From beyond the grave...

The Vampire Counts are on the march!
SWIFT DEATH 29
Dark Lord Gav Thorpe gives budding Archons a slice of his dark tactical wisdom.

DEEP PURPLE 33
Paul Handley of GW Nottingham store (now at Loughborough) has a rather splendid Dark Eldar army. And here it is.

RED RAGE 41
When we first saw Ian Dearie’s Berserker army we were so impressed we asked him to bring it in. He did, along with an entire battlefield he has constructed to fight over!

BURNING RUBBER 50
Bikes, the cavalry of the 41st Millennium, are a potent weapon in the right hands. Simon Shuker mounts up and takes a look at their various roles on the battlefield.

COMPANY OF RAVENS 67
Iain Compton takes a look at one of the specialised companies of the Dark Angels Chapter – the Ravenwing.

CHAPTER APPROVED 77
Questions & answers, new rules, Tzeentch summoning and the Grey Knights – a secretive Chapter created to fight the forces of Chaos. What more could you want?

RUINED 84
He’s at it again! You can’t turn around without tripping over one of Nick Davis’ modelling projects. This time he has turned his attention to the WH40K plastic Gothic Ruins.

KRUELLAGH THE VILE 96
One of the most beautiful, feared and hated of the Dark Eldar. We uncover an ancient transcript that sheds new light on this dangerous beauty.

RAVAGER 98
This deadly tank hunter has been sighted in Dark Eldar armies and Dark Lord Gav Thorpe takes us through its test run.

LOSS OF CONTACT WITH VIDIUM 99
Inquisitor Amadeus of the Ordo Xenos investigates the loss of contact with the imperial planet of Vidiun.
WARHAMMER

VAMPIRE COUNTS
Something dark and sinister stirs in the land of Sylvania — be very afraid...

THE DAWN OF THE LIVING DEAD
Now that the Vampire Counts have burst from their tombs, Vampire Lord Tuomas Pirinen explains what exactly has changed for the Undead.

THE BLACK COACH
One of the most feared and evil sights in the Old World; the Black Coach is a nightmare given form.

CREATURES OF THE NIGHT
The Vampire Counts have a whole horde of terrifying creatures to command. Alessio Cavatore braves the night to bring us this guide to the dread forces of the Counts.

WINGS OF DARKNESS
Playing with a Vampire Counts army can be difficult. However, when commanded properly, the Undead are a highly effective and terrifying force to face. Alessio Cavatore gives us his thoughts on raising such an unstoppable army of the dead.

KNIGHTS OF BLOOD
The Blood Dragoons are an age-old order of Vampire knights. Tuomas Pirinen delves into their background and digs up their ancient beginnings in the land of Lahmia.

BOXING CLEVER
Fat Bloke explains how the Warhammer regiments and WH40K battle squads are the best thing since sliced bread (with bacon and added lard of course!).

MERCENARY GENERALS
Fancy taking an Ogre mercenary general to lead your Dogs of War army? Or perhaps a dispossessed High Elf noble? Exclusive for White Dwarf, new rules by Nigel Stillman.

RECORD BREAKERS
Nick Davis reports on a record breaking huge Warhammer battle in sunny Scarborough. Dedication, that’s what you need.

THE QUEST FOR BLOOD
The evil forces of the Vampire Counts, commanded by Alessio Cavatore, march forth to battle against the valiant soldiers of the Empire, commanded by Iain Compton. Find out who will win in this clash of mortal enemies...

BATTLEFLEET

GOTHIC

DE'AYNES FIGHTING SHIPS OF THE GOTHIC SECTOR
The indispensable De'aynes ship guide turns its attention to the crude Ork pirate fleets that rampage out of the Cyclops Cluster to wreak havoc and pillage Imperial shipping.

Ork Terror ship

Blood Dragon Vampire knight
Skeleton regiment
Night Cavalry

Product Code: 80249999234
THE WHITE DWARF BLOKES

Paul Sawyer, Fat Bloke
Vampire Count
Role: Commanding the Undead rabble.
What are you working on at the moment? White Scars command group on bikes.

Nick Davis
Wight
Role: Defending the White Dwarf tomb.
What are you working on at the moment? Battlefleet Gothic Imperial fleet.

Graham Davey
Vorlath
Role: Floating around and moaning a lot.
What are you working on at the moment? The ace, new Chaos bikes of course!

Simon Shuker
Ghoul
Role: Eating human flesh between bouts of running away.
What are you working on at the moment? Finishing another 1,000 points of Tyranids and planning an army of 'African-style' Lizardmen.

Iain Compton
Banshee
Role: Scaring people with inhuman noises (71 – Fat Bloke).
What are you working on at the moment? Eldar cruisers for my Battlefleet Gothic fleet (which is doing very nicely indeed thank you).

Matthew Hutson
Lurch
Role: Being slow and ponderous.
What are you working on at the moment? Collecting a Vampire Counts army based on Undead Brattonians.

Matt Nicholls
Vampire doesn't count
Role: To discover the secret of unlife.
What are you working on at the moment? Collecting a Necrarch Vampire Counts army.
Alias: New Boy, Gopher or "Oi, you!"

HELP US!

Aside from the extensive psychological help the White Dwarf team obviously need, we're looking for a new face or two to help us put together your favourite magazine...

The ideal candidate will have qualifications in graphic design or desktop publishing, at least two years experience in a studio environment and a strong working knowledge of Apple Macs including Quark Xpress, Freehand and Photoshop software packages. But by far the most important qualities the successful candidates will have are dedication, perseverance and a love for our games and miniatures that borders on obsession!

So, if you think you have the qualities above in abundance and want something more out of life than to work at the heart of the GW Studio, then drop us a line at:

Human Resources, Games Workshop Ltd.
Willow Road, Lenton, Nottingham, NG7 2WS

LET 'EM 'AVE IT

The battle for the Gothic Sector takes a new turn this month. Lurking amongst the asteroid fields and distant reaches of space are the crude but effective ships of the Orks!

All the ships from the Ork fleet list are released this month budding Warlords can take to the stars in Terror ships, Savage gunships and all the others - including the fearsome Ork Kill kroozers!

Ork Kill kroozers
by Dave Andrews
FANGS VERY MUCH!

The dead do not rest easy in the Old World. Fear is widespread and rightly so, for the Undead are hidden throughout the land. Vampires haunt the ancient castles of Sylvaneth, Ghouls infest the decayed cemeteries of Moussillon and Necromancers practise their dark art away from the fearful eyes of the Old World's mortals.

The Vampire Counts lead the Undead armies of the Old World to war against its mortal inhabitants. The newly released Warhammer Armies Vampire Counts contains all the rules and background you need to play and play with an army of the Undead.

Most Vampire Counts belong to one of four Bloodlines (Von Carstein, Necrarch, Lahmien and Blood Dragon) all with their own individual Bloodline powers (optional supernatural abilities) so you can really personalise your Vampires.

▼ The new, blood hungry Ghouls by Paul Muller.

▼ Spirit Host by Trish Morrison – the shades, souls and spectres of the dead.

▼ The Black Coach by Paul Muller and Norman Swales. This creaking cart of despair will seal the fate of most opponents if allowed to charge.
BRAND NEW COMBAT CARDS ON SALE!

The hardened veterans amongst you may recall that many centuries ago we used to make an ace game called Combat Cards. Well they're back! (Cue moistness of eye and long sighs of fond recollection).

With a completely new game, designed by none other than Rick Priestley, the new Combat Cards are a fast and fun game for two or more players.

Each player chooses a pack to represent their favourite army, just as you collect models for a battle in Warhammer. Players take turns sending forth a warband to battle, the toughest one winning the round. At the end of the game the player who has won the most rounds wins the game! It’s easy to play, but there are still plenty of tactical tricks to make sure that the best player wins.

As each player has his own deck to draw from, you can play with three, four or even more players.

The first packs of Combat Cards are for Warhammer and represent the forces of the High Elves, Bretonnians, Undead and Chaos Warriors. More Warhammer races are set to follow and if they prove popular we will do Warhammer 40,000 Combat Cards too. Watch this space!

The packs will cost £1.69 each.

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We are currently expanding our hobby into Japan and are looking for Japanese speaking sales people and translators to help us develop the business further.

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Commitment and desire to win

Good sales and communication skills

Understanding of the Games Workshop hobby

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People motivated and driven by results

Good communication skills

Japanese speakers

Desktop Publishing knowledge if possible

Understanding of the Games Workshop hobby

An understanding of the Games Workshop hobby is desirable but not entirely essential. If you are familiar with fantasy and science fiction, whether it be through novels or films, and have the will to learn, please get in touch.

Interested? Send your C.V. to:

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NEW RELEASES THIS MONTH

This month's Battlefleet Gothic releases:

**IMPERIAL**
- Transport ships (3 models per blister) £5.00
- Chaos (Regalsvere class grand cruiser -1 model per blister) £8.00

**CHAOS**
- Chaos Defence gunships (1 model per blister) £6.00
- Chaos Dragon (1 model per blister) £9.00
- Chaos Ghe'kons (2 models per blister) £5.00

**ORK**
- Ork Killkruzer (1 model per blister) £6.00
- Ork Terror ship (1 model per blister) £7.00
- Ork OrkNought ship (2 models per blister) £5.00
- Ork Raverger attack ship (3 models per blister) £5.00
- Ork Savage gunships (2 models per blister) £5.00
- Ork Brutal ram ships (4 models per blister) £5.00

This month’s Warhammer releases:

**VAMPIRE COUNTS**
- Warhammer Armies: Vampire Counts £16.00
- Skeleton Wargods (plastic Warhammer Regiment) £12.00
- The Black Coach (metal boxed set) £15.00
- Ochuls (3 models per blister) £5.00
- Blood Dragons Vampire on foot (1 model per blister) £4.00
- Blood Dragons Vampire mounted (1 model per blister) £5.00
- Split Host (3 models per blister) £5.00
- Heinrich Kemmler (1 model per blister) £8.00
- Vlad and Isabella Von Carstein (2 models per blister) £7.00
- Krell, Lord of the Undead (1 model per blister) £8.00

This month’s Warhammer 40,000 releases:

**CHAOS**
- Chaos Space Marine bike squad (3 models boxed set) £20.00

**SPACE MARINES**
- Dark Angels Master of the Ravenwing (metal & plastic boxed set) £20.00
- Dark Angels Space Marines (2 models per blister) £4.00

**DARK ELDAR**
- Dark Eldar Harlequin (metal & plastic boxed set) £17.00
- Krogthai the Screamer (1 model per blister) £5.00

This month from the Black Library:

- Warhammer Monthly 16 £2.00
- Inferno 15 £5.00
- Journal 32 £4.00

Greetings from the Black Library. And what news do we have for you mortals this month?

**Glory, glory the Redeemer!**
From the distant hive world of Necromunda comes the rumble of revolution! A great man is coming. With crimson robes and a fiery conflagration, he crosses the Ash-Wastes preaching the cult of Redemption from his armoured Pulpitek.

We have a real treat for all fans of comic action! Issue 16 of Warhammer Monthly has the very first episode of an awesome new story called The Redeemer. Written by Debbie Gallagher and the legendary Pat Mills, with artwork honours going to Wayne Reynolds, the Redeemer is a darkly humorous story following the journey of a Redemptionist Preacher on the hive world of Necromunda. Just check out the awesome cover art by Wayne Reynolds. The Redeemer starts in Warhammer Monthly 16, continuing in three special issues through the summer.

**Imperial Armour mounts Blitzkrieg**
Now some great news for all treadheads. As some of you may have seen at the recent Citadel Open Day, we are now making conversion kits for Imperial tanks. Hand-made from resin, these add-on kits for the Leman Russ and other Imperial tanks are exceptionally well cast and covered in detail. They are available exclusively to readers of the Citadel Journal, so to find out more about how to get hold of these superb kits make sure you pick up issue 32 of the Journal.

**Freebooter**
Finally, the Black Library is proud to announce the release of the first issue of Freebooter. This bi-monthly newsletter is only available to subscribers of Warhammer Monthly, Inferno! or the Citadel Journal. Each issue is packed full of irreverent articles, interviews, sneak previews, competitions, special offers and more. If you want to get your hands on a copy of Freebooter and be the first to find out all the latest news from the Black Library, simply subscribe to either Warhammer Monthly, Inferno! or the Journal.

You can find further details about Freebooter, and all the new releases and special offers, on the Black Library website at http://www.blacklibrary.co.uk
NEXT ISSUE...

We spoil you. We really do spoil you, you know. Next month there are some fantastic gaming delights for you to get your trembling hands on.

- First and foremost we'll be giving away a free copy of Codex Assassins with every White Dwarf 235!
- Not content with that, we'll also bring you the release of Codex Orks, as these brutal green-skinned warriors sweep across the galaxy in search of battle.
- Battlefleet Gothic sees the introduction of the Space Marine fleet as we bring you exclusive rules for the battle barges and strike cruisers of the Adeptus Astartes.
- The Undead forces of the Vampire Counts receive ‘fresh’ reinforcements in the form of the Necrarch, the remarkable, new, plastic Zombie Warhammer Regiment and even more troops from the grave.

Yep, we really do spoil you...

CODEX ASSASSINS
FREE WITH WD235!

The brilliant, new, plastic Ork Boyz by Brian Nelson

Masters of Dark Magic, Necrarch Vampires make formidable foes.

The Space Marine fleet hoves into view for Battlefleet Gothic – stand by to repel boarders!
When darkness descends and even the gods fall asleep, our time begins. We are the rulers of the dark. We are the predators of the shadows. We are the aristocracy of the night.
So Warhammer Armies Vampire Counts finally emerges from the murky depths of the darkness, and the question on everybody's lips is “what's changed for the Undead?” In this article, Tuomas Pirinen explains the thought processes behind the book and sheds some light upon the unstable minds of the games developers.

This army is a completely new addition to the range of Warhammer armies, rather than a re-write of the old Undead book. The previous army list included the Mummies of Nchekhara, Vampires of Sylvania and the Undead legions of Nagash all in one list. This was great for creating a generic Undead force but lacked theme and character.

In the new book we wanted to give players a chance to make themed Undead armies, so we took a close look at the history of the Warhammer world. Most Warhammer games are set in the Old World, and we wanted to produce an army list which would represent an army that the men of the Empire or Bretonnia or the Dwarfs or Wood Elves might face. We found that the Vampires were the main antagonists in the wars between the human nations and the forces of Undeath.

Concentrating on the Old World Undead also allowed us to delve deeper into the wealth of European mythology and folklore. We found Dire Wolves, Banebeasts and Vampire Bats, as well as many stories about Vampires (the most famous of them all being Vlad Dracul of the Carpathians). This gave us a strong basis for a fully-fledged characterful and powerful Undead army.

There are still other types of Undead, of course, notably the armies of the Tomb Kings of Khemri and the legions of Nagash the Great Necromancer, and we may deal with these in future publications (check out WD227 for Nigel Stillman's work on the undead of Khemri army list).

As the name of the book suggests, we took a good look at the different types of Vampire. They'd been around in Carstein's already had a long and bloody history but we knew that many other Vampire Lords had a point of contact in the dark forests and abandoned castles of the Empire. Thus we developed the background, a character for several other great and powerful Vampire families. After all, films, books, TV sets, comic strips and comics are full of many different kinds of vampire—twisted and thậps.
Vampires, so we wanted to represent the unique types of Vampires found in the Old World. Thus were created the Vampire families of the Blood Dragons, martial Vampire knights, the Necrarchs, rotting scholars and Necromancers, twisted and insane Vampires with awesome sorceress powers and Lahnians, seductive, female blood-drinkers with powers over the mortal mind.

The Rules of Night
Perhaps the greatest change we made was the development of the common rules shared by all Undead. In the previous Undead army list each and every Undead regiment had their own set of special rules, making the army unwieldy to play, and especially difficult for a beginner to use. The new rules fix this, as all Undead creatures (with the exception of Ghouls) follow the same overall rules for psychology, break tests, charge reactions and so on. This means that in most situations the player only need refer to one set of rules to determine how his Undead warriors work in the game.

The other major new rules development was made by Alessio Cavatore, who has just joined us in Games Development. He devised a system to represent the different vampire powers as a set of abilities which you can buy for your Vampires at a fixed point cost. This allows players to tailor unique and characterful Vampires to lead their armies, as well as giving us a chance to represent the archetypal powers of the Vampires in a tabletop game. These powers include the ability to summon wolves and bats, Necromantic powers, supernatural speed and so on.

Vampire Counts Armies
The backbone of the new army (pen intended) is formed from legions of Skeletons and Zombies, supported by the trickle of Ghoulies, slavering Dire Wolves and Wights both mounted and on foot. Vampire Bats give the army some much-needed flying support, and Banshees, with their ghostly howl, are capable of slaying heavily-armoured opponents.

The awesome Black Coach carries the remains of a great and ancient Vampire Lord. The Black Coach is one of the most powerful elements of the army, and is simply a must for any Vampire Count army. Don’t take my word for it—look at the model and the rules!

As you can see, the army includes several new units and troops types which were developed and playtested over a period of a year. This is a good place to express my eternal gratitude to David Cain and his gaming group for their invaluable external playtesting and for their feedback, suggestions and comments.

The army of the Vampire Counts has much hidden strength and subtle power. While a budding Warhammer general will find the army relatively easy to get to grips with, there is also plenty of scope for complex new tactics and strategies for veteran generals. All the new options in the army list allow you to invent and try out radically different strategies and plays, and you will be experimenting with the new possibilities for many months to come.

The Vampires are the linchpin of the army, and any Undead general worth his coffin will make sure that he has tailored his
Vampires to suit his tactics. You can choose either a Vampire Lord or a Vampire Count as your general. The Vampire Count is a suitable general for most smaller battles (say up to 2,000 points) while the Vampire Lord will be more than a match for even mighty Chaos Lords in bigger clashes. Lesser Vampire Counts and Thralls are perfect for leading units and with their strong combat abilities they can boost the relatively uncoordinated efforts of the Undead rank and file.

The role of spellcasting is taken by Necromancers, often servants or allies of the Vampires. They are nowhere near as powerful in close combat as Vampires (who are arguably the most powerful warriors in Warhammer), but with their Necromantic magic they serve a vital function nevertheless.

Magic is vital to the Undead. Without spells like Vanhel's Dance Macabre and Raise Dead, the Undead will struggle to match the manoeuvrability of Dwarfs or the combat prowess of Goblins! A good Undead commander should always keep his Necromancers out of harm's way, using their spells to support the rest of the army.

Due to its complexity and importance, we have included a section on Undead magic in the book which will explain and clarify many of the more complex Undead spells.

**Colours of the Night**

The army is straightforward to paint, yet looks very good on the battlefield. I've found that the trick to painting this army is to concentrate on a few strong colours which give the army an overall theme and atmosphere. As Alan Merrett put it: you only need to know how to paint black, bone and red to have a really great looking Vampire Counts army! The painting guide in the book itself gives plenty of advice on how to paint your army in an effective and straightforward manner.

**The Future of the Undead**

Over the next few months graveyards and tombs will spew forth a terrible host of Undead releases. These include Vampire Bats, Grave Guard Banshees, Dire Wolves, Spirit Hosts and last, but definitely not least, the terrific new plastic Zombies. In fact, all the troop types available in the army list are coming your way.

Forthcoming White Dwarfs will feature several articles on the Undead. While the special character section of the rulebook includes several famous Necromancers who can act as your general, under the standard rules your army will be led by a Vampire, but those of you who prefer Necromancers to Vampires should not worry. In future issues of White Dwarf I intend to feature a variant army list, representing an Undead army led by Necromancers.

Elsewhere in this issue we take an in-depth look at the background of the Blood Dragons, and in future issues we will delve deeper into the background of all the major Vampire families, and the organisation of their armies.

As the Vampire Counts book was worked on at the same time as Nigel Stillman was working on his Tomb Kings of Khemri list, you should see no development for the Undead of the Southlands in the future too. But now I grow weary of scribbling and will retire to my mausoleum. The army of Vampire Counts is now yours to command, so forth, and show the pretentious mortals who rule the darkness!

---

A Blood Dragon Vampire Knight prepares to test his strength of arms against a Britonien Knight of the Realm.
The Black Coach is a superb centrepiece model for any Vampire Counts army. The main body of the coach is undercoated with Chaos Black and the metalwork painted Shining Gold. We used a wash of Brown ink to give the metal an aged look. The plumes on the horses and the curtains can be painted with Crimson Gore, and the torches with Blazing Orange highlighted with Golden Yellow. We decided to paint the Vampire and his coffin separately before putting him into the Black Coach.
The Warhammer Armies: Vampire Counts book lists a whole host of terrifying new troop types. Alessio Cavallaro presents this guide to all the troops available to Undead commanders, so whether you are an experienced Undead commander or a complete novice, there will be something new for you here.

At the heart of each Undead army is a mighty Vampire. He commands the lesser Undead with the strength of his terrible will and his knowledge of the necromantic arts.

If you are prepared to concentrate a lot of points in a single model, you can create a Vampire Lord that almost nothing in the Warhammer world can match. Counts are more suitable as generals in small armies (up to around 2,000 points) because they are cheaper than Lords, but still a terrible foe in close combat. Thralls are relatively cheap for a Vampire; they are effective fighting on their own, but are at their best inside a regiment of troops where they can considerably boost the mediocre fighting skills of your rank and file troopers.

**Von Carstein**

The von Carstein family are the most infamous Saxonian family to plague the Old World in all its lore, history. Theirs are the powers to gather and command the creatures of the night and unleash them against the mortals that dare to challenge them. Their anger is such that even the elements reflect it with violent storms and winds that吞orge the battlefield. Their iron will is so strong that they inspire awe in their allies and enemies alike, and among warriors that have fought them it is said that to defeat a Carstein in battle you need to kill him twice.

**Blood Dragon**

The Knights of the Order of the Blood Dragon are proud warriors and still follow the strict code of honour that was dictated to them by their Grand Master, Walach Harkon. They strive to reach perfection in the arts of war and certain in the Warhammer world they have plenty of occasions for practice. They always go to battle wearing their traditional plate armour, stained with the blood of the thousands of enemies they have slaughtered in the past. In the heat of battle a Blood Dragon Vampire is unstoppable, carving a trail of red death through the enemy ranks, in an attempt to prove that he is the mightiest warrior on the field. Most of the time this will end with a challenge between the Vampire and the enemy warrior. Very rarely, to the disappointment of these Undead knights, they meet somebody able to match their prowess with lance and sword, but they do not despair, for they have all eternity to continue the bloody quest.

**Lahmian**

Almost all Lahmian Vampires are female. This is partly reflected in the fact that to get what they want they prefer subtle manipulation and complex plots to the use of brute force. These creatures can move at blinding speed, and attack with savage ferocity and supernatural strength. These creatures can move at blinding speed, and attack with savage ferocity and supernatural strength. It makes them very dangerous, because the attack comes at the most unexpected time, from a creature which, up to that point, appeared gentle and fragile.
Necrarch
Another family of Vampires, the horrifying Necrarchs, has followed a very different path from the Lahmians. While the female hunters tend to mingle into human society, the Necrarch inhabit secluded towers and remote ruins in the middle of ancient forests. There they spend their eternal undeath studying and exploring the arcane art of Necromancy, surrounded by the grotesque results of their experiments. Their form of magic, but they have to pay the price for this knowledge. The long exposure to pure dark magic generates an unstoppable decay of their bodies, that through the centuries transforms them into rotten, walking corpses. They are among the greatest blasphemies against life and their appearance is often so terrible as to drive men mad with horror.

Necromancers
Necromancers are mortal wizards who have turned to the dark arts to seek immortality and power. They are extremely dangerous individuals who possess a great knowledge of necromantic magic.

Magic is the strongest and most vital point in any Undead army, but most Vampires do not excel at it. Therefore you need these living wizards to keep your army going, with Vanbel's Danse Macabre, and Raise Dead spells to replenish your ranks.

Wraiths
Wraiths are the spirits of evil men who dabbled in the necromantic arts during their lives. Desperate to keep themselves alive, they used enchantments to preserve their spirits. Some succeeded in living beyond death, but the willpower of most is not sufficient to maintain a physical form, and over the years they wither away to nothing.

Wraiths are very expensive, but they are also the best regimental Champions you can imagine. Causing Terror, armed with double handed weapons that allow no armour save and almost invulnerable, they are terrible opponents.

Wight Cavalry
These Undead knights are long-dead warriors who are tied to the land of the living by necromantic magic. In their rusted wargear Wight cavalry are a grim reminder to the proud knightly orders of the Old World that every man is mortal.

Use them as fast cavalry (they are quite manoeuvrable, by Undead standards) or as heavy Undead knights (very appropriate for a Black Dragon army). You cannot raise them during the battle, but they can still be moved with Vanbel's Danse Macabre and the impact of their Wight lances is something that your opponents will soon learn to fear.
Ghouls
Ghouls are the most repulsive of all living creatures. They are the descendants of evil insane men who ate the flesh of the dead and were tainted and driven to madness.

Ghouls are an awesome blocking unit, capable of holding powerful enemies long enough for a decisive charge in the flank with another unit. Remember, you have to outnumber the enemy in order to be unbreakable, so always use them in big units.

