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TREADHEADS II

A DARK CONSPIRACY WORLDWIDE WARHAMMER CAMPAIGN

STRATEGY CARDS IN WARHAMMER 40,000

PLUS ALL THE LATEST NEWS, RELEASES AND MUCH, MUCH MORE...
Run away! The Gretchin artillery crew are no match for the sudden ferocity of the Jungle Fighters' attack.

Zealous gang fighters of House Cawdor mete out some rough justice to a heretic Beastmaster and his spawn.
I did have something earth-shattering and wonderful to write this month (for a change), but I’ve completely forgotten what it was.

Never mind, I’ll just have to hope it comes back to me. In the meantime, thanks to everyone who’s sent in their Top Terrain Tips to me. I’ve still got a pile to wade through yet, but I intend to include some of them in next issue once I’ve had a chance to try them all out. Sorry that I can’t reply to each one in person, it’s not that I don’t appreciate your efforts, honest. Just that we’re busy (as usual). In fact, you’ll probably notice some of our efforts dotted around this issue, most radical of which is the abandoning of the ‘Eavy Metal pages.

DON’T PANIC!

We’ve not lost the amazingly painted miniatures, nor have we decided to lock Mike away for everyone’s safety (though perhaps we should). No, what we’ve done is look again at what they’re for. Well? They’re about painting (and converting), that’s what ‘Eavy Metal is supposed to be about. It’s about helping you lot to paint and model better, and one of the things that I learned from talking to hundreds of you at Games Day, is that it wasn’t doing its job properly. Nearly everyone wanted more on how to paint and how to convert. Obviously we were going wrong somewhere. Well, over the coming months we’ll be taking the ‘Eavy Metal team into a dark room and beating their secrets out of them. In the nicest possible way, of course.

Back to my earlier ramble on Top Terrain Tips. I’ve had a lot already, but I’m greedy. If there are any more of you with cunning tricks of the trade then it’s not too late. In fact, it’s never too late to share a good idea with us, and thereby the rest of the gamers out there. You know you want to.

Go on, make my day.

Please send your brilliant ideas to: “Top Terrain Tips”, White Dwarf, 16 Castle Boulevard, Nottingham NG7 1FL. Fame and glory is that easy.
JAKE’S CHOICE

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Make history with Karioth Valois.

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Big, bad and dangerous to know.

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More nasties to lurk in the darkness.

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Loadsa good ideas crammed into a tiny space.

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Rick lets us in on the next 4-year plan for Warhammer. Will it be a rush of new armies or a sackload of campaigns? Well they’re possibilities, but what Rick really wants is more tractors!

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**IN BRIGHT ARMOUR ARRAYED**  
*Tuomas Pirinen*

Their ability to conduct warfare through impeccable manners and being polite to ladies have made Bretonnian Knights the scourge of the Warhammer world's carnage strewn battlefields. Let Tuomas advise you on how to get the best from these chivalrous psychopaths.

**THE FOULEST MUTATIONS**  
*Jake Thornton*

And the best infiltrators prize goes to... Veteran Chaos Space Marines in Warhammer 40,000. Well, maybe it doesn’t, but they come pretty close. They're also interesting little modelling projects in their own right.

**SPAWN OF THE OLD ONES**  
*Mark Brendan & Andy Jones*

To run alongside this issue’s Dark Conspiracy, we proudly present rules for fighting the Lizardmen in your games of Warhammer Quest. This article, the first installment of a two part series, details everything you need to know about adventuring amidst the strange temple cities of Lustria and the humid Southlands.

**I HAVE A BRILLIANT STRATEGY...**  
*Gavin Thorpe*

New strategy cards to really upset your opponents with in your Warhammer 40,000 battles.

**FRONTLINE NEWS**  
*The Newsdesk Team*

Scoops, rumours and downright fibs from those jolly chaps in a store near you.

**THE SECRET DIARY OF STEVE ANASTASOFF**  
*Steve Anastasoff*

As the day of the staff Warhammer tournament rapidly approached, young Steve consigned his hopes and fears to paper, with the results you see here.

**YE OLDE INDEX**

Ever sat down to prepare for a game, or do some painting and modelling and thought to yourself, “I’ve got just the issue of White Dwarf to help me with this. Now, which one is it?”. This quick reference guide should do the trick.

**THE LURKING HORROR**  
*Mark Brendan & Ian Pickstock*

This month we have a Warhammer 40,000 battle between the monstrous Tyranids and the upright and noble Space Wolves. A crack force of Space Wolves Space Marines have been expedited from Fenris, led by none other than Ragnar Blackmane himself. But what is contained in the box they have been sent to retrieve from a lonely, Tyranid infested planet?
Q1: True or False? Squads of Aspect Warriors may ride on Vyper Jetbikes.
A1: ........................................

Q2: What is the human translation of the Eldar weapon Sierbahrf?
A2: ........................................

Q3: Which Aspect path is named after the tiny creatures who protect the Infinity Circuit from psychic invasion?
A3: ........................................

We would like to send you all the latest news of our great Mail Order deals. If, however, you'd rather we didn't, please tick the box.

COMPETITION TIME!
Vypers combine high speed manoeuvrability with the option to fit far deadlier armaments than the standard jetbike. This enables the Vyper to provide more effective support to the Eldar army through an increased capacity for threat removal.

We have ten of these splendid new models to give away, so get writing if your craftworld needs their services!

HOW TO ENTER
Fill in and carefully cut out (or photocopy) the form on the left, pop it in an envelope and send it to the competition address. The closing date for this competition is 17/01/97. We regret that entries received after this date cannot be considered.

COMPETITION WINNERS
In November's issue of White Dwarf we ran a competition to win copies of this month's big release, the Grudge of Drong campaign pack. These are the lucky winners of that contest:

Trevor Lynn, Horsham
Michael Clinch, Luton
Karl Borrett, Leicester
James Dalton, North Ferriby
Audrey Knowles, Doncaster
Ben Hughes, Abergale
Charley Coleman, Middlesex
Shaun Hughes, Morecambe
Mark Thomas, Truro
Alan Pickstock, Ellesmere Port
Charles Martinez, Gibraltar

Good luck thrashing your mates!

1997 ANNUAL
The Annual is the definitive buyer's guide to Citadel miniatures, a definitive guide to what is available from our Games Workshop stores. The Annual also contains codes alongside each model and component, so that if you have something specific in mind, you can order the pieces you need separately from our Mail Order department. Note, however, that these codes only apply to Mail Order sales and you cannot purchase separate components through our stores.

Whether you are building an army or planning a conversion, the Annual will provide you with all the information you need to select the exact pieces you require for your task.

The Annual is priced at only £6 and should be available from Mail Order or your local store by the time you read this.

MONSTERS!
"Aargh! It's horrible. Look at the size of the blighter!". Yes, now you can put the wind up enemy generals like nobody's business with the new Mail Order catalogue. Not only that, but there is also a horde of other creatures, such as Warhounds, Scorpions, Manticores, Unicorns as well as a host of different mounts and riders.

Warhammer Monsters is only available from Mail Order and costs a mere £1 (plus 50p postage and packing).
THE VANGUARD OF ABOMINATION

Creeping furiously ahead of any invading Chaos force is a silent wave of seasoned Veterans. These highly experienced foot troops of disorder have killed in the name of their unholy deities for decades, and in some cases centuries, their lifespans unnaturally extended by their vile gods in recognition of the innocent souls they have harvested.

Chaos Space Marine Veterans benefit from the Infiltration and Dispersed Formation rules, allowing them to deploy hidden in favourable positions on the battlefield. From the cover of their hiding places they can then take aim with their ranged weapons to level their foes with a devastating hail of firepower. Or perhaps leap forward to clash in hand-to-hand combat, cutting down their foes with impunity.

Infiltration

And you will know Tzeentch. Do this and you will know his ways, the ways of Chaos, or be consumed in the attempt. Crikey!

Yes, this month sees the release of another of the dreaded Chaos Space Marine Sorcerers. These enigmatic deviants should provide powerful psychic support for any self-respecting Chaos Commander's army.

Mark

THE POWER OF PANDEMION

"Njwarr Thak Lzimbar! Tzeentch."

Cast your weak, mortal gaze within the shifting depths of the eye of the warp, and there you will come face-to-face with the morbid energy drawn upon by the sinister Chaos Sorcerer of Tzeentch. Do this and you will know his ways, the ways of Chaos, or be consumed in the attempt. Crikey!

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Mark

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THIS MONTH'S RELEASES

**Grudge of Drong** .......................................................... $39.95
(Boxed Campaign pack including 3 buildings)

**Bretonnian Grail Knights** ............................................. $39.95
(Boxed set of three cavalry miniatures)

**Bretonnian Knight of the Realm Standard Bearer** ............... $9.95
(One cavalry miniature per blister)

**Bretonnian Knight of the Realm Champion** ....................... $9.95
(One cavalry miniature per blister)

**Bretonnian Knight of the Realm Trumpeter** ..................... $9.95
(One cavalry miniature per blister)

**Drong the Dwarf Lord** .................................................. $9.95
(One miniature per blister)

**Dwarf Queen Helgar** ................................................... $9.95
(One miniature per blister)

**Dwarf Cannon** ........................................................... $21.95
(Cannon and three crew per blister)

**Tethan the High Elf Mage** ............................................ $9.95
(One miniature per blister)

**Eldroth High Elf General** ............................................ $12.95
(One mounted miniature per blister)

**Dwarf Hammerers** ...................................................... $15.95
(Four miniatures per blister)

**Dwarf Hammers Command** .......................................... $15.95
(Three miniatures per blister)

**Grung the Dwarf Runesmith** ....................................... $9.95
(One miniature per blister)

**Dwarf Miner Champion** ............................................... $9.95
(One miniature per blister)

**Lizardmen Skinks with javelins** .................................. $15.95
(Five miniatures per blister)

**Lizardmen Skink Javelin Command** ................................. $15.95
(Four miniatures per blister)

**Fendar High Elf Hero** .................................................. $12.95
(One cavalry miniature per blister)

**OFF TO CAMPAIGN**

This month sees the release of the excellent "Grudge of Drong" campaign set, in which the venerable Drong's clan come to unhappy blows with the High Elf allies of the dastardly Dwarf Queen Helgar.

To compliment this monster release, just take a butcher's hook at that lot on your left. A veritable bucketload of Dwarfs and Elves.

**Mark**

**WARHAMMER BOUND FOR LUSTRIA**

But wait, there is more! Dwarfs, Bretonnians and High Elves are not the only ones to receive reinforcements. The Lizardmen of Lustria are strengthened as well. Skinks armed with javelins are the result of the latest spawning under an auspice of great marksmanship.

The Lizardmen are featured strongly in this issue. There is Jervis' Dark Conspiracy campaign, the biggest Warhammer event of its kind. Ever! Which you can read more about later this issue. On top of all that, Mark Brendan has written rules for using Lizardmen in your games of Warhammer Quest.

**Tuomas**

**WARHAMMER PRIZE DRAW WINNERS!**

It gives us great pleasure to announce the lucky winners of a three thousand point army of their choice. Congratulations lads! We will be getting in contact with you soon to give you details on how to claim your prize.

Meanwhile, the winners are:

- Peter Harrison, Slindford
- Christopher Morrison, Templecombe
- John Cornell, Harrogate

For those of you who don't know what this is all about, take a look inside your new Warhammer boxed set. It should contain a postcard like the one on the left.

Every month, these cards are entered into a prize draw for a three thousand point army of the winner's choice. The lucky winners above are the ones from October, November and December.

So what are you waiting for? Fill in your card now, drop it in the postbox and watch this space!

**CUSTOMER SERVICES MANAGER**

We're looking for a special individual to run our customer services department. Our ideal applicant would have an extensive knowledge of our games and miniatures, as well as a passion for perfection and the ability to get things done! You'll also need the ability to manage a small, dedicated team and excellent communications skills because you'll be focussing on the customer in everything you do.

Interested? Please apply with a full CV to:

Janet Kilbourne, Human Resources Administrator, Games Workshop Ltd, Chewton Street, Eastwood, Nottingham NG16 3HY
IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...
The release of the first in a series of Warhammer Campaign supplements marks the start of new and, I anticipate, exciting developments for Warhammer. Over the past four years (has it really been so long...?) Jervis Johnson, Andy Chambers, Nigel Stillman, and myself have been toiling away producing the Warhammer army books. The gallant Citadel designers have made new ranges of models to go with them. Our slavering artists have laboured over a whole body of paintings and drawings. As a result we now have a series of army books and accompanying models for every major race in the Warhammer World. Phew!

HAPPY TO OBLIGE

Of course, we might find room for one or two new races in the years to come, and I’d be lying if I said that the Warhammer World had exhausted its potential to yield new armies. The mighty Stillman is already planning a new Mercenaries book for starters. This promises to allow such strangeness as Arabian corsairs, Cathayans, Norscans, Ogres, Giants and quite a lot else besides. Mind you, we’re always susceptible to public demand, and if enough gamers want to see the return of old favourites, for example the Crazed Caledonians, Pygmies, and Fishmen, I for one would be only too happy to oblige (veteran players may also recall the Fat Lady Fighters, Dwarf with Inferiority Complex, and Undead Samurai, proving once and for all that things best forgotten are often the hardest to forget).

The Grudge of Drong describes four battles between the Dwarfs and High Elves during the years leading up to the notorious War of the Beard. The story hinges upon a bitter feud between two rival Dwarf lords, Bronn and Thrund. In ages past, Bronn defeated his rival to become Lord of Krag Bryn and master of the surrounding mines, but Thrund’s descendants never forgot their own claim and built a fortress overlooking Bronn’s territory. Here they spent their time plotting raids and brooding upon their defeat. At the time of our story the Bronnlings, as the tribe of Bronn call themselves, are having a tough time of it. Bronn is long dead and his people are much reduced in number. Worse, his sole living heir is a woman...the flaxen-haired, hard-drinking Queen Helgar. Worse still, Helgar has welcomed ambassadors from the High Elves, encouraged them to settle nearby, and now has a force of Elves on hand to protect her from her own people! From their fortress in the mountains the descendants of Thrund plot to oust the Queen and drive the Elves back into the sea. Drong the Hard, Lord of the Thrundlings, looks forward to the day when his people march into Karak Bryn and restore its riches to the rightful heir of Thrund.
MORE BEER AND CURRY!

So what are our valiant games designers, modellers and artists doing next for Warhammer? Well, the truth is we’ve already completed quite a lot of new stuff, and there’s even more wedged in the proverbial pipeline. Most of the work is being directed towards the Campaigns project – a major new series of supplements for Warhammer players. The cunning plan is that, starting in 1996, we’ll be releasing a new Campaign pack every few months. Exactly how often depends on how successful we are, how much galvanising beer we drink, how many inspiring curries we manage to gobble, and so on. With any luck, and no small expenditure at the Bombay Curry Palace, we should manage between four and six during the year. Then we’ll do some more!

GIVE US BUILDINGS OR ELSE...

The Campaign supplements combine model scenery with a number of linked scenarios. The scenery is an important part of each supplement as every campaign will feature model buildings, bridges, or other features for the battles described. For several years now we have endured a constant bombardment of letters, phone calls, and the entreaties of Games Workshop store staff, all demanding more card buildings. “Give us more card buildings now”, they say, or words to that effect. Not always kind words either, mark you. Well, take note when I say that the Campaign supplements are building packs, and many people will undoubtedly want them simply to acquire more model buildings for their collections. Because of this the card models in each supplement are designed with the principle antagonist in mind. The Grudge of Drong, the first campaign, is about Dwarfs and the buildings are good, honest, solid. Dwarf buildings that any Dwarf player will be proud to have in his scenic repertoire. Last you ages they will. Not like those shoddy man-made jobs I can tell you.

BATTLES... BATTLES... BATTLES

Each Campaign supplement includes a shortish book which describes a series of conflicts between two different forces, Dwarfs versus High Elves, Orcs versus Empire, Undead against Bretonnians, and so on. All the campaigns we’ve tried out to date have revolved around four battles, although future versions might have more or less – we’ll just have to see. Each game is a

CARD BUILDINGS

The buildings in the Grudge of Drong provide a Dwarf player with a Drinking Hall, Brewhouse, and Ale Store – all essential to any Dwarf Lord. The models can be used in any game of Warhammer and don’t just many players will want to obtain the Grudge of Drong simply because it contains some of the nicest buildings ever constructed by master architect Richard Wright. The buildings play a vital role in the Brewery Bash campaign in which Drong sends a war party to rescue Largs his Brew Master from imprisonment within Queen Helga’s brewery. Drong’s men, led by the desperately thirsty Skag the Stealthy, attempt to steal away the Brew Master from the High Elf guards placed there by the Queen. Personally I feel rather sorry for anyone, be it man or Elf, who gets between a Dwarf and his ale. The scene is set for a desperate battle.
specific scenario which includes set up rules and so forth together with any special rules that apply. For example, in the The Battle of Grudge Pass, the first battle of the Grudge of Drong, the Dwarf player takes command of a drunken rabble whose natural tendency to stagger about and fall over is equalled only by their alcohol fuelled bravado. All the battles are interesting in some respect or other, and generally involve unusual situations providing for games which are as challenging as they are entertaining.

AN INDUSTRIOUS BREED

The Citadel designers are an industrious breed which is just as well because we’re planning on releasing lots of new Warhammer models in the coming months. Whilst the writers work away at a new Campaign the model makers will produce new models to go with the appropriate armies. So, whilst Nigel Stillman wrote the Grudge of Drong, Colin Dixon designed some new Dwarfs and Colin Dixon has been busily grafting away at new Dwarf models to accompany the Grudge of Drong. As you might recall, the Unkempt One made the special White Dwarf 200 celebratory model. Now he has sculpted Queen Helgar Longplaits and some especially splendid new Hammerers, including a brand new command group, for the Grudge of Drong. He is also responsible for Drong the Hard, the lord of Thrundling and the arch-enemy of Helgar (and her husband as well! – Ed), and the Runesmith Grung the Grudge-Bringer, Krudd Mad Mattock and more besides! There are even rumours that Colin has made some models of drunken Dwarf Miners, but surely this can’t be true...

Colin Dixon

Grung the Grudge-Bringer
Queen Helgar
Drong the Hard
Krudd Mad Mattock

TIDINGS OF THE WHITE TOWER

The Mighty Teclis, Lord of the White Tower, Commander of the Swordmasters of Hoeth, most accomplished sorcerer in this age of the world, breathed a slow sigh of relief.

"At long last...", he said as he surveyed the horizon from the topmost pinnacle of the White Tower. There in the distance, obscured by a haze of magic that shifted like rippling water, a host moved resolutely forward. Teclis turned to his brother beside him and could not help a weary smile.

"No longer will I be pressed into service as a mere mage with a single spell. No longer will I be forced to endure the indignity of serving in the armies of Ulthuan under an assumed identity, bereft of all my magic items and subordinated to the command of some incompetent lordling. At last they have come..."

"You mean," gasped Tyrion as he peered into the distance, his eyes less sensitive to the magical field than his brothers, yet his heart too full of the same hope, for had he not also suffered the indignities of expediency. His horse, to which he seemed peculiarly attached, snorted expectantly and its white horse-breath plumed in the cool air.

"Yes brother, it is everything we ever dreamed of... reinforcements," cried Teclis, and it was true, for out of the mists of sorcery there strode mages and commanders aplenty, and behind them a great army of Sea Guard, Reavers bearing bows, Silver Helms riding mailed horses and more besides.

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Colin Dixon
Gary Morley created some new High Elves. These new models are not necessarily just for the Grudge of Drong—they are types which are either missing altogether from the existing ranges, or which replace older designs with newer and better examples. This means that obvious gaps in the model ranges, such as High Elf Sea Guard, will be filled as the opportunity permits. It won't be possible to fill every gap at once, but as each new campaign comes along the associated ranges will be expanded and improved that bit more.

The Campaign packs also introduce more characters. Although it is possible to use an existing model to represent a character for purposes of a game, many players will welcome the opportunity to add a few new models to their armies. I have already snaffled a pre-production casting of the Elf Mage from the Grudge of Drong to add to my own High Elf army (perk of the job mate). Special characters invented for the campaigns can be used in your armies with the general agreement of the players in the same way as other special characters. Alternatively, a special character model can equally well be fielded as an ordinary character. Many of the characters have been invented specifically to fill gaps in this way. Gary's High Elf Mage on foot will doubtless appear in many High Elf armies as an alternative to the mighty Teclis of Ulthuan.

**ARMY BOOKS... TELL US THE TRUTH!**

What of the existing army books? Players are forever asking if we're going to produce new editions of existing army books. The same players then usually go on to describe all the new rules which would make their army much better, as well as a whole bucketful of new special characters of world-shattering potency! The new Warhammer is designed to work with all the existing army books so there is no obvious need to replace the current books with new ones. I'd also say that it doesn't make sense to produce a new version of an existing book unless there is something well worth changing. After all, who wants to spend the price of a new book just for a new cover and a few minor...
Clarifications and amendments to points values? (In fact where points values are just plain wrong or contradictory, and obviously so, we usually put them right when we reprint a book anyway.)

Of course, we can produce new editions of Army Books if it's worthwhile doing so. The only one I've already got firmly in my sights is the High Elf book, one of the oldest and also the only book that doesn't include its own Bestiary section. A new version would undoubtedly be welcomed by High Elf players (myself amongst them since I came over all Elfy at the beginning of the year). If the odd new rule sneaks in then that's only fair, after all they are rather poorly served compared to the Dark Elves. If a few more special characters worm their way in then that too is only right, as there are so few compared to all the other books. Players of other armies might say that if the High Elf book would benefit from a revision couldn't a similar case be made for all the others?

