASMUS THE SEPTILE

Festasmus is a Chaos Sorcerer of Nurgle, with the profile of a standard Chaos Sorcerer as follows:

- Wounds: 15
- Move: 4
- Weapon Skill: 6
- Strength: 4
- Toughness: 5 (6)
- Attacks: 2
- Gold: 840

At the start of each Monster phase, Festasmus can cast one spell. Roll on the Nurgle magic table to determine which spell he casts each turn. In addition, Festasmus is particularly able to resist the effects of magic. He may shrug off the effects of any spell cast at him on a roll of 4+ on a D6. Also, Festasmus may parry the Warriors' attacks. Any attack will be parried, negating all its damage, on a roll of 5+ on a D6.

Festasmus wears Plague Armour. This increases his Toughness by one. Additionally, any time a blow is struck against this armour, the attacker risks catching one of Festasmus' horrible afflictions. Roll a dice each time a Warrior hits Festasmus successfully. On a roll of 1 the Warrior permanently loses 1 point of Toughness. Any Warrior reduced to 0 Toughness is dead and should be removed from play.

Festasmus is armed with the Scythe of Septicity. If a Warrior is reduced to 0 Wounds by the Scythe his Toughness is permanently reduced by 1 point. Any Warrior reduced to 0 Toughness is dead and should be removed from play.

Festasmus has been blessed with Nurgle's Foul Odour. The horrible stench that surrounds him means that anyone attacking him suffers a -1 penalty to hit for all their hand-to-hand attacks. However, any Warrior suffering from Odorous Blight is immune to this — they can hardly notice Festasmus' stench over their own!

The Warriors may not take any of these items. They are so evil and corrupted that they would destroy any Warrior who tried to make use of them.
The flood level will gradually rise as the Warriors race to find the exit. At the end of each exploration phase, roll 1D6. On the first 6 the water has reached the Warriors’ knees—subtract 1 from their Movement as they are forced to wade through the water. On the second 6 the water is up to their waists—subtract a further 1 from their Movement. On the third 6 the water has reached their necks—subtract a further 1 from their movement. On the fourth 6 the Warriors must drop all their equipment and treasure to stop themselves drowning, and they continue moving with the above penalties. Further sixes have no more effect. Note that the Movement penalties apply to both Warriors and Monsters. Once all the Warriors have reached the end of the Stairway they can leave the dungeon safely, the quest is complete.

On returning to Salsburg after completing this quest, Johann Mannstein will reward each of the Warriors with D6x50 Gold and a towel.

**Cleansing Flame**

Despite the efforts of the Warriors, the diseases of Nurgle are spreading and soon the entire southern Empire will be in grave danger unless something is done quickly. The healers and herbalists are not able to find a cure, but luckily a learned priest of Sigmar has found an answer from one of his arcane tomes: according to legend, during bygone ages Sigmar himself blessed a brazier deep in a dungeon located in the Black Mountains. The flame now burns eternally and its warmth will cure any disease of Nurgle. Johann Mannstein promises a sizeable reward if the Warriors bring back the flame so that it can be used to cure Festasmus’ afflictions. The Warriors probably also have a personal reason to seek the cure. The chances are that one or more of them may have already been infected with some of the dreaded diseases and plagues themselves!

**Special Rules**

This adventure uses the Idol Chamber Objective room from the Warhammer Quest box. Play the quest as you would a normal Warhammer Quest game. The Warriors must get to the sacred flame, located at the brazier in front of the daemon statue, and recover it. However, the only way that the Warriors can carry it is to use it to light their lantern. Roll on the Objective Room Monster Table when the Warriors find the Idol Chamber to determine its guardians. Once all the monsters are dead, the Warrior carrying the lantern may take the sacred flame by spending a turn standing next the brazier. The Warriors must then escape the dungeon the same way they came in. However, if the Warrior carrying the lantern is reduced to zero wounds, the flame will flicker and go out. The Warriors must then return to the Idol Chamber to re-light the lantern with the sacred flame.

If the Warriors complete the quest and return to the surface successfully, then they will each be rewarded with 1D6x100 Gold. In addition, any afflictions already caught by Warriors will be cured in time for the next Quest. However, until then the results still apply, so any Warriors suffering from the Mouldering Pox affliction will not be admitted to any settlements until the end of the next Quest.

**Plague Room Monster Table**

1. 6 Plaguebearers of Nurgle, 1D6 Nurlings and 1D6 Giant Rats
2. 1D3 Plaguebearers, 1D3 Plague Censer Bearers and 4 Plague Monks
3. 1D3 Plaguebearers, 1D6 Nurlings and 1D6+2 Skaven
4. 2D6 Skaven, 1D6 Plague Monks and 1D3 Plague Censer Bearers
5. 6 Skaven, 6 Giant Rats and 6 Plague Monks
6. 6 Skaven and 12 Giant Rats

**Permanent Cure**

The Warriors are hailed as the heroes of the Empire after returning with the Cleansing Flame of Sigmar. The flame is used to cure the sick, and soon all of the victims of Festasmus’ afflictions are on the road to recovery. The grateful townspeople throw a huge banquet in honour of the Warriors in the town hall. But in the middle of the feast, a horribly disfigured man stumbles into the great hall where the celebrations are taking place. The man falls upon the floor in his death-throes, crying “You promised I would be healed, Master! I have done what you have asked! Have mercy on me! Master...” Within seconds the man is dead. In his hand he clutches a decaying scroll. After it is pried from his fingers the...
Warriors can read a message: “The Time of Disease shall return. The next blessing that Lord Nurgle grants to you will not be curable by your feeble gods. Thus swears Festasmus, the most favoured of the servants of the Lord of Decay.” Who knows what sort of calamity Festasmus the Septile will unleash on mankind next? He must be stopped once and for all, so that the Townsfolk can sleep peacefully at night. The magician of Salsburg, a Celestial mage of great skill, uses his powers of divination to scry the location of the lair of Festasmus. The Warriors must track down Festasmus in his lair and slay him, thus ending this threat permanently.

Special Rules
This adventure uses the Fire Chasm Objective room from the Warhammer Quest box. In addition to the Monsters rolled on the Objective Room Monster Table, Festasmus the Septile will also be here. Festasmus is a Chaos Sorcerer, with the profile given in the Bestiary section of the Warhammer Quest Roleplay book. However, instead of casting Chaos magic, Festasmus casts Nurgle magic. Roll on the special Nurgle magic table below when Festasmus casts a spell. All of Festasmus’ profile and special abilities are summarised on the previous page for your convenience.

The normal rules for using the Fire Chasm apply. When the Warriors have killed all the Monsters, including Festasmus, they will find a concealed exit on the far side of the chamber through which they can escape back out of the dungeon. Once they have returned, the Warriors will have all their afflictions cured in time for their next quest, although anyone suffering from Odious Blight may still not enter a settlement until after their next adventure (the symptoms take a while to clear after the cure is administered). Note, though, that Toughness lost through attacks from Festasmus or a Plaguebearer cannot be recovered. The Warriors are then rewarded with 1D6x100 Gold and a magic item each.

CHAOS SORCERER OF NURGLE MAGIC
At the start of each Monsters’ Phase a Chaos Sorcerer of Nurgle may cast one of the following spells. Roll a D6 on the following table to determine which spell is cast. If a spell affects only a single Warrior then pick a Warrior counter at random to determine who is affected.

1 Cloud of Flies: The target Warrior is surrounded by an impenetrable mass of flies. The victim can see nothing and can neither move nor shoot in the following Warriors’ phase. They may, however, still fight as normal in hand-to-hand combat.

2 Plague Wind: A damp and foetid wind howls through the dungeon, bringing with it the most foul diseases. Each Warrior on the same board section as the Sorcerer suffers 1D6 Wounds, modified for Toughness, but not for armour.

3 Rancid Visitation: The target Warrior begins to rot and putrefy, fingers and toes fall off, skin blisters and decays, and eyes drop from their sockets. The Warrior suffers 2D6 Wounds with no modifiers for Toughness or armour.

4 Stench of Nurgle: All Warriors on the same board section as the Sorcerer are nauseated by this disgusting odour. All victims must lose 1 attack in the following Warriors’ phase.