Bat Swarms
Bats are instinctively attracted to Vampires. They are subject to the will of the powerful Undead and great numbers inhabit the dark abandoned halls of their castles. In battle, Vampires can summon huge crowds of bats which emerge from surrounding caves and attack the enemy ferociously.

They are perfect for stopping the best enemy units for at least one turn, to protect the flanks of your battalions and to take care of small enemy units, like the crew of war machines.

Dire Wolves
The land of Sylvan is plagued by giant wolves that sometimes emerge from their lairs high in the World's Edge Mountains to destroy entire villages. Men of the Empire hunt these beasts mercilessly, but unfortunately that is not always enough. Even from beyond the grave, these awful creatures come back to terrorise the lands of men.

You can create small flanking units of five wolves or large, dangerous packs of them, but in both cases you must use their great speed to charge in and deliver maximum damage. If you allow the enemy to charge or shoot them, they will not last long, because they have low Toughness and no armour.

Skeletons
Skeletons can be raised in any city, who can once more raise them at will.

They are our best friend. Skeletons are very cheap to replenish, they can never flee, they can sustain a war of attrition at a big advantage; they are struck down as they stay down.
**Spirit Host**

The dead do not rest easy in the Old World. Ethereal creatures and spirits, shades and spectres of dead men return to haunt the land of the living. On certain nights, ghosts, spectres and spirits can be seen hovering above the places of their death, shimmering with unnatural light.

They are the ultimate swarm. I have seen three of them kill a Stegadon who was unwise enough to underestimated their ethereal invulnerability (it took a while, but they took it down in the end). Anything without magic weapons or a very good rank bonus is in real trouble if confronted by this incorporeal foe. If you choose them, go for it and buy at least two, to build up your Wounds and Attacks.

**Skeletons**

Skeletons are the long-dead remains of warriors fallen in ancient battles. A Necromancer who can perform the right rituals can raise them from their graves to fight once more.

They are not the best fighters in Warhammer, but they are surely one of the most reliable troops. Their great strength is that they will never flee, and the possibility of replenishing their ranks means they can engage the enemy in a war of attrition where he is at a big disadvantage (once struck down, his warriors stay down).

**Zombies**

Zombies are corpses brought back to unlife by foul necromancy. Animated by the will of a dark sorcerer, they are slaves to his slightest whim. Their necromantic overlords drive them into battle in their thousands, using them to exhaust the armies of their enemies. Zombies are poor fighters, but they will never give up and will push against their enemies in a huge engulfing mass.

An enemy unit surrounded by Zombies that can fight in the magic phase and rise up again and again, to attack in ever greater numbers, is bound to lose. The combat eventually - and against fear-causing creatures they will usually be forced to flee.
Vampire Bats

Also known as Fell Bats, the Vampire Bats of Sylvania grow to monstrous proportions, sometimes with wingspans of twelve feet or more. They are the nightmarish predators of the dark, silent and deadly forests and can only exist on the blood of the living – that is, Humans being their favourite. The scholars of the Old World speculate they are perhaps an ancestor of these beasts drank the blood of a fallen Vampire and thus joined the ranks of the Undead.

Banshees

They are the wailing spirits of the most evil women who ever lived. Their shades linger in the material world fearing to cross the void to face punishment for their evil deeds. A Banshee’s screams will bring death to all who hear them.

This is the doom of skirmishers, because they don’t get Leadership bonuses to resist to its hold and can’t have the rank bonus that is necessary to destroy this infernal foe in combat. Banshees are no match for big units, but normally their presence is scary enough for the opponent to do a lot of manoeuvring in order to avoid the screams.

Grave Guard

Grave Guard are Righteous men who were powerful warriors during their lives. Heroes of past ages who were buried with their weapons and armour. They are summoned from their graves by a Necromancer or a Vampire.

Grave Guard are tough core infantry, laced together in a chain with spears, halberds, and double-handed weapons that cause multiple wounds. It’s great if you get them to fight an enemy round of hand-to-hand combat in the main battle phase, when your enemies are fighting back.

Zombie Dragon

Far to the south lies the forbidden city of Bones. A place filled with skeletons from an earlier age. The long lives of the dragons there came to an end, long lives coming to an end.

Huge monsters like this are good at destroying small or slightly armoured elite troops (like heavy cavalry), because of their great strength and nasty breath. In fact, they can engage big units and lots of ranks and not to expose the enemy shooting.
Black Coach

This creaking cart of death carries its loathsome cargo into the centre of the battle, bolstering the power of the Undead and filling the hearts of their enemies with despair.

If a unit is charged by this awesome machine of destruction, its fate is probably sealed. Just be careful of enemies that do not break and units with many ranks, because the Coach will not last long if left alone in a prolonged fight. Watch out for flyers and cavalry faster than you, because if you let them charge it, the Coach will lose a great part of its effectiveness.

Heinrich Kemmler and Krell

Heinrich Kemmler was once a great Necromancer, whose body and mind was blasted during a battle with his rivals. When he discovered the tomb of Krell, he made a pact with the Chaos gods to restore himself to his former glory.

Nagash had raised the mighty Krell from his grave to fight against Sigmar. He was eventually defeated by Sigmar and placed in a magical tomb. But Heinrich freed the ancient warrior, and since then the two have waged war against Bretonnia.
Lord Beliar was once a knight of the Black Dragon Order. Since the fall of Blood Keep has travelled to all corners of the Old World in the hope of finding an opponent who can test his martial skills.

Most opponents have been no match for Beliar’s combat prowess and can now be accompanying him as Wight cavalry and Death Guards. One such opponent thought, did not test sufficiently. Baron Gruber was a knight of the realm of the Empire. As he lay on the edge of death, his heart pierced, Beliar decided to bind his damnation with him. Gruber now fights at Beliar’s side as a Vampire Thrall.

The dark forces once terrorised the entire Empire but were hunted down and killed. In the undead they once again hunt the living.

Beliar is not interested in conquering the land itself, he is interested in perfecting his skills against all opponents in the hope that one day he will be able to repel the dark forces himself as a master, Abhorash.
## WARHAMMER ROSTER SHEET

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**VAMPIRES**: Lord Belgar and Baron Gruber

Vampire, Lord Belgar and Baron Gruber prepare to test his skills against the Knightsguard.
At first glance commanding a Vampire Counts army may seem like a daunting proposition – all those Skeletons and Zombies with low Weapon Skill and no march movement. However, when commanded properly, the Undead are highly effective and terrifying force to face. Alessio Cavatore gives us his thoughts on raising an unstoppable army.

Playing effectively with the Undead is not easy. If you decide to use this gristy force, you have to accept that your army, especially the infantry, will be quite slow (they are walking dead after all, not known for their speed!). This is compensated for by the Undead special rules (check out the effects of Fear!), the powerful characters and, of course, by the deadly Necromantic magic. This brilliant magic deck is often misused – I have seen many Undead players rely on powerful Necromantic attack spells to win the game for them. Even if this sometimes works, it does not make for an interesting game. A more appropriate use of those attack spells is to force the enemy to exhaust his magical defences, so that you get to cast the spells which interact with your troops, like Raise Dead and especially Vanhel’s Danse Macabre.

The Danse is the key to using your forces at their best. It allows you to give the necessary burst of speed to your units, when and where it is most needed. A good Undead general will be able to cast his Vanhel’s Danse Macabre at the right point of the game, snatching the initiative from the opponent and charging in. If you catch your opponent off guard, the battle is likely to be yours. It is vital that you manoeuvre with good coordination between normal movement and extra movement you will get in your magic phase. To achieve this you need to consider your actions in the coming magic phase while you are still in the movement phase. In other words, if you want to charge an enemy, you need to move your units into position in your movement phase, and then concentrate all your efforts on casting the spell that will allow you to get into combat in the magic phase. Your battline must be laid out to take consideration this close relation between movement and magic, but of course there are many different general tactics to start from.

The Wings of the Bat

The diagram below shows the tactic I refer to as ‘The Wings of the Bat’. This is quite a basic battline, where the most powerful units (Skeletons and Zombies) are distributed evenly, allowing you to react to enemy moves while your troops advance.

You have a strong central core based on resilient units (Skeletons and Zombies), containing a few powerful characters, with a screen of a few Zombies (the so) as protection in front of them. This centre advance slowly towards the enemy to deliver a killing blow in the final turns of the game.

Fastest units (Coach) are mobile ‘w’ trying to attack the enemy with a powerful unit with a p

But what about everybody else? You can be on the offensive with your flanks

Finally, the central position

Having an offensive strategy – and lure the battle through the centre – is possible to resist if (preferable) trap with

Veteran go on just on don’t have a drawback, vulnerable
fastest units (Dire Wolves, Wight cavalry and the Black Coach) are on both ends of the line, to form two strong and mobile "wings". Their role is to fight off fast enemy units trying to get to your flanks, but you can also use them to attack the enemy's flanks. If they manage to break through the enemy line, you will be in a strong position with your core units advancing towards an enemy that is still dealing with a powerful Undead unit whirling into position for a flank charge! Not an enviable situation.

But what are the Vampire Bats doing so far ahead of everybody else? They have already been launched deep into enemy territory. Their role is a classic one for flying models: chase enemy skirmishers, attack war machine crews and stop the enemy from marching.

The Bat Swarms and Spirit Hosts have a similar role to each other. They advance along your flanks to protect them, and can be moved in front of your infantry to slow down a powerful enemy, while you try to get in position to charge with your core infantry.

Finally, the Banshees and the Necromancer are placed in a central position, ready to lend their support where needed.

Having strong flanks also helps with another very effective strategy - place your general in the central unit of Skeletons and lure the enemy into the most obvious tactic when fighting Undead: kill the general! You know that if you present this opportunity to your opponent, he won't be able to resist it, and if you can draw the enemy into your centre (preferably without losing your general) and then close the trap with your powerful wings of cavalry, the game is all over!

Veteran generals amongst you will have noticed that the left flank is distinctly faster than the right one, because Ghoul and Bat Swarms can normally move twice as fast as Zombies and Skeletons. This is intentional, as now you have the choice of keeping your advancing infantry in a line or to push a little faster on the left if your enemy's deployment or course of action dictates it. You could even think of deploying all your cavalry on the same side, with your faster infantry, creating an asymmetric force that will hit very hard at just one flank, trying to exploit unbalanced battlelines. I don't know this tactic quite so much because it has a major drawback - your slower flank will be unprotected and more vulnerable to outflanking enemies.

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The Bloody Fang

A very different approach is "The Bloody Fang", a favourite of Blood Dragon armies (it involves heavy cavalry, you see...). Take a look at the diagram above.

This is quite a predictable tactic and tends to be a bit all-or-nothing, but certainly has its advantages. Using your cavalry (including the fearsome Black Coach) as shock troops, throw them against the enemy's core units in one simultaneous, devastating charge. You'll need to buy armour for your mounted Wights as they must perform the role of heavy cavalry in this plan. This is both expensive and risky, because your cavalry have considerable striking power when they charge, but if they fail to break the enemy straight away, they're in deep trouble. Cavalry lacks the staying power needed in a prolonged fight and is usually overwhelmed eventually. For this reason I would certainly avoid placing my general in the 'first wave'. Even if your shock troops are beaten, the enemy will probably be locked in combat with them for a while and this will buy precious time for your infantry to advance. Hopefully, when your infantry is in a position to charge, it will face an enemy that has been seriously weakened by the impact of the cavalry and the Black Coach.

Be very careful of enemy units trying to get around the exposed flanks of your advancing infantry. If your cavalry is doing well, the enemy will probably use his own flanks to charge your shock troops, instead of going for a time-consuming encircling manoeuvre. This will generate a huge melee in the centre of the battlefield, where your infantry will be more than happy to join the fray.

There is a chance you'll waste all the points you invest in your infantry, simply because you don't get to use them. At times your shock troops strike so hard that no enemy is left on the battlefield for the infantry to fight. Should this happen, try not to look too disappointed - your opponent will probably be a little more depressed than you are! You could always try to cheer him up by pointing out that his brave warriors will fight on in undeath, that your Necromancers are not picky and they will certainly find good use for his men...

---

Acme
Lambert de Lillaz was riding along a narrow path in the very heart of the Forest of Chalen. Under the dense foliage the light of the day was reduced to a grey hue, but following the tracks left by the one he was searching for was not difficult. It seemed that no attempt at all had been made to conceal them. Alas! What an arrogant villian must he be who did not fear the rightful vengeance of the knights of Bretonnia?

Only that morning, during his long quest for the Grail, Lambert had passed through a woodcutters’ village at the edge of the forest. The poor men living there had pleaded with him to save them from the “Red Knight of Chalen”. They told him in despair of how this terrible warrior had ridden into their village over the last four nights to abduct their sons and daughters. He was mounted on a huge, black warhorse and clad in a blood-red suit of armour. The device on his shield was that of a cloaked, black Dragon on a red field. Lambert recognised him as one of the legendary Cursed Knights of the Grey Mountains. Certainly, he thought, it was a trial set by the Lady on his quest for the Grail, and so he had entered the dark forest.

In the dim light of the sunset, the path led him to a clearing. And there he was! Standing in the middle of the small glade, his opponent seemed to be waiting for him. His helm was on the ground, so Lambert could see the long mane of thin, black hair that contrasted so intensely with his pale complexion as well as with his crimson plate armour.

“I am Lambert de Lillaz, knight of Bretonnia. Mount your steed and prepare to fight. May the Lady give me the strength to strike you down and put an end to your evil deeds!” sounded the proud challenge of the Questing Knight.

Sir Lambert and the Red Knight

After a few seconds of tense silence, the red knight spoke in a calm and confident voice. “You should not be so concerned about the fate of commoners, young Lambert. They are not worth what you are risking. This fight is meaningless; you have no hope of defeating me and I have no interest in such an uneven confrontation. Furthermore, I am already mired with the blood of those peasants and I do not need to take your life. Ride away, boy.”

A Vesperata! At first Lambert was astonished, but then a deep rage filled him. He lowered his lance and spurred his warhorse, charging the Vampire, with a shout of “For the Lady and the King!” The red knight did not move and Lambert’s lance found its mark. The shaft shattered as the knight galloped by his opponent. The Bretonian was instantly filled by a sense of triumph. Every opponent he had hit like that had been skewered and slain by the irresistible force of his lance. Nothing could withstand such a terrible impact! Lambert halted his warhorse and turned it around.

The Vampire was still standing. The lance had penetrated his chest just under the collar bone and the tip was now protruding from below his shoulder blade. The creature turned slowly towards Lambert, pulled the thick, wooden shaft out of his body and dropped it with an unnatural whiteness. “I told you that you cannot win this combat, boy. I will not repeat myself again. Now leave.”

“Perhaps you are right, creature of the night. Perhaps I cannot defeat you. But, I am a knight and I will never break my code of honour. Death is preferable to cowardice! Defend yourself!” Drawing his sword, Lambert attacked again. When he reacted the enemy, he swung his sword in a wide, deadly arc.

This time the Vampire moved. His body spun like a top and his Red Fanged arm brushed Lambert’s face. Lambert’s cry of pain was muffled by his own blood. The beast then grasped Lambert’s wretched body and easily stopped the charging warrior, a second the eyes of the two warriors looking into each other. Lambert’s own eyes reflected the other’s blackness; Lambert understood that he was powerless, and he was left with nothing.

Then the Vampire unsheathed his bloodlust and fed on the black man Airbnb of the Lady’s servants. He killed Lambert with a move that should have been impossible for such a creature, but Lambert, a true knight, was showing his true worth to the Dark Court. Lambert did not want to be a part of the history of the Grail and he was not afraid of death. He knew that his death would not only save the life of the Grail but also the life of the nation.

The story of Lambert de Lillaz, a knight of Bretonnia, continues in the following novels. He will face new challenges and new enemies, but he will never forget the lesson he learned from the Red Knight of Chalen. He will always remember the words of the Lady: “Defend yourself!”

Sir Lambert will face new challenges and new enemies, but he will never forget the lesson he learned from the Red Knight of Chalen. He will always remember the words of the Lady: “Defend yourself!”
All Vampires inherit the traits and characteristics of their Undead toefathers. The Blood Dragon Vampires are the greatest warriors amongst the lords of Undeath, for the first of their family was Abhorash, the Lord of Blood, and the supreme warrior amongst the nobles of Lahmia. All of these Vampire knights share some of the blighted and tragic destiny of their toefathers.

The story of the Blood Dragons began four millennia ago, far in the South, in the land of Khemri. It was here that the greatest of all Necromancers, Nagash the Black, was born, and here he created the art of Necromancy, the black magical art which can summon and control the dead. His evil deeds brought about the creation of the Vampires.

To avoid death Nagash laboured long and hard, and delved deep into the forbidden arts. He studied black magic and alchemy, and created a formula distilled from human blood which granted eternal life to its user, though at a terrible cost.

Long Nagash reigned over Khemri but finally his evil attracted the wrath of the kings who ruled the neighbouring kingdoms. Undead legions marched to defend Nagash, but after a long and terrible war Nagash was defeated. Khemri was sacked, and the secret of the Elixir of Life was stolen by the nobles of Lahmia.

The nobles of Lahmia took the Elixir back to their city and started experimenting with it. It gave them eternal life but also exacted a terrible toll. The proud nobles became pale-skinned, and fanged like predators. They no longer cast a reflection in mirrors or in the surface of water. They wanted to shin the sunlight and during the night they hunted for human blood. For it alone could slake their horrible, supernatural thirst. They were the first of the true Vampires. They built the great Temple of Blood where their victims were dragged to have their life-giving fluids drunk like wine.

From amongst the citizens of Lahmia they selected the best, strongest, most intelligent and beautiful to join them in their immolation. There was a warrior in the ancient city of Lahmia, greatest amongst the captains of the king’s guard. Handsome, strong and virtuous, he was a matchless fighter, and he soon caught the eye of Nefertara, the Queen of Lahmia. Thus Abhorash was summoned before the mistress of the Temple of Blood, and he was given a cup to drink in honour of his queen. When he lifted the cup to his lips, his face was seared and damnation seized with an iron grip as he drank. His mind filled with visions of death and blood, for he had been given the Elixir of Life. Soon the rays of the sun started to sear his skin and he no longer felt the need for meat or water. Instead a terrible thirst for the blood of living men started to plague him. Long Abhorash fought the urge to prey upon his people, but the Necromantic powers invested in the Elixir of Life were too strong, and finally he succumbed. In a single night of rage Abhorash slew twelve men and women. He drained them of blood to quench his unnatural thirst. Only after he had done the deed did he understand what had happened.

It is said that Abhorash wept tears of blood for the murdered men and from that day on he travelled to the desert to prey upon the scattered nomads instead of his own people. He vowed to learn a discipline to keep his raging thirst under control, and practised the way of the warrior to harness his great strength under his iron will.

Abhorash rose quickly in the ranks of the Vampire nobles until he became the supreme commander of the Lahmian armies. He was given the honourary title of the Lord of Blood and he busied himself in bringing law and order to the kingdom. While Lahmia was in many ways a city of nightmares where the ivory-faced aristocrats hunted for blood during night, there was at least order in the kingdom. Laws were upheld and bandits were kept in check. The officials were so afraid of their immortal overlords that corruption and bribery became virtually unknown in Lahmia.

But the Vampire nobles of Lahmia were above the laws set by Abhorash. Despite his warnings they often hunted for human blood in the lands of other kings. This finally raised the other kingdoms’ suspicions and Abhorash could only watch as the arrogant Vampires roused the rulers of Numala, Zandri and Raseta against Lahmia.

Then came the day when the kings of Khemri forged the grand alliance. Their countless armies marched over the World’s Edge Mountains and thus war came to Lahmia. For many long years, Abhorash led the defence of his homeland and won many battles. But inch by inch, the vast armies of Khemri forced
Abhorash back. Finally the gates of Lahnia itself were broken, and the ancient tombs, pyramids and high spires of Lahnia were toppled. Even the great library was burned down. Street by street, building by building, the Khemrian soldiers fought their way towards the Temple of Blood.

Here Abhorash led the bodyguard of Queen Neferata in a last, hopeless defence of the Temple of Blood, but as fires raged all around him he was forced to retreat. As the great Temple of Blood collapsed, the keening cry of Abhorash echoed throughout the city. He had failed as a warrior, and his beloved city was no more.

Abhorash was irrevocably changed as he saw his beautiful city razed and his people slaughtered. He vowed to be the enemy of all mankind for eternity. He turned his back to the lands of the South and fought his way through the blazing streets. While the other Vampire Lords collected as many treasures and riches from the ruins as they could, Abhorash took only his weapons and armour with him to exile. Four of his Vampiric minions followed him as they fought their way through the siege of Lahnia.

Few of the Vampires escaped the pursuit of the vengeful Khemrians. Abhorash did not join the other immortal aristocrats in their exile. He forsook their company, cursing them for their arrogance which had brought the armies of Khemri to the gates of Lahnia. Abhorash despised the other Vampires. To him, their lack of control made them little better than animals.

The Lord of Blood headed north with his disciples, seeking a sign which would give a new purpose to his existence. After many years he came to a mountain with a pinnacle wreathed in fire. Abhorash was strangely drawn to this lonely mountaintop and, ignoring the advice of his followers, he decided to scale the face.

As Abhorash reached the summit, a blood-red Dragon of immense size emerged from the crater and descended on the Vampire Lord. At the prospect of testing his martial abilities to the full, Abhorash drew his sword. For an entire night Abhorash and the great Wyrm fought and in the end the Vampire was victorious. As the Dragon lashed in its death-throes, Abhorash seized its throat with his fangs and drank deep. Intoxicated by the blood of the Dragon, Abhorash cast the broken carcass of the Red Dragon down from the mountaintop and emitted an exultant cry of victory. His research had ended. After drinking the blood of the Dragon, Abhorash no longer craved the vitae of men. He had found an escape from the curse of Vampirism. He had become the ultimate warrior, a man with the strength and power of a Vampire, who had no need to hunt for blood.

Now he bid his vampiric minions to go forth and hone their martial skills, so that their prowess equalled his own. They could also escape the curse of vampirism and become free of the predator inside them. Thus he told his cursed followers: I will watch you until I decide that you are ready. I shall call you. Then I will bid my warriors go forth and perfect their martial skills and find others worthy of joining his immortal warriors.

Since those days Abhorash’s immortal sons have called themselves Blood Dragons in the memory of the great Dragon vanquished by the mighty sire, and they have sought to perfect their martial abilities in order to be worthy enough to reign with the master.

To this day the Vampire’s bloodline believes that somewhere, in a dark and shadowy corner of the world where the face of sun is not seen, Abhorash waits for the return of his immortal sons to his mountain home.

The Blood Dragon Vampire took names and guises which would not raise suspicions and studied the languages not spoken in different corners of the world.
Of the Blood Dragons, many became infamous in the kingdoms of men. Watch of the house of Harkon, the favourite of Abhorash's minions, sailed north, to the land which men called the Empire. Here he entered the gates of the Blood Keep and challenged the entire order of templars to battle. One by one he slew the knights and their men-at-arms. To those he found worthy he gave a portion of his blood and gifted them the curse of immortality.

He joined over the Undead knights until Blood Keep was razed by the templars and witch hunters of the Empire. Though the knights of Blood Keep are by far the most famous of the Vampire knights, they are by no means the only sons of Abhorash. In the lands of Tilea, Estrallia, Acrab and Bretonnia there are also legends of Vampire knights, the most infamous of them was the legendary Red Duke, the squire of Aquitaine. This mighty and fell Vampire Lord rose in the land of Bretonnia, and only after the fierce and bloody battle of Cren Fields did the visage of Aquitaine vanquish the Undead legions of the Red Duke. But though his army was destroyed, the Red Duke escaped and was never caught, and many believe that he still lurks in the mountains or trackless forests of Bretonnia. And who can say where else Blood Dragons can be found? Perhaps in the guise of a proud hermit warrior living high in the mountains, perfecting his martial disciplines. How many matchless assassins hide ivory skin and the fangs of predators behind their masks? How many knights of the secluded templar orders are, in reality, immortal creatures of darkness? Blood Dragons can be found guarding places like bridges and fords, challenging all who pass by to test their mettle and hone their combat skills. Blood Dragons strive for perfection and they practice different fighting styles unceasingly. But the rage inside them rarely gives them peace. Thus Blood Dragons are brooding and permeated with the tragedy of the fallen greatness of man. Unlike the pitiful Vampire Lords of Sylvan, the Blood Dragons never attempted to gain supremacy over entire nations. Nor do they try to raise huge armies, preferring forces consisting of Wight men-at-arms to act as hideous parodies of the retinues of mortal nobles. The principles and ideals of the Blood Dragons are more concerned with the martial prowess of individuals, rather than attempting to create empires.

But when challenged to come to war, the Blood Dragons are terrible in their wrath. Though less powerful than many other lords of Undeath in the art of Necromancy, they can still summon Undead hordes to fight for them in the field of battle, and their prowess in combat is second to none.

Teemos
Blood Dragon Vampire Counts Army

**The Black Coach** is perfect for charging small, elite units; large units will slowly destroy it thanks to their rank bonus, so avoid them if possible.