Eventually, in the fullness of the years, I don't doubt that each book will...
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will be updated in its turn, but the
most obvious candidate for revision
is the High Elf book so that’s the one
we’ll do first. Don’t ask when. The
beer and curry factor is
predictable, rather uncomfortably
like the Winds of Chaos.

IS THERE ANY MORE...
The new Campaign series, card
buildings, new additions to
the model ranges, revisions to the model
ranges, the odd new army book, and
the occasional revised army book
should keep us fairly busy for a
while. Of course there are the
Warhammer Tournaments too, which
Jervis Johnson is organising in his
usual competent and thoroughly
manful manner. Then there is the
constant and much appreciated
support of White Dwarf - what
splendid chaps they are and not in
the least bit strange or unglued
despite what you might have heard to
the contrary. In the White Dwarf
bunker, plans are afoot to feature a
monthly players campaign feature
which provides regular events for
gamers taking part in multi-player
campaigns as described in
Warhammer Battle Book.

Gary Morley has produced new High Elf models for the Grudge of Drong and has more
in preparation for a further supplement. Gary has recently gone all Elfy (a bit like Rick)
and made loads of Wood Elves as well as many new High Elf characters, new troop
types, and replacements for some of the older models.

These excellent new miniatures have really inspired our 'Eavy Metal team, as you can
see from the photos below. Notice especially the incredible attention to detail on
Fendar, the High Elf Hero. We all think that Ruth who painted him has done an
excellent job!

**WARHAMMER CAMPAIGN**
The Grudge of Drong includes four battles: The Battle of Grudge Pass, The
Ambush on the Dwarf Road, The Brewery Bash, and the decisive Battle of
Krag Bryn. Each battle features Dwarfs on one side and High Elves on the
other. Every battle is described in the accompanying rulebook, and each player
has a unique 'battle scroll' for each battle. The battle scroll explains what troops
the player can choose and what special characters he has, what his objectives
and victory conditions are, and also includes any special rules that apply to his
army. Two battles are 1500 points per side, one is 1000 points, and the final
battle is about 3000, although the
exact amount varies
depending on how players do
in the earlier games. The
battle scrolls for each battle
include army lists from which
the players choose their
forces - these are slightly
different from the normal
army lists in that they have
different restriction or offer
more choice than usual,
depending on what is
appropriate for the particular
scenario. A player with a
reasonable sized force
should have no difficulty
assembling the armies
required because players
can still choose what troops
and characters they will
field for each game.
Appearing from mysterious locations across Bretonnia come the Lizardmen, in search of artifacts of great power. Can the brave Bretonnian Knights defend their homeland or will they be swept aside by marauding Lizardmen?

**BATTLES**
- The Lizard has Landed
- The Village Fate
- Warn the King
- Battle of Morceaux Plain
- THE LAST STAND

All Battles held between Monday 13th and Sunday 19th of January

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**RETAIL CAMPAIGN**

As part of our 'DARK CONSPIRACY' global event, every Australian Games Workshop store will be running our special week long Darkness Over Bordelaux Campaign.

Check your nearest store for details and battle dates.
ONCE UPON A HIVE

BY “PAPA” STEVE ANASTASOFF

THE WAY IT WAS

Of all the scum-suckin’, sumplickin’, gunkstinkin’, soul drinkin’ mudes the I’ve had the misfortune to share this hole they call the Underhive with, there’s one that still leaves me shakin’ to this day. Karloth Valois, the Zombie Master. A name that’ll send a chill through the most heartless bounty hunter, that’ll cause even the toughest pit fighter to quake, a name that even the Spyrers fear (or so I’ve heard). Ah yes, I remember him well. And I remember the day the Redemption finally caught up with him, deep down amongst the darkness of the badzones...

Since the release of Necromunda, just over a year ago now, we’ve printed a number of Necromunda scenarios in White Dwarf. However, these scenarios tend to be a little bit different from the type of scenario we write for Warhammer or Warhammer 40,000. Necromunda scenarios are usually written to be incorporated into a campaign. They describe the general sort of situations in which combat is likely to occur, into which you then slot your own gangs. Even Arbitrator scenarios are usually designed with this in mind. If you look at Gav Thorpe and James Ball’s Heist scenario from issue 198, you’ll see what I mean. In contrast, the scenarios that we write for other game systems are a bit more autonomous. Rather than describing a general situation, in the way that a Necromunda scenario does, they tend to be recreations of particular events, presented for you to re-enact using whatever similar troops you have at your disposal. You might recall back in issue 195 that we printed an article about writing just this sort of scenario, using real life history as an inspiration. Jervis Johnson’s Assault on Black Skull Mountain, from issue 200, is also a good example of what I mean.

But none of this means to say that either type of scenario can’t be used with any other games system. The dark history of Necromunda can be a source of inspiration for all sorts of scenario ideas. It was while reading the background to Karloth Valois in the Outlanders book that it suddenly struck me what a great game you could make out of Karloth’s battle with the Redemption. Of course, to fight this battle would mean breaking the mould a little bit, and playing Necromunda in a slightly different way. Rather than using your own gangs, and fighting as part of a campaign, the game would have to be played using pre-set gangs, to reflect the actual gangs that took part. The scenario would have to be made more like the second sort of scenario discussed above. The outcome of the battle would have no effect in terms of campaign development, gang member skills, income, or anything like that. Rather it would be a game played for its own sake, to see what would have happened had you been there commanding the foul Scavvies or the Redemptionists in the battle on the edge of the Abyss.

THE PROTAGONISTS

The first stage in coming up with the scenario would be to work out the gangs taking part. The Outlanders rulebook covers the events in fairly general terms, but most of the details would still need to be decided.Obviously, one side would consist of Redemptionists, while the other side would consist of Karloth Valois and his Scavvy and Plague Zombie allies. I wanted to keep the gangs small, for several reasons. Firstly, it’s very difficult to keep track of a gang that you haven’t had chance to “grow up with”. A lot of the gang members on both sides would have skills and special equipment, and I was worried that if the gangs were too big the players would simply not be able to keep track of who had what. Secondly, the entire battle would have been a very large affair.
possibility with hundreds of Redemptionists on one side, battling their way through a similar number of Zombies. This would obviously be impractical to play out, so I decided instead to just go for the final climactic moments, leading up to Karloth plunging over the edge of the Abyss. By having fewer extra bodies around, I hoped to focus more attention on the important characters and events. I could just see the Redemptor Priest fighting his way through foetid ranks of Zombies to reach his quarry, the two of them then battling it out, poised on the very brink of the Abyss.

Having prepared the two gang rosters, it was time to come up with the scenario itself. There were several elements that I thought the scenario should include, to keep it coherent with the background. The battle took place amongst the spider-haunted depths of the the Underhive, and I wanted to reflect this sort of a feel. Also, the Abyss would have to be represented somehow, and be able to have a significant impact on the result of the game.

THE SCENARIO

Terrain
The scenario takes place in the very deepest sections of the Underhive, and you should try and set up terrain to reflect this. Ruined buildings, gunk pools, and streams of sludge flowing down from uphive would all be appropriate here. Declare one edge of your gaming area to be the edge of the Abyss. This is the point to which Karloth has been pursued, and where he has no option but to turn and fight. Anyone moving off this table edge for any reason will fall to their death. Note that normal rules for being knocked off a high level apply, so any gang member who is within 1" of the Abyss when he is hit risks being shot off the edge.

Gangs
Each of the players takes one of the two gangs shown on the gang rosters accompanying this article. If you cannot decide, then dice to see who plays which gang, or play the scenario through twice, swapping gangs for the second game.

Starting the Game
The Karloth player places his entire gang first. They must all be deployed within 12" of the Abyss, and no closer than 12" to any other table edge. Additionally, no gang member may be further than 4" from another member of the gang.

The Redemptionists may then deploy anywhere on the table, but no closer than 12" to any member of Karloth’s gang. The Redemptionists always take the first turn.

Playing the Game
Neither side need take any bottle tests in this scenario. Both are too desperate and committed to have any chance of running away. It is a fight to the death. The Redemptionists win by killing Karloth Valois. Karloth wins if he can kill off all the Redemptionists. Additionally, if Karloth is the last remaining member of his gang, and he is within 1" of the Abyss, he may voluntarily throw himself over the edge. Should he manage to do this, the game is declared a draw.

Spider-haunted Depths
The depths of the Underhive are haunted by Giant Spiders. Roll a dice at the start of each player’s turn. On a roll of a 5 or 6, take 1D3 Giant Wolf Spiders and place them on a random table edge. They will move at maximum speed (charging if possible) towards the nearest gang member. They are always moved at the end of the Karloth Valois player’s turn though they are not under his control and will attack anyone they can.

Underhive Gloom
The only light in the darkness of the Underhive is the flaming weapons of the Redemption. Because of the darkness, all visibility is limited to 8". No weapons fire, psychic powers, or anything else may take place at a longer range. If any gang members catch fire (as a result of a flamer hit) then they will stand out as a flaming beacon in the gloom. The burning ganger, along with anyone else within 3", may be seen and targeted normally.

TAKING IT FURTHER

There are all sorts of ways that you can adapt the basic scenario as it stands. The most obvious thing to do is to substitute your own gang for one of the two original gangs taking part. You can see how well your gang leader would have fared, had it been him being pursued into the depths of the
Underhive by the Redemption. Or you can find out if your gang would be as capable as the Redemptionists in hunting down the Zombie Master.

Alternatively, rather than completely replacing the gangs, you can just modify them to suit the models you have available. As long as you keep the gang ratings to approximately the same levels as they are here, the game should remain fairly balanced. You can also try other variants. Have a look through the treacherous conditions tables in the Outlanders rulebook. You can select some other conditions to replace the Underhive gloom and spider-haunted depths rules, to see what would have happened if the Redemption had caught up with Karloth in some other part of the Hive. And remember that this scenario is only supposed to represent a small part of the complete battle. You could have Redemptionist reinforcements coming in during later turns, or have more Plague Zombies appearing to help out Karloth (look back at my Tales from the Underhive article in issue 200 for some ideas for this).

And of course, it doesn’t need to end there. No one knows what happened to Karloth after he threw himself into the Abyss, except that his body was never found. Perhaps you could come up with a scenario where Karloth, along with perhaps a handful of Plague Zombies, survives and has to fight his way back up from the Abyss. Who knows what horrors he would have to battle against to return. All sorts of Hive Vermin no doubt, but perhaps there are even worse things that inhabit the nightmare depths below the Hive. Let your imagination go wild. It Came From the Sump, in issue 201, gives a few ideas you could use for creating these kinds of monstrosities.

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### HOUSE: REDemption

**GANG RATING:** 1569  
**GANG NAME:** THE BROTHERS OF MERCY

<table>
<thead>
<tr>
<th>NAME</th>
<th>CHARACTERISTICS</th>
<th>EQUIPMENT, SKILLS &amp; INJURIES</th>
<th>COST</th>
<th>EXP.</th>
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<tbody>
<tr>
<td>OBADIAH</td>
<td>M 4 W 6 S 5 B 8 T 4 J 1 A 1</td>
<td>FLAME, SHOT, FLAME, BLOW, IRON JAW, CRUSHING BLOW, IRON WILL</td>
<td>210</td>
<td>206</td>
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<tr>
<td>METHUSELAH</td>
<td>M 4 W 6 S 5 B 8 T 4 J 1 A 1</td>
<td>FLAME, BLOW, IMITATE, KILLER, REPUTATION</td>
<td>110</td>
<td>146</td>
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<tr>
<td>ONO</td>
<td>M 4 W 6 S 5 B 8 T 4 J 1 A 1</td>
<td>EVOCATOR, EXTERMINATOR, GEMMA, MASTER, WORKS OF STAR</td>
<td>105</td>
<td>85</td>
</tr>
<tr>
<td>NEBO</td>
<td>M 4 W 6 S 5 B 8 T 4 J 1 A 1</td>
<td>MARKS, MACE</td>
<td>70</td>
<td>45</td>
</tr>
<tr>
<td>ZABBAI</td>
<td>M 4 W 6 S 5 B 8 T 4 J 1 A 1</td>
<td>AUTOBAI, EXTERMINATOR, IMPETUOUS, CRACK SHOT</td>
<td>85</td>
<td>82</td>
</tr>
<tr>
<td>TOBIAH</td>
<td>M 4 W 6 S 5 B 8 T 4 J 1 A 1</td>
<td>AUTOBAI, EXTERMINATOR, FOAM GRANDMAINS</td>
<td>115</td>
<td>81</td>
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<tr>
<td>AMOS</td>
<td>M 4 W 6 S 5 B 8 T 4 J 1 A 1</td>
<td>Z APEPRIZE, GEMMA, TRIPLE BITE</td>
<td>80</td>
<td>80</td>
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<tr>
<td>SHIABAH</td>
<td>M 4 W 6 S 5 B 8 T 4 J 1 A 1</td>
<td>SHUTTER, WITH, SCATTER, HOT SHOT, EXTERMINATOR, FOAM GRANDMAINS</td>
<td>35</td>
<td>43</td>
</tr>
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</table>

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

---

*The kind and helpful Brothers of Mercy.*

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Tales from the Underhive
HISTORICAL EVENTS

Of course, once you start playing this sort of scenario, there’s no reason why you should just limit yourself to this one battle. There is a whole wealth of background to draw on to give you ideas for other scenarios. How about the great slave revolt led by Bull Gorg? You could get all the Pit Slave figures you can lay your hands on for one side, and anyone else who wants to have a go on the other side. You could do a conversion for Bull Gorg himself, perhaps using Paul Muller’s entry for last year’s Open Competition as a source of ideas (see Mike’s Masterclass in issue 195). Or you could have a shoot-out between “Mad” Donna and the Bounty Hunters who chased her across the Hive. Or Brakar taking his revenge on the Van Saars who butchered his Ratskin tribe. The list just keeps on going, and this is only the background that already exists. There is no reason why you shouldn’t have a go at making up your own historical background to base scenarios on. So give it a try, and if you come up with any interesting ideas, then drop us a line. You never know, they might even become a part of the legends and lore of the Underhive!

<table>
<thead>
<tr>
<th>NAME</th>
<th>CHARACTERISTICS</th>
<th>EQUIPMENT, SKILLS &amp; INJURIES</th>
<th>COST</th>
<th>EXP.</th>
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<tr>
<td>KARLOTH VALOIS</td>
<td>M W5 S3 B4 S4</td>
<td>SEE OUTLINERS RULEBOOK FOR WEAPONS, EQUIPMENT AND SPECIAL RULES</td>
<td>250</td>
<td></td>
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<tr>
<td>ZOMBIE MASTER</td>
<td>W5 S3 B4 S4</td>
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<tr>
<td>KING FULIOUS PUCE</td>
<td>M W5 B6 S3 T4</td>
<td>SPREAD OVAL PROJECTS</td>
<td>143</td>
<td>202</td>
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<tr>
<td>SCAVY S20</td>
<td>W5 S3 B4 T4</td>
<td>BODY SLAM</td>
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<td>YEO SCAVY</td>
<td>M W5 B6 S3 T4</td>
<td>AUTOMATIC GUN</td>
<td>181</td>
<td>120</td>
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<td>DOOGALIN SCAVY</td>
<td>M W5 B6 S3 T4</td>
<td>AUTOMATIC GUN / SPREAD IMMUTATION</td>
<td>32</td>
<td>34</td>
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<tr>
<td>FUGDLOTT SCAVY SAVANT</td>
<td>M W5 B6 S3 T4</td>
<td>AUTOMATIC GUN / SPREAD IMMUTATION</td>
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<td>44</td>
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<td>NURPLEBLES SCAVY</td>
<td>M W5 B6 S3 T4</td>
<td>AUTOMATIC GUN</td>
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<td>29</td>
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<tr>
<td>SPITEOUS SCAVY</td>
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<td>AUTOMATIC GUN</td>
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<td>22</td>
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<td>SLAABERBLUT SCAVY</td>
<td>M W5 B6 S3 T4</td>
<td>SENSE PRESENCE MINOR POWER</td>
<td>41</td>
<td>38</td>
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<tr>
<td>NURPLENONG SCAVY</td>
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<td>AUTOMATIC GUN</td>
<td>37</td>
<td>14</td>
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<tr>
<td>KRAMMUS GRINE</td>
<td>M W5 B6 S3 T4</td>
<td>AUTOMATIC GUN / RIFLE</td>
<td>125</td>
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<tr>
<td>SLAVY REATTACKMASTER</td>
<td>M W6 S3 T4</td>
<td>SHAFT BATTLE, SENSE PRESENCE MINOR POWER</td>
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<td></td>
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<tr>
<td>THE NAMELESS</td>
<td>M W6 S3 T4</td>
<td>SEE OUTLINERS RULEBOOK FOR SPECIAL RULES</td>
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<tr>
<td>306 PLASUE ZOMBIES</td>
<td>M W6 S3 T4</td>
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</table>

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

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The 1996 Slayer Sword winner was Neil Thomason with his Space Wolves Wolf Priest.

At first glance, it would appear that this is just a stock Space Wolves miniature that Neil has painted unbelievably well. It's actually more complicated than that, but only when you start to look more closely do the wealth of tiny modelling details start to appear. For example, the purity seals and charms on the banner and model are all scratch-built. But it doesn't end there, in fact, the whole model is a complex, but beautifully subtle conversion. There are parts from at least five different miniatures here!

As we've pointed out below, Neil is a recognised master in the single miniature field and this year he pulled out all the stops and walked away victorious.

Well done Neil.
We say this every year, but it's always true! The standard of Golden Demon entries for the 1996 competition was higher than ever and judging them all was incredibly difficult. Mike McVey managed to narrow the entries down to these few winners, but remember, if you didn't win this time try again next year. Good Luck!

The only model we've not shown is Dave Andrew's winning Open Competition entry, and we'll look at that next month.

Yet again the Warhammer 40,000 Single Miniature category was the most fiercely contested, indeed the standard was so high the the winner also walked away with the Slayer Sword! The quality of modelling and painting on each of these models is outstanding, and any one of them would have been a worthy winner.
Above: Valerie Florentin, 3rd place.

Above and Below: Anthony Warrington, 2nd place.

BEST WARHAMMER 40,000 SQUAD
Below: Ben Jefferson, 1st place.

Above: Barry Lees, 1st place.
Below: Mark Clayton, 3rd place.
Left: Matthew Piper, 1st place.

Right: Chris Blair, 2nd place.

Above: Dario Natoli, 3rd place.

Below: Garry Taylor, 2nd place.
Characterisation is a very important part of miniature painting and the winners in the Creature and Monster category really excelled in this. Each is painted in a very different style, but they all capture the essential feel of their respective race. In the end it was Barry Lees' strikingly rendered Troll with its beautiful, scenic base that took 1st place.
BEST WARHAMMER 40,000 VEHICLE

There really was some marvellous attention to detail in this category. Notice the feathering effect around the power claw on Mark Boardley's dark and brooding Dreadnought, and the countless conversions that Mark Litton has added to his Ork buggy.

Above: Mark Boardley, 1st place.

Below: Mark Litton, 3rd place.

Right: Kevan Downey, 2nd place.
was some attention to detail. The feathering was not just for show but added to the overall thematic elements. Mark’s dark and moody headnought, with countless details, was the highlight of the category. Mark decided to his army’s design to better fit the theme, which resulted in some stunning miniatures.

Below: Matt Parkes, 1st place.

Below: Mark Lifton, 2nd place.

Below: Joe Hill, 3rd place.
TECHNOLOGY vs. NATURE

Above and below: Chris Blair, 1st place

BEST BATTLE SCENE
The Battle Scene category is always one of the most interesting to judge, and one which we plan on discussing further in future issues. Chris Blair’s winning entry, to the left, brought together a lot of the things that go to make a good battle scene: a strong sense of narrative, good attention to detail, and, of course, a high painting standard. Barry Lees’ second place piece was impressive in its simplicity. Rather than trying to go for a very large, involved diorama, Barry has just produced an extremely eye-catching and colourful vignette.

Right: Barry Lees, 2nd place.
Below: Mark Waltham, 3rd place.
Below: Thierry Husser, 3rd place.

Left: Ian Hodgson, 1st place.

Above: Alexander Gentry, 2nd place.

Below: Kevin Byng.
I’d just like to say a big thank you to everyone who entered this year’s Golden Demon and Young Bloods competitions. Yet again the standard was higher, and we received more entries, than ever before. Every year, picking out the best few of the thousands of entries gets harder and harder. But don’t think that just because you didn’t win a prize this year that your painting wasn’t up to scratch. At every competition there are a countless number of exceptional entries, and in a way it’s a shame that we have to pick out just three. So my apologies to everyone who didn’t make it this time round. Next year I expect to see even more, even better painted miniatures than this year, so you’d better go and get started right now!

Mike

**YOUNG BLOODS**

Just like last year, this time round we ran the Open Competition and Young Bloods alongside Golden Demon. We’ll be having a closer look at some of the Open Competition entries, and of course Dave Andrews’ winning diorama (yes, he won again!), in future issues. In the Young Bloods competition, the standard continues to improve every year, as you can see from the quality of Chris Skerman’s winning Dark Elf Sorceress on the right. This competition is run to encourage and develop up and coming new figure painting talent, in the hope that many of the competitors will go on to deliver the outstanding Golden Demon entries of future years.
Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda’s many terrors stalk each other through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilization.

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.
A DARK CONSPIRACY

By Jervis Johnson

The cunning Lizardmen are masterminding an insidious plan which will effect the future of the Warhammer World. Now you can help decide if the Lizardmen succeed or not!

