While searching for the hidden mysteries of the ancient land of Lustria, the High Elves discover more than they bargained for.

In the bitter street fighting around a ruined chapel, a Space Wolves Predator "Annihilator" lives up to its nickname.
Over the last few weeks, what with the imminent release of Warhammer and all, there's been a lot of talk in the White Dwarf Bunker about collecting new armies. And among the many claims and counter-claims as to which army would be first, best or even ever finished, Steve and Ian came up with some interesting points which I thought you might like to hear.

Steve's idea was the first, and was explained as a good way for me to decide which army to go for. As I've mentioned before, I have a chronic inability to decide which miniatures to paint 'cos I like so many of them! Trying, as I was, to work out whether to paint more Empire, Undead, Bretonnian or Lizardmen, we talked about why I liked each of the armies. The Empire have always been a favourite of mine, and I've led them to victory in several battle reports. I'd like to do a proper Undead army sometime as my experimental one has been trounced on nearly every outing. I also really like the two new armies. Last weekend I fought several battles with the Bretonnians, and their battlefield prowess greatly impressed me. Finally there are the Lizardmen who are the inheritors of the Slann imagery which always appealed to me (as does its "real, historical" inspiration: the Aztecs and Incas of ancient America).

Having worked out why I liked the different armies, Steve's answer to my problem was swift and decisive: "paint the Lizardmen", he said. Why? Well Steve's plan is that you should only paint and model armies that you really like the miniatures for and "feel" of. There's no point in trying to collect something that you don't really like the look of. So, for me, the Empire and Undead models have been lying around my house not being painted for ages. If Steve is right, then I'm obviously not sufficiently inspired by them to get down to painting them. The Bretonnians are difficult to paint and I mainly like them for their tabletop prowess. This, professor Steve asserts, means that I'll never get round to finishing them either. So, it's the Lizardmen with their exciting background and interesting new miniatures. Incidentally, this newness is another advantage that the Lizardmen have. I don't have boxes of old miniatures to nag at me, they are a clean slate to start from. Well, we'll see.

Ian's notion is part of the philosophy he's adopted to collecting his Bretonnian army: don't plan the whole thing out first! We often suggest planning out your army before you buy, but for some people it's more of a daunting prospect than an encouragement. Because you can't paint a thousand points overnight, it can seem like an impossible goal.

I think that these ideas complement each other nicely, and I'm going to try putting them into practice with the Lizardmen. What this means in reality is just painting up the miniatures that appeal to me, converting up bits and bobs as I fancy, and generally not worrying about how the army will function on the battlefield until after I've got some stuff painted. Whenever that is. As I finish a reasonable number of any given troop type I can form them into regiments, filling in the gaps in their command sections and adding to their ranks when I feel inspired. A nice plan. Maybe it'll even work!

PS: What was even more intriguing was that the day after explaining to me that I really needed to paint up a Lizardman army, Steve came into work and told me that he'd applied his theory to himself. His Wood Elves now lie discarded, and Steve has set his sights on the might of the greenskins. Warlord Anastasoff here we come!
October

Cover

Editorial
Mark Gibbons

1

Gw and Citadel News
This month's news from Games Workshop and Citadel Miniatures.

8

Warhammer
Rick Priestley
The new Warhammer is here, and who better to guide you through our latest game release than escaped galley slave and part time pig-sorter Rick Priestley. Rick wrote the original Warhammer back in the mists of time, and waxes poetic about the new improved version...

17

The Sorcerer
Andy Chambers
The ancient skills of the Tzeentch sorcerers are legendary across the galaxy. Surpassed in power only by the dread Magnus the Red, Ahriman is Tzeentch's greatest psyker. Warmaster Andy Chambers talks about the sorcerer's arcane background and special rules in Warhammer 40,000.

18

'Eavy Metal
'Eavy Metal team
Ahriman
Chaos Space Marine Terminator Champion
Space Marine Bikes

26

Out of the Darkness
Mark Brendan
So you've ransacked every dungeon this side of the Great Ocean, plundered every monster's lair from here to Araby, and looted enough treasure to fill the Great Vault of Karaz-a-Karak. Now what? Well, Mark has some suggestions for leading your Warriors out of the Warhammer Quest dungeons, blinking into the light.

33

Lost in the Warp
Jake Thornton & Friends
The forces of Chaos are the most mutated and warped troops to stalk the battlefields of the 41st millennium. They offer endless converting opportunities for creating great looking miniatures, even for novice modellers. We've gathered together some of the wackier creations from around the Studio, to give you a few ideas.

39

'Eavy Metal
'Eavy Metal team
Chaos Space Marine squad.
Sauruses.
Skinks and Slann Mage Priest.
With the release of the new Warhammer, we take a look at one of the mightiest rulers of the Old World – the king of Bretonnia!

**LORDS OF LUSTRIA**
Nigel Stillman

Emerging from the ancient past of the New World come the Lizardmen. These reptilian warriors rise to wrest the land from the grip of the warm-blooded creatures who now occupy it. Nigel journeys to the dark jungles of Lustria to look at this new Warhammer race.

**MIKE’S MASTERCLASS**
Mike McVey

This month, Mike takes a look at one of the main focal points of any army – its banners and standards.

**EASY METAL**
Neil Hodgson

Louen Leoncoeur, the King of Bretonnia

**LION OF BRETONNIA**
Nigel Stillman

MODELLING WORKSHOP
Owen Branham

After taking the past few months off from writing his regular column, Owen is back! As you will see, his time hasn’t been wasted. His latest creation is a full set of terrain pieces, themed around a massive crashed spaceship.

**FRONTLINE NEWS**

All the latest news from Games Workshop stores around the country.

**WE WILL ROCK YOU**
Tuomas Pirinen

Bolt throwers, cannons, stone throwers, you name it! Tuomas lets fly with all sorts of sneaky tactics in this article on how to make the most of war machines in your games of Warhammer.

**A WARRIOR’S DUTY**
Ian Pickstock & Adrian Wood

Ian and Adrian fight again in our Warhammer 40,000 battle report. Can the elite forces of the Eldar prevail, or will they fall to the massed ranks of the Imperial Guard?
TRAINEE COLOUR COMPONENT ARTIST

Games Workshop games are packed full of exciting colour components such as templates, blast markers, floorplans, card buildings and counters. These play an important part in all our games and are illustrated to the highest standards possible. With our ever-expanding range, our existing artists are hard-pressed to keep up with demand. So, we are looking to recruit an additional full-colour component artist to join our busy Studio.

Our ideal applicant is aged between 18 and 23 with some art education. A knowledge or understanding of graphic design and the print and reprographic process would also be a distinct advantage.

The Opportunity

If you think you’ve got the potential to contribute to our products we’d like to hear from you. We are offering up to twelve months on-the-job training alongside our current team of artists and illustrators, plus we’ll pay you a salary of £6000pa and provide you with accommodation in a house owned by the company. If you can demonstrate talent, enthusiasm and all-consuming thirst for Games Workshop games and miniatures, then at the end of the training period you could become a full-time member of our team.

Please don’t send us a portfolio. Instead, write for an application form to:

Janet Kilbourne, Personnel Department,
Games Workshop Ltd, Chewton Street, Hilltop, Eastwood,
Nottingham NG16 3HY

NEW PLANS FOR EPIC

The Epic game system has been around for many years now, and after playing thousands of games, and receiving countless mailbags of feedback from you lot, we finally decided that it needs a major overhaul.

So Space Marine, Titan Legions and their supplements will be removed from the shelves on the 30th of September. Our games development team is working hard on a set of new Epic rules, miniature designers are flexing their sculpting tools and the artists are getting ready to produce some truly epic artwork! Ork Warlords, Eldar Farseers and Space Marine commanders here at the Studio are gathering their armies in anticipation of the excitement that is to come.

The new Epic should be released sometime next year. This might seem like far away, but remember, all good things come to those who wait. So hang on in there all you Epic fans, the sweeping conflict of the war-torn 41st millennium will return! (And by golly, this time I’ll be ready for it! – Ed.)

THE RETURN

You wanted them, so you’ve got them! We are reprinting the Warrior Packs for the athletic Wardancer and the grim and sinister Witch Hunter. I for one am eagerly awaiting the chance to lead my stalwart Wardancer into new adventures. What are you waiting for? Treasures await you!

Steve

GOLDEN DEMON ENTRIES

One last thing before you dash off to Games Day with your entries for Golden Demon. Please remember to go to the entrance marked CL 12 in order to register your entry.

WD4
As the more observant of you may have noticed, I scuttled off to Ropecon in Finland over the 2nd, 3rd and 4th August. The convention itself was massively attended; as around 3,000 Finnish gamers crammed into what used to be the communist workers party hall in Helsinki. High points of the weekend for me included the Orks winning both the Warhammer 40,000 tournament and the amazing live Blood Bowl tournament! My sincere thanks go to the organisers for a job well done!

Andy C
WDS
THIS MONTH’S RELEASES

Ahriman ........................................ $15.95
(One miniature per blister)
Chaos Space Marine Squad .......................... $39.95
(Boxed set of seven miniatures)
Chaos Space Marine Terminator Champion ........... $12.95
(One miniature per blister)
Space Marine Bike ................................ $15.95
(One miniature per blister)
Space Marine Predator Annihilator .................. $47.95
(Boxed set of one model)

HAIL TZEENTCH!
The Traitor legionnaires of the Thousand Sons are rightfully feared for their mastery of psychic powers. Foremost amongst these warrior-wizards is Ahriman, the leader of the cabal of Sorcerers which wove the Rubric of Ahriman and scattered the Thousand Sons. And now with the release of the great new Jes Goodwin model he can join your army!

Ahriman carries the Black Staff of Ahriman, a potent focus of psychic power. His bolt pistol is loaded with Inferno bolts, and his life is guided by the Destiny of Tzeentch. I’ll give you nine guesses (that’s the holy number of Tzeentch) for who will be joining my Chaos army next! Full rules and background for Ahriman can be found on page 17 of this issue and his wargear cards can be found on this month’s card section.

People have laid claims that my Chaos Army is almost wholly dedicated to Khorne. With Ahriman proudly leading my Thousand Sons, I show just how false these claims are. Hail Tzeentch, the Changer of Ways!

Tuomas

FREE MINIATURES!
By the time you read this, you’ve probably noticed (and painted) the free miniatures on the front of this issue.
Build the Skinks and Bretonnian Bowmen are examples of the plastic miniatures which are included in the new Warhammer. We think that they’re some of our best to date, and as usual with our games, form the basis for two opposing armies which enable you to start your gaming straightaway.

COPYRIGHTS AND TRADEMARKS
All subject matter in White Dwarf is © Copyright Games Workshop Ltd 1996
All artwork in all Games Workshop products, and all images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts in the property of Games Workshop Ltd. © Copyright Games Workshop Ltd 1996. All rights reserved.

Registered Trademarks
The following are all registered trademarks of Games Workshop Ltd.
Armageddon, Blood Bowl, Chivalry, Citadel, the Citadel logo, Dark Angels, Dark Future, Deathwing, Dungeonquest, Eldar, Eldar Attack, Epic, the Games Workshop logo, Games Workshop, the GW logo, The GW Flame logo, Genestealer, Glitterbase, Space*Fleet, Space Marine, Talisman, Tyrant, Warhammer and Warcaster. Marauder is a registered trademark of Marauder Miniatures Ltd. Used with permission.

Trademarks
The following are all trademarks of Games Workshop Ltd.

The Citadel paint pot is UK registered design No. 2033236
Scatter dice are UK registered design No. 2017484
Throughout the whole weekend of the 26th and 27th of October, Games Workshop Castle Hill is having its Grand Opening. If you want to join in all the fun and madness of a Grand Opening, but think that it’s too far to travel, don’t despair. Games Workshop stores will be organising coaches to take you to Castle Hill and bring you back again. See your local store staff for details.

Citadel, the Citadel castle, Games Workshop, the Games Workshop logo, and Warhammer are registered trademarks of Games Workshop Ltd. Warhammer Quest, Epic, Space Marine, Titan Legions, Necromunda and Space Hulk are trademarks of Games Workshop Ltd. © Games Workshop Ltd. 1996. All rights reserved.

USE THESE VOUCHERS FOR MASSIVE DEALS ALL DAY!

- **Warhammer 40,000**
  - 40,000
  - Dark Millennium
  - Outlanders
  - Plus! Any one CODEX Book

  **Normal price** $235.85
  **ONLY** $160.00

- **Necromunda**
  - Plus!

  **Normal price** $207.85
  **ONLY** $140.00

- **Titan Legions**
  - Or Space Marine
  - Plus!

  **Normal price** up to $182.85
  **ONLY** $140.00

- **Warhammer Quest**
  - Plus!

  **Normal price** $194.85
  **ONLY** $140.00

Please note: none of the vouchers on this page may be used in combination with any other offer, nor may they be used on roleplay books, Warhammer Novels, or in conjunction with any other offer.
HERE COMES...

WARHAMMER

'ERE WE GO AGAIN...

Never mind Euro '96, the Olympics, Sex Pistols reunion and all that, the BIG news of '96 is the NEW WARHAMMER is out in October. So put down your knitting and read on to discover what’s happened, what’s happening, and what lies in ambush in the years ahead.

FROM A HOLE IN THE GROUND

As everyone knows, Warhammer has been around for hundreds of years, and was first published on rat skin, written in toad-spit and produced from a hole in the ground by escaped galley slave and part time pig-sorter Rick Priestley (ie yours truly). Happy days. Since then a modernistic obsession with improvement has seen Warhammer gain refinements such as colour covers, then colour inside, plastic models, card templates, and so forth. Such has been the steady course of progress that it seems hard to imagine what we could do to make Warhammer better.

AS IT HAPPENS

As it happens we managed to find plenty of room for improvement. At first, when we sat down to plan the new Warhammer, we weren’t exactly sure how much to change and how much to keep. We were pretty sure about one thing: having spent the past four years building up our armies and writing Warhammer Armies books there was no way we were going to make all that effort redundant. Any changes would have to be for the better, and, so far as possible, would have to be compatible with the existing supplements. More about this as the plot unfolds.

OPEN THE BOX

No matter if you’re the most rabid Warhammer player on the planet, whether you’ve just started your first army, or even if you have yet to make the inevitable leap, you’ll want to know what’s in the new Warhammer box. The brilliant new cover by Mark Gibbons offers the first clue, but the real give-away, the clincher as it were, is the picture on the back. This is reproduced here for your immediate perusal in glorious no-expense-spared White Dwarf enhanced technicolour.

The box is home to two separate books, namely the Rulebook, and the Battle Book. The Rulebook contains the game rules as you might rightly expect given its endearingly straightforward title. The Battle Book contains a Bestiary section plus
uch to keep, having spent armies and here was no that effort to be for the I have to be nents. More

Warhammer just started yet to make sw what's in it new cover, but the real the picture re for your sense-spared

oks, namely the Rulebook ight rightly onward title section plus

a whole lot of new material on setting up games, including ten scenario options, discussion on competitions, campaigns, painting, modelling, scenery, organising armies, as well as the Warhammer World and army guides. Both books are printed in colour throughout, and include numerous diagrams and photographs to illustrate the rules and accompanying descriptions.

The box also contains the core of two new armies – Bretonnian and Lizardmen models. At first, people were surprised when we said that Warhammer would feature Bretonnians and Lizardmen rather than a repeat of existing races. Obviously, the opportunity to do a whole new army was just too much for us to resist, and so we set about inventing the Lizardmen as adversaries for the Bretonnians. As for the Bretonnians themselves, well we’ve always wanted to make a plastic Knight, but until now it’s not really been possible. Both Bretonnians and Lizardmen take advantage of new plastic moulding expertise, enabling us to produce characterful multi-part kits, more of which below.

The game comes with two sizeable card buildings and one small one, plus templates for war machines, and reference sheets. The new card buildings by staff artist Richard Wright are up to the high standard we’ve come to expect from the maestro, and auger well for the projected range of campaign/building supplements (read on). There are also some sample index cards, usefully providing game profiles for the models in the box, and several magic items designed to give the novice a taste of the full magic system.

A pad of roster sheets has also been included, and there’s the usual bucketload of dice including special scatter and artillery dice, and... (please check this bit and make sure I haven’t missed anything important out, Mr White Dwarf person – hello – hello – wake up please – yes you – that’s right – stop picking your nose and double-check I’ve got everything right!).

**BRETONNIANS**

Included in the box are two types of Bretonnian troops – Knights and Bowmen. Both the Bretonnians and Lizardmen represent a new step forward in terms of plastic models, in that they incorporate far more variety than has been possible in the past. So, the Bretonnian Knights have two different lance arms which can be positioned to give a variety of poses. The shields are separate and have embossed heraldry, and are intended to be glued
in place as you wish. Each Knight has a choice of two different heads. The head designs are mixed on the mouldings, and there are six designs in total incorporating different crests and other details. By mixing different heads and arms, and by adjusting the arm poses, you can create a varied and interesting unit with every model different.

The Knight rides a new barded horse which is beefier and more dangerous looking than the current version which players will be familiar with. Like our other horse, wolf, and boar models, the horse’s body comes in two parts with alternative left and right halves, and so can be assembled in several different poses. We’ve gone to some trouble to design as robust a tail as possible after enduring endless complaints from Games Workshop Sales Supremo John Stallard who he is always breaking his. What is it you do to them John?

The Bretonnian Bowmen are single piece models, much like the Warhammer regiment sets, but two different designs have been incorporated onto the mould and these can be mixed together to produce a very pleasing unit indeed. The Knights and the Bowmen were sculpted by Mike Perry who enjoys nothing more than putting on tights, strapping on armour, and bashing like-minded people about the head with a sword. We think the experience definitely shows in his work.

LIZARDMEN

The Lizardmen are not just new models, but also the first of a whole new range. There are two types in the Warhammer box, the larger Saurus Warriors and smaller, bow-armed Skinks. The Saurus are slightly larger than man-sized, and hunched low, with menacing reptilian heads projecting sharply from between their shoulders. As with the Knights we wanted the Saurus to have as much variation as possible, so each model is constructed from a small kit comprising separate body, right arm, head and shield. The arm holds one of four different weapons and can be adjusted into a position of your choice. There are also four different interchangeable head designs, along with separate shields bearing four different Lizardmen symbols.

The Saurus are big critters, brutal but not too bright. They are vicious (2 attacks, strength and toughness of 4) and rarely fail leadership based tests because they roll 3 dice and disregard the highest throw! The smaller, sneakier, Lizardmen are called Skinks and they are armed with short bows. Their role is to support their larger cousins by shooting up the enemy and overwhelming them by sheer weight of numbers. The Skink models are single piece mouldings, like the Bretonnian Bowmen, and, like with their human counterparts, we’ve produced two different designs that can be mingled together to make a varied looking regiment.

The Lizardmen have been developed by Nigel Stillman who has just completed the Warhammer Armies book, inventing huge dinosaurs, flying reptiles, fire-breathing beasties, and lots of other amazing things along the way. Old comrades will remember the Slann range which Citadel used to produce years ago... well they are not forgotten but re-emerge as the Mage Priests of the Lizardmen, ready to lead the reptilian hordes to

WARHAMMER MAGIC

Magic is already well on its way, combining all the essential elements previously published in Battle Magic, Arcane Magic and Chronicles of War. It also includes a fully revised, and much improved spell-casting system for you to blast your enemies. However, if you just can’t wait, the old magic system is still fully compatible with new Warhammer.
From the start, it was decided that we were pretty happy with the way the Warhammer rules worked. We didn’t want to introduce sweeping changes because this was felt to be unnecessary. Also, we wanted the rules to be fully compatible with the existing Warhammer Armies books, which would stay on in the range unchanged. So, rather than a re-write, we decided to basically represent the game, whilst taking the opportunity to tidy up loose ends, resolve points of confusion, and add in more explanation and examples.

If you’re already a committed Warhammer player you’ll want to know what changes have been made to the existing rules — so we’ve added a summary of the revisions at the end of this article. This encompasses all the major points of difference and either explains the new rule, or describes which sections are changed where the rules are too long to explain fully. Many changes have been suggested by other players and some are derived from the informal discussions held after the various Warhammer tournaments. In many cases we’ve simply recognised a common interpretation (such as the 4 models = a rank rule), or covered a gap in the old rules (such as the rules for shooting at the crews of war machines).

The most significant departure from the previous Rulebook is the inclusion of an appendix of designer’s notes. These explain the thinking behind some of the rules, and suggest ways of dealing with the more bizarre circumstances that can occur during a game. This enables the rules themselves to be kept reasonably concise, whilst providing discursive material for digestion later.

**THE RULES**

**THE BATTLE BOOK**

The Battle Book is almost a handbook of the Warhammer hobby, spanning subjects as diverse as modelling and painting to fighting campaigns. The Battle Book contains sections on setting up the battlefield, and describes ten battle scenarios including pitched battles, meeting engagements, flank attacks, surprise attacks, ambushes, last stands, and so on. This is a new approach, providing not just one way to set up a battle, but a number of different methods intended to represent different types of game.

The Battle Book also contains a description...
THE LIZARDMEN

The Lizardmen once dominated the world, but now live only in tropical zones such as Lustria—a hot and steamy fetid 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 Saurus are brutish creatures with slow minds that register little emotion except a simple single-minded savagery. Skinks, although physically weak compared to the massive Sauruses, are a little more cunning and make competent archers.

enjoyment of the Warhammer hobby by restricting their gaming style.

If other players like the campaign basis for playing their games I’d like to have a crack at a full blown supplement, or at least a series of White Dwarf articles. I’ve had such a good time running and participating in our campaign that I’ve caught the Crusading Zeal (copyright Jervis Johnson — One Man Games Crusade Ltd).

Grghhhh... Oh no... I feel a new game coming on... Nurse... Nurrrrse! (Stick to the script please... — Ed)

THE FUTURE
BY MYSTIC RICK

A new Warhammer means more than just substituting one box for another—it has implications that run through the entire range of Warhammer supplements. Careful consideration was required at all stages. As I’ve already said, we decided that the existing Warhammer Armies books would stay in the range as they were. On the other hand, we were less favourably inclined to the splurging magic supplements: Battle Magic, Arcane Magic and Chronicles of War.

Another major new addition is the section on campaigns, a suggested set of rules developed from those used in our own campaign fought here at Games Workshop. These rules were inspired by those used in the Necromunda campaign, and owe quite a bit to our experience in developing that system. By introducing a campaign into the game itself, it is hoped that players will be encouraged to play different sorts of games and invent their own scenarios. One disadvantage of the previous Warhammer was that the game described was, in effect, one scenario played as a stand-alone game against a single opponent. There’s nothing wrong with that, of course, but it isn’t the be-all-and-end-all, and we felt that players were depriving themselves of a great deal of the enjoyment of the Warhammer hobby by restricting their gaming style.