**Wight cavalry**. Use them as fast cavalry or equip them as heavy Undead knights (very appropriate for a Blood Dragon army).

**Bat Swarms** are perfect to stop the best enemy units for at least one turn, to protect the flanks of your battleline and to take care of small enemy units, like the crew of war machines.

**Vampire Counts** are suitable as the generals of small armies (up to 2,000 points) and are a good choice if you don't want to spend 500 points on a single model.

**Banshee**. This ethereal spirit is one of the most powerful creatures in the Vampire Counts army — its howl can easily devastate units of weak-willed troops.
Ghouls are an awesome blocking unit, capable of holding powerful enemies long enough for a decisive charge in the flank by another Undead unit.

Skeletons never flee, and a Necromancer can raise new Skeletons to bolster their unit strength, engaging the enemy in a war of attrition where he is at a big disadvantage. Units come with a variety of weapons and armour, and this unit is commanded by a Wight, a heavily armoured leader.

An enemy unit that is surrounded by a regiment of Zombies, which fight in the magic phase and rise again to attack in greater numbers, risks eventually losing the combat.

When choosing magic for a Vampire Lord go for attack spells (Hand of Dust is great), because they are likely to get close to the enemy very quickly.

A Necromancer. This mortal wizard is useful to keep your army moving with Vanhel's Dance Macabre and has spells to replenish your ranks.

This unit of Skeletons is led by a Wraith, one of the best unit champions in the army. It is ethereal, causes terror and is armed with a double-handed weapon.

Small five-strong units of Dire Wolves can outflank the enemy and take away rank bonuses from opposing regiments engaged in combat, while larger packs can rush forward and attack the enemy head-on.
Dark Eldar are one of the most twisted and cruel races in the Warhammer 40,000 universe. They are evil, pirate raiders who strike without warning, killing or enslaving all who stand in their way.

**Dark Eldar Warriors**
- Dark Eldar Warriors contain: 16 plastic Dark Eldar Warriors
- Designed by Gary Morley

**Dark Eldar Wych Squad**
- Dark Eldar Wych squad: 1 Succubus, 1 Wych with assault weapon and 3 Wyches
- Designed by Chris FitzPatrick

**Dark Eldar Reaver Jetbike Squad**
- Dark Eldar Reaver jetbike squad: 3 Reaver jetbikes, 1 Succubus, 2 Wych torsos and 2 assault weapons
- Designed by Chris FitzPatrick & Dave Andrews

**Dark Eldar Scourge Squad**
- Dark Eldar Scourge squad: 1 Scourge Sybarite, 4 Scourges, 2 splinter cannons and 2 dark lances
- Designed by Gary Morley

**Dark Eldar Raider**
- Dark Eldar Raider contains: 1 Raider, 4 plastic Dark Eldar Warriors
- Designed by Gary Morley & Tim Adcock

**Dark Eldar Ravager**
- Dark Eldar Ravager: 1 Raider plus Ravager parts
- Designed by Gary Morley & Tim Adcock

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- Dark Eldar Battle for contains: 20 plastic Dark Eldar Warriors
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Dark Eldar boxed sets - available now!
SWIFT DEATH

With the dreaded Ravager released this month, the Dark Eldar have almost all the tools they need to complete their evil tasks. Kabal Lord Gav Thorpe gives budding Archons a slice of his dark wisdom, on how to meld the destructive forces of the Dark Eldar into an effective fighting force.

The month’s release of the Dark Eldar Ravager sees the forces of the evil ones all but complete. I thought I would mark this momentous occasion with some sage advice on Dark Eldar tactics, now that all the tools of destruction are at your disposal. As you will see, I’ve broken this down into several sections, detailing how to be victorious against the other major races of the 40K universe. First up though, a few reminders about general Dark Eldar strategy.

OVERALL TACTICS

Summed up briefly, the Dark Eldar army is best described as Fast but Fragile. Never, ever, ever forget this. Fast but Fragile, Fast but Fragile (repeat ad infinitum et nauseam). Whatever your mission, whoever you are facing, and generally regardless of what’s in your army, the Fast but Fragile approach is the best. Put simply, this means you are going to have to outfight your enemy, not out-shoot them. If you sit about trading shots with the whole opposing army, you will come off worse. Even against Orks (yes, even against Orks, that’s what I said), This is because your enemy will either outnumber you or be tougher and more armoured than you. So, wadaya do?

You don’t fight them head-on and all at one time. You pick on them bit by bit, obliterating a piece at a time. You sneak up throughout whatever terrain there is and then pounce, everything in your vile host smashing into a small part of the enemy army at once. Then you either carry through, now having a distinct advantage, or you melt away, hiding from reprisal. Another important thing to remember is that winning the battle doesn’t always mean killing the enemy. If you’re playing a Clearse, Night Fight or Recon and the opposing Imperial Guard force is carried in its deployment zone, you don’t have to charge into their massed guns. Oh no, you’re smarter and sneaker than that (if you’re not, you won’t win many games). You duck and dive, keeping out of sight as much as possible, taking the odd pot-shot with your dark lances and splinter cannons, annoying the hell out of your opponent. This will lead to one of two eventualities.

The first is that your opponent gets so annoyed that he starts attacking, moving out from his defensive position to get lines of sight to your squads and so on (or trying to complete the mission himself). If he does this, then you’ve got him. Your practical force is much more adept at fighting on the move, whilst Space Marines and Imperial Guard are better firing from a static position. Once you have your opponent moving about, his army will also begin to split up. Squads will get isolated and so forth. This is when you strike hardest, when the enemy units have lost the support of their comrades, when you can perform a sweeping advance without plunging towards every single unit in the enemy army. And if things start to get a bit dangerous, just pull your squads out and quiet while you’re ahead. There’s no such thing as cowardice in the Dark Eldar language, just enlightened self interest.
The other possible result of your slinking around is that your opponent will do nothing. He'll be scared to move from his well-defended position, leaving you free to roam at will. If this happens, you've got him as well. If you're playing for table quarters, for example, then you'll have three and he has one (or even none if you're super-sneaky). Like I said, you win the game even if you didn't kill the enemy. All of this can be boiled down to one phrase - light the enemy on your terms, not his. Move around a lot, make feints and swiftly reposition units from place to place. Baffle the hell out of him and then when he's chasing shadows (well, Mandrakes), give him a thorough kicking. You have an extreme army, so use extreme plans. Mass your forces, move vast distances, never do anything half-hearted. Could it be simpler? Well yes, but that doesn't matter because you're a cunning, shifty Dark Eldar Lord, not some half-witted Imperial Guard dawdlard.

Another tip is what to do with your Raiders after your units have disembarked from them. Some people have them hanging around sniping at enemy tanks with their dark lances, but this isn't always the best thing. Many players can't resist taking a shot at your transport, so many Raiders are taken down after they have ditched their unit. Unfortunately, this means that if the squad gets into trouble, they don't get out of it on foot. A much better proposition is to drop your troops and then hide the Raiders nearby so that they're ready to zoom in and quickly reposition your squads in a later turn.

Oh, and always get a shadow field for your Anchor.

**FIGHTING SPACE MARINES**

This can be tough, but is far from impossible. In all likelihood you will outnumber your enemies. This means that you should try to move in such a way as to bring the entirety of your force to bear on the Space Marines in one attack. If you throw yourselves at the Space Marines a couple of units at a time, you'll be gunned down easily. On the other hand, if the Space Marine commander is suddenly faced with a well co-ordinated attack by Raider squads, Mandrakes, Wyches, Ravagers and your Lord with his Incubi, there's a distinct possibility that there'll be too much for his forces to handle.

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**Gav’s list of good things to fight Space Marines with**

- Disintegrators, blasters, lots of Incubi (protected by a Raider squad or two to interpose between you, Lord’s Raider and the enemy).
- Agonisers (ignore armour and always wound on a 4+), poisoned blades (2+ to wound, but armour saves allowed unfortunately), Scourges with dark lances, Tales.

**FIGHTING IMPERIAL GUARD**

Fighting Imperial Guard is a bit like wrestling jelly - you can pull bits off here and there, but there always seems to be lots more around (by the way, I have never wrestled jelly, this is pure hypothesis). The Imperial Guard are probably the toughest foe to face with a Dark Eldar army, and I heartily recommend that you on no account try to actually kill any of them unless you have to (i.e. the battle is decided on victory points). If you do have to kill them, try to avoid the bulk of their fire and position yourself where you can target one or two enemy units and therefore only one or two can target you back (watch out for barrages such as those from mortars and Griffons). Kill the squads you can see and then move on. In no situation should you ever, ever engage the Imperial Guard in a firefight on ‘equal’ terms. Never, ever beat me? If you’re lucky, the mission will put a lot of the enemy army in reserve, in which case I suggest you try to kill as much as possible as it comes onto the table top. Allow them to mass in strength and you’ll have a hard time.

**Gav’s list of stuff to kill lots of Imperial Guard**

- Dark lances (I just love the way Guard players moan that dark lances treat their Leman Russ front armour as 12+), shredders (for that big blast effect), Wars Beasts and Wyches (Guard are hopeless in assault, but make sure you don’t get blasted to pieces in a sweeping charge), Reavers, terrorfoes, Grotsques (anything up to a heavy Bolter can be ignored, but watch for Strength 6 melt lasers), destroyers, webway portal (placed behind cover by the Sybarite of a Raider squad).

**FIGHTING ORKS**

There’s lots of them and they’re Toughness 4. Oh and they’ll rip you apart in an assault if you let them. Having cunningly just asked Andy Chambers what frightens him most about fighting Dark Eldar, I’ve got the following
Firepower and mobility are the key. Yeah, yeah, I know I said that even Orks can outshoot you, and that's still true. But if you take on all the Orks at once, take on a single one with three or four of your squads at one time, and it's an entirely different matter - shredded Orks. If you're canny enough, there's no reason why the Orks should even get into combat with you if you want them to. Generally, you won't want them because the vast majority of your fighters hit at Strength 3 in an assault, making your chances of killing lots of Orks with close combat very slim indeed. Don't fall into the trap of thinking that to avoid the enemy you have to move away from them. A good trick is to list the Orks come at you for a couple of turns (killing their boyz with splinter cannons and using dark lances against their armour as the white), and then rip through each side of them as quickly as possible, so that they have to turn round and come all the way back again. This will stop you getting boxed against a table edge and allow you to move around to capture territory (such as in Recon, Blitz, Closeass at Night Fight).

**Gav's list of weapons and wargear that kill lots of Orks:** shredders, destructors, scissorknife/poisoned blades, soukseeker ammunition, Ravagers with disintegrators. Scourges with splinter cannons (woo-hoo '88 new a turn), Reavers (Strength 4 in combat, can rapid fire splinter rifles and buzz off 24" when the enemies get close), Mandakines (for armymanship value).

**FIGHTING CRAFTWORLD ELDAR**

In my experience, any fight between two Eldar forces will unerringly be bloody. Both armies can deal out a lot of damage when used well, and neither can really sustain much damage either. There are two factors to consider when fighting Craftworld Eldar, which sort of balance each other out. Firstly, the Craftworld Eldar do have some tough units such as Warhounds, Wraithguard, Stalking Scorpions and Warp Spiders. While you only really have the Insobi. Also their vehicles are better armoured than yours. On the positive side, many of these units cost quite a few points, especially the Wave Serpents and Falcons, which the Craftworld Eldar rely upon for transportation. Conversely your raiders are very lightly armoured, but they cost only a third of the enemy’s transports, so make the most of them! The old Fast but Fragile lore still applies, but watch out for fast moving enemy units as well - it might be a good idea to keep a Walker or Wych squad in a Raider, and back to pounce on any Craftworld Eldar that move about too fast. In particular watch out for Howling Banshee squads trying to get into combat with your models.

Gav’s list of horrendous weapons of war that kill the misguided Craftworld Eldar: Pretty much anything really, depending on what you face. You'll want blasters, disintegrators and dark lances for the heavy troops and vehicles, whilst lots of splinter cannons and shredders will make a real mess of their Guardians. A good mix of firepower and close combat ability is probably needed.

**FIGHTING TYRANIDS**

Tyranids are a scary prospect, they've got some good weapons and some really scary close combat troops. However, have a look in your own army list and what do you see? Good weapons and some scary close combat troops plus lots of speed and manoeuvrability! There is no reason why you should sit around while that mass of beasties comes tearing towards you. Use Raiders to move around, making the enemy pay for every inch of table they cross. You've got some big guns like disintegrators and dark lances for shredding down big beasties, plus splinter cannons and blasters for chewing through the inevitable horde of Homingants, Stealthers, Gargoyles and Termagants. Don't forget that most of these creatures have a low armour save so even Wyches and Warp Beasts can do a fair amount of damage to them (except the 'Stealers of course - just shoot the hell out of them). Don't forget that they need 6s to hit Raiders and Ravagers in close combat, so if you do get pounced on, jump on the nearest Raider for some safety.

Gav's list of the best things to blow apart bug-eyed monsters: Raider squads with splinter cannons, Ravagers with blasters, Scourge squads with splinter cannons, dark lances, Warrior squads with splinter cannons, disruptors, Arachon’s retnile with splinter cannons, Wyches with shredders. Did I mention splinter cannons?

**FIGHTING CHAOS SPACE MARINES**

All the comments that apply to Imperial Space Marines are appropriate for their Chaos counterparts too. However, bear in mind that the Chaos Space Marine army does have some lighter units in the form of Daemons, so never forget those splinter cannons. Warp Beasts are particularly appropriate enemies for Daemons, and can make a bit of a mess of them in combat as well. Also, watch out for Greater Daemons possessing people. If this happens, get as far away as possible, as quickly as possible.

Well that's it for now. Remember - Fast but Fragile.

The Dark Eldar are urged to terror and death, taking a positive delight in the infliction of pain and misery. Yet there is something which fills their hearts with an unct dread, that drives them into ever more despicable acts of wanton bloodshed and torture: the Great Enemy, the One Who Threats. What the relationship between the Great Enemy and the Dark Eldar is, it is impossible to say. Although the Dark Eldar revel in their own wickedness and evil, there is a desperation about them, an all-consuming horror that forces them to kill and maim each other, to fall upon their prey without mercy, as if their very survival depended upon the extremity of the ghoulish deeds they perform.
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It all started with the Dark Elf army I had been collecting for Warhammer. After years of collecting, painting and hard gaming I fancied a change. It was at this time that Codex Dark Eldar appeared. It was only natural that a twisted Dark Elf general like myself would find the Dark Eldar appealing – I just couldn’t resist the temptation.

It actually took me quite a long time to get around to painting my army of Dark Eldar (too many miniatures and never enough time). But when I finally made the effort, it only took about a month to convert and paint my core force of Dark Eldar.

The first thing I had to do was decide what colours I would use. I wanted the army to have an overall dark and moody look to it, so this had to be reflected in the colours that I chose. I took a cue from my Dark Elf army. They already had a strong look of dark blues, purples and metallics. Now I love the finish you get from deep purple highlighted up, so I decided to use Licha and Warlock Purple as my main colours.

I also wanted my bases to be different from the more conventional green. I used gravel and painted them in more of an urban colour of black, drybrushed with grey (they perfectly match the gaming board in the Nottingham shop). So, I set to work and the Kabal of the Broken Soul was born and took shape. Over the next couple of pages I will try to explain the conversions and ideas that went into my army.

**BROKEN SOUL TACTICS**

I have never met an army general who really enjoys revealing his tactics. We all like to keep these little aces to ourselves. But with the menacing presence of Dark Lord Nick hanging over me, I feel I must part with some of the lessons I have learnt using this army.

The main thing about a Dark Eldar army is that they are extremely fragile. They are more ‘typically’ Eldar in that respect than the Craftworld Eldar. So I try to keep everything moving as fast as I can towards the enemy. I have reflected this with my army selection, keeping it as fast and agile as possible. My army has not got any weapons that I cannot move and fire with. This helps to keep from being pinned down. All my squads carry weapons that are capable of taking out heavy armour and heavily armoured troops with ease (I have the full quota of blasters!) I then assign tasks to each part of my army and make sure they carry them out.

My Talos (a more recent addition) has the simple task of ploughing forwards and drawing as much heavy fire as possible away from the rest of my army. The Reavers also have a similar job, although they usual charge straight at the nearest heavy weapon squad at full turbo. Their invulnerable save is a real bonus and it’s really cool to watch you opponent’s disbelief as plasma cannons and lascannons bounce off them.

I load my two Raiders up with a Raider squad and Wyches. I try to get them into the middle of the battle as soon as possible, leaping off the Raiders and into an assault or to capture an objective. These are followed up by my Warrior squad and Retinue, who also move up the battlefield firing shots off at whatever is foolish enough to come near them.

So my basic tactic is to go in with everything I’ve got, keep the pressure on my opponent and don’t allow him to go on the offensive. As long as you control the battle you will win the game! – Now onto my army.
I decided that all my Wyches would be in a Raider squa
(like the Dark Elf Witch Elves). This also called for lots of converting. A lot of it just involved very simple weapon swaps or limb swaps to make the most of the three different fenrisian models available.

The hardest thing was deciding the paint scheme. I thought red was going to be the best, and then I saw the paint job on Chris Peacock's own Wyches and I knew that black was the colour for me. Only the Succubus has been painted red so they could easily be picked out.

To keep with the theme of the rest of the army, my Reaver squad just had to feature a female as well. This took the longest of all the converted squads, as they didn't have any torso swaps — but I am pleased with the result.

"NO! Don't kill them all, leave just one survivor. The terror will be sweeter when he finds his friends and we find them all!"

Archon of the Broken Soul
Paul Handley's Dark Eldar Army

THE KABAL OF THE BROKEN SOUL

My Archon is my favourite conversion. I wanted him to look completely unique (as all Archons should be). He is built from a plastic Dark Eldar model, using splinter cannon arms, a sword from a Chaos Space Marine and the plastic Chaos Warrior cloak and trophies.
I painted him in the same colours as the Incubi bodyguard, as this is a very effective, menacing paint job.

I wanted my Warrior squad (below) and Raider squad (left) to have a unique look to them.
Their poses were heavily influenced by various action films, comic books, computer games and the 'Ain't Dark Eldar Brilliant Too' article in WD227.
To distinguish them from the rest of the squad, both of my Sybarites are metal. This way my opponent knows the other models are just armed with close combat weapons for effect.

The Talos is the latest addition to my army and the simplest of my conversions. I have always seen the Talos as a mass of spinning arms, so I decided to put an extra set on it!
Amongst the most exciting things to come out of the Games Workshop Design Studio over the past few months have been the Warhammer Regiments and Warhammer 40,000 Battle Squads.

These remarkable, multi-pose, plastic boxed sets offer fantastic value for money – far more so than collecting a comparable regiment from metal miniatures.

In this article I'm going to show you just what an immense saving you can make by basing your army around the new plastic sets, which, at £12 each, are the greatest value for money miniatures available to the Games Workshop hobbyist.

With sets due to be released for the core regiments of every Warhammer and Warhammer 40,000 army, it will be easier (and cheaper!) than ever to collect an army for use on the battlefield, and that can’t be a bad thing, can it?

THE BOX CONTAINS FOUR PLASTIC NIGHT GOLBIN SPRUES, FIVE NEW SHIELD SPRUES, A MOVEMENT TRAY AND METAL COMPONENTS TO MAKE A CHAMPION, STANDARD BEARER AND GONG BASER. THE UNIT CAN BE MADE AS ARCHERS OR, AS BELOW, WIELDING SPEARS AND SHIELDS.

To collect a similar unit from metal components would cost £26.50. You're saving a healthy £14.50 which you can now spend on Bananat which will decimate virtually anything that comes within 8', along with a few Squig Hoppers to really annoy your adversary – burn it!
Each Warhammer Regiment contains enough plastic sprues to field a regiment complete with components to make a champion, standard bearer and musician. Warhammer 40,000 Battle Squads contain a large unit of warriors. As you saw earlier, each Regiment or Battle Squad box is real value for money, and being plastic they are dead easy to convert. Now let’s see what sort of saving can be made on an army...

**NHURR-NEILL’S DOOMBLADES (1,500pt Chaos Warrior army)**

<table>
<thead>
<tr>
<th>Chaos Warriors Warhammer Regiment</th>
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<tbody>
<tr>
<td>11 Chaos Warriors inc. standard bearer and hornblower (heavy armour, shield and band weapon)</td>
<td>275 pts</td>
</tr>
<tr>
<td>Led by Chaos Lord Nhurr-Neill (chaos armour, shield and band weapon)</td>
<td>266 pts</td>
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**Chaos Knights Warhammer Regiment**

| Chaos Knights inc. standard bearer and hornblower (chaos armour, shield, lance, sword and riding harded Chaos steeds) | 400 pts |

**Chaos Warrior Houndriders Warhammer Regiment**

| Chaos Warrior Houndriders (chaos armour, shield and halberd) | 374 pts |
| Led by Chaos Hero Kharzhan Venomtongue (chaos armour, band weapon and shield) | 274 pts |

**Total:** 1,489 pts

A 1,500 point Chaos Warrior army for £36 - are we mad? The same army bought using metal miniatures would cost £89 - that’s an enormous saving of £53, so you can add even more to your fledgling force and really let your enemy have it!

With Regiments and Battle Squads currently available for Night Goblins, Empire, Skaven, Chaos Warriors and Skeletons in Warhammer, as well as Dark Eldar and Chaos Khorne Berserkers in Warhammer 40,000, there’s no reason not to be planning your next army is there? The only problem is which army to go for...

Nhurr-Neill’s Doomblades: a 1,500 point Chaos Warrior army for just £36!
Many moons ago, Ian Dearie was happily playing historical wargames. But gradually he began to fall under the insidious influence of Chaos and his soul became forfeit to the Dark Gods. With two young sons eager to try their hands at wargaming, he decided to put together a Warhammer 40,000 army for them to play with. By then it was too late – he had fallen completely under the grip of the Blood God and almost before he knew it, he assembled a mighty World Eaters army to spread carnage and slaughter in the name of the Lord of Skulls...

Ian Dearie and his two sons, John and Sam, are a regular sight at the Lincoln Games Workshop store. Originally a historical wargamer, Ian has become increasingly involved in the Games Workshop hobby, to such an extent that he now runs his own WH40K gaming club! His World Eaters army has been built up over the past couple of years and is a great example of what you can do to make an army truly individual.

Ian’s army was initially collected for 2nd edition WH40K, but with a little tinkering it will soon be fully compatible with the latest edition. We took one look at it and had to drag Ian in for a few snaps!

To start the army off, he painted up Khârn the Betrayer and a plenty of Khorne Berzerkers to form the backbone of the force. Khârn was given a scenic base, resplendent with a couple of dismembered Ultramarines, while the Berzerkers were heavily converted. As you can see, the results are certainly impressive!

Whilst painting Khârn, Ian decided to convert a retinue for him and came to the conclusion that what he really wanted was a rock-hard squad of Berzerker Terminators. Using the rules from the old edition of the Chaos Codex, Ian made them up as post-heresy Terminators so that they could carry a pair of lightning claws each. The first was the Master of the Betrayer Guard, a conversion using Abaddon’s body and lightning claw, with Khârn’s head, plus the Chaos Terminator Champion lightning claw. The others were equally straightforward, simply sticking Khârn’s head and Space Marine lightning claws onto standard Chaos Terminator bodies. Special mention must be made of one of them in particular however: Ian thought about the idea of Space Marines becoming corrupted by Chaos after the time of the Horus Heresy and decided to paint one of the bodyguard to represent a renegade Deathwing Terminator, whose armour is slowly fusing with his body and warping into the twisted forms of Chaos. This Terminator, known only as ‘Deathwing’, is about halfway through his transformation into a fully fledged Chaos Terminator.

These superbly converted Khorne Berzerkers are ready to take on any foe!
Once he had sorted out the commander, his bodyguard and a good many rank and file troops of him to command, lan started to look around for something else to get his teeth into. Two Chaos Dreadnoughts seemed to fit the bill quite nicely! The first was a straightforward conversion— he simply stuck a Khornate icon onto the trophy pole. The second however was a lot more elaborate.

A staff member in our GW York store suggested that he try to make a close combat Dreadnought with no ranged weapons at all. As anyone who has tried it will know, this is not easy, as all the close combat weapons are designed to fit on the left arm of the Dreadnought— so some fairly heavy modelling was necessary to adapt one for a right handed weapon. This is just one of the ways in which lan’s army differs from the letter of the Codex— very Chaotic. Chaos Dreadnoughts must normally have one close combat and one ranged weapon, but as a Khornate general, lan can be forgiven for using this in his army!

The thunder hammer has been made by sticking the arm part of the Chaos Dreadnought thunder hammer to the shoulder part of the Chaos heavy plasma gun, and then sculpting some extra armour plates from modelling putty to cover the join! Trophy racks were then added from Abaddon and Warlord Queek and extra heads were added to give an even more fearsome appearance— including an Eldar Farseez’s helmet! A trawl through his bits box yielded some casualty figures and one in particular seemed perfect as a gruesome decoration for the Dreadnought. Finally, the finishing touch was provided courtesy of a few inches of fine chain bought from a model shop. Both Dreadnoughts were painted in the classic Khornate scheme of red and brass, just like the rest of the army.