DEVELOPING THE IDEA

As Ichar IV had worked so well, my initial idea was to simply to have an enormous Lizardman army invade the Old World, forcing the races already living there to unite in order to defeat it—in other words to simply rerun Ichar IV, replacing the Tyranids with Lizardmen, on the Warhammer World. The problem with this, as Rick and Andy quite rightly pointed out, was that an event of this magnitude would have a profound and long-lasting effect on the background of the Warhammer World, especially if the Lizardmen should win (The Empire you say, sorry it doesn’t exist anymore, it’s been overrun by the Lizardmen... you get the picture, I’m sure).

No, what was needed was a situation that would allow the players (ie you lot!) to fight out lots of Warhammer battles, all of which had a common theme, but at the same time come up with something reasonably credible in the context of the background.

A BIT OF HISTORY

It was almost a year and a half ago that we ran the Ichar IV campaign. Veteran readers will (I hope!) remember the event well, but for you new recruits, Ichar IV was an attempt to run the biggest multi-player battle ever! The idea was simple: during a single weekend, players from all over the world would play games of Warhammer 40,000 and Epic, fighting battles which pitted Tyranids on one side against Space Marines, Imperial Guardsmen and Eldar on the other. Then they would write to me, letting me know which side won the battle that they fought. The results of these battles would decide the fate of the Imperial World of Ichar IV, which was under attack from Hive Fleet Kraken. If the Tyranids won more than 50% of the battles the planet would fall, if the Tyranids were defeated in the majority of battles, the planet would be safe.

Although the idea was simple, the Ichar IV campaign proved to be quite a hit, with hundreds of players writing to me with the results of the battle that they fought, and everybody generally having a good time. Since then I’ve often been asked if I’m going to run anything similar ever again, and usually I’ve said “No, Ichar IV was a one-off”. And I meant it too, at the time. However, the release of the new edition of Warhammer made me think that maybe it was time to try to do something similar to Ichar IV, but for the Warhammer world. The more I thought about it, the better the idea seemed, and after a couple of brainstorming sessions with Rick Priestley, Andy Chambers and Nigel Stillman, I knew that we could get the idea to work. The result is A Dark Conspiracy.
This map shows the route taken by the ill-fated Duc d'Lorrain's expedition. On their outward journey (in red) they were blown off course to the north of Ulthuan, but still made landfall in Lustria within about three months. The yellow arrows show the scattered return of the mutineers' fleet as they dispersed throughout the ports of the Old World.

I was also rather keen to come up with something that would run a bit longer than a weekend, and would lead to a suitably cataclysmic conclusion. I have to admit that I was stumped, until Rick suggested we try and come up with a storyline that emphasised the uniquely powerful magical abilities of the Slann. Suppose, he said, that the planets have come into alignment allowing the Slann to use the magical ley lines of the Old World to move troops about. This, combined with a love on my part for certain TV series featuring a pair of FBI agents, provided the inspiration needed for the scenario that follows. But enough of my ramblings; here is the story behind this Dark Conspiracy.

THE LOOTING OF HUATL

In the year 1847 (by the Imperial calender) the Bretonnian King Jean financed an expedition to Lustria. The expedition set off a year later under the command of the Duc d'Lorrain, and consisted of six Bretonnian men-o-war, several smaller auxiliary craft, and just over 500 Bretonnian Knights and Men-at-Arms. The journey to Lustria was filled with peril. The High Elf navy and the monsters of the High Seas took a heavy toll on the Bretonnians, but three months after setting sail from Bordeleaux the coast of Lustria was sighted.

The Bretonnians made their landfall close to the ruined pyramid city of Huatl. The Duc d'Lorrain was a brave and bold warrior, but was also rather rash and not noted for his tactical brilliance. Forgoing any form of reconnaissance, he plunged into the Lustrian jungle, heading towards the ruined pyramids whose peaks could be seen jutting up above the forest canopy. Huatl is close to the Lustrian coast, and the Duc’s army reached the ruined city very quickly. Even so the Bretonnians had already attracted the attention of the Lizardmen. Unfortunately the Duc and his men were unaware of this fact as they started to explore and loot the ruined city. Distracted by the prospect of loot the Duc’s army scattered, as men split up to roam the city in search of booty. Then, as night fell, the Lizardmen moved in...

The result was a massacre. When the sun rose, a mere fraction of the once mighty Bretonnian army was still alive. The tattered survivors
flashed from Huatl carrying what artifacts and treasure they could. But the dawn brought no respite, and the Bretonnians were harried all the way from the city to their boats by Lizardmen lurking in the dense jungle. The Duc lost a mere hundred yards from the beached longboats of his fleet, in a heroic last stand that bought enough time for the handful of survivors remaining to make their escape. However, those that did manage to escape did not leave empty handed. In their possession were many ancient artifacts and dozens of the golden glyph plates that adorned the Lizardman temples. The fabulous treasures proved too much of a temptation for the crews of the Bretonnian fleet, and without the strong, if misguided, leadership of the Duc it was not long before trouble started during the return voyage. Rather than return to Bretonnia and hand the booty over to their King, the fleet mutinied and its ships scattered to ports all over the Old World. And with that the artifacts looted from Huatl, including the coveted glyph plaques, were scattered far and wide across the Warhammer World as well.

THE CONSPIRACY

It is now almost 700 years since the Duc led his ill-fated expedition to the shores of Lustria. In that time the artifacts and glyph plates that were stolen have become even more widely scattered. Some have been lost, others destroyed, but by far the majority are still in existence. For reasons that will become clear in time (ie over the next couple of months as I divulge more information in White...)

THE STANDING STONES

Quental, the mighty Saurus Champion, stood in the front rank of his Warrior regiment. These Lizardmen were of the same spawning as he, and each one of them brandished a long spear with a sharp bronze tip, and carried, a shield made of beaten bronze decorated with gold. The only thing that marked him apart from his brothers was his albino skin and the enchanted blade presented to him by Lord Yermict. His regiment was dozens strong, but only one amongst the large Lizardmen contingent that had gathered at this place, summoned by the Sknig Shaman Xiin had explained to Quntacl that once in a ten thousand years this circle of standing stones existed in two places simultaneously, here in the heart of Lustria and in the distant land of the young man-race, on the other side of the World Pond. How this was possible Quntacl did not know, but he did not care, either. He had been told to gather his weapons and be ready for battle, and that was enough for him. Whatever it might be, the will of the Sknig Lords was to be obeyed, not questioned.

When Mage-Priest Yermict had performed the rites of the Moon and the Stars, the light emitting from the stones grew more intense until it blinded the Lizardmen. When their reptilian eyes adjusted to the darkness again, they were gazing at different stars. A human being might have been driven mad by such experience, but Quntacl just gazed at the mighty Sknig Mage-Priest, waiting for orders, confident in his master’s wisdom.

Deep in the forest of Clalon, the ancient stone circle glowed with an eerie light. The terrified peasants of Bastonne locked their doors and prayed to the Lady of the Lake. But in the darkness of the night the Lizardmen disappeared into the shadows of the forest to begin their long search.
Dwarf), Mazdamundi has decided that now is the time to recover the artifacts. Why he needs the artifacts back now will remain a mystery for the moment, but suffice to say that the Slann are amongst the greatest sorcerers in the Warhammer world, capable of shifting entire continents or even moving the axis of the whole planet if they should so desire...

But enough idle speculation, because before Mazdamundi can carry out whatever awesome plan he has conceived, the artifacts stolen from Huatl must be recovered and returned to Lustria. This is a huge task, the more so because the exact location of all of the artifacts that have been lost are not known to the Lizardmen. What's more the artifacts are scattered across the Old World, thousands of miles away from Lustria, and across a major ocean to boot!

However, if the Lizardmen are going to achieve this seemingly impossible task then this is the ideal time, for in the heavens above the Warhammer world the planets have moved into a conjunction that is flooding the Warhammer world with magical energy. This energy is flowing from the Realms of Chaos and throughout the Old and New worlds along the magical ley lines that crisscross the planet. The Slann are masters of the sorcerous arts, and can use the energy in the ley lines to magically move their agents or small contingents of troops to anywhere in the Old World. This being said, the greater the number of creatures moved, the greater the amount of energy required, so the Slann must take care not to exhaust the reserves available before they have accomplished their task. In addition, if any of the other races of the Old World should get an inkling of what the Lizardmen are up to it could spell disaster, and for this reason the Lizardmen plan to retrieve the artifacts as clandestinely as possible.

The Lizardmen therefore plan to send single agents whenever possible in order to check on the rumours and leads they have to the whereabouts of the missing artifacts. These agents will attempt to retrieve the artifacts by themselves if they can, buying them back if need be, and using fouler means if necessary. If it proves impossible for an agent to recover an artifact the Lizardmen will use a force to retrieve it, using hired mercenaries if at all possible and their own troops as a last resort.

The end result of this is that all over the Old World hundreds of small battles and skirmishes are taking place between the forces of the Lizardmen and their agents on the one hand, and the unsuspecting possessors of the stolen artifacts on the other. It is a truly massive conspiracy masterminded by the Lizardmen, and one which will almost certainly effect the future of the Warhammer World.
the Lizardmen are searching for. Or you could fight a battle where the agents of the Lizardmen raid a temple to retrieve an artifact kept there, and so on. If you’re a fan of Warhammer Quest then the scenario I’ve outlined above offers plenty of opportunity for new quests. Perhaps the adventurers are hired to retrieve an artifact for the Lizardmen, or hired as bodyguards by a wealthy noble who possesses one. The possibilities really are almost endless.

Have fun!

Jervis Johnson
Pictured here are some of the hordes of manic gamers who descended upon the Castle Hill Grand Opening, determined to recruit ferocious new warriors for their forthcoming battles.

Is this your face circled below? If it is, contact our Castle Hill store for a special Grand Opening event prize.

Some lucky prize winners wearing their spoils.
As every time I go to a convention there are Dreadnoughts aplenty. Space Marine Dreadnoughts reflect the army as a whole, being just a little tougher and a bit better at shooting than their foes. The disadvantage, as usual for the Space Marines, is their high points cost. We’re outnumbered in Dreadnoughts too, so what? Well, this is actually quite a problem, especially against the Orks. I think that the Orks are probably the best army in the game (beardy Eldar combinations aside). They are difficult to learn to use well, but if they are well led then they are almost impossible to stop. That’s why I like trying to stop them – it’s a challenge. I’ve fought lots of games against the Orks, but I still get panicky butterflies in my stomach every time I see them arrayed against me. There are so many of them...

Of all the Dreadnoughts, my favourite is the Space Marines’. Whether this is something to do with its might on the tabletop, or whether it’s just because it’s an absolutely brilliant model, I don’t know. What is clear is that I’m not the only one, as every time I go to a convention there are Dreadnoughts aplenty. Space Marine Dreadnoughts reflect the army as a whole, being just a little tougher and a bit better at shooting than their foes. The disadvantage, as usual for the Space Marines, is their high points cost. We’re outnumbered in Dreadnoughts too, so what? Well, this is actually quite a problem, especially against the Orks. I think that the Orks are probably the best army in the game (beardy Eldar combinations aside). They are difficult to learn to use well, but if they are well led then they are almost impossible to stop. That’s why I like trying to stop them – it’s a challenge. I’ve fought lots of games against the Orks, but I still get panicky butterflies in my stomach every time I see them arrayed against me. There are so many of them...

On one memorable occasion I was fighting against Adrian’s Waaagh! Grishnak. It was quite a...
Richard's brilliant picture was the original inspiration for our little rant about Dreadnoughts.
SPACE MARINE DREADNOUGHTS

It was at the very beginning of Imperial history that the noble Space Marine Dreadnought was first developed. From this original design the dreaded Chaos Space Marine Dreadnoughts also originate.
In issue 185 we featured Kim Syberg’s superbly painted Space Wolf Dreadnought, Ragon. That was ages ago, so we thought we’d show you it again!

Now Ork Dreadnoughts are tough, nearly as tough as Space Marine ones. One is not usually a problem, but together, two of them are more than a match. With no other vehicles to distract him I knew I was in trouble.

I think it was this paranoia that saved me in the end. Because I was worried about being squashed by the combined power claws of his Dreadnoughts, I made their destruction my first order of battle. Using the advantage of deploying second, I placed my Dreadnought far out to one side. Adrian’s were placed evenly, about 12" apart in the middle of his front line, and my deployment meant that I could concentrate on the nearest one.

That’s the trick. NEVER fight the enemy on their own terms, whatever they are. If the enemy’s big advantage is their numbers (like the Orks), use the terrain to funnel them, use the terrain to block them, keep out of their fire arcs. Pick on them a few at a time. In this battle, I used some ruins to cover my approach and wasted the closest Ork machine with my multi-melta. The other one could do nothing because the ruins blocked his line of sight. The next turn, feeling overconfident and cocky, I charged the second Dreadnought and tore it to pieces in hand-to-hand! Lucky. My optimism grew, I could fail no dice roll, and the rest of the battle was a foregone conclusion.

Then there was that time when... oi... gerroff... Adrian, stop that!
Standing between two Eldar Dreadnoughts from our cabinets is Adrian's Eldar pirate Dreadnought. As well as using a contrasting bone/purple colour scheme, Adrian has used the canopy from a metal Harlequin jetbike to give the machine a characteristically wicked looking face.

ELDAR DREADNOUGHTS

Unlike other races' Dreadnoughts, those the Eldar bring to war contain no living warrior. Instead, they are merely a robotic shell, the repository of the animating spirit of a dead Eldar. A spirit is drawn from the infinity circuit and resides within the Dreadnought until such time as its power begins to fade and it can no longer function. Only the most potent spirits can control a Dreadnought, for even the act of consciousness is a major drain upon the resources of the dead. A spirit's natural realm is the warp, where time and place are meaningless, so that even to hold its consciousness in a single place at a given time is tremendously exhausting.

ORK TAKEOVER!

Adrian: Right, got rid of that poncy Space Marine, now for the really important stuff – all about Ork Dreadnoughts!

The first thing that really struck me about the Ork Dreadnought was how absolutely stompin' it looked! It forms a focal point for the army on the battlefield and embodies the power of the Orks, right down the line. As Warlord Grishnak would say, "If ya can't blast 'em ta bitz wiv ya shootiest gunz, den ya'll just 'ave ta rip 'em in two wiv ya biggest zoggin' power claws den, woncha?" Succintly put, I think. After all, what more could you ask for in a Dreadnought?

What's more, an Ork Dreadnought is such good value for your points, you can get two Ork Dreadnoughts for the price of one Imperial or Eldar machine (well, almost!). So what makes an Ork Dreadnought so good then? Let's look at the one you can make straight from the boxed set. In the army list, an Ork Dreadnought has a standard armament of two power claws, a heavy bolter and a heavy flamer. Most people upgrade their Dreadnought's heavy flamer to a lascannon (I know I did), because that's what you get in the box. Actually, with a heavy flamer teamed with the twin power claws, the Dreadnought becomes a veritable close combat monster. A heavy flamer is just great as you don't have to roll to hit. With a strength of 5 and a hefty -3 save modifier, even Space Marines had better watch out!

If you felt particularly adventurous you could replace its heavy bolter with another heavy flamer and really go for the close combat psychopath. Ouch, that's really nasty!
Built from almost anything that a cunning' Ork Mekaniak can find, the Ork Dreadnought is like a miniature version of an Ork Gargant or Stomper, the very image of the Ork gods, Gork and Mork.

Alternatively, if you want a nice shooty Dreadnought to stalk about at the back of the battlefield (made by a Blood Axe Painboy or a Deathskull Mek, I'll wager!) blasting all and sundry, why not up-grade the two power claws to lascannons and/or missile launchers, or even the heavy flamer as well? This would give you a Dreadnought like a walking weapon battery worth 190 to 225 points. This is still really cheap compared to an Imperial Dreadnought with a comparable weapon fit. Hah! Dese 'oomies find dey've got it good, but dey just don't compares to a good Orky Dreadnought!

You can soup up Ork Dreadnoughts even more with vehicle cards such as Extra Armour. A Searchlight is also a useful vehicle card, and can be particularly annoying for the enemy as his carefully hidden troops suddenly find themselves suddenly revealed. I would avoid the Ork vehicle card Kustom Force Field, as even bolter fire can cause it to overload, causing the shield to explode, killing the pilot with a S4 hit. This is OK on vehicles with a number of crewmen on board, but not for your prized Ork Dreadnought killing machine who, after all, only has a single Ork Gretchin in control!

With some careful thought, you can create a monster machine to rival the Space Marines. However, why try to beat the Space Scum at their own game? Use some Orky know-wotz and just get another Dreadnought, or maybe even three? The lone Space Marine Dreadnought will soon find itself outgunned and outclassed in close combat! As for that story of Jake's about trashing two of my Dreadnoughts with his Space Marine Dreadnought, well, he got lucky, see? never happen again. Honest. 'Ang on! Oh no, I'm runnin' out of room, but just you wait, I'll be back with more to say about Dreadnoughts, so keep your eyes open, I'm not done yet. See ya!

These clanking, great war machines represent the peak of Orky technology. A bizarre mixture of Mekboy engineering and Painboy bionics, these monstrous machines charge into battle, bellowing loud metallic “Waaagh!” noises out of their speakers and blasting away with their heavy weapons at just about anything that moves!

ORK DREADNOUGHTS

Every Ork or Gretchin wants to be big, strong and shoot the biggest guns he can! Despite the initial discomfort of having a “seein’ to” by a Painboy, being wired into a Dreadnought is just about the best thing that can happen to an Ork.
The doors of our new Melbourne store are now open! We have the complete range of Games Workshop games and Citadel miniatures, so why not drop by for a chat with one of our friendly staff, or join in our Friday night gaming. We’re open seven days a week!
TALISMAN REVISITED

Let's face it, it's been a long, long time since we've seen hide or hair of Talisman in the pages of White Dwarf, and I'll wager there are more than a few of you out there who don't know what you're missing. I think it's also probably fair to say that those of you who own a Talisman set have got it gathering dust on a shelf somewhere. Therefore, we decided it was high time to reintroduce you to this timeless classic.

As you may or may not know, before being drafted to the White Dwarf bunker I worked in one of our stores. Whilst there an oft asked question by the younger gamers was, "why do you still sell Talisman?". My stock answer to this was a simple one: "because I think it's an excellent game". The problem was that many of the people who asked this question hadn't even played the game. So what had Talisman done to receive all of this bad press?

I think the answer lies primarily in the fact that Talisman is not a game which follows the format of our other systems – it's a board game and not a tabletop wargame. I've seen Warhammer Quest suffer from the same prejudices, and witnessed those prejudices overturned on games nights in the stores when the doubting Thomases actually had a go. After all, the proof of the pudding is in the eating, and all that sort of guff.

Something else I have noticed is that many of the people who still play Talisman are using the old set and don't know a great deal about our other game systems. This is a shame because the version of Talisman which is currently available...
SO WHAT EXACTLY IS TALISMAN?

Talisman is a game which can be played pretty much any time you have a spare couple of hours. You don’t need any preparation and it takes about five minutes to set up the board. Up to six players is a functional maximum for the game (you can have more players if you really want to, but six is plenty), and because of the simplicity of the rules Talisman is an ideal springboard for new gamers into the rest of the hobby. In fact, this is a game that is so accessible that I regularly play it with friends who have no interest in wargaming whatsoever and steadfastly refuse to play things like Warhammer (amazing as you may find it), and they find Talisman hugely entertaining. And when you’ve played through enough games to be thoroughly familiar with the rules and all of the cards, then there are three different expansion kits to choose from, one of which contains a spectacular Citadel Dragon – a worthy addition to any Warhammer army, I’m sure you’d agree.

The basic premise of Talisman is that a number of heroes and anti-heroes of the realm take on the task of slaying the immensely powerful Dragon King, a wicked creature who has stolen the fabled Crown of Command, thus enabling him to rule. In order to do this they must first find one of the legendary Talismans hidden around the land. This will provide them with the means to cross the magically protected threshold of the Dragon’s Tower where the great beast roosts. These characters are all playing against each other, vying for the honour and glory of being the one to destroy the Dragon King, and become king in his stead by taking the Crown of Command for themselves. Whilst it is possible to cooperate in the game through trade, agreements and many other ways too numerous to list, more often than not you will be making sure the other players have as hard a time of it as you can wangle. Because after all, you want to be the one to slay the beast, don’t you?

The way this all works is as follows: at the beginning of the game each player is dealt a character to play from the set of card character sheets in the box. When your characters have been appropriately armed to the teeth from the purchase and spell decks, you all place your models on their starting squares on the board and take it in turns to move. The board is split into three regions beginning with the Outer Region, then the Inner Region and finally the Dragon’s Tower. Players move their characters by rolling a D6 and moving that number of squares on the board, in a direction of their choice. Each of the squares will contain instructions which in most cases will be to draw a card. The cards either have encounters with enemies who will invariably thrash you senseless (if you roll dice anything like I do), helpful followers who will join you, useful objects to collect, different places to visit, strangers to meet, or special events which may affect you. As the game progresses, your character will become more powerful, stronger, wiliier, and wealthier through the accumulation of followers and objects, and by experience gained from vanquishing your foes. But watch out, never get complacent when you’re on the top of the heap because the next card drawn could knock you right back to the bottom. You can probably glean from all of this that despite its apparent simplicity, there exists plenty of scope within Talisman for intriguing gameplay and cunning strategies to cope with whatever eventualities are thrown your way.

THE REALMS

As I mentioned above, there are three expansion sets available for Talisman with which you can spice up your games. Inside each of these boxes you will find new characters to play, new board sections to adjoin the main lands (the Realms), new cards and decks, and special Realm dice with...
The game is simple to learn, requires practically no preparation to play, and above all it’s a good laugh...