If other players like the campaign basis for playing their games I’d like to have a crack at a full blown supplement, or at least a series of White Dwarf articles. I’ve had such a good time running and participating in our campaign that I’ve caught the Crusading Zeal (copyright Jervis Johnson — One Man Games Crusade Ltd).

Grghhhh... Oh no... I feel a new game coming on... Nurse... Nurrrrse! (Stick to the script please... — Ed)

THE FUTURE
BY MYSTIC RICK

A new Warhammer means more than just substituting one box for another—it has implications that run through the entire range of Warhammer supplements. Careful consideration was required at all stages. As I’ve already said, we decided that the existing Warhammer Armies books would stay in the range as they were. On the other hand, we were less favourably inclined to the splurging magic supplements: Battle Magic, Arcane Magic and Chronicles of War.

MAGIC

The thing about magic in Warhammer is that it’s grown, each armies book adding more items and more complexity. We felt that with the benefit of hindsight, we could make magic work better. It was also felt to be a bad thing to have essential gaming material split over no less than three different supplements. So, one of the things we set out to do was to unite the whole magic system into a single boxed supplement.

The new Warhammer Magic is being worked on right now and will be available soon. It sets out to include all the magic items for the game, together with a revised and improved spell casting system, with slightly revised spells and magic items. Meanwhile, the new Warhammer is perfectly compatible with the existing magic supplements, so players who already have these supplements can continue to use magic as before.
CAMPAIGN PACKS

An important feature of the new Warhammer is that it will be supported by a series of campaign packs – the first of which, the enigmatically titled “Grudge of Drong” – is now almost ready. The campaign packs provide all the information you need to re-fight the campaign described, with a number of battles and appropriate special rules and characters for each. The first pack involves a conflict between High Elves and Dwarfs, and is designed so that two players who already have these armies can use their existing forces to the full. Each campaign pack is intended to include an appendix giving optional forces, so that the same games can be fought with a variety of armies should players wish to do so.

The campaign packs also include card buildings representing the various places where the battles take place, so the campaign packs can also be regarded as building packs, and represent a good investment for anyone who wants more card buildings for their Warhammer battles.

WARHAMMER ARMIES BOOKS

We have new armies books in preparation for Bretonnians and Lizardmen, together with ranges of models to go with them. We have plans to produce a few more armies over the next year or so, including a book of mercenaries, but with twelve in the range already there seems no immediate urgency. Instead, we will be going back and releasing new models to cover some of the gaps in the existing ranges such as Goblin Wolf Chariots, Dark Riders for the Dark Elves, High Elf Lothian Sea Guard, and so on.

ARMY BOOKS

All the armies that you’ve already collected will be one hundred percent fully compatible with the new version of Warhammer, so you won’t need anything else new to get stuck in and start fighting battles against your foes. And over the next couple of months we’ll be releasing two brand new Warhammer Armies books, the Bretonnians and the Lizardmen. Plans are to follow these with a book of Mercenaries sometime next year, so keep your eyes peeled!

As existing Warhammer Armies books go out of stock and are reprinted we’ll be changing the pages that show the old Warhammer box and supplements, and replacing the catalogue pages with up to date models where appropriate. Such changes are, of course, purely so that future purchasers are in no danger of confusion. Similarly, we’ll also correct redundant page references to the old Warhammer and Warhammer Battle Magic. At the same time genuine mistakes in the text such as typos and contradictions will be corrected, as, in fact, we always try to do when we reprint books. Although you might notice these changes as books are reprinted, the appearance and content of the books remains the same, and there is absolutely no need to purchase a new book for your army.

BIT WHERE I SAY “THANK YOU”

Warhammer has grown up an awful lot in the last four years, with the release of all the army books and new model ranges to go with them. During that time we’ve seen the introduction of the International Warhammer Tournament, where die-hard players gather from all over the world to play and discuss the game. The new Warhammer owes as much to its many players as to its authors and model makers, and it seems only appropriate to give credit and thanks to everybody who has helped with suggestions, playtesting, and ideas.

Appropriate, but far too stomach churning... so I’ll just hog all the credit instead. It’s mine I tell you... all mine... mine! Now where’s that pot of toad spit?
SUMMARY
This section provides a summary of the changes which have been incorporated into the new version of Warhammer. It is provided principally for existing players who would like to try out the new rules immediately. All the important changes are covered, and where the changes are too extensive to describe fully, a broad outline has been given instead.

START OF TURN
A new phase has been introduced at the Start of the Turn, basically to remind players to take appropriate tests, such as Panic tests due to fleeing friends within 4".

MARCH
Units can now march if they start their turn more than 8" away from an enemy. Units can move to within 8" of their foe as they march, whereas before units were obliged to stop as soon as they got to 8" away. This speeds up play and obviates the need to measure out your approach distances.

CHARGE
The charge rules have been described specifically to forbid chargers from wheeling to deliberately reduce the number of models fighting—a annoying trick that defies the spirit of the rules... and now the rules themselves too! Any wheel you make has to bring more models into the combat, not less.

FLANK CHARGES
A unit which is charged in the flank or rear by an enemy unit of 5 or more models now loses all its rank bonuses for resolving combat.

7+ TO HIT
Shooters can now hit on scores of 7 or more by rolling a 6 followed by a 4+ (=7), 5+ (=8) or 6+ (=9) in the same way as Warhammer 40,000.

LAPPING ROUND
A unit which wins a combat can lap round models from rear ranks, lapping round up to 2 models per side. These lapping models now don’t count as part of the unit’s formation for purposes of rank bonuses, but they do get bonuses for flank or rear attacks if the entire unit amounts to 5 or more models. Flankers are returned to their rear rank if the unit is beaten.

RANKS
For purposes of working out combat results, a unit’s ranks are counted at the start of the combat, and a rear rank of 4 or more models counts towards the bonus. The rank does not have to be a full rank necessarily, although the unit must be at last 4 models wide as before.

PURSUIT
The age old question of whether pursuers need to equal or beat the distance of fleeing troops is settled once and for all! Pursuers now have to outpace their enemies in order to overrun and destroy them—they have to roll more than the fleeing unit. If both units roll the same the pursuers are placed slightly behind and out of contact.

PANIC
Panic tests must now be taken for every unit if their General is killed. Panic tests are also required if a unit flees from a charge and is caught. Previously no test was required for this at all, although many players assumed the unit to be destroyed in hand-to-hand fighting and so tested anyway. Now units within 4" of the destroyed friends must test.

FRENZY
Frenzy is now automatic—troops start the game frenzied. As well as fighting with double attacks, frenzied troops must charge enemy within reach and must always pursue enemy they defeat.

LEADERS ET AL
Leader models are always placed in the centre of the front rank, whilst standards, musicians and character models must be placed as close to the centre of the front rank as possible. Characters cannot be deliberately placed in rear ranks when there is space for them in the front.

CHARACTERS IN COMBAT
Characters who are part of a unit fighting in hand-to-hand combat, but who are stranded in a position that cannot fight, may swap places with an ordinary warrior in their own movement phase. This can mean they lose a turn’s fighting if the unit is charged from an unfavourable direction.

CHALLENGES
Only models which are in base contact with an enemy may issue a challenge. In a challenge, any excess wounds inflicted on the foe do count towards working out combat results. This is called the Overkill rule. This is intended to rectify the situation where a Lord on a Dragon is easily defeated by a unit with a Champion simply because the Champion issues a challenge and he only has 1 wound to lose.
WAR MACHINES

War machines can fight in units of the same type called batteries, and when placed with 5" of each other are always considered to be a single battery. A character can be placed with a battery, as with any other unit, but he cannot help to operate a machine.

When crews are charged, all the crew in the battery can be positioned to meet the attackers, individual models moving up to a normal move to do so. This includes any characters who might be with the battery.

When shooting at war machines, hits are randomised as follows: (D6) 1-4 = machine, 5-6 = crew. Templates hit the models beneath them as with chariots, etc.

Surviving crew from one machine may be used to operate another of the same kind.

CAPTURING STANDARDS

Standard bearers cannot be slain in combat, as it is assumed an ordinary trooper will step in and take up the flag if its bearer is killed or wounded. The player can always choose to remove an ordinary model in preference, and only remove the standard bearer if there are no ordinary models left.

A standard is automatically captured if the unit breaks and its enemy pursues. The standard bearer model is placed behind or beside the unit that captured it. If pursued by several units the fastest wins the standard.

A captured standard is worth 1 victory point at the end of the game, and units which capture standards can gain elite status in future battles.

MUSICIANS

As with standard bearers, musicians are not removed as casualties as it is assumed the drum is picked up by some musically ambitious ordinary trooper.
Model designed by Tristan Morrison and Gary Morley

All models supplied unpainted. Durthu, Orion and the Forest Dragon are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers.

WARNING! Durthu the Treeman, Glade Riders, Orion the Wood Elf King and the Forest Dragon boxed sets contain lead and may be harmful if chewed or swallowed. These Citadel Miniatures are not recommended for children under 14 years of age.

Citadel, the Citadel castle, Games Workshop, the Games Workshop logo and Warhammer are registered trademarks of Games Workshop Ltd. © Games Workshop Ltd, 1996. All rights reserved.
Ahriman was among the foremost of the Thousand Sons when they set their feet upon the long path of learning the secrets of magic. Like his Primarch, Ahriman had become obsessed with arcane mysteries as he fought through the galaxy on the Great Crusade. He had encountered isolated cultures where magic had re-emerged as the dominant form of power after the machines had died. Magnus the Red's thirst for knowledge was imprinted into all of his sons and they pursued the quest with equal fervour.

Towards the end of the Great Crusade the Primarch compiled a truly monumental tome of sorcery called the Book of Magnus, sometimes known as the Book of the Thousand Sons, filled with arcane lore from across the galaxy. As Chief Librarian, Ahriman was keeper of this book on the Thousand Sons' home world of Prospero and he studied its inner mysteries extensively. His power gradually grew and expanded as he grasped the subtle nuances of magic discovered by wise men across the galaxy over millennia of study. Like all of the Thousand Sons, Ahriman came to believe that the untapped power of the warp could be harnessed for the good of mankind. Only weakness of mind and spirit prevented ordinary men from controlling the warp utterly.

Over time, the most powerful and influential of the Legion's brethren began to think of themselves as sorcerers, and they devoted more
AHRIMAN, CHAOS SPACE MARINE SORCERER LORD ARMED WITH THE BLACK STAFF OF AHRIMAN

AHRIMAN SUMMONS PINK HORRORS FROM THE WARP TO CRUSH THE ELDAR ATTACK
time to uncovering the mystical secrets of the universe than to fighting the Emperor’s wars. But the Emperor could not tolerate the gradual shift of the Thousand Sons towards Chaos. He knew no man, or Primarch, could master Chaos. The Legion’s warning that his most trusted Warmaster was plotting against him seemed to confirm the Emperor’s worst fears that the forces of Chaos had insidiously corrupted the whole Legion and now sought to fragment the newborn Imperium.

The Emperor unleashed the Space Wolves Legion on the Thousand Son’s tranquil home world of Prospero. Ravening, grey-armoured assault squads of Blood Claws seized Prospero’s neglected orbital lasers and missile batteries within hours of their arrival. After that, the Thousand Sons were almost bombarded out of existence. Delicate towers of vast antiquity were smashed to rubble by energy beams from above, vast libraries of incalculably precious works burned beneath a rain of fusion fire. Stunned by the magnitude of their betrayal the Thousand Sons saved what they could and fled, breaking through the Space Wolves’ blockade to seek sanctuary with the Warmaster.

The Thousand Sons soon dedicated themselves to Tzeentch, the Power of Chaos who is the greatest master of magic. He became their patron god, and as they fought their way through the Heresy, Magnus and the Thousand Sons used their
dedication to Tzeentch to avoid the deeper corruption suffered by the other Traitor Legions. After Horus’ defeat, the Thousand Sons escaped to the Eye of Terror. Only then did the other aspects of their patron’s nature begin to impinge on the Thousand Sons.

The first visible signs were the grotesque mutations which began to manifest themselves among the battle brethren. Ahriman and the other Sorcerers were even more horrified when some of their own number began to warp and change. They had failed to master Chaos — instead Chaos was mastering them.

Ahriman was determined that the long path to knowledge they had
Irden would not end in madness and domination. He formed a secret conclave listing of many of the most powerful sorcerers that had resisted the insidious spread of mutation. Secretly, he began to study the Book of Magnus in seeking some way to prevent the Legion devolving any further. In time he prepared the Rubric of Ahriman, a spell so potent that it would unleash forces far beyond the sorcerers’ control. If it worked the Legion would be rendered immune to the terrible warping effects of Chaos.

The cabal of sorcerers refused to help Ahriman at first, but when Magnus himself was elevated to the ranks of Tzeentch’s daemon princes it became clear that the last vestiges of humanity were being driven from the Thousand Sons. Soon they would be nothing but mewling Chaos Spawn robbed of all their hard-won knowledge and power. The destruction of their home world, the Heresy, it would have all been for nothing. At last the sorcerers agreed to join their power together and a terrible cataclysm of magic was summoned about the Planet of the Sorcerers.

It is said that even the daemons fled before the roaring maelstrom of magic Ahriman and the others sent against their world. Crackling clouds of multi-coloured energy descended from the skies and enveloped the great silver towers of the Thousand Sons, forking bolts of blue and yellow lightning struck down the corrupted Space Marines one after another. No sorcerous protection or physical defence could keep the powers at bay. The storm of magic raged for an eternal night which could have been days or centuries until finally Magnus the Red himself used his unearthly powers to end it.

In the aftermath it was clear that the Rubric of Ahriman had both surpassed his expectations and failed horribly. Those of the Thousand Sons with sorcerous powers had either survived, and had their knowledge and powers greatly augmented, or they had been utterly destroyed.

The battle brethren whose powers had been slight or non-existent had been changed. Their armour was sealed shut as if every clasp and joint had been welded together. Inside the heavy shell of ceramic and adamantium the physical bodies of the Chaos Space Marines had been reduced to a handful of dust, but their spirits remained, trapped inside their ornate battle armour for all eternity.

The battle brethren had been reduced to little more than automata, but Ahriman was satisfied. The physical corruption of the Thousand Sons had been halted, even if it was at a terrible price. The cyclopean eye of Magnus soon fell upon Ahriman and his cabal as the culprits. The daemon Primarch was furious and summoned Aftrimon’s...
And what are the achievements of your fragile Imperium? It is a corpse rotting slowly from without while maggots writhe in its belly. It was built with the toil of heroes and giants, and now it is inhabited by frightened weaklings to whom the glories of those times are half-forgotten legends. I have forgotten nothing and my wisdom has expanded far beyond mere mortal frailties.

**AHRIMAN**

Ahriman and the others before him in order to destroy them utterly. But, as he raised his fist to crush the unrepentant sorcerers Magnus heard a distant, sibilant voice: “Magnuss, you would smash my pawns too readily.”

Tzeentch, Changer of the Ways had guided the plot to its fruition for its own purposes. Who can say what the most enigmatic of the Chaos Powers planned to bring about? Whatever the dark god’s reasoning, Ahriman had been its unknowing puppet. Magnus was secretly pleased by the arcane skills exercised by his cabal. But still they had to be punished, and so the daemon Primarch banished Ahriman and the others from the Planet of the Sorcerers for all eternity. He doomed them to forever wander the Eye of Terror and beyond in an eternal search for perfect understanding.

Over the millennia Ahriman has sought out magical artefacts, ancient arcane books, talented psykers and any aspect of sorcerous knowledge or power. He has led raids specifically to acquire such things, even going as far as to attack museums and the private collections of antiquarians, much to the mystification of his victims. In many instances magical artefacts are acquired by local Chaos Cults, and Ahriman merely comes to take them away together with any humans who might make promising servants. It often comes as an unpleasant surprise to a Cult Magus to find that his efforts to summon help from the Thousand Sons merely result in the loss of his sorcerous artefacts and most of his coven.

Untouched by the warping influence of Chaos these ten thousand years, Ahriman still believes that Chaos can be mastered with knowledge and cabalistic strength. Deep in his black heart Ahriman believes that he can find the final pieces of the puzzle within the hidden dimensions of the Black Library of the Eldar. The Eldar fear him greatly, and live in terror of him finding his way into the ancient labyrinth of the Webway. Somewhere within its secret ways lies the Black Library, a vast repository of arcana from across space and time which details the Realm of Chaos.

Most recently, Ahriman has been seeking the psychic spoor of Inquisitor Czevak, one of the few humans to have entered the Black Library and lived. Should Ahriman succeed in capturing Czevak his arcane powers would mean there was little the Inquisitor could do to conceal the path to the Black Library from him. Ahriman would hold the keys to the vast accumulated wisdom of the Eldar race about Chaos. Such knowledge would make Ahriman a new and deadly god.
Dark Angels Ravenwing bike squadron

Chapter badge
Sergeant
Chapter badge
Bike squadron badge
Space Marine
Assault squad badge
Army badge
Honour badge

Space Marine on Space Marine bike
Heroes For Sale
11 Totara Avenue
New Lynn (09) 827 2870

Heroes For Sale
322 Great South Road
Papatoetoe, Auckland (09) 348 5899

Heroes For Sale
20 The Square
Palmerston North (06) 356 6779

Heroes For Sale
183 Victoria Avenue
Wanganui (06) 347 7391

All of the following stores stock a range of Games Workshop games and Citadel miniatures. If you have difficulty in obtaining any particular games or models then our Mail Order service will be happy to help!

Mark One
551 Victoria Street
Hamilton (07) 839 3728

Mark One
301 Tutanekia Street
Rotorua (07) 348 5899

Mark One
114 Devonport Road
Tauranga (07) 578 1895

Mark One
IAMA Building
Cnr Lake Road & Conno Street
Takapuna (09) 488 0744

Mind Games
635 Columbo Street
Christchurch (03) 365 5487

Mind Games
73 Princes Street
Dunedin (03) 474 1044

Mind Games
Mid City Centre
Wellington (04) 382 8978

Mind Games
469 Khyber Pass Road
New Market, Auckland (09) 522 1905

Mount Video
4 Tawa Street
Mt Maunganui (07) 575 8104

One Stop Models
25 Vine Street
Whangarei (09) 438 8778

Outer Limits
145 Devon Street East
New Plymouth (06) 753 9796

Pendragon
Lvl 1 Country Wide Bank Centre
280 Queen Street
Auckland (09) 303 2321

Pendragon
101 Victoria Street
Wellington (04) 499 8166

Pendragon Games
86 Saint Andrews Street
Dunedin (03) 477 5878
NEW ZEALAND PRICES

A selective price list for all those loyal gamers in the land of the long white cloud!

<table>
<thead>
<tr>
<th>Product Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>WARHAMMER 40,000 BOXED GAME</td>
<td>$179.95</td>
</tr>
<tr>
<td>DARK MILLENNIUM</td>
<td>$79.95</td>
</tr>
<tr>
<td>CODEX ANGELS OF DEATH</td>
<td>$39.95</td>
</tr>
<tr>
<td>CODEX ELDAR</td>
<td>$39.95</td>
</tr>
<tr>
<td>CODEX IMPERIAL GUARD</td>
<td>$39.95</td>
</tr>
<tr>
<td>CODEX ORKS</td>
<td>$39.95</td>
</tr>
<tr>
<td>CODEX SPACE WOLVES</td>
<td>$39.95</td>
</tr>
<tr>
<td>CODEX TYRANNIDS</td>
<td>$39.95</td>
</tr>
<tr>
<td>CODEX ULTRAMARINES</td>
<td>$39.95</td>
</tr>
<tr>
<td>CODEX CHAOS</td>
<td>$39.95</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Chaos</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>NEW! AHRIMAN</td>
<td>$19.95</td>
</tr>
<tr>
<td>NEW! CHAOS SPACE MARINE SQUAD</td>
<td>$49.95</td>
</tr>
<tr>
<td>NEW! CHAOS SPACE MARINE TERMINATOR CHAMPION</td>
<td>$15.95</td>
</tr>
<tr>
<td>KHRONE BERZERKERS</td>
<td>$19.95</td>
</tr>
<tr>
<td>PLague MARINES</td>
<td>$19.95</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Space Marines</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>NEW! SPACE MARINE PREDATOR ANNIHILATOR (boxed set)</td>
<td>$59.95</td>
</tr>
<tr>
<td>NEW! SPACE MARINE BIKE</td>
<td>$19.95</td>
</tr>
<tr>
<td>SPACE MARINE BIKE SQUAD</td>
<td>$69.95</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Necromunda</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>NECROMUNDA BOXED GAME</td>
<td>$139.95</td>
</tr>
<tr>
<td>OUTLANDERS BOXED SUPPLEMENT</td>
<td>$79.95</td>
</tr>
<tr>
<td>NECROMUNDA BOXED GANGS (8 models per box)</td>
<td>$39.95</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Warhammer Quest</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>WARHAMMER QUEST BOXED GAME</td>
<td>$139.95</td>
</tr>
<tr>
<td>CATACOMBS OF TERROR ADVENTURE PACK</td>
<td>$79.95</td>
</tr>
<tr>
<td>WARHAMMER QUEST WARRIOR PACKS</td>
<td>$29.95</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Warhammer</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>NEW! WARHAMMER BOXED GAME</td>
<td>$179.95</td>
</tr>
<tr>
<td>WARHAMMER ARMIES - CHAOS</td>
<td>$59.95</td>
</tr>
<tr>
<td>WARHAMMER ARMIES - WOOD ELVES</td>
<td>$39.95</td>
</tr>
<tr>
<td>WARHAMMER ARMIES - HIGH ELVES</td>
<td>$39.95</td>
</tr>
<tr>
<td>WARHAMMER ARMIES - DARK ELVES</td>
<td>$39.95</td>
</tr>
<tr>
<td>WARHAMMER ARMIES - DWARFS</td>
<td>$39.95</td>
</tr>
<tr>
<td>WARHAMMER ARMIES - THE EMPIRE</td>
<td>$39.95</td>
</tr>
<tr>
<td>WARHAMMER ARMIES - ORCS AND GOBLINS</td>
<td>$39.95</td>
</tr>
<tr>
<td>WARHAMMER ARMIES - SKAVEN</td>
<td>$39.95</td>
</tr>
<tr>
<td>WARHAMMER ARMIES - UNDEAD</td>
<td>$39.95</td>
</tr>
<tr>
<td>WHITE DWARF PRESENTS: CHAOS DWARFS</td>
<td>$39.95</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bretonnians</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>NEW! LOUEN LEONCOEUR, KING OF BRETONNIA (boxed set)</td>
<td>$59.95</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Lizardmen</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>NEW! SLANN MAGE PRIEST ON PALTANQUIN (boxed set)</td>
<td>$79.95</td>
</tr>
<tr>
<td>NEW! SKINK ARCHER COMMAND</td>
<td>$19.95</td>
</tr>
<tr>
<td>NEW! SKINK ARCHERS</td>
<td>$19.95</td>
</tr>
<tr>
<td>NEW! SAURUS COMMAND</td>
<td>$19.95</td>
</tr>
<tr>
<td>NEW! SAURUS WITH HAND WEAPONS</td>
<td>$19.95</td>
</tr>
</tbody>
</table>

All prices are inclusive of G.S.T.
OUT OF THE DARKNESS

By Mark Brendan

This article introduces us to the idea of adventuring beyond the confines of those draughty, dark old labyrinths, and gives your adventurers a change of scene. If the notion of taking your party on a jaunt around, say, a castle, or a Wizard’s tower, or maybe even outdoors in the woods appeals to you, then read on and discover how to escape that dungeon...