5 Stream of Corruption: The Sorcerer vomits forth a jet of putrid blood, maggots, excremental slime and other indescribable foulness. The target Warrior is overwhelmed by the revolting muck. Roll two dice and subtract the Warrior’s Initiative as he tries to dodge out of the way of the disgusting stream. The Warrior suffers this many Wounds with no modifiers for Toughness or Armour.

6 Fly Swarm: The Sorcerer is surrounded by a black mass of flies which absorb blows with the depth of their odorous and squasy bodies. The Sorcerer’s Toughness is increased by one until the start of the next Monsters’ Phase.
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Khmān has dedicated his millennia-long existence to unleashing bloody carnage upon anyone and anything within reach. He is drawn by the scent of war as a hungering hound is drawn by fresh meat and it has become impossible to tally his slaying. Even in the Great Crusade when he fought in the assault companies of the World eaters Legion he was known to be a brilliant but unstable warrior. Indeed, the whole World eaters Legion was viewed as excessively bloodthirsty and dangerously over-zealous in the suppression of planets that had not even defied the Emperor’s will. When the Heresy came Khmān gladly led his warriors against his brother Marines, most notoriously in the drop site massacres in the Istvaan V Campaign.

In the siege of the Imperial palace he was at the forefront of every assault. When Horus was defeated Khmān already lay dead and horribly mangled upon a mound of corpses at the walls of the inner palace. His fellow World eaters carried his corpse away with them as they fought their way back to their ships. Once on board they discovered that by some dark miracle Khmān still lived. Whether Khorne himself breathed life back into the Berzerker’s body or whether the relentless clamour of war revived his indomitable spirit remains a mystery, but since the Heresy Khmān has survived the bloodiest battles of his age and never come so close to death again.

He is called the Betrayer because he will slay those that follow him almost as readily as those that oppose him. The Worldeaters legionaries learned that bitter lesson shortly after they reached the Eye of Terror as they fought against the Legion of the Emperor’s Children for possession of a daemon world called Skalathrax.

**The Worldeaters**

The Worldeaters were created in the First Founding of the Legions and still regard themselves as such. It is the later foundings under the false “Emperor of Mankind” which have turned from the true path and become decadent and depraved. Even before the Heresy the Worldeaters were noted for their savagery. They were censured by the Emperor for their use of psycho-surgery on new recruits to turn them into frothing madmen. Nonetheless the Worldeaters were invaluable terror troops in the Great Crusade and fought at the forefront of all the greatest campaigns. It was a simple matter for Homs to pervert the Worldeaters’ bloody Legion rituals to the worship of Chaos. Under his corrupting influence the Worldeaters quickly became devoted to Khorne the blood god.

Once renowned for their unswerving loyalty to the Emperor, the name of the Worldeaters became a byword for carnage and terror during the Heresy. They always fought in the vanguard of the Traitor Legions and their Legion records show that it was they and not the Sons of Horus who first breached the walls of the Imperial palace. The Worldeaters retreated from Terra only grudgingly and fought their way to the Eye of Terror, carving a bloody swathe through anything that tried to stand in their way.

The Worldeaters continued and strengthened their blood traditions while in exile, tying themselves ever closer to Khorne and his daemons. All pretence of forming balanced, tactical forces fell away as the Worldeaters armed themselves entirely with pistols and close combat weapons, chain-axes and chainswords becoming the favoured tools of bloodshed. In battle the Worldeaters squads charged directly into close combat, roaring their praise of Khorne as they pounded forward.

As more and more of the Legion’s officers became fully fledged champions of Khorne or were possessed by daemons all discipline broke down. Finally, at the end of the savage Skalathrax campaign an individual who became known as Khmān the Betrayer, an exalted and utterly insane berzerker-champion of Khorne, set upon his brethren with such bloodlust that the whole Legion tore itself apart in a great battle which lasted days and nights without end. By the time the smoke cleared the Legion had been shattered into dozens of warbands of crazed berserkers, which now move relentlessly through the Eye of Terror seeking out battle and bloodshed.

Some of these warbands are hundreds strong, others are no more than a lone champion leading his Berzerkers on a quest for carnage. Such warbands will join their forces with any Chaos lord who is gathering his forces for conquests, asking nothing more than to spill blood and take skulls for their lord Khorne. However, even Chaos lords must be wary in case their own heads are added to the tally of the fallen.
Kharn the Betrayer

Blood-drenched and exalted in the eyes of Khorne, Kharn the Betrayer is an unstoppable maelstrom of savagery on the battlefield. Kharn is known as the Betrayer due to his berserk fury, which is so all-consuming that he has been known to turn upon his own followers when all others lie dead before him.

"Khorne cares not from whence the blood flows. Neither do I..."

KHORN THE BETRAYER

On Skalathrax howling winds carved and recarved an endless landscape of black rock and white ice. Stark black cities of twisting towers clutched at the leaden skies like winter-struck trees. The Legions fought and the World eaters drove the Emperor’s Children back from city after city with their bloody assaults. At the last and greatest city the World eaters sensed that victory was near: they needed to inflict just one more defeat on the Emperor’s Children to claim the planet as their own. The battle had to be won soon, before Skalathrax’s long, dark night drew in and froze victor and vanquished alike if they were not in shelter.

Flames lashed the skies and blood ran in the streets as the World eaters hurled themselves at the foe. Every arched door and slitted window seemed to spit fire at the berserk warriors but they stormed onward, chain-axes biting into armour and flesh as they overran their foes. Sonic blasters swept streets clear again and again but the chosen of Khorne fought on with the strength of madmen until only a few pockets of resistance survived. There the attack was halted as darkness fell.

Kharn cursed his fellow warriors for seeking shelter while their enemies still lived. Seizing a flamethrower, he spun around and torched the nearest buildings in a gesture of contempt. When his brother Marines tried to stop him he cut them down like corn and disappeared into the gloom, the serpent’s tongue of his flamethrower lashing against and again to consume the city. The howling winds spread the fires quickly and soon pure anarchy prevailed as the Legionaries fought each other and the fires for what shelter remained. Through the mayhem strode Kharn, slaugthering any that he found, friend or foe, the bright flames flickering from his blood-splattered armour as he wielded his shrieking chain-axe in an arc of whirling death.

**KHORNE BERTZERKERS**

Khorne Berserkers are Chaos Space Marines who have dedicated themselves to the Chaos God Khorne. Most famous of the Khorne Berserkers are the Chaos Space Marines of the World eaters, but they are joined by followers of the Blood God drawn from all of the Traitor Legions. The link between bloodshed and pleasure has become so strong for these followers of Khorne that they are virtually uncontrollable either on or off the battlefield.

Khorne Berserkers are savage fighters who revel in the bloodiest hand-to-hand combats. In their eagerness to offer blood and skulls to Khorne they carry many vicious close combat weapons into battle. Often they wield an axe – or the deadly chain-axe – as these are the preferred weapons of the Blood God himself, although the chainsword is almost as equally favoured.

Khorne Berserkers relish their role as the sacred destroyers of Khorne the Blood God and are fanatical in the extreme. Their delight in death and pain is so strong that they have been known to fall on their own chainswords as sacrifices to the Blood God!
After that night of madness the World eaters were scattered into separate companies fighting all across the Eye of Terror. Many still bear a burning hatred of Kharn for his actions, but others admire his single-minded devotion to slaughter. Kharn has led warbands of Khorne Berserkers and other forces in uncounted battles, victory is always his but his followers seldom survive to see it. Now only the most dedicated, or insane, warriors will follow him, but this is of no consequence to the Betrayer who lives only to slay in Khorne’s name.

Kharn is a blood-soaked ravager, favoured by Khorne the Lord of Battles as one of his most insane and deadly Berserkers, an exalted champion of butchery and mayhem.

**KHÂRN THE BETRAYER**

Your Chaos force can include Kharn as an Exalted Chaos Champion. Alternatively, if the force is worth 1,000 points or less or is composed entirely of Khorne Berserkers and daemons, Kharn may be its commander.

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**WEAPONS** Kharn is armed with a Mk I plasma pistol and a bolt pistol, plus frag and krak grenades.

**ARMOUR** Kharn wears power armour which has been blessed by Khorne as part of his Mark of Chaos giving him a 2+ saving throw on a D6.

