Jungle Hell!
CATACHAN JUNGLE FIGHTERS
Read dark tales of the foul Cult of the Possessed that haunts our once proud city. Reports are in on huge skirmishes taking place on our streets involving multiple warbands. We investigate rumours of the Witch Hunters taking action against the foul brethren of the Possessed.

By Karl Kopinski.

What’s going on at Games Workshop.

A look at a unique special character – Steppenwolf the eternal marauder – and his many guises throughout the ages.

Games Workshop New Zealand held their first Grand Tournament in late October last year. Dave Taylor, Regan Francis and Chris Hoskins take us through the event.

Dave & Matt enter the final month of work on their Challenge armies.

Don’t live near a GW store? Then check this listing.

What’s new at your local Games Workshop store.

All the new releases and some fantastic deals. Check out what the Trolls have come up with this month!
IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

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Product Code: 60249999243
Dave Taylor's Editorial

Well, here we are again at my favourite time of year, just prior to the release of a new game!

The buzz that surrounds a new game release is really exciting, all those new opportunities for painting and modelling, tactics and background.

Warmaster promises to be particularly exciting. I've been 'working on' a 15mm Republican Roman army recently for Warhammer Ancient Battles (developed by Jervis Johnson, Rick Priestley and the Perry twins) but I think I'll be shelving that project for a little while. The 10mm Warmaster Empire army beckons, calling me with it's ranks of Halberdiers, awesomely detailed Knights and some fantastic command models. I think I can hear Matt Weaver working away on some Warmaster scenery as we speak!

Anyway, more on Warmaster next month.

This month for 40K we've got loads of Catachans, Deathworld vegetation and even Chapter Approved rules for Lictors!

For Warhammer buffs, you can read David Cain's thoughts on the use of Assassins (my rats should read this-this) and Part 4 of my Challenge with Matt Weaver.

This issue of White Dwarf is weighed down with all manner of dangerous Town Cryer material, including a Witch Hunter vs Possessed battle report and rules for multi-player games!

There are even additional rules for Battlefleet Gothic, along with some interesting Q&As.

Hope you enjoy it!

WHAT'S PAUL THINKING?

Way back in White Dwarf 239, in the Paul Sawyer vs Dave Taylor battle report we ran the “What's Paul Thinking?” competition. Well, we received hundreds of fantastic entries (most based around food - surprise, surprise). Some of them were so good we just had to print them, so here goes...

Ryan Swaine of Kyogle, NSW, wrote:
• "I wish I had as much hair as these Beastmen."

Zeb McNamara of Booval, QLD, had a few ideas:
• "Halflings, my goodness! What do I have that can counter Halflings? Think Paul, think!"
• "It all falls into place, the old gypsy said I would command a horde of foul beasts, but all this time I thought she meant the White Dwarf team..."
• "One mortar, no wizard...I'm either playing a strategic genius or a White Dwarf Editor!"

Simon Fell of Roselands, NSW, had these corkers:
• "What do you mean I can't use my Sardukar? The Emperor sent them to help me kill Duke Leto!"
• "Will anybody notice if I fall asleep during Dave's turns?"
• "Will it make any difference to the result if I fall asleep during Dave's turns?"

But the winner is...


Mark Baines from Eastwood, NSW, sent in our favourite answer, and for his effort he'll receive a Realm of Chaos boxed set and a Minotaur Lord. Ryan, Zeb and Simon will all receive a Minotaur Lord.
The Catachans are some of the toughest Imperial Guard soldiers to be found. Brought up on the nightmare deathworld of their home planet, merely surviving to adulthood requires immense skill and resilience.

The new Codex contains a completely new army list for Deathworld Veteran forces, as well as rules for including Deathworld Veterans in a normal Imperial Guard army. There is also a section about fighting battles in dense jungle terrain. Codex author Jervis Johnson explains it all later this issue.

Deathworld Veterans appear out of the jungle to assault Eldar invaders.

The streets of Mordheim are awash with some of the most vile beings to be found anywhere in the Empire. The warbands of the Cult of the Possessed openly declare their worship of the Chaos gods, and they are not the only new arrivals...