IN THE BEGINNING...

At the start of their careers, most adventurers are enthusiastic and wet behind the ears, young fellows who are very keen to earn a bit of loot with nothing more going for them than the strength of their sword arm or the power of their spells. Their ambitions are to make their fortunes by liberating fantastic treasure hordes from the undeserving clutches of all manner of vile, subterranean nasties. What could be simpler? Make a stack of cash, and rid the world of evil into the bargain. Being

The interior of the galleys on board the Black Ark were humid and stank. Fully two thousand Human, Dwarf and Elf souls laboured over foul, menial tasks, stripped to the waist and perspiring freely in the cramped and unhygienic confines. They were arranged on three levels, cooking, cleaning bilges and other jobs vital to the running of the sinister stone vessel, kept afloat by the will of a powerful dark mage. There was not a single slave on board, who toiled in those hells, who did not realise the import of what they were doing. They were part of a Dark Elf war fleet, led by the immeasurably wicked Prince Mordrin Kain, coursing towards Erengrad with every intention of sacking that great city port. From there, the Dark Elves would have unchallenged access to the north of the Old World, and could sweep southwards towards the Empire itself. Though they wept for the fate of their countrymen and abhorred the tasks they performed, they still bent their backs to it. Drachnas, the overseer, saw to that. Plying the lash with casual brutality, any back not straining at the oar soon became a patchwork of bloodied welts. Better to bide one’s time working and waiting for an escape, than die in ignominy as a galley slave.

Uff, a hulking Norseman, eyed Drachnas with cold fury as once again he belaboured the shoulders of Ernst, a wizard and erstwhile travelling companion of Uff. Ernst looked grey and sickly, and Uff knew that the mage couldn’t last much longer in these ghastly conditions. The ultimate cruelty was that Ernst had within him the power to heal himself, but was prevented from doing so by the black gem literally burned into his chest by their Dark Elf captors. Fearing his magic, which had reduced several of their ambush party to ashes before they were captured, the corsairs had burned the shard of obsidian into him to shackle his powers just as they had shackled his limbs. Uff knew that if they were ever all going to get out of this hellhole alive, then he had better act soon. He knew that behind them somewhere, equally miserable, were Corwen his Wood Elf friend, and Dwimnl Silverlode the indomitable Dwarf. In the week, “Had it really only been a week?”, he wondered, since their capture, he had chafed the ends of his strong fingers raw working at the shackles, and he reckoned they were just about loose enough now for one great burst of strength to tear them free. Feigning exhaustion, he slumped to the floor.

“You there, slave, work!” bellowed Drachnas at him, his words thick and malicious with the sibilant accent of the Dark Tongue.

Drachnas stormed down the hall and unleashed a vicious crack across Uff’s back with the whip. It was just the jolt the Norseman needed. With a howl of fury, he yanked the chains from the deck, twisted them around his tormentor’s throat and pulled.

The single flex of the barbarian’s massive muscles was sufficient to snap the overseer’s neck like a dry twig and Drachnas fell to the squalid floor as a limp bundle.

In the ensuing pandemonium Uff freed more of the slaves, including his companions. Under the cover of the resulting pitched battle between slaves and captors, the team of four made their way to the upper decks. There, they knew, they had to chance to liberate their equipment and take control of the ship during the confusion.
On a precipitous walkway high in the forest canopy above Athel Loren, fiercely territorial Elves seek to drive off explorers.

raughty, taking outdoors on... spells. Their ng fantastic II manner of er? Make a gain. Being

As a novice, this was brilliant. It had everything: excitement, danger, truly brain-melting sums of filthy lucre. Upon becoming a champion of your art the wealth was flowing nicely, thank you very much. Your abilities, combined with the amazing powers of ancient weapons and artefacts claimed from the coffers of vanquished foes, ensured your continued survival in the face of increasingly more hideous and terrifying enemies. So you sought out yet greater challenges and still more wealth to add to your coffers. Now they are calling you a hero, and you're starting to wonder, “What's it all about, eh?”. You've got all this cash and you can get more any time you want it by taking a pot-holing expedition to slap a few Orcs about. But the jewels are losing their lustre and the acts of random violence on hapless monsters just don't cut the mustard anymore. Well, what you need is a theme, very possibly a different approach to doing what you do best, ie mugging baddies. Permit me to explain...

**The Great Outdoors**

You can represent wilderness areas simply by making up a map of the area which is to be covered in the adventure, giving the players a virtually limitless scope for directions in which to travel. However, you must ensure that their route takes them into the areas they must visit in order to complete their task. These places will have yet more maps showing their layout, and will have specific encounters taking place at them. Floorplans can easily be knocked up for them using gridded paper with the correct terrain marked on in place. You can even make this three dimensional by using Warhammer terrain or, if you are artistically inclined, making up your own, special Warhammer Quest terrain. A good thing to invest in for this sort of game is an A1 sheet of paper which has had an appropriate sized grid marked on it and then been laminated. This is quite an expensive thing to do, but well worth it in the end since you can mark the positions of objects onto it using a dry marker, then wipe it clean, ready for the next encounter.

**Alternative Indoors**

Of course you may, quite rightly, decide that you aren't prepared to give up entirely on the usage of all those rather snazzy floorplans contained within the Warhammer Quest box. But neither are you ready to give up your new found freedom from the random dungeon bash. What you therefore need is a properly themed adventure, which need not necessarily take place in a dungeon.
OUT OF THE DARKNESS

A vicious melee breaks out on board a Dark Elf Black Ark as a party of adventurous captives attempt to mutiny.

Those of you who own Warhammer armies are at a distinct advantage when it comes to turning out well-rounded, linked scenarios. Having a Warhammer army means that you should have a wealth of models at your disposal and be able to run games based around the particular race you field. From a background viewpoint, this is a considerably more desirable way to play games than the random dungeons, which contain the full gamut of nasties all crammed into the same small space, and also makes for good plot development. Consider, if you dare, the machinations of a Dark Elf prince bent on world domination. If that happens to be your army, then you have the means to realise the adventures that ensue as the Warriors seek to foil his dastardly plot. It could be played out as several different games in correspondingly different locations, beginning, perhaps, with the adventurers being captured and enslaved upon one of the infamous Black Arks of the Dark Elf fleet and escaping to gain control of the ship. For the next scenario we could move the action to a town further down the coast invaded by the Dark Elves, where the adventurers must free the people. Next we infiltrate a castle which the wicked prince has taken, and is dug-in preparing for siege due to the brave actions of the party scuppering his war efforts in previous scenarios. We could run a final scenario dealing with the inevitable, climactic confrontation between the party and their nemesis as he attempts to escape through a warren of tunnels beneath the castle (back to basics I know, but think how much more exciting it will be after this build up).

RETURN TO THE LOST KINGDOMS

Take another case. Using the previously published rules for Lost Kingdoms adventures, you could reason that your adventuring party decide to join an expedition to far away Lustria. You have heard rumours of ancient temples containing fabulous wealth in the steamy interior of this mysterious continent. However, instead of finding your El Dorado, you stumble instead across the territory of Clan Pestilens. On your first adventure against the foul disciples of decay you uncover a sinister plot to brew a disease so potent that if it ever reached the shores of the Old World, the epidemic would all but wipe humanity from the face of the planet. Fortunately, the texts you uncover show the location where this vile project is being researched. This calls for another journey, deeper into the jungle in order to destroy the nest where this hideous threat is being formulated. For the final confrontation with the Skaven, have the adventurers discover the seat of Skaven power in the area and eradicate this dangerous branch of Clan Pestilens once and for all.
Warriors seek out as several locations, captured and of the Dark Elf For the next they must the wicked due to the efforts in dealing with the party and a warren of ow, but think ld up).

Treasure hunters in Lustria find an unpleasant surprise outside the Clan Pestilens Temple at Yersema.
There is a wealth of source material and background information to be found in the Warhammer Army books, all just waiting to be harvested for your Warhammer Quest games. And to add the final, touch, you should of course tailor your Event cards to suit the scenario you are playing. Obviously meeting a “Dying Dwarf prospector riddled with Orc arrows...” as you raid the Temple of Clan Pestilens in Lustria is a totally undesirable result. Instead, you should have something like, “Huddled in the corner you see the limp form of a human slave. He is overcome with the vile infections the Plague Monks have exposed him to. His last action before being overcome by the fever is to thrust a key wrapped in grubby cloth into the Elf’s hand, and gasp, “Portcullis...” With this in mind you should be able to produce events and encounters backed up with the sort of attention to detail that makes the game what it should be. Atmospheric and totally convincing. Also very important, you should consider tailoring the treasure decks to fit in with your game. More often than not, Warhammer Quest games result in a race to collect as much spectacular plunder as possible. While this is always a good motivator for the players, it is important to have a variety of potential rewards and experiences for different types of players.

Remember, the only limit to what you can do is your own imagination. Dungeon floorplans can become the halls and passages of border keeps, a Necromancer’s mountain tower, a Skaven infested sewer beneath a village, the network of hallowed out roots beneath the domain of the Wood Elves, or indeed anything else you care to conceive of in the dark and many splendoured Warhammer world. Now you have the means at your disposal, so get out there and give your chosen enemy a taste of good old cold steel.

The journey had, all in all, been a strange and perilous one. They had been living it up at a small seaport in the Wasteland, feasting on the spoils of a raid on an ancient system of catacombs in the hills near Marientburg. It was there they had been captured, and since then they had endured many hardships at the hands of their evil foes, and many triumphs over them too. Ernst had recovered both his magic and his health, but it had been touch and go whether he would ever enjoy either again. They had paid a physician in Erengrad to remove the stone, and in his debilitated condition the operation had almost finished Ernst off.

They were being hailed as heroes, and their title in this part of the world had become the “Liberators of Erengrad”. Uff was frankly embarrassed by such adulation, but Ernst didn’t seem to mind too much. Dwimril was too stoic to even notice though, predictably, the Wood Elf Corwen positively revelled in it. Since their break out on board the Black Ark, a tale now being sung of amongst the local bards, they had succeeded in all but completely ruining the plans of Mondrin Kain. Quickly gaining the helm of the ship and recovering their gear, the adventurers had valiantly pitched into the defending corsairs. All aboard the ship there was mayhem with slaves running amok, thus preventing the Dark Elves bringing their full might to bear against the party. During the battle Dwimril vanquished the Dark Elf captain single-handedly. An unwholesome creature with an eye patch called Captain Shendec, he had lashed out in fury at Dwimril with his powerful sword. But in his rage he had overstretched his reach, and his diminutive opponent had easily stepped under his guard to bring his great axe up to bury itself in the unfortunate Dark Elf’s rib cage. Whilst Uff protected the weakened Ernst, Corwen had turned the natural hatred of the Dark Elves for his kind to good use. With a mixture of taunts and derogatory gestures, he goaded a large number of corsairs into chasing him. Quickly clambering up the rigging, he had let loose the mainsail on his pursuers. Confused and pinned under the suffocating weight of the cloth, Corwen was left at his leisure to shoot burning arrows, one after the other, into his trapped foes. The seagulls feasted royally.

Eventually, the day was won, and the adventurers assumed control of the ship. Catching up to the rest of the fleet, they arrived at Erengrad in time to witness a ferocious sea battle already underway against a small and badly outnumbered Kislevite fleet.

But that soon changed. Moving to the Kislevite’s aid, the new arrivals unleashed a crippling broadside at the nearest of the three Black Arks, then rammed it, smashing it aside. As it wallowed drunkenly in the water, the Kislevite fleet struck too, sinking the stricken vessel. Sensing the tide had turned, the Dark Elf flagship proudly fled.

Shortly afterwards rumours began to tell of Dark Elf survivors who had put in at a small village down the coast some miles, and were terrorising the locals. Soon the party were heading down there to bring the villains to justice, but after a running battle through the streets and houses, the Prince escaped once more.

But there was more news. This time he was cornered, in an old keep in the hills...
Each boxed set, apart from the Imperial Storm Troopers, contains a complete Imperial Guard squad. Each box also includes a sheet of Citadel waterslide transfers so that you can complete your Imperial Guard in the regimental markings of your choice.

Warning: Apart from the Imperial Storm Troopers 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 are supplied unassembled and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

Citadel, the Citadel castle, Games Workshop, the Games Workshop logo and Warhammer are registered trademarks of Games Workshop Ltd. Imperial Guard is a trademark of Games Workshop Ltd.

© Games Workshop Ltd, 1995. All rights reserved.
There are many different variants of the Predator tank used by Space Marine chapters throughout the Imperium. This particular variant, nicknamed the "Annihilator", was made famous by Ragnar Blackmane’s company of Space Wolves, during the Skarath rebellion. Two of the Space Wolves’ Great Companies had already fallen victim to the treacherous ploys of the planetary governor. They were battling in a desperate last stand against Chaos Cultists, while the position they held was besieged by the Iron Warriors Chaos Space Marine legion. Ragnar Blackmane’s Great Company was deployed to break the siege. He knew that he would be facing the massed armoured squadrons of the Iron Warriors’ Dreadnoughts, Predators and Land Raiders, and in such a situation heavy bolters would be of limited use. He therefore ordered the chapter’s Iron Priests to retro-fit all operational Predators with lascannons. Thus was born the “Annihilator”.

- Ragnar Blackmane’s Great Company marking
- Army badge
- Standard Codex armoured vehicle marking
- Grey Hunters crew
- Squadron number
- Annihilator marking
SPACE MARINE PREDATOR ANNIHILATOR

VEHICLE DATA
RAM VALUE:
STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:
SLOW SPEED: 7"
COMBAT SPEED: 20"
FAST SPEED: 25"
TYPE: TRACKED

CREW:
1 SPACE MARINE DRIVER 3 SPACE MARINE GUNNERS

WEAPONS
Twin linked lascannon mounted in the turret. Plus either heavy bolters (+30 points) or lascannons (+90 points) mounted in either side sponson with a targeter and an 180° field of fire to its side of the vehicle. The twin linked lascannons are fitted with a targeter and have a 360° field of fire. The Predator may be fitted with a set of auto-launchers carrying frag or blind grenades at an additional cost of +5 points.

WEAPON DATA

<table>
<thead>
<tr>
<th>WEAPONS</th>
<th>RANGE</th>
<th>TO HIT</th>
<th>STR.</th>
<th>SAVE MOD.</th>
<th>ARMOUR PENE</th>
<th>SPECIAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter</td>
<td>0-20 20-40</td>
<td>——</td>
<td>5</td>
<td>-2</td>
<td>D4</td>
<td>D4+D6+8 Sustained Fire 2D</td>
</tr>
<tr>
<td>Lascannon</td>
<td>0-20 20-60</td>
<td>——</td>
<td>9</td>
<td>-6</td>
<td>2D6</td>
<td>2D6+9</td>
</tr>
<tr>
<td>Auto-launcher</td>
<td>6</td>
<td>——</td>
<td>——</td>
<td>——</td>
<td>——</td>
<td>As Grenade Type</td>
</tr>
<tr>
<td>Frag Grenade</td>
<td>——</td>
<td>——</td>
<td>3</td>
<td>-1</td>
<td>——</td>
<td>D6+3 2&quot; Blast Marker</td>
</tr>
<tr>
<td>Blind Grenade</td>
<td>——</td>
<td>——</td>
<td>——</td>
<td>——</td>
<td>——</td>
<td>2&quot; Blast Marker</td>
</tr>
</tbody>
</table>

POINTS COST: 120 points + sponson weapons
**BLACK STAFF OF AHRIMAN**

The Black Staff is a potent focus of psychic energy. Whenever Ahriman uses a psychic power, the Black Staff reduces the number of force cards needed to power it by 1 to a minimum of one, so force 2 powers only require one force card to use and force 3 powers only need two force cards to use. In hand-to-hand combat, the powerful energies of the Black Staff add +4 to Ahriman’s Strength characteristic.

**INFERNO BOLTS**

Inferno bolts are sorcerous boltgun or bolt pistol shells which have been inscribed with arcane runes that writhe with blue-white fire. The bolts can be used whenever the model fires in the shooting phase instead of ordinary bolt ammunition (though the bolts may not be used in conjunction with rapid fire). If they hit a target, the bolts explode with the same effects as the psychic power Tzeentch’s Fire Storm. The Strength value of the fire storm is equal to the mastery level of the Sorcerer using the bolts instead of its normal Strength of 5. Targets with saving throws against psychic attacks may take them as normal against Inferno bolts. Otherwise, armor and energy fields have no effect.

---

**THIS MONTH’S CARD**

This month’s card contains Ahriman’s Wargear cards, a datafax for the new Space Marine Predator Annihilator and a playsheet for the new Warhammer. Just fold along the perforations and the whole page should come out easily, well... it should...

---

**Sorcerers of Tzeentch Only**

- AHRIMAN ONLY
- SORCERERS OF TZEENTCH ONLY
**TERRAIN AND OBSTACLES**

Troops cross difficult ground at half rate. This includes woods and most scenery, such as steep hills. Ordinary hills are not considered to be difficult ground and may be moved over at normal rate.

Troops move across very difficult ground at a quarter of their normal rate. Very difficult ground such as steep slopes or very thick woods is unusual in games.

Obstacles - This includes fences, walls, hedges and other linear features. Troops must surrender half of their movement to pass over an obstacle.

**MARCHING**

Marching troops move at double pace with their weapons shouldered. A unit may move normally if there are enemy within 8" at the start of the turn. A marching unit may not turn, change its formation, or reform, but it may wheel normally. A marching unit may not shoot with missile weapons. War engines, chariots and other machines may not march.

**FLEEING TROOPS**

Troops fleeing during their movement phase move towards the nearest table edge, avoiding enemy and obstructive terrain where possible. Troops with a movement rate of 6" or less move 2D6. Troops with a movement of more than 5" move 3D6. Fleeing units do not have a strict formation – they are arranged into a rough mass of models and moved as a single confused and tangled body.

**CHARGE AND REACTIONS**

**Charge** - A unit may charge at double its normal move rate. Measuring is not permitted before the charge is declared. If unable to reach its target the unit moves a normal move in the intended direction. Once a charge has been declared the enemy declares his reaction. A charging unit may not manoeuvre except to make an initial wheel to bring it into line with its target.

Stand and Shoot - You may stand and shoot if the chargers come from more than half their charge move away. Work out casualties immediately.

Hold - The unit stands and takes the charge. This is the usual reaction for troops not armed with missile weapons.

**HEEL** - The unit turns tail and runs. The unit is immediately moved its standard flee distance (2 or 3D6) away from the chargers. Fleeing troops may not shoot.

**MANOEUVRES**

Wheel - A unit may wheel as many times as you wish except in a charge, where the unit may wheel once to line itself up to the enemy. The distance moved is the longest distance covered by the model on the outer edge of the wheel.

Turn - A unit can turn during its movement. All the models remain in place but the unit may wheel once to line itself up to the enemy. The distance moved is the longest distance covered by the model on the outer edge of the wheel.

**MARCHING**

Marching troops move at double pace with their weapons shouldered. A unit may not march if there are enemy within 8" at the start of the turn. A marching unit may not turn, change its formation, or reform, but it may wheel normally. A marching unit may not shoot with missile weapons. War engines, chariots and other machines may not march.

**FLEEING TROOPS**

Troops fleeing during their movement phase move towards the nearest table edge, avoiding enemy and obstructive terrain where possible. Troops with a movement rate of 6" or less move 2D6. Troops with a movement of more than 5" move 3D6. Fleeing units do not have a strict formation – they are arranged into a rough mass of models and moved as a single confused and tangled body.
HAND-TO-HAND COMBAT

All models whose base touches an enemy model's base may fight. A model may make as many attacks as shown on its profile. If the model carries a weapon in each hand, it may make +1 extra attack.

Order of Attack. Models which charged that turn fight first. Otherwise models attack in order of descending Initiative.

Roll to Hit. Determine the D6 score required to hit using the To Hit Chart below. Roll a D6 for each attack. Pick out the dice which have scored hits.

Roll to Wound. Determine the D6 score required to wound using the Wound Chart. Roll a D6 for each hit scored. Pick out the dice which have scored wounds.

Roll to Save. If the opposing troops have a saving throw then these are taken before models are removed. Roll a D6 for each wound suffered. The score required for a successful save is shown on the Saving Throw Chart.

Resolve Combat. Once all troops involved have fought determine which side has won. See Combat Results below.

COMBAT RESULTS

Each side adds up the number of wounds it has caused and adds any of the following modifiers that apply. The side with the highest score has won.

1. Rank bonus Add +1 for each rank behind the first to a maximum of +3
2. Standard If any units have standards
3. Battle Standard If the army's standard is fighting
4. High Ground If you are uphill of your enemy
5. Flank Attack If attacking an enemy in the flank
6. Rear Attack If attacking an enemy in the rear

Break Test. The loser must take a Break test for each unit involved in the combat. The test is taken on the unit's Leadership minus the difference in the combat results score. Roll 2D6. If the result is equal to or less than the number required the unit has passed. If the score is more than that required the unit has failed and is broken.

If broken units remain on the table they are removed. Friendly units within 12" of a unit which breaks must take a Panic test to determine if they flee as well. These tests are taken one at a time and broken units have been resolved, but before any broken units flee.

BREAK AND FLEE

Troops who break and flee move 2D6" away from their enemy if they have a movement rate of 6" or less, or 3D6" if they have a movement rate of more than 6". Fleeing units are destroyed if caught by pursuers as described below.

Fleeing troops continue to move 2D6 or 3D6 in their own movement phase towards the nearest table edge. Fleeing troops can do nothing else. If they leave the table they are removed. If charged they must flee and are destroyed if caught.

A fleeing unit may attempt to rally in its movement phase. Roll 2D6. If the score is equal to or less than the unit's Leadership it has rallied, otherwise it continues to flee. A rallied unit may reform but may do nothing else that turn. A unit must have at least 25% of its original number of models to rally.

PURSUIT

Troops which win a combat must normally pursue their foes if they flee. Once fleeing troops have been moved the pursuers roll to see how far their pursuit takes them. Troops which win a combat must normally pursue their foes if they flee. Once fleeing troops have been moved the pursuers roll to see how far their pursuit takes them.