**QUESTING CONDITIONS**

1. Acquire 20 Craft
2. Collect 20 Gold
3. Acquire 10 Lives
4. Collect 10 Followers
5. Collect 15 Objects
6. Acquire 20 Craft

which to move around these new boards. Dungeon of Doom is the first of these sets, which contains the underground Realm of the foul Lord of Darkness, the ruler of the Talisman underworld of catacombs and labyrinths. Also covered is the mountain Realm of the Eagle King, a fierce and noble adversary who will offer you transport anywhere in the lands if you can beat him in single combat.

The second of these expansions is the City of Adventure set. In this box there is the forest Realm of the dreaded Wraith Lord, and the city Realm presided over by the Royal Palace. In addition to the normal encounter squares, the city offers a range of buildings for you to visit where you can make purchases and in some cases gain titles and offices to make your character more powerful. But keep an eye open for the watch who will sling you in gaol as soon as look at you.

The final Realm is the Dragon’s Tower itself. This set contains the two most spectacular pieces in the game. The first of these is the aforementioned Dragon, and the other is a three dimensional gameboard of the Dragon’s Tower which sits in the space occupied by the original region on the main game board. It contains a new, and much expanded card deck for this final region full of fiendish traps and deadly foes to make the final ascent to the Dragon King’s eyrie all the more hazardous.

To sum up, the beauty of Talisman is its accessibility. Anyone can play Talisman, and it doesn’t require you to gather up any specialist terrain or equipment before playing a game, nor do you need to prepare any roster sheets or anything else for that matter. Easy.

If after a while you feel that you have explored Talisman as far as they stand, then why not come up with some alternatives? For example, if you become proficient enough not to find the main bad guys, like the Dragon King and the Lords of the Realms a challenge any more, then just make them harder. I regularly play a house rule that the Lords of the Realms each have 12 Strength and 12 Craft, whilst the Dragon King is on a scary 15 Strength and Craft with 4 Lives to boot! Another thing we have done in the past is come up with a random table of conditions for characters to fulfil before they can enter the Dragon’s Tower, which you can see over on the left hand side of this page.

A further interesting option is to play with only one Talisman available in the game, which is brilliant for sparking off a total bloodbath as the characters vie for its ownership. At then end of the day you can do whatever you like really. Go on try it out, it’s grand!
Gamer's Guide:

1. **Sabotage**
   - Description:
   - Key Action: Count to ten, or the card that comes is discarded.
   - Usage:
   - Effects:

2. **Surprise**
   - Description:
   - Key Action: Count to ten, or the card that comes is discarded.
   - Usage:
   - Effects:

3. **Ultimate Sacrifice**
   - Description:
   - Key Action: Count to ten, or the card that comes is discarded.
   - Usage:
   - Effects:

4. **Bomking Run**
   - Description:
   - Key Action: Count to ten, or the card that comes is discarded.
   - Usage:
   - Effects:

5. **Strafing Run**
   - Description:
   - Key Action: Count to ten, or the card that comes is discarded.
   - Usage:
   - Effects:

6. **Minifield**
   - Description:
   - Key Action: Count to ten, or the card that comes is discarded.
   - Usage:
   - Effects:

7. **Last Gasp**
   - Description:
   - Key Action: Count to ten, or the card that comes is discarded.
   - Usage:
   - Effects:

8. **Covering Fire**
   - Description:
   - Key Action: Count to ten, or the card that comes is discarded.
   - Usage:
   - Effects:

Please review the cards to find the right one for your needs during gameplay.
MAGIC PHASE SEQUENCE

The magic phase follows a set sequence just like other phases in the game.

1. **Distribute Winds of Magic.** Deal 2D6 cards between each side, any odd card going to the player whose turn it is.

2. **Cast Spells.** The player whose turn it is may cast spells. His opponent may attempt to counter each spell as it is cast.

3. **Counter Magic.** The player whose turn it is may employ counter magic against spells in play.

4. **Return Winds of Magic.** Any excess unused winds of magic cards are returned to the deck. Players can retain 1 card per wizard from turn to turn.

BOUND SPILLS

Bound spells are cast from magic items and cost no power to cast. They can be countered in the normal way, and an opponent may boost counter magic cards used against a bound spell. A bound spell cannot be reinforced.

**TOTAL POWER/DRAIN MAGIC**

Spells cast with Total Power cannot be countered by any means. Such a spell will always be cast.

A Drain Magic card will always dispel the spell it is used against unless it is cast with Total Power.

MAGIC SAVES

A magic save is a flat dice roll to avoid the effects of a spell that has already been cast. If successful the individual making the save is unaffected by the spell, even though it has been cast.

TARGETS

Units: In almost all cases where spells are cast at an enemy they are cast at a unit. Remember, the term ‘unit’ covers all models which are acting as a single body, and so includes regiments of troops, characters on their own, batteries of machines, squadrons of chariots, and so on.

If a character is with a regiment of troops, battery of machines, etc, he is part of the unit and is affected by a spell if it affects all the unit.

If a spell inflicts a number of hits or wounds on a unit, then any characters with the unit are treated in the same way as if the unit were shot at by bowmen or hit by a bolt thrower. Generally speaking, this means characters are not harmed by such spells. Where a template is used or where the spell affects all models under a direct line (like a cannon) then the “Look Out Sir!” rule can be used to save characters as described in the Warhammer rulebook.

**Model:** In some cases the target of a spell is specifically a model rather than a unit. This means the spell can be cast at any individual model within range, including a character who is with a unit. Many spells cast in this manner require line of sight as described below. Where a spell is directed at a specific model the Look Out Sir! rule does not apply.

LINE OF SIGHT

Generally speaking spells do not require a wizard to be able to see his target. This means, for example, that a wizard can cast spells in front or behind him, and against targets that are obscured by other troops or terrain.

Some spells do require that a wizard can see his target. These are spells where the wizard projects or throws a fireball or some such sorcerous missile. In this case the casting wizard must have a clear view of his target, or a clear view of the spot from which a spell starts to work. In the case of these spells the target must lie within the wizard’s 90° arc of sight. These spells are indicated with the words ‘Line of Sight’ on the spell cards.

FIRST MODEL/UNIT IN PATH

It is quite common for spells that require line of sight to strike the first model in their path. The wizard can still aim or direct the spell, but it won’t travel through other models or scenery in order to hit its target.

Some spells strike the first unit in their path. This is basically the same thing, but the effect is broader and more difficult to aim, so the damage is spread across the unit.

WINDS OF MAGIC

2D6 cards are dealt between the players at the start of the phase, any odd card going to the player whose turn it is. At the end of the phase each side can retain 1 card for each wizard in the army. Wizards who are dead or fleeing cannot retain cards.

CASTING SPELLS

Spells are cast one at a time. A wizard may attempt to cast each of his spells once, so long as he has sufficient power to do so.

1. Cast. The player declares he is casting the spell, placing the spell card and all power cards required on the tabletop.

2. Counter. The opponent may make one attempt to counter the spell either by a counter magic card, natural Dispel or magic item. The opponent can add power cards from his hand to boost the chance of a counter magic card working, but not for other kinds of Dispel.

3. Reinforce. If the opponent is using a counter magic card, the caster can reinforce his spell by using additional power cards.

4. Spell Fails/Succeeds. If a spell fails then it does not work. If it succeeds work out the effect as described on the card.

BOOSTS/REINFORCEMENT

Each extra power card used to boost a counter magic card adds +1 to the dice roll to successfully counter. Each extra power card used to reinforce a spell deducts -1 from the dice roll made to counter. A counter roll of 1 always fails and a 6 always succeeds regardless of how much power is used to boost/reinforce.

Note that the opposing player always plays his entire counter magic hand, including any boosting power cards, before the caster plays any reinforcing cards.

CASTER’S COUNTER MAGIC

After he has finished casting any spells he is entitled to, the player whose turn it is can use Dispel cards to attempt to dispel enemy spells which are in play.

MAGIC ITEM/NATURAL DISPELS

Dispels from magic items and natural Dispels always work on a flat dice roll or in some cases automatically. They cannot be boosted and spells cannot be reinforced against them.
HIGH MAGIC SUPERIORITY

High Magic is the purest and most powerful of all sorceries. For this reason a mage with High Magic spells is always considered to be of higher magic level than other wizards when casting spells. Other types of wizards will therefore require a basic 5+ to dispel using a counter magic card. When High Magic-using mages confront each other, the normal ranking applies. Note that this superiority only applies when casting spells, not when using counter magic. When using counter magic the normal ranking applies.

A wizard with High Magic spells enjoys another benefit from his heightened powers. He can use power cards as if they were Dispel cards, drawing down the winds of magic to sweep away his enemy's magic. This means a High mage doesn't need a Dispel card to effect a Dispel, and, of course, he can boost a Dispel with further power cards as normal.

When dealing spells, a High mage receives one more High Magic spell than normal for his level. He must then discard one spell of his choice.

DARK MAGIC

A wizard with Dark Magic spells can benefit from his evil powers. He can use any Dispel card as if it were a power card in order to cast or reinforce a spell. Note, it is not permitted to use a Dispel card to boost a counter card, only to cast or reinforce the sorcerer's own spells.

NECROMANCY SPELLS

If a wizard has Necromancy spells then he is allowed to choose his spells. This is quite different from other wizards who are dealt spells randomly.

RECASTING SPELLS

A Liche, Necromancer or Vampire with Necromancy spells is allowed to cast the same spell more than once during his magic phase. This is a special ability of Undead magic, and only applies to Necromancy spells.

The first time a spell is cast during the magic phase it works in the normal way. The Undead player may then attempt to cast the same spell again, regardless of whether it worked or was dispelled. He does not necessarily recast the spell automatically, but must test to determine if he can. The chart in Warhammer Magic shows the D6 score needed for the wizard to recast a spell.

LIZARDMAN SLANN MAGE-PRIESTS

At the start of the Lizardman player's magic phase, each Slann Mage-Priest can swap one High Magic spell with any other Slann Mage-Priest in the battle. Thus, so long as there are at least two Mage-Priests present, it is possible to make sure that the most powerful Mage-Priests have the most appropriate High Magic spells.

SKAVEN SORCERERS

Before the game begins the Skaven player determines how much warpstone he has. To establish how much warpstone you have to consult the following chart.

<table>
<thead>
<tr>
<th>Skaven Sorcerer</th>
<th>Amount of Warpstone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warlock Engineer</td>
<td>D3-2</td>
</tr>
<tr>
<td>Warlock Champion</td>
<td>D3-1</td>
</tr>
<tr>
<td>Warlock Master</td>
<td>D3</td>
</tr>
<tr>
<td>Grey Seer</td>
<td>D3+1</td>
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Skaven sorcerers cannot use warpstone to reinforce a spell that they are casting or to boost counter magic.

Warp Test: Take the Warp test immediately after the warpstone is used, but before the spell is cast. Roll a D6. If the score is more than the number of pieces of warpstone consumed the test is passed. If the score is the same as or less than the number of pieces of warpstone consumed the test is failed and the warpstone mutates the Skaven sorcerer into a Chaos Spawn.

WAAAGH MAGIC

In order to cast spells an Orc or Goblin Shaman has to be within 12" of at least one unit of troops consisting of at least 10 Ores or 20 Goblins (little greenkins generate less Waaagh! power than their big cousins).

If a Shaman is not within 12" of a unit of at least 10 Ores or 20 Goblins he cannot cast spells that turn. Units which are fleeing don't count towards the Waaagh, and units smaller than 10 Ores or 20 Goblins don't count either.

Waaagh Test: In each magic phase the player must make a test for his Shamans to determine whether they can control the raw Waaagh power. The test is required even if it is the enemy's turn.

Make the test in each magic phase of each player's turn after the winds of magic cards have been dealt, but before spells are cast. Proceed as follows:

1. Roll a D6 for each Shaman that is within 12" of a unit of Ores at least 10 strong or Goblins at least 20 strong. Fleeing units are not counted. Shamans more than 12" from any such unit automatically pass their test but cannot cast spells that turn.

2. If testing for an Orc Shaman add his level value to the dice score, so a level 1 Shaman adds 1, a level 2 adds 2 and so on. Gobbo Shamans don't add this modifier because they are weaker than Orc Shamans.

3. If the dice score is greater than the number of Orc units of 10 or more, or Goblin units of 20 or more within 12" of the Shaman then he has passed the test. If his score is not greater than the number of such units within 12" he fails his test and must roll on the 'Eadbangerz Chart.

When counting Orc and Goblin units any unit in close combat within 12" counts double.

'EADBANGERZ CHART

1. 'Eadbang! The Shaman's head explodes! The burst of energy causes the heads of any greenskins in base contact to explode unless they can roll equal to or under their Toughness on a D6.

2. "I fink I'm gonna..." The heads of any greenskins in base contact will explode unless they can roll equal to or under their Toughness on a D6. The Shaman cannot do anything at all until the start of his own next magic phase.

3. "I've forgot!" Pick one of your Shaman's Waaagh! spells at random and discard it. The Shaman can't cast any spells or use any bound spells from magic items this turn, but he may use counter magic.

4. "Me 'ead 'urtsl!" Flashing lights pound around Shaman's skull. The Shaman can't cast any spells or use any bound spells from magic items this turn, but he may use counter magic as normal.

5. "Fzzzzzzap!" Discard one randomly selected winds of magic card immediately. Otherwise the Shaman is unharmed and can cast spells normally.

6. "Yuuurgh!" Discard one winds of magic card of your choice. Otherwise the Shaman is unharmed and can cast spells normally if it is his turn.
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Yes, I’m sorry ladies and gentlemen, but the authorities have refused to listen to our demands and we are going to have to hold Mike McVey for another month... Now, now, let’s just remain calm and stay in our seats and nobody get too excited. Yes, you at the back, causing all the commotion, bring him up front here where I can see him. What’s your name, soldier? Aly Morrison, eh? I’ve heard of you, you could be useful, very useful indeed. I think we’d better have a chat.

This month, as promised, we are going to take an in-depth look at Aly’s Dark Angels Predator that we showed you last month. As Aly is more adept wielding sculpting tool and paintbrush than he is with a pen (well, keyboard in this day and age anyway), I decided to take my dictaphone and interview the tank modelling meister to find out how to do it properly. So if you want to know how to take a tank from this photo on the left to the completed model shown below, then please, read on.

Aly: I think I got my first model tank when I was about ten. I’ve been taking it seriously since I was about fifteen.

Ian: How have you been mostly doing military models for quite a long time?

Aly: It’s all been historical tanks.

Ian: Do you paint more of these than you do Warhammer 40,000 tanks?

Aly: Yes! This is, in fact, the first Warhammer 40,000 tank that I’ve painted.

Ian: What was the thinking behind doing the Predator tank?

Aly: In my opinion it’s the most “tank-looking” tank that we do. As I said, I’ve been painting and modelling tanks since I was a small boy, and I’ve picked up a fair few tricks along the way. I wanted to see if I could make a proper battle-worn Predator, using the military modelling techniques that I use on my World War II vehicles.
CONSTRUCTION

Ian: All of the tanks that are painted for the Studio armies are done as if they’d just rolled out of the factory. So what have you done to make your tank different from other Warhammer 40,000 tanks you’ve seen?

Aly: Officially nothing, construction wise. It’s built straight from the kit.

Ian: Was that part of the plan?

Aly: Yes, I wanted to take one straight from the kit, do the minimum to it construction wise and then paint it up. I didn’t want to have to do any super-detailing. Do all the work with the paint. So the only thing I’ve added that didn’t come in the kit is two aerials, bedrolls and a set of camouflage netting.

Ian: How did you do the camouflage netting and bedrolls?

Aly: The bedding is made from toilet tissue, the cheapest, roughest kind – in fact the sort we have here at the Design Studio. It’s just rolled up to the required size, tied with two loops of thread, and stuck in place. I then paint it with watered down PVA glue.

For the camouflage netting I use a piece of surgical gauze that you can buy in Boots the chemist, which costs about £5 for miles and miles of the stuff. And again you just roll it up, put it in place, paint it with PVA glue.

Ian: So what does the PVA glue do?

Aly: Well, as well as holding the tissue or gauze in place, it gets rid of that hairy kind of look that you get, and makes the tissue sag like it is heavy canvas or netting.

Ian: What are the radio antennae made out of?

Aly: The radio antenna is brass wire or any kind of wire, available at local model shop or DIY stores. I took the antenna block from the Rhino kit, chopped off the plastic aerials, and drilled a hole for the wire to go into.

“...while a piece of bandage, available from chemists, was used to make the camouflage netting.

PAINTING THE TANK

Ian: When you’d finished constructing the tank how did you go about painting it?

Aly: I started by giving the whole tank a black undercoat with a spray can, then I sprayed the whole vehicle with Dark Angels Green. When that was dry I used some Tamiya Olive Drab 2, and sprayed it from the top so that most of the paint landed on the upper surfaces and shaded it down. This was a quick and easy way of doing the basic shading. Once that was dry, I took Dark Angels Green and mixed browns and yellows into it until I got a colour that approximated the lighter olive, and then drybrushed it on.

Ian: Could you just explain the stages of drybrushing that you actually went through?

Aly: With drybrushing, the object is to put as little paint on as possible with each brush stroke, so I started off by mixing a colour that was slightly lighter than the final spray colour, and then just drybrushed the whole vehicle. You’ve basically got to put paint on the brush, wipe it off on a bit of tissue till there’s very little left and then just work it over using quite a big brush. Work this over the whole vehicle.

Basically, once you start your drybrushing you’ve got to continually lighten the paint by adding a lighter colour like white or yellow. For a really subtle effect I used Goblin Green. It’s a trial and error thing – if you’re not sure, do it on an old kit that you don’t like. If you get impatient and lighten the paint too much between stages you lose the contrast and subtlety. However, if your brush is too wet or you apply too much pressure you end up slopping the paint on and the contrasts become too sharp and it looks unnatural. So it certainly is a case of practice, and more practice, to try and get a subtle finish.

The last couple of drybrushes are where you’re pretty much picking out the edges of the vehicle.
Aly used a combination of spray paints to achieve the initial shading and followed this with several stages of drybrushing. In all the whole process took several hours.

Another thing to consider is something called scale colour. Now this sounds somewhat involved, but it is really easy to understand. When you get a small area of something painted a particular colour, it always looks a lot darker than a large area painted the same colour. This is because the large area is reflecting more light and looks a lot paler. You can use this to give your tanks the impression that they are huge by painting them a tone or two lighter than usual. This creates the impression that they’re reflecting more light and therefore must be huge!

Now the magic really begins as Aly tells us how to take a factory finished Predator like this one and add weathering and battle damage.

Scale Colour

Ian: So, once you’ve got the main body drybrushed what do you do next?

Aly: I paint in the rest of the details, the guns, tracks, headlights, etc. The black areas like the autocannon barrel are painted black with a very light blue-grey drybrush. The metal parts all started off with a base coat of Tin Bitz and then I add Boltgun Metal or Chainmail. Gradually drybrush up the same as you did the tank. The biggest bit was the very final pure Boltgun Metal to pick out the edges. Then I put the transfers on which gives you a pure, clean factory finished Predator tank.

Battle Damage

Ian: We’ve shown pictures of the tank finished to that standard. It’s the sort of standard that I talked about in the last issue, but there’s a remarkable difference between this and the final version. Can you tell us about the techniques you used to get this battle damaged finish?

Aly: Let’s see. To get the chipped and cracked effect, I’ve got to look at this to try and remember what I did. Go out and look at any vehicle, like diggers and bulldozers working on the road, or even that car that’s been abandoned at the end of your street for the last month. There’s always a primer coat underneath the main paint, so any wear and tear has to work through the paint, then work through the primer coat, then work into the metal underneath, then the rust starts to take effect. The first thing I did was paint the chips, concentrating on areas where I thought damage would happen, which is the outside edges where crew would climb on and off the tank, where any minor damage like stones, gun shots, anything, might hit the vehicle. For the primer I used Rotting Flesh with a little bit of Goblin Green mixed into it.

After painting in the areas where the primer is showing, I now paint in where the damage has exposed the bare metal of the tank’s armour plates. I think I used one of the metallic colours, I think it was Boltgun Metal. I started by going over the areas where I’d already done the primer. However, I put less paint on so that you’re leaving bits of primer showing round where you did the chips, and some places you just leave primer on its own so you’ve got a combination of metal showing and primer on its own so the primer is expressing the chips.

Ian: Ah, so you are showing where the layers of paint are peeling off.

Dusting Powders

Aly: Yes, and where it has been chipped off and broken down. Once that was done it was a case of rusting it up. The technique that I use for rusting is to use chalks. You can buy them from a company called Carrs, I think, they do dusting and ageing chalks and you should be able to get them at your local model shop. They do a very useful set which is called Soots and Rusts. If you can’t get these you can use artist’s pastel chalk.
the guns. It is worth emphasising that it is chalk crayons because you can get pastel oil crayons which of course you can’t use. What you do with the chalk crayons is grind them up into a fine powder and store them in a small plastic bag.

Whether you’re using the artist’s chalks or the powders the way in which you apply them is the same. Use a small paint brush, and again you should be looking for spots on the tank where you think the chips have been for a while and will have rusted. Also areas where water might gather and run down, awkward edges where it might be trapped, down rivets maybe, behind storage boxes that could have been there for a long time, bits that open and shut.

Exhausts rust very quickly because they are bare metal and are made of quite cheap metal, at least on real vehicles anyway. So it’s worth giving these a good going over with the powders.

Ian: The Bulldozer blade looks like it’s had a lot of weathering and battle damage applied to it.

Aly: As you can imagine, a bulldozer blade probably sees quite a lot of action, shifting earth and sand and blocking incoming fire, so I really went to town on the ‘dozer blade. There is very little of the original paint on – it’s battered right down to rusty metal. I actually saw a bulldozer on the way into work and that’s what its front shovel looked like, and I thought “what is that going to look like on my Predator?”