The Cult of the Possessed worships the powers of Chaos, in particular the terrible Shadowlord who, it is said, dwells in the huge crater made by the impacting comet. Many members of the Cult’s warbands exhibit strange mutations and some are actually half beast, half man – known in their own tongue as Gors. Some of the Chaos worshippers have even given their bodies over to Daemons, becoming twisted and warped, with immense strength.

Also arrived in the ruins are new hired swords, the Pit Fighter and the Elf Ranger.

NEW IN TOWN

NEW IN TOWN

CHAOS BATTLE FORCE

From this month it will be even easier to collect an army of Chaos Space Marines, as the new Battle Force is released.

The Battle Force contains ten Chaos Space Marines, twelve Khorne Berserkers, four Chaos bikers, a Rhino to carry one of your infantry squads into battle and finally some gothic ruins to give your troops some cover as they charge forward into combat.

This is an easy and cost effective way to build the core of a Chaos Space Marine army.

Possessed Beastman

Elf Ranger
This month’s Mordheim releases are; Aus NZ

Possessed warband (metal boxed set) $39.95 $44.95
Possessed Beastmen (2 models per blister) $14.95 $16.95

Undead Vampire (1 model per blister) $11.95 $13.95
Undead Necromancer (1 model per blister) $11.95 $13.95
Undead Dregs (2 models per blister) $13.95 $15.95

Undead Vampire (1 model per blister) $11.95 $13.95
Elf Ranger (1 model per blister) $11.95 $13.95

Pit Fighter (1 model per blister) $11.95 $13.95

WIVSHAMMI*

DEATHBLOW

One for Warhammer Quest fans – after the great success of the first issue of Deathblow, we have been so overwhelmed in the Black Library with positive feedback and new articles, that we are putting together a second tome of this essential publication for all foolhardy dungeoneers. Look out for this next month!

BATTLEFLEET GOTHIC

Finally, this month the Black Library has a treat for all you White Dwarf readers with a short story from Gordon Rennie. Wolf Pack is a thrilling tale set aboard an Imperial Battleship involved in the war in the Gothic Sector.

NEW THIS MONTH

CHAOS

Chaos Battle Force (plastic boxed set) $125.00 $145.00

IMPERIAL GUARD

Storm Troopers with assault weapons (2 models per blister) $12.95 $14.95

CATACHANS

Codex Catachans $11.95 $13.95
Colonel ‘Iron Hand’ Straken (1 model per blister) $17.95 $19.95
Catachan Heavy Flamer Team (2 models per blister) $14.95 $16.95
Catachan Snipers (3 models per blister) $14.95 $16.95

WARHAMMER MONTHLY MAYHEM

Warhammer Monthly is Games Workshop’s all-action adventure comic set in the dark and gothic worlds of Warhammer and Warhammer 40,000. This month’s slice of action and mayhem includes the following great comic strips. There’s another episode of Dan Abnett and Kev Hopgood’s Darkblade. In Titan – Vivaporius, Princeps Hekate and the crew of the Imperius Dictatio continue to battle against the alien hordes of the Tyranid hive. Gordon Rennie and Colin MacNeil’s ever-popular Bloodquest story continues with Captain Leonatos facing the horrors of a Daemon world deep in the Eye of Terror. Finally, we have darkly humourous mayhem from Jim Alexander and Wayne England in Better da Warboss ya Know! An Ork Warboss finds his position of power in jeopardy when he loses his leg in a bloody combat. All this plus features, competitions, reader’s offers and much more...

WARHAMMER 40,000

WARHAMMER Warriors: Eldar Exarch $4.95 $5.95

DERMAL FISSURE

Inferno! 16 $9.95 $11.95
Realm of Chaos (novel) $12.95 $14.95
Deathblow 2 (Warhammer Quest fanzine) $7.50 $9.95

Black Library

Deathblow 2 (Warhammer Quest fanzine) $7.50 $9.95
Warhammer Warriors: Eldar Exarch $4.95 $5.95
Games Workshop's newest game, out next month, is Warmaster. It is set in the fantasy world of Warhammer and uses many of the same armies, but the miniatures themselves are much smaller allowing you to field far bigger armies and fight huge, sweeping battles! You will find a preview with more photographs of the amazing new armies later in this issue.