**WARGEAR & CHAOS REWARDS** As an Exalted Chaos Champion Kharn may have up to 3 Wargear or Chaos Reward cards. These must be the Praise of Khorne, Blood Fury of Khorne and Gorechild. Kharn’s trusty chain-axe.

**MARKS OF CHAOS** Kharn proudly bears the Mark of Khorne the Blood God. This gives him +1 on his armour saving throw and makes him frenzied in combat.

**STRATEGY RATING** Kharn has a strategy rating of 3.

**SPECIAL RULES**

**CHAOS SPACE MARINE.** Kharn is a Chaos Space Marine and the usual Rapid Fire rules apply.

**PSYCHOLOGY.** Kharn is subject to frenzy. He is immune to all other psychology and cannot be broken.

**FURIOUS CHARGE.** Such is Kharn’s fervent enthusiasm to get to grips with the enemy that he triples his charge move instead of doubling it. He can only use this bonus if it will actually get him into hand-to-hand combat that turn – it may not be used if he will not reach the enemy.

**UNSTOPPABLE ATTACK.** In combat Kharn rains heavy blows upon his enemies so hard and so fast that it is impossible to even think about parrying them. Because of this models in hand-to-hand combat with Kharn may not make any parries.

**IMPETUOUS.** Just as Kharn is keen to get into hand-to-hand combat he is equally ferocious as he makes his follow-up moves, leaping over the bodies of the fallen to find more foes to slay. To represent this, Kharn’s follow-up moves are increased to 4” instead of the usual 2”.

Your Chaos force can include Kharn as an Exalted Chaos Champion. Alternatively, if the force is worth 1,000 points or less or is composed entirely of Khorne Berserkers and daemons, Kharn may be its commander.
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By Tuomas Pirinen and Gavin Thorpe

**FURNACE OF HASHUT**

**Jake:** During the last few weeks we've been busy playing the Assault on Black Skull Mountain from last month's issue. This has been so much fun that we decided to feature one of these clashes as this month's battle report. I originally planned to do this myself, but being otherwise occupied, I delegated the responsibility to Gav and Tuomas.

This battle was slightly unusual, with the clash between Chaos Dwarfs and Dwarfs being fought on two separate tables. Gav and Tuomas fought both battles simultaneously, making maps and scrawling notes in between turns. They complained that this actually doubled the amount of work they had to do, but I would have nothing of this! We also thought that this battle was an apt chance to test out the new Warhammer rules, so if you notice Gav or Tuomas doing anything unusual in the battle, the reason is probably the new rules they're using.

The Dwarf shieldwall stretched across the entire pass. Here and there the crossbowmen, taking a great risk, crept over the barricades to collect bolts that had been shot during the clashes in the days before. Ammunition was in short supply, but then so was medicine, food and especially the priceless Dwarf ale. The day was hot, as if the Furnaces of forthcommg battle All doubts were driven from their minds. Even the wounded Dwarfs threw their crutches away, and there the crossbowmen, taking a great risk, crept over the barricades to collect bolts that had been shot during the clashes in the days before.

A bellowing laughter rose from the Dwarf line. Heartened, the warriors gripped their axes and, raising their runic standards, called upon their ancestors to witness their bravery and prowess in the name of Hashut the Father of Darkness. He breathed a silent prayer to his brothers who now stood guarding the great temple of the Father of Darkness. He had more than enough time to fulfill his plans.

And such a great plans they were: the sacking of Praag and Salzemund, seizing all the major passes to the Western Old World and thus controlling the trade routes to the mystic lands of Cathay and Indhi. The dragging of thousands of chained slaves to the plains of Zhar to work in the factories and forges of the Chaos Dwarfs until the end of their days. With such conquests his place in the Great Council of the Sorcerer Lords would be secured. Time would pass, and everyone knew that the supreme lord Ghoroth would have to step down one day. And the Black Dwarf would be waiting. Now the only things that stood before him were these pitifully few impudent Dwarfs.

Baruk, the captain of the Bull Centaurs galloped towards the Black Dwarf and bowed his proud head before the Sorcerer "My Lord!" exclaimed the great beast, "Your troops have assembled. We are ready to march within the hour!" The Black Dwarf nodded his head, pleased with the swiftness with which his most trusted servant had carried out his orders. "One hundred slaves are to be immersed in molten gold in the name of Hashut the Father of Darkness," the Black Dwarf told Baruk. "We must make sure that the God of Zhar-Naggrund favours us today. We must not fail!" The great Bull Centaur sped to fulfill his masters wishes.

The Black Dwarf fixed his gaze on the defiant Dwarf's sheltering behind their barricades. "You will fall," he promised himself, "I will bring you down, all except one who shall live to tell the tale to the trembling world."

The air tasted salty and hot like blood. For a moment there was silence. Then the horns and drums began to sound, calling the warriors to meet their fate.
Tuomas: When I heard that I would have a chance to command an army of black-hearted Chaos Dwarfs in a battle report, I was overjoyed. Now, I know that everyone always says that when they come to fight a battle report, but this time I really was overjoyed! My own Chaos Dwarf army has been growing steadily during the last few months, so this battle would be an apt chance for me to test some of the tactics I had devised for my "Big Hats". I thanked Hashut for this chance to crush my hated Dwarf cousins, and rushed to the Studio cabinets to choose my army.

The scenario we were playing set severe limitations on my choice of troops, and I also had to divide my army in two. Most would attack the Dwarf lines, but some had to stop the White Dwarf from reaching the magical anvil where the soul of my General was bound. I would have to balance my troops so that I would have sufficient strength to both break through the Dwarf line, and protect the anvil hidden in Black Skull Mountain.

The first regiment I chose was the one compulsory unit of the Chaos Dwarf army, the Chaos Dwarf Warriors, I took a 20-strong regiment, the Skull Cleavers, and equipped them with the Dread Banner. With this, if they managed to win a round of hand-to-hand combat against a regiment smaller than themselves, their opponents would automatically fail their break test. Next choice was my favourite regiment in the entire Chaos Dwarf Army – the Bull Centaurs!
Point for point, I believe these to be amongst the best all-round regiments in the Warhammer world, and my Chaos Dwarf armies never, ever leave the Plain of Zharr without at least one of these awe-inspiring regiments. I took all eight Bull Centaurs from the Studio army, and upgraded their leader to a Champion. They were given the singular honour of carrying the Banner of Might. The bonus given by this standard would double their chances to hit the Dwarfs over the defended obstacles. Black Ores are a powerful regiment as well, and once again I emptied the Studio cabinets. This left me with a 25 strong regiment with a Boss armed with the Blade of Darting Steel. This would completely negate the effect of the defended obstacles, as it would allow my champion to hit automatically! I equipped the Black Ores with additional hand weapons as well, to give them a bit of extra bite in melee.

For cavalry, I took 5 Hobgoblin Wolf Riders with bows to act as skirmishers, and seven Wolf Riders led by a Big Boss which I sent through the secret pathway. If I got lucky with the dice they would turn up early in the battle, and could then charge the Dwarfs from behind and negate their rank bonus. (In the new Warhammer rules a unit charged in the flank or rear loses its rank bonus, as long as the charging unit is at least 5 models strong!)

I then rounded up my points by choosing two regiments of goblins, 20 and 32 strong, both with standards. Both regiments were led by Bosses, and the Boss of the smaller regiment carried the Ring of Volans containing the Destruction spell from the new Warhammer Magic, which does 2D6 strength 4 hits on the target unit.

MOULDING THE PLANS

Knowing full well how powerful the White Dwarf is in hand-to-hand combat, I sent three regiments to slow him down: sixteen Hobgoblins led by a Big Boss with the Black Amulet, and two regiments of ten Ore Archers, one of which was led by a Boss carrying the Heart of Woe. With my choice of magic items I hoped I could actually bring down the White Dwarf once and for all! Hashut smiled on me as I drew my spells. In the new Warhammer you are not allowed to swap your spells for random replacements, instead you must keep the first spells you draw. Thus I laughed cruelly when I drew Shadows of Hashut, Flaming Hide, Sorcerer’s Curse and Doomroar for the Black Dwarf. With Barukh wearing the Crown of Sorcery, things were a bit different: Necromancers can now pick their Necromantic spells, so I chose Curse of Years and the Gaze of Nagash, and the random draw from the Dark Magic Deck gave me the dreaded AmizipaVs Black Horror. With the new rules, having Dark Magic would enable me to use dispel cards to “power up” spells.