Pursuers clash with fresh enemy then hand-to-hand combat is fought in the following turn as normal – the pursuers count as charging. Pursuers may avoid pursuit by testing against their Leadership. If the player rolls equal to or less than the unit's Leadership it does not have to pursue.

SHOOTING CHART

The player whose turn it is shoots with troops which have missile weapons. The player nominates and shoots with one unit at a time.

To wound chart

TO WOUND CHART

TARGET'S TOUGHNESS

ATTACKER'S STRENGTH

ARMOUR

TYPE

WITHOUT

SHIELD

WITH

SHIELD

MOUNTED

NO SHIELD

MOUNTED

WITH SHIELD

None

None

6

6

5 or 6

6

6

4, 5 or 6

5 or 6

4, 5 or 6

Heavy

5 or 6

4, 5 or 6

4, 5 or 6

3, 4, 5 or 6

SAVING THROW MODIFIERS

STRENGTH

MODIFIER

4

1

5

-2

6

-3

7

-4

8

-5

9

-6

10

-7

SAVING THROW CHART

TO HIT CHART

BS 1 2 3 4 5 6 7 8 9 10
D6 6 5 4 3 2 1 0 1 2 3

-1 Shooting at a charging enemy
-1 Shooting at long range (over half range)
-1 Shooting while moving
-1 Shooting at a single character model or skirmishers
-1 Target is behind soft cover – such as a hedge or wood
-2 Target is behind hard cover – such as a wall or building
+1 Shooting at a large target

TO HIT CHART

ATTACKER'S WEAPON SKILL

1 2 3 4 5 6 7 8 9 10
1 4 4 5 5 5 5 5 5 5 5
2 3 4 4 4 5 5 5 5 5 5
3 3 3 4 4 4 4 4 4 4 4
4 3 3 3 3 3 3 3 3 3 3
5 3 3 3 3 3 3 3 3 3 3
6 3 3 3 3 3 3 3 3 3 3
7 3 3 3 3 3 3 3 3 3 3
8 3 3 3 3 3 3 3 3 3 3
9 3 3 3 3 3 3 3 3 3 3
10 3 3 3 3 3 3 3 3 3 3

If the enemy is behind a defended obstacle you need a 6 to hit.

SHOOTING CHART

The player whose turn it is shoots with troops which have missile weapons. The player nominates and shoots with one unit at a time.

WEAPON RANGE STR. NOTES

Short Bow 16" 3 –

Crossbow 30" 4 May not move and shoot

Long Bow 30" 3 –

Javelin 8" 5 Strength as model throwing it

Bow 24" 3 –

Hand Gun 24" 4 May not move and shoot

Rep. Crossbow 24" 3 May shoot twice at -1 to hit

Deduct -2 from enemy’s save

TARGET'S TOUGHNESS

1 2 3 4 5 6 7 8 9 10
1 4 5 6 6 – – – – –
2 3 4 5 6 6 – – – –
3 2 3 4 5 6 6 – – –
4 2 2 3 4 5 6 6 – –
5 2 2 2 3 4 5 6 6 –
6 2 2 2 2 3 4 5 6 6
7 2 2 2 2 2 3 4 5 6
8 2 2 2 2 2 2 3 4 5
9 2 2 2 2 2 2 2 3 4
10 2 2 2 2 2 2 2 3 4

TO WOUND CHART

TARGET'S TOUGHNESS

ATTACKER'S STRENGTH
packing, card... whatever you can get your hands on. If it has the right level of detail to fit in with the miniatures, and looks like it might be a hatch cover, tentacle, arm, banner, totem, satellite launching tower or anything else, keep it. You never know when just the right model will come along and a Chaos conversion will be born...

adventurous modelling projects. And that's just the Chaos Space Marines. When you start building a Chaos Cult or Daemon World army the sky's the limit!

That's not to say that you have to convert your whole army, no sir. It's just that it's so tempting. So very tempting...

Actually, there are loads of excellent Chaos miniatures to choose from in both the Warhammer 40,000 and Warhammer ranges. A lot of them are fairly interchangeable between the games too, especially with the Daemon World armies which can be almost completely assembled from the Warhammer ranges. Naturally, these ranges are the first place to plunder for bits for your conversions.

BITS BOX

We often mention the idea of a "bits box", and it occurred to me that you might not all know what we meant. As it is vital when you're converting things, I thought I'd take the opportunity to explain a little. Basically, a bits box is exactly what you'd expect: a box of bits. But what sort of bits? Your first ingredient is anything you have left over after assembling your models, or that you cut off one to convert into something new. To this, you add any interesting plastic shapes, metal fittings, pipes, packets,
CHAOs SPACE MARINES OFFER THE PAINTER AND CONVERTER THE CHANCE TO CREATE WILD AND INDIVIDUAL MODELS—ADD PARTS FROM OTHER MODEL RANGE—EXPERIMENT WITH PAINT EFFECTS—MIX COLOURS AND MAKE EACH MODEL DIFFERENT AND UNIQUE.

**ALPHA LEGION:**

- **Blue metal trim**
- **Scale patterns**
- **Omens armour**
- **Night goblin banner pole and small dragon head**
- **Ork hybrid feet on halberd**
- **Spider-fan flag pole**

**PLASTIC SKELTON HEADS ON TROPHY POLE**
- **Hand weapons cut from fantasy figure**
- **Epic dragon or CHAOS BEASTMEN**
- **Aspiring champion head cut from kitchen archer**
- **Plumes modeled from plasticene with varnish**

**COVERS:**
- **Space marine chaplain fill off**
- **Baboon add and plum**

**CHAOS KNIGHT TORSO ADD MARINE ARMS AND PADES**
- **ORDERED POLES FOR BACK BANNER**
- ** Servitor head**

**SPANCOLE SEALS-EN PARCHMENT STREAMERS**
- **VIVENT UNIUM COLOUR SCHEM**

**CUT UP AND PAINT ONTO TRANSFERS FOR PAID DESIGNS**
- **Model rocks and craters onto bases with plasticene**

**IRON WARRIORS**
Everyone knows that Fred Marcarini has sold his soul to the dark forces of Chaos and these amazing miniatures merely attest to the fact. Fred has really let his imagination run riot and has delved deep into his Citadel Miniatures catalogues to find just the right parts to satisfy his craven imagination. I wonder where he found all those weird bits?

Among the many armies lurking under Adrian's desk are these Chaos Space Marines which he'll probably be taking to Games Day '96.

Adrian's Khorne Berzerkers and rancid Plague Marines show just how you can make the most of a very simple paint scheme and some hefty chopping! Yet again, the master of many armies comes to the fore.
GW cartographer, and intrepid explorer Simon Smith isn't just a pretty face. He's also a dab hand at modelling as this amazing Chaos Predator shows. He's not quite finished yet, but just look at the choppy bits on the front!

The truth must be known: bribes of beer enlisted the painting assistance of the famous Mark Jones.

With a name like Jake Vlemix he just has to be a Chaos General, and such a nice guy too! Jake's Nurgle Dreadnought is one of my personal favourites and is covered in the sort of characterful detail that makes good conversions so exciting.
Andy Chambers co-wrote the Codex Chaos, so you'd expect his army to be suitable steeped in the background and character. Sure enough, Andy doesn't disappoint, as this small selection of his (still) growing Chaos army shows. I particularly like the Chaos Rhino with its many additions.

John Blanche... what more can I say?
CHAOS SPACE MARINES

CHAOS SPACE MARINE CHAMPION WITH POWER GLOVE

CHAOS SPACE MARINE WITH FLAMER

CHAOS SPACE MARINE WITH MISSILE LAUNCHER

A SQUAD OF CHAOS SPACE MARINES

ORKS BATTLE TO SAVE THEMSELVES FROM THE DREAD FORCES OF THE NIGHT LORDS
All throughout the school holidays, your local Games Workshop store will be alive with action. There will be BIG games of Warhammer 40,000, Warhammer, Necromunda and Space Hulk, as well as painting days, modelling classes, special events and much, much more!

Drop in and find out what's happening at a store near you.
Every month White Dwarf brings you the latest news from Games Workshop and Citadel Miniatures, together with battle reports, tactics articles, modelling guides, painting articles, new miniature releases and much, much more.

The best way to make sure that you get your copy of White Dwarf every month is to subscribe. Not only do you make sure that you never miss an issue, but with every twelve month subscription we'll give you a $14.95 plastic boxed set absolutely free!

To subscribe, simply fill in your name and address below (in block capitals please), telling us when you would like your subscription to start, and send your completed form (including payment) to:

Games Workshop Mail Order,
PO Box 576, Ingleburn, NSW 2565.

All payments should be in Australian Dollars. Please make cheques payable to Games Workshop Ltd. If you have Visa, Bankcard or Mastercard you may place your subscription by phone on (02) 9829 6111.

**WITHIN AUSTRALIA**

12 month Subscription: $120 for 12 issues (plus a $14.95 plastic boxed set of your choice absolutely free!)

**OVERSEAS**

12 month Subscription: $170 for 12 issues (plus a $14.95 plastic boxed set of your choice absolutely free!)

Please start my White Dwarf subscription with issue number: ...

New Subscription □ Re-subscription □

I would like the following boxed set (if available) ..........................................................

Name: ........................................... Address: ..........................................................

State: ........................................... Postcode: ..................................................

Country: ........................................... Ph: ..................................................

Method of payment: Cheque □ Money Order □ Mastercard □ Visa □ Bankcard □

Card No: □□□□□□□□□□□□□□□□□□□□□□□□□□□

Card expiry date: □□□□□□□□□□□□□□□□□□□□□□

Cardholder name: ..........................................................

Cardholder signature: ..........................................................

These special offers to both new subscribers and renewals close on the 25th October 1996.
LIZARDMAN SAURUSES

Saurus Champion

Saurus with war drum

Saurus standard bearer

Saurus Warriors armed with a variety of death-dealing hand weapons

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

THE MASTERY OF THE OLD ONES

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

THE FALL OF THE OLD ONES

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

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

THE SURVIVORS

Although the Old Ones were gone, the lands of Lustria were not completely emptied of intelligent life. For the Old Ones did not come to the Warhammer World entirely alone. They brought with them their slaves and servants, creatures whose minds or bodies the Old Ones found useful. Of these creatures the most intelligent were the Slann. The Slann were the organisers and builders, the scientist-sorcerers whose endeavours built the cities of Lustria and moulded the Warhammer World into a shape commanded by their masters. It was the Slann Mage Lords who built the polar gateway and whose spells maintained its integrity. It was the Slann who moved the whole world closer to the sun to warm it, and who changed the shape of the lands to create hydro-atmospheric stability. The Slann were second in understanding only to the Old Ones themselves.

THE SLANN

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

The Old Ones relied upon the intelligence and sorcerous abilities of the Slann, but they never rated the creatures as warriors. Their bloated toad-
The bloated Slann sits imperiously upon his throne, too weak to shift his own mass into war. Instead, the corpulent mage must rely upon the powerful muscles of his loyal Temple Guard palanquin bearers. Only the most exceptionally strong and dedicated Saurus are chosen for the elite Temple Guard, charged with the well being and protection of their Lord.
**ITZA** is the oldest of the Lizardman cities and the first to have been founded by the enigmatic Old Ones. The Slann of the first spawning, as well as Skinks, Saurus and Kroxigor, were all created by the Old Ones so that they could participate in the building of Itza, each race being responsible for a separate aspect of the city’s construction.

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

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

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

The Norse adventurer Losteriksson, son of Lost Erik, was the first Old Worlider to land on the coast of Lustria... and survive to tell the tale! After trekking inland in search of treasure, Losteriksson and his men left Lustria rich, only to return and settle down where they first landed. This settlement they named **SKEGGI**, after Losteriksson’s daughter, the first human to be born in the new land.
like bodies left them sluggish and vulnerable, and lacking in aggression, if not in cold-blooded malice. For their warriors the Old Ones chose another race, though whether they brought these soldiers to the Warhammer World or whether they found them and adapted them is not clear.

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

**SKINKS**

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

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

<table>
<thead>
<tr>
<th>SKINKS</th>
<th>4½ points per model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Your Lizardman army may include any number of regiments of Skinks.</td>
<td></td>
</tr>
<tr>
<td><strong>PROFILE</strong></td>
<td>M</td>
</tr>
<tr>
<td>Skink</td>
<td>4</td>
</tr>
<tr>
<td><strong>EQUIPMENT:</strong> Skinks are armed with hand weapons.</td>
<td></td>
</tr>
<tr>
<td><strong>SAVE:</strong> 6+</td>
<td></td>
</tr>
<tr>
<td>Skinks have scaly skin which counts as light armour. Skinks always have an armour save of at least 6+, regardless of strength modifiers.</td>
<td></td>
</tr>
<tr>
<td><strong>OPTIONS:</strong> Any unit may be armed either with short bows (+½ point per model) or javelins and shields (+1 point per model). Skinks may have poisoned arrows or javelins (+½ point per model, resolve hits with strength 4).</td>
<td></td>
</tr>
<tr>
<td><strong>SPECIAL RULES</strong></td>
<td></td>
</tr>
<tr>
<td><strong>COLD BLOODED:</strong> All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the two lowest scores.</td>
<td></td>
</tr>
<tr>
<td><strong>SKIRMISH:</strong> Skinks may skirmish as described in the Warhammer Rulebook.</td>
<td></td>
</tr>
<tr>
<td><strong>MOVEMENT:</strong> Skinks are excellent swimmers and whilst on foot can move over marsh, rivers, streams, ponds or lakes without penalty.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SAURUS WARRIORS</th>
<th>15 points per model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Your Lizardman army may include any number of regiments of Saurus warriors.</td>
<td></td>
</tr>
<tr>
<td><strong>PROFILE</strong></td>
<td>M</td>
</tr>
<tr>
<td>Saurus</td>
<td>4</td>
</tr>
<tr>
<td><strong>EQUIPMENT:</strong> Saurus warriors are armed with hand weapons and shields.</td>
<td></td>
</tr>
<tr>
<td><strong>SAVE:</strong> 4+</td>
<td></td>
</tr>
<tr>
<td>Sauruses have scaly skin which counts as heavy armour. Sauruses always have an armour save of at least 6+, regardless of strength modifiers.</td>
<td></td>
</tr>
<tr>
<td><strong>OPTIONS:</strong> Any unit of Saurus warriors may be armed with spears (+1 point per model).</td>
<td></td>
</tr>
<tr>
<td><strong>SPECIAL RULES</strong></td>
<td></td>
</tr>
<tr>
<td><strong>COLD BLOODED:</strong> All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the two lowest scores.</td>
<td></td>
</tr>
<tr>
<td><strong>ATTACKS:</strong> Saurus warriors have two attacks each. Note that only one of these attacks is made with a weapon. The second attack is a “bite” attack, so note that spearmen in the rank behind the first do not benefit from this second attack. Bite damage is always resolved using the model’s normal Strength characteristic.</td>
<td></td>
</tr>
</tbody>
</table>
Chaos Boxed Sets

Chaos Dreadnought

Juggernaut of Khorne

Chaos Space Marine Squad

Chaos Terminators

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 modelers. In addition, the Chaos Dreadnought and Chaos Space Marine squad boxed sets contain waterslide transfers.

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.

Chaos is a trademark of Games Workshop Ltd.

© Games Workshop Ltd. All rights reserved.
This month's Masterclass is all about banners: how to design them, paint them and attach them to your models. Banners are one of those subjects which bring an involuntary wince to the face of even the most battle hardened of miniature painters. They're something that many people treat as a chore and not a pleasure. In fact, when I first started my tenure as a painter at the Studio, I was one of those people too. In the past I'd always avoided the issue, but when it became my job I had to learn how to do it, and do it well. Believe it or not, I now find it one of the most satisfying aspects of miniature painting. This month I'm going to explore the subject in depth, and try to show how rewarding and enjoyable it can be.

The first question is, why paint banners at all? Well, there are any number of reasons, both from a gaming point of view and an aesthetic one, that make banners a worthy addition to any army or display piece. In fact, I'd go so far as to say that an army just isn’t an army without banners. Not only do standards benefit a unit or army in a game, but they also give a force an identity and a strong visual link to bind it together. A standard is the focal point of a unit. It tells all the other units, and the enemy, who the troops are, and that they will fight to the last man to defend it. So the whole army is full of units that have their own personal banners, but at the same time they should be linked in some way, so that the army is bound together into a coherent force with the army standard as the focal point.

The other main sort of banner is the personal back-banners. This is a smaller standard that is worn on the back of an important character to make him stand out from the rank and file of the army. I always think that back banners are particularly important on miniatures such as Dwarves and Skaven, as these models are small and their armies don't have any cavalry, so it's difficult to draw attention to the characters.

So as you can see, there are plenty of good reasons why you should have banners in your armies. Now all I've got to do is convince you...
that it’s easy and fun as well and I’ve cracked it! I can still remember the old days of miniature painting, when painters had to use smelly enamel paints. Back then most people would labour long into the night, painting their banners on bits of lead foil scrounged from tomato puree tubes and wine bottles (actually this is quite a good method for special banners and I’ll be talking more about it later). These days, technology has finally caught up with us and we have some wonderful new inventions to make life easier, things like colour printing and photocopiers. This means that putting banners in your units and on your characters can be as easy or as hard as you want to make it. Look in any of the Warhammer or Codex army books and you’ll usually find many examples of black and white and colour banners that are ready for you to cut out or photocopy. In fact, there is an even easier way of adding standards to your miniatures – self adhesive banners. These are available for most of the Warhammer armies, and all you need to do is peel them off the backing paper, bend the tags round the banner poles, and you’re finished – it couldn’t be simpler. The colour banners printed in White Dwarf and the army books can be either colour photocopied (which is expensive) or simply cut out and attached to the models. These methods give you a great starting point, but if you’re prepared to put in the effort, you can get a much better and more satisfying result.

The first step up from using colour photocopies or sticky banners is to photocopy the black and white banner designs from White Dwarf or the army books, and colour them yourself. This doesn’t quite hold the same satisfaction as designing and painting a banner from scratch, but it’s a good intermediary stage, and you’ll be surprised how good they can look. When you first start, concentrate on neatness, just as you would with painting miniatures, making sure that the colours are...
This really just needs a bit of thought and research. Look at the banners that already exist for the army, along with other relevant artwork, to get the general feel of that race. You will soon start to come up with all sorts of ideas, even if they are just combinations of existing designs, or elements from other standards. For your first attempts you might just trace some of these elements and colour them in, but you’ll soon progress to drawing the whole thing out from scratch. This is where the photocopier is your best friend – you can draw or trace out a design twice the size of the finished banner and then reduce it down to actual size to paint it. This means that the quality of the lines will tighten up dramatically and the finished banner will look far better. A particularly rich source of banner designs, are the icons, fillers and borders that are found in the army books (and White Dwarf). Elements of these can easily be traced off and transferred to banners. Talking of which, transfers are a godsend to the banner artist. Large designs from a transfer sheet can be used as a main banner icon, and smaller designs can be used as decoration. If you’re using transfers, it’s best to apply them to painted surfaces. If you apply them straight to paper, you’ll find that they will “grab” the surface straight away, and will become difficult to re-position.

I always work on thin layout or tracing paper as this allows me to draw out the design fairly roughly and then trace it onto another sheet laid over the top to tighten up the design. In fact, you can repeat this as many times as necessary to get it just right. Another good tip is to draw out the outline of the banner separately and then add the central design once you are sure that it’s right. That way you don’t have to draw the border out fresh every time. Once you are happy with the way that it looks, you can photocopy it down to the right size and paint it. If you don’t have access to a photocopier you need to draw it out at actual size.

When you’ve become well practiced at colouring black and white banners you’re ready to have a go at starting from scratch – designing, drawing and painting your own banners. One of the main problems that people come up against when they get to this stage is that they don’t know what to put on the banner. You can start to add shading and highlighting to bring the design to life. Painting banners is one of those things that seems quite hard until you have a few tries, and then it becomes pretty straightforward.

When you are a little more sure of yourself, you can start to add shading and highlighting to bring the design to life. When you’ve become well practiced at colouring black and white banners you’re ready to have a go at starting from scratch – designing, drawing and painting your own banners. One of the main problems that people come up against when they get to this stage is that they don’t know what to put on the banner. You can start to add shading and highlighting to bring the design to life. Painting banners is one of those things that seems quite hard until you have a few tries, and then it becomes pretty straightforward.
When it comes to drawing out your own banners, there are a few things that will make your life considerably easier and the end result better. The first thing to get hold of is a good pencil with a hard lead. I always use a 2H as it keeps a sharp point and you can draw a fine, faint line with it. A good straight edge ruler is also essential, preferably marked with millimetres and made from clear plastic (though a metal edge should be used as a cutting edge.) Other useful tools are a pair of compasses, or circle templates, and technical drawing pens. I am a little hesitant in recommending technical pens, as they are expensive and difficult to maintain, but they produce a consistent and fine black line that is impossible to beat.

When it comes to painting the banner I find it easiest to tape it onto a piece of card. This holds the design flat and means that you can be far more precise with your painting. Painting banners is very similar to miniature painting. Keep the paint thin and use brushes with good points. As I mentioned earlier, concentrate on neatness first, and then start to work back into the design. As a general rule of thumb, banners use the same palette of colours as the rest of the army, so it’s no good painting a High Elf banner in dark brooding colours, as it just won’t fit in.

**STANDARD BEARERS**

There are standard bearer models available for nearly all of the Warhammer and Warhammer 40,000 races, but if you’re like me, you won’t be able to resist the temptation to tinker around and come up with your own personalised models. Changing normal models into standard bearers is basically like any other sort of conversion work, and you need the same tools. There are a few extra things you will need, but some of these depend on how far you want to take the modelling. The basic necessity is tubing or thick wire for the banner pole, but after that you can add as much detail and decoration as you want. Just look at the examples shown on these pages. There are a few general points that are worth remembering. As standard bearers for a unit need to fit in with the rest of the troops, so it’s no good converting a radically different model as he will stick out like a sore thumb. The easiest way is just to convert one of the unit models and the best miniatures for this are spearmen. Nothing could be easier than chopping the top off a spear and lengthening it into a banner pole. Of course not all conversions are this easy, but with a little forethought and planning, there are plenty of miniatures that will make great standard bearers. In some ways it’s easier with Warhammer 40,000 miniatures, as many of these have plastic arms which make them far simpler to chop around and change position.
Miniatures supplied unpainted. Contents and colours may vary from those shown.
Louen, like all Bretonnian knights, rides into battle wearing armour bedecked with magnificent heraldry. His shield, great helm, pennant, and surcoat all bear his personal heraldic markings, indicating to everyone his achievements and status, and overawing his opponents in battle.