A huge regiment of High Elf cavalry charges into battle, supported by Repeater Bolt Throwers.
PARRAMATTA GRAND OPENING
MARCH 24, 25 & 26

PARRAMATTA:
SHOP 2161A
WESTFIELD SHOPPINGTOWN
PARRAMATTA NSW 2150
PHONE: (02) 9689 1638
Please Note: These Vouchers are only redeemable at Games Workshop Parramatta on 24th-26th March 2000. Only one voucher can be used per product.

These vouchers are not to be used in conjunction with any other offer. Games Workshop Gift vouchers may not be purchased with the vouchers.

Not only is Codex Catachans released this month but Games Workshop Parramatta are having their Grand Opening Event. Veteran Sergeant Davey and his troops have obviously contracted Jungle Fever, with a brand new 40K table being constructed, new Deathworld Veteran regiments being raised, and general jungle mayhem occurring in store.

March’s frenzy will culminate on the last weekend (Friday 24th, Saturday 25th & Sunday 26th) with some fantastic deals on everything in the store. Make sure you get your malaria shots before you enter the nightmare that will be Games Workshop Parramatta!

BUY ANY 3 BLISTER PACKS AND GET THE ONE WITH THE LOWEST PRICE FREE!

BUY ANY 3 BOXED SETS AND GET THE ONE WITH THE LOWEST PRICE FREE!

**WARHAMMER 40,000**

**$130**

WARHAMMER 40,000 + Codex of your choice + a Warhammer 40,000 paint set.  

**PARRA GRAND OPENING**

This voucher entitles you to 10% OFF the RRP of any one item.

**$170**

WARHAMMER + an Army Book of your choice + Warhammer Magic.  

**PARRA GRAND OPENING**

This voucher entitles you to 25% OFF the RRP of any one item.

**$80**

HOBBY DEAL  

10 paints/inks + White or Black Undercoat spray + PVA glue + flock + 3 brushes  

**PARRA GRAND OPENING**

This voucher entitles you to 25% OFF the RRP of any one item.

Please Note: These Vouchers are only redeemable at Games Workshop Parramatta on 24th-26th March 2000. Only one voucher can be used per product. These vouchers are not to be used in conjunction with any other offer. Games Workshop Gift vouchers may not be purchased with the vouchers.
Highly trained. Disciplined. Heavily equipped. These are some of the words that have been used to describe the Storm Troopers. Now they have been issued with assault weapons! Praise the Emperor and pass the ammunition!

The Storm Troopers are the Imperial Guard’s elite troops, a core of highly trained, well-equipped, motivated soldiers able to operate independently, complete complex missions and spearhead assaults. Unlike most Imperial Guard regiments, they rarely fight in huge company level formations. They are more likely to be assigned to warzones at a platoon level and then individual squads are sent to the battlefront as they are needed.

Storm Trooper squads are unusual in the fact that they do not carry any heavy weapons into battle. This does not mean that they don’t know how to use them; indeed with their specialised training there are very few weapons or vehicles that a Storm Trooper does not know how to use. But, due to the nature of their mission and additional weight of these weapons, they find that they’re only slowed down by them. To counter this Storm Trooper squads are usually equipped with assault weapons to increase their firepower and to destroy heavily armoured targets.

**SUPPORT FIRE**

Storm Trooper squads are called upon to perform many tasks, such as dropping into an enemy-held installation, holding an objective against almost impossible odds, or search and destroy missions.

To increase their available firepower, squads normally take a mix of assault weapons. Against lightly armoured troops like Orks, Eldar or even retinue Guardsmen, they normally carry a flamer for anti-personnel work and a meltagun to cut through armour. Against heavily armoured targets like Chaos Space Marines they exchange one or even both of these weapons (normally just the flamer) for a grenade launcher or plasma gun. Every Storm Trooper squad has its own preferred weapons mix and they always make sure that they have at least one gun that stands a chance to penetrate the enemy’s armoured vehicles.
ETERNAL CHAMPION

By François-Xavier Ngo

Former Mail Order Troll, François-Xavier has been working in the French Studio translating and doing page layout for more than two years now. He also participates from time to time in making the giant displays for French Games Day. Since he started, his desk has been one giant bits box of limbs and heads which have been severed from hundreds of unsuspecting miniatures, all for the glory of one character – his Chaos Lord, Steppenwolf. François has made numerous versions of this character, for different games and with different equipment. We let this dangerous individual explain himself...