My plan was to concentrate all my attacks against one or two Dwarf regiments at a time, hopefully supported by flank and rear attacks from the Wolf Riders. As soon as there was a gap in the Dwarf line, I would cross the wall and pour reinforcements through. Then, storming to left and right, I could dislodge the Dwarfs from their defensive positions. Both the Black Dwarf and Barukh were to blast the Dwarf battle line with all the destructive magic granted to me. This was all-out war. Only by wiping out virtually every Dwarf could I hope to win. May Hashut, the Father of Darkness bless my weapons!
Gnashrak’s Destroyers - 25 Black Orcs equipped with light armour, and two hand weapons. The regiment includes a standard bearer, musician and is led by a Black Orc Boss armed with the Blade of Darting Steel.

Wortgub’s Stikkas - 32 Goblins equipped with spears and shields. The regiment includes a standard bearer.

The Black Dwarf – Chaos Dwarf Sorcerer Lord carrying the Chaos Tomb Blade, Wand of Jet, Warpstone Charm and a Power Scroll.

Hashut’s Chosen – 8 Bull Centaurs including a standard bearer carrying the Banner of Might. They are led by a Bull Centaur Champion, Barukh wearing the Crown of Sorcery.

Skubbo’s Snivalaz – 20 Goblins including a standard bearer, led by a Goblin Boss with the Ring of Volans.

Karna’s Wolfboyz – 8 Hobgoblin Wolf Riders including a standard bearer and led by Karna, Hobgoblin Chieftain equipped with a hand weapon, light armour, riding a Giant Wolf. This regiment was sent through the secret path.

Itcha’s Backstabbers – 19 Hobgoblin Sneaky Gits including a standard bearer and a musician and led by Itcha, Hobgoblin Chieftain equipped with a hand weapon, light armour, shield and wearing the Crown of Command.

Dorak’s Wolfboyz – 5 Hobgoblin Wolf Riders with short bows and shields.

Skull Cleavers – 20 Chaos Dwarf Warriors with heavy armour, shield and double-handed axes. The regiment includes a musician and a standard bearer carrying the Dread Banner.

GUARDIANS OF THE MOUNTAIN

2 Regiments of 10 Orc Archers. One of the regiments is led by an Orc Boss with the Heart of Woe.

16 Hobgoblins including a standard bearer and a musician, led by a Chieftain with the Black Amulet.
TOGETHER WE STAND

Gav: I had helped to playtest the Assault on Black Skull Mountain, so I had a pretty good idea about what type of force to pick. There were a number of things to keep in mind when doing so. Firstly, it doesn’t matter how many casualties you inflict on the enemy if you get pushed from the wall. Secondly, the number of casualties you take are very important and a wide spread of units gives you the best chance of having some survive with at least five members still standing. Thirdly, the bad guys are coming to get you, and you’re going nowhere. Due to this, and the cover the wall provides, your missile fire will be vastly superior to your enemy’s. Lastly, the White Dwarf is a really hard character and any followers you send with him are just there to make up the numbers, so don’t go overboard with his entourage – you could end up sending fighters who would be more valuable manning the wall in Peak Pass.

So, that’s the basic summary, but what does it actually mean? Well, crossbows are going to be particularly effective as you don’t have to move anywhere and your foes are going to start within range. I took as many of these doughty warriors as I could: two regiments, 11 and 12 strong, both with Champions, musicians and standard bearers. These units would work quite well in hand-to-hand combat too, since the Black Dwarf’s army would (hopefully!) be attacking over a defended obstacle, meaning that Tuomas would need to roll sixes to hit. Firepower alone wasn’t going to win this battle though, I needed some sturdy foundations to bolster my slightly weaker missile troops. Dwarf Slayers would be a pretty good bet. With a nice big wall to give them some cover, their lack of armour wouldn’t matter too much (as they usually fall prey to enemy shooting). Their immunity to break tests would mean that every last one of them would have to be killed, as well! Exactly the sort of troops I needed for this defensive battle!

I continued this theme with my unit of Warriors, giving their banner a Rune of Courage to make them immune to the nasty psychology effects and break tests. Again, each of them would have to be struck down in any hand-to-hand combat. I needed a reserve unit and I opted for some Miners, mainly because I think they look dead Dwarfy and no self-respecting Dwarf army should be without them (I’m painting my own unit at the moment). To offset their double-handed weapons (which means they always strike last) I put Borri the General in this unit, with a Master Rune of Swiftness. This would mean he would always attack first, which would hopefully kill enough of the enemy to make their attacks pretty inconclusive, leaving me with some sturdy Strength 5 hits to deal out!

I started a bit of controversy when I announced that I wasn’t going to field any war machines! “Why not?” they cried, “Why bother?” I replied. My war machines would start with only three crew apiece - not enough to count for a victory. Added to this would be the menacing threat of the two Earthshaker Cannons lurking in the Studio Chaos Dwarf army. These machines could not only smash my own artillery to pieces, but their devastating Earthshaker effect could render them unable to fire, for turn after turn after turn. So I repeat, why bother? Better to put your trust in doughty Dwarf Warriors and some nice runes.

My plan was simple, as this is a pretty straightforward battle. I would wait for the oncoming tide, trying to do some damage with the crossbows as the enemy closed in. Once the fighting started it would probably be down to the gods to decide. My best weapon would be the wall and the defended obstacle penalty it incurs, and hopefully my reserve unit of Miners would be able to get into the best position to help, moving to receive the strongest enemy charge once I saw how the Black Dwarf’s army had deployed.

As for the White Dwarf and his attendant Warriors, they’d just head for the forge as quick as their stumpy legs would allow, cutting through anything in their path! With the venerable Grombrindal leading them, I had very few doubts about their capability to smash aside any puny greenskins before them.
**LORD BORRI’S DWARF FORCE**

**2250 point Dwarf Army**

- **Grubkuli (Goblin Hunters)** - 12 Dwarf Crossbowmen with light armour, crossbows, standard bearer, musician and Champion. The standard is inscribed with a Rune of Slowness and 2 Runes of Battle.

- **Throng a Drynwyn (Drynwyn’s Clan)** - 14 Warriors with light armour, shield, standard, musician and Champion, Drynwyn.

- **Dammaz-Doki (Grudgewatchers)** - 11 Crossbowmen with standard bearer, musician and Champion. The standard bears a Rune of Slowness.

- **Dum Drengi (Slayers)** - 14 Trollslayers armed with a mixture of axes, double-handed axes and additional hand weapons. They are led in battle by a Giant Slayer.

- **Azul-Grugni (Sturdy Miners)** - 16 Dwarf Miners with heavy armour, double-handed weapons, standard, musician and Champion. The standard bears a Rune of Courage. The unit is led by the Dwarf General, Borri. He is armed with a runic axe with the Master Rune of Swiftness, a Rune of Might and a Rune of Fury. He wears heavy armour inscribed with a Rune of Iron and 2 Runes of Fortitude. Borri also has a runic talisman bearing a Rune of Passage.

- **Walking wounded** - 1 Trollslayer, 1 Miner, and 7 Crossbowmen (2 from the Grudgewatchers and 5 from the Gobbo Hunters regiments).

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**WHITE DWARF’S RETINUE**

The White Dwarf’s Retinue consists of 10 Dwarf Warriors from the Throng a Drynwyn. They are led by Grombrindal, the White Dwarf. Grombrindal wears Armour of Glimril Scales, Rune Cloak of Valaya and the Rune Crown of Zhufbar. He is armed with the Rune Axe of Grimnir.
DWARF TURN 1

**Gav:** The Dwarf army held firm behind its rough barricades, and prepared to meet the attack of the Chaos Dwarfs and their allies. This time the Black Dwarf himself would be leading the attack against them, and they could only pray that the White Dwarf would be able to battle his way through the defenders of Black Skull Mountain in time to save them from his foul magic. As the Chaos Dwarf army readied itself for the final assault, the Dwarf crossbows let loose. Volleys of quarrels dropped from the skies to fall amongst the Chaos Dwarfs, felling a single black-beard and wounding one of the cursed Bull Centaurs. Meanwhile, Borri led his regiment of Miners to the right, judging that the Bull Centaurs presented the greatest threat, and deploying his reserves to face them.