Bretonnian heraldry has evolved over many centuries. It began with the tribal emblems of the warlords of the Bretonni, and soon became more magnificent when the early kings established a formal Code of Chivalry. They also appointed heralds whose task it was to regulate the rules of heraldry so that all knights could be recognised and wear the emblems appropriate to their achievements. The more splendid the knight’s heraldry, the greater his status and prowess.
This month sees the release of Louen Leoncoeur, the king of Bretonnia, land of Chivalry. Although we’re still playtesting the rules for Louen, we thought you might appreciate a chance to field him before Warhammer Armies – Bretonnia is released. We put Nigel to work and he prepared this article to allow you to field Louen Leoncoeur in your Warhammer games. These rules are still subject to change, but at least now Louen can lead your Bretonnian army to glorious victory!

So here he is, the ruler of all Bretonnia, the most chivalrous Knight of the Old World, Louen Leoncoeur, the Lion of Bretonnia!

THE LION OF BRETONNIA

Louen is the king currently on the throne of Bretonnia. He has already proved his mettle in several great battles, and earned himself the nickname “Leoncoeur”, which means “the lion hearted”, on account of his personal courage and disdain for danger.

Louen set out on the Grail Quest while yet a prince, and after many years of questing found the Grail. Shortly after his return he succeeded to the throne, and was crowned by Morgiana Le Fay herself. Louen’s cherished ambition as king is rumoured to be the reconquest and rebuilding of Mousillon, which was all but lost to the realm after the Affair of the False Grail and the Red Pox which followed in its wake.

Knights are constantly urging him to declare an Errantry War to do this. However, he has been distracted from this great task by wars along the frontier with the Empire, where ambitious Counts threaten Bretonnian domains and wretched Undead hordes lurk in the Grey Mountains. There is also the threat looming of a Skaven invasion from the South as they attempt to infiltrate Brionne and Bordeaux. If war comes it is well that Bretonnia has a lion-hearted king on the throne!

"About this tournament my Liege, it is to be en plaisance I trust?"

"Never! It shall be to the death!"

Conversation overheard between the Lord Chamberlain of Bretonnia and “The Lionheart”, King Louen Leoncoeur.

THE REIGN OF LOUEN LEONCOEUR

It is the king’s policy to encourage even more jousting and tournaments throughout the land than his predecessors did, in order to ensure that all knights hone their skills ready for war. The king himself holds magnificent tournaments four times a year which go on for several weeks. He also makes a royal procession throughout the

By Nigel Stillman
King Louen Leoncoeur is the ruler of all Bretonnia and the most chivalrous of its knights.
various Dukedoms, and on the occasion of his visits the Dukes will hold banquets and tournaments in his honour. Thus the calendar of Bretonnia has become a succession of tournaments! Bretonnian knights like nothing better than a tournament, except perhaps a just and righteous war!

In addition to all this, the king has revived the old custom of jousting between whole regiments of knights in a huge tournament field marked out especially for the purpose. These royal tournaments have also become occasions for the investiture of many Knights Errant as new Knights of the Realm, and the setting of tasks for others. Under such guidance, the military might of Bretonnia has surpassed that of even the greatest armies in its history.

**LOUEN “THE LIONHEARTED”, KING OF BRETONNIA .......... 110 points**

+ 15 points **The Crown of Bretonnia**
+ 75 points **Armour of Brilliance**
+ 30 points **The Lion Lance**
+ 75 points **The Tabard of Kings**
+ 15 points **The Grail Virtue**
+ 40 points **The Virtue of the Lionheart**
+ 145 points **Hippogriff**

Your Bretonnian army may be led by Louen Leoncoeur, the reigning King of Bretonnia. If you decide to do this, Louen replaces the General in the main army list.

<table>
<thead>
<tr>
<th>PROFILE</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>L</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Louen</td>
<td>4</td>
<td>6</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>6</td>
<td>4</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Hippogriff</td>
<td>8</td>
<td>5</td>
<td>0</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>3</td>
<td>8</td>
<td></td>
</tr>
</tbody>
</table>

**Weapons/Armour:** Louen is armed with a sword, the **Lion Lance**, and the **Armour of Brilliance**.

**Rides:** Louen rides a Hippogriff.

**Save:** 3+ (Armour of Brilliance)

**Magic Items:** Louen always has the traditional magic items carried by Bretonnian kings. The first of these is the **Crown of Bretonnia**. The second is the **Armour of Brilliance**. The third item is the **Lion Lance**, and the last is the **Tabard of Kings**. The Tabard of Kings and the Lion Lance are unique to Louen and only he can use them. Louen must take these four items, and can take no others.

**Knightly Virtues:** King Louen has the **Grail Virtue**. He achieved the Grail Quest and found the grail while yet a prince and before his ascent to the throne. Louen also has the **Virtue of the Lionheart**.

**MAGIC ITEMS**

- **The Crown of Bretonnia:** The character who wears the Crown of Bretonnia may add +1 to any one characteristic before the battle begins. This bonus applies for the entire game. The player chooses the characteristic he wishes to enhance and rolls a D6. If he scores 5+ on this roll, that characteristic is increased. If this roll fails he must choose a different characteristic and roll again, needing 4+ to get his second choice, 3+ his third, 2+ his fourth, and, should he fail all rolls so far, his fifth choice is automatically successful. Note that Louen cannot increase his Leadership beyond 10.

- **The Armour of Brilliance:** The dazzling glare from this armour’s polished plates makes it virtually impossible to look at the king. Foes attacking him suffer a -2 to hit in close combat. Shooting at the king incurs no extra penalties. Included in the points cost of the armour is a shield, the whole conferring an armour saving throw of 3+.

- **The Lion Lance:** When the king goes forth to war he wields the **Lion Lance**, a mighty relic weapon carried by many kings of Bretonnia in the past. The lance confers a +2 Strength bonus when charging, exactly like a normal weapon of its type. In addition, the lance attacks relentlessly, as if it had a will of its own, and any model that is hit by the lance, but not killed, suffers a further hit with a Strength of 6. The lance can only be used when charging.

- **The Tabard of Kings:** The king wears a magnificent enchanted tabard over his armour. This tabard has protected the Bretonnian kings from foul magic in ages past, and is now worn proudly by Louen. If a spell that would harm the wearer is not dispelled, the caster of the spell (or if cast from an item, the user of the item) automatically suffers D3 wounds. Against this damage there is no save possible from armour, wards, special saves or any source whatsoever. If this kills the spellcaster, then the spell does not work and the king is unharmed.
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.
You may be curious as to where I’ve been over the last couple of months, and why you’ve seen so many strange faces writing this column. Well, having escaped from my cell at the top of the Studio, I’ve come back to rescue you from the likes of Ian Pickstock (with his devilish polystyrene ruins), and Nigel Stillman’s terrain guide, to show you some proper terrain!

A week before Games Day last year, I embarked upon a project to create a tableful of terrain with a specific theme. The chosen theme was that of a spaceship, crash-landed on a barren planet. First of all I needed to draw some rough sketches and decide if I was going to build the whole ship or just parts of it. In the end I dropped the whole ship idea, as it would be too big, and not a very useful gaming piece. I was restricted by the fact that the terrain I make here at the Studio is designed to be used for photography, as part of battle-shots and battle reports. For this reason I decided to make separate pieces, much like our normal terrain.

**WRECKAGE**

The first idea that I wanted to get across was that this was a crashed cargo ship, a common sort of ship that would be in use all over the Imperium by traders, corporations, planetary governors, guilders, etc. This was not a military vessel, and by comparison would actually be quite small. I had taken a look at the models that were made for the Space Fleet game and although I really liked the designs, scale wise they are just gigantic! Even if I made the smallest one, I would need a 4' x 4' table just for one piece!

The following pages show details of the largest and most impressive pieces of the crashed spaceship, though the whole project includes over twenty separate bits of terrain.
MAKIN' BASES

It’s worth noting that I completed each individual part of the spaceship before constructing a base for it to sit on. The reason for this was that I didn’t know what size each piece would be until I had actually finished it. This way I could allow my imagination to really run riot, and add on new things as they occurred to me. I wouldn’t end up being restricted by something I had made before I had my “good ideas”. I’d also like to point out that all the Studio’s terrain needs to blend into a green flocked battlefield. To match this, every piece has a green flocked base. You’ll no doubt also notice that I’ve taken the theme of the rock spires that we sometimes use on our battlefields, and included these on most of the bits of crashed spaceship. After all, it seemed rather appropriate – you wouldn’t expect a spaceship to land properly if the ground was covered in piles of rocks!

A word on painting. People often ask me if I airbrush my models. Well, I did use Citadel black primer on the exhaust, but otherwise I never do! The finished effect is all done with several layers of careful drybrushing. There’s no magic number of layers, it’s all down to the individual piece and the particular colour and texture I’m painting. The only advice I can really give is practice! There is no substitute for having a go yourself. Remember, it’s not cheating, if you can find a short cut that gives you a good effect, go for it!

LANDING GEAR

This landing leg has obviously completely failed in its purpose, which is why I placed it upside down, buried in the earth! The hydraulics on the leg are from the Thunderhawk Gunship that was made for Games Day '95.

The main strut of the leg was made from copper pipe, with plastic strips on the outside, and the foot is from a robot model kit. The main cabling is made from wire with its insulation left on, and the ribbon cable was requisitioned from an old computer (make sure your dad’s computer is no good before you go chopping it up for bits).
The main body of the cargo container was originally a Star Wars rebel transport toy which I mercilessly cut in half with a chainsaw!

The hole in the side is where one of the lift rings has broken away, ripping off a whole chunk of the cargo canister with it. I actually had this section attached to a crane arm on the main spaceship, but this can’t be seen as I ended up burying it in the rocky terrain.

CARGO CONTAINER

For this piece I wanted to make a cargo container that had become separated from the main vessel. I decided that when the container crashed, the door burst open, so that the contents of the container could be clearly seen. Not only would this make a visually exciting piece, it would also be good for gaming over. Models would be able to duck inside the container and take cover amidst the strewn boxes and crates.

The cargo itself was made in a variety of different ways. The huge metallic boxes were very simple to make, cut out of plasticard and glued together. The barrels were made from 15mm copper pipe fittings, with a plastic Citadel shield glued to each end. The wooden crates were supplied by a 1/35th scale accessory kit.
When making a terrain piece you can have lots of fun telling little stories. By simply adding a small tool box (rescued from a plastic model kit) to this piece, it looks like someone has been busy salvaging parts, or trying to repair something.
Once the actual body and shape of the main model was constructed, the super-detailing came from my bits box. The cement mixer bits, electronic components, plastic, card, electric wire, railway model accessories, even stuff for the garden all became part of the finished model.

The hull became the largest piece of the whole project. Basically I wanted it to work just like a Necromunda building, with gangways and passages, giving plenty of opportunities for moving miniatures around. As well as being the centrepiece of the battlefield, the massive hull could also be played in, as well as over and around.

In order for this idea to work, I started building from the inside out and even went as far as to use Necromunda bulkheads to create the passageways. Once the interior of the ship was done, it became a case of just adding bits on as I went along. Out of all the pieces of terrain that I built in this mammoth project, this one in particular just seemed to grow and grow out of all proportion.

This piece is one of the engines from the spacecraft, which has become separated and crashed into some rocks. The main part of the engine was created using a coke can. The can was sliced in half around the middle so that its overall length could be shortened. Be very careful doing this as aluminium cans can be very sharp.

I used thick aluminium foil to create the crumpled metal at the front of the engine. This was squashed into a suitable shape and super glued into place. The really good thing about using aluminium foil is that extra detailing like rivets and panel lines can be quite easily created by gently pressing on the foil with a ball-point pen.
The escape pad is probably the piece that I had the most fun making. Basically I liked the whole idea of the pod being a complete ship in itself, and from there everything went together just right.

In order to make it, I took a trip down to the local DIY centre to collect what I needed. I picked up a ball cock and some electrical pieces, and test-fitted everything right there in the store. As the ideas occurred to me, I just grabbed bits off the shelves and put them together.

As I sit back and look back over the whole project, I feel more than pleased with the finished models. After writing this article, and looking at all the splendid photos of the terrain, I can see a million and one things that I could have done differently or better, or both. But at the end of the day with such a huge project, you just have to sit down at some point and say “no more”. So that’s it for this project, and it’s time to move onto another. Now all that’s left is to fight some more battles over it!

This particular model has the strongest story element of all the pieces. It looks like the escape pod blasted away from the stricken ship with a couple of guys on board (lucky gits!). Then, something went wrong, a fire broke out and the burning pod crash-landed just in time for the two occupants to stagger out ablaze (unlucky gits!). Mind you, whilst one of the bodies is holding a fire extinguisher, the other has a blowtorch...
CAREER OPPORTUNITIES
Do you love Games Workshop Games?
Do you want an exciting and rewarding career?
Can you speak fluent Japanese?
Then Games Workshop is looking for YOU!
We are looking for dynamic individuals who play our games, love the hobby and have an excellent knowledge of Japanese.
If you think you have what it takes to join us, we currently have opportunities with our international sales team and with our Australasian studio.
Games Workshop needs new blood... it could be yours!

For more information, write to:
PERSONNEL OFFICER
PO Box 576, INGLEBURN NSW 2565
Ph: (02) 829 6000

RETAIL STOCKIST
Games Workshop games and Citadel Miniatures are currently only available in Japan from:
Hobby Base Yellow Submarine
Shinjuku Gameshop
Asakawa Building 2F.
Nishi-Shinjuku 1-16-10
Shinjuku-ku, Tokyo
Phone: 03 3345 0208
So why not drop in and see what you’re missing!
All of the following stores stock a range of Games Workshop games and Citadel miniatures. If you have difficulty in obtaining any particular games or models then our Mail Order service will be happy to help!

**AUSTRALIA**

**AUSTRALIAN CAPITAL TERRITORY**
- Canberra: Hobbyworld (06) 248 7994, Logical Choice Games (06) 248 7722
- Greenway: Card Chase (06) 293 4083
- Woden: The Games Cupboard (06) 282 4757

**NEW SOUTH WALES**
- Albury: Mind Games (060) 416 719, Toy Kingdom (060) 211 564
- Batemans Bay: The Right Track Hobbies (063) 324 411
- Bega: Toy Kingdom (064) 211 564, Tin Soldier (064) 321 415
- Bowral: Lift Off (02) 9621 6779
- Batlow: Brudwood Newsletter (048) 422 410
- Carlingford: Playscene (02) 9873 1497
- Castle Hill: Hobbies in the Hills (02) 8989 5207
- Cessnock: Toyworld (064) 904 7722
- Cooma: Cooma Toyworld (064) 521 764
- Coffs Harbour: The Games Cupboard (066) 421 415
- Dapto: Toys Abey (02) 622 890
- Darling Harbour: Playscene (02) 9281 3759
- Double Bay: Toy Kingdom (02) 9327 7558
- Eastern Suburbs: Lift Off (02) 9874 9075
- Griffith: Toy Kingdom (069) 622 933
- Gosford: Phantom Zone (02) 9482 7276
- Hornsby: Tin Soldier (02) 9482 7276
- Hurstville: The Games Shop (02) 9585 1489
- Inverell: New England Hobbies (067) 225 661
- Katoomba: Mountain Model Trains & Hobbies (047) 825 610
- Katoomba: Mountain Model Trains & Hobbies (047) 825 610
- Kotara: The Games Shop (02) 9585 1489
- Lismore: North Coast Hobbies (066) 213 956
- Lithgow: Toyworld (063) 513 872
- Liverpool: Tin Soldier (02) 9874 9075
- Maitland: Toyworld (064) 335 034
- Orange: Toy Kingdom (060) 621 486
- Richmond: Toy Barn (02) 9281 3759
- Riverstone: Riverstone Stationery, Hobby and Music (02) 9838 1108
- Sydney: Atlantis Gaming (02) 9281 3759
- Warragul: Tin Soldier (02) 9231 5668

**QUEENSLAND**
- Aitkenvale: Games Exchange (07) 254 661
- Algester: CD ROM Exchange (07) 3272 1384
- Brisbane: Comics Etc (07) 3229 4466, Leisuretronics (07) 3229 6396, Mr Toys Toyworld (07) 3210 0610
- Bundaberg: Toyworld (07) 3245 6099
- Cairns: Leisuretronics (075) 5381 711
- Gladstone: Leisuretronics (075) 5381 711
- Ipswich: Australian Post (079) 8945 447
- Kingaroy: Mr Toys Toyworld (07) 3245 6099
- Mackay: Gladstone Toyworld (079) 724405
- Maryborough: Leisuretronics (07) 3287 2042
- Toowoomba: Leisuretronics (07) 3287 2042
- Tweed Heads: Leisuretronics (075) 534 5090
- Wagga: Logical Choice Games (066) 215 505
- West Tamworth: Toy and Hobby Town (067) 653 838
- Windsor: Hawkesbury Toyworld (045) 773 234
- Woongool: Tin Soldier (042) 294 534
- Woonona: Toys Abey (02) 837 747
- Yennora: Yennora Hobbies (02) 9632 5002

**NORTHERN TERRITORY**
- Casuarina: Comics NT (08) 8945 5655
- Darwin: Comics NT (08) 8941 1235
- Nhulunbuy: Nhulunbuy Newsagency (08) 8987 3088

**WOODVILLE**
- Enchanted Worlds (08) 8945 5544

**WOODVILLE**
- Enchanted Worlds (08) 8945 5544
## NEW STOCKISTS THIS MONTH

<table>
<thead>
<tr>
<th>Bondi</th>
<th>Card Junction</th>
<th>NSW (02) 9349 5928</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bourke</td>
<td>Games World</td>
<td>WA (09) 316 0330</td>
</tr>
<tr>
<td>Broken Hill</td>
<td>Toyworld</td>
<td>NSW (080) 879 333</td>
</tr>
<tr>
<td>Byron Bay</td>
<td>Sunrise Hobbies</td>
<td>NSW (066) 835 922</td>
</tr>
<tr>
<td>Fernandina</td>
<td>Toyworld</td>
<td>WA (09) 335 3396</td>
</tr>
<tr>
<td>Geelong</td>
<td>Games Plus</td>
<td>NZ (043) 254 822</td>
</tr>
<tr>
<td>Guesty</td>
<td>Card Junction</td>
<td>NSW (02) 9482 3156</td>
</tr>
<tr>
<td>Merrylands</td>
<td>Angus &amp; Robert</td>
<td>NSW (02) 9637 6430</td>
</tr>
<tr>
<td>Morley</td>
<td>Toyworld</td>
<td>WA (09) 276 3400</td>
</tr>
<tr>
<td>Pialba</td>
<td>Hervey Bay</td>
<td>Tbyworld</td>
</tr>
<tr>
<td>Salisbury</td>
<td>Card Arena</td>
<td>SA (08) 281 9515</td>
</tr>
<tr>
<td>Talcum</td>
<td>Phantom Cycles</td>
<td>NSW (046) 831 262</td>
</tr>
</tbody>
</table>

### SOUTH AUSTRALIA

<table>
<thead>
<tr>
<th>Name</th>
<th>Address</th>
<th>Phone Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adelaide</td>
<td>Games Quest (08) 410 4668</td>
<td>Military Hobbies (08) 231 4772</td>
</tr>
<tr>
<td></td>
<td>Mark One (08) 231 5561</td>
<td>Turtles (08) 212 5977</td>
</tr>
<tr>
<td></td>
<td>Inglefarm (08) 264 5650</td>
<td>Lovendale (08) 326 1314</td>
</tr>
<tr>
<td></td>
<td>Lonsdale (08) 326 1314</td>
<td>Maitland (08) 239 644</td>
</tr>
<tr>
<td></td>
<td>Millicent (08) 733 3500</td>
<td>Modbury (08) 396 4321</td>
</tr>
<tr>
<td></td>
<td>Mount Gambier (08) 239 644</td>
<td>Salisbury (08) 281 2977</td>
</tr>
<tr>
<td></td>
<td>Stirling (08) 281 2977</td>
<td>Oak Plaza Newsagent &amp; Toys (08) 339 2699</td>
</tr>
</tbody>
</table>

### TASMANIA

<table>
<thead>
<tr>
<th>Name</th>
<th>Address</th>
<th>Phone Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burnie</td>
<td>Toyworld (04) 317 244</td>
<td></td>
</tr>
<tr>
<td>Devonport</td>
<td>Toyworld (04) 248 622</td>
<td></td>
</tr>
<tr>
<td>Hobart</td>
<td>Eltoni Hawker (02) 342 465</td>
<td></td>
</tr>
<tr>
<td>Let's Play Games</td>
<td>(002) 342 530</td>
<td></td>
</tr>
<tr>
<td>Launceston</td>
<td>Birchalls (03) 313 011</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Legends (03) 347 373</td>
<td></td>
</tr>
</tbody>
</table>

### VICTORIA

<table>
<thead>
<tr>
<th>Name</th>
<th>Address</th>
<th>Phone Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Altona Gate</td>
<td>Toy Kingdom (03) 9315 1402</td>
<td></td>
</tr>
<tr>
<td>Bairnsdale</td>
<td>Toy Kingdom (051) 531 004</td>
<td></td>
</tr>
<tr>
<td>Ballarat</td>
<td>Toyworld (051) 523 369</td>
<td></td>
</tr>
<tr>
<td>Bendigo</td>
<td>Bendigo Books (054) 411 612</td>
<td></td>
</tr>
<tr>
<td>Bendigo</td>
<td>Bendigo Sports and Hobbies (054) 435 086</td>
<td></td>
</tr>
<tr>
<td>Boronia</td>
<td>Franks Toy Shop (03) 9720 3340</td>
<td></td>
</tr>
<tr>
<td>Box Hill</td>
<td>Toy Kingdom (054) 705 368</td>
<td></td>
</tr>
<tr>
<td>Chadstone</td>
<td>Games World (03) 9568 8002</td>
<td></td>
</tr>
<tr>
<td>Cheltenham</td>
<td>Games World (03) 9583 1049</td>
<td></td>
</tr>
<tr>
<td>Chewton</td>
<td>Ranters (054) 706 220</td>
<td></td>
</tr>
<tr>
<td>Croydon</td>
<td>Mind Bogglers (03) 9723 2293</td>
<td></td>
</tr>
<tr>
<td>Dandenong</td>
<td>The Hobbyman (03) 9794 5999</td>
<td></td>
</tr>
<tr>
<td>Doncaster</td>
<td>Games Shop (03) 9848 9180</td>
<td></td>
</tr>
<tr>
<td>Echaca</td>
<td>Toyworld (054) 802 913</td>
<td></td>
</tr>
<tr>
<td>Frankston</td>
<td>Mind Games (03) 9783 8054</td>
<td></td>
</tr>
<tr>
<td>Geelong</td>
<td>Models and Miniatures (03) 9783 8993</td>
<td></td>
</tr>
<tr>
<td>Geelong West</td>
<td>Tales Toy Kingdom (052) 224 201</td>
<td></td>
</tr>
<tr>
<td>Greensborough</td>
<td>Games World (03) 9434 7733</td>
<td></td>
</tr>
<tr>
<td>Hamilton</td>
<td>Milton Thomas Toytown (055) 725 005</td>
<td></td>
</tr>
<tr>
<td>Kew East</td>
<td>Hobbycraft (03) 9817 3241</td>
<td></td>
</tr>
<tr>
<td>Kyneton</td>
<td>Toyworld (054) 221 925</td>
<td></td>
</tr>
<tr>
<td>Lakes Entrance</td>
<td>Toy Kingdom (051) 551 854</td>
<td></td>
</tr>
<tr>
<td>Lillydale</td>
<td>Toy Kingdom (03) 9739 6953</td>
<td></td>
</tr>
</tbody>
</table>

### WESTERN AUSTRALIA

<table>
<thead>
<tr>
<th>Name</th>
<th>Address</th>
<th>Phone Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Albany</td>
<td>Toyworld (09) 432 122</td>
<td></td>
</tr>
<tr>
<td>Belmont</td>
<td>Games World (09) 479 4707</td>
<td></td>
</tr>
<tr>
<td>Boulder</td>
<td>The Hobby Shop (090) 933 536</td>
<td></td>
</tr>
<tr>
<td>Bunbury</td>
<td>Youngs Bookshop (097) 215 004</td>
<td></td>
</tr>
<tr>
<td>Cannington</td>
<td>Games World (09) 351 8426</td>
<td></td>
</tr>
<tr>
<td>Claremont</td>
<td>Claremont Toyworld (09) 385 1220</td>
<td></td>
</tr>
<tr>
<td>Esperance</td>
<td>Toyworld (090) 712 504</td>
<td></td>
</tr>
<tr>
<td>Fremantle</td>
<td>Card Corner (09) 335 1313</td>
<td></td>
</tr>
<tr>
<td>Wantirna</td>
<td>Intergalactic Trading Zone (09) 430 6817</td>
<td></td>
</tr>
<tr>
<td>Geraldton</td>
<td>Town Towers Toys (099) 382 360</td>
<td></td>
</tr>
<tr>
<td>Hillarys</td>
<td>Games World (09) 307 3088</td>
<td></td>
</tr>
<tr>
<td>Joondalup</td>
<td>Games World (09) 300 3503</td>
<td></td>
</tr>
<tr>
<td>Kalgoorlie</td>
<td>Toyworld (090) 212 041</td>
<td></td>
</tr>
<tr>
<td>Karinup</td>
<td>Games World (09) 244 1159</td>
<td></td>
</tr>
<tr>
<td>Mandurah</td>
<td>Games World (09) 535 3528</td>
<td></td>
</tr>
<tr>
<td>Mandurah Toyworld</td>
<td>(09) 535 3184</td>
<td></td>
</tr>
<tr>
<td>Morley</td>
<td>Games World (09) 375 3751</td>
<td></td>
</tr>
<tr>
<td>Northam</td>
<td>Northam Toyworld (090) 221 630</td>
<td></td>
</tr>
<tr>
<td>Perth</td>
<td>Games World (09) 324 1000</td>
<td></td>
</tr>
<tr>
<td>Rockingham</td>
<td>Tactics (09) 325 7081</td>
<td></td>
</tr>
</tbody>
</table>

### AUSTRALIAN RETAIL STOCKISTS
The Administratum is constantly looking for new recruits. Our veteran officers are sent into the field to scout for new blood for the greatest army in the universe. The Imperium has literally hundreds of outposts scattered across the planet, each one needing only the best reinforcements we can offer.