Forwards for Lord Khorne!

By now the World Eaters were looking like quite a formidable force, but lan decided that what they needed was a bit of cannon fodder to soak up some of the enemy fire. Chaos Space Marines are far too valuable to use as a fire screen, so a large squad of Chaos Cultists was summoned. Like a lot of people before the ace Chaos Cultists models were released, lan looked to the Necromunda range for inspiration. After a bit of thought, he settled upon the Ratskins, as the range of modelling possibilities was enormous and he loved the idea of adding things like giant rats and bits from the Skaven range to create a really mutated and Chaotic looking unit. Attached to the unit was an Icon Bearer and a Chaos Space Marine to lead them. lan then converted this figure from Space Wolves Rune Priest into the Slayer, with his helmet remodelled to look more like a giant rat. Terminator trophy racks and a Chaos Scoop backpack were added as well, while a tail from a Chaos Spawn completed the conversion.

Berzerker Frenzy!

All the while lan had been steadily adding to his base and file units of Khorne Berzerkers and now he had built an impressive number of them. As there were so many seems only right to summon some more of the mighty champions of Chaos to lead them forth into battle. The first was one that lan calls “Talon the Torturer”. A lot of bending and filing was required to get the leg into a position to sit on the Ultramarine helmet while he holds aloft the remains of the unfortunate Space Marine.

A second champion is based on the Blood Angels Cast Astropath Tycho figure, while the third is lan’s favourite conversion of the whole army. This was based upon a Sister of Battle. lan felt that a female Chaos champion would be really cool. This figure is known as “Tabatha” and has been built from an impressive number of bits and pieces including even Assassins, Daemons and Khain the Betrayer. The name is a true unique conversion.

The rot had set in further than had originally been thought and by now lan couldn’t stop and even more squad of his army. A close combat Veteran was an obvious choice, followed by another squad of Terminator Squad Veterans, this time with heavy weapons. The assault Vets were built from a selection of parts including Chaos Wolves, Warhounds, Chaos Warhounds, even an Eldar! All figures have bare heads so the unit a uniform feel, make them easy to identify on the tabletop.

Even a mighty lord of Khorne such as Khain would find it difficult to command a fearsome horde by himself, so lan seemed only fair to add more commanders. lan came across a conversion...
Ulrick, leader of the Pat Cult. It’s amazing what you can do when you really scour the Citadel miniatures range for ideas!

Talitha, female champion of Khorne. Just look at all the detail that Ian has added to the model. Just like Deathwing, her armour is slowly transforming into Chaos Armour.

Andy Foster, called Scyrak the Slaughterer. It seemed ideal for Ian’s own purposes but he still wanted to make it uniquely his own, so a bit more detail was added and a suitably impressive scenic base was built. Ian’s ‘Syrack’ has his own standard bearer complete with ‘pet’ Flesh Hound on a leash!

Finally, Ian just couldn’t resist adding the fantastic Juggernaut of Khorne to the force and naturally the model features some heavy conversion work. The ubiquitous Terminator trophy racks are used and the left arm wields a fearsome double-headed axe. The right arm is sheathed in a power fist and a Chaos icon sets off the whole model splendidly.

More Blood for the Blood God!

Believe it or not Ian still has a lot he wants to add to the army. Next up (and probably finished by the time that you read this) will be the mighty Bloodthirster and another Dreadnought, this time with tank-busting weaponry. Ian wishes the stunning new plastic Khorne Berserkers had been around when he was starting his army (although he still intends to buy loads!) as apart from them looking great, they are also much easier to convert!

Scyrak, Lord of Chaos, with the standard borne by his elite leadership are madness and destruction!
Ian's mighty World Eaters army. The terrain that it sits on was also made by Ian, for use at his gaming club.
These two are the leaders of Ian’s Veteran squads. An amazing variety of bits and pieces have gone into each of them, including Warhammer Chaos Warriors, Sorcerers, Eldar Guardians and various plastic accessories!
Continuing the fine tradition of bringing you exclusive rules in White Dwarf, Nigel explains how to choose mercenary generals of different races. No longer are you limited to the basic Human general profiled in Warhammer Armies Dogs of War — now you have the option of leading your gold-hungry hordes with other races!

In any Dogs of War army you are likely to find many diverse races, united behind their general by the prospect of war and loot. But what of the general himself? Although many Dogs of War generals are humans (frequently Tileans); there are many others of very different origins. Some, of course, are also men, either from the Old World, or more distant lands. Others come from among the other warlike races of the known world, such as the Orcs, Hobgoblins and Goblins, or from the ancient races of the Dwarfs and Elves. This article details rules for creating a mercenary general of one of these races to lead your army.

Human Mercenary Generals
The majority of mercenary generals at large in the Old World are humans. Most of these are from Tilea but not all. The Empire produces excellent fighting men, many of whom find their war into mercenary armies to fight as dogs of war. Sometimes expertise and determination enables an individual to rise up through the ranks and lead his own mercenary army. Mercenary generals whose origins lie in the Empire usually begin their career among the Border Princes, rather than in the Empire itself, except perhaps during a time of civil wars.

Few Bretonian knights have ever become mercenary generals, and the honour of those who have must certainly be deeply suspect! However, it is possible that some notorious generals began as Bretonian commoners. There are, however, several Arabian mercenary generals, which is not surprising in a land ruled over by warring tribes of dubious loyalty. It is quite possible for a Sheikh or Emir and his entire tribe to suddenly appear out of the desert and offer their swords to the highest bidder. Almost all the corsair leaders are of course mercenary generals like to change sides for a chest full of gold. Finally, let us not forget the frozen wastes of Kislev and the brooding fogs of Norsca, from which have come some of the cruellest mercenary generals the world has ever seen — warlords who learned their trade collecting the heads of Chaos Warriors and playing Beastmen for their pets.

Dwarf Mercenary Generals
Few Dwarfs become mercenary generals. This is because a Dwarf with the qualities of a general will be utterly loyal to his clan and ancestry. Dwarf mercenary generals are likely to be outcasts for some reason, or cherishing some terrible grudge against all their kin. What else could force a Dwarf to associate with the kind of treacherous scum who become mercenaries? Furthermore, the payment of gold to hire all swords and the sharing out of plunder is something that would tear at the heart of any true Dwarf. Indeed then, any Dwarf who becomes a mercenary general, must have a strange urge to tell. It would be wise not to delve too deeply.

Orc & Hobgoblin Mercenary Generals
Orcs live to fight and rejoice in war. Burning settlements, fields strewn with the newly slain, wolves and crows screeching at flesh, cries of anguish and the din of battle — these are the things that Orcs like. It is no surprise therefore, that there are many Orc mercenary generals roaming the known world. Their only problem is finding mercenary regiments robust enough to follow them. Few humans can bear to share a camp with Orcs, and so Orc mercenaries generals must lead armies of particularly savage, uncouth and primitive mercenaries such as, for example, Goblins.

Hobgoblins also delight in war and there are rumoured to be several Hobgoblin mercenary generals. Most of these are rampaging in the east, but some are said to be seen westwards. These are warlords of the nomadic Hobgoblin tribes who roam the barren steppes east of Kislev. Since
undoubtedly been sent forth at the bidding of the great and lightly feared Hobgoblin Khan, and have gathered up various followers among vanquished tribes and peoples. Others are lesser Khans who have displeased or rebelled against their overlord and now seek to escape his wrath.

High Elf & Dark Elf
Mercenary Generals

The few High Elves or Dark Elves who become mercenary generals are often exiles, banished from their realms for dire misdeeds or forswearing their kindred with a self-imposed exile. One or two have had the misfortune to be shipwrecked and stranded in distant lands. After trying in vain to fight their way across the known world, they have been forced to sell their fighting skills in order to survive. Often the inhabitants of the land through which they pass are wisely unable to distinguish between High Elves and Dark Elves and think they are all the same. Thus the High Elves are often blamed for the evil acts of the mercenary Dark Elf generals, while cities which have been saved in the past by noble High Elf generals, open their gates in welcome to Dark Elf generals, unaware of the dire consequences.

Ogre Mercenary Generals

Many Ogres follow the way of the mercenary. As a race, they are not as brutal and warlike as Orcs, in some cases, more so. Ogres who do are formidable indeed. A lone Ogre mercenary general can often cause an entire enemy army to flee, just by glaring at them at close quarters! Many mercenary regiments cannot bear sharing a camp with Ogres and certainly would not follow an Ogre general. Others, especially Orcs, Hobgoblins and savages of similar ilk, gather in droves to Ogre generals, often following them just for plunder and not for pay (which would be erratic or non-existent anyway). The noted historian Umbler of Carrogburg tells the following anecdote, which may be apocryphal but illustrates the Ogre view of victory. A hugely fat Ogre general stared at the broken field, took a sniff of the stench of victory and said, "bring me the head of the enemy general," and it was done. Indeed it was very well done with garlic butter by the general's best Halfling cook, and the general beheaded loudly and deep satisfaction.

Mercenary Generals Profiles

<table>
<thead>
<tr>
<th>General</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>
<th>Ps</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>4</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>6</td>
<td>4</td>
<td>9</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td>Orc</td>
<td>3</td>
<td>7</td>
<td>6</td>
<td>4</td>
<td>3</td>
<td>5</td>
<td>4</td>
<td>10</td>
<td>160</td>
<td></td>
</tr>
<tr>
<td>Orc</td>
<td>4</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>110</td>
<td></td>
</tr>
<tr>
<td>Hobgoblin</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>90</td>
<td></td>
</tr>
<tr>
<td>High Elf</td>
<td>5</td>
<td>7</td>
<td>7</td>
<td>4</td>
<td>3</td>
<td>9</td>
<td>4</td>
<td>10</td>
<td>160</td>
<td></td>
</tr>
<tr>
<td>Dark Elf</td>
<td>5</td>
<td>7</td>
<td>7</td>
<td>4</td>
<td>3</td>
<td>9</td>
<td>4</td>
<td>10</td>
<td>160</td>
<td></td>
</tr>
<tr>
<td>Dwarf</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>9</td>
<td>360</td>
<td></td>
</tr>
</tbody>
</table>

Weapons & Armour: The general is armed with the equipment described below.

<table>
<thead>
<tr>
<th>General</th>
<th>Equipment</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>Hand weapon, light armour, shield</td>
<td>+3</td>
</tr>
<tr>
<td>Orc</td>
<td>Hand weapon, light armour, shield</td>
<td>+3</td>
</tr>
<tr>
<td>Hobgoblin</td>
<td>Hand weapon, light armour, shield</td>
<td>+3</td>
</tr>
<tr>
<td>High Elf</td>
<td>Sword, light armour, shield</td>
<td>+3</td>
</tr>
<tr>
<td>Dark Elf</td>
<td>Sword, light armour, shield</td>
<td>+3</td>
</tr>
<tr>
<td>Ogre</td>
<td>Hand weapon, light armour, shield</td>
<td>+3</td>
</tr>
<tr>
<td>Dwarf</td>
<td>Axe, heavy armour, shield</td>
<td>+4</td>
</tr>
</tbody>
</table>

Options: In addition to his basic equipment, the general may have other weapons or armour which is appropriate to the traditions of his race, at an extra points cost.

<table>
<thead>
<tr>
<th>General</th>
<th>May have</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>Upgrade to heavy armour</td>
<td>+1</td>
</tr>
<tr>
<td>Orc</td>
<td>Bow</td>
<td>+2</td>
</tr>
<tr>
<td>Orc</td>
<td>Bardings</td>
<td>+1</td>
</tr>
<tr>
<td>Orc</td>
<td>Lance</td>
<td>+2</td>
</tr>
<tr>
<td>Orc</td>
<td>Spear</td>
<td>+1</td>
</tr>
<tr>
<td>Hobgoblin</td>
<td>Double-handed weapon</td>
<td>+2</td>
</tr>
<tr>
<td>High Elf</td>
<td>Upgrade to tilliter armour</td>
<td>+1</td>
</tr>
<tr>
<td>Dark Elf</td>
<td>Upgrade to heavy armour</td>
<td>+1</td>
</tr>
<tr>
<td>Dark Elf</td>
<td>Long bow</td>
<td>+3</td>
</tr>
<tr>
<td>Dark Elf</td>
<td>Bardings</td>
<td>+4</td>
</tr>
<tr>
<td>Ogre</td>
<td>Double-handed weapon</td>
<td>+2</td>
</tr>
<tr>
<td>Ogre</td>
<td>Shield</td>
<td>+1</td>
</tr>
<tr>
<td>Dwarf</td>
<td>Additional hand weapon</td>
<td>+1</td>
</tr>
<tr>
<td>Dwarf</td>
<td>Double-handed axe</td>
<td>+2</td>
</tr>
</tbody>
</table>

May Ride: The general may ride a creature appropriate to the traditions of his race. The options available are listed below.

<table>
<thead>
<tr>
<th>General</th>
<th>May Ride</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>Warhorse (+3 pts)</td>
</tr>
<tr>
<td>Orc</td>
<td>War Boar (+8 pts)</td>
</tr>
<tr>
<td>Hobgoblin</td>
<td>Giant Wolf (+4 pts)</td>
</tr>
<tr>
<td>High Elf</td>
<td>Elven Steed (+5 pts)</td>
</tr>
<tr>
<td>Dark Elf</td>
<td>Dark Steed (+3 pts) or Cold One (+10 pts)</td>
</tr>
<tr>
<td>Ogre</td>
<td>Not mounted</td>
</tr>
<tr>
<td>Dwarf</td>
<td>Not mounted</td>
</tr>
</tbody>
</table>

Although it is not unknown for mercenary generals to ride on chariots, monsters, war camels, war mammoths. Although both monsters, giant starfish, five-tier palanquins or whatever, the fame and dread of such generals has spread so far and wide that they must be considered 'characters of renown,' deserving of detailed description, history and special rules to go with them, as well as appropriately splendid models.
**Magic Items:** The general may have up to 3 magic items worth up to 100 points in total. These are chosen from Warhammer Magic.

### Special Rules

**Dark Elf general:** A Dark Elf general will of course *hate* High Elves and so may not include any High Elf regiments in his army.

**Dwarf general:** A Dwarf general will obviously *hate* Orcs and Goblins and so may not include any Orc or Goblin regiments in his army.

**Orc general:** An Orc general may ignore panic caused by fleeing Goblins.

**Ogre general:** An Ogre general is big, brutal and causes *fear*.

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**Quirks of Character:** Mercenary generals frequently have some dark secret or quirk in their character, which explains why they became great generals. Your general should not be lacking such a quality so you must pick one character trait for your general from the list below.

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**Banished Exile (+30 points)**
The character has been exiled by his own kind. Therefore he *hates* his own race for shunning him. So for example, an exiled High Elf would *hate* High Elves. The general will not include any regiments of the hated race in his army.

**Cunning (+20 points)**
The character is the master of low cunning and always uses tricks in hand-to-hand combat. The effect of this is that he will always strike first in hand-to-hand combat.

**Veteran (+20 points)**
The character is a grizzled veteran of so many battles that he has superior fighting skill. He therefore gains +1 WS to represent this.

**Blood Feud or Grudge (+35 points)**
The character has a long-standing grudge or blood feud against a specific race. This is probably because they once double-crossed him, treacherously betrayed him or wiped out his entire clan. The character *hates* one specific race of your choice. The general will not include any regiments of the hated race in his army.

**Rich & Greedy (+10 points)**
The character is immensely rich and always demands the highest price for his services or keeps the lion's share of the plunder. The result is that the pay chest is exceptionally he and full to overflowing. This inspires even more loyalty from his troops. To represent this you may re-roll failed Break tests within 16" of the chest instead of the usual 12".

**Charismatic Leader (+25 points)**
The character inspires exceptional trust and devotion from his troops. They will follow him to the ends of the earth or beyond! To represent this the general gains +1 LD up to a maximum of 10.
Converting a Mercenary General

While you can of course use any of the standard commander miniatures to represent the leader of your mercenary army, many players like to convert a special figure. After all, a mercenary general is not your average leader so why use an average miniature? This page shows a few examples of suitably impressive conversions modelled by various staff here at the Games Workshop HQ. Remember that as mercenary generals are mainly interested in money, they'll tend to be ostentatious in the extreme. Have fun!

Both of these Ores are the creations of Stefano Gemi, the winner of the WH40K grand tournament, who now works for GW Italia. He likes the flexibility of being able to take his Orc warlord either on foot or mounted on a War Bear.

Nelson, who works in the Studio, has converted Tzarina Katarin the Kislev Ice Queen into a Dark Elf general, to lead his Dark Elf army. However it would make a perfectly fine leader for a mercenary force.

This fierce Orc warlord was converted and painted by Keith Robertson from the GW 'Easy Metal team. A wide variety of different parts have been used to make this ambitious conversion. Note the cart wheel used as a shield, making the model really impressive!

This Human general, from the extensive collection of John Stallard, was painted and converted by Stuart Willis and is an ideal model for use as a mercenary general from the Empire.
By Simon Shuker

Now the traitorous Chaos Space Marines have their brand new bikes to race towards the enemy, we thought it was about time for an article on using bikes in general. Simon Shuker climbs on the saddle and kick-starts this particular article...

Bikes are possibly the most numerous of all vehicles in the Warhammer 40,000 universe. They are used by almost every race, excluding Tyranids, Imperial Guard and Sisters of Battle. So what do we know about bikes then? Bikes of all races can move twice as fast as your average foot troops (though some are capable of moving faster), they improve the Toughness of their riders and usually carry twin-linked or even heavy weapons. Sounds fantastic doesn’t it? Well they are, but they also have a few drawbacks and these have to be considered when you use bikes in your army.

THE BASICS

I’ll talk mainly about Space Marine bikes, as they are the most basic bikes available in the Warhammer 40,000 game. Firstly you’ll usually be limited to small numbers of them, as they are a Fast Attack choice and they cost a lot of points. Space Marine bikes are armed with twin-linked bolters and, like all bikes, confer +1 Toughness on their riders. Apart from the advantage of being able to assault more readily due to their speed, Space Marine bikes are not much better than their brother Tactical Space Marines at close quarter fighting. Because of this, the points cost spent on them is really wasted if you just throw them into close combat. Many people like their bikes up in front of their army and send them off into close combat because they know they’ll get to the enemy quickly and they want to inflict maximum damage as early as possible (ie, before they are wiped out). But this sort of thing just makes your bikes into an easy target for your opponent’s entire army – and bikes are too expensive to throw away. Alternatively bikes can be used in front of your army as a form of shield (because they have increased Toughness), but enemies can shoot straight past them if they have line of sight, and anyway this is still not really what bikes are built for.

BACKGROUND

A good way to formulate tactical decisions for bikes (or any troops for that matter) is not to look at their statistics and rules but their background. Space Marines need to use bikes to cover long distances fast – they are primarily reconnaissance troops, equipped to be able to deal with isolated enemies that stand in their way. They are not equipped for assaulting the enemy in close combat, as that is what Space Marine Assault squads are for. Space Marines (like many troop types) are equipped for specific roles and it would be tactically flawed of any commander to use the Emperor’s finest inappropriately. In other words, don’t throw bikes into assaults unless you are supremely confident of success – it’s not what they are there for.

ON THE BATTLEFIELD

Space Marine bikes are mounted with bolters that are capable of rapid firing even on the move, and they get a re-roll due to the fact they’re twin-linked. This makes bikes a very strong firepower squad, tending primarily towards an anti-infantry role, although in a scrape bolters are capable of dealing with tougher creatures or even light vehicles. Because bikes are also highly mobile, they can easily get into position to fire on the most suitable target.

With this in mind we can begin to formulate tactics for using bikes in battles. The role of your bikes will sometimes be affected by your initial deployment and so it is important to decide what role you wish them to fulfil beforehand.

The first and most common role for bikes is to use them as a flanking force to get around the side or back of the enemy and strafe them with bolters whatever your particular bike for. Using your bikes on one flank to mean that to one side of your army’s a flake edge from which nothing can attack you, so there is less them being bogged down in close combat or being ambushed. If you can be behind the enemy lines, your opponent will be torn between the troops back around to deal with the threat, or continuing his advance ignoring the bikes. Either way, you have gained the advantage!

The second tactic that bikes can be used for is as a sort of reserve to the rest of your army. By keeping bikes behind the rest of your forces even in Reserve they can be back to deal with enemies where attack is strongest. Their means that bikes can rapidly gaps in your front line (in the case of the Rough Riders and Sentinels) or an opponent will use his best troops, the weakest point in your army (whether it be an isolated unit or something vitally important in achieving a mission), but have good reserve to react to the enemy deployment and movements on him of the chance. The owners of this is that your very expensive bikes are...
After a long wait, the Chaos Space Marines now have a completely new bike, sculpted by the talented hands of Jes Goodwin, Norman Swales and Dave Andrews. The bikes are available in a boxed set of three models with a variety of options to make bikers with weaponry other than the normal twin-linked bolters. These parts include a chassis-mounted meltagun and plasma gun, and additional bits to make a Chaos Space Marine Champion to lead the squad.

Nothing hiding at the back of your army when they really should be trying to destroy the enemy and grab objectives etc. The up-side is that by keeping the bikes out of harm's way till they are needed will often mean that you have a pretty much intact squad to counter and attack the enemy in the second half of the game. This advantage late in a game can far outweigh the fact that they aren't laying up the kills from the beginning. The speed of the bikes also means they are still able to go off and grab objectives if necessary.

The third basic tactic for using bikes is to use them as a shield and advance with the rest of the army. As I said earlier, this isn't really the idea behind having bikes and doesn't work quite as well as it did in the 2nd edition of 40K, as the enemy can now shoot anything they can see. It isn't a tactic I personally like but there's no reason why you shouldn't try it. A better (and more appropriate) idea would be to use them as a distraction to draw enemy firepower rather than as a physical shield. Make the bikes a threat that you know will distract your enemy or keep him from achieving his objective. You can even go as far as throwing the bikes into close combat — their increased Toughness should allow them to tie up most opponents for a few turns. This will generally result in the destruction of the bikes, but the rest of your army will have had an easy time of it and you may consider this to be worth the points cost of the bikes.

**EQUIPPING BIKES**

When equipping bikes with alternative weapons it is worth considering what role you want for your bikes before you choose. Flamers are good against massed, poorly armoured troops like Imperial Guard, plasma guns are excellent Space Marine killers and meltaguns are the perfect anti-tank weapon (note that other races often
have very similar weapons but with different names, for example the blaster used by the Dark Eldar is much like the Imperial meltagun. The other way to bolster your bike squad is to add a unit leader. You can do this by upgrading one of the squad to a Sergeant, Aspiring Champion, Succubus, etc, or by equipping an Independent Character with a bike and have him stay with the squad. Characters can be tailored to fight against specific types of opponents but their real advantage is their close combat expertise, so if you intend to keep your bikes out of assaults this may be a waste of points.

OK, so I've talked about Space Marine bikes, which are fairly standard and are the type that I've played with and know about - but what about other races? I've asked various people around the Studio with different armies how they use their bike squadrons. If you come up with any other cunning strategies for using bikes, write in and let us know!

CHAOS BIKES

In terms of shooting, Chaos Space Marine bikes work similarly to their loyal Space Marine counterparts. The re-roll to hit you get for the twin-linked bolters makes them very reliable - you can usually bank on four out of five shots hitting their target. The 12" move of the bikes and the 24" range of the guns gives your squad a huge reach, allowing them to attack targets all over the battlefield - they don't need to commit to one definite course of action as slower units often do. For this reason, in the early turns of a game I use my bikes as an extra support for the rest of the army. They move to wherever they are needed each turn to add their firepower to that of other units or to pick on any vulnerable targets.

It is in combat where Chaos bikers really have the edge over Imperial Space Marine bikes, because the scythes and spikes that cover their vehicles give them an extra attack. This makes them excellent assault troops, especially as their fast movement makes it easy to ensure that you get to charge into combat. They will then get an impressive 6 attacks each and their toughness of 5 (and power armour of course) makes them very hard to kill in return - Imperial Guard, Eldar and even Orks need 6s to wound them. Add in an Aspiring Champion with a power weapon and you have a formidable squad. Wait for a good opportunity to charge and they will beat most units that aren't geared up for close assault. Bear in mind though that your expensive bikes will usually be outnumbered, so combat often lasts a few turns, even though you are winning. To avoid this problem, you can always use the bikes to support the assault of your infantry units, in a single, crushing attack.

One final tip: once your bike squad is reduced to its last few models it will be much less effective in combat, so instead of charging in, drive round behind the enemy unit while another of your squads assaults from the front. If the enemy falls back it will run straight into your bikes and be destroyed in a crossfire (even if they are Space Marines). This tactic works especially well if the assaulting troops are flintlocks, because their victims fall back automatically if they lose combat!

Graham Davey (Chaos Lord)

DARK ELDER REAPER JETBIKES

Dark Eldar Reaver jetbikes are the fastest on the battlefield. The turbo boost option (which allows them to double their movement to 24") allows them to redeploy and strike almost anywhere on the table. This makes the Reavers a really flexible force to use on the battlefield. You may think this also makes them excellent assault troops, but I have found that their speed and flexibility is their best asset. My Reaver squads are normally made up of 3 to 5 Reavers, all of which are armed with blasters (Reaver jetbike squads excel at tank-busting). I use the Reavers in one of two ways - either as strike craft or escorts depending on the enemy I'm facing.