**THE WHITE DWARF'S QUEST**

**Gav:** The journey had been arduous, but Grombrindal and his faithful retinue had finally reached the foot of Black Skull Mountain. Now lay the last dash, the moment of glory, or everlasting dishonour and shame. Scanning the ragged slopes, the White Dwarf led his band up the long path, toiling hard through the ash-choked scree. The sun was already well on its way to its zenith when they reached the first plateau (I was delayed the maximum 3 turns!). A force of Hobgoblins lay in ambush, led by a burly, scarred leader. Screaming their battle cries the Dwarfs charged into the unit to keep them busy, while the White Dwarf set off towards the next path, intent on his quest. Unfortunately, the relatively well-ordered ranks of the Hobgoblins proved too much for the skirmishing warriors and they were driven off.

Meanwhile, the Hobgoblin Big Boss left the unit in pursuit of the White Dwarf, trying to slow him down with the ominous threat of his presence alone.

The Dwarfs mustered themselves again and received the Hobgoblin charge. However, the trek had been long and wearying and their spirits were low. Leaving the White Dwarf to his fate, the thrice-cursed beardlings fled back down the mountain to seek cover in the blasted wastes of the Dark Lands. For his part, Grombrindal charged into the skulking Big Boss, his magical axe glittering with power. He suddenly took a step back in dismay as his hardest blows rebounded from the Black Amulet hung about the Hobgoblin leader's neck. He had taken three quarters of his blows himself, leaving himself with only a single Wound for the rest of the battle! The Hobgoblin was still alive too, and would tie up the venerable ancestor for another turn, though his accursed talisman had thankfully run out of power.

The great hero of the Dwarfs bellowed in anger and sliced the Hobgoblin from topknot to gizzard with one mighty blow, before turning to bound up the roughly hewn steps that led to the forge.
Tuomas: Whips cracked and brazen horns blared as the Chaos Dwarf army began its assault against the Dwarf line. Under the baleful eyes of the Black Dwarf, no Hobgoblin warrior dared to show any signs of animosity, and the other greenskins were too busy guarding their backs against the treacherous Hobgoblins to squabble amongst themselves. Dorak’s Wolfboyz on the extreme left surged ahead of the rest of the army, followed by the mighty Bull Centaurs. All the infantry regiments marched as fast as they could, determined to get through the hail of crossbow bolts as soon as possible.

The winds of magic granted seven cards. Barukh, the Bull Centaur Champion, called upon the corrupt powers of the Crown of Sorcery, and cast the dreaded Curse of Years against the Slayer regiment in the centre of the Dwarf line. The Black Dwarf called upon his patron deity Hashut, and was granted the Flaming Hide for protection. The awful Curse of Years took its toll on the Slayers, and three of them, including their Champion, died as shrivelled corpses. A bad end for the Dwarfs who were seeking a glorious death in battle thought the Black Dwarf, as he laughed at the unfortunate Slayers.

Dwarfs: The crossbows of the Dwarfs sent out a shower of quarrels, killing a Bull Centaur but inflicting no damage on the tough Chaos Dwarfs. By now Borri and his Miners had drawn alongside the Goblin Hunters and was preparing his regiment to face the mighty creatures that pounded down the valley towards them.

The Chaos Dwarf and Dwarf armies face each other across the pass while the destiny of the Empire hangs in balance!

CHOICE OF TROOPS
Tuomas: Astute readers may notice that I took very few regiments of normal Orcs and Goblins. This is because of the intense hatred that Dwarfs feel towards all Orcs and Goblins. Not so in the case of Hobgoblins, Bull Centaurs and Chaos Dwarfs! Fighting over a defended obstacle was going to be hard enough, so I could do without all my enemies having an unmodified Leadership of 10 and re-rolls for their attacks in the first round of combat.
The Curse of Years worked its magic on the Slayers once more, as their worst nightmare came true and five of them aged, sickened and died before the eyes of their comrades. The surviving Slayers moaned in distress, sensing a death of old age looming, rather than a glorious end locked in battle with a worthy foe!

Brave Dwarf Crossbowmen defeat and pursue the Hobgoblin Wolf Riders

The Hobgoblin Wolf Riders arrive through the secret path to attack the Dwarfs from behind!

CHAOS DWARF TURN 2

Tuomas: The turn began with the howling of the Giant Wolves that announced the arrival of the Hobgoblins I had sent through the secret path. Barukh, the mighty Champion of the Bull Centaurs, bellowed to his brothers to follow him, and charged against the crossbow regiment. The earth shook under the hooves of the Bulls of Hashut, but the silvery runes of the Dwarf standard gleamed. The Rune of Slowness disrupted the charge of the cruel creatures and they fell short of their target. A ragged cheer (echoed by Gav) rose from the Dwarf lines. Heartened by the failure of their foes, the Dwarfs unleashed a volley of bolts as a response to the charge of the Bull Centaurs, but the great brutes proved too tough for them to wound.

The Black Dwarf snarled orders to the rest of his troops, and the Chaos Dwarfs and their slaves marched ever onwards, still unhindered by animosity. Gobbo, Sneaky Gits, Black Orcs and Chaos Dwarfs advanced en masse, bellowing their war-cry “Hashut! Vogrund! Zharr-Naggrun!” The skirmishing Dorak’s Wolfboyz darted behind the crossbow regiment and positioned themselves ready to charge in the next turn. Kama’s Wolfboyz took advantage of the fact that they were fast cavalry, and nimbly positioned themselves behind the Grudgewatchers.

The winds of magic howled with rage as I rolled the maximum 12.1 began my volley of spells with the Shadows of Hashut killing a single Dwarf Warrior. The Crown of Sorcery whispered words of power to Barukh who unleashed the terrible Arniizipa’s Black Horror. The dread spell dragged three crossbowmen of the Goblin Hunters regiment to their graves, and it horribly mauled Azul-Grugni, the Miner unit, slaying ten Dwarfs! Finally, the Curse of Years killed three of the Slayers. Despite this wholesale slaughter the Dwarf regiments passed the numerous panic tests they were forced to take.

DWARF TURN 3

Gav: Having failed their charge, the Bull Centaurs were standing invitingly close to my battle line. As a Dwarf player I recognise a golden opportunity to get the charge and when they come round I usually take them! Holding aloft his Rune of Passage, Borri led his Miners through small gaps in the wall, crashing into the Bull Centaurs with their pickaxes swinging from left to right. The rag-tag regiment of walking wounded headed towards the left flank to bolster this end of the Dwarf line, as the hapless Slayers slowly succumbed to the Curse of Years.

The Grudgewatchers changed their aim, unleashing a volley of quarrels into the smaller Goblin regiment advancing in their direction. Four of the diminutive greenskins fell to the salvo, but this was a mere drop in the ocean of bodies tearing towards the beleaguered Dwarfs.
Chanting his battle cry, Borri brought his rune axe down in a glittering arc, chopping cleanly through the body of one Bull Centaur. His comrades were not so fortunate however, their blows falling amiss or failing to cause any injury at all. Snorting madly and stamping their hooves, the Bull Centaurs attacked back with their immense double-handed axes. Their Champion managed to fell three valiant defenders, but the others were too shocked by the surprising Dwarf charge to aim their blows properly. The heavy press of Miners began to push forward, but the stubborn beasts of Hashut dug their heels in and carried on fighting regardless.

Again there was nothing I could do in the magic phase, as yet another five brave Slayers fell to the Curse of Years. Would anything rid me of this insidious spell?

Dwarfs had made before the battle kept even the unruliest greenskins in line, and the whole army advanced without any sign of animosity.

Bloody melee raged across the battlefield. Karna’s Wolfboyz managed to disgrace themselves, missing all twelve of their attacks! In response the Dwarfs killed two Wolf Riders and their Champion wounded Karna himself. Terrified by this unexpected resistance, the Wolf Riders broke and fled towards the mouth of the pass, but the Dwarfs, forgetting their orders to stand firm, pursued their enemies, and in a stupendous show of Dwarf athletics they ran after the swift Giant Wolves. With little legs churning madly they actually caught the fast creatures and cut down each one of them! Aaarghh!