Ian: So it helps to actually look around? Looking at diggers and bulldozers and rusty old cars?

Aly: Oh yeah. You should try and look at vehicles, the nearest thing to a tank we shall see, without joining the army or going to a military fair or museum. Rust is caused by damp coming into contact with metal. But rust also causes stains, where more water mixes with it and leaves streaks and marks on the tank.

So once you’ve put your rust on the bare metal areas you can create these stains using the powders. If you get a fine brush just put water on it and you can brush gently down on certain areas where you think the rust would have caused strong streaks and stains.

The thing is to use restraint. Put it where you think it wants to be and then have a good look at it, if you think it’s not enough put on a bit more. Obviously you can go to town and have the thing completely rusted to pieces, but there is a point where it really starts to look bad, it’s a fine line.

Ian: Could you remove the powders if you think it has gone too far?

Aly: With powders you can, that’s why I use them. It’s a much easier and safer way of doing it. It’s simply a case of getting a wet brush and washing it off. Dab it dry with a piece of tissue paper.

Oh, don’t forget the transfers. When you put these beautiful clean transfers all over the place it’s worth putting damage on them as well. They are not immune to damage and your battle worn tank will look strange if you don’t give the transfers some attention.

The final finish was done using one of the dust colours that Carrs do, or a yellow ochre chalk. I quite liberally applied this to the top surfaces with a soft brush and then brushed it off again with a clean soft brush so that the powder gathered in the crevices, and again this was treated with the wet paint brush. That’s pretty well it really.

Ian: Okay, thank you very much, Aly. I look forward to seeing the super detailed Predator that you’re working on at the moment.

Aly: Thank you very much Ian, I don’t suppose there’s much chance of that last comment being edited out?

Ian: Absolutely not, it’s down in print, you’re committed now matey!
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IN BRIGHT ARMOUR
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RULE BRETONNIA!

The Bretonnian army list is split into two. On the one hand there are the Commoners, who are your average human infantry and light cavalry. On the other are the noble Knights of Bretonnia, arguably the most powerful shock troops in the entire Old World. Your army must include at least a quarter of its points value as Knights. As far as designing your army goes, let’s face it: yes, the Squires, Men-at-Arms and Bowmen all have their uses, giving you an option for massed infantry and very effective missile fire as well as skirmishers, but what you really want is Knights. Lots of Knights.

Knights ride Bretonnian warhorses, noble beasts that are strong enough to carry a fully-armoured Knight without slowing down. This means that the Bretonnians have the swiftest heavy cavalry in the Warhammer World! All the Bretonnian Knights are immune to panic caused by the Commoners and allies as well, and in addition some types have other psychological benefits. All these things combine to make the Knights the toughest and the most important part of any grand army of Bretonnia.

The easiest way of exploring this further is by looking at the different types of Knights, their strengths and weaknesses, and how they can be best used on a battlefield.

KNIGHTS ERRANT

Knights Errant are the lowest order of the Bretonnian Chivalry. They are sons of nobles, eager to prove their mettle and earn their place amongst the Knights of the Realm. To accomplish this, they must perform valourous deeds.

Even though they are the least powerful of the Knight regiments, Knights Errant still have a 2+ save, lances and can carry a magic standard. They are also among the cheapest heavy cavalry in Warhammer. This means that you can put together hefty units of the Knights Errant. It is true that their WS of 3 leaves a lot to be desired. It is adequate against Goblins and such with a WS of 2, but against even average troopers you will struggle to hit your opponents.

I much prefer my enemies shooting at my Knights Errant rather than my other regiments of chivalry, as the Knights Errant are relatively cheap and not as important to my battle plans as the other units of Knights. You can easily make the units look big and imposing, and this tends to attract a lot of missile fire. And to be honest, there is not enough land in all Bretonnia to be distributed as fiefdoms for each and every Knights Errant...

The Errantry Banner deserves a special mention: it is extremely cheap at only 10 points. Against Dwarfs with their crossbows and Wood Elves with Elf longbows it is very handy, as it prevents the enemy from shooting at you when you charge into them.

What you don’t want to do with the Knights Errant is take panic tests. Their Ld of 7 will do you no favours. Luckily, fleeing Commoners do not worry the Knights Errant.

You must also be careful that your Knights Errant don’t break and flee near the Knights of the Realm or other Knights Errant, causing panic tests as they go.

KNIGHTS OF THE REALM

The mainstay of most Bretonnian armies are the Knights of the Realm. These are fully-fledged Knights with their own domains and castles. With their increased Strength and Weapon Skill, they are more than a match...
Your Bretonman army may include one regiment of Grail Knights. Grail Knights are Knights who have fulfilled their quest and drunk from the grail. This makes them special above and beyond ordinary men. Grail Knights bear the blazon of the grail upon their shields and are sworn to defend all that is good in the Old World.

**PROFILE**

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<tr>
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**Equipment:** Grail Knights wear heavy armour and carry shields. They are armed with a hand weapon and a lance, and ride barded Bretonman warhorses.

**Save:** 2+

**Special rules:** Grail Knights have the *Grail Virtue*, which makes them immune to psychology. Grail Knights are able to use the Lance formation.

The Bretonian Grail Knight boxed set includes the three Knights pictured below, plus three sticky-backed pennants to attach to the lances of the Knights. There are also enough transfers to decorate the horse’s caparisons based on the Knight’s sculpted shields. You can, of course, interpret the colours of this heraldry in your own way using the guidelines given in the Bretonman army book.
for almost any foe. Give them a suitable magical banner and they should stand up to any foe.

You can have as many units of Knights of the Realm as you wish. This allows you to build reserve units, so even if your first charge is repulsed, you can follow up with a second wave. Most commonly, I build my army around a solid core of Knights of the Realm. There is nothing quite like a huge throng of Knights thundering across the field, threatening to ride down anybody foolish enough to stand in their way.

**QUESTING KNIGHTS**

Questing Knights work well with the Knights Errant as even if a large regiment of these younger Knights break, the Questing Knights will hold their ground. They are even slightly better in combat than the Knights of the Realm. On the downside they are expensive and you can have only one unit of them.

Questing Knights can be sent into the most brutal of combats with little fear, and even if a regiment of other Knights breaks or flees past them you are not required to take panic test.

I like using the Questing Knight in larger armies as an additional core unit alongside of Grail Knights, especially against armies with basic Weapon Skill of 3, as this allows the Knights to hit their enemies quite easily.

**GRAIL KNIGHTS**

The pride of the Bretonnian army, the Grail Knights are the most powerful and the most expensive unit you can field. Mighty fighters who know no fear, they are amongst the most potent warriors of the Old World.

Their complete immunity to psychology makes them very useful when fighting against the Undead and other fear-causing creatures. Grail Knights also have superior fighting statistics compared to the other troop types in your army. If I am facing opponents with high Weapon Skill, I often opt for Grail Knights. With their WS of 5, even Dwarf and Elf elites must fight with them on equal terms.

The real downside of the Grail Knights is that they attract unhealthy amounts of the enemy's attention. Mighty though they are, they still only have a Toughness of 3 and 1 Wound. True, their armour save is very respectable, but in the grim world of Warhammer, there are plenty of things that ignore armour saves altogether. To counter this threat, give them some sort of protection against missile fire, and make sure that they have plenty of protection against magic.

**KNIGHTLY CHARACTERS**

Bretonnians have an enormous character allowance (75%) that allows you to field entire legions of characters. This is, of course, quite suitable for the Bretonnians, heroic and chivalrous folk as they are. It means that your army can be full of heroic individuals to form the spearhead of your attack.

I often use the Bretonnian characters for flying support. Heroes mounted on Pegasi can be surprisingly useful things, especially against armies like Wood Elves that make extensive use of flyers. This also allows me to pick on nasty enemy war machines in the quickest and most effective manner possible.

Leaders of the units need different equipment, magic items and virtues than independent heroes. The **Virtue of Devotion** is fine for protecting individual heroes, but you need the **Virtue of Purity (4+ Dispel)** to protect your regiments.

A word of warning: it is easy to go overboard with the characters. If your enemies come equipped with cannons, crossbows and all sorts of magical weapons, then your glorious Knights will be shot to pieces before they even reach the enemy line, despite the protection of the Lady of the Lake. The more Knights you’ve got, the more of them will make it through the hail of missiles.

**VIRTUES**

I have my own favourites among the virtues. For characters mounted on fearsome monsters, I often pick the **Virtue of Devotion**. As this virtue makes the character completely immune to magic, I don’t have to worry about spells directed against him. This means I don’t have to give him magic items to protect him from hostile spells, and I can equip him with all sorts of magical toys like weapons and armour.

The **Virtue of Joust** is a bargain for 15 points as it allows a character to hit automatically when charging with a lance. I tend to combine it with the **Star Lance**,...
making the Knight hit automatically with +3 Strength and no armour saves allowed at all!

If I have sent a regiment of Knights Errant led by a Hero to gallop in the vanguard of the army, I will often opt for the Virtue of Discipline. Re-rolls for any and all Leadership-based tests is a surprisingly useful thing in battle.

My absolute favourite is the Virtue of Knightly Ardour. This virtue allows the character, and the entire unit he is with, to countercharge a foe. As charging is vital to heavy cavalry with lances, I can lay traps for unsuspecting enemies who think I have made a crucial error by coming within their charge range. And all this for just 30 points! I never summon my Knights to war unless I have at least one character with this virtue in my army.

KNIGHTLY UNITS

For me, there are two types of Knightly units: core units and auxiliary troops. Both have vital roles in the Bretonnian army.

The auxiliary units are either Knights Errant or small units of the Knights of the Realm. These troops alone will not win the battle for you, but they are useful for chasing off the enemy skirmishers, and sweeping away units that neither need nor deserve the attention of your core units. You can also use small units of the Knights of the Realm to charge against your opponent’s main units to test out how tough they are.

The real trick with the Knights is to build core units that will crush all before them. The obvious thing is to give each and every unit of Knights a standard and a musician. They don’t cost any points and you an edge in combat, and you can always make the Knights’ standards magical. As your regiments of Commoners are not entitled to such luxuries, this makes the Knights doubly important.

My favourite magical standards include the Banner of Might, and the Standard of Shielding. If you are facing enemy Knights, then the Banner of Wrath is a natural answer. Against a dishonourable enemy who uses lots of flying creatures the Storm Banner is essential, forcing the cowardly rabble to face the Bretonnian nobility on the ground.

If you are facing a numerous army (like Orcs and Goblins), then choose the Banner of the Lady of the Lake. It completely negates the rank bonus of any unit they charge. Combined with the tenacity of your troops to cause lots of casualties when they charge, this banner can make your Knightly unit virtually unstoppable.

FORM THE LANCE!

I firmly believe that Bretonnian Knights should always go to war in the Lance formation. The Lance is incredibly potent in hand-to-hand, and allows even relatively small units of Knights to have a massive rank bonus. It also takes up only a little room in your deployment zone. In melee it allows a far greater number of Knights to fight than would be possible for cavalry in normal formations. A regiment in Lance formation doesn’t have flanks, so it can quite safely charge into the middle of massed enemy ranks. Charging opponents can’t negate your rank bonus unless they hit you directly from behind.

The Lance formation is vulnerable to attacks by bolt throwers (especially the High Elf and Dark Elf repeaters), Cannons and such. There are a couple of ways to counter these threats. First is, of course, the Banner of Righteous Retribution. This wonderful magical standard rebounds any shooting attacks back to their originators. Serves them right, targeting the flower of Bretonnian Chivalry with such cowardly weapons!

The Lady’s Blessing is another option available to you. This makes roughly half of the shooting attacks against your Knights fail. The downside is that you will lose a chance to get the first turn. I advise you to use it if you are facing a Dwarf army with plenty of Cannons, Thunderers, and Crossbows, or against High and Wood Elves who tend to rely on the power of their archers.

However, the very best way to avoid huge missile casualties is to charge into battle as soon as possible! With your charge range of 16", there really is no excuse for the Knights not to be in melee in two turns. So my final piece of advice is: CHARGE! CHARGE! CHARGE! Once your Knights are engaged in hand-to-hand combat, you can stop worrying about enemy missile fire. As all shooting hits are divided between the combatants, you will be reasonably safe from missile fire. Attack on a wide frontage so that even fast and manoeuvrable enemies like fast cavalry regiments won’t be able slip away.

So what are you waiting for? Can’t you hear how the horns call your Knights to battle? Gather your weapons and raise your standard!
The Chevaliers de Couronne are the personal retinue of the Due de Couronne. While Couronne is traditionally the seat of the Bretonnian throne, the steward of the city and the ruler of the surrounding dukedom is the Duke of Couronne. The regiment consists of the Knights of the Realm from the castles of the area surrounding Couronne, and is led by the Duke himself. Most of the Knights of Couronne are directly under the command of the king. However, when the king is visiting other provinces of Bretonnia, he takes most of the Knights with him. At these times, the Chevaliers de Couronne guard the capital and look after the treasures and holy places of the Lady of the Lake.

During the Crusades, the Chevaliers de Couronne served under King Louen the Righteous. It was this regiment that finally defeated the Palace Guard of Sultan Jaffar in the battle of El Haik. The king rewarded the Chevalier de Couronne by granting them an enchanted banner of great potency. To this day, the regiment takes this banner with them when they go to war. It has flown over countless battlefields. At times of peace the banner is kept in the Grail Chapel of Couronne, and guarded by the best Knights under the command of the noble Duke Richemont.

**Chevaliers de Couronne**

<table>
<thead>
<tr>
<th>Richemont, Duc de Couronne</th>
<th>148 Points</th>
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</thead>
<tbody>
<tr>
<td><strong>Bras d'Or</strong></td>
<td>4</td>
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<tr>
<td><strong>Brocade</strong></td>
<td>5</td>
</tr>
<tr>
<td><strong>Bretonnian Battleaxe</strong></td>
<td>4</td>
</tr>
<tr>
<td><strong>Bretonnian Sword</strong></td>
<td>4</td>
</tr>
<tr>
<td><strong>Bretonnian Shield</strong></td>
<td>2</td>
</tr>
<tr>
<td><strong>Bretonnian Lance</strong></td>
<td>5</td>
</tr>
<tr>
<td><strong>Bretonnian Spear</strong></td>
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<tr>
<td><strong>Bretonnian Warhorse</strong></td>
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**PROFILE**

- **M**: 4
- **WS**: 5
- **BS**: 4
- **S**: 4
- **T**: 2
- **W**: 5
- **I**: 3
- **A**: 8
- **Ld**: 8

**Chevaliers de Couronne**

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<tr>
<td><strong>Bras d'Or</strong></td>
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<tr>
<td><strong>Brocade</strong></td>
<td>4</td>
</tr>
<tr>
<td><strong>Bretonnian Battleaxe</strong></td>
<td>3</td>
</tr>
<tr>
<td><strong>Bretonnian Sword</strong></td>
<td>4</td>
</tr>
<tr>
<td><strong>Bretonnian Shield</strong></td>
<td>1</td>
</tr>
<tr>
<td><strong>Bretonnian Lance</strong></td>
<td>3</td>
</tr>
<tr>
<td><strong>Bretonnian Spear</strong></td>
<td>1</td>
</tr>
<tr>
<td><strong>Bretonnian Warhorse</strong></td>
<td>7</td>
</tr>
</tbody>
</table>

**PROFILE**

- **M**: 4
- **WS**: 4
- **BS**: 3
- **S**: 3
- **T**: 1
- **W**: 3
- **I**: 1
- **A**: 7
- **Ld**: 3

**Bretonnian Heraldry**

Creating your own dukedom banner is a great way to personalise your Bretonnian army. You can apply the colours of your dukedom to your regiments of Commoners as we did for our own using the blue and white livery of the Duke of Couronne. Start by choosing two livery colours from the six main colours used in Bretonnian Heraldry. These colours are red, blue, black, green, yellow and white. Detailed guidelines on how to use these heraldic colours are given in the Bretonnian army book. The Duke’s colours are usually displayed in a simple plain, halved, or quartered design. There are more complex interpretations, but the simple ones work best and are easier to paint.

This is the banner of the Duc de Couronne. It depicts the heraldic symbol of a lion rampant. The lion is the traditional device of the king, and other Knights only earn the right to use it in their blazons and banners if they fight in Errantry wars.
Lots of new players have told us that the most difficult thing about starting to build an army is deciding what to collect. Until you've played a few games, it's quite difficult to know which troops you need to collect first from among the vast range of Citadel miniatures that are available. But of course, until you've got an army, it's rather difficult to play the games that will help you decide!

Well, we've put our heads together and come up with a range of what we call army collecting cards. These cards have been specially designed to help you plan and build an army for Warhammer or Warhammer 40,000. Each concentrates on one race, and has full details of a complete, carefully chosen army. The armies are split into three roughly even blocks of troops, and it's recommended that you collect the army one block at a time. To help encourage this, each time you complete a block on the army card you are entitled to collect a FREE bonus blister pack of Citadel miniatures to add to your army! What's more, once you complete the entire army you'll get a new army book FREE so that you can start collecting your next army straight away. You'll also get a special enamel badge to signify that you've completed an army.

It all sounds pretty good, doesn't it? However, the army collecting cards scheme is very much an experiment at present. We've only done cards for a handful of races: High Elves and Ores & Goblins for Warhammer, Space Marines and Orks & Gretchin for Warhammer 40,000. We want your feedback about how you think the scheme works, and which races we should do cards for next. So, next time you're in your local store why not ask about getting a card and start collecting that army!
THE FOULEST MUTATIONS

DARK LORDS

Of all the forces of Chaos, people fear the daemons most, and rightly so for they are a truly fearsome foe. These fiends not only threaten you with physical torment, but grate upon your sanity with their mere existence. But what of the Chaos Space Marines, those who summon them?

Of these twisted traitors, most assume the most dangerous are the Terminators. Not so. True, if you are unfortunate to be at their mercy, the Terminators are better armed and armoured than their power armoured brethren, but they have to catch you first...

THE ELITE

In my opinion, by far the most dangerous of the Chaos Space Marines are the Veterans. This is mainly because of their ability to infiltrate, to sneak forwards before the battle proper begins, placing your elite warriors within easy range of their foe. Equip them with assault weapons and you can be earning summoning points for your daemons from turn 1. Blood for the Blood God!

NAME YOUR POISON

There are two basic ways to exploit what are arguably the best infiltrators in the game (except Lictors?). The first way is to give each squad the maximum of two heavy weapons and position them in good cover. With their BS of 5, they are likely to cause quite a lot of damage, and provide the perfect covering fire for the rest of your army to advance under. Your opponent will be forced to choose between the difficult task of winking well armoured, elite troops out of hard cover, or ignoring them and concentrating on the easier targets made up of the rest of your advancing army. If he chooses the first, then your Veterans will not go down without a fight, and the rest of your army can advance unmolested to help them. If your opponent chooses to ignore this thorn in his side, then he’ll take lots of casualties.

The second way to use Veterans is to tool them up for hand-to-hand and charge! This puts your opponent on the defensive from the word go, and can really unsettle even experienced players. And when your Veterans eventually succumb to weight of enemy numbers, the rest of your army arrives to avenge them...

Please note that the ‘Eavy Metal team went conversion crazy when they made our Chaos army, and all miniatures marked with this symbol are one off conversions. You can’t buy them in the shops or from Mail Order – but don’t be upset, be inspired to have a go yourself! That’s what they’re for! Have a close look and see if you can work out where all the bits came from. Whose was that tail, how did he make those tentacles?
Veteran Chaos Space Marines

**VETERAN CHAOS SPACE MARINE SQUAD** .... 35 pts per model

The Veteran Chaos Space Marines are the most experienced Chaos Space Marines in the army. They are hardened fighters who have taken part in countless battles all over the galaxy.

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
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<tr>
<td>Veteran Chaos Space Marine</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>1</td>
<td>5</td>
<td>1</td>
<td>9</td>
</tr>
</tbody>
</table>

**SQUAD**

The squad consists of 3 to 5 Veteran Chaos Space Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional cost from Codex Chaos.

**WEAPONS**

Bolt pistol and frag grenades.

**ARMOUR**

Power armour (3+ save).

**WARGEAR**

Any model may be equipped with a bolt gun at a cost of 3 points per model.

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

Up to two models may be equipped with a weapon chosen from the Special Weapons or the Heavy Weapons section of the Wargear list in Codex Chaos.

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

**SPECIAL**

Veteran squads (and any Aspiring Champion that leads them) may fight in dispersed formation, and are allowed to infiltrate at the start of the battle. Veteran squads led by Aspiring Chaos Champions in Terminator armour are not allowed to infiltrate!
Another Chaos Space Marine release this month is the third of Brian Nelson's Chaos Sorcerers. These splendid models can be used as Thousand Sons Sorcerers, masters of occult knowledge. In battle, they often have bodyguards of other Thousand Sons Chaos Space Marines, but these battle brothers are not ordinary troopers. Transformed by an ancient spell into deathless spirit warriors they now resemble walking suits of animated armour. The conversions above were made to represent these cursed traitors.

**Details of Thousand Sons Chaos Space Marines**

- **Bile, fields of skulls could be Khorne. Or Nurgle. Hanging pelts can show the fearsome beasts slain by the Veteran in his centuries of war, hanging banners proclaim his disdain for death. Lots of choices.**

**Decisions, Decisions**

Of all the armies we make, Chaos offers the most obvious conversion opportunities. In fact, it cries out for them! It's not that we don't make many models, far from it. It's just that the very nature of Chaos implies unique modifications and mutations. All our Space Marine models (loyal and traitor alike) are miniature kits, with poseable arms, weapon choices, separate backpacks and so on. But the Chaos Space Marine Veterans take this one step further. Not only do they come with a splendid new assault weapons sprue, but they have separate metal shoulder pads. Other Space Marines have separate shoulder pads too, I hear you say. True, but only one or two. Together with the plastic ones, the Chaos Space Marine Veterans have literally dozens of individual pads to choose from, with many more combinations than I can count on my stubby fingers.