Against numerically small armies, such as Chaos Eldar (misguided tools that they are) and Space Marines, I use them as strike craft. I place the Reavers on a flank and go in full throttle towards the main threat to my force (normally the enemy's armoured or heavy weapon squads). Their invaluable 4+ save should save them from the worst of the enemy fire and if he is firing at them he won't be firing at Reavers (foolish enemy). Once you have taken out the enemy's heavy weapons or armour support, you can concentrate on secondary targets like enemy cavalry or units with additional armoured vehicles. Although this tactic is generally quite hard on the Reavers and it is very rare that a squad will survive the fire from the confusun thrown by them rampaging around the enemy's back line, it is very worthwhile! Your opponents will direct his his efforts to destroying them and forget about the rest of the Dark Eldar army bearing down on him!

Against larger armies like Imperial Guard, Tyranids and Orks, they get assigned an escort role. The Reavers are grouped together with the Riders in one hard-hitting column. I place the Reavers in front of this column and assign them a squad to escort (normally the Wyches or the Lord's retinue). The Reavers first job is to take the hits for the Riders by making themselves a more inviting target. I use the Turbo move to protect the Reavers as much as possible by giving them an invulnerable save. If the initial exchange of fire is over, the Reavers should be in a position to assault the enemy force. Make sure the Reavers hit the same objectives as the Dark Eldar squad they are escorting. Remember that a neat trick is to use the Reaver's 12" range and their guns to soften up targets behind the front line before pulling back for the wave. Combining the Reavers with another squad such as their effectiveness and makes them a lot more effective on the battlefield than they could ever be themselves.

Nick Davis (Dark Eldar Lord)
ORK WARBIKES

I've found that when using Ork bikes, you need the maximum number of five in a squadron, as people will tend to pick on them. This is because most people know they are capable of completely decimating the enemy if given half the chance. In my experience, Ork warbikes can be used in two ways. The first is to hustle towards the enemy as fast as possible and attack before they are wiped out. The second is to use them as a flail for the rest of your Orks, as the cloud of husks gives them no advantage behind them at 5+ cover save.

When warbikes go to attack the enemy, they can move up to 12" in the movement phase, fire their twin-linked big shotas up 18" in the shooting phase and then assault the enemy. Once the warbikes have assaulted, they will get to fire their twin-linked big shotas again in close combat and they always strike first, making them extremely destructive in the first round of combat. However, if they don't kill the enemy in the first turn, then they will be bogged down and forced to fight normally, and they tend to get beaten up because they are nearly always outnumbered.

Warbikes are terrific against weak, low Toughness opponents like Eldar and Imperial Guard, as their Strength 5 big shotas will be wounding on 2+ and really doing some serious damage. Space Marines are harder to deal with but when you consider that there are less of them and they cost a lot more, you don't really lose out.

I never really expect my warbikes to survive beyond turn two, as people will throw a lot of firepower at them. Because of this, I find the best approach is to use them to destroy as much of the enemy as fast as possible, by speeding towards the nearest enemy before the warbikes are wiped out. Using them in this reckless sort of way is very appropriate to the character of the warbikes, whose riders are insane, reckless nutters!

Alex Boyd (Ork Warlord)

GUARDIAN JETBIKE SQUADRONS

With Toughness 4 and a 3+ save, jetbikes are one of the more survivable units in the Craftworld Eldar army. However, they cost 25 and each squad tends to be quite small or very expensive. The Guardian jetbike squadron relies upon shooting to do its damage, unlike Dark Eldar Reavers which do most harm in an assault. In fact, Eldar jetbikes are pretty poor close combat fighters – with only Weapon Skill 3, Strength 3 and 1 Attack they're not likely to threaten any but the weakest opponents (even massed hordes of Orks can give them problems!). Unfortunately, the jetbikes' usual armament is a shrunken catapult, which only has a range of 12", meaning that to shoot you are going to end up within range of the enemy to move and then assault your squadron next turn. To get around this, you must ensure that when the jetbikes actually perform their attack, they do the maximum amount of damage possible – with help from other units if necessary. Basically, you must try to annihilate the enemy, or reduce them sufficiently that they pose no threat to your jetbikes next turn.

This, coupled with the jetbikes' speed, means that Guardian jetbike squadrons are ideally suited to plundering isolated enemy units, picking off the stragglers as it were.

Another couple of points to remember are: upgrade as many of the jetbikes as you can to have shrunken cannons – Strength 6 and three shots is deadly, and shrunken cannons can be quite effective anti-tank weapons if you use the jetbikes' manoeuvrability to target a vehicle's thinner rear armour. Also, remember that the shrunken catapults are twin-linked, which allows you a re-roll on your misses – I've actually seen people forget this, which to me is like forgetting that Space Marines have bolters.

Gav Thorpe (Eldar Farseer)
A TASTE OF BLOOD

PARTICIPATION GAME
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<table>
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<th>Date</th>
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<tr>
<td>Manchester Arndale store</td>
<td>Tuesday 8th June 1999</td>
</tr>
<tr>
<td>Derby store</td>
<td>Tuesday 15th June 1999</td>
</tr>
<tr>
<td>Bromley store</td>
<td>Tuesday 22nd June 1999</td>
</tr>
<tr>
<td>Cribbs Causeway store, Bristol</td>
<td>Tuesday 29th June 1999</td>
</tr>
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GIVE ME MORE TROOPS!

I'm writing in, in the hope of changing some people's views of characters and troops. Those people who spend time devising clever combinations of magic items could instead be spending it painting another unit to bolster their army. This has many advantages to it. A new unit gives you new options, a flank attack, a holding force, a decoy or whatever cunning ploy you can think up. Also a combat monster style character is left vulnerable to war machines and magic. A character designed with self-preservation in mind might survive the battle but won't have any great impact on the game. On the other hand, a unit of twenty warriors with basic arms, such as spears, are able to absorb far more punishment while still having a good chance in combat due to rank bonus and weight of numbers. If you feel that you must take additional protection then choose an item which can benefit an entire unit – this way it works out to be more effective.

By taking less and/or more appropriate magic items you will immediately find that you are able to field more of just about everything. For example, my 2,000 point Lizardmen army has in it: a Mage-Priest Champion, 20 Saurus Temple Guard, two units of 15 Saurus (with spears), two units of Skinks (one 15 and the other 12 strong), a Stegodon with 10 crew, a Salamander and 3 Terradons. Plus all the units, bar one, have a champion, a musician and a standard bearer in them. That is 84 models in all and only a single, but well chosen, 25 point magic item. One of the first things that is noticeable about an army chosen in this manner is that before the battle has even begun, you are likely to have already frightened your opponent by the sheer number of troops that you deploy!

As a last point I would just like to say that the arrival of the new, plastic regiments has meant that it is now easier than ever to take more troops.

Thomas Fletcher

A unit of basic troops will always be more than a match for a hero with a shiny magic weapon.

SNEAKY RAT MAGIC TRICKS

This piece of information is for those eyes only, so turn away now! This is in answer to Gareth Hamilton's plea for help about Doomswheel. My trick is to equip a Grey Seer with the Skitterleap spell. This makes it possible for your Seer to cast spells without the Doomswheel. A Seer's ability to cast spells is limited, and indeed this is a lot of effort for a power one spell, but if it works it can crush any enemy unit before they have had a chance to move.

Even if you don't get Skitterleap you can increase the range of any other of the Horned Rat's spells. This works effectively with Death Freeze as it can give the Doomswheel a speed of 60. I hope this helps you to conquer the Old World and spread the name of the Horned Rat to the man-things.

Andrew Williams
Stafford

Well this is a risky and controversial play to make. First you have to roll quite high for your Seer Stone and then you have to hope the natural dispel of the Doomswheel doesn't work. Although the Skitterleap spell doesn't say you can't use it to transport war machines we general use this rule of thumb. Any spells that transport single figures cannot be used on war machines (and that includes chariots). Any spell that can transport regiments of troops can transport war machines (including chariots). Well, I hope that helps...

KEEPING UP THE STANDARD

A unit seems almost complete if it doesn't contain a standard bearer. It may well be that you really give an identity to a regiment. The unit standard is supposed to inspire the troops to feats of heroism through loyalty to their colour. A pole does not have the same effect. Yet even when your talent at artwork or painting is at its peak in school, it is frustrating. But help is at hand.

Firstly, you could buy some ready-made banners from your local store. These are available for most races. But if your units to look more uniform, you need to make your own.

If you want to do this but your painting skills are limited, then my advice is to be to keep it simple. The simplest is often used by the Dwarves which is just two colours. A more basic symbol in the centre of the banner, with one or two superbly painted top and/or bottom edges. A standard also looks good. These are the banner are arguably the most important part that gives the identity. When painting a banner the main colours of the unit will reflect the unit's identity.

The other way to make your own is to cheat. Old issues of White Dwarf often provide ample artwork which can be tailored into a banner. One part of a picture or using the parts template; and painting over it are ways of gaining original banners being an art that.

Computers now contain lots of new packages with clip art containing pictures that can be resized to the size required. Search better – coupled with a click the potential to make banners.

Good tips there Iain speech and they artistically challenge... Although it seems a given up your old White Dwarf.

The Doomswheel – no Shawn Ward, should go into battle without one.

l\The White Dwarf – this Shawn Ward should go into battle without one.
WHEN IS A HILL NOT A HILL?

What's all this malarkey about all models on a hill being able to shoot regardless of how many ranks they are deployed in? In referring to page 91 of W2025 "Long sanctioned on a hill allowed both ranks of the Marisites to fire."

As far as I'm aware, the argument is that, in reality, hills are not flat and are only one way for models to stand on. This might explain why there are generally varying gradients and this will play havoc with the formation of a regiment of archers.

On many battlefields a hill may just have enough gentle rise in the ground, such that a second rank of troops wishing to shoot over the heads of those in the front would need to be several yards deep. The conversion of allowing one rank of troops per 'step' of hill is much more realistic. The number of steps then represents how steep and tall the hill is, allowing for a greater variety of hills on a much more impressive battlefield.

In other more compelling argument for allowing all models on the hill to shoot in a tactical one. Do you deploy a line of archers so as many as possible can fire? Do you deploy in ranks inside a stronger combat formation? Can you shoot your archers and try to thin the enemy or reform and receive another inevitable charge? These tactical uses are made redundant if you have a unit of 25 Wood Elf archers deployed on a hill (with the Banner of Gondor) to shoot.

As the traditional, and in my game more sensible convention of shooting per step and do away with the models on a hill can shoot...

---

COUNTS AS...

The WH40K game is not an inflexible set of rules. I have one thing to say, "counts as". This neat little rule is used to plug gaps until all the army lists and miniatures are available (for example lightning claws counted as power fists until the Space Marine army list came out). However, you can also use it to fill all sorts of exotic troops. Let me give you an example...

In past editions of the game, Space Marine assault squads could be armed with power shields (a long time ago), and I still have a squad armed with them. Did I curse GW when I saw this option was no longer available? Did I spend hours carefully removing the shields to replace them with chainswords? No, I thought these power shields probably have much the same effect in assaults as a close combat weapon, so I merely inform my opponent they 'count as' chainswords. No messy altering of army lists, no complaints from my opponent of unfairness. This rule can be easily applied to all sorts of things - a converted Chitauri with multiple rocket launchers could "count as" a Basilisk.

The "counts as" rule can be taken to any extreme you like, although overuse can confuse your opponent. "Yes, I know it's a Tyrannosaurus Rex with a battle cannon, just imagine it's a Leman Russ." Actually, that's not a bad idea...where's my scalpel? (stop it now)

---

STAR LETTER

As far as complaining about the feeliness of the Imperial Guard characters, I couldn't disagree more. The new list is just right. If you've read all the background since WH109 (when the first army list came out), then you would know that Imperial Guard characters have a habit of dying a lot (admittedly they were often shot by the Commissars - aren't you glad they don't do that anymore?). If you think about it, a Colonel is about as good as a genetically enhanced, superhuman Space Marine, so this guy must really work out. I think a lot of people, including Alan Heath (Mailbox W2D3), have missed the point of Guard characters; they are supposed to lead, not fight. You take them for their enhanced Leadership, OK so there are a few characters in the background who are exceptional fighters, but this is the realm of the special character. If you want psychopathic killing machines that lead from the front, take a World Eaters army led by Kharn!

Trevor Tolhurst
Fife, Scotland

Hurray! Your sensible use of the "counts as" rule is an inspiration to us all. It allows you to use your own converted miniatures and vehicles. A box of stuff is winging its way to you.

---

A rather tense game was ended by 'Wee' Jock McPherson's illegal use of a flame cannon, toasting 9 players (3 of them on his own side) including the balc carter and the ball. All in all it was great fun, with an unusual ending, and allowed us to play all of our favourite games in one campaign!

Of course the Warhammer 40,000 universe offers even more combinations. My next campaign will involve Battlefleet Gothic, Space Hulk, Warhammer 40K, Necromunda and Epic 40,000. So if you can't decide which games system you want to use next, why not combine them all into one large narrative?

Andrew Nash
Breadstains

Sounds like fun. Keep on gaming Andrew - it will be interesting to see what you do with the WH40K games.

Well that's it again for another month. Have you any comments to make about the hobby? Drop us a line and let us know.

Until next month...

---

LINKS

-A Guest 'Narrative Campaigns' has used to exhaustion over the last few months and trying them out has resulted in some pleasing results and table battles. But I feel that your battle can be expanded even more by adding battles together to form campaigns, but also game systems.

-So been touched upon by many other games (i.e Andy Chambers' campaign), but overlooked by the majority of others. Nearly all the games produced by Games Workshop are compatible with others, so why not have a go yourself?

-For example, a recent campaign of mine started with a group of adventurers (Warhammer Quest) awakening an ancient evil in the catacombs of a temple in the Marshes of Madness. Retreating from the marshes the adventurers fought a small skirmish (using the Musthett Rules) against the Undead guardians of the temple and fled to the coast where they joined a convoy of ships crossing the Black Gulf to the Border Princes. Pursued by the now restless dead they were engaged in a sea battle (using the now sadly deceased Man 'O' War rules) narrowly escaping, they landed in the Border Princes where they rallied a rag tag group of mercenaries to defend against an invasion by the Undead (Warhammer Battle). The campaign ended in a draw, so as a decider, the remnants of the two armies faced off in the time honoured tradition of a grand game of Blood Bowl! (hmm...)
De'Aynes Fighting Ships of the Gothic Sector

A brief treatise on Ork vessels known to have taken part in the conflict. By Andy Chambers

Ork Kill kroozers - Butcher (cf Butcha?), Krimrak’s Killa, Boomboss, Slaughta King, Gork’s Grin

The Ork Kill kroozer is identified as the Slaughta King led an invasion force of Ork ships from the Cyclops cluster against the Moab system late in the Gothic War. Doubtless the Orks hoped to seize the rich, civilised worlds of Moab before the Imperial fleet completed operations against the Chaos marauders plaguing the Sector. Fortunately the fourth cruiser battlegroup, led by the Mars class battleship Battlecruiser Imperious, had completed a recent cleansing operation at Mezoa and was on hand to move into the system. After a three week hunt the battlegroup successfully engaged the Ork fleet around the seventh planet, following the sighting by the group’s Cobra squadron. The fourth cruiser group included no less than four capital ships armed with Nova cannons — Hammer of Justice, Minotaur, Lord Darros and the Imperious. It was anticipated that the combined fire of these awesome weapons would be as effective in shattering Ork attacks as they had been against Chaos vessels. However Admiral Haines discovered to his great dismay that the Ork ships were made of sterner stuff, and the Slaughta King led an outright charge against his battleline without a moment’s hesitation. Lord Darros was boarded and destroyed, the other cruisers all damaged and the Imperious almost overrun by Orks. It was only the lucky destruction of most of the Ork escort vessels, due to a plasma drive overload on an Ork kroozer, that enabled the Imperial fleet to fight its way clear.

Gothic War Training Dogma

Ork Kill kroozers are built for a direct, head-on attack and will seek to close the range rapidly. At close range, the heavy guns which festoon the Ork kroozer’s prow and flanks can cause dreadful destruction. Poor leadership makes the manoeuvring of Ork kroozers fairly predictable, and the Orks’ penchant for ramming makes such attempts virtually a certainty. Orks are naturally vicious fighters and the huge crew of a Kill kroozer poses a serious threat to any capital ship. Those bearing Ork warriors aboard. Inexorable Ork captains will often leave their ships unprotected in their headlong scramble to inflict harm, hence well-placed frigates or destroyers can do a great deal of damage to the lightly armoured rear of an Ork vessel. More experienced Orks will tend to attack in several echelons or waves so that each ship or squadron covers the preceding ships’ weak spot.

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<th>Class: Ork Kill kroozer</th>
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<tr>
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<tr>
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<tr>
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<tr>
<td>Prow Gunz</td>
<td>45</td>
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Notes: Armour: 6+ front, 5+ sides, 4+ rear, guns: 30, 25, 20, 15, 10.

Ork Onslaught attack ship

Onslaught pattern attack ships form the mainstay of Ork escort squadrons, being sold and heavily armed vessels for their size. The Onslaught’s gun batteries are exceedingly powerful (if unreliable) but have a limited fire arc, which reduces them to making strafing passes and attack runs on targets to their front. Onslaughts are vulnerable to attacks from their sides and rear, their crude armour and shielding being little better than that of a Cobra class destroyer. The prow of an Ork Onslaught is heavily armoured however, making it well capable of surviving a head-on encounter with even cruiser class weapon. Onslaught squadrons are frequently the first wave of each attack. They rush forward, heedless of risk, to rake enemy ships with fire. Escort squadrons can be blown apart in an instant in a head-on head attack like this. In the Gothic War, commanders soon learned to keep Onslaughts at arm’s length and destroy them with spacecraft, torpedoes or long range fire.

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<td>Gunz Battery</td>
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Notes: Armour: 6+ front, 4+ side, 2+ rear, guns: 30, 25, 20, 15, 10.
Ork Terror ships – 'Ammer, Klaw, Mork's Blade, Deep Wound

The Terror ship Mork's Blade was identified in an appallingly bloody fight in the Quinnox Sound, mid-way through the Gothic War. A convoy under escort from Eziain to Corilia encountered a welter of debris at the edge of the Corilia system. Proceeding cautiously, the convoy succeeded in evading several salvos of deadfall torpedoes before two squadrons of Ork attack ships pounced on the scattered vessels from the cover of asteroid fields. Once the Imperial ships were fully engaged with the attack ships, Mork's Blade emerged from behind a nearby moon, on the unprotected flank of the convoy. The transports in the convoy scattered but as it closed, the Terror ship launched successive waves of assault boats. These easily overran the fleeing merchantmen and ravaged five before the convoy escorts could return and intervene. The one cargo ship which escaped the assault boats, Oleg's Triumph, was blown apart minutes later by salvos from the prow gun batteries of Mork's Blade.

The convoy's escort leader, Captain Jeril, ordered an immediate attack on the pirate cruiser, but discovered to his cost that Terror ships mount a prow armament every bit as fearsome as those of Killkrogers. At close range the heavy guns and prow batteries of Mork's Blade blew apart three Sword class frigates in moments, including that of Captain Jeril. Bereted on their charges and with the prospect of a further battering as Mork's Blade came about, the surviving escort vessels disengaged, leaving the Orks to their spoils. Captain Jeril was posthumously court-marshalled for the loss of the convoy.

Gothic War Training Dogma

Unlike most ships with launch bays, Terror ships do not tend to loiter at long range while sending waves of attack craft against their targets. More commonly the Ork assault boats and floga bombas attack in close support of the ship itself, either assailing its victims or covering its rear. A large proportion of Terror ships mount a prow torpedo battery in place of their heavy guns, giving some relief from close-quarter pounding but at the cost of encountering potentially battleship-sized torpedo salvos. The poor crew quality of Ork ships means they are slow and unreliable at reloading their launch bays (and torpedo tubes). However, given the pronounced Orkish taste for ramming and boarding, eagerness to close with the enemy draws Terror ships into close proximity with their enemies. Ork warlords often use Terror ships as their command vessels, their intimidating presence ensuring that the launch bays are run with a modicum of efficiency.

Ork Savage gunship

Sutley is never a strong point in Orkish ship design, but it reaches all time low in the Savage gunship. Savages mount an array of the notorious Ork 'heavy guns' on their bows – enough firepower to force an escort ship to pieces with a single hit or knock down a cruiser's shields and tear a substantial hole in the hull. A squadron of these guns can rip apart a capital ship in a few salvos of fire. The emploring short range of heavy guns means that the crews of Savage gunships get few firing opportunities, forcing them to use a mix of rush or ambush to get close enough to enter the fighting. Most of the tactics employed by and against Onslaughts apply to Savages, only doubly so. Admiral Gorvan created special escort squadrons to seek out and destroy Savages in all of his engagements with Orks, after the loss of his flagship, Repudiatior, at Moab in the Cyclops cluster. Well-handled escort squadrons can obly destroy the lumbering, short ranged Savage, but woe betide any captain incautious enough to be caught out by them. To let these ships open fire is to invite destruction.

<table>
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Notes:

| Armour: | 6+ front/5+ side/4+ rear |
| Shields: | 1 |
| Turrets: | 1 |
Ravager attack ships add a dangerous new dimension to Ork fleets – the ability to launch powerful salvos of torpedoes against the enemy from long range. The necessity of dodging or intercepting torpedo attacks while the Ork fleet is bearing down on them is an extra distraction most captains could do without – as it is in the confused, close fighting which will follow, that Orks excel. As with krooters mounting torpedo tubes, Ravagers often suffer problems when reloading due to their ill-disciplined crews. This makes the first launch of a Ravager squadron by far the most dangerous. After that it is unlikely that a Ravager squadron will have the luxury of being able to manœuvre into an ideal launch position before letting fly again. Ravagers also mount some weapon batteries firing forward, and a common tactic is for them to launch torpedoes and then follow them up through the enemy battleline before turning and reloading for another salvo.

Mixing Ravagers into squadrons of other ships also appeared as a tactic favoured by certain warlords, although command difficulties mean that such mixed squadrons are often inaccurate in their attacks. As a final note it is worth pointing out that the poor manoeuvrability of Ork vessels can cause them severe difficulties in coordinating torpedo attacks. During a raid at Tarantis, several Ork ships were damaged or destroyed by torpedoes launched by their own fleet, as they were unable to get out of the way in time. It appears that Ork commanders will not miss an opportunity to launch their torpedoes, even when other Ork ships are at risk!

### Ravager attack ship

<table>
<thead>
<tr>
<th>Class: Ork Ravager attack ship</th>
<th>Points: 35</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type/Hits: Escort/t</td>
<td>Armament</td>
</tr>
<tr>
<td>Escort</td>
<td>Torpedoes</td>
</tr>
<tr>
<td>Speed: 20</td>
<td>Gunz Battery</td>
</tr>
<tr>
<td>Turns: 45°</td>
<td></td>
</tr>
</tbody>
</table>

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**Incoming!**

The Chaos Repulsive class cruiser hoves into view into the Gothic Sector this month. Three awesome ships, designed by Tim Adcock, is an all-metal kit which can add some serious firepower to a Chaos warmaster’s fleet. Mounting the heaviest broadside batteries in the Gothic Sector – firepower 14 to each side at the same time – as well as a six-torpedo spread and a considerable lance battery, this ship will strike into the hearts of all those unfortunate enough to cross its path. Ork cruisers can take more damage and mount more weaponry than a standard cruiser, but are much cheaper than a battleship. Combining awesome weaponry and a robust hull, Repulsive class is more than a match for any capital in the Gothic Sector and probably the equal of an armada of Ork cruisers or battleships!

Lett: Chaos Repulsive class grand cruiser.
Designed by Tim Adcock.

---

Also released this month are two other scenario sets, also used in the Gothic Sector. These are used in this scenario, but the planetary assault.
First sighted in the Cyclops cluster early in the Gothic War, Brute ram
ships soon became a familiar sight to the hard pressed crews of
Battlefleet Gothic. Being as fast and manoeuvrable as frigate class
ships, the Brutes appeared to be an Orkish attempt at a more
conventional escort vessel. However this illusion was shattered when
a squadron of Brutes made an attack on the Lord Daros during a raid
at Vactus, instead of pulling away at the end of their attack run, the
stubby, new Ork ships suddenly blasted forward on a collision
course. Two of the vessels struck the Lord Daros amidships, one
tearing away its forward sensor mast and starboard opicon gallery,
the other crashing into the starboard weapons battery and wrecking
three decks and seven guns before exploding. Crippled, the Lord Daros
was forced to disengage.

Subsequent examination of the
wreckage showed that the vessels which attacked the Lord
Daros were incredibly heavily built,
with an estimated 80% of the ship being
a virtually solid mass. A section of the prow of
one vessel was also recovered from the third deck – it
mounted a ramming 'beak' of solid
adamantium. Unbelievable as it appeared, the
Orks had built ships intended specifically for
ramming and were aggressive enough to
use them.