CHAOS DWARF

TURN 3

Thomas: Goaded by the smell of the Dwarf blood, the Wolf Rider regiments of Karna and Dorak both charged the Dwarf crossbows from behind. The Sneaky Gits charged the lone surviving Trollslayer. Nineteen against one, these were odds that the Sneaky Gits liked!

The rest of the Chaos Dwarf army continued its advance. The horrible threats that the Black Dwarf had made before the battle kept even the unruliest greenskins in line, and the whole army advanced without any sign of animosity.

GAV’S INSIGHT (OR HINDSIGHT?)

Isn’t hindsight a wonderful thing! If only I had sufficient foresight too! I took a big gamble charging the Bull Centaurs when it might have been better waiting behind the wall, thus getting the benefit of a defended obstacle. There were a few reasons why I did this, not all of them particularly good ones, but reasons nonetheless. Firstly, as a regular Dwarf player I constantly dream of being able to charge my enemy. It happens perhaps once in a battle and I get so carried away by the moment that I don’t always stop to consider the consequences, rash person that I sometimes am. This also goes some way towards explaining my almost irrational obsession with the Rune of Slowness, but that’s another matter entirely. Also, both the units involved had double-handed weapons. Against such tough opponents, I feared my General would be insufficient protection against the wrath of the Bull Centaurs and wanted to get as many hits in as I could before the inevitable counter-blows started sweeping aside my bold Miners. As it turned out, I rolled a pretty dubious handful of dice and came up with nothing. I was quite fortunate that the Bull Centaurs fared the same and it was only their Champion that evened out the combat resolution. However, once that initial “impetus” had been lost I was fighting a losing battle, what with the Banner of Might and everything else. Another factor was the positioning of the attacking army. By holding up the Bull Centaurs, the Black Orcs were also delayed, which was something quite important to consider. I needed time, and anything I could do to buy it would hopefully prove worthwhile in the end.
Miners led by the Dwarf General Borri was more even. The Dwarf General struck with his great rune axe, killing one of the monstrous creatures. Barukh and his brothers struck back, killing two Dwarfs and leaving the Dwarf General standing alone against the Bull Centaurs. The Dwarf Lord stubbornly refused to give any ground and the furious battle continued.

The broken Wolf Rider regiments forced the whole Chaos Dwarf army to take panic tests. Most of the regiments held their ground, but the Sneaky Gits and big Goblin mob fled for their lives, having lost any appetite for further battle.

In the magic phase, the Black Dwarf called the Sorcerer's Curse upon the Dorak's Wolfboyz repeated the disastrous failure of Kama's Wolf Riders, and missed the Dwarfs completely. Due to the runic standard of their enemies they lost the battle, were broken, and fled wildly across the field. I shook my head in utter disbelief at the incompetence of my Wolf Riders.

The Sneaky Gits fared a bit better with their Big Boss, Slygit, in true Hobgoblin fashion, stabbing the lone Trollslayer in the back while his lads kept the Dwarf otherwise occupied.

The main battle between the Bull Centaurs and the MEANWHILE IN THE DARK LANDS...

Gav: Meanwhile, the White Dwarf was battling his way through another regiment, this time the Orc Arrer Boyz, who were cut down in short order. However, the Hobgoblins were closing in behind the venerable ancestor, and there was no end in sight of foes to face. Even if things went exceedingly well, I couldn’t envisage the anvil being dropped into the magma pool for at least another five turns. The fight at Peak Pass was going very badly and there was little hope for the Empire at the moment. Still, Dwarfs are renowned for their stubborn ability to ignore facts that are as plain as the beard on their chins and carry on regardless, so we carried on fighting to the last.

Dorak's Wolfboyz repeated the disastrous failure of Karna's Wolf Riders, and missed the Dwarfs completely. Due to the runic standard of their enemies they lost the battle, were broken, and fled wildly across the field. I shook my head in utter disbelief at the incompetence of my Wolf Riders.

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The main battle between the Bull Centaurs and the
Gav: Optimism is a wonderful thing, and changes your perspective considerably. The battle was lost, that much was plain to tell. Yet I couldn’t help trying to give the Chaos Dwarfs a bloody nose before my last defender turned up his toes and croaked his last. As sight of the bigger victory slips from view, you start to take pride in the smaller matters. Every spell you thwart, every wound caused, every bolt shot becomes an object of pride. We all need something to hang on to, otherwise what’s the point in playing?

Besides, I’m a stubborn git sometimes and when I go down, I’m gonna go down swinging as hard as possible, and don’t forget it!

commander of the Dwarf host apart. A ripple of panic passed through the Dwarf ranks (in the new Warhammer your entire army must test for panic when their General dies), but in true Dwarf fashion they held their ground.

**DWARF TURN 4**

Gav: Those rebellious crossbow Dwarfs, the Grudgewatchers, turned back towards the wall and trudged warily to where they had come from. Meanwhile, as the tide of the Black Dwarf’s host came ever onwards, intent on crossing the barrier before the headstrong defenders could get back to their post. To their right, the stubborn wounded took position in the centre, protecting the road against the oncoming horde.

The winds of magic veritably howled through Peak Pass, yet all I could do was dispel the Black Dwarf’s *Flaming Hide*, as the Bull Centaur’s *Amizipa’s Black Horror* scooted towards the horizon (off the table you mean – Ed).

**CHAOS DWARF TURN 4**

Tuomas: Already gorged, but thirsting for more Dwarf blood, Barukh and the Bull Centaurs charged the Goblin Hunters sheltering behind the wall. Meanwhile, the huge Gobbo regiment fled away from the battlefield, but the Sneaky Gits, who were still within 12” of the Black Dwarf, rallied and faced their enemies once again. Meanwhile, Dorak’s Wolfboyz fled from the battlefield through the mouth of the pass that the Dwarfs were guarding. Gits! They would get to the Empire before the rest of my troops!

Struggling with the defensive works of the Dwarfs, Barukh managed to kill only a single one of his foes, and while his opponents didn’t manage to even scratch the Bull Centaurs, the potent runes in the standard of the Dwarf crossbow unit caused the Bull Centaur regiment to lose the combat. Intoxicated by the battle, the Bull Centaurs refused to flee, passing their break test.

The winds of magic blew strongly once again, allowing the Black Dwarf to cast *Shadows of Hashut* on the hapless Goblin Hunter crossbows. One of the warriors was trampled to death by the shadowy apparition, and the nerve of the regiment broke, sending them fleeing 4”. Next, Barukh summoned the *Gaze of Nagash*, but the natural resistance of the Dwarfs caused the deadly enchantment to dissipate harmlessly. Enraged, Barukh called upon the dire power of *Amizipa’s Black Horror*, but once again the stubborn resistance of the Dwarfs scattered the dark magical energies of the Bull Centaur.

**DWARF TURN 5**

Gav: The sick and weary Dwarfs continued their relentless defence, their unit of wounded veterans advancing further up the road to await the inevitable charge of the oncoming horde. The crossbows continued their long trip back to the wall, in a desperate bid to reach the carefully prepared defences before their enemies. The other remaining Dwarfs held their ground, preparing their weapons for the inevitable charges.

The magic phase allowed Tuomas to store yet more power at his disposal, things looked bleak indeed.
Tuomas: Thanks to the sheer brutality and power of the Bull Centaurs, I was able to create gaps in the Dwarf line. This allowed me to break through the Dwarf lines with the Black Orcs and Chaos Dwarf Warriors. I could have charged the Dwarfs right away while they were sheltering behind their walls, but with a little patience I was able to outflank the Dwarf regiments and destroy them one at a time.

Tuomas: The Bull Centaurs were freed to rampage through the battlefield and, following the rallying cry of Barukh, they charged the wounded Dwarfs who had staggered back to the field. The Dwarfs stood their ground and unleashed a volley of bolts against the Bull Centaurs, but the huge creatures ignored the puny missiles and were soon amongst the Dwarfs. The rest of the Chaos Dwarfs and greenskins scrambled over the Dwarf defences, led by the Black Dwarf himself. Only Skubbo’s slaves stood their ground, for the Dwarf Warriors in front of them were well protected by sturdy stone walls.