**That's Not All**

There's no reason to limit the use of these new metal shoulder pads to your Veterans, either. If you wanted to invent your own chapter, what better way to give all of your models an identity than to adopt one of the pads as their badge? Plague Marines can be given the Death Guard shoulder pad, Berserkers a World eaters one. There are loads of possibilities, and I've barely scratched the surface. Go on, let your imagination run wild.

**So What?**

What can you do with them? Well lots of things. You can use them to show allegiance to a particular chapter (there are pads for the Night Lords, World eaters and Black Legion, among others). Played skins with tortured faces may show followers of Fabius
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I HAVE A BRILLIANT STRATEGY...

...or perhaps that should be, “I have Virus Outbreak”, or maybe it’s Special Issue. Yes, this article is about Strategy cards. After my last Warhammer 40,000 article there was no deluge of hate mail (or if there was, those valiant chaps in the Dwarf bunker shielded me from the worst of it) so I’ve decided to stick my oar in again. No doubt you will have already seen the eight new Strategy cards on this month’s card section, so what are you waiting for? Why bother with this random assortment of words and phrases (you mean article – Ed) when you could be out there, experiencing the white-hot thrill of battle? I mean it. Go on, go and play a few games with your new cards right now!

Back again already? I hope you had a good time and fought some interesting battles. You see, that’s what Strategy cards are about really. They are there to help build up a narrative for your battles, not as extra-spangly ways to make your army better or to win you the game. Of course, they only add to the background of a battle if you think about them a little bit, as opposed to just saying, “Oh good, Ambush, I’ll move my Terminators over here into these woods.” Rather than this you should be thinking, “I’m glad that Callidus Assassin succeeded in planting the teleport homer in those woods, so my Terminators could teleport down with unerring accuracy.”

Okay, so the end result in the game is the same, but using your imagination to “justify” the events of a battle are what makes the Games Workshop hobby different from Chess or Ludo. You don’t think, “well, landing on that piece and sending it home represents...” do you? But then again, in Ludo you’re using coloured counters (dull, dull, dull) not finely sculpted Citadel miniatures. I think the ideal is to treat each game a little like a battle report – come up with names for your characters, think of a background to the battle and work the events of the game into a small history.

Strategy cards can change the entire course of a battle. In the Blood and Fire battle report from issue 182, a Forced March by an Ultramarines Assault squad ended up with them bang on top of their Take and Hold objective before the game even started!
**SIMPLE SCENARIOS**

Okay, rant over, let’s talk about Strategy cards in a more direct way. Strategy cards are a very quick and easy way of turning what would be a pretty straightforward battle into a simple scenario. How? Well, by limiting the Strategy cards available to each player. For example, in Andy Chambers’ Piscina campaign (see Chambers of the Horned Rat in issues 199 and 204) Andy limits the Strategy cards available to one side to represent the larger strategic situation as indicated by the campaign. For example, if one army was moving up troops to support an attack, Andy might allow that side the Reinforcements Strategy card. Similarly, in my Wrath of Ulthwe article (White Dwarf 203) I limited the deck of Strategy cards that both players drew from. This was to limit the Strategy cards available to each player and to represent some of the things on the Strategy cards, or the cards themselves were inappropriate (for example, there was no point having the Brilliant Strategy card because the armies’ strategy ratings weren’t used at all).

**TEAR UP YOUR CARDS!**

There are two main ways to tamper with the Strategy card deck. You can either assign Strategy cards to each side, or simply reduce the variety available to choose randomly from. The first option is best left alone if there is no objective third party available, since regardless of good intentions, each player is bound to have their favourite cards in the deck and will try to come up with all sorts of reasons why they should have them. Tailoring the deck is a far easier (perhaps simpler) way of doing the same thing.

For instance, I know most players have neatly disposed of their Virus Outbreak card. This is because against certain armies, this card can wipe out one player’s force before the battle has even started. It’s a fair cop, we didn’t think it would be as devastating as it turned out to be, and although we’ve introduced such things as Vaxine Squigs, we’ve found that most players prefer to simply ignore the card (and we told them to literally tear up Virus Outbreak at the recent Grand Tournament!).

Other options include removing the Flank March and Reinforcements cards when playing with the Tyranid mission Tyrannid Attack. This is because an unsnippable player can use these cards to make it almost impossible for his Tyranid opponent to win. Rather than get into heated debates about what is deemed the “proper” use of the Strategy cards, it is far simpler just to remove them from the deck before the Tyranids’ opponent draws his Strategy cards.

You can link Strategy cards to other missions too, either removing cards that make them easier to complete, or including cards that represent one army’s aims in a more characterful way. For example, the Forced March and Ambush cards allow a player to deploy further onto the battlefield than normal. This is, of course, really helpful for a Take and Hold mission, or a Dawn Raid, where you have to reach a certain part of the battlefield to achieve your mission. Now you can rule that these cards should be removed, giving the player no bonus towards his mission, or you can say that an army trying to achieve that kind of objective is more likely to use tactics like a Forced March or an Ambush.

Similarly, everybody has been in that nasty situation when they’ve had the Look Out Sir – Aaargh! or Saved cards played when they had thought they’d achieved their Assassins mission! You could say, “Them’s the breaks”, or take out the cards, or even purposefully include Look Out Sir – Aaargh! and/or Saved to make it harder for the Assassins (a good idea against Eldar who are notoriously effective at offing characters!). It’s up to you to decide.

There are also other ways of distributing the cards between the players rather than just dealing them out. Perhaps each Strategy card costs a certain number of points. You’d have to decide on these values yourself because some cards are more useful to certain armies than others (how many times have you used Insane Courage on your Space Marine army?). Another alternative is to bid for the cards. You can either do this with standard points from the army total or with special “bidding” points (original name – Ed.). You can sort this out in a number of ways. You could turn over the top four cards (or however many are appropriate to the size of your battle) and then write down how much you want to bid for each one, with the highest bidder taking the card. Alternatively you could bid against each other like a normal auction, seeing if your opponent raises his stake before you decide, and so on. Because you know what cards are on offer this system doesn’t work very well with Traitor
March with the ards to heat the use of remove opponent's too, asier to ant one of the cards, if you know your opponent has you won't bother bidding for one of the cards it negates.

Yet another different method is to link the Strategy cards with the Strategy rating of the armies in some way. You could say the players can trade in a point of strategy rating for a strategy card (or maybe a 4+ chance of getting one...). This is quite characterful as an army can use some of its strategic superiority for ends other than deploying second and getting the first turn. This nicely represents the commander using his acumen to order an airstrike, surprise manoeuvres and so on.

WHY STRATEGY CARDS?

As their name suggests, Strategy cards are generally used to represent events or influences outside the face-to-face encounter with the enemy. A long range Barrage can be hoped for but not relied upon, out-scouting your enemy to formulate a Brilliant Strategy is not always possible, and so on. This element makes strategy cards very useful in a campaign when strategy (ie controlling an army over a wide area rather than in a direct encounter) is just as important as battlefield tactics. You can use Strategy cards as rewards for winning certain battles.

For example, let's say you're fighting a very straightforward campaign between Space Marines and Orks. On your big campaign map, there's a large factory which is used to generate toxic agents and other bio-weapons. If the Space Marines can successfully complete a Take and Hold mission in the bio-lab they can capture some samples of the nerve-agents inside and be able to use the deadly Virus Outbreak card in a later battle (if the Orks win, they'll probably be best advised to leave the stuff alone, warned off by all the skull markings on the canisters!). In a later battle, the Orks could be fighting for a valuable mountain pass. If they successfully complete their Dawn Raid they can use the Flank March and Reinforcements cards in the subsequent battle further into the mountains.

You can even link certain strategy cards to specific squads and characters who distinguish themselves over the campaign, as a basic experience system. Perhaps you have a mob of Blood Axe Kommandos with an uncanny knack for survival. When used in later battles they allow you to use the Booby Traps card. Or maybe you have a commander who has never lost a battle yet. Sounds like Divine Inspiration to me!

A PUBLIC APOLOGY...

Andy C: OK, look, I'm sorry about that Virus Outbreak thing. I don't know what I was thinking of, I was under a lot of pressure and I thought "just one little Virus Outbreak card won't do any harm now will it". But I was wrong. Whole planetary populations have been wiped out by that card, let alone armies. What a fool I've been...
There's no reason why you can't apply this sort of theory to one-off games as well. Rather than being able to use the particular Strategy card in a future battle, you can use it straight away. What about a Chaos/Eldar battle with both sides trying a *Take and Hold* on a warp portal. The first army to reach the portal gets to take the *Reinforcements* Strategy card. Just looking at the Strategy cards when I was talking with Jake about writing this article sparked off a head full of ideas. None of them are fully formed really, but just take a second glance at them and picture in your mind's eye what they really represent.

Let's take one at random and see what happens — honestly, I've got the deck next to me right now (it's just like one of those tacky improvisation shows — Ed). Okay, drum roll... *Traitor*. Hmm...

Got it. Nominate one model (someone pretty basic like a guardian or an Ork Boy, not a character or special weapons man) in the enemy army in secret and write it down. This can even be someone who you wouldn't expect to turn traitor like a Tyranid creature (really a psychically and surgically altered Callidus Assassin) or a Space Marine (under the influence of a powerful psyker). Your mission is to get into base-to-base contact with that model, at which point it joins your army. You must then get the model to move off your own table edge so you can escape and find out all the information they have. Thanks for that round of applause, for my next trick I will list a random selection of titles to inspire you to create...

**ARMY-SPECIFIC CARDS**

The Tyranids have their own icky-effects table rather than Strategy cards, to represent the way they infect the opposing army with insidious organisms before the battle. Consequently, there's no reason why the Space Marines, Imperial Guard, Eldar, Chaos and Orks shouldn't have their own individual Strategy cards or charts. Rather than list every rule and possibility, on the left are just a few random titles which, for me, sum up the style of warfare of different armies.

Well, that about sums up everything I can think of at the moment (as soon as I send this down to those Dwarfers I'll have another squillion ideas, but never mind). I hope I've helped you see Strategy cards in a slightly different light from before.

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The Secret Diary of Steve Anastasoff, Aged 24 (and three-quarters)

No, no, no... you can't stop me. They have to know the truth sometime. We can't keep hiding it from them forever, Jake. I'm going to do it, I'm going to tell them how we really collect our armies... I'm going to show them my diary!

Week 1, Monday - The fateful day, the day I decide to start a new army. Again. I can't remember how many times I've tried to start a new army. Usually it gets as far as going into work and telling everyone, “Hey everyone, I'm starting a new army today!”. Sometimes they laugh. Sometimes they cry. Mostly they just ignore me. They're used to it by now. They know that by lunchtime I'll have changed my mind, and will instead have my eyes set on some other flashy new release that I noticed lying around on Rick's desk. But today is going to be different - oh yes, it is! This time I'm going to stick with it till the bitter end. I have a purpose, and my purpose is to collect, and paint, the meanest, greenest Orc and Goblin horde this side of the Mountains of Mourn!

So, the decision is made. Now what? First thing to do is to work out what figures I have already, and see if I can make a start on them. Well, after a quick rummage through my collection of Warhammer miniatures I find a grand total of one old Goblin Fanatic armed with a giant boomerang, and a pair of Snoutlings. Not much to work with. But then, in a flash of genius, I remember Warhammer Quest! Not only are there loads of Ore and Goblin miniatures that come with the game, but I also have the Lair of the Ore Lord, with all the metal miniatures you get with that. Now, this seems like a much better start. I sort out the Warlord, Shaman, and three Big 'Uns and decide they will be my starting point. Then as soon as I get the chance, I'll buy two more Big 'Uns so that I have the minimum regiment size of five. I give my first models a quick clean and a white undercoat, and I'm ready to roll. An undercoat, and I'm ready to roll. An undercoat, and I'm ready to roll. An undercoat, and I'm ready to roll. An... Undercoat! Paint over a black undercoat does not produce as good a finish as using a white undercoat. However, I often find that many parts of a miniature (such as Night Goblin robes!) can simply be left black, saving you from having to paint over the undercoat at all!

Steve's Army Speed Painting Tips #1
Undercoat black. Admittedly, I find that painting over a black undercoat does not produce as good a finish as using a white undercoat. However, I think that when the pressure's on, and you need to get something painted in a hurry, you just can't beat black. A black undercoat provides natural shading, and is much more forgiving if you make any mistakes. More importantly, I often find that many parts of a miniature (such as Night Goblin robes!) can simply be left black, saving you from having to paint over the undercoat at all!

give up and go to sleep, with my Orc and Goblin army three figures better off than it was at the start of the day. Nothing is going to stop me now!

Week 1, Tuesday - I go into work and tell everyone, “Hey everyone, I'm starting a new army today!”. Jake laughs. Adrian cries. Ian and Tuomas just ignore me. “No, really... I've even started painting it already...”. No one seems very interested, but now I'm determined to show them! They won't be so apathetic about it when my horde comes storming over the horizon, killing and maiming all in their path! Oh no, you won't be laughing then, will you Jake! However, with my horde being only three models big, I decide that the killing and maiming can wait for a few weeks until I have a slightly larger force at my disposal. As usual, I have a quick trot around the Studio first thing in the morning, to see what everyone else is up to. Gary Morley has just finished Skaw the Falconer for the Wood Elves. It's a very nice miniature. In fact, it's beautiful, one of the finest I've seen. Much nicer than these Orcs I've just started paining... No, I will not be turned from my purpose!

As usual, the deadline for Dwarf has snuck up on us, and I work late into the evening, leaving me only enough time to get my fourth miniature half painted. Oh well, I'll do an extra large amount tomorrow to make up for it.

Week 1, Wednesday - I manage to scrounge another three Big 'Uns from around the Studio, enough to give me a complete, if somewhat small, unit. So let's see... so far I have a Warlord (painted), six Big 'Uns (two and a half painted), an Orc Shaman (unpainted) and a selection of plastic Orcs and Goblins (all unpainted).

This evening I plan on finishing off my third Big 'Un, the one I started last night, and getting two more finished as well. This will then give me a five figure Big 'Un unit to act as a personal bodyguard for my Warlord.

Week 1, Thursday - Failure. The regiment still isn't complete. I only managed to finish a single miniature last night, and he was half done already. At work I tell the rest of the crew. Jake cries. Adrian laughs. Tuomas and Ian are still not paying any attention. I'll do an extra large amount tonight to make up for it...

Hmmm... haven't I heard that last sentence somewhere before?
Week 2, Tuesday – Five days since my last diary entry. Five days of "I'll do an extra large amount tonight...". Five days, and only half a Big 'Un closer to completion.

Well, that appeared to be it for my diary. As usual, it seemed I had got a project started, full of boundless enthusiasm, only for it to die a matter of days later... But then something happened. A gauntlet was thrown down, a challenge issued. It was the announcement of the Grand Warhammer Staff Tournament. There was more than just my own personal honour at stake here, there was the honour of the White Dwarf himself. Jake and Adrian were too wrapped up in Epic Warhammer 40,000 to bother about entering, and Ian had been appointed "official photographer" for the event, so he wouldn't be competing. Mark had only just arrived, and would be too busy moving house (so he claimed), and Tuomas was, well... a Chaos player, so I couldn't put too much faith in him. So that just left me. Me and my Orc and Goblin horde. Well, horde was a bit of a loose description of it at the time, but I figured it might as well try and be optimistic. A horde it would be eventually, so I might as well get into the habit of calling it such. So it's at this point, some three weeks later, that we rejoin my diary.

Week 5, Monday – Back on track. I spent the weekend planning out my 2000 point tournament army, and putting in a huge order to our Mail Order department. The miniatures turned up this morning. The plan at the moment is that the army will consist of two large units of Night Goblin Archers, a unit of Big 'Uns led by my Warlord, a big unit of Forest Goblin Spider Riders, a Night Goblin Shaman riding a Dragon, and two Orc Rock Lobbers. I plan on using the Goblin Jester from the Warhammer Quest Lair of the Orc Lord as the Shaman, and converting him to ride the Wood Elf Forest Dragon model, although I'll paint it up in some other colour to make it clear that it is not actually a Forest Dragon.

I want to try and play as many battles as possible over the next few weeks, to try and sort out any little problems before honing the army to razor edged perfection in time for the tournament. I'll be up against some of the finest Warhammer players in the world, and I'll need to draw on every ounce of my tactical and strategic cunning if I want to stand any chance of doing well.

I go to Tuomas for some advice. I find him crouching on the floor, growling angrily and brandishing a scalpel. I decide to go elsewhere for my advice. Strange people, these Finns.

Week 5, Thursday – Just finished the first of my tournament practice games, against Tuomas. I lost. But then Tuomas is reputedly the best Warhammer player in the Studio. At least the game was very close, with Tuomas winning by only a single victory point.
Week 11, Saturday – The entire Goblin army is finally finished, arrayed here in all its glory!

Week 9, Wednesday – Arrange a re-match against Gav’s Bretonnians for tomorrow night.

Week 9, Thursday – This evening’s game was a lot better for than last week’s. I simply avoided getting stuck in combat with his dangerous Knights of the Realm unit. Meanwhile, my Spider Riders and Dragon swept round his flank, routing the rest of his army (several regiments of Commons and a small unit of Knights Errant), leaving me with a comfortable victory.

Week 9, Friday – An event has occurred that changes everything! My army, my tactics, everything! I came into work this morning, and what did I see? A new Goblin Chariot, sculpted by Bryan Nelson, and it is amazing! I just have to have at least two in my army. Unfortunately, the way things stand I can’t, because I don’t have any mobs of Goblins. So, and this is where things get radical, I’ve decided to make my army all Goblin! I decide on taking a unit of 16 Goblin Wolf Riders, armed with spears. They will accompany the Spider Riders on wide, flanking attacks. Both units are fast cavalry, and so will be able to outmanoeuvre almost anything else on the battlefield, covering one another’s rear and flanks as they move into position to savage the enemy’s most vulnerable units. I drop the Big ’Uns and Rock Lobbers, adding in the two Chariots and a Doom Diver instead. A basic battle plan is emerging. The Chariots and Night Goblins will be deployed as a central line, the Night Goblins flanking the chariots on both sides, with the Doom Diver behind this line. As the enemy approaches, Doom Divers and Fanatics will pummel them into a bloody mush. Then the Chariots will charge out and pummel them some more. Meanwhile, the Wolf Riders and Spider Riders will zip out to one side, harassing the flanks and rear of the enemy, and picking off vulnerable enemy artillery and missile regiments. The Dragon will probably accompany the fast cavalry for most of the time, but will be kept handy in case the need arises for it to defend the main battle line.

Week 8, Monday – Start the Forest Goblin Spider Riders. The Spiders are simply sprayed black and then drybrushed a suitably bright colour. The riders are a little bit more involved. Eventually, I decide on a fairly blunt approach. To start with, I just throw Snot Green paint all over the miniature, making sure all the flesh bits are covered. One or two of the more significant details (like loin cloths, feathers and the like) can then be picked out in brown. A very quick Goblin Green highlight, and it’s finished.


Week 8, Tuesday – Hmmm... well, technically speaking, last night’s game was a loss. However, I’ve just discovered that my opponent was a scurrilous, cheating rat, and so I think I’m justified in treating it as a moral victory, of sorts. Due to my lack of knowledge of the rules regarding regeneration of Trolls, I allowed him to gain a most unfair advantage, which led to the death of my General, and my eventual downfall. My opponent, of course, acted most heinously in exploiting this lack of knowledge on my part, and needless to say I have demanded a re-match, this time on fairer terms.

Week 8, Wednesday – I arrange my third battle, against a Bretonnian army, for tomorrow night.

Week 8, Thursday – My first clash against the new Bretonnians, led by Gavin Tyler from the Journal. Although the battle ended as a draw, it was an extremely hard fought conflict. Bretonnian Knights really are much, much tougher than I had previously thought.
Week 10, Monday – The tournament weekend grows ever closer. Despite still being substantially metal in colour, and the “variable” painting standard of the rest, my army, arrayed now in front of me on my desk, is looking impressive. At least I’m ahead of Tuomas. He has yet to even Mail Order the miniatures for the Chaos army he plans on fielding.

Week 11, Monday – Well, here we are, the final countdown, the last week before the Tournament. And still more than half my army to get painted. Half a Goblin army to paint in less than a week. But I know I can do it!

Plannin a couple more practice games this week. And I’ll be playing two of the toughest opponents in the Studio. On Wednesday I take on Alessio, one of our Italian translators, and also 1995 Italian national Warhammer champion. And then on Thursday I take on the Finn again. This time he’ll be using his Chaos army. And this time I’ll add up the victory points.

Week 11, Wednesday – Beat Alessio 19 victory points to 1! Everything went exactly to plan, and I won the most convincing victory of my wargaming career! And Alessio was supposed to be good… I packed up my miniatures, and then hopped into my brand new expensive sports car alongside all five of the Spice Girls…

I was rudely awoken at this point by my alarm clock.

Week 11, the real Wednesday, 12.30pm – The army I plan on using is as follows: a Forest Goblin Warlord mounted on a Giant Spider and wearing the Crown of Command, the Golden Helm of Atrazar, and carrying a Potion of Strength, a Forest Goblin Battle Standard Bearer, riding a Giant Spider, and carrying the Spider Banner, and a Night Goblin Master Shaman, riding a White Dragon and carrying a Dispel Scroll, the Skull Staff, and the Ring of Corin. The regiments consist of a unit of 14 Spider Riders, accompanied by the Warlord and Battle Standard, a unit of 16 Wolf Riders with spears and shields, and two units of 30 Night Goblin Archers, with 3 Fanatics in each. Additionally, I’ll be taking two Goblin Wolf Chariots, and a Goblin Doom Diver.