<table>
<thead>
<tr>
<th>Class</th>
<th>Ork Brute ram ship</th>
<th>Points</th>
<th>25</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armament</td>
<td></td>
<td>Rng/Spd</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Firepower/Strength</td>
<td>Arc</td>
</tr>
<tr>
<td>Gorram Battery</td>
<td>20</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>6+ front/ 4+</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Shields:</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Turrets:</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Notes: Rolls 4 dice when ramming</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Also released from the shipyards this
month are two Imperial Transport ships.
These are used primarily in the Convoy
scenario, but they are also invaluable in
army assaults.

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Following on from last month's release of Codex Dark Angels, reinforcements have arrived to bolster the forces of this most sinister of all Space Marine Chapters, as the incredible Master of the Ravenwing screams down from the skies in his specially modified Land Speeder. Iain takes a closer look at the Ravenwing, the elite Second Company of the Dark Angels, including a word with Jervis Johnson, author of Codex Dark Angels.

The Dark Angels are blessed with two of the most pleasing and characterful units in the whole Warhammer 40,000 universe, the mighty Ravenwing, and the fast-moving and deadly Ravening. Of these the Ravenwing have been a popular favourite amongst players, and I've seen a few Ravenwing armies over the years. Because of this it was unthinkable that the Ravenwing be left out of the Dark Angels Codex - and I assure you that the Ravenwing has absolutely nothing to do with me wanting to field a Ravenwing army myself, oh no.

A Ravenwing is unique to the Dark Angels sector. Their role is to carry out lightning fast raids and recon missions deep into enemy territory. To pull off these incredibly dangerous missions, the Ravenwing is equipped with either bikes, Land Speeders or Land Speeders. This makes a very moving and hard hitting force, that can adapt very quickly to a variety of missions.

In their intensive training as vehicle crews, the Ravenwing have earned a deserved reputation as the finest fast attack troops in the universe. They constantly hone their skills to the point where they can perform amazing feats of skill and precision. One of the most impressive is the Ravenwing Jink. This is where they throw their bikes from side to side as they hurtle towards their foes, making themselves much less vulnerable to incoming fire yet without losing control of their vehicles or affecting their aim.

We'd already included guidelines about fielding a Ravenwing force in the 40K rules, but I wanted to make it so that a player could choose to use a Ravenwing army, rather than requiring an opponent's consent in order to do so, and this meant I had to come up with rules that were fair and balanced. The only way to do this was to get playing, so I quickly put together the special rules for using a Ravenwing army and played a few games with it (I know, I know, it's a hard life being a games designer, isn't it...).

The results were really interesting, and proved the Ravenwing to be a remarkably well-balanced force, and great fun to play with too! You'll find that a Ravenwing army is very powerful initially, but has to be used carefully as enemy fire can whittle it down to size very quickly. In most games the Ravenwing will take an early lead, but the enemy will start to 'real them back in', and the game will be decided on how well the Ravenwing conserves its forces through the battle's latter stages.

However, its effectiveness as an army is not the primary reason for collecting a Ravenwing force. The simple truth is that Ravenwing armies just look great, and have an indelible glamour and 'dash' which makes them very appealing to collect and play with. Have fun with them!
Choosing an all-Ravenwing army is, in many respects, much simpler than choosing a standard Dark Angels force. For a start you have far less options to choose from, and everything that you choose is very similar in function and effect.

First of all you must choose the Master of the Ravenwing as an HQ choice. You cannot field an all-Ravenwing army without him. The only other HQ choices that you can have are Interrogator Chaplains and Librarians, and these must be given a Space Marine bike for an extra 35 points. Only the Master of the Ravenwing may be accompanied by a command squad. In the Codex it states that the Master of the Ravenwing may be accompanied either by a bike squad or a Land Speeder squad. This is because originally it was intended that you could field the Master of the Ravenwing either mounted on a Land Speeder or riding a bike. Technically, there is no reason why a Land Speeder couldn't be attached to a bike squad. The rules will cope with the situation perfectly well but you may find that this limits the effectiveness of both - the bikes won't be able to make assault moves for instance and the Land Speeder will be limited to a maximum move of 12 per turn.

The only other choices that you are allowed to make in a Ravenwing army are bike squads, attack bike squadrons and Land Speeder squadrons. In a standard Dark Angels army these would all count as Fast Attack choices. In the case of a Ravenwing force however, bike squads count as Troops choices, attack bikes are Heavy Support options while Land Speeders remain as Fast Attack. You will notice that the Ravenwing do not have any Elite choices. Jenkins recommends that in any scenario where you have a compulsory Elite choice - Breakthrough missions for example - that you treat Land Speeders as Elites as well as Fast Attack choices. The Ravenwing is not a regular formation and as with any unusual army list, there will be occasions when you have to 'bend' the rules a little to make your army fit. As long as players accept this in a sensible manner, then you shouldn't have any problems.

Above is a sample Ravenwing army of about 45 points, which shows the various squad types and how they fit into a force organisation chart.

**Ravenwing Tactics**

The Ravenwing are a tricky army to use effectively. Although each model is quite capable, because of high Toughness and a good save, they are also very expensive in points and they do cause the loss will be greater. The key point that you can buy for a Ravenwing army is the Land Speeder squad - the cost of three Tactical Space Marines. Your Ravenwing army is going to look very good when it is arrayed on the tabletop!

By far the biggest advantage of the Ravenwing is their speed. They can move to attack the enemy where and when they wish to then withdraw before the enemy can react. The theory is that, in practice it isn't as easy as that, as Mark Bedford discovered to his cost. Last month's battle report. I asked him what he had learnt and what advice would he give to all Ravenwing commanders.

"Now that I've seen how devastating their firepower can be on Land Speeder squadrons, I would be tempted to field them as infantry rather than as a squad. That way, if my opponent shoots at them, each of them will only be able to get one at a time. Failing that, individual units will mean that you won't have to include quite as many in your army, but balanced by the fact that they will be more difficult to stop you can send them all off in different directions as you want to. The same thing applies to Attack vehicles as well."

As Mark discovered, it is very easy to take advantage of manouevrability advantage, especially if you can draw your opponents' fire and use the Ravenwing as a hit-and-run force. This is often the case when you have the Emperor, Ravenwing Chaang.
The Ravenwing Creed will be Ignis et Tempestrum.
They shall be the pinions of the Angels of Death.
— From the Ceremony of Inception of the Ravenwing

**MASTER OF THE RAVENWING’S LAND SPEEDER**

<table>
<thead>
<tr>
<th>Points</th>
<th>Front Armour</th>
<th>Side Armour</th>
<th>Rear Armour</th>
<th>BS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Land Speeder</td>
<td>255</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

The Master of the Ravenwing’s Land Speeder is unique, and was hand-crafted during the Horus Heresy using techniques that have since been forgotten. A number of special rules apply to it, as described here.

**Type:** Fast skimmer. Note that, as the crew of the Land Speeder are wearing power armour, the vehicle does not count as an open-topped.

**Crew:** Grand Master and gunner

**SPECIAL RULES**

Ravenwing: Special rules apply to all Ravenwing models. See the special rules at the start of the army list for details.

Special Character: The Master of the Ravenwing must be taken as an HQ unit for a Ravenwing army (as per notes on Ravenwing armies in the introduction). On taking a Master of the Ravenwing in a Dark Angels - Heroes army (in the army list), he may also be used as a standard Dark Angels HQ unit, but in this case, he may only be used if both players have agreed to the use of special characters. Note that he has no separate profile, since he always uses his special Land Speeder.

The Raven Sword: The Master of the Ravenwing receives the Raven Sword as his badge of office. Unlike the other models in the Ravenwing army, this weapon allows the Master to make a special attack if he moves within 6" of an enemy model in the movement phase. He may make a basic attack that counts as if it were a close combat attack on the enemy model with a Wp/Sp of 5. The enemy may not strike back. If the attack hits it causes a 06 hit with no save allowed. The Master may only make one attack with the Raven Sword per turn. Attacks made with this weapon do not stop the Land Speeder shooting in the shooting phase.

**LAND SPEEDER SPECIAL RULES**

Shield of Night: Incorporated into the Master of the Ravenwing’s Land Speeder is a device that produces a protective energy field around the vehicle, giving the Land Speeder a +4 invulnerable save against any piercing or bludgeoning hits. This replaces the 6+ save Ravenwing vehicles normally receive for jinking.

All-Seeing Eye: The Master’s Land Speeder includes very sophisticated intelligence-gathering devices. When the Master is aboard, he is literally hooked into this device, giving him a huge array of data with which he can control and direct the operations of the Ravenwing units under his command. In battle, this allows him to maximise the fire of the Ravenwing units taking part, or re-rol all of the To Hit rolls for a single Ravenwing unit of his choice in each shooting phase, as long as the Master of the Ravenwing is on the table. Alternatively, in any mission using the Night Fighting rules the Ravenwing player may double the distance one unit may ‘see’

**Weapons:** The Master’s Land Speeder is armed with a twin-linked heavy bolter, and a twin-linked assault cannon.
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For more details on the competitions see White Dwarf 235, write, enclosing a SAE to: Exhibition Organiser, Warhammer World, Games Workshop HQ, Willow Road, Lenton, Nottingham, NG7 2WS, or check out the Black Library website (www.blacklibrary.co.uk).
Vampire Counts Army

Gaston, the Wight Lord leader of my Tomb Guard regiment. This miniature took minutes to convert and paint, looks great and is probably my favourite model now, because it was so simple and fun to do.
THE CHILDREN OF THE NIGHT... WHAT SWEET MUSIC THEY MAKE.

The Duchess Elysabet de Vastet was married to the former Duke of Couronne. A vain and manipulative woman, she was easily lured into the hands of the Lahnian Vampires by promises of power and decadence. Soon afterwards her husband fell prey to her, along with their entire retinue of knights, squires and serfs. All were playthings to her will. In the two hundred years since her Dark Birth she has risen to the highest rank of Vampirism and caused carnage amongst the forces of the Wood Elves and the Empire, seducing the greatest of her enemies and adding them to the ranks of her army.

I used Dark Angels Green and white as the main heraldic colours of the army, to link it together and help establish the theme. I must say thanks to all my lads (Vampire Thralls) for helping to stick some of the Skeletons together and painting spears black. Special thanks to Sam Clarke and Stuart Witter, for the Black Coach conversion (Stu) and paint job (Sam). Fangs for the effort, guys!
Lady Elysabet was made from Lucrezia Belladonna, the Green Knight's horse (to keep the Bretonnian imagery going), as well as the head from the Vampire Lord's steed and the sword from the old Vampire Lord on foot. The whole thing was converted and painted in a day, which is the way I like to do it! I used superglue to make the chain stand up in a loop to support the bat. The best bit, though, was when Elysabet was photographed for the bloodcurdlingly good, new Vampire Counts book - the ultimate reward for any GW fan!

For the mounted Wight regiment I used a mixture of plastic and metal Bretonnians. Amazingly, they took longer to convert and paint than my Zombie Dragon Plaguefang!

My Wight Lord, 'the Dead Knight', is based on the Green Knight with the helmet wings from the regular Wight cavalry standard bearer and the lance arm from a Grail Knight. As an afterthought, I used the horse head from the Green Knight on the whole regiment, painting the plumes black to give a darker edge to the Bretonnian heraldic colours and making the unit just a little bit more special.

I was dead chuffed with this one! This is Plaguefang, a Zombie Dragon, slain at the battle of Eobet and raised by Lady Elysabet to join her undead forces.

It's basically the head, wings and back half of the plastic Dragon from the Asarnil model and a whole packet of green stuff! It took two days to convert and sculpt, and an evening to paint. I painted each area individually, creating the mottled effect by highlighting Bestial Brown with Camo Green and then Rotting Flesh whilst it was all still wet - as if the Dragon was a mixing palette with wings.

I contrasted this manky, rotting colour with a nice, cold green - a mixture of Scaly Green and Hawk Turquoise. Now I just need to convert up a rider for maximum effect. Surprisingly, the most important bit on this model was the rock, which I found in my garden. As soon as I saw it, I knew I could make a cool Dragon to go on it. Without the rock, the whole thing would be far less dynamic.

By the way, this is only part of the whole Undead horde. Come to Warhammer World and you can see the rest!
By Andy Chambers, Jervis Johnson and Gav Thorpe

Greetings citizens and welcome to this month’s Chapter Approved. I trust that you have all been maintaining vigilance and purity on behalf of the Beneficent Emperor of Mankind. If you have failed in this duty you should expect a visit from the Inquisition soon. The advent of Codex Chaos has led to a disturbing increase in the number of Chaos armies sighted over the last few months, and as if the creation of that unholy Codex was not enough to damn his soul for eternity, Jervis Johnson has also dared to pass me a number of clarifications to the rules for Chaos forces. Observe and revile these misavises, for though the lures of Chaos may be great, the retribution of the righteous shall be greater. Jervis also has some amendments to his Space Wolves army list, then we have rules for the Daemon-possessed Grey Knight Terminators, some more Questions & Answers and finally various house rules for you to try.

SPACE WOLVES UPDATE

By Jervis Johnson

I have preview version of the Space Wolves army list was published in White Dwarf 30, there has been a steady stream of letters offering thoughts and comments. These views have been added to the rules as it were, and are very much appreciated. Remember, we can’t know what you think unless you tell us, so if you have any ideas, put pen to paper and send it in!

A number of your letters have pointed out that the way the Wolf Guard rules work, making them characterful and fun, make Wolf Guard Terminators very expensive compared to Terminators (more or less) the same characteristics as he other Space Marine army lists, a cost, the following paragraph from the Terminators entry on the army list, just add the following paragraph:

Wolf Guard Terminators will be slightly more expensive than Space Marine Terminators (45 pts as opposed to 42) and pay slightly more for Terminator assault squads, which takes into account their bonus rules and added flexibility.

Grey Guard Terminators: Any number of Wolf Guard Terminators may be given Terminator Armour. A storm bolter and power fist at +5 pts per model. Any model may take a power fist or a power weapon or a helmet at no additional cost, or with a chainfist or lightning claw at +5 pts. Any model may replace its storm bolter with a thunderhammer or lightning claw at a cost of +5 pts.

The other thing that some of the more veteran Space Wolves players have noticed is that I have removed the option for arming a Sergeant with what used to be called a ‘special weapon’ (a plasma gun or meltagun, etc.). I did this because I thought it unlikely that anybody would choose this option over giving him a pistol and some form of close combat weapon, but judging by the feedback I’ve received, a number of players like this added flexibility, and, more to the point, a number already have Sergeants all painted up and so armed. Therefore you should replace the weapon options listed for the Sergeant in the Grey Hunter, Scout, Blood Claws and Long Fangs packs with the version below. Note that the cost of the plasma gun has been doubled to keep it in line with the cost of the plasma pistol.

The Sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts; meltagun at +10 pts; plasma gun at +12 pts.

WHAT’S CHAPTER APPROVED ALL ABOUT?

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

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

Note: Please don’t include rules queries etc. with your letters as the volume of mail (and the fact that I’m lazy) means in most cases I won’t be able to send individual replies.
These elite Daemon hunters are the scourge of Chaos. Payers of the highest potency, their minds hardened with piety and resolve, they train endlessly in their fortress monastery on Titan, waiting to be called into action to battle the creatures of the warp.

Any Imperial force that is involved in a battle against the forces of Chaos may include a Grey Knight Terminator squad. These elite Marines are never wasted against lesser opponents and may only be included to fight against a Chaos foe. They are always reserves, regardless of whether the mission being fought allows reserves. Grey Knight Terminators will not deploy until their enemy has been identified and the location co-ordinates transmitted. Then they teleport to the location and assault the unholy menace.

**SPECIAL RULES**

**Chaosbane:** Grey Knights may only be fielded against Chaos opponents.

**Reserves:** Grey Knights are always held in reserve, even if the mission does not use reserves. In addition they may only deploy once the following criteria is met:

- **A** – There are Daemons present on the battlefield (Greater Daemons, Daemon Princes, Daemon packs, beasts or cavalry, Juggernauts or Nurglings)
- **B** – A Chaos Sorcerer uses a psychic power.

**Equipment:** Grey Knights are armed with two items exclusive to their order, the Nemesis Force Halberd and the Aegis Suit.

- **Nemesis Force Halberd** – This potent weapon functions as a power weapon (negates armour saves) and in addition, always wounds Daemons on a 5+ in combat. It also incorporates a storm bolster which can be fired providing the Grey Knight is not in combat.

- **Aegis Suit** – Woven into the Grey Knight Terminator armour is an insulated Aegis layer. This, coupled with the armour’s study seals and blessings, allows a Grey Knight squad to negate psychic powers as if armed with a Psychic Hood (Codex: Space Marines). However Grey Knights may only attempt to negate psychic attacks that target the Grey Knight squad itself. Only one roll is made to negate an attack, irrespective of how many Grey Knights are targeted.

**Psychic Power:** Holocaust – The squad as a whole has the psychic power Holocaust in addition to the psychic power they may be used at any point during the assault phase of the battle. Place the Ordnance template in contact with one of the Grey Knights. All models in that template suffer a Strength 5 hit at AP5. Wounds inflicted count towards the combat real.

**Fearless:** Grey Knights are fearless and are assumed to pass any Morale check or Prestige test that they are required to make.
Et Templars Mysteria aux Ordo Malleus

Masters of all weapons are we, no defiance exists against our wrath. With the Nemesis seal we fight, with an Aegon to shield us.

In bloodshed shall we see Mankind, death shall be our everlasting creed. War impending shall be our fate, in battle we be stepped.

We shall be unassisting in hatred, we shall hunger for holy war. For we are the Swords of Justice!

We Grey Knights are the hammerers, in the darkness without fear, unbridled great mystery were we. Chapter six hundred and thirty six.

Though on Than we be hidden, yet our eyes encompass the Galaxy, the Devil shall deicide our gaze. Doth Destiny avoid us fate?

Yet shall the Keepers immortal, secrets shall be our knowledge. We are the Guardians of Mankind!

Upon our heads secret, in code our power shines, and patience are our way. Hide from the Eyes of Chaos, in order without warning or dread.

Though we find ourselves in shadows, no darkness will enter our hearts. No obstacle will touch our souls. To God will raise our thoughts.

We shall be the very essence of mystery, shall be the essence amongst us. We are the Emperor’s hidden armament.

As we stand across the Heavens, to each a worthy and crazed, the Emperor shall guard our souls, our guard those of others.

We shall be our weapon, we shall be our armor. We shall be our unswerving, whereunto we ordain our resolve, whereunto our burning wrath.

No pride will ever exist, we be the Emperor’s Vengeance!

Bloody battles mounting constantly await us, redemption the reward of our vigilance. When possession reaps in unbreakable bonds, ours is the blade that descends.

When emperor horrors inside our realm, our essence shall hurl them back. These in Chaos spawned horrors, which can tempt our unassailable anger.

With undaunted courage we shall prevail, no earthly monster shall overcome us. We are the Beavers of Victory!

No corruption shall blight our Galaxy, no immortal goal shall be spared. No malevolent spirit will oppose us, no treachery, we shall survive.

No unholy deed shall go unpunished, all blasphemous acts shall be avenged. No spawn of moronic avoids us, all are blunted to the void.

Nothing shall evade our clinging fire, not Dragon or Spawn or Renegade. For we are Mankind’s Divine Blade.

Heavenly blessings are laid upon us, the wrath is ours to tame. Though sorceries shall be against us, no witchcraft will bring our doom.

Though spell or incantation blocks us, the Emperor shall not forsake us. No bane can overcome our determination, our resolve is strong as steel.

Sights and sounds shall over us, proven shall serve as our guide. For we are the Emperor’s Chosen!

There is no such darkness sinister as, yet the Emperor lights our path, Falsehood surrounds us at every turn, yet no traitor shall confound us.

No despicable victory will thwart us, no deception shall bring us low. There is no peace for us, for an eternity we shall strive.

Though mere mortals in His service, everlasting shall be our true-duty. Et Emperor beseech Diabolus Desolation Extremity!
The Dark Eldar Talos is noted as being a skimmer. Does this mean opponents need to roll 6s to hit them in close combat?

No, no, no. The note about being a skimmer only applies to them being able to fight over terrain when they move. In retrospect we should have called them ‘hoverers’ or ‘fleety’, to avoid this confusion.

Can Swooping Hawks and their Exarchs use the Fleet of Foot rule?

Oh yes.

In the army lists it often refers to ‘individuals’, like Lictors and Zaanthropes. What exactly are the rules for an individual? Are they like independent characters and do they get dane-loot any failed saving throws – the reference to dice only being re-rolled once means that if a model doesn’t manage to evade by re-rolling the dice, it becomes a casualty; it can’t just keep re-rolling the dice until it succeeds?

Every time the protected unit suffers hits from any source, if the dice may only be re-rolled once – this once for the whole turn or do you get a re-roll against each different volley of shots and set of 42 death hits against the unit?

In several of the scenarios refers to troops holding table quarters or other fulfilling victory conditions. Does this refer to units taken from the Troops section of the army list?

In terms of mission objective, the scenarios should note a ‘fixed’ instead of troopers. This was a correction which was applied to some of the scenario not all of them. If you’re in doubt about whether Troops is being used as a general reference to units which run on ground or units chosen from this section of the army list, you can by checking to see if the scenario capitalised it, if it says Troops it’s probably referring to the army list says troops. It’s probably rather than infantry in a more general sense (including Elves and so on).

Does the Orks’ kustom field projector have an effect on hand-to-hand combat or shooting inside a bubble?

No, the Orks’ kustom field projector has no effect on hand-to-hand combat or shooting inside a bubble.

Since the Orks’ kustom field projector is an aura, it will affect any units within the aura radius when they become engaged.
PUTTING THE TZAP INTO TZEENTCH

By Jervis Johnson

Since Codex Chaos came out, a number of Chaos players have pointed out a typo in the army list (484-22) where it says: "A Thousand Sons standard bearer may be designated as the Thousand Sons psychic power and may be given the Thousand Sons psychic power."

The Tyranids released in a Tzeentch army twice may be designated as the Thousand Sons psychic power, and can be given the Thousand Sons psychic power. Note that a Thousand Sons psychic power is not an imperial Chanting and retains his normal characteristics.

Use the limitations to Vehicle Upgrades included in each vehicle entry in the army list itself, and make the restrictions on page 6. In addition, the havoc missile launcher is not available to Chaos Dreadnoughts as listed on page 21, and instead can only be used by other units and other unit entries that may have any of the vehicle types.

Some Thousand Sons players have noted that the lack of Aspiring Champions in their army makes it difficult to command a Greater Daemon, not to mention a rather powerful character. To overcome this, I've decided that you are the Thousand Sons' standard bearer of Thousand Sons standard bearer that has exactly nine activations (nine being the sacred number of gods). Roll to see if you roll a mod in the second unit phase, before rolling to see if characters are possessed. If you roll more than one unit, then you can decide which model to use.

The entry for Khorne Berzerkers tells you to roll two squad can be mounted in a Rhino. This, of course, only applies if there are ten or less in the squad. While on the subject of Tyranids, a couple of players have asked what happens if a Tyranid, as a Greater Daemon, attacks a Tyranid. Well, they're clearly in the face of the Tyranid, and the Tyranid attack. Although I was seriously tempted to make the Greater Daemon attack by the Greater Daemon instead of the standard choices (this is a change to the original entry in WD230).

Finally, a number of players have pointed out that it's possible to take an Aspiring Champion for one of the cult Chaos Space Marine squads, and give them a Mark of Chaos. However, I've decided to give the Black Mark of Slaanesh to an Aspiring Khorne Berzerker Champion. To be honest, I find it hard to believe that any true and dedicated follower of Chaos would even think of doing such a thing, and the people who suggest they would be simply doing their best to further perpetuate some of the vile rumours and slanders that are told about the followers of the dark gods. However, if you do and run into a Chaos player who does such a vile and unwholesome thing, you have my permission to tell them that the model (or models) so marked have just been dragged off to the warp (and therefore out of play) in order that their patron can give them a stern talking to, and that they'd better have the correct mark in the next game or the same thing will happen again! The same rule applies to transport vehicles for cult squads that are given a gift belonging to a god other than their patron.
JET BIKES

When an opponent charges and assaults your jetbikes you should have a choice of whether they enter close combat. You only get to make this choice in the turn that your opponent charges you.

1. Enter close combat - use normal rules.
2. Do not enter close combat - your opponent needs sixes to hit you, but you forfeit all your assault attacks. Once the assault is over, your jetbikes do not count as being in close combat, so may move, fire and charge as normal in their own turn.

Note: the above rule does not count if you are attacked by another skimmer or jetbike.

PHILOSOPHY CORNER

By Andy Chambers

There’s been a fair old bit of debate recently about transport vehicles, so I thought I would take the opportunity to offer some of my ramblings on the subject and hopefully straighten things out. First of all people have been wondering whether a unit which has a transport vehicle must be deployed inside it at the start of the game. I’d say no to that. Whether you take a Land Raider and have your transport vehicle at the beginning of a battle will depend very much on circumstances — they might be surprised outside it, or disembark before reaching the battle line. They certainly don’t live in their whole lives inside the thing. However it’s pretty likely that a squad and their transport would be nearer one another, so I’d say a squad and its transport vehicle have to be deployed at the same time and within 6” of each other to ensure the squad’s transport vehicle isn’t parked up at the other end of the battlefield.