The wounded Dwarfs fought with the desperation of condemned men, but to no avail. The bellowing Bull Centaurs brushed the feeble strikes of the Dwarfs aside, and hacked five Dwarfs to pieces with their brutal axes. The remaining Dwarfs staggered back, and the Bull Centaurs were about to give chase, but a lone figure blocked their path: a single wounded Trollslayer defiantly stood his ground. The bellowing Bull Centaurs encircled the doomed Dwarf who prepared to sell his life dearly.

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Truly Hashut, Father of Darkness favoured me today! Barukh immediately used this to cast the Gaze of Nagash and the foul sorcery burned two of the Throng a Drywyn into unrecognisable piles of ash. Barukh’s steely nerves kept his concentration on the battle, despite the dark influence of the Crown of Sorcery, and he summoned the Curse of Years, killing the Champion and one more Dwarf from the regiment, reducing the number of Dwarfs left in the unit to four.

**DWARF TURN 7**

**Gav:** This is the end (as a famous song goes). The lone crossbowman fled from the table, unable to rally. The remaining Dwarfs of the Grudgewatchers unleashed their final salvo of bolts at the Chaos Dwarf Warriors. However, their tough adversaries were unharmed (only one was wounded, and his armour saved him!). The winds of magic blew strong again – this gave me the chance to dispel the dastardly Curse of Years (on a 2+), but with my typical bad luck I only managed to roll a one! However, only one more Dwarf fell to the magical onslaught of this evil Necromantic magic.

**CHAOS DWARF TURN 7**

**Tuomas:** Drunk with the heady wine of victory, Barukh and the Bull Centaurs charged the sorry remnants of the crossbow regiment in the flank. The Black Dwarf charged the remaining Dwarf Warriors, assisted by the Gobbos who engaged the Dwarfs from the front.

For the first time in the battle, I failed an animosity test, but even this resulted in a favourable “We’ll Show ‘em!” result which allowed my Sneaky Gits to scamper over the wall with amazing speed. Meanwhile, the Chaos Dwarf Warriors and Black Orcs continued to scale the barricades, a slow process at best, but slowed even further in this instance by the presence of enemies within 8". The hand-to-hand combat phase saw yet another horrible scene of butchery as the Bull Centaurs killed three of the crossbows. The survivors held their ground, but were instantly surrounded by the raging Bull Centaur warriors. The Black Dwarf hacked and slashed, hitting two Dwarfs and wounding one, but his well crafted Dwarf armour protected him and the lucky warrior was unharmed. The Gobbos, struggling with the prepared defenses, failed to cause any damage, but the dispirited Dwarf warriors caused no wounds in return either. Due to the extra ranks of the Gobbos the Dwarfs still lost the combat badly, but...
their intense hatred towards all Goblins kept them in the fight.

The winds of magic were not strong this turn, but fortunately I had saved two power cards form the last magic phase, allowing Barukh to cast the Gaze of Nagah. The spell burned the bodies and the souls of the last four Goblin Hunters. The Curse of Years devastated the Dwarf warriors, leaving no survivors. The Black Dwarf trampled the shrivelled corpses of his hated cousins beneath his iron shoes and bellowed with cruel laughter that sent shivers down the spines of everybody who heard it. Only one Dwarf remained alive on the battlefield, and he was hopelessly surrounded by the victorious Chaos Dwarf host. The day ended in darkness, blood and despair.

**WARN THE EMPEROR!**

**Gav:** What can I say? I was beaten – very firmly, and in every way! What was most notable about this battle was the different approach Tuomas had to defending the anvil, when contrasted with Jake’s methods in playtesting. Jake firmly believed that there wasn’t much he could do to kill the White Dwarf and devoted his attention to slowing him down.

On the other hand, Tuomas decided that delaying the inevitable wasn’t his thing (he can be very aggressive, you know – Ed). Instead, he set about trying to kill Grombrindal and his retinue as quickly as he possibly could.

Anyway, all this led me to the following conclusion. There are a fair number of “character killers” available to a Warhammer general, in the form of various combinations of magic items and so on. However, part of the fun of this scenario is the tension that builds up as Grombrindal nears his goal. Can the Dwarfs hold out for three more turns? What’ll happen if the White Dwarf gets nervous, his palms go sweaty and he drops the anvil, wasting a turn? All of this is lost if a character with the Black Amulet and Dark Mace of Death steps up to the White Dwarf in the first turn and goes KAPOW! You’re dead! It really all comes down to what kind of game you like. Do you want to capture the spirit of the scenario and have a laugh (even if it costs you the battle), or are you just out to win, regardless of anything else?

Something else which is quite well illustrated by this battle – half the game is choosing your army. I fixated on the threat of the Chaos Dwarf Earthshakers when choosing mine and got outfoxed by Tuomas when he didn’t pick any war machines at all (he says he always rolls Misfires and prefers putting his trust in rank bonuses that at least are always there when he needs them!).

The second-guessing and mental juggling of picking an army is a challenge in itself. Who is my opponent? What’ll he pick? How does he like to play? What are his army’s strengths and weaknesses?

It is the interplay of all these different factors that makes Warhammer battles so exciting. From the moment you sit down and start thinking about choosing your army, you’re involved. If you’re not on top form from that point on, you might end up getting a good kicking. Unfortunately, my top form can sometimes rate as “fair to middling” on other people’s scales!
**PRAISE HASHUT!**

**Tuomas:** The furnaces of Hashut will burn red late into the night! The rich lands of the Empire are mine to plunder and the untold number of slaves shall live for evermore in misery and slavery! Countless victims shall end their lives as sacrifices for Hashut! Truly it is a privilege to serve the Father of Darkness! *(Here endeth thy compulsory gloat – Ed)*

This time everything went according to my plan. The investments I made in magic (especially the *Crown of Sorcery*) paid off handsomely. Spells decimated Gav’s army, and there was really very little he could do, given the fact that he almost never got any dispel cards from the winds of magic and the general inability of the Dwarfs to cast any spells!

The heroes of this battle were undoubtedly the Bull Centaurs, led by Barukh, the Scythe of Hashut, as I have now named him. They slaughtered all the Dwarfs who dared to stand before them, and once they return to the Plains of Zharr, they will surely be rewarded by supreme lord Ghorth. The *Banner of Might* was absolutely the right choice for them, allowing them to hit the Dwarfs even when they sheltered behind those pesky walls. The excellent performance of the Bull Centaurs then enabled me to disrupt Gav’s battle line and deal with each regiment individually, allowing me to bring an overwhelming force to bear. Concentration of forces is vital, and this time my troops were just all in the right places at the right times!

There were setbacks, too. Both of my Wolf Rider regiments failed abysmally, managing to miss their enemies entirely, and being chased off the battlefield in short order. Well, once Barukh and the Bull Centaurs track those traitorous Hobgoblins down there will be a reckoning. The guardians of Black Skull Mountain failed as well, even though they should have been equipped to deal with the White Dwarf.

Looking at things from the other side, I really can’t judge Gav too harshly. While I think that the charge the Miners and the Dwarf General made, out of the safety of the walls was a bit foolhardy, the main problem Gav had was his luck with the dice. He must be the unluckiest Warhammer general of all time! When it came to actual dice rolls, Gav usually managed to roll ones – even when needing just two or more to succeed! With dice rolls like this messing up Gav’s plans I think I could only have lost the battle with an all Goblin army!

On the other hand, I failed only a single animosity test (and even that had beneficial results!) and Barukh passed each and every Leadership test that the *Crown of Sorcery* forced him to take! All in all, a satisfactory battle. Now I am planning a campaign featuring the Chaos Dwarf army rampaging through the Empire, with Barukh leading them (the Black Dwarf died when the anvil was finally dropped into the magma pool). Karl Franz beware!

Tuomas, looming over the forests of the Empire, admires his handiwork. The Dwarf army lies in ruins.
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This issue has alternative tactics for Tyranids in Warhammer 40,000 which will leave the commanders of other races cold, and in Necromunda there is a new beast terrorising the Underhive, the Nasherhound! All this plus painting guides, loads of excellent conversion ideas and 4 extra colour pages packed with even more great stuff!

Issue 15 of the Citadel Journal is available from Games Workshop Mail Order priced only $11.95.