We want bright, energetic, enthusiastic individuals to join the elite strike force that is Games Workshop Australia. All you need is a good knowledge of Games Workshop games and miniatures, a genuine wish to spread the word about Games Workshop, and an application form...

To take the first step in an exciting new career, write to:

**PERSONNEL OFFICER**
Games Workshop
PO Box 576
INGLEBURN NSW 2565

- **YOU GET PAID TO PLAY GAMES!**
- **YOU GET PAID TO PAINT MINIATURES!**
- **YOU GET A STAFF DISCOUNT!**
  - **YOU GET A GAMES WORKSHOP UNIFORM!**
- **YOU GET EXCELLENT TRAINING!**
- **YOU GET GREAT PROMOTION OPPORTUNITIES!**
- **YOU GET TO WORK AT GAMES WORKSHOP!**

WHAT MORE DO YOU WANT?
War machines are arguably the ultimate weapons of mass-destruction in the Warhammer game. Stone throwers pound massed enemy formations to bits, cannonballs crush even the mightiest monsters and the cacophonous ring of the Skaven Screaming Bell can drive enemy warriors insane. But just fielding these awesome engines of war is not enough, you’ll need to learn how to use them as well.

ROCKS AWAY!

It’s true to say that most artillery is inaccurate and prone to misfiring. Stone throwers and the mortars of the Empire are good examples of this, being as reliable as your average Skaven diplomat, but also wonderfully destructive. They are most useful against very numerous foes like Orcs and Goblins. These armies offer so many targets that even if the rock scatters, there is a fair chance that you will hit something.

When I field stone throwers in my army, I prefer to take at least three of them, as I can’t count on only one stone thrower to do much good. As with archers, I prefer concentrating my fire on a single regiment since this will improve my chances of causing a panic test on the target. As for the choice between large and small stone throwers, I generally prefer small ones, unless I expect to face opponents with plenty of Wounds like Dragon Ogres.

Screaming Skull catapults deserve a special mention, as they force regiments to take panic tests if they manage to cause even a single casualty. This means that you can...
THE REAPER

When people ask me what my favourite war machine is, the answer is always same: the repeater bolt thrower! Long range and modest point cost, combined with the excellent Ballistic Skill of the Elven crews make this little device a permanent feature of my army. Truly the High Elf and Dark Elf armies are blessed with this magnificent weapon! Because of the rather mediocre Strength of the Elves, they tend to struggle with enemies that have good armour. This makes the repeater bolt thrower a perfect weapon for the Elves!

Apart from sheer effectiveness, there is another reason why I like them so much: I have an extremely bad habit of rolling misfires with the Artillery dice each and every time I fire a cannon, stone thrower, or any other weapon that can malfunction! Fortunately, my favourite war machine is so reliable that there is no danger of it exploding by accident at an embarrassing moment.

divide your fire amongst several enemy regiments if you wish to spread panic. This works wonderfully well against armies with less enviable Leadership, like humans.

COMMENCE FIRE

As any marshal of the Empire, or doughty Dwarf Lord will tell you, cannons are an essential part of their armies. Cannons, and to some extent organ guns, have long range, hit with a Strength of 10 and cause D4 or D6 wounds with no save allowed! It is no wonder that the craft of making black powder weapons is a closely guarded secret in the Old World.

As cannons are relatively accurate (compared to stone throwers, anyway) and hit extremely hard, I prefer to concentrate their fire on targets like large monsters and lone characters wandering around outside units. If no such targets are available, I open fire on either enemy war machines or large regiments with characters in their front rank. Always target the characters, regardless of the “Look out, sir!” roll. It is a proven fact that people roll an amazing amount of sixes when trying to avoid cannonballs, and end up being squashed to a bloody pulp!

Cannons can also act as guards for the rest of your army. As war machines are allowed to turn to face their target before firing, it is extremely difficult to get out of their reach. This means that even if some of the enemy flyers land behind your army, there is a good chance that you can bring your cannons to bear. Careful positioning of your cannons is essential, and places like hills and tall buildings are ideal because of the excellent visibility they offer.

Dwarf Generals can shock their opponents with invisible cannons and organ guns. With the Rune of Disguise and cunning use of deployment, you can teach your opponent a bitter lesson. Just position the invisible cannon in a place where it will have line of sight to the parts of the battlefield you expect your enemy to concentrate his most powerful troops. Then fire away and scratch a line from your Book of Grudges!

BOLTS AND PIECES

My High Elf army never leaves the shores of Ulthuan without the support of their famed
repeater bolt throwers, and my regular Orc opponent swears by his spear chukkas. The nice thing about bolt throwers is the fact that there is no danger of them misfiring, and anybody or anything hit by them gets no armour saving throw.

There are three main targets for my bolt throwers. Large infantry regiments containing troops with only one Wound are the first choice - deep enemy formations are what bolt throwers were designed to fight against in the first place. Heavily armoured cavalry are the other troop type that are a top priority when it comes to choosing targets for my bolt throwers. Not only are knights and the like very valuable to your enemy, but they are often formed into smaller regiments as well. This means that even a few casualties can easily cause a panic test. Heavy cavalry is almost invulnerable to the attacks of many troops due to their excellent armour saves (which bolt throwers ignore), so it pays to kill them before they are upon you! Finally, large targets like Ogres and chariots (especially Undead ones with their lower Toughness) are fair game, as bolt throwers are capable of inflicting multiple Wounds and receive a +1 to hit bonus against these large targets.

Dwarfs can improve the mediocre Strength of their bolt throwers with a couple of Runes of Penetrating. As you can raise the Strength of the bolts to as high as 8, this gives them the ability to wound even the very toughest targets or pass through lots of enemy ranks.

High Elves and Dark Elves are blessed with repeater bolt throwers that are capable of firing a volley of four bolts, instead of one. This, combined with the excellent Ballistic Skill of the Elves makes repeater bolt throwers one of the best buys in the whole game at a mere 50 points each.

**HELL ON WHEELS**

While cannons, stone throwers and bolt throwers can start devastating the opposition right from the beginning of the battle, chariots are a different story altogether. They were not designed to attack foes from a distance. Their strength lies in the devastating charges they are capable of executing. Chariots' major weaknesses are their vulnerability to enemy missile fire and the fact that they have to charge their opponents if they are to do you any good. The chariot crews and steeds pulling them can easily be killed by a few lucky shots, or charged by their enemies before they get a chance to bring their deadly scythed wheels into play.

**DINNER IS SERVED!**

If I am playing with an Empire army, I always try to put 50 points aside to buy a Halfling Hot Pot. This choice has little to do with tactics. I just like to field a regiment of Halflings, and think that it is unreasonable to ask the Mootlanders to fight unless I can assure them of a hot meal served immediately after the battle!

Amusement value aside, there are a couple of good reasons to field the Hot Pot. First of all, it is very cheap, and the crew have better Leadership than humans. Secondly, there is no save against the hits from this weapon.

The psychological value of the Hot Pot should not be ignored, either. There is nothing quite as humiliating than having your glorious regiment of knights destroyed by hot oxtail soup!
CHARIOT ATTACK

I am a strong believer in the principle "Make a plan and then stick to it!". When I commit myself to attack, I make sure that every element in my army is wholly dedicated to bringing death and destruction to my enemies. This includes my selection of war machines, and chariots are an ideal choice in such circumstances. The faster the chariot, the more I like it. While chariots are bought from the regimental allowance in many armies, I still regard all chariots as war machines.

As a High Elf player my favourite is, of course, the mighty Tiranoc attack chariot. However, as far as effectiveness in combat is concerned, I prefer either Chaos chariots pulled by Discs of Tzeentch, or Steeds of Slaanesh (you have to love their 24" charge range), or Goblin Wolf chariots for their low points cost. Whenever I field chariots, I think the more the merrier. Chariots are prime targets for enemy missile fire, so if I take only one it can easily be shot to pieces. If I take three, at least one should make it through the terrible hail of missiles.

Oh, and never, ever field chariots without scythed wheels, if at all possible. It is far too easy to roll a 1 for the automatic hits, whereas with scythes you are guaranteed at least 3 hits.

If you are playing defensively, try to hide your chariots behind buildings and hills, and bring them into the fray only when the enemy is almost upon you. This way, your chariots cannot be targeted by enemy war machines and archers, and you can bring them out into open once you have dealt with opposing long-range firepower or when your enemy’s own attacking troops foolishly block the line of sight of his archers.

Some chariots are allowed to use magical standards. As the purpose of the chariots is to break opposing regiments in a single devastating charge, it is a good idea to make sure that they will have a decent combat resolution even if your luck abandons you. Both the War Banner and the Battle Banner boost your combat result and help you counter the rank bonus of big units.

WONDER WEAPONS

Deranged scientists around the Warhammer World have invented many unusual and bizarre war machines over the years. Devices like Gyrocopters, Skaven Screaming Bells and Goblin Doom Divers have a dire reputation amongst their enemies. One of the best things about these technological terrors is the fear they inspire in most opponents. Even though things like the Helblaster Volley Gun are deadly in the extreme, it is also entirely possible that they will misfire and become useless without causing a single casualty. However, the psychological effect of weapons like this is enormous, and the chances are that your enemy won’t go anywhere near the thing! I’ll go through some of the pros and cons of a few such devices.

The Earthshaker cannons of the Chaos Dwarfs operate in much the same way as mortars and stone throwers, but their ability to slow or entirely stop enemy movement, and hinder missile troops, is simply devastating against armies that rely on speed. Elves in general, and Wood Elves in particular, hate this device! The Battle of Anurel’s Tomb featured in White Dwarf 164 is a good example of the Earthshaker’s ability to paralyse mobile enemies.
The Steam Tanks of the Empire combine the best qualities of a cannon, chariot and a large monster, being equally suited to attack, defence, and long-range mayhem. When facing armies with low or average Initiative scores, I happily go blitzkrieging full steam ahead. A Steam Tank ploughing through the ranks of an Ore or Skeleton regiment causes immense damage. This style of warfare requires you to use lots of steam points and thus puts your Steam Tanks into considerable danger, but fortune favours the brave. Against Elves with their monstrous Initiative of 6 this is of little use. But Steam Tanks still have their uses, for unlike normal cannons they are almost invulnerable to close combat attacks, have a Leadership of 10 and never have to take break tests. This means that a Steam Tank can spend its time quite happily shooting its cannon, as you will only need two steam points each turn, one to pivot the tank and the other to fire the cannon. Because you are using so little steam this way, there is no chance of the boiler blowing up.

A battery of Empire Great Cannons is attacked by a Dark Elf Sorceress on a Dark Pegasus. Fortunately, the battery is defended by a stalwart Empire Hero who saves the war machine crews from almost certain death.

BATTERIES!

In Warhammer you are allowed to form war machines of the same type into batteries by simply deploying them within 5" of each other. The battery is considered to be a single target for the purposes of shooting, so you can choose which war machines lose their crew members. As most war machines work perfectly well if they lose only single crew member, you should spread the casualties evenly amongst the war machine crews. This will keep your whole battery fully operational for far longer.

You can also nominate characters to act as leaders for the batteries. The advantage of this is two-fold. Firstly, the whole battery can make psychology tests on the character's Leadership, and secondly if the war machines are attacked by powerful enemy characters the battery commander can challenge him, thus saving your irreplaceable war machine crews.

Equipping your battery commander with a suitable missile weapon will make sure that he can take part in the battle even when the battery is not under attack. My own favourite is a High Elf Hero on an Elven steed, equipped with the Bow of Loren and some other suitable magic item. This way he can shoot at the enemies along with my repeater bolt throwers, defend them when they are attacked, and gallop to engage the enemy if no-one threatens my prized repeater bolt throwers.
Skaven warfire throwers and Dwarf flame cannons can serve in a special role against certain foes. Some creatures, namely Treemen, Mummies, and Trolls, are fearsome fighters in the extreme, but are vulnerable to flaming weapons. If you expect to face these fierce but flammable things, why not take suitable precautions? You can even mimic this effect with Dwarfs by using the *Rune of Burning*. This handy Rune makes the shots of the normal Dwarf cannons, and their other machines, flaming and can give nasty burns to an opponent who has put his trust in Mummies or Trolls!

**SABOTAGE**

So what if you are a Chaos or Wood Elf General and thus do not have access to any war machines (though both armies do get excellent chariots from their regimental allowance)? One way is to get some war machines of your own by using your ally quota, but then again, what true Wood Elf Lord of the blessed glades will allow his kingdom to be spoiled by rampaging Dwarfs? So here are some suggestions on how to deal with opposing war machines.

The High Magic Spell *Tempest* is an excellent choice for Generals who prefer melee over shooting. Not only does missile fire (eg from bolt throwers) suffer a -2 penalty on all rolls to hit, the spell is also capable of wrecking any war machines within a 48" range!

Against High Elves and Dark Elves who can use their dreaded repeater bolt throwers, and other armies whose generals prefer bolt throwers or Skaven jezzails as their main weapon, affecting their ability to hit your troops is the key. The *Ruby Chalice* and the Night Goblin *Bad Moon Banner* are both examples of magic items that reduce your opponent’s chances to hit.

Many spells are ideal for just blasting war machines to pieces. Enchantments such as *Doombolt*, *Cracks Call*, and *Eruption* are especially effective against them.

**HIT THE WEAK**

The weakest part of a war machine is the crew that operate it. They are rather puny in close combat, generally have poor Leadership scores and are usually very few in number as well.

Skaven Gutter Runners, as well as Dark Elf and Wood Elf Scouts, are very handy for taking out war machine crews. Their special deployment rules allow them to get near the enemy deployment zone quickly, and cut down the unfortunate crews.

Terror is an excellent way of countering enemy tactics based on numerous war machines. Most of these machines need a clear view over the battlefield. This means that they tend to be concentrated on hills and such. If you land a terror causing monster in the middle of such a cluster, the monster will probably kill or rout the crew of the war machine it attacks. This will cause any nearby units to take panic tests as well. And even if these do not scare the other crews away, they will also have to take terror tests at the beginning of their next turn!

There is a danger in this, however, for any nearby cannon or bolt thrower crews may pass their Leadership tests, or be out of range of the effects of terror. This will mean that your monster will be a sitting duck for retaliatory fire. Don’t say I didn’t warn you...

Harpies, Wood Elf Warhawks, Undead Carrion, Great Eagles, and Pegasi are cheap and effective ways of wiping out war machine crews. Even the toughest war machine crews will struggle to stand against a determined push of a unit of Harpies with their 2 Wounds and bonuses for extra ranks.

**LAST WORDS**

I think that the war machines of each race really characterise your army, be it High Elves with their graceful but deadly repeater bolt throwers, Orcs with their crude stone throwers, or the Empire with their mighty Steam Tanks.

And finally, remember the right attitude when using your war engines. As Dwarf Engineer Morgim Rorekson would say, “When I parley with greenskin scum, I use my Flame Cannon as an interpreter!”
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.

Citadel, the Citadel castle, Games Workshop, the Games Workshop logo and Warhammer are registered trademarks of Games Workshop Ltd. Warhammer Quest is a trademark of Games Workshop Ltd. © Games Workshop Ltd, 1995. All rights reserved.
refreshing change. The results of our game are presented here in this month’s battle report. We just took the Warhammer 40,000 boxed set and played a game following all the normal set up rules – no scenarios, no campaign rules, no special reinforcement rules. Just a mission card apiece, some Strategy cards, 1500 points on each side, and a 6' x 4' table filled with the wonderful Studio terrain. As usual, we took notes as we went along, and I took some snaps with a 35mm camera. This would give us some reference material for taking proper shots with our mammoth photography set up. So without further ado, it’s time for battle!

Ian:

Just recently, the pages of White Dwarf have been bombarding you with articles about ways to make your games more interesting. Not that they aren’t already fascinating of course, but there are only so many different ways of playing the four missions in the box. Jervis gives you scenarios, rules for tournament play and friendly (you hope) games. Andy Chambers has been serving up campaign ideas, and Stillmania is never short of a word or two about doing the hobby properly. I’ve been wittering on about wacky army organisations and sticking to the background, and the theme here in the White Dwarf bunker appears to be themes. Themed terrain, themed armies, themed battlefields, themed colour schemes, you name it, we’ll theme it. Everyone has a dozen and one new and exciting slants on ways to play our games. If you’re fairly new to the hobby then you might be feeling a little bewildered. Well, do not fear, White Dwarf is here. This month, to show you that there’s nothing wrong with playing normal games, Adrian and I have fought a common or garden Warhammer 40,000 battle. In fact, if you’ve been doing all this weird stuff of late, then this will make a

Having looked back at previous White Dwarfs, our esteemed Editor, Jake, noticed that we hadn’t actually had a battle report with a pure Imperial Guard force. Sure, Jake had included some as allies in a Space Marine army, while back in issue 1891 I had actually commanded an Imperial Guard contingent in the Great Devourer battle report. In that battle Adrian had taken an allied force of Eldar against the onslaught of the Tyranids. Once again, I volunteered to take command of the Imperial Guard. Only this time I would be fighting against Adrian, who was once again commanding the dreaded Eldar.
"...it just goes to show that really good models are always dead shooty, or wicked in hand-to-hand combat."

Ian: So, what was I going to include in my Imperial Guard army? When I pick an army, at least some of the troops are chosen for no other reason than that I really like the particular models. Of course, when those particular troops then go on to win the game, it just goes to show that really good models are always dead shooty, or wicked in hand-to-hand combat. So, you might think that my army is going to include lots of tanks. Well, the thought did occur to me, but my range of tastes does actually stretch beyond those great hunks of steel. Storm Troopers are another of my faves, as are the assassins. The Eversor shrine stands head and shoulders above the others, in my own estimations. Of course, in game terms all three of the assassin shrines are on a fairly equal footing – it’s just a matter of taste and gaming style as to which one you prefer. Obviously, to include all of these elements in the army, some compromise would have to be introduced. It was at this stage that I sheepishly headed upstairs to put back the three Leman Russ battle tanks that I had already chosen for the army.

After much dithering around, and leafing through the army list, I was at loss as to how to go about picking an Imperial Guard army. The problem seems to be that with most armies you start by picking your characters, commanders, psykers, and the like, and then pick the rest of the army. Unfortunately, the Imperial Guard army structure is not quite as open as other army lists, and there are a few restrictions which must be followed. The overall effect of this is that the number of regimental squads that you have dictates the number of goodies, like Leman Russ tanks, that you can include.

Suddenly, I had the answer: work backwards! I knew I wanted a Leman Russ, a Storm Trooper squad, and another tank for good measure. This was three additional units, so I would need at least three regimental squads. In the end, I decided to have two Command squads, to give my force more flexibility, and split my army roughly in half. I ended up with a Catachan Command HQ, led by a captain, with one Catachan Imperial Guard squad and one Heavy Weapon squad. To this I attached the Storm Trooper squad – it’s only right that these elite troops should be assigned to the commanding officer. Finally, a rightly feared Hellhound was also included as the platoon’s second additional unit. The second platoon consisted of a Cadian Command squad, with two almost identically equipped Cadian Imperial Guard squads. Attached to these was a Leman Russ battle tank.

There weren’t any problems including the Eversor Assassin, he would just count as an ally from the Imperial Agents list, costing lots of

### IMPERIAL GUARD ARMY

**Catachan Command HQ:**
- Captain with bolt gun and power fist.
- Two Guardsmen with lasguns.
- One Guardsman with melta-gun.
- One Guardsman with plasma gun.