A topic of debate is whether a transport vehicle can be used to drop off a squad and then go and pick up another. I’d say this depends on whether the vehicle is chosen as a squad transport system like a Land Raider, which has its own transport capacity (like a Land Raider or Falcon) but was selected as a choice from the force organisation chart in its own right. A vehicle which is chosen as a transport option belongs to its squad and would not drive off to transport other units — consider the following scene.

The command unit emitted a piercing alert siren: “Elodie invasion reported!” Sector 12, Squads 3, 5 and 6 man up and move for immediate movement. Sergeant Lanthas grabbed his bolt pistol and sounded for the bunker entrance, clamping his helmet in place as he emerged into the smoky yellow haze outside. Behind him the rest of the squad thundered up the steps, lugging their massive launchers, flamers, extra ammo and spare fuel cells with them. To the left and right 3rd and 6th Squad were also making their way. Sergeant Lanthas ran two more steps before he skidded to a halt, gazing at the big, empty space where the squad Rhino had been parked. “Where’s the Rhino?” he snarled. “Don’t tell me the 3rd Squad’ve borrowed the Rhino again!”

Just doesn’t make sense, does it? On the other hand, a Land Raider (or Falcon or what have you) would probably not be attacked to a specific squad and would carry squads around pretty much as required. Of course a Terminator or command squad could still have a Land Raider permanently attached as their transport vehicle.

A final issue that has come up in relation to transport vehicles is this: a unit destroys a transport vehicle with their heavy weapon and the squad the transport was carrying jumps out of the burning wreck — surely the rest of the squad would have ample opportunity to cut down the survivors with their other weapons? After all, the rest of the unit couldn’t hurt the transport vehicle with their bolts or other anti-infantry weapons and would be waiting for just such an opportunity.

This all makes a lot of sense but I do find myself hesitating to say yes, mostly due to games design reasons rather than reality, if you see what I mean. Firstly because in second edition 40K, transport vehicles were obsolescent. Nobody in their right mind would employ a transport vehicle for actually carrying troops (kamikaze ramming and overrunning, of firing with fourteen hunter killer missiles maybe, but never actually transporting bikers like they were supposed to). This makes me very dubious about making transport vehicles more dangerous to utilise in third edition.

Secondly, you might have ample opportunity to shoot up the guys escaping from their destroyed transport vehicle on subsequent turns, or with the supporting fire of other squads (what’s that? You don’t have any supporting squads in the area? Well shame on you!) Finally, that heavy weapon you just used to blow up the vehicle was given a points value or just this assumption — that because of range or target type, using the heavy weapon would sometimes mean that the rest of the squad would not get to shoot, just as moving with the squad would often mean that the heavy weapon would not get to shoot. All in all then, I would only allow people to shoot up escaping passengers a house rule, and it would be one I personally wouldn’t use.

KHORNE BERZERKERS

By Fred Reed

What’s this? Khome Berzerkers get a extra attack? Blasphemy! Those mischievous Steamshippers get an extra Attack for their mark of Chaos, true worshippers of the Blood God get a Strength 6 instead. To follow the true path of Smith must reduce Khome Berzerkers Attacks down to 1 and give them a Strength 6 instead.

Khome Berzerker with plasma pistol and chainaxe

Khome Berzerker with bolt pistol and chainaxe
VEHICLE RAMS AND OVERRUNS
MARK VAUDIN

Actually Mark sent in a load of other house rules too, and three army lists! Some of the other rules are just too heretical to print though.

Overrun: I don't feel that the Tank Shock rule gives vehicles a fair deal, but I think this was probably intentional on the part of the designers, to lessen the effect they have on the game. Players may wish to amend the Tank Shock rule as follows: any models that would end up underneath a tank as it moves over their unit must roll less than their Initiative characteristic before they can be moved out of the way, if they are unsuccessful they are killed as if they failed a Death or Glory attack.

Vehicle Rams: The lack of ramming rules in the rulebook did surprise me so I came up with this simple rule: if a vehicle moving 6" or more hits another vehicle, check which armour is affected on each vehicle. Each player takes their armour value, adds D6 and then subtracts D6 to get the armour penetration used against the other vehicle. Damage is worked out as usual. Well armoured vehicles stand more chance of damaging lighter vehicles while escaping harm themselves, which is entirely appropriate.

MORE TANKTICS
RAY SNYDER

I have noticed that Tanks just don't move much. This is a response to the move and fire one weapon rule (which I like!), but tanks advancing along with troops is really cool. I was thinking that as long as troops are within 6" of a tank, they can re-roll Morale tests (gaining a measure of confidence from their large, heavily armoured friend). However the same confidence and cover that the tank gives is fragile, for if the tank is destroyed, all units within 6" must pass a Morale test or fail back. I thought this might be a good Chapter Approved idea. I have not tested it yet, but I was hoping that this rule would promote a combined arms advance.

GETTING HIT
NICK HARDY

Occasionally there will be a situation where a model is unable to avoid getting hit by a tank. There is also the possibility, of a crazed commander ramming another vehicle. Thus the following rules can be applied. If an infantry squad is for some unavoidable reason hit by a tank (ie, there is a wall behind them) then they are killed outright – there is nothing that can survive having a hundred-odd tonnes land on it. If two vehicles collide, then the Strength of the hit suffered by each vehicle is half of the armour value of the opposing vehicle. For example, if a Leman Russ drove into an Ork Trukk, the Leman Russ would inflict a Strength 7 hit to the back of the Ork Trukk, and in return would take a Strength 5 hit to its frontal armour (the frontal armour of a Leman Russ being 14 and the rear armour of an Ork Trukk being 10).
He's at it again! You can't turn around at the GW Studio without tripping over a piece of Nick's terrain. With only a temporary respite from finishing his Lizardman terrain and with more than a little inspiration from GW modelmaker Mark Jones, Nick has turned his attention to the WH40K ruins...

There I was, looking at the WH40K Gothic Ruins, musing over the idea of building a new urban terrain battlefield using loads of these plastic ruins.

At the point my fate was sealed. I've built a lot of themed Lizardman terrain for my Warhammer army (check out Jungle Fever in WD223, 225 and 232) and I use it as much as possible. As I mentioned in the final part of Jungle Fever I've played a few WH40K games over it, with my Imperial Guard and Dark Eldar armies battling across dark jungle and mysterious ruins against numerous foes, including Adrian Wood's Orks.

Now Mr Wood uses his plastic ruins without any bases and places them on his Orky desert terrain wherever he likes, making his terrain very versatile. The idea of 'place anywhere' ruins really appealed to me and perhaps, I thought, I could do a little bit more with them.

By now a grand plan was forming in the deeper recesses of my fevered mind - there are numerous stories of settlements being overrun and lost throughout the Imperium. I would build one such ruined Imperial settlement in a jungle setting, so it would be compatible with my Lizardman terrain! This meant with a minimum of effort I would have a second battlefield. Let's work straight away.

THE PLAN

I never start working on any major scenery project without first drawing up some kind of work plan. I do this to make sure I don't go too far and start building a complete hive world that'll take most of my natural life to finish. It also helps me to break the whole project down into manageable chunks.

I sat down and scribbled for about half an hour, drawing up my plan. I would be building this terrain to cover at least half a battlefield and I had to take into account cost (I had a very tight budget). I settled on three integrated buildings, a storehouse, a broken Imperial monument set outside power station and a destroyed Imperial shrine. All this would have lots of crates and barrels which I could litter across the battlefield in a fairly random manner. With this set down on paper, I set about the task of building it all...

The first rule of scratch-building terrain - never throw anything out.

I dug out my Gothic Ruins sprues, purchased a few more and then given a few more (thanks everybody), I gathered crate and barricade sprues I could find and found some odd shaped packaging which would be perfect for my storehouse. I'd use the remaining polystyrene tiles left over from building my Lizardman terrain (see WD225).
MAKING RUINS

You could have made ruins complete with rubble, broken pillars, etc - the full works. While this would look absolutely fantastic, I would have one small problem - the ruins would be unstable, none of my miniatures would be able to stand up on them. Making my Lizardmen scenery has shown me that you can compromise between effect and realism. Since I use all terrain for gaming, effect took precedence.

THE FIRST ONE

Always on the first piece of terrain that I find out what I can't do. First I made up the two basic wall sections and added them on either end of the polystyrene tile base I had for this piece. Using a pair of clippers I cut up two spare sections, leaving the corner pillar free-standing and then set them all into place on the base in a rough resemblance of the complete wall sections. I used a floor section to secure the hazardous corner construction.

Next, I wanted the final corner of the building to be completely ruined. I cut but some of the window frames off the two complete sections and used some of the sprue rubble (see box) to make a little overgrown ruined section. I also used a little coarse flock on the floor for that extra overgrown effect (see WD922 for details on this).

I added textured paint to cover the base and to half bury some of the collected ruin pieces. I added some more sprue rubble and a few pieces of coral gravel, and then left it to dry. Once dry the entire model was painted black to make it easier for drybrushing. The initial drybrush used Codex Grey. I also drybrushed half the base in this colour (I wanted it to look like the grass had grown onto the concrete). The remainder of the base and coarse turf was then drybrushed with Goblin Green. To finish off the ruins I drybrushed them with Skull White and the Goblin Green areas were highlighted with a light drybrush of Sunburst Yellow.

I had finished my first ruin.

The first construction took me less than two hours and it was all pretty easy to build, I had found the secret to making ruins. They can be really roughly constructed and look great. I started on the next two ruins...

SPRUE RUBBLE

Here's a quick tip straight from GW Modemaker Mark Jones: if you clip the plastic frame the buildings come on into small pieces, it makes great rubble. You can also clip down any interesting bits of plastic frame to make bent girders or even support beams!

Above: I wanted one part of this ruin to be completely overgrown. Again I cut out a single column, and went crazy with coarse turf flock, sprue rubble and coral.

Above: Making the second story was a lot easier than I expected. I simply built a corner piece, cut the top off it, turned it upside down and glued it to the top of another corner piece, it was really that simple...
**IMPERIAL STOREHOUSE**

As you can see, I used some really unusual packaging to build this Imperial storehouse. Whatever they were in a past life, they make perfect domes now.

I wanted this piece to look like it was the reason for the raid on the settlement — also making it a perfect objective in future games of WH40K. So a lot of heavy fighting would have taken place around it (and will again). This fighting would in turn damage the storehouse and this is reflected in the damage to the domes’ structures. My favourite effects are the skeletal remains of one of the domes, made out of bent garden wire glued together, and the slightly deflated dome next to it.

I painted the base in the same way as the rest of my ruined buildings. The domes however, where painted in a slightly different colour. Starting from a black undercoat I drybrushed a coat of Shadow Grey, followed by Ice Blue, then Space Wolves Grey and finishing with Skull White. This effect makes the piece stand out from the rest of the ruins.

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**RUBBLE AND RAILINGS**

I wanted loads of rubble and obstacles that I could place all over my ruined settlement. To give myself maximum flexibility I made small strips of rubble. I gathered up all my spare plastic bits and started to work on some random strips of rubble, fences and railings which I could scatter around the settlement.

**Below:** The railings are made from the spike rows taken from the Chaos Spiky sprue. All I did was glue them on top of each other, after cutting off the spiky bits on the bottom row. The spiked heads make a gruesome decoration (it appealed to my Dark Eldar nature) and it’s a complete coincidence that the Space Marine helmet is in White Scars colours (as is your impending doom, Davis – Fat Bloke).

**Right:** The railings will be going all the way around my monument (I just need a couple more Chaos Spiky sprues to finish it off), with a gateway at both ends. The unfortunate individual on this piece obviously fell defending the gate.

**Above:** The great thing about making rubble strips is that you can use anything. For this one I used half a Necromunda bulkhead, a tank trap, loads of sprue rubble and bits of clipped sprue. This was then all covered in textured paint to give it a buried look.
IMPERIAL MONUMENT

The fallen monument was inspired by a fallen column with a statue of Mars on top, which I saw at Games Day about four years ago. It was made out of a square polystyrene strip and in texture paint and painted grey. I decided to do something similar but using a round column.

After two aborted attempts at making a round column out of polystyrene, I had to admit I was stumped. Then I remembered something from an old White Dwarf — Dave Andrews built a ruin using plaster cake pillars (broken in half) and drybrushed the plaster black and then drybrushed Bleached Bone, followed by Skull White. This, I hoped, would give a nice, clean, marble-like finish to it.

I painted the monument black and then drybrushed the base with a textured paint and added sprue rubble, all the chips off bits of the pillar, sand, coral gravel and coarse turf flock for that overgrown effect. The column however was first drybrushed Bleached Bone, followed by Skull White. This, I hoped, would give a nice, clean, marble-like finish to it.

I painted a Space Marine (I couldn’t think of a more definitive symbol of the Imperium) in a weathered bronze effect (see right), which I then glued to the end of the column. And the monument was finished. Phew...

Well that’s it for now. I’ve still got the power station and Imperial shrine to go. Hopefully I will get to tell you about them in a future issue of White Dwarf. Until then — get building!

PAINTING WEATHERED BRONZE

1. Spray or paint the statue with Black. When the undercoat is dry, paint the whole thing in Jade Green.

2. To give the bronze a weathered look, drybrush the statue with TinBitz.

3. To finish off the bronze look, a final drybrush of Shining Gold is applied to the statue.

THE INSPIRATION

It would be most untrue for me to say that all the terrain for this WH40K settlement was my idea. Almost all of it was inspired by GW modelmaker Mark Jones, who came to me with loads of really cool scenery made from the plastic ruins, sprue offcuts and from whatever he had lying around in this bits box. I would just like to say, “Thanks for the inspiration!”

Above:
This fence is made from the spike ram on the Barricade sprue. Glued on their end to a piece of plastic card, they make a fantastic fence.

Left & below: Rubble strips — another simple idea, using his bits box, old crates and plastic sprue.

Above & left:
Mark used a lot of sprue rubble and texture filler on his ruins’ bases. He also drilled holes and glued in brass wire to represent the metal reinforcement rods you find in smashed concrete.
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The subject repeatedly attempted self-termination (including poisoning its own bloodstream with some kind of gland gristled into its heart), but was unsuccessful. Using standard opto-aural inductions and pain enhancers, we were able to elicit the following information.

It must be stated for the record that the Eldar pirate was highly impervious to many of our interrogation techniques, and that much of the information was gained through the subject’s bountiful display of its race’s prowess and might.

The subject was some form of squad leader in a pirate band known as The Emissaries. Their leader, an Archon of some kind, is known in Krullagh [cross ref: KTV65L/009-672 dph]. The Emissaries, and Krullagh in particular, are feared throughout Lestros and Thranax Sectors for their vicious acts of cruelty and butchery. This pirate band is sought by the Imperial authorities for over three dozen minor raids in the last two centuries, most notably the slaughter at the Sisterhood temple on Regii IV, the vandalism of the Derick colonists and the torture and later murder of High Lord Khonison, Imperial Commander of Aesthetics. The Emissaries are also seeking the recovery of Krullagh’s corpse for study. Krullagh utilises a strange weapon known as the Soul Flayer. The Soul Flayer percutiates the victim’s flesh and then extracts their vital essence, leaving the target a withered, lifeless husk. Krullagh somehow synthesises these stolen fluids to further enhance his abilities, turning him into an even more capable and psychopathic killer – an alchemical process which the Tech Priests are keen to study for possible use by Imperial forces.

The warband consists of roughly one hundred warriors, all affiliated to the Kabal of the Flayed Skull. This Kabal is apparently an organisation descended from the Shrine of the Flayed Skull, which seemingly had some religious or ritual significance in early Eldar history. Some followers are born into the Kabal while others are sought through intrigue or conquest. There are some twelve or twelve such warbands within the Kabal of the Flayed Skull, each of which is quasi-independent of any chain of command and led by its own param captain.

The only true restriction on these pirate bands is a tax on tribute that must be paid. This tribute can take many forms, often usually goods but most commonly slaves. The subject also kept using a certain word, the meaning of which our Sister Dialogue was unsure of. She tells us it comprises elements of the ancient Eldar phrase for ‘soul’ but also syllables reminiscent of ‘drink’ or ‘drinking’. We do know that Eldar pirate technology is highly adept at the capturing and storing of souls, so it is possible that such things form part of the tribute.

Quite what the Eldar pirates do with these incorporeal prizes is unknown. Many of them are dedicated to the cause known as Harmonos, and the subject seemed to imply that these souls/drinks could somehow be released, filtered even.

A number of Hierarchs oversee the tributes and act as councillors, spies and occasionally war leaders. These form a ruling council set at the time of the interrogation there were five such individuals in the Kabal of the Flayed Skull: Competition between the Hierarchs, Archons and Dragons is low-level warband leader is highly fierce, backstabbing and intrigue are an accepted part of the daily routine. Overall and absolute power over the Kabal of the Flayed Skull rests with one comrade, who has no title because their name alone holds power enough [apparently this is very impressive to us Eldar pirates].

It is this lord [or lady for that matter, the Eldar in general appear to make little distinction between the roles of the male and female genders – another example of their decadence] who decides on the Kabal’s policies towards other Kabals and organisations. It is the lord who commands the Harmonos allied to the Kabal and it is the lord who has final say over any agreements with other organisations, such as rival Kabals or the warrior sects of the Wythes and Jacobs. The lord receives the greatest quantity of the tribute, though some are obviously used to bribe the Hierarchs and so forth. The subject repeatedly told us that this was actually quite fair, as the lord’s need is greatest.

As an additional note, the subject was in custody for roughly seven Terran weeks before capture. During this relatively short period the subject aged considerably, grew weaker with every passing day and gradually slid into ever deeper hysteria and dementia. There was no medical explanation for this, or the subject’s premature demise. The body rapidly rotted away after life was pronounced extinct [a matter of a couple of days]. Medical Histories report is enclosed. I find his conclusion [it was as if the subject had already been dead for several centuries and that its body had just caught up] particularly larcenical and yet disturbing.

Your servant
P. B. Oschprey [Scribe First Class, Adeptus Scripium]
DESIGNATION: Wysh cult
TROOP TYPE: Reaver jathlike squad

DESIGNATION: Infiltrators
TROOP TYPE: Mindraker

...Ask the humane want to play..." sees recording of Skaamleh the Vile, using the 36th Valhallan Rifles...

DESIGNATION: Infantry squad
TROOP TYPE: Dark Eldar Warriors

DESIGNATION: Rapidus
TROOP TYPE: Imhot Bodyguard, Raider Transport

DESIGNATION: Unknown
TROOP TYPE: Asmotophalus

DESIGNATION: Dreadnought
TROOP TYPE: Taldo
RAVAGER!

By Gav Thorpe

The Ravager is one of the most deadly tank hunters in the game. It mounts a deadly battery of heavy weapons and is easily able to outmanoeuvre the lumbering vehicles of other races. Kabal Lord Gav examines this impressive vehicle.

Hooray, hooray! The Ravager is here! I can hear the cries of Dark Eldar players all across the world, rejoicing that their best weapon has arrived. Ravagers are awesome, simply awesome. They can move 6" a turn and still fire all three heavy weapons, and if that isn’t impressive I don’t know what is. The key to using a Ravager successfully is making sure that only its target can draw a line of sight to it, by positioning the Ravager so that surrounding terrain is interposed between it and other enemy units. Once this target has been destroyed (in perhaps two turns if you’re unlucky!), then simply glide another 6" and choose another victim.

Ravagers are great in combination with Raiders, providing a mobile and hard-hitting force. A Ravager with a couple of disintegrators is great for blowing chunks out of well armoured enemy infantry, ready for a squad of Wyches or your Lord’s Incubi to steam in and finish them off in an assault. Another quick tip for Raiders; if possible, when disembarking from a Raider to launch an assault, try to get as close as possible to the enemy with the Raider. If you are within 5" of the Raider when the enemy falls back, you can use your 3" consolidate move to get back within 2" of the Raider, letting you embark again and giving you a degree of protection (a lot more desirable than sweeping into the teeth of the enemy army).

My best advice for Ravagers has to be “Take two!” No, seriously, this isn’t just a cross and unadulterated attempt by me to sell more of them. One Ravager will die in pretty short order – your enemy is going to go hell-for-leather to destroy it, mark my words. However, two Ravagers are going to give the opposition no end of trouble for several turns. And even if they do both end up in flames, think of all that firepower that wasn’t directed at your Raiders...

Strike fast. Strike first. Strike hard!

Attributed to

Lord Sarnak, Archon of the Dark Heart Raiders

A Ravager ambushes an Imperial Guard Demolisher.
With Warhammer Armies Vampire Counts released this month, it was time to showcase this new army with a traditional battle report. We decided that the battle would be fought between the Blood Dragon Vampires and their mortal enemies, the men of the Empire.

Alessio (one of the new book's writers) would be in command of the Vampiric Blood Dragons, facing off against the defence force of Nuln, a city in the south of the Empire, led by our own Iain Compton. We decided that the game would be two thousand points each side and a Pitched Battle, as this removes any complications and allows for a straight fight. With the addition of the gloomy new Undead terrain made by the GW modelmakers, the scene was set...

"Arise from your graves and do my bidding!"

Alessio: Fat Bloke told me that I was to play my first solo battle report – great! Not only that; I also got to use an army of my favourite Vampires: the noble Knights of the Ordo Draconis Sanguinis! What more could I ask for?

When it came to preparing the army, I tried to follow the Blood Dragon background as well as picking a tough army list. My starting point was that as the Blood Dragons are a knightly order, I definitely wanted a unit of mounted Wights. In my opinion they need to be heavy cavalry to be in character, and therefore I bought all the extra equipment they are allowed. This choice made them quite expensive, as well as reducing their movement to 6 – certainly not impressive. To give them one extra point of movement (remember that Movement 7 means you get to roll 3D6 – very hardly) and reduce their cost while affecting their armour save. I took away the hindrance from their Nightmares (Nightmares are Units of Steeds) and equipped them with the Banner of Shielding. By including a Wight Lord to add some punch in hand-to-hand, I had a unit that would be hard and fitted the background of the Blood Dragons.

Now to select my characters. I chose a relatively cheap Vampire Count to be my general, as the Vampire Lord is a bit too much for a two thousand point game. I was to lead the knights so I gave him the same amount of armour as the rest of the unit and a Javelin. I cater for that odd cannonball. I renamed the Javelin the Dark Amulet, as it felt strange giving it that particular Ward. You see, the problem is that the Vampire touching a gem made of condensed True Magic (the magic connected with the birth and growth of all living things) would probably be deemed rather than projected. I also wanted him to wield a magic sword capable of increasing his Attacks, in a sort that is less than terrifying, so I gave him a Blade of Leaping Bronze. His Vampire powers would be suit and gear him up for close combat, as is right for a martial Blood Dragon. Red Fury gives him some Attack and The Strength of Steel would allow him to cast spells while wearing his armour.

Next I chose a Wraith with the Cursed Book as champion for my Skeletons, in order to reduce casualties. I put a Vampire Thrall in charge of all the Skeletons in case of the Count being too far away from them and finally I wanted a Necromancer to play the role that is vital in every Undead spellcasting. I made him Level 3, so he would have to re-cast spells on a roll of 2+, and gave him spells of Planting Death, useful at the start of every
phase to get rid of a few of the opponent’s cards. He also got a Dispel Scroll (just in case) and a Warrior Familiar (he was probably the most important model in the whole army – I didn’t want to lose him).

And then the remaining troops. Unfortunately the new plastic Zombies were not painted yet, so I decided that Skeletons would form my core infantry of Undead men-arms. A big unit of twenty Ghouls would give them support (I would have liked a few more but we only had twenty painted when we played). What about supporting units? A hard choice. I had a moment of hesitation, but then I saw the awesome Black Coach, re-dependent in all its might. Ouch – two hundred points spent without a thought! All that remained to do was to finish my army with a fast unit of hard-hitting Dire Wolves, a Spirit Host, a pair of Vampire Bats to engage the dangerous big guns of the Empire, two swarms of annoying (for the opponent) Bat Swarms and a Bat War Master in case of emergencies (oh dear, Alessio’s here in the sun again – Fat Bloke).

My selection of spells was as follows, the Necromancer got the basic tools for his job with Vambel’s Danse Macabre (always a first choice) and Summon Skeletons (easy to cast and re-cast, again and again and again…). I then picked Gate of Nagash to have an attack spell, and decided that the Vampire Count would choose Dark Magic, so that he could use dispel cards as power cards and make sure the magic phase would really be a nightmare for him.
“READY THE CANNONS!”

Iain: I must admit to a feeling of trepidation as I approach this battle report. Not only will I be against a brand new army which I have never fought before, but I will also be playing against Alessio – the GW Warhammer staff champion and ex-national champion of Italy. This game was not going to be in any way easy.