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- 1 x ROD OF TORMENT
- 1 x XYCLOS NEEDLER
- 1 x CHIRURGEON ARM 1
- 1 x CHIRURGEON ARM 2

Design by Jes Goodwin

FABIUS BILE
- FABIUS BILE BODY 70308/1
- XYCLOS NEEDLER 70308/2
- ROD OF TORMENT 70308/3
- CHIRURGEON BACKPACK 70308/4
- CHIRURGEON ARM 1 70308/5
- CHIRURGEON ARM 2 70308/6

KHARN THE BETRAYER
- KHARN’S HEAD 70318/2
- KHARN’S BODY 70318/1
- KHARN’S PLASMA PISTOL 70318/3
- KHARN’S BACKPACK 70318/4

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1 x Chaos Space Marine Sorcerer Backpack
1 x Bolt Pistol Arm

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CHAOS SPACE MARINES

CHAOS TERMINATORS

CHAOS TERMINATOR
BODY 1
70311/1

CHAOS TERMINATOR
BODY 2
70311/2

CHAOS TERMINATOR
BODY 3
70311/3

CHAOS TERMINATOR
LEFT ARMS

POWER MACE
70311/20

CHAINFIST
70311/21

POWER FIST
70311/19

CHAIN-AXE
70311/18

A COMPLETED
CHAOS TERMINATOR CONSISTS OF:
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1 x CHAOS TERMINATOR LEFT ARM
2 x CHAOS TERMINATOR TROPHY RACKS
1 x CHAOS TERMINATOR HEAD

AN EXAMPLE OF A COMPLETED
CHAOS TERMINATOR

CHAOS TERMINATOR RIGHT ARMS

BOLTER COMBI-WEAPON
70311/13

BOLTER AND MELTA-GUN
COMBI-WEAPON
70311/14

HEAVY FLAMER
70312/22

BOLTER COMBI-WEAPON 2
70311/15

BOLTER AND FLAMER
COMBI-WEAPON
70311/16

REAPER AUTOCANNON
70312/17

HEAD 1
70311/6

HEAD 2
70311/10

HEAD 3
70311/12

HEAD 4
70311/9

HEAD 5
70311/11

LEFT TROPHY RACK 1
70311/4

LEFT TROPHY RACK 2
70311/5

RIGHT TROPHY RACK 1
70311/6

RIGHT TROPHY RACK 2
70311/7

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1 x CHAOS TERMINATOR LEFT ARM
1 x CHAOS TERMINATOR RIGHT ARM
2 x CHAOS TERMINATOR TROPHY RACKS
1 x CHAOS TERMINATOR HEAD

AN EXAMPLE OF A COMPLETED
CHAOS TERMINATOR

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A COMPLETED CHAOS SPACE MARINE CONSISTS OF:
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- 1 x CHAOS SPACE MARINE ARM SPRUE
- 1 x CHAOS SPACE MARINE BACKPACK SPRUE

Examples of completed Chaos Space Marines

Designed by Aly Morrison

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CHAOS SPACE MARINES®

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CHAOS SPACE MARINE HEAVY BOLTER BODY
70314/1

HEAVY BOLTER
70314/2

CHAOS SPACE MARINE HEAVY BOLTER BACKPACK
70314/4

CHAOS SPACE MARINE HEAVY BOLTER ARM
70314/3

A COMPLETED CHAOS SPACE MARINE WITH HEAVY BOLTER

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SPACE MARINE BIKE SQUADRON

THE COMPLETED SPACE MARINE BIKE SQUADRON

A COMPLETE SPACE MARINE BIKE SQUADRON CONSISTS OF:

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- 3 x SPACE MARINE BIKE SPRUES
- 1 x SPACE MARINE BACKPACK SPRUE
- 3 x SHEETS OF BANNERS
- 4 x SHEETS OF TRANSFERS
- 1 x SPACE MARINE SERGEANT BIKER BODY
- 1 x SPACE MARINE BIKER BODY WITH MELTA-GUN
- 1 x SPACE MARINE BIKER BODY WITH PLASMA GUN

SPACE MARINE SERGEANT
BIKER BODY
10463/1

SPACE MARINE BIKER BODY
WITH PLASMA GUN
10463/2

SPACE MARINE BIKER BODY
WITH MELTA-GUN
10463/3

SPACE MARINE BIKE SPRUE
(SHOWN AT 60\% OF ACTUAL SIZE)
102807

SMALL WHEEL SPRUE
102791

Space Marine Bikes designed by Jes Goodwin

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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
75805/5

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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ORCS

BLACK ORC COMMAND

BLACK ORC STANDARD TOP
75260/4

BLACK ORC STANDARD BEARER
75260/3

BLACK ORC DRUMMER
75260/5

BLACK ORC BOSS
75260/2

BLACK ORC BIG BOSS
75260/1

BLACK ORC WITH AXE AND SWORD
75255/1

BLACK ORC WITH AXE AND CLEAVER
75255/2

BLACK ORC WITH AXE
75255/4

BLACK ORC WITH AXE 2
75255/5

BLACK ORC WITH AXE 3
75255/6

BLACK ORC WITH SWORD AND CLEAVER
75255/3

A COMPLETE BLACK ORC STANDARD BEARER CONSISTS OF:
1 x BLACK ORC STANDARD BEARER
1 x STANDARD TOP

BLACK ORCS

Designed by Alan Perry

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HOBGOBLIN WARRIORS

HOBGOBLIN WARRIOR 1
75850/1

HOBGOBLIN WARRIOR 2
75850/2

HOBGOBLIN WARRIOR 4
75850/4

HOBGOBLIN WARRIOR 5
75850/5

HOBGOBLIN WARRIOR 6
75850/6

HOBGOBLIN WARRIOR 7
75850/7

HOBGOBLIN WARRIOR 8
75850/8

AN EXAMPLE OF A COMPLETED HOBGOBLIN WITH SHIELD

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DWARFS

DWARF FLAME CANNON

A COMPLETED DWARF FLAME CANNON CONSISTS OF:
1 x CREW
1 x CANNON
1 x UPPER BARREL
1 x LOWER BARREL
1 x LEVER
1 x BELLOWS
1 x PUMP
1 x STEAM WHISTLE
1 x INSTRUMENTS PANEL
1 x FRONT BASE
1 x REAR BASE
2 x PLASTIC SPOKED WHEELS

A COMPLETED DWARF FLAME CANNON

Designed by Michael Perry and Norman Swales

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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 SLAYERS

DRAGON SLAYER 1
88097/55

DRAGON SLAYER 2
88097/1

DAEMON SLAYERS

DAEMON SLAYER 1
88098/56

DAEMON SLAYER 2
88098/1

Designed by Aly Morrison

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A COMPLETED ORION, KING IN THE WOODS

ORION'S HEAD
00537/2

ORION'S CLOAK
00537/3

ORION'S HORN
00537/6

SPEAR HEAD
00537/4

THE SPEAR OF KURNOUS
00537/5

AN ORION, KING IN THE WOODS CONSISTS OF:
1 x ORION'S HEAD
1 x ORION'S BODY
1 x ORION'S CLOAK
1 x ORION'S HORN
1 x SPEAR HEAD
1 x THE SPEAR OF KURNOUS

Designed by Gary Morley

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From the Daemon Worlds of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. As they march to war, the foul warriors of the Chaos Gods call upon their dark masters who reward their loyal minions with hordes of daemonic creatures to fight at their side. Meanwhile, on thousands of Imperial worlds, Chaos Cultists plot and scheme, rising up in bloody rebellion when the time is right.

This book contains everything you need to know about Chaos Space Marines, as well as Chaos Cult and Daemon World armies. The most infamous of the Chaos Space Marine Legions are described, together with the four mighty Gods of Chaos and their misguided followers. There are also special rules for the Marks of Chaos and Chaos Rewards, bestowed upon worthy Chaos Champions by the Gods themselves. In addition, there are new rules for the archaic weaponry used by the dreaded Traitor Legions.

The army list in this Codex allows you to assemble a Chaos Space Marine force based on the dreaded raiders who emerge from the Eye of Terror. It includes all the different types of Chaos Space Marines, as well as a selection of special characters such as Abaddon the Despoiler and Kharn the Betrayer. As well as the main army list there are two extra ones: Chaos Cult and Daemon World armies. These have been included to allow players to field special armies as part of a scenario or campaign.
In an avalanche of rattling armour plates, glistening fangs and gigantic claws, the hidden Imperial base falls to the Tyranid swarm.