Week 11, Thursday – Last night was the single most bloody, unremitting, and brutal game of Warhammer I have ever played. By the end of it we were both too drained to even bother counting up the victory points. We just decided to go home instead. I think at the very least, though, that the game succeeded in its original aim. Any game I play at the tournament cannot possibly be anything other than tame in comparison.

And tonight, it’s the Finn’s turn. If anyone can provide a tougher game than last night’s, it’s Tuomas. I’ve just had a sneak preview of his army, and it really is frightening. The one thing I fear most is being outmanoeuvred, and there are few armies that can do this. Tuomas, however, has...
Week 11, Sunday – The second of my Tournament battles, against last year’s winner, Gordon Davidson. A desperately close battle was to ensue.

taken an army laden with Harpies, Flamers and characters mounted on Discs of Tzeentch. With all this, he will probably be able to outmanoeuvre me with ease.

Week 11, Thursday 5.30pm
– Well, Tuomas has just revealed that he will be unable to play me tonight. No doubt somebody told him about my Chariots, or maybe it was my fearsome White Dragon. It’s actually quite a good thing that I’m not going to have anyone to play tonight. It means that I can actually get down and finish off some more painting this evening.

Week 11, Friday
– The standard of my painting is dropping faster and faster, as I desperately try and get everything done in time. I think that painting standard and army selection will play a big role in deciding the eventual tournament winner. Given the large number of players, there simply will not be enough battles fought to to separate one player out clearly by combat alone. Given the relatively low standard of my painting, I think I will only have a very slender chance of doing well overall.

This will be my last diary entry before the tournament.

Week 12, Monday – So here we are, Monday morning, the day after the Tournament.

In brief, I didn’t win.

I scored (not surprisingly) a meagre twenty-eight points out of a possible sixty for the painting and army selection category, knocking my overall standing in the staff tournament down quite considerably.

Although my generalship score (for winning battles) was amongst the top ten (despite a narrow loss to last year’s winner, Gordon Davidson), I ended up about twentieth overall out of nearly a hundred. Still fairly respectable. I realise now that if I’m ever to do well in this sort of tournament, then I’m going to have to improve my painting and selection mark. And so I’ve decided that the time to start preparing for next year’s tournament is now! I have several choices here. The most attractive option at the moment is carrying on with my Goblins. Since I already have a Goblin army, I can carry on playing with it, adding and replacing figures as I go along. A new Warhammer 40,000 army is also quite an attractive idea. A Chaos army would give me lots of scope for doing interesting paint jobs and conversions, and would also be quite small, allowing me to spend more time on them.

I pick up a Goblin. I pick up a Plague Marine. I’ve just finished painting up a little over one hundred Goblins. I put the Goblin away again, and start undercoating the Chaos miniature. I tell everyone, “Hey everyone, I’m starting a new army today!” Jake doesn’t laugh. Adrian doesn’t cry. Everybody just ignores me.
Throughout the January 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!

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Ian: I am, of course, going to cheat by writing this introduction last. This month's battle report is a clash between Tyranids and Space Wolves. Although this was just a straight fight between the two adversaries, by the time I had finished fighting the battle I was so taken by how enjoyable a game it was that I began to develop a long and involved plot for it. Needless to say this snowballed into something far too big to present here, today. Maybe I might get an opportunity to show some of my ideas in a future White Dwarf article, or Mark and I might just fight it out as a campaign for our own gratification. Who knows? Of one thing I can be sure, this battle will form a pivotal part of the story and I was amazed at all the ideas and plots we came up with just from this one game.

Why don't you have a go yourself? Play a game and see what plots, intrigues and conspiracies you can come up with. Mark has dropped a clue or two in the story below, and if you're canny you might just pick them up. In the meantime, I hope you enjoy this month's battle report.

"We have a winner!", bellowed Ragnar, and pitched the contents of his drinking vessel over the recumbent Space Wolf. This merely served to make him stir slightly and a beatific smile to spread across his face when one of the giant wolves padded over to hek his drinking vessel over the recumbent Space Wolf, This merely served to make him stir slightly and a beatific smile to spread over his face when one of the giant wolves padded over to him. His eyes rolled back into his skull, and he slowly toppled backwards through a trestle table laden with drinking horns and raw giblets. "We have a winner!", bellowed Ragnar, and pitched the contents of his drinking vessel over the recumbent Space Wolf. This merely served to make him stir slightly and a beatific smile to spread across his face when one of the giant wolves padded over to lick the beer from his head. Then, the metallic drone of a Servitor's voice cut through the sounds of revelry. The Space Wolves were instant alert and ready to act.

"Lord Blackmane," announced the eerie, disembodied voice from the intercom, "Great Wolf Grimnar requires your presence in the Inner Sanctum in five minutes. You are to be accompanied by seven of your most capable Wolf Guard."

After Ragnar had stalked out of the hall, along with a group of his right hand men, the room buzzed with low, murmured conversation as the Space Marines wondered what this summons could portend. They didn't wonder for long.

Twenty minutes later Ragnar prowled back into the hall with a feral grin carved onto his features. In the dim light of the hall his eyes glimmered faintly beneath his dark brow and the pearly white of his elongated canines flashed as he spoke. "Battle brothers," this simple statement was greeted with a hoarse cheer from the assembly.

"Battle brothers, " Ragnar continued, "we have a new mission."

Here he waited for the yelling and whooping to stop and the import wonder for long.

"An unidentified vessel briefly appeared on the Astronomic matrices and was the lost again. Technomagi have located the cargo containers must be retrieved before a virus bombing can sink in."

"Battle brothers, " Ragnar continued, "we have a new mission."

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"The hunt begins with the rising of the sun, and some of you will die. But for now?", once more he paused for effect, "Drink!"
Dwarf ut as a novel form at all on this game is you blue or y you I hope
BATTLE REPORT BLUES

Mark: It was late on a Friday afternoon in the Dwarf Bunker as I sat innocently clicking away at an article I was working on. The others were in a huddle nearby discussing what to do for the new battle report and I wasn't really concentrating on what they were saying. Suddenly, everyone stood up and the Grand Warlord made his indomitable presence felt over my shoulder (that'll be the bad breath – Ed).

“You usually fight with a Tyranid army, don’t you Mark?” he asked in a completely off the cuff fashion.

“Indeed!” I replied enthusiastically.

“Do you reckon you know how to use them properly?” queried Jake, who had joined Adrian by this point.

“Of course,” says I, confidently.

“Excellent! You’re doing the next battle report,” Jake beamed. “Against the Space Wolves.”

Aargh!

We would be playing with 1500 points each. Not the world’s largest swarm, and not a great deal of room to create the right mix of bio-constructs to deal with all eventualities. Nonetheless, I set to creating the meanest bunch of flesh rending, razor-edged, death dealing alien terrors this side of the Galactic Fringe. Then I checked my force list against available models. Bah! Back to the drawing board. The worst disappointment was that I only had one Lictor available. This is a creature I rate very highly and even in a battle this small I would have liked to have two of them.

Anyway, on to the swarm itself. The core of any Tyranid swarm, and your mandatory purchase, always has to be its Hive Tyrant. For this battle, and anything up to about 3,000 points, I would say that one would suffice (in this case one was all I was allowed within the points limitations anyway). Since I was fighting Space Marines, and knowing Ian’s predilection for tanks, I chose to arm it with a venom cannon. I don’t rate the barbed strangler at all against Space Marines, since it has trouble penetrating their armour even if it does succeed in wounding them. Next up were the biomorphs. The Voltage Field is, in my opinion, one of the best force fields in the game, and when you are expecting to draw a lot of heavy weapon fire, as the Hive Tyrant does, it offers better survival odds than a Warp Field for half the cost. Next I chose a Null Zone to protect me from psychic attacks and any sneaky Vortex Grenades which might be lobbed in my direction. Finally I selected my psychic powers and took Psychic Scream and Catalyst. A truly awesome, and expensive, critter. Or so I thought.

To complement the Hive Tyrant I selected a Lictor bred with a Voltage Field. Lictors are infiltrators par excellence and you can’t have too many of them. I also took a Zoanthrope because they can waste tanks like nobody’s business.

On to the Support section of the swarm. Just one entry here, a Carnifex sporting Adrenaline Sacs and a Voltage Field. The increasingly inevitable Voltage Field biomorph, combined with the magnificent armour, Toughness and Wounds of the Carnifex, make it practically unkillable by normal weapon fire, and the Adrenaline Sacs would allow it to run and fire on one of its turns.

Finally to the Broods. This is where I always feel spoilt for choice and never have enough points to get exactly the right combination for my needs. But hey-ho, away we go. As usual, I overspent totally and then had to wield the hatchet, a torturous process involving many arcane sums and wholesale shifting of points. In the end I emerged with this: four Tyranid Warriors, all armed for ranged combat, two with devourers for getting in close and dirty, a deathspitter to chastise the Space Marines from afar, and a venom cannon to discourage the anticipated tanks and Wolf Guard Terminators. These brutes had evolved Hardened Carapaces to put the kibosh on all that pesky bolter fire. Then came the foot
soldiers: ten Hormagaunts to provide a skirmish screen for the Genestealers I hoped to purchase, and two largish broods of Termagants, one of ten and one of eight, all armed with fleshborers — not a bad weapon against Space Marines if you have enough of them and can get close enough to use them. Finally, I spent my remaining points on a brood of nine Genestealers.

THE PLAN

In a nutshell, my plan was to fend off the tanks I expected with my venom cannons and Zoanthrope, while the rest of my insectile brethren did what they do best, ie strew people’s squishy parts across a wide range of terrain features. After some discussion with Jake, we then selected our missions. Ian received a Take and Hold mission for the Space Wolves, with some cargo crates containing as yet unknown salvage as the objective. For my part, I drew the Trap mission. Hooray! This one’s my favourite and it gives the opportunity for the Tyranids to actually inflict a bit of damage in the first couple of turns.

My rolls on the Tyranid Strategy tables turned up a mixture of trials and misfortunes for the Space Wolves, including “Jonas” acting strangely amongst the Wolf Guard, a small Tyranid organism lurking aboard one of the Predators, and a Grey Hunter squad scared stiff by the Tyranids.

Deployment next, and I had to set up first. This is the usual story with Tyranids, and is probably their worst drawback, but that wasn’t the half of it. Disaster was looming already as I only managed to get two of my broods to deploy on the flank, not enough to create any sort of telling strike force and make the Trap viable. In a vain attempt to compensate, I spread out across the whole front line of my deployment zone, enabling me to hopefully cover all eventualities. Ian then proceeded to ignore my dispersed set up and deployed in a tight, lethal looking Space Marine force aimed at the rather pathetic flank units strung out on my right. Ho hum.
It's not very often you get to fight a battle report using your favourite army.

Ian: Having spent the weekend swarming around Antwerp at a gaming convention, drinking free beer and eating free food (thanks guys!), I arrived back at work a day late only to find out that I had been nominated to do the battle report with Mark. Hmmm, I thought, battle reports involve lots of work and can be a bit of hassle. Oh well, I suppose if it's my turn. But then I found out it was Tyranids versus Space Wolves. Hooray! It's not very often that you get to fight a battle report using your favourite army.

I had a quick chat with Mark about the forthcoming clash, and he informed me that he was an experienced Tyranid player, but he hated playing against Space Wolves. So why did Mark hate the Space Wolves so much? Well, it's quite simple really. Most Tyranids players accept the fact that they are going to get shot to pieces in the first couple of turns, but then they get to rip you to bits in the final part of the game. Unfortunately things ain't so rosy when Tyranids fight against Space Wolves. Not only do Space Wolves shoot you to pieces with the typical awesome firepower of a Space Marine army, but they ain’t no slouches when it comes to hand-to-hand either. Almost every single Space Wolf in the army has an additional +1 to their Weapon Skill. While this isn’t exactly going to do you much good against a Genestealer, the lesser hand-to-hand troops like Hormagaunts, and their screening troops such as Termagants and Gargoyles, can be cut down in short order. Against normal Space Marines these troops would have been on an equal footing (in the case of Hormagaunts, better), but not so against the Brothers of Fenris.

Wolf Guard Champions

A favourite gambit of mine is to have Wolf Guard Champions in Terminator armour leading all my squads. Credit has to go to Andy C for this, as it was his idea to use them in the Fangs of the Wolf battle report, and to quote the man himself: “this would give each squad, in effect, a small Dreadnought to support them.”

The Plan

This particular combination of missions is exceedingly deadly. While the Tyranids have The Trap and must encircle my forces, I am lumbered...
either, my has tile this against a ps like such as own in these thing (in not so

Fighting against Tyranids I knew that I would be facing some monstrous opponents, so some heavy firepower was called for – a squad of Long Fangs, perhaps. However, during the night before the battle, I was tossing and turning and awoke in a cold sweat. I realised I was making a grave error. What was I thinking of, only one tank? This was a nightmare, a nightmare that I had lived through once before in The Great Devourer battle report. I made a quick mental calculation. I could scrap the Long Fangs and exchange them for more tanks! In the end, I took an impressive squadron of three Predator variants. Not only did they carry awesome amounts of firepower, but they would give me a psychological edge. Once Mark saw my army I’m sure my little squadron would remain foremost in his thoughts. I decided to give my other two Predators nicknames to go with the Annihilator. I dubbed the twin-linked lascannon with heavy bolters the Eradicator, while the Razorback-type configuration is called the Destroyer.

with Take and Hold. This throws up something of a paradox. To complete my mission I must advance into the centre of the table, hardly the most sensible thing to do when the enemy is trying to surround you!

That said, I had a plan. I would employ my tanks to hunt down any psykers and major threats, like Carnifexes and Hive Tyrants. Meanwhile, my Wolf Guard would take the objective, the Grey Hunters swinging around to guard their flank.

Finally, I went for Ragnar Blackmane to lead my merry band – well he is the only Wolf Lord in our army. However I mustn’t moan, as I consider him to be one of the best of all the Space Marine special characters His enhanced profile and Berserk Charge meant that he would be able to go toe-to-toe with a Hive Tyrant!

To accompany Ragnar I chose a bodyguard of four Wolf Guard in power armour, and added another Wolf Guard champion in Terminator armour to lead them. These veteran Space Wolves are just the ticket for leading assaults against Tyranids.

**RAGNAR’S WOLF GUARD**

- Ragnar
- Wolf Guard
achieves anything. All you are doing is wasting a turn. In a game against Tyranids, where you are only likely to get a couple of turns before you're embroiled in vicious hand-to-hand combats, this is time you can ill afford to waste.

I had a mission to complete and if I couldn't shoot any of the Tyranids then I would improve my position. I placed the Grey Hunters on the left flank, and the Wolf Guard squad hiding in the rocks, onto overwatch. The assault pack of Grey Hunters was sent running forward, braving the overwatch fire of the Tyranid Warriors. This attracted the attention of Mark's Tyranid with the Venom Cannon, but much to its surprise, and my fortune, the Tyranid found its ammunition genetically incompatible with its Venom Cannon, which consequently blew up in its face, slaying the vile creature instantly. Well, my gamble had paid off big time. I was hoping to get away with a miss or a bad bunch of rolls for the Venom Cannon template, but having the thing blow up in the aberration's face suited me just fine.

Both the Annihilator and the Destroyer rumbled forward, but still remained out of sight of the enemy, ready to strike next turn. However, I wasn't going to let the Tyranids get off totally scot-free this turn. His meagre flank forces were far too tempting, so I sent the Eradicator sweeping forward at combat speed, straight into the jaws of the enemy. The Space Wolves' Acute Senses gave the tank crew a huge spotting distance of 8" so I was able to spot all the Tyranid Warriors, and proceeded to rake them with heavy
bolters and twin-linked lascannons. Two fell to the heavy explosive bolts, but the twin-linked lascannon shots, probably distracted by the Tyranids’ overwatch fire, fell wide of their mark.

A weak warp flux only gave Mark enough power for his Zoanthrope to cast a single point warp blast aimed at one of the Grey Hunters, but even that proved to be out of range.

**TYRANID TURN 1**

Mark: The armoured might of the Space Wolves rumbled rapidly off its baseline, and the Tyranids concealed in the sparse undergrowth began to take notice. A Predator rumbled right up to the Tyranid brood’s hiding place and began to level its guns. Unfortunately, the venom cannon was covering the wrong field of fire to react in time, so it fell to the Tyranid Warrior wielding the deathspitter to attempt an all or nothing shot, maybe taking out a track before the vehicle’s weapons delivered their deadly payload. But it was to no avail as the caustic larva was ejected to sail clean over the top of the tank. Meanwhile, the Tyranid Warrior sporting the venom cannon had spotted a squad of Grey Hunters running across the corridor of open ground between two towering mesas of crumbling rock, and stood up to let fly a volley of toxic crystals at them. Luck was definitely not on my side today. The shot missed and the Scatter and Artillery dice indicated a hit and a misfire. The weapon exploded in the hapless Tyranids claws and blew it to smithereens. One heavy weapon down already from my meagre artillery contingent, and three tanks to face.

The Space Wolves overwatch proved to be far more effective than mine. As my flanking force of Termagants moved out of their hiding place, the Grey Hunter’s bolters chattered into life, cutting down half of the brood.

My forces began to move off their starting positions, but Ian stitched me up really badly with one of the new strategy cards, *Surprise Attack*, preventing me from running or charging in my first turn. It was a fairly depressing turn of events. The remnants of my Tyranid brood were looking straight at a tank bristling with heavy weapons, which was almost on top of them I might add, and they couldn’t even take the one sensible
option available to them in such a dire situation – charging it and tearing its tracks off. The Carnifex was also stranded in limbo, facing off against another tank, and unable to run towards it to close the distance between them. It couldn't even burn its adrenaline sac to get close enough to hurl some bio plasma effectively. I opted instead to merely pivot on the spot to bring my arc of fire round on the tank, and unleashed a coruscating gout of super energised bile at it, which exploded harmlessly far behind. The other elements of the swarm moved as far as they could, seething forward en masse while the Lictor took up a better position in its nest of rocks in the centre of the field. The Tyranid Warriors attempted to make as decent an account of themselves as possible, before the tank flattened them for good. So the coughing, racking din of the deathspitter rang out around the rocks once more, this time felling two Grey Hunters, whilst a writhing stream of maggots from the devourer ran out of impetus half an inch in front of the same Grey Hunter position. Finally the psychic Zoanthrope summoned up the latent energy of the warp, directing it against the Annihilator, but somehow the effect was nullified even though the Space Wolves had no Rune Priest. Bah!

**SPACE WOLVES TURN 2**

Ian: Now that Mark had stopped lurking in the long grasses and rocks I could set about getting to grips with him properly. Unfortunately, it was at this point that a tiny skulker nesting beneath the driver's seat of the Eradicator chose to make its presence felt. The tiny bio-construct launched itself at the throat of the Grey Hunter driver. Fortunately, the hardened Space Marine warrior...
was easily able to tear the small bio-construct in half. However, this caused him to lose complete control of the vehicle, and he only just managed to pull it around a large rocky spire before running over two Termagants. Luckily, this route took me directly past the Zoanthrope. The turret gunner, unwise to the events taking place in the driver’s compartment, swung the twin-linked lascannon to bear on the foul mutant and promptly vapourised it! The Predator Annihilator also kicked up a gear and began an advance down the rocky canyon. With the demise of the Zoanthrope, the only viable target was the second brood of Termagants. Despite the turret gunner popping open his hatch and cocking his storm bolter in order to increase the number of potential kills, the awesome arsenal of the Predator Annihilator only succeeded in killing one of the Termagants. The Grey Hunter assault pack dealt with another, while the bolter pack, using their tremendous Rapid Fire skill, killed the remainder of the first Brood.

In the first turn I had foolishly left Ragnar standing still, when seeing as he was the only one who could effectively deal with the Lictor I should have moved him towards the creature's hiding place. I remedied this and ran Ragnar behind the Annihilator. It was at this point I realised that I was too late and that this mistake was going to cost me the Predator Annihilator!

With the destruction of the Zoanthrope, the Hive Tyrant found the warp flux of insufficient strength to use any of his powers.

**TYRANID TURN 2**

Mark: The Space Wolves tanks were proving to be a big problem – Ian was doing a very good job of eliminating effective threats to his precious vehicles. I don’t think Ian fully understood how effective Lictors were at avoiding detection, but with Ragnar heading my way I knew that he was now only too aware of the dangers that the creature posed. It was now or never, I had to get my points worth out of the Lictor and the Annihilator would do nicely. Recovering from the Space Wolves surprise attack, the Carnifex hurtled forward with a surprising turn of speed and motion, aggressively charged chemicals flooding its nervous system from the Adrenaline Sac. The Carnifex launched itself across the open ground, its short legs propelling it toward the Destroyer before disgorging its bio-plasma at the despised metal machine. However, much to my consternation, the scintillating ball of bile and plasma sailed behind the fast moving vehicle. This trend was to continue as my surviving Tyranid Warrior failed to catch any of the Grey Hunters with its deathspitter blast. But worst of all was the Hive Tyrant, who managed to miss his target despite his massive Ballistic Skill. Fortunately though, the large template of the venom cannon still clipped the Eradicator’s track, sending it spinning out of control again.

The Lictor whirled into an unstoppable assault on the Predator Annihilator, diamond hard chitinous limbs cleaving their way through the sponson and track, before tearing into the engine compartment,
triggering a massive explosion. Unable to react quickly enough, and not used to such volatile behaviour in metal objects, the Lictor was caught in the blast, suffering a wound as the tank went up. A hail of burning shrapnel peppered Ragnar, but despite the bulk of his power armour, Ragnar's preternatural agility kept him free from harm as he dodged all the projectiles.