The Empire is one of my favourite Warhammer armies. At first glance they don’t look all that special; their troops are distinctly ordinary and they don’t get any of the flashy special rules that characterise most other armies. In fact it is their averageness which is their main strength. The basic troops are as cheap as you could wish for and they also have some nice elite troops – not super hard but effective enough for me. What this means is, on the battlefield the Empire can do just about anything. They can play the numbers game and overwhelm their opponents with a mass charge of cheap but effective troops, they can go for quality and try to smash their foes between heavy cavalry and Ogres, and, of course, they have powerful war machines and good missile troops allowing you to blast your enemy apart from a distance. In practice, a mixture of these three styles often works best. As I only have a hazy idea of how the Vampire Counts army is going to work, I shall try to make my army as flexible as possible. Besides I have no doubt that the Vampire Counts have plenty of nasty tricks to play on me, and the more I can adapt during the battle, the better I shall fare.

My basic battle plan is to stand still, pour as much fire into the Undead as possible until they charge me, try to absorb the charge and then counter-attack. This sounds quite easy, but in practice all kinds of things can go wrong. To minimise the effects of terror and fear – traditionally the main strengths of any Undead army – I have chosen two ‘shock absorber’ units. The first is a unit of Reiksguard led by my general, who carries a Runefang and wears the Armour of Meteoric Iron, the other is a unit of Spearmen led by a hero wielding the Bamster Sword. The Reiksguard are also joined by the Army Standard Bearer carrying the Valorous Standard. This handy item could well mean the difference between victory and defeat as it allows me to take all my Psychology tests on 3D6, discarding the highest.

Applying muscle to the team, my detailed plan is as follows: (dead) 8" of units (don’t break out my units! Being an assassin the Regiments of Cock the - target wheel of two. To be Kincock be kind reason. Half the units, I will not hit them) Cannon. One for Artillery, be set
A third of my army has been chosen as missile troops, as I want to thin the soul ranks as much as possible to make life easier (and longer) for my combat units. Two units of Handgunners are both attachments of the large Spearman block detachments are smaller units that must stay within 6 of the unit they support and in exchange use their Leadership value for all their Psychology and Fear tests), while a large unit of Crossbowmen will be deployed close to the centre of my line. To further enhance my missile fire I employed the services of a regiment of Renown — Lumpin Crop's Fighting Geeks (see WD230 for rules) who are to skulk around the edges of the battle to wait for an appropriate target. Meanwhile the engineers of Nuln have wheeled out four shiny, new war machines in the form of two cannons, a Helblaster volley gun and a mortar. I am brutally honest I don’t really expect the Fighting Geeks to achieve very much – I doubt that Alexio will be kind enough to give them a useful target. The main reason that I have chosen them is because I love blubbings and they will be the only really fast moving unit in my army (although I have a feeling that they will move faster away from the enemy than towards them).

Lumpin are a must in any Empire army, especially me from Nuln which is the home of the Imperial Artillery School. The two cannons and the mortar will be set up as a battery with an artillery captain to lead them. This hero will defend them from any flying Undead that try to take them out. He is also equipped with a longbow and the Sky Arrow of Naloer to further discourage airborne assaults. The Helblaster will be set up slightly away, so that if something really nasty lands on the battery, the crew can flee and the volley gun will be able to shoot at it from close range.

The last part of my defence is a magical one. I have chosen two level one wizards, each carrying a Dispel Scroll to deflect the worst of the Necromantic magic coming my way. If I get some solid defensive spells such as Protect, Net or Bless, I shall be happy enough.

Once the Undead have reached me, I will want to counter-attack. Hopefully my troops will be more or less intact and I will be able to launch charges with the handgunners and possibly the crossbowmen too. I have also chosen a large unit of Halberdiers as a response unit. These will manoeuvre for a flank charge on the most worrying Undead unit and, with any luck, relieve one of my core regiments. Halberdiers make excellent assault troops to take the fight to the enemy. Spearman on the other hand are far better defensively, so they will take the brunt of the charge until the Halberdiers arrive.

That’s pretty much it for the Empire force. Hopefully I’ll stand firm against the forces of the Vampire Counts and send them back to the grave with my brave Imperial defenders.

At the start of the game I received my spells: Protect, which is a very useful spell, although it does take three power cards to cast, and Heal — not so useful, as my heroes were likely to be killed outright or not at all. Still, overall I was quite pleased and ready to do battle...
Blood Dragon

Vampires: Turn 1

Alessio won the roll for first turn and not surprisingly opted to go first, giving Iain one less turn to sweep his foul legions with a cleansing dose of cannon fire. Everything headed towards the Empire lines as fast as it could. Although as most Undead units cannot march, the advance turned into more of an amble. The Vampire Bats flew high and Iain suddenly felt very glad that he had given the Sky Arrow of Nalber to his artillery captain.

Iain wasn’t looking forward to the magic phase at all, and it began with the worst possible start for him as Alessio rolled a double six for the Winds of Magic. The Undead started as they meant to go on - by killing mortals. The Necromancer raised the Staff of Flaming Death above his head and incinerated an unfortunate Handgunner. The rest of the unit though stayed firm, taking courage from the steady leadership of Marshal von Speer nearby. Next came something that Iain was dreading. The Vampire Count had taken one of his spells from the Dark Magic deck and he now cast Armitage’s Black Horror straight for the centre of the Empire line. Even though he was quite a
distance away and the spell probably wouldn’t hit until the next turn. Iain wasn’t taking any chances and put a lot of power into dispelling it - which was exactly what Alessio wanted! Now that Iain had used up most of his cards, Alessio was free to cast the spells that he really wanted to work. First up came Vanbel’s Danse Macabre on the Wight Cavalry, giving them a march move, and then the same spell with the same effect on the Skeletons. Undead spellcasters have a number of unique advantages over other wizards. For a start they can choose which Necromantic spells they want rather than having to draw them randomly and they also have a chance to cast the same spell more than once each turn. Finally, Alessio finished the magic phase with a Summon Skeletons spell to add four more to the ranks of his skeleton unit.

The Empire: Turn 1

Things hadn’t gone quite as badly as Iain had feared they might in the magic phase, although the Wight Cavalry was now worryingly close. As the range to Alessio’s army had been reduced considerably, Iain decided not to move anything, but instead let fly with everything at the tide of evil sweeping towards him. Firstly, the artillery captain cocked the Sky Arrow of Naloor to his bowstring and took careful aim at the Vampire Bats wheeling high above. The magic transformed one of the foul creatures and it plummeted to the earth. The Wight Cavalry were an obvious target as they were a) very close, b) very hard and c) contained the Undead general. Both cannons and the mortar swivelled to fire at them. The aim of the first cannon was good and one of the ancient dead was blown to bits. But the second cannon had been packed with much powder and exploded, killing the crew, while the mortar was slightly off target and blew a big crater harmlessly ahead of the evil horsemen. All the Handgunners took aim at the Wights but despite a respectable number of hits, all the shots were deflected by the heavy armour. Iain would have let the Crossbowmen to fire at the Wights as well. Unfortunately only some of them could see past the curve of the hill, so they had to fire at the only target that all of them could aim at, which happened to be the Skeletons. Three were sent back to the dust they came from, almost cancelling out Alessio’s Summon Skeletons spell. Finally, on the flank, Lumpin Crop’s Halflings let fly a lethal volley towards the D
Blood Dragon Vampires:  
Turn 2

The start of Alessio's second turn turned up no surprises at all. The Wights declared a charge against the Spearman, the remaining Vampire Bat swooped down upon the Helblaster crew and the last Dire Wolf charged into Lumpin Crew. Fortunately for Lain, everybody passed their Fear tests and the Halflings managed to shoot the Dire Wolf even as it bore down upon them. The slavering beast fell, pierced by many arrows before it even got close to the plucky little fellows.

The Vampire Bat traded ineffective blows with the Helblaster crew but the real action was happening around the Undead general. The Vampire Count swung his ancient sword and sliced three Spearman clean in half, as the Wights skewered another two, including Luipold Braun the wizard. Captain Badenhof swung his Banshee Sword in reply and sent two of the Wights tumbling from their steeds. Unsurprisingly, none of the remaining Spearman could pierce the armour of the ancient horsemen so the combat narrowly went to Alessio. Once more drawing upon the firm leadership of von Speer, the Nuln militia stood firm and grimly prepared for another battering.

Alessio continued his good fortune with the Winds of Magic, rolling an eleven for the number of cards dealt. Just as before he started with the Staff of Flaming Death at the Handgunners, this time consuming two in unholy fire. Again they showed the stuff that heroes are made of, standing firm against the evil magic. Next, Alessio tried to fix the Reisguard with the Gate of Nagash. Lain wasn't having any of it though and used a Dispel Scroll to stop the spell. To Lain's dismay, Alessio then cast another Artizapal's Black Horror! From the centre of the Empire army, the spell would be devastating against its densely packed regiments. After putting a lot of power into dispelling it and Alessio put just as much into reinforcing it, Lain was extremely relieved when the dice came up in his favour.

The ghostly Spirit Host returns to its regular haunt, the graveyard.

Wolves and managed to kill all but one! Apart from the prowess of sharpshooters, the Empire’s missile fire hadn’t been half as effective as Lain had hoped for. The next turn the Wights would easily be able to charge so there would be no second chance to cut them down to size. Nevertheless, the rest of the Blood Dragon army was still some way off and the Empire was only down by one cannon and a handgun.

The Empire magic phase was far less of an event than the Vampire Counts’ had been. Lain had enough power to cast Protect and, ideally, wanted to cast it on the unit that was going to receive the Wights’ charge. Unfortunately, they had a choice of three regiments that were easily within their charge range and arc, so rather than waste the opportunity, Lain cast the spell on the artillery battery. The crew now had a 4+ special save against all damage, and more importantly against the Staff of Flaming Death.

The Undead horde shambles and flaps towards the defenders of Nuln.
The Empire: Turn 2

The Empire's second turn started with an excellent opportunity to even up the rather one-sided combat between the Wight Cavalry and the Undead Spearmen. The detachment of Handgunners on the right flank was in a perfect position for a flank charge, but their nerve failed them at the last minute and they refused to go into combat with the Undead. Having seen his best chance disappear, Lain opted not to move anything else and concentrated instead on peppering the Undead. Unfortunately for the forces of Nuhn, if Lain's last turn had been unimpressive, then this turn was positively disastrous. Lumpin Crock's Fighting Cocks began well enough by shooting at the Black Coach. However there wasn't a lot that they could do to it, as the crewman was ethereal and their bows couldn't actually harm the sturdy frame of the coach itself. Still, they did well to destroy one of the horses pulling it, thereby reducing its movement. The remaining cannon was also brought to bear upon the Black Coach but it misfired and would be unable to fire this turn or the next. The mortar crew lobbed a shell towards the Ghouls but despite catching the disgusting fiends in the resultant explosion, not a single one was killed. The other detachment of Handgunners also fired at the Ghouls but were just as ineffective as the mortar had been. Finally, to really spoil Lain's day, the remaining thirteen Crossbowmen fired at the Black Coach in a desperate attempt to slow it down further. Despite only needing a four or more to hit; only one Crossbowman managed to find his mark! Lain did gain a measure of consolation when he managed to destroy the last horse pulling it, but was aghast when he discovered that it could still move, even without horses! Lain's words at this point were a rather dumbstruck "It's magic is it Alessio? I see...

In the combat phase the lone Vampire Bat killed a Hellblaster crewman but the remainder stood firm. Meanwhile Vampire Count Haagen Vrakh issued a challenge which Captain Badenhoft felt honour-bound to accept. But inevitably the superior skill and inhuman strength of the lord of evil was decisive and the brave hero was summarily dispatched. Two more Spearmen were slain by the Wights but incredibly the regiment held fast.

As Lain only had one spell, and that was cast already, his magic phase was nothing more than an opportunity to stock up on dispels for the inevitable magical battering in the next turn.
Blood Dragon Vampires:

Turn 3

Alessio's third turn began with a charge from the Ghoul toward the brave Nulin Handgunners and the beleaguered Spearmen. As it happened they were marginally out of range but the Handgunners still managed to kill one with their stand and fire action. The rest of the Undead army continued its implacable advance - next turn pretty much everything would be in charge range. If Iain had a plan up his sleeve to deal with this, then it had better be good.

The only ranged attack in the whole Vampire army was the Banshee’s and this managed to achieve precisely nothing against the iron discipline of the Reiksguard. Banshees roll D6+2 and compare it to their unit’s Leadership, if they score greater, the difference in ones is the number of casualties inflicted on the unit - not nasty indeed.

The Vampire Count continued to trample all over the Spearmen, killing 4 of them normally. This was the last straw and the broken regiment fled straight off the table. The Undead general kept his cavalry in order and they didn’t pursue the terrified men of Nulin.

On the other side of the table, the Helblaster crew managed to kill the last Vampire Bat. Somewhat relieved, they bent themselves once more to the task of sighting their machine.

The rout of the Spearmen caused a wave of panic throughout the army. Despite von Speer’s influence, the artillery crew fled the field, followed swiftly by the Crossbowmen! Disaster! Now the depleted Nulin army only had the Handgunners and a Helblaster to soften up the enemy. Iain’s plan was falling apart around his ears.

The Winds of Magic blew more weakly but unfortunately for Iain no dispel cards came his way. Alessio began as usual by incinerating Handgunners: this time three died, although the regiment held steady once again. Alessio again cast Gaze of Nagash on the Reiksguard.

Iain was helpless to stop it and was extremely relieved when only two of his elite regiment perished.
Turn 4

Blood Dragon Vampires

Because of the high attrition rate and the Headhunter's and Headcrash's standard and disciplined way of moving, the other two have moved to the back of the line, while the Headcrash is out in front of the Blood Dragon. The Headcrash's charging and leading the way, it's very likely that the Headcrash will be the first to be hit. The other two, on the other hand, will move in behind the Blood Dragon and try to take out any enemies that come their way.
Half the Empire army turns tail and runs.
Brandishing his Ranefang, Marshal von Speer bellowed out a challenge to the shambling, necrotic horde. Rashly, the Vampire Thrall in the Skeleton regiment stepped forwards and was dispatched in short order. Neither the Skeletons nor the Bats managed to harm the Reiksguard and the elite warriors reciprocated by killing two Skeletons and wounding the Bats twice. The Undead lost by a convincing margin and more Skeletons fell as the unnatural force animating them wavered.

As Alessio didn’t have a line of sight this turn with his Necromancer, he couldn’t use his Staff of Flaming Death. Instead he opted for casting Vanhel’s Danse Macabre on the Wights, but this dispelled it successfully. However, Alessio cast it again and used it to charge the Wights into the flank of the Reiksguard! Finally, Alessio summoned some more Skeletons and three more rose back from the ground, neatly replacing those that had fallen as a result of the lost combat.

The Empire: Turn 4

The penultimate turn didn’t look hopeful for the men of Nuin. All that lain had left were the Reiksguard, two units of Handgunners — one of which was fleeing — and of course the Halling Regiment of Renown. At least the Handgunners rallied, which made for a better start than most of the other Empire turns.

The other detachment of Handgunners let fly at the Ghouls and dispatched two of the unclean horrors.

The combat phase promised to be much more eventful. To start, the Vampire Count challenged General von Speer to single combat. Reluctantly, the Imperial commander agreed and the two crossed swords in the middle of the swirling melee. The Vampire Count wounded von Speer five times and lain failed three saves — exactly enough to kill him. The Battle Standard Bearer likewise perished, pulled down by a tide of Bats and Skeletons. Faced with such a crushing defeat, the Reiksguard retreated off the field, pursued by the Skeletons and Bats. With the death of their general, the already shaky morale of the nearest Handgunners finally snapped and they ran for their lives.

The remaining Empire soldiers decide to leave the Halflings to it and flee for their lives.
Blood Dragon Vampires:
Turn 5

Alessio’s final turn was essentially a mopping up operation. The Banshee charged the Halflings and the BLOOD charged into the remaining Handgunners.

The deadly scream of the Banshee was too much for three of Lumpin Croop’s hand and they fell to the ground, stone dead. As Banshees are ethereal creatures, none of the Halflings could affect her, but she was unable to hurt them back for the moment. The Ghauls however, were doing well. They killed a Handgunner and as they were outnumbered by a Fear-inspiring enemy, the humans fled, were caught and then unceremoniously devoured.

Overkill was definitely the word to use for the Blood Dragons’ final magic phase. First Alessio cast Amnisapal’s Black Horror though the Halflings, killing Ned Timbat and three others. Then he used Vanhel’s Bone Macabre to get the Vampire Count into combat with the survivors of the doomed Halfling unit.

The Empire:
Turn 5

In the last Empire turn, all but remained of the once proud army of Nurl was Lumpin Croop and two Halflings! Lain moved them into contact with the Wights and decided as a final act of defiance to issue a challenge to Lumpin Croop. Accepting the challenge the Halling leader was butchered by the Vampire Count, Haagen Vrakh the Cold. Then a lighter moment amidst the slaughter – one of the two remaining Halflings killed the Wight standard bearer! Despite needing sixes to wound and Alessio saving on a two or more, the little fellow actually managed to topple a Wight Cavalryman. Unfortunately Lain’s jubilation (yes, a real moment for joy, IAIN, having your army butchered to a man! – Fat Bloke) was short lived as no sooner was Lain’s victory lap complete than the Wight Lord brutally speared both the remaining Halflings.

The game was over and not one Empire soldier was left alive. The victory points were duly worked and at this point Lain’s eyes glazed over...

> The doomed Halflings fight on despite the destruction of the entire Empire army.
WARRIORS

AFTER THE BATTLE

Aaargh!!!

In the aftermath of the battle, the Vampire Counts had sustained heavy losses, with many of their forces either retreating or disabled. The key factors that contributed to our victory were the effective use of terrain and the deployment of our troops. Our strategy of using the cryophytes to suppress enemy movement anddx the necromancy to raise the undead played a crucial role in weakening the enemy forces. The addition of the new war machines, specifically the new flamethrowers, proved to be a formidable addition to our arsenal.

The battle was marked by a series of key events that ultimately led to the defeat of the Undead. The Vampire Counts' inability to effectively utilize their magical abilities and the successful deployment of our units ensured that we emerged victorious. The Undead's reliance on their Undead Standard and the use of the Wight Cavalry was counteracted by our effective use of the Flamethrower and the Cryophyte teams.

In conclusion, the battle was a testament to the effectiveness of our strategy and the skills of our soldiers. The Vampire Counts, though strong, were ultimately no match for our combined efforts. The battlefield was a testament to our unity and the power of our units.

Finally, I should like to express my gratitude to all those who joined us on the battlefield. It was a pleasure to fight alongside each of you, and I have no doubt that we will continue to face similar challenges in the future. Together, we can overcome any obstacle that comes our way.
As you are,
we once were.
As we are,
you are too.

Alessio: It was a complete victory for the Blood Dragons, but alas – one of my Vampire's fell to the thrice-cursed Runefang. I completely dominated the magic phase, charging where and when I wanted with the aid of the Vanhel's Danse Macabre. But I must admit that the game was heavily influenced by Iain's unfortunate habit of rolling terribly high on most of his Psychology tests – a particular problem when facing Undead. I have said many times that Fear is their best weapon, and this battle report has reinforced my convictions. When fighting Undead you will always have to take a lot of Fear and even Fear tests, and the law of averages means that you are bound to fail some of them – but Iain did really badly to fail over half of them!

Think that Iain chose a very effective tactic, but I was surprised by the absence in his army of Flagellants (perfect for this kind of battle) and cavalry (good to outflank the low advancing hordes of living dead). Two items that I would always take against Undead are a Destroy Scroll (it's great to see the face of an Undead player if you manage to destroy his Vanhel's Danse Macabre) and a Dread Banner, to reduce the devastating effect of losing a hand-to-hand fight against a big unit of Fear-causing models. When equipping your characters for combat against the Undead, take wards or magic armour that offer an unmodified save, because against creatures with a starting Strength of 7 (i.e. Vampires), normal armour is about as useful as thin air.

My Vampire Count behaved in a very characterful way for a Blood Dragon. He rampaged through the battlefield in a hopeless attempt to find someone worth fighting (he fought three challenges in a single battle!). As usual he couldn’t find any, but he certainly took his bloodthirsty revenge on every character who dared to destroy any of his precious troops. In the first challenge he fought the Hero armed with the Banisher Sword who cut down two
of his beloved knights. He chopped the Human to bits before he could raise his sword. In the second challenge: he met the Elector Count of Nuln himself, whose *Runefang* had forever banished his trusted lieutenant in a previous challenge. Again the Human went down too easily, the blade of the Vampire cut right through the magic armour and the strongest enemy model died without the slightest chance of a riposte. The third challenge was the most unusual, since the Vampire never expected that such great courage would be hidden in such a small body. Indeed he did not take the life of Lumpin Croop, he just knocked him out with the flat of his sword. Most of the Fighting Cocks had their lives spared and were allowed to go back to the Moot to lick their wounds (Halflings don’t make good Zombies anyway…).

The Vampire was most impressed by the steadfast and honourable last stand put up by those little warriors. Count Haagen Vahk saw them using their deadly bows against his Dire Wolves and the Black Coach’s Nightmares, and he even saw the banner bearer of his own unit of knights taken down in hand-to-hand by one of the little chaps. They proved to be better soldiers than all the Humans and kept on fighting till the bitter end, without giving up a single inch of ground – even after the entire army of Nuln had been slaughtered or dispersed! From the experience of this battle, my Vampire has decided to stay away from the Moot, since he really does not want to fight against an entire army of Halflings!

**Victory Points:**

**Blood Dragons:** 26

**Imperial army of Nuln:** 1

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*Iain’s bad luck continues as it seems someone has amputated his hand.*
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This 48 page Codex contains the army list, background and rules for one of the most evil races in the Warhammer 40,000 universe.

For a few hints and tips on how to use a Dark Eldar army, check out Gary Thorpe’s ‘Swift Death’ article in this month’s White Dwarf.

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All the Dark Eldar boxed sets that have featured in this month’s White Dwarf are available from Mail Order.
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The Orks are the most barbaric of alien races. Their armies cover the battlefield in vast numbers and overrun their foes in a tide of bloodshed and mindless violence.

The Ork Battle Force boxed set contains:
- 16 Ork Boyz
- 5 Ork warbikes
- 1 Ork Warbuggy
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- 1 Barricade sprue

Some of the new, plastic Ork Boyz included in the Ork Battle Force boxed set.
The Empire: Turn 2

The Empire's second turn started with an excellent opportunity to even up the rather one-sided combat between the Wight Cavalry and the Nuhn Spearmen. The detachment of Handgunners on the right flank was in a perfect position for a flank charge, but their nerve failed them at the last minute and they refused to go into combat with the Undead. Having seen his best chance disappear, Iain opted not to move anything else and concentrated instead on pepper ing the Undead. Unfortunately for the forces of Nuhn, if Iain's last turn had been unimpressive, then this turn was positively disastrous. Lumpin Croop's Fighting Cocks began well enough by shooting at the Black Coach. However there wasn't a lot that they could do to it, as the crewman was ethereal and their bows couldn't actually harm the sturdy frame of the coach itself. Still, they did well to destroy one of the horses pulling it, thereby reducing its movement. The remaining cannon was also brought to bear upon the Black Coach but it misfired and would be unable to fire this turn or the next. The mortar crew lobbed a shell towards the Ghouls but despite catching the disgusting fiends in the resultant explosion, not a single one was killed. The other detachment of Handgunners also fired at the Ghouls but were just as ineffective as the mortar had been. Finally, to really spoil Iain's day, the remaining thirteen Crossbowmen fired at the Black Coach in a desperate attempt to slow it down further. Despite only needing a four or more to hit, only one Crossbowman managed to find his mark! Iain did gain a measure of consolation when he managed to destroy the last horse pulling it, but was aghast when he discovered that it could still move, even without horses! Iain's words at this point were a rather dumbstruck "It's magic is it Alessio? I see..."

In the combat phase the lone Vampire Bat killed a Hellblaster crewman but the remainder stood firm. Meanwhile Vampire Count Haagen Vrahk issued a challenge which Captain Badenhof felt honour-bound to accept. But inevitably the superior skill and inhuman strength of the lord of evil was decisive and the brave hero was summarily dispatched. Two more Spearmen were slain by the Wights but incredibly the regiment held fast.

As Iain only had one spell, and that was cast already, his magic phase was nothing more than an opportunity to stock up on dispels for the inevitable magical battering in the next turn.
THE REDEEMER
Script: Pat Mills & Debbie Gallagher
Art: Wayne Reynolds

Behold, the first, spectacular episode of The Redeemer. This
awesome story, set on the hives world of Necromunda, is
a pilot for a brand new comic by
Pat Mills and Debbie Gallagher,
with artwork by Wayne ‘Slaine’
Reynolds. The Redeemer, hero
of the Redemption, is crossing
the Anti-Wastes in his Purpichk.
The Redeemer preaches the
Redemption to all, purging any
demons who stand in his path.
Make sure you don’t miss
this darkly humourous first
episode from one of the comic
industry’s finest teams.

INQUISITOR
Script: Dan Abnett
Art: Simon Coleby

Cardinal Sanhso questions
Deila’s methods when the
Inquisitor interrogates a
seemingly innocent nobleman
of Nicodemus.

DARKBLADE
Script: Dan Abnett
Art: Rob Hodgson

Darkblade is forced to admit
that the Orb of Malghan isn’t all
it cracked up to be, when it
lands him straight into the lair
of a terrifying dragon.

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