**Catachan Heavy Weapons Squad:**
- Two lascannon weapon teams.
- One heavy bolter weapons team. Veterans: *Slick Crew*.

**Catachan Squads:**
- One heavy bolter weapons team. One Guardsman with flamer. Sergeant with chainsword and bolt pistol. Veterans: *Freedom Fighters*.
- One heavy bolter weapon team. One Guardsman with plasma gun. Veterans: *Dead Eye Shots*.

**Hellhound Tank:**
- Turret mounted Inferno cannon, hull mounted heavy bolter.

Imperial Guard *Take & Hold* objective marker.

---

**WD80**
You might think that including such an expensive character is why I haven’t taken a psyker in my force. The real reason for not including a psyker is that I’m taking a bit of a gamble. I just know Adrian won’t be able to resist including lots of exciting Aspect Warriors, Exarchs, and suchlike. So much so that any thoughts of taking a second psyker in addition to his Farseer will be far from his mind (if only Adrian had the powers of a Farseer – Ed).

If the gamble pays off, Adrian will be stuck rolling 1D6 for the warp flux for the entire game (ho, ho, ho!).

For missions, Adrian got The Assassins, while I was lumbered with Take and Hold. Well, not my ideal choice, but imagine if the missions had been reversed! The first of my Strategy cards was Brilliant Strategy, which would allow me to add 1D6 to my very low strategy rating. I also got the Look out sir – aargh! card, which would be very useful in preventing Adrian from completing his mission.

In Warhammer 40,000 you can either play a four turn game, or you can roll a dice to see how long the game lasts. Usually we just play for four turns, but this time we decided to roll for it. We ended up with the longest game possible by this method – five turns.

So it was, with Strategy cards clutched tight to my chest, that I headed off, looking forward to the prospect of deploying second and getting to go first. What fun I’d have, with none of the usual need to deploy across the entire table. I could even go for a refused flank, or something clever like that.

The hour of the battle arrived, and gleefully I played my Brilliant Strategy card, informing Adrian that I was putting him into bat first, so to speak. You can imagine my dismay when Adrian pulled out one of his own Strategy cards, Traitor, and announced that he was using it to counter my card. I was going to have to deploy first after all!

Cadian Command Squad:
- Lieutenant with shotgun.
- Two Guardsmen with melta-guns.
- One heavy bolter weapons team.

Cadian Squad:
- One autocannon weapons team.
- One Guardsman with plasma gun.
- Veterans: Freedom Fighters.

Eversor Assassin:
- Executor Pistol.
- Eversor Combat Drugs.
- Neuro-Gauntlet, Sentinel Array, meltabombs and power sword.

Leman Russ Battle Tank:
- Turret mounted battle cannon, hull mounted lascannon, and two sponson mounted heavy bolters.

Points: Although work on this particular book has only just begun, details of the Eversor Assassin can be found in White Dwarf 191.
Adrian: It’s been a long time since I’ve played a large game, so I was looking forward to the challenge. Recently, I’ve just been playing a lot of quite small games, forming campaigns linked together by a narrative (I’ll probably talk about these smaller games at another time). You will all know one of my favourite armies, along with the Orks (of course), are the enigmatic Eldar. I’ve played a couple of battle reports with them, but this time I thought I’d try using them a little differently. The Eldar army is really several army lists in one. You can make up armies consisting entirely of Scouts, or Exodite Dragon riders, Guardians or Aspect Warriors, or any combination of these. What a choice! This time, I decided to pick something rather unusual for me: an army based around Aspect Warriors.

Aspect Warriors are all squads of troops who fight according to a specific combat discipline. The Dark Reapers wear heavy armour and dominate the battlefield with their missile launchers, reaping a harvest of smashed tanks and blasted troops. The Howling Banshees unleash terrifying battle cries as they charge into close combat, the psychosonic amplifiers built into their masks overloading the nervous systems of the enemy. The Banshees easily cut down the stricken troops who are momentarily paralysed by the shocking noise. Fire Dragons spit forth powerful blasts of heat which reduce all but the mightiest of armoured targets to pools of molten slag, whilst the Dire Avengers spray the enemy troops with bursts of razor-sharp projectiles, slicing through flesh and bone alike. The Striking Scorpions, like the Howling Banshees, are exponents of close combat, raking their foes with their mandiblasters and then butchering the survivors with chainswords and shuriken pistols. Teleporting into range, the Warp Spiders fly troops alive with their monofilament guns, slicing their foes’ innards into the consistency of soup, whilst the delicate Swooping Hawks fly high over the battlefield, raining death from above with their grenade harnesses.

As you can see, each squad is extremely well equipped for carrying out one kind of battlefield role, but really no other. But when used in the right combination, Aspect Warriors are a match for anyone. Really, I needed each squad to back the others up and concentrate on specific tasks. The Swooping Hawks and Warp Spiders would trash any commanders or artillery and weapon teams. The Dark Reapers and Fire Dragons would be admirably able to deal with any heavy armour that came too close for comfort. A combination of Howling Banshees and Striking Scorpions would then butcher troops up close with fire support from the Dire Avengers. This Aspect army would allow me to counter any situation and any mission while fighting against Ian’s Imperial force.
Hawks had taken to the skies, flying high over the land, scanning the horizon in order to pick out the Imperial Army commander: their target. The Warp Spiders had indeed disappeared. They had teleported across the battlefield, reappearing in the cover of an abandoned bunker. From this position they would be able to ambush one squad.
The Imperial Guard reserves thunder down the right flank of the battlefield, the Eldar assault force firmly in their sights.

after another with their lethal monofilament guns. Meanwhile, aware of the threat to the Dark Reapers on the right flank from the Eversor Assassin, the Avatar’s huge form began to lope across the battlefield, the earth quaking as massive legs propelled his molten body towards the Imperial killing machine. Sensing the danger, the Farseer also moved swiftly to the Avatar’s side, into the cover of some crates of weapons, ready to bring his deadly psychic powers to the fore. At a word from the Farseer the Dark Reapers froze into overwatch, ready to unleash their frag missiles against any enemy movement from the other side of the battlefield. As the Eldar army readied itself for the Imperial attack, the Farseer started to draw power into himself in order to attack the Eversor. Behind his mask the Eldar psyker’s face twisted into a snarl of rage as he realised that the warp flux was much too weak for him to do anything. The Farseer was unable to unleash any psychic energy against the Assassin.

**IMPERIAL GUARD TURN 1**

From his position the Eversor could see the Dark Reapers. Subtle nuances in their stance told him that they stood ready to fire – a head on assault from here could result in disaster. With a quick reflex action of his wrist the hypodermic injectors pressed home their toxic load. The Assassin could feel the power in his arms and legs increase as the toxin saturated his blood with oxygen, literally super-charging his muscles. The Assassin swiftly out-flanked the Eldar heavy weapon specialists. The Dark Reapers spun round to face the assailant, but too late to level their missile launchers. The combat was short and the Assassin wasted no time in following up to engage a second member of the squad, ready to kill again.
In the centre, the massed Imperial Guard army stood over readied weapons, crouching low behind rocks or strange jungle vegetation to get the best cover possible. Spotting the swift, agile forms moving across the battlefield, the squad sergeants began barking orders. With most of the Eldar still out of sight, the heavy weapon squad and one of the Cadian Squads set overwatch. Meanwhile, the Catachan squad and the other Cadian Squad, cautiously left the cover of the jungle, only to be met by the shrieking sound of a Dark Reaper frag missile. The deadly warhead exploded amongst the Cadians taking out two Guardsmen. The rest of the squad remained steady, despite the loss of two of their number.

On the left flank, the hardened Storm Troopers began to make a break for the cover of the ruined cathedral, their heavy bolter weapons team remaining under cover of the rocks, covering the advance of their comrades. Now that the pre-battle barrage had done its grim work, the Catachan HQ emerged from their high vantage point.

On the right, the Eldar had revealed the main thrust of their attack. With this in mind, the Imperial Guard tank drivers fired up their mighty engines and sped into the fray. The turret of the Hellhound swung around menacingly, firing a great gout of flame at the Warp Spiders, Howling Banshees and Striking Scorpions. The flame fell short, and the Scorpions and Banshees escaped unscathed. Two of the Warp Spiders were not so lucky and fell, their armour melted and the flesh blasted from their bones. The other two Warp Spiders were almost as unlucky, as their armour caught fire, engulfing them in flames. However, their torment was short-lived as the heavy bolters on the Leman Russ riddled the two stricken Warp Spiders with explosive bolts, slaying them instantly. The battle cannon then fired its massive shell into the middle of the Dire Avengers, felling two of their number. Against firepower of this magnitude the surviving Dire Avengers were forced to seek cover amidst the industrial complex. The lascannon and heavy bolter aimed at the Howling Banshees and Striking Scorpions, but the cover of sludge outflow made it difficult to draw a bead and all the shots went wide of their mark.

In the centre, the massed Imperial Guard army stood over readied weapons, crouching low behind rocks or strange jungle vegetation to get the best cover possible. Spotting the swift, agile forms moving across the battlefield, the squad sergeants began barking orders. With most of the Eldar still out of sight, the heavy weapon squad and one of the Cadian Squads set overwatch. Meanwhile, the Catachan squad and the other Cadian Squad, cautiously left the cover of the jungle, only to be met by the shrieking sound of a Dark Reaper frag missile. The deadly warhead exploded amongst the Cadians taking out two Guardsmen. The rest of the squad remained steady, despite the loss of two of their number. On
The Avatar bursts through the jungle to protect the Aspect Warriors from the psychotic Eversor Assassin.

point, and moved into the rocky outcrop that the Storm Troopers had occupied.

The warp flux was beginning to be drawn to the powerful Farseer. The Eldar seer tried to find the lines of fate that spelled Doom for the Eversor Assassin, but the will of the Imperial forces proved too strong and the power was nullified. This didn’t prevent the Farseer from engaging the Eversor in the safest way possible, by attacking him using the Executioner. The ghostly image of the Farseer materialised before the Eversor Assassin, and after a brief exchange of blows, the Farseer’s ethereal body returned to its host leaving the Assassin with a deep wound from his deadly Witch Blade.

ELDAR TURN 2

As the kill-crazy Imperial Assassin swiftly shed the eviscerated body of the unfortunate Dark Reaper and prepared to strike down the second, the Avatar smashed through the trees and loomed over the Eversor, brandishing the Wailing Doom high over his head. At the sudden appearance of the towering god-like being, both the Imperial Guard heavy weapon teams with lascannons, who had been anticipating his appearance, fired their weapons, but wildly missed the huge target. With the Warp Spiders burned to death by the terrible gushing fire of the Hellhound, and the Dire Avengers smashed by the battle cannon of the Leman Russ and broken and grovelling behind cover, the attack on the left flank was well and truly crushed. The rest of the Eldar army were bowed, but not broken, from the concentrated fire of the Imperial Guard tanks. Once the Imperial troops had advanced far enough, the Aspect Warriors would pounce, creating a cordon around the Imperial Guard objective and preventing their foes from seizing it. There was no point in throwing their lives away, there was still plenty of time to strike. Finally, the Swooping Hawks pinpointed their target, the Catachan Commander, who was foolhardy enough to be advancing with the Storm Troopers. The flying Aspect Warriors landed out of sight of the enemy troops and gathered themselves for the next phase of their attack.

The Avatar bellowed with daemonic rage as he stood over the Eversor, swinging the
Wailing Doom wildly in an attempt to catch the dodging Assassin off guard. Only a single blow from the huge rune-encrusted sword struck home, and the Eversor reeled from the force of the blow but remained in control of himself. The Assassin pushed his drugged body to the limit and the second Dark Reaper was consumed in a blur of blows, shattering the reinforced Aspect armour like thin plastic and reducing the Aspect Warrior’s body to shreds. Concentrating all his energy against the Eversor, the Farseer first sealed his fate by casting Doom and then projected himself forward with Executioner once again. The Eversor suddenly found himself fighting off a ghostly figure who appeared to be an Eldar Farseer. However, he was too skilled a combattant to fall so easily to such runic power and the Farseer was repelled, unhurt by the combat but without having killed his opponent.

**Imperial Guard Turn 2**

Things were looking good overall, but it looked like the Eversor’s number was up. With a lucky roll of the dice, I might have been able to have a crack at the Avatar, but if the Farseer was going to insist on lending a hand then I wasn’t going to last the turn. Realising his fate, the Eversor injected himself with Terminus, regardless of what happened to him now, he would be able to hold the Avatar up from an entire turn.

Well the Eldar had been beaten back by the brute force of my tanks, now it was time to consolidate my position, ready to take the mine shaft. The Cadian Shock troops that didn’t move last turn, advanced, while the other squads set overwatch in case the Fire Dragons made a move. The Storm Troopers continued their flanking move through the cathedral, in an attempt to dislodge the Fire Dragons and further protect the advance to the objective. The Catachan HQ followed them in support, while nearby weapon teams of the Storm Troopers and Cadian Shock troops swung their heavy bolters and autocannon round, ready to open fire if the Swooping Hawks made an attack. On the right, the Cadian command section split off from its heavy weapons squad and made a run for the disused emplacement from the middle of the table. From here they would be able to cover any counter-attacks made by the Howling Banshees. The Hellhound continued down the flank, chasing after the survivors of the previous barrage of fire. Confident that the Hellhound would manage on its own, the Leman Russ, swung to the left and moved toward the centre of the field, ready to catch the Avatar in a deadly crossfire, with the heavy weapons squad. The kill ratio this turn was much less impressive than before as a large part of the Eldar force had retreated to lick its wounds and plan a counter offensive. The Hellhound didn’t let me down though, sending all the Striking Scorpions, and two of the Dire Avengers to a fiery grave.

The warp flux waned again, leaving the Farseer with no force at all and unable to influence the battle with his considerable powers.
commander, if I could kill him I would get myself five victory points, more if the ensuing break tests got rid of a few more squads.

The Fire Dragons, from their positions in the cover of the silo, saw the Storm Troopers advancing to their right through the ruins. They froze on overwatch, ready to meet the new attack. The Eldar close combat troops retreated into cover, desperate to get away from the Leman Russ and the Hellhound. Having been saved by the Avatar, the surviving Dark Reaper ran to take up a position against the Imperial tanks. Unless they were stopped they would continue to run unchecked across the battlefield, smashing the beleaguered Eldar force to pieces with their heavy firepower. At last the time had come, as across the other side of the battlefield the Swooping Hawks braved the Imperial overwatch fire in order to cut down the Catachan Commander. As the Aspect Warriors flew down from behind their cover, the Catachan weapons teams opened up with everything they had, sending 2 Swooping Hawks burning like torches from the sky. The rest of the squad remained resolved to their mission and pelted the Imperial Commander mercilessly with krak grenades. A nearby trooper threw himself in the way of one of the lethal projectiles whilst another hit home. The Catachan Commander took the full force of the armour-piercing grenade on his chest, but as if by a miracle he survived. The Swooping Hawks stood in confusion as the truth dawned on them. Their mission had failed and they now stood in the midst of the enemy with absolutely no hope of escape!

Meanwhile, the Avatar finally overcame the fancy swordplay of the Eversor and brought his own huge sword down on the Assassin’s head. The Eversor was split from head to foot by the awesome Wailing Doom, which screamed as it tasted victory and alien blood once more. As the Avatar stood shouting his cry of victory across the battlefield, the Farseer tried to strike down a Storm Trooper with the Executioner runic power, but was unable to cover the distance to the enemy trooper. As the Farseer gathered himself for the next threat against his rapidly depleting force, the Avatar was suddenly engulfed with plasma as the body of the Eversor exploded. The many drugs and chemicals held in such careful balance within the body of the Assassin, had finally reached critical and exploded. The towering god waded out of the molten ball of plasma, shedding globules of liquid fire and bellowing in triumph.
The Swooping Hawks had made a fatal error, even if they had dispatched my Captain there was a fairly good chance that the rest of the troops would have still been around. However, things had gone disastrously wrong, and with a bit of heroics and lot of luck my Captain had survived the attack. This meant my troops within 12" would not have to take a break test for a slain army commander. The Imperial Guard took no time in bringing weapons to bear on the now very vulnerable Swooping Hawks. My luck looked like it was running the same way as Adrian’s when all but one fell to the fusillade of fire that included half the Storm Trooper squad as well as the Catachan HQ. Just one Swooping Hawk was all it would take to kill my Captain. But fortunately (for me) Adrian failed his break test and the Swooping Hawk headed for the hills.

The other half of the Storm Trooper squad had reached the cover of a cathedral wall and brought their hot-shot lasguns to bear on the Fire Dragons hiding in the industrial complex. The Fire Dragons on overwatch were unable to fire as their short ranged melta-guns were well out of range.

In the centre of the field the Catachan heavy weapon teams concentrated all their fire against the massive figure of the Avatar, but despite his huge size their shots still went wide of the mark. It was the turn of the Leman Russ crew to see if their aim would fare any better. The battle cannon shell thundered over the heads of the Guardsmen, but fell far short of its intended target. The lascannon was able to find its target though, the huge weapon fired a bolt of laser energy, smack into the Avatar’s chest. My joy was short lived though, as the Avatar barely flinched, the shot absorbed by his incredible armour.

The much feared powers of the Farseer failed to make an impact again, as he chose to store all of his power this turn.

Time was beginning to run out and the Eldar had to try to stem the closing Imperial tide. The two immediate threats were the Storm Troopers on the right and the Hellhound on the left. The Farseer made off to support the Dark Reaper against the Hellhound whilst the Avatar charged towards the Storm Troopers. The elite Imperial Troops suddenly beheld the sight of a twelve foot tall daemon wielding a huge rune-encrusted sword and roaring like thunder. Unable to withstand the terrifying vision the whole squad turned on their heels and fled in abject horror. In revenge the Storm Troopers weapon team unleashed their heavy bolter against the Fire Dragons and struck four of them solidly with shells. Nevertheless the Fire Dragon’s armour proved to be much too difficult to smash.
The Avatar whirled about looking for more victims on whom to vent his rage and pounced on the nearby Cadian troops. Unlike the Storm Troopers, the Cadians stood their ground, ready to die in the service of the Emperor, and die they would indeed...

as all but one Aspect Warrior remained on their feet. As the Imperial troops scattered on the right the situation on the left grew more desperate. The Dark Reaper took careful aim with his missile launcher at the Hellhound which even now was looming dangerously close to the survivors of the Eldar force. Despite the legendary accuracy of the rangefinder helmet, the Dark Reaper missed the huge tank and the fate of the left flank, as well as the force as a whole appeared to be sealed. Without any further ado the Farseer drew power from his Witch Blade and projected himself forward to strike at the Hellhound in one last gesture of defiance. From inside the Hellhound’s hull the crew looked on in amazement at the ghost-like form of the Farseer appeared in front of them. The Farseer struck the Imperial tank again and again, smashing the tracks and splitting the hull in two. The crew were incinerated in an instant as the fuel tanks ruptured, great gouts of flame erupting high into the air.

**IMPERIAL GUARD TURN 4**

Oh no, my Hellhound destroyed! Well it was my own silly fault for getting too close to that Farseer. But the battle wasn’t over yet, I still had a mission, and if I was careless a well timed and executed counterattack by the Eldar could easily even the score. Remember too that my army commander was still in danger, and if killed would earn Adrian a very respectable 5 victory points. With these facts in mind, the three Imperial Guard squads in the centre continued to move forward, covering each other’s advance. With the loss of the Storm Troopers, the Catachan captain had no choice but to concede the left flank. This would leave the troops trying to take the objective with the additional problem of the Fire Dragons in the industrial complex.

**ELDAR TURN 5**

The Avatar whirled about looking for more victims on whom to vent his rage and pounced on the nearby Cadian troops. Unlike the Storm Troopers, the Cadians stood their ground, ready to die in the service of the Emperor, and die they would indeed...
The surviving Fire Dragons, Howling Banshees and the Farseer all huddled behind the cover of the silo and blasted the advancing Imperial troops, but all to no avail. The Dark Reaper had the last word as he cut down a lone Catachan trooper. Then, with one huge swipe of his blade the Avatar scythed down the Cadians. The survivors scrambled away from the massive creature but, despite all their efforts, the end appeared in sight...

**IMPERIAL GUARD TURN 5**

As my army moved forward, it became obvious that the counterattack would never arrive. The Eldar had suffered heavy casualties and their nerve was broken. The Catachan squad took up position around their objective—the mine shaft, while the rest of the Imperial Guard squads took up position to take out as many of the remaining Eldar as possible. Of course the Avatar was still running amok amongst my battle line, but now it faced the crossfire from my many lascannon. It was still a tense finale as the battle cannon and lascannon on the Leman Russ went wide as did the Cadians' autocannons. But the Avatar was finally silenced by one the Catachan lascannon weapon teams, the bolt of energy engulfing the daemonic fiend. Once the smoke had cleared there was no sign at all of the Eldar Avatar.

As the sergeant of the Catachan squad began his descent down the mine shaft, the Eldar struck out with a final gesture of defiance, the Eldar Farseer ended the conflict by once again striking out with the *Executioner* power. The Catachan stood little chance as the ghostly apparition of the Iyanden Farseer appeared in front of him wielding a deadly *Witch Blade*.
Adrian: Ouch, that was a bad one! Well what can I say? The army was OK, the set up was reasonable, nice concentrated force and all that, but from the word go I found myself in trouble. You can sometimes recover from a bad start, particularly if the game is longer than 4 turns, but unfortunately having been caught out by the preliminary barrage and the reserves it was definitely going to be an uphill struggle. Both the threat from the tanks and the Eversor couldn’t be ignored and had to be neutralised, I had no choice but to deal with them. This also meant I ended up chasing around from one end of the battlefield to the other. On the other hand, the Swooping Hawks very nearly succeeded in their mission, only to be thwarted by massed overwatch fire, a self-sacrificing trooper and a really unlucky dice roll. Still it was the high point (pun intended) of the battle for me, although killing the Eversor and smashing up that pesky Hellhound were great too. Being the only psyker on the board was a bit problematical, though the powers I used most only needed 1 force card each.

Mistakes? Loads of ’em really! Well, firstly the reserve rule really caught me out, I never expected Ian to bring his tanks on so far out on a limb like that (it cost me the battle in the end, to be honest). Also I underestimated the Imperial Guard’s massed firepower. It’s
a bit like with the Orks really, they’re no good on their own but get a load together and it’s a different story. With so many guns firing the overwatch rules are particularly deadly as well, and the Swooping Hawks got toasted.

Army selection wise, I might have been better off taking some Exarchs along for the ride or even some of the Phoenix Lords – Fuegan maybe, or Maugan Ra. The Avatar was great to have for the scrap even though his luck ran out on the last turn. In hindsight though, the Farseer was more than capable of doing over both the Assassin and the Hellhound, so the 300 points the Avatar cost could have been better spent, especially in a 1500 point battle. In the end I would definitely take an all Aspect army again, only I think this time I would take some Exarchs, a lot more Dire Avengers, and maybe some of the Shining Spears I’m converting.