With psychic forces now crippled by only rolling one die in the psychic phase, I was left with playing the Catalyst on my Genestealers. This would super-charge them ready for an assault next turn. Ian's rather unreasonable ability to nullify everything I attempted didn't work this turn as I used Ultimate Force to channel the power!

**SPACE WOLVES TURN 3**

**Ian:** Well the battle looked to be going my way. However, after a quick totting up of the victory points I realised that I was losing. What I did have going for me though, was a good command of the battlefield. After a few well timed gambles my troops were all in really good positions. With the Tyranids now within their 12' charge range, all I had to do was sit tight and hope that I got a good round of shooting in, before the first waves of Tyranids began their assault.

But hold on a minute, "within their 12' charge range..." A drastic, yet heroic plan of action had just occurred to me...

Raising his head high, Ragnar let forth a guttural wolf howl that resonated across the entire battlefield. Awww000000000...

All the Space Wolves were suddenly suffused with the
ancient energies of the Wulfen, the monster of Fenris that lies within the soul of every Space Wolf. All the Space Wolves charged forward towards the enemy. The Grey Hunter bolter pack charged towards the Tyranid Warrior, but only the Wolf Guard Terminator made it into contact with the alien beast, smashing through its hardened carapace with his power fist and crushing the life out of its foul heart. The Grey Hunter assault pack fell upon the Termagant brood and made short work of chopping them down. Meanwhile the Wolf Guard had the tough task of charging into the jaws of the Hormagaunts. The Hormagaunts were not much of a problem, but the Genestealers behind them would prove to be a more tricky proposition.

As the Hormagaunts fell under the savage assault of the Wolf Guard, Mark, who well knew that Wolf Guard have a Weapon Skill of six still insisted on crying out in dismay at the Wolf Guard’s outrageous stat-line. As one of his best assault broods was hacked to pieces, all the Wolf Guard followed up to attack the rest of the Hormagaunts in the next turn.

Unfortunately, the very man who invoked this frenzied charge failed his fear test and Ragnar Blackmane had to content himself with trying to out-stare the Lictor, instead of doing his job, which is cleaving the beast in two with Frostfang.

On the armoured front, my two remaining tanks continued their out-flanking manoeuvre. The Destroyer did so out of its own volition. The Predator Eradicator, however, had had its track shredded and was moving dangerously out of control. The heroic Grey Hunter driver proved his worth once more and managed to wrench the crippled tank to the right and toward the heart of the battle, before track links and wreckage clogged the drive mechanism bringing the tank to a permanent halt. Its heavy bolter spat forth explosive bolts felling two of the Hormagaunts that were following up the rest of their unfortunate brood. However, the sudden halt of the tank must have spoiled the turrets gunner’s aim as he sent twin bolts of laser fire way over the head of the looming Hive Tyrant.

The Destroyer moved in from the other flank. The Jaws of the Wolf were closing ever tighter, and soon I would have my prey. With plasma guns fully charged, the gunner let rip. The Hive Tyrant was bathed in plasma and laser energy, a coruscating ball of destruction that nothing could survive. When the fires died down, all that remained of the Tyranid army’s leader was charred flesh and shards of chitinous armour.

I looked on in glee. I knew this was possibly the rashest if not stupidest thing to do in the battle. Using Ragnar’s Battle Howl against the Tyranids was forsaking my tactical sensibilities to make things look good, but I just couldn’t resist it. This was truly the stuff that great sagas were made of, and everything was going according to plan. The Grey Hunters had annihilated their opponents, and the Wolf Guard had, much to Mark’s dismay, cut through his prized Hormagaunts. All I had to face now were the Genestealers...
choose who he would assault, attacking them on his own terms and negating my advantage of numbers. If I had charged I would have been able to gang up on his Space Marines. To add insult to injury, the Hive Tyrant was slain. Yet another key element of my swarm reduced to ashes.

Blast it, I thought, as I moved the surviving Hormagaunts in around the Wolf Guard. The Space Wolves were now firmly placed in a narrow pass through a rocky gorge. The narrow front meant that I was only able to get a couple of Genestealers into hand-to-hand combat. I sent four Genestealers to attack the Predator Destroyer and the rest closed in behind the fray in the gorge. Their powerful talons tore apart the tank in short order.
My dice rolls for the following hand-to-hand let me down badly. While I expected the Hormagaunts to be cut down, I thought I might at least manage to take a few Wolf Guard out with sheer weight of numbers. But alas it was not to be. All the Wolf Guard but two dispatched their opponents. One of the two was shredded by the claws of a Genestealer, while the other was trapped in a stalemate with another. The blighters then proceeded to follow up into the cover of the rocks, ready to spray my Genestealers with rapid fire from their bolters in the following turn.

The Lictor struck out against the Space Wolves' commander with its usual ferocity, but this Space Marine was proving to be every bit as tricky as I had feared. With increasing annoyance I watched as Ragnar deftly parried and dodged his way around the razor sharp claws of the Lictor.

On my right flank, the last remaining Tyranid Warrior used its monstrous size to easily shrug off the Space Wolf Terminator and spun round to spray the Grey Hunters with its devourer. Two of the Space Marine warriors fell screaming in agony as flesh eating worms poured from the joints of their power armour and eye sockets. The remaining Grey Hunter and Wolf Guard champion were severely shaken by the disgusting demise of their brethren.

- **SPACE WOLVES TURN 4**

Ian: In the last hand-to-hand combat phase I had successfully extricated myself from the lethal melee with the Hormagaunts and Genestealers. Brother Egil was the only casualty, but as he had led the assault from the front he had found himself hopelessly surrounded by Genestealers. His bolt pistol spat fire until the very last, when the razor sharp claws ripped open his armour and tore into his flesh. Egil had earned his place in the great sagas. Seeking vengeance for the loss of a brother, the remaining Wolf Guard opened up with their bolt guns and storm bolters. The rain of rapid firing bolters cut down three of the monstrosities. Further down the canyon, the Grey Hunter assault pack had closed in to support the Wolf Guard, their bolters bringing down the last of the Genestealers in the gorge. From his position, the Wolf Guard Terminator could see their objective and informed the others over the comm-net that their mission was now almost complete.

The now stationary Predator Eradicator spotted the massive form of the Carnifex moving forward through a rocky outcrop. The gunner swung the twin-linked lascannon to bear upon the creature, but his aim was off and the laser bolts blasted into the side of the rock.

- **TYRANIDS TURN 4**

Mark: At this point, I should really have taken a step back and viewed the battle objectively. I should have weighed up the options and gone for the sensible approach. However, I blew it quite spectacularly. If I’d played my cards right I could have scraped a draw, but seeing things slipping badly as they were I panicked and made some tactically regrettable decisions.

Not taking the time I needed to reckon the current victory point situation, I assumed that I had a lot of catching up to do. The way I rationalised this was to attempt to prevent the Space Wolves achieving their mission by getting closer to the cargo than they with my Genestealers, trapping as many Space Marines as possible with the Lictor, and shredding the Iron Priest for a much needed...
In the aftermath it becomes clear that the Space Wolves have seized their objective. But the cost is high and three of Ragnar’s finest warriors lie dying in the gorge.

“I am not pleased with myself, to put it bluntly.”

Mark: I am not pleased with myself, to put it bluntly. I know exactly what I did wrong and there was really no need for it. My error was unforgivable, and should be a cautionary tale to you all. I didn’t have my facts straight before I acted. The whole difference between losing or not hinged on that fateful fourth turn, and here’s what I did wrong. I moved the Lictor, attempting to trap enemy troops instead of attacking the Wolf Guard Terminator next to the cargo. For one thing, I had not realised that trapping Ragnar would garner me no victory points, and had I read my mission more carefully, I would have known this. My second, and possibly worse, mistake was not being in full possession of the facts concerning Ian’s mission. I erroneously (perhaps it was wishful thinking) believed that his troops had to be closer to the objective than mine at the end, in order that he might win. It is of course the other way around, and the measuring up concluded that both the Wolf Guard and the closest Genestealer were exactly the same distance from the cargo. The Space Marines got their points and I didn’t. Bah! The key was who I should have assaulted with what though. Had the Lictor charged and killed the Wolf Guard Terminator, a feat in which the odds were favourable, and the stray Genestealer killed the final Wolf Guard, instead of the Iron Priest, the Space Wolves would have lost the five victory points from the mission objective, and the result would have been a draw.

The final turn was not my only mistake I might add, just my most heinous. I could, for example, have made better use of my deployment. The Carnifex managed to do nothing all game because it was too far out on the flanks at the beginning. But the set up was unkind, particularly the unfortunately low number of broods managing to deploy on the flanks. In the final analysis it was definitely rough going, and I had more than my fair share of bad dice, but I only have myself to
blame for losing when a bit of foresight could have got me a draw from a bad situation.

As an aside, I felt so aggrieved by my own incompetence that I was itching for a rematch, which Ian was persuaded to grant me. Just to show that I am a worthy opponent when I make sure I know what I’m doing, I managed a draw. At least this makes me feel a bit more confident about future battle reports. I am happy to inform you (although it should be added that Ian continued to nullify all my psychic attacks, despite still having no psyker in his force...).

BACK TO THE FANG

Ian: Well, that was a thoroughly enjoyable game and Mark proved himself to be a more than worthy opponent. It wasn’t until we worked out the victory points for each turn and sat down and had a chat about the game that we both realised how close a game it had been.

I have to admit that at the beginning I was a bit wary about fighting against the Tyranids. This is the trouble with working for Games Workshop, you have to learn all the games with all the armies. However, what generally happens is the armies and games that you have played recently are to the fore of your memory, while the details of the ones that you haven’t used for some time are a little hazy (to say the least!). Anyway, needless to say I was far too busy to bother having swotting sessions with the Codex Tyranids and decided to just run with it, and hope my subconscious would prevent the Tyranids from pulling any nasty surprises. In the end the only irritating points were finding out that anything as big or bigger than a Tyranid Warrior counts as a monstrous creature and can break from hand-to-hand combat, without risk or penalty. Plus finding out how outrageously difficult it is to spot and attack Lictors. Having had Mark tell his woeful tale of his catalogue of errors, I realised that I too had actually made a mistake in the very first turn of the game (unbelievable – Ed). With an army with absolutely no blast markers weapons, save a couple of bags of frag grenades, I should have realised that Ragnar Blackmane was the only man in the army that could effectively eliminate the Lictor. My failure to take action from the very start of the game meant that the Lictor was able to get to the Annihilator before Ragnar could get in a position to stop him.

Which brings me nicely onto my second error (now you’re just getting sloppy – Ed), the Annihilator. What the blazes was I doing placing it there in the first place? Stupid, stupid, stupid! I was partly thinking that the Eradicator was enough to deal with Mark’s tiny flank force, which it wasn’t! This, coupled with an obsession with that Zoanthrope, which the Annihilator didn’t destroy anyway, meant that the Annihilator was a tragic waste of 210 points, and cost me 3VPs. So to sum up, there was really just one error (hah, that’s more like it – Ed), since preventing either one of these errors would have eliminated the other. At the end of the day I should have placed the Annihilator with the Eradicator, steamed down the flank, totalling the flank force, thus preventing the destruction of the Grey Hunter bolters pack and leaving me with one extra tank round the back of the Tyranids to give that nasty old Carnifex a good seeing to. So all in all, if I hadn’t made my mistakes, and Mark hadn’t made his mistakes I would still have won, 10 VPs to 6VPs. However, we do tend to make mistakes in the heat of battle, and with two well chosen armies and equally matched opponents, victory will go to the man who makes the least.

But what about the Wolf Guard? That was truly heroic. It really was the stuff of which Sagas are written. I often hear people say that Space Marines aren’t as hard in the game as they are in the stories. Well folks, here’s the proof, Space Marines are rock. Six Space Wolves against two broods of some of the most lethal hand-to-hand troops in the galaxy. I can hear the voices of Rune Priests echoing throughout the halls of Fenris, centuries from now, retelling this battle from the Sagas over and over!

I was rather pleased with my bold decision to use Ragnar’s Wolf Battle Howl and in the end it won me the game, which I think I would otherwise have lost quite badly. Mark was rather shocked by this sudden assault, informing me over a mid-game cuppa that I was handing him the game on a plate. However, I knew different.

FINAL VPs

TYRANIDS: 10
SPACE WOLVES: 15

SEIZING THE INITIATIVE AND CHOOING YOUR OPPONENTS

For those that want the actual tactical run down of how this was achieved, I’ll just give a brief summary. First off, I seized the initiative by charging the enemy. This way I got to choose who I wanted to attack and the enemy’s extra numbers would count for nought in the first round. Secondly, I attacked the Hormagaunts in a narrow pass. Attacking on a narrow front impaired Mark’s ability to bring his Genestealers into the combat. Thirdly, having dispatched the Hormagaunts by the end of second round, the only combatants left were the Genestealers. Rather than following up into hand-to-hand with these vile creatures (that would be suicide), the remaining Wolf Guard followed up into the cover of the nearby rocks. From here they were able to use their Rapid Fire skill to mow down the Genestealers with a fusillade of bolter fire. They were assisted by their Grey Hunter brethren who had swiftly dispatched the Termagants and swung around to “trap” the Tyranids! And I still had a Wolf Guard within 3” of my objective to boot – Mission complete, funny how things turn out, ain’t it.
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75005/14

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75000/12

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75000/13

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75000/10

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1 x TOTEM TOP

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75002/2

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75002/3

SKINK ARCHER 3
75002/4

SKINK ARCHER 4
75002/5

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1 x BRETONNIAN HORSE SPRUE
1 x FIGHTER SHIELD SPRUE

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1 x KNIGHT OF THE REALM STANDARD TOP
1 x KNIGHT OF THE REALM LEGS 1
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HIGH ELF MAGE
HIGH ELF MAGE
HIGH ELF MAGE

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ELDROTH BODY
ELDROTH LEGS
ELDROTH HIGH ELF GENERAL

A COMPLETED ELDROTH HIGH ELF GENERAL CONSISTS OF:
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1 x ELDROTH LEGS
1 x BARDED ELVEN STEED
1 x ELF SHIELD SPRUE

MOUNTED HEROES

HIGH ELF HERO BODY 1
HIGH ELF HERO BODY 1
HIGH ELF HERO BODY 1

HIGH ELF HERO LEGS
HIGH ELF HERO LEGS
HIGH ELF HERO LEGS

A COMPLETED HIGH ELF HERO CONSISTS OF:
1 x HIGH ELF HERO BODY
1 x HIGH ELF HERO LEGS
1 x BARDED ELVEN STEED
1 x ELF SHIELD SPRUE

HIGH ELF MAGE
HIGH ELF MAGE
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74388/1
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CONSISTS OF:
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1 x SMALL ROUND SHIELD SPRUE

QUEEN HELGAR
74389/1
A COMPLETED QUEEN HELGAR
CONSISTS OF:
1 x QUEEN HELGAR
1 x SMALL ROUND SHIELD SPRUE

RUNESMITH
74394/1

PAINTED EXAMPLE OF DRONG THE HARD AND QUEEN HELGAR

PAINTED EXAMPLE OF A RUNESMITH
A COMPLETED DWARF CANNON CONSISTS OF:
1 x CREW 1
1 x CREW 2
1 x CREW 3
1 x BARREL
1 x CHASSIS
2 x SOLID WHEELS
1 x HANDLE

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DWARFS

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1 x HAMMERER STANDARD TOP

HAMMERER CHAMPION
74392/1

HAMMERER HORNBLOWER
74392/4

HAMMERER STANDARD BEARER
74392/2

HAMMERER STANDARD TOP
74392/3

HAMMERERS

HAMMERER 1
74391/1

HAMMERER 2
74391/2

HAMMERER 3
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HAMMERER 4
74391/4

A PAINTED REGIMENT OF DWARF HAMMERERS

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DWARFS

MINERS COMMAND GROUP

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MINER CHAMPION 2
88045/2

MINER TRUMPETER
88045/3

MINER STANDARD BEARER
88045/1

MINERS

MINER 1
88044/1

MINER 2
88044/2

MINER 3
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CHAOS SPACE MARINES

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1 x CHAOS SPACE MARINE SORCERER BACKPACK 2
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CHAOS SPACE MARINES WITH HEAVY WEAPON

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

CHAOS SPACE MARINE HEAVY BOLTER BODY
70314/1
HEAVY BOLTER BACKPACK
70314/4
HEAVY BOLTER
70314/2
CHAOS SPACE MARINE WITH HEAVY BOLTER

A COMPLETED CHAOS SPACE MARINE WITH MISSILE LAUNCHER CONSISTS OF:
1 x CHAOS SPACE MARINE MISSILE LAUNCHER BODY
1 x MISSILE LAUNCHER BACKPACK
1 x CHAOS SPACE MARINE ARM SPRUE

CHAOS SPACE MARINE MISSILE LAUNCHER BODY
00465/8
MISSILE LAUNCHER BACKPACK
00465/10
MISSILE LAUNCHER
00465/1
CHAOS SPACE MARINE WITH MISSILE LAUNCHER

A COMPLETED CHAOS SPACE MARINE WITH AUTOCANNON CONSISTS OF:
1 x CHAOS SPACE MARINE AUTOCANNON BODY
1 x AUTOCANNON
1 x AUTOCANNON BACKPACK
1 x AUTOCANNON ARM

CHAOS SPACE MARINE AUTOCANNON BODY
70314/9
AUTOCANNON BACKPACK
70314/12
AUTOCANNON
70314/10
CHAOS SPACE MARINE WITH AUTOCANNON

A COMPLETED CHAOS SPACE MARINE WITH LASCANNON CONSISTS OF:
1 x CHAOS SPACE MARINE LASCANNON BODY
1 x LASCANNON
1 x LASCANNON BACKPACK
1 x LASCANNON ARM

CHAOS SPACE MARINE LASCANNON BODY
70314/5
LASCANNON BACKPACK
70314/8
LASCANNON
70314/6
CHAOS SPACE MARINE WITH LASCANNON

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 1997. All rights reserved.
CHAOS SPACE MARINES

CHAOS SPACE MARINE VETERAN SHOULDER PADS

This range of shoulder pads provides the opportunity to customise individual models or entire squads of Chaos Space Marine veterans. There are specific designs for the major Chaos Legions as well as lots of non-specific Legion designs that can be used on just about any Chaos Space Marine model.

Emperor's Children
CHAOS SPACE MARINE SHOULDER PAD 70326/7

Death Guard
CHAOS SPACE MARINE SHOULDER PAD 70326/20

World Eaters
CHAOS SPACE MARINE SHOULDER PAD 70326/17

 Thousand Sons
CHAOS SPACE MARINE SHOULDER PAD 70326/16

Night Lords
CHAOS SPACE MARINE SHOULDER PAD 70326/21

Alpha Legion
CHAOS SPACE MARINE SHOULDER PAD 70326/8

Iron Warriors
CHAOS SPACE MARINE SHOULDER PAD 70326/9

Black Legion
CHAOS SPACE MARINE SHOULDER PAD 70326/27

Word Bearers
CHAOS SPACE MARINE SHOULDER PAD 1 70326/29

CHAOS SPACE MARINE SHOULDER PAD 2 70326/26

CHAOS SPACE MARINE SHOULDER PAD 3 70326/14

CHAOS SPACE MARINE SHOULDER PAD 4 70326/4

CHAOS SPACE MARINE SHOULDER PAD 5 70326/3

CHAOS SPACE MARINE SHOULDER PAD 6 70326/2

CHAOS SPACE MARINE SHOULDER PAD 7 70326/1

CHAOS SPACE MARINE SHOULDER PAD 8 70326/15

CHAOS SPACE MARINE SHOULDER PAD 9 70326/18

CHAOS SPACE MARINE SHOULDER PAD 10 70326/10

CHAOS SPACE MARINE SHOULDER PAD 11 70326/6

CHAOS SPACE MARINE SHOULDER PAD 12 70326/13

CHAOS SPACE MARINE SHOULDER PAD 13 70326/23

CHAOS SPACE MARINE SHOULDER PAD 14 70326/24

CHAOS SPACE MARINE SHOULDER PAD 15 70326/25

Example of painted Chaos Space Marines Veterans assembled using just a few of the Chaos Space Marine Veteran Shoulder Pads.

Designed by Aly Morrison

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A completed Chaos Space Marine consists of:

1 x Chaos Space Marine
1 x Chaos Space Marine Arm Sprue
1 x Chaos Space Marine Backpack Sprue
Not suitable for children under 36 months due to small parts and essential pointed components. This kit is supplied unpainted. The plastic parts need to be assembled using polystyrene cement. © Copyright Games Workshop Ltd 1997. All rights reserved.
The campaign is based on the heroic Dwarf saga of Drong and Helgar, which tells the story of how Eldroth's High Elves found themselves caught between the feuding Dwarf clans of the Thrundlings and the Bronlings. Three dramatic battles lead up to the climactic final clash before the gates of Krag Bryn, where the doom of the mighty Drong and the proud and warlike Queen Helgar is finally sealed.

It is a tale of Dwarf pride and Elven cunning, in which Queen Helgar is determined to fight to the last Elf to hold on to the throne of her ancestors, so bitterly begrudged by her ancestral enemy, Drong.

The supplement contains 3 superbly rendered Dwarf card buildings, a scenario book, a 20 sheet roster pad to record your army choices for each of the campaign scenarios, and 4 Elf and 5 Dwarf scenario handouts, each with troop selections, special rules, victory conditions and tactical hints!
With no avenue of escape and the pursuit of the Count of Hunsdruban closing in, the Toecination council summons the services of their dark master and prepares to do battle.