**MISSION COMPLETE**

**Iain:** As the smoke cleared, it become obvious that the surviving Eldar had quit the field, Imperial Guard command sections began to push forward to secure the battlefield and recce the mission objective. All in all, high command would be very pleased. The objective had been taken and the Eldar beaten from the field with a very high casualty rate. Our own casualties were very low, and as far as I could tell the Eldar’s daemonic Avatar has been destroyed. I even managed to stay in one piece myself. That reminds me, Trooper Yager deserves a posthumous medal for bravery, that was a pretty close call!

So everything went according to plan, I exploited every single mistake that Adrian made, resulting in the perfect Warhammer 40,000 victory. Well no not at all actually. (by tournament standards this wouldn’t even get me a maximum twenty points). The Eversor Assassin was a complete debacle.

In game terms it was fairly inevitable that these two characters (the Eversor and the Avatar) would be facing each other at some point. Well I could have spent the entire game running away from the Avatar, but that wouldn’t have looked very good now would it? No, my big disappointment is that, in background terms, it is fairly obvious that the Eversor completely failed in his mission. I imagine that he was probably sent to dispatch the Farseer. However, blessed with the ability of hindsight, the Farseer brought his bodyguard with him. Perhaps next time I should save such powerful characters for a slightly larger game, say 2000 to 3000 points. That way the effect they have on the game will not be as drastic.

On the whole though, the Eversor did hold the Avatar’s attention for three whole turns. Without him the Avatar would have just destroyed my troops wholesale. Plus it caused Adrian to split his assault force up right at the start of the game. If the Banshees and the Scorpions had the Avatar with them, Adrian might have felt more inclined to press home his attack, despite the casualties caused by the Hellhound.

The ploy of not having a psyker in my force worked a treat and left Adrian’s Farseer virtually powerless throughout the battle. Eldar Farseers are some of the best psykers in the Warhammer 40,000 universe. This is partly due to how deadly the Eldar powers are, usually affecting the enemy in a very subtle manner. Take the Doom power for instance. Once cast it virtually doubles the effectiveness of any attacks made against the Doomed target. While powers like Eldritch Storm can disrupt stationary squads. This causes havoc amongst heavy weapon teams and support weapons, allowing the Eldar hand-to-hand troops to close. As you can imagine these are game winning ploys and the fact that I denied Adrian this capability is probably as much to do with my victory as the initial strike by the tanks.
DID YOU KNOW?

That you can place an Advance Order with us for unreleased miniatures and games? All advance orders will be dispatched on the first day of release by courier which (for this service) will be free of charge!

For instance, Warhammer Armies - Bretonnia is our next release and, if you want, you can place an advance order with Mail Order straight away.

Simply give us a call on (02) 9829 6111 and our Phone Ladz will tell you everything you need to know about all the exciting new releases. They will be only too happy to take your order or discuss any aspect of the hobby!

So if you can’t bear the thought of not having the latest releases in your grasp as soon as they are available then the Advance Order service is just what you need!
WELCOME TO GAMES WORKSHOP MAIL ORDER!

Our Mail Order service is a great way to purchase all the latest releases from Games Workshop and Citadel Miniatures. Our Mail Order staff are all Games Workshop enthusiasts and will be more than happy to advise you on any special character miniatures or other models that you might need for your armies.

THE FULL RANGE OF PRODUCTS!

Our Mail Order service can supply the full range of Games Workshop games and Citadel Miniatures, and we don’t stop there! We also have our advance order service and many other special deals. If the models you want for your army aren’t in your local store, or you are looking for an out of stock or hard to find range of miniatures, give us a call.

CONVENIENT!

Mail Order is convenient, with the entire range of Citadel Miniatures and Games Workshop games only a phone call away.

FAST!

Mail Order is fast. Most customers in Australia receive their orders within 2 days.

ACCURATE!

Every order is hand-checked against the catalogues to ensure that each and every model is exactly what you asked for.

PLUS!

No queues! No parking! No bus fare! No heavy lifting! And it’s really great fun using the catalogues to choose exactly the models you want for your favourite army.

MAKE FRIENDS!

We’ve also found that many gamers get together with their friends to place an order so that the $5.00 postage is applied to the whole order and the money saved buys everyone a few extra models. All you have to do is give us a ring...

GET YOUR NEW WARHAMMER MODELS - CALL MAIL ORDER TODAY
The only back copies of the Citadel Journal we have left in stock are issues 10, 11, 12, 14 & 15, and these are selling out fast!

To be certain of a copy please place your order early or, even better, take out one of our special six-issue subscriptions available for only:

- Australia - $69.95
- Overseas - $99.95

**NEW! SKINK ARCHERS** $15.95
**NEW! SAURUS COMMAND** $15.95
**NEW! SAURUS WITH HAND WEAPONS** $15.95

**NEW! LOUEN LEONCŒUR, KING OF BRETONNIA** (boxed set) $47.95

**NEW! SLANN MAGE PRIEST ON PALANQUIN** (boxed set) $62.95
**NEW! SKINK ARCHER COMMAND** $15.95

**NEW! WARHAMMER BOXED GAME** $139.95
**WARHAMMER ARMIES – CHAOS** $47.95
**WARHAMMER ARMIES – DARK ELVES** $32.95
**WARHAMMER ARMIES – DWARFS** $32.95
**WARHAMMER ARMIES – THE EMPIRE** $32.95
**WARHAMMER ARMIES – HIGH ELVES** $32.95
**WARHAMMER ARMIES – ORCS AND GOBLINS** $32.95
**WARHAMMER ARMIES – SKAVEN** $32.95
**WARHAMMER ARMIES – WOOD ELVES** $32.95
**WARHAMMER ARMIES – UNDEAD** $32.95
**WHITE DWARF PRESENTS: CHAOS DWARFS** $32.95

**NEW! WARRIORS OF BRETONNIA**

**NEW! LOUEN LEONCŒUR, KING OF BRETONNIA** (boxed set) $47.95

**NEW! SKINK ARCHERS** $15.95

**NEW! SAURUS WITH HAND WEAPONS** $15.95

**NEW! WARHAMMER BOXED GAME** $139.95

Games Workshop Parts Service

To help you, our most fanatical gamers, Games Workshop’s Mail Order department in the UK has agreed to bring you the ultimate service! You can now order any model or component you could ever require direct from the Citadel factory!

**HERE’S WHAT TO DO**

From Australia, all you have to do is phone 0011 44 1773 713213, or fax them on 0011 44 1773 533453 to place credit card orders (other countries replace 0011 with their own international dialling code).

If you know exactly what you want we will tell you the cost (in Australian dollars), how much the postage will be and approximately how long it will take to reach you. If you are not sure what is available then simply phone us for a price list, it really is that simple!
CAWDOR GANG
Boxed set contains 8 Cawdor gang fighters

DELAQUE GANG
Boxed set contains 8 Delaque gang fighters

ESCHER GANG
Boxed set contains 8 Escher gang fighters

GOLIATH GANG
Boxed set contains 8 Goliath gang fighters

ORLOCK GANG
Boxed set contains 8 Orlock gang fighters

VAN SAAR GANG
Boxed set contains 8 Van Saar gang fighters

SCAWY GANG
Boxed set contains 8 Scawy gang fighters

REDEMPTIONIST GANG
Boxed set contains 8 Redemptionists

RATSKIN RENEGADES
Boxed set contains 8 Ratskins

WARHAMMER QUEST BOXED GAME
$109.95

CHAOS WARRIOR, WARRIOR PACK
$21.95

ELF RANGER WARRIOR PACK
$21.95

IMPERIAL NOBLE WARRIOR PACK
$21.95

PIT FIGHTER WARRIOR PACK
$21.95

TROLLSLAYER WARRIOR PACK
$21.95

WARRIOR PRIEST WARRIOR PACK
$21.95

WITCH HUNTER WARRIOR PACK
$21.95

TREASURE CARDS PACK 1, 2 & 3 $15.95 each

BLANK EVENT CARDS $6.95

NEW! AHRIMAN $15.95

NEW! CHAOS SPACE MARINE SQUAD $39.95

NEW! CHAOS SPACE MARINE TERMINATOR CHAMPION $12.95

ABADDON THE DESPOILER $21.95

KHĀRÑ THE BETRAYER $15.95

FABILS BILE $15.95

JUGGERNAUT OF KHORNE (boxed set) $34.95

CHAOS DREADNOUGHT (boxed set) $62.95

PLAQUE MARINES (3 per pack) $15.95

PLAQUE MARINE WITH SPECIAL WEAPON $9.95

PLAQUE MARINE CHAMPION $9.95

CHAOS SPACE MARINE TERMINATORS $62.95

Boxed set contains 5 Chaos Space Marine Terminators

CHAOS SPACE MARINE TERMINATOR $12.95

CHAOS SPACE MARINE TERMINATOR WITH REAPER CANNON $10.95

CHAOS SPACE MARINE TERMINATOR WITH HEAVY FLAMER $12.95

CHAOS SPACE MARINE SORCERER $12.95

CHAOS SPACE MARINE CHAMPION $9.95

CHAOS SPACE MARINES (3 per pack) $15.95

CHAOS SPECIAL WEAPON SPACE MARINE $9.95

CHAOS SPACE MARINE WITH HEAVY BOLTER $9.95

KHONE BERZERKERS $14.95

Boxed set contains 5 plastic Khorne Berzerkers

PLAQUE MARINES $14.95

Boxed set contains 5 plastic Plague Marines

NEW! SPACE MARINE PREDATOR ANNIHILATOR (boxed set) $47.95

NEW! SPACE MARINE BIKE $14.95

Boxed set contains 1 Space Marine Bike

SPACE MARINE BIKE SQUADRON $54.95

Boxed set contains 3 Space Marine Bikes

NEW! SPACE MARINE PRESENTS: WARHAMMER 40,000 BATTLES $32.95

CHAOS

NEW! SPACE MARINE PRESENTS: WARHAMMER 40,000 BATTLES $32.95

CHAOS
MAIL ORDER FORM

<table>
<thead>
<tr>
<th>CODE</th>
<th>DESCRIPTION</th>
<th>PRICE</th>
<th>QTY</th>
<th>TOTAL PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>70317</td>
<td>CHAOS SPACE MARINE MOURCERER</td>
<td>$12.95</td>
<td>2</td>
<td>$25.90</td>
</tr>
</tbody>
</table>

Use this form to mail order Games Workshop products and Citadel Miniatures from this or any recent issue of White Dwarf. When you have totalled up your order, please don’t forget to add the postage and packing charge. PLEASE PRINT IN BLOCK CAPITALS AND USE A BLACK PEN.

METHODS OF PAYMENT
You can pay by cheque or money order made payable to Games Workshop Ltd. Alternatively, we take Mastercard, Visa, and Bankcard. If you wish to pay by credit card, please fill in the relevant details on the form below. If you have a credit card, you can place an immediate order by phoning our Mail Order Hotlines – but make sure you have your card with you when you phone.

DISPATCH & DELIVERY
So that you get your games and miniatures as quickly as possible we always dispatch your order via our express delivery service. All orders placed before noon are dispatched on the same day.

NAME: ........................................ ADDRESS: ........................................

COUNTRY: ........................................ Postcode: .............................. Phone: ........................................

Method of Payment: Cheque □ Money Order □ Mastercard □ Visa □ Bankcard □

Card No: ........................................ Card expiry date: .............................. Cardholder Name: ........................................

POSTAGE & PACKING
Within Australia: Add $5.00 Overseas: Add 40% of the order value. If you pay by credit card, postage & packing will be charged at cost if less than this (minimum P&P $10.00)

SUBTOTAL

POSTAGE & PACKING

GRAND TOTAL (TOTAL + P&P)

Please feel free to photocopy this form
A COMPLETE SPACE MARINE PREDATOR ANNIHILATOR CONSISTS OF:

- 2 x RHINO CHASSIS SPRUES
- 2 x RHINO TRACK SPRUES
- 1 x PLASTIC ACCESSORY SPRUE FRAME A
- 2 x LASCANNONS
- 2 x HEAVY BOLTERS
- 2 x SPONSON PLATES
- 1 x HATCH LID 1
- 1 x HATCH LID 2
- 2 x SPONSON SIDE PLATES
- 2 x SPONSON PLATES A
- 2 x SPONSON PLATES B
- 2 x SPONSON WEAPON MOUNTS
- 1 x TWIN LASCANNON
- 1 x TURRET TOP
- 1 x TURRET BASE
- 1 x TOP PLATE
- 1 x REAR TOP PLATE
- 1 x CUPOLA

A COMPLETED SPACE MARINE PREDATOR ANNIHILATOR

LASCANNON 01458/15
HEAVY BOLTER 10458/11
HATCH LID 1 04500/0
HATCH LID 2 04500/5
CUPOLA 04500/3

TOP PLATE 10458/6
SPONSON SIDE PLATE A 10458/7
SPONSON PLATE A 10458/10
SPONSON PLATE B 10458/9
SPONSON PLATE B 10458/2
SPONSON SIDE PLATE 10458/8

REAR TOP PLATE 10458/1
TWIN LASCANNON 10458/12
TURRET BASE 10458/13
TURRET TOP 10458/14

SPONSON WEAPON MOUNT 10458/7

THIS MODEL INCLUDES A DETAILED CONSTRUCTION BOOK AND FIVE CITADEL TRANSFER SHEETS TO ENABLE YOU TO COMPLETE YOUR PREDATOR IN EITHER DARK ANGELS, ULTRAMARINES, SPACE WOLVES OR BLOOD ANGELS CHAPTER COLOURS AND MARKINGS.

Designed by Norman Swales

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
A COMPLETED SPACE MARINE BIKE
CONSISTS OF:
2 x SMALL WHEEL SPRUES
1 x SPACE MARINE BIKE SPRUE
1 x SPACE MARINE BACKPACK SPRUE
1 x SHEET OF PENNANTS
4 x SHEET OF TRANSFERS

AN EXAMPLE OF A COMPLETED SPACE MARINE BIKE

SMALL WHEEL SPRUE
102791

SPACE MARINE BIKE SPRUE
(SHOWN AT 80% OF ACTUAL SIZE)
102807

Space Marine Bikes designed by Jes Goodwin

Not suitable for children under 36 months due to small parts and essential components. This kit is supplied unpainted.
The plastic parts need to be assembled using polystyrene cement. © Copyright Games Workshop Ltd 1996. All rights reserved.
ABADDON THE DESPOILER, WARMASTER OF CHAOS

<table>
<thead>
<tr>
<th>ABADDON'S HEAD</th>
<th>THE TALON OF HORUS</th>
<th>ABADDON'S LEFT TROPHY RACK</th>
<th>ABADDON'S RIGHT TROPHY RACK</th>
</tr>
</thead>
<tbody>
<tr>
<td>70303/2</td>
<td>70303/5</td>
<td>70303/4</td>
<td>70303/3</td>
</tr>
</tbody>
</table>

THE COMPLETE ABADDON THE DESPOILER, WARMASTER OF CHAOS CONSISTS OF:
1 x ABADDON'S HEAD
1 x ABADDON'S BODY
1 x ABADDON'S RIGHT TROPHY RACK
1 x ABADDON'S LEFT TROPHY RACK
1 x THE TALON OF HORUS
1 x DAEMON SWORD DRACH'NYEN

ABADDON'S BODY 70303/1
DAEMON SWORD DRACH'NYEN 70303/6

THE COMPLETED ABADDON THE DESPOILER, WARMASTER OF CHAOS

Designed by Jes Goodwin

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
A COMPLETED FABIUS BILE CONSISTS OF:
1 x FABIUS BILE BODY
1 x CHIRURGEON BACKPACK
1 x ROD OF TORMENT
1 x XYCLOS NEEDLER
1 x CHIRURGEON ARM 1
1 x CHIRURGEON ARM 2

A COMPLETED KHARN THE BETRAYER CONSISTS OF:
1 x KHARN'S BODY
1 x KHARN'S BACKPACK
1 x KHARN'S PLASMA PISTOL
1 x KHARN'S HEAD

A COMPLETED AHRIMAN CONSISTS OF:
1 x AHRIMAN'S BODY
1 x BLACK STAFF OF AHRIMAN
1 x AHRIMAN'S HEAD
1 x AHRIMAN'S BACKPACK

Designed by Jes Goodwin

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed.
Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
CHAOS SPACE MARINES

CHAOS SPACE MARINE TERMINATOR CHAMPION

A COMPLETED CHAOS TERMINATOR CHAMPION CONSISTS OF:
1 x CHAOS TERMINATOR CHAMPION BODY
1 x CHAOS TERMINATOR CHAMPION HEAD
1 x CHAMPION RIGHT TROPHY RACK
1 x CHAMPION LEFT TROPHY RACK
1 x CHAOS TERMINATOR RIGHT ARM
1 x CHAOS TERMINATOR LEFT ARM

AN EXAMPLE OF A COMPLETED CHAOS SPACE MARINE TERMINATOR CHAMPION

Designed by Jes Goodwin

WARNING. This product contains lead which may be harmful if chewed or swallowed.

Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
A completed Chaos Terminator consists of:

1 x Chaos Terminator Body
1 x Chaos Terminator Right Arm
1 x Chaos Terminator Left Arm
2 x Chaos Terminator Trophy Racks
1 x Chaos Terminator Head

An example of a completed Chaos Terminator.

---

Designed by Jes Goodwin

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
A completed Chaos Space Marine with Heavy Bolter consists of:

- 1 x Chaos Space Marine
- Heavy Bolter Body
- 1 x Heavy Bolter
- 1 x Heavy Bolter Backpack
- 1 x Heavy Bolter Arm

HEAVY BOLTER BACKPACK
70314/4

A completed Chaos Space Marine with Heavy Bolter

HEAVY BOLTER ARM
70314/3

HEAVY BOLTER
70314/2

Chaos Space Marine Heavy Bolter Body
70314/1

Chaos Space Marine
Missile Launcher Body
00465/8

A completed Chaos Space Marine with Missile Launcher consists of:

- 1 x Chaos Space Marine
- Missile Launcher Body
- 1 x Missile Launcher
- 1 x Missile Launcher Backpack
- 1 x Chaos Space Marine Arm Sprue

Missile Launcher Backpack
00465/10

Missile Launcher
00465/4

A completed Chaos Space Marine with Missile Launcher

Designed by Aly Morrison

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
Designed by Aly Morrison

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
A COMPLETE AND PAINTED LOUEN LEONCOEUR, KING OF BRETONNIA

A COMPLETED LOUEN LEONCOEUR, KING OF BRETONNIA CONSISTS OF:

1 x UPPER BODY
1 x LEGS
1 x CLOAK
1 x SHIELD
1 x HIPPOGRIFF BODY RIGHT
1 x HIPPOGRIFF BODY LEFT
1 x HIPPOGRIFF RIGHT CLAW
1 x HIPPOGRIFF TAIL
1 x LEFT WING
1 x RIGHT WING
1 x KING OF BRETONNIA BANNER SHEET

King of Bretonnia designed by Michael Perry, Hippogriff designed by Trish Morrison

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed.

Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
SLANN MAGE PRIEST

A COMPLETED SLANN MAGE PRIEST CONSISTS OF:
1 x BODY
1 x ARM
1 x THRONE BASE
1 x THRONE BACK
1 x THRONE STANDARD 1
1 x THRONE STANDARD 2
1 x PALANQUIN THRONE HORNS 1
1 x PALANQUIN THRONE HORNS 2
1 x SAURUS PALANQUIN BEARER 1
1 x SAURUS PALANQUIN BEARER 2
1 x SAURUS PALANQUIN BEARER 3
1 x SAURUS PALANQUIN BEARER 4
2 x SAURUS PALANQUIN BEARER LEFT ARMS
2 x SAURUS PALANQUIN BEARER RIGHT ARMS
1 x SAURUS PALANQUIN LEFT SUPPORT ARM
1 x SAURUS PALANQUIN RIGHT SUPPORT ARM

Designed by Alan Perry

Minatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed.
Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
Designed by Alan Perry

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed.
Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
SAURUS COMMAND GROUP

SAURUS CHAMPION 1
75001/1

SAURUS CHAMPION 2
75001/9

SAURUS STANDARD BEARER 1
75001/4

SAURUS STANDARD BEARER 2
75001/10

SAURUS DRUMMER 1
75001/12

SAURUS DRUMMER 2
75001/7

SAURUS STANDARD
75001/11

SAURUS STANDARD 2
75001/5

SAURUS CHAMPION RIGHT ARM
75001/3

SAURUS CHAMPION LEFT ARM
75001/2

SAURUS STANDARD BEARER ARM
75001/6

SAURUS DRUMMER ARM
75001/8

AN EXAMPLE OF A COMPLETED SAURUS COMMAND GROUP

A COMPLETED SAURUS DRUMMER CONSISTS OF:
1 x SAURUS DRUMMER
1 x SAURUS DRUMMER ARM

A COMPLETED SAURUS CHAMPION 1 CONSISTS OF:
1 x SAURUS CHAMPION
1 x SAURUS CHAMPION RIGHT ARM
1 x SAURUS CHAMPION LEFT ARM
1 x SAURUS SHIELD SPRUE

A COMPLETED SAURUS CHAMPION 2 CONSISTS OF:
1 x SAURUS CHAMPION
1 x SAURUS CHAMPION RIGHT ARM
1 x SAURUS SHIELD SPRUE

A COMPLETED SAURUS STANDARD BEARER CONSISTS OF:
1 x SAURUS STANDARD BEARER
1 x SAURUS STANDARD BEARER ARM
1 x SAURUS STANDARD

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
A COMPLETED SAURUS WARRIOR CONSISTS OF:
1 x SAURUS BODY
1 x SAURUS ARM
1 x SAURUS SHIELD SPRUE

A COMPLETED SAURUS WARRIOR CONSISTS OF:
1 x SAURUS BODY
1 x SAURUS ARM
1 x SAURUS SHIELD SPRUE
LIZARDMEN

SKINK COMMAND GROUP

SKINK CHAMPION WITH BOW 1
75000/6

SKINK CHAMPION WITH BOW 2
75000/7

SKINK DRUMMER 1
75000/12

SKINK DRUMMER 2
75000/13

SKINK STANDARD BEARER 1
75000/10

SKINK STANDARD BEARER 2
75000/8

STANDARD TOP 1
75000/11

STANDARD TOP 2
75000/9

A COMPLETE SKINK STANDARD BEARER CONSISTS OF:
1 x SKINK STANDARD BEARER
1 x STANDARD TOP

AN EXAMPLE OF A COMPLETED SKINK STANDARD BEARER

SKINK ARCHERS

SKINK ARCHER 1
75002/2

SKINK ARCHER 2
75002/3

SKINK ARCHER 3
75002/4

SKINK ARCHER 4
75002/5

Designed by Alan Perry

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1996. All rights reserved.
IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...