MY VERY OWN GENERAL

So, who on earth is this Steppenwolf? Know mere mortals that he is my Chaos Lord for Warhammer, Warhammer 40,000, Necromunda (well, you don't officially get Chaos Lords in that game but it's worth a try) and most recently, Mordheim (yes, my conversion was ready and waiting!). As each game allows several possibilities for the equipment he can have, I had to do several conversions. At present, I must have done at least a dozen different conversions to represent just this one character: Steppenwolf, the Chaos barbarian.

The basic concept was to use the same character in every Games Workshop game. A proud Chaos Lord present in all epochs and on all worlds. A marauder from forgotten ages made immortal by Chaos gods, endlessly roaming the multiverse.

Thus, Steppenwolf is a sort of Eternal Champion (acknowledgements to Michael Moorcock) reincarnated in countless planes of existence but always looking the same: a fierce barbarian of the Steps. He has fought on every battlefield of the Old World, in labyrinthine hive cities in the 41st millennium, on airless moons and even in the centre of the Eye of Terror. He has fought against every army, travelled the entire galaxy and lived a thousand lives. He has died many times and always come back from death to fight again in the name of the Great Hound (as marauders call Khorne). He was present during a number of famous events, such as the epic campaign of Thorkinson's Island (or rather the French Studio's equivalent, which went by the name of Telefonson Island), where he carved out a kingdom of towns, temples, gold mines and mountain passes for himself and joined the ranks of the most successful generals. For now, he is fighting his way through a galactic war where he keeps thwarting Bolo (my regular opponent Stéf's enormous Ork Warlord) and defying the Crusaders of Light (the grey and white Space Marines of another old adversary, Lambert) as well as other enemies he intends to crush utterly beneath his iron shod boots.

With such a story, one might think that Steppenwolf is a mighty character with terrible powers. In fact, this is not so. I didn't create a single special rule for him. I just play him with the appropriate standard profile for each game. I just gave him a background and a look. My goal was not to end up with some hero more powerful than a normal Chaos Lord, I just wanted him to be unique.

Steppenwolf on throne: This diorama is of no practical gaming use but François wanted a Steppenwolf-on-throne-with-harem to display on his desk (clearly a fan of Frank Frazetta)!
THE BIRTH

How was Steppenwolf born? Well, it all started when I was looking for a model to represent my Chaos general for Warhammer. He had to be impressive so that no one could question his rank but I didn't want to use an existing champion of Chaos model – I had to have my very own general.

I already knew how I wanted him to look. Anyone who has watched the movie Conan the Barbarian must remember the charge of Thulsa Doom's warriors on the Cimmerian village at the beginning. I really liked the look of these barbaric horsemen with their dark, ornate, heavy armour and fur cloaks. My general just had to be a Chaos barbarian.

I borrowed the look of Subotai, the thief that tags along with Conan in the movie (the one with the moustache and fur hat). An old Citadel Norse model had exactly the right face but was way too thin to represent a true Chaos Lord. So I cut off his head to put on a proper body, made from a pair of Chaos warriors: one for the legs, one for the arms. Then I attached the different pieces on a metallic structure and sculpted ringmail armour with modelling putty, which made him much bigger into the bargain (don't forget he is a Chaos Lord with Strength 5 and Toughness 5).

Next, I added some furs, a cloak (also made from modelling putty), a shield and a scimitar that I had taken from the hand of a Tyranid warrior. Then, I painted him. The result was a massive armoured barbarian who was a good head taller than any of his men. His Chaotic nature wasn't obvious but I was quite pleased because he had personality. He just needed a name. I used to do a lot of role playing games and one of my favourite characters was called Steppenwolf. It seemed to suit the barbaric aspect of my model so I settled for that as his name.

Steppenwolf, my very exclusive Chaos Lord, was born!

ON FOOT, ON HORSE, BY CAR

During the numerous battles that followed, I noticed that a Chaos Lord on foot wasn't the best option and other players started to call my general 'Steppenwolf the Pedestrian'. It gave them an advantage over me but I still wanted to use him in my games. So I decided to make other conversions allowing me to choose his equipment according to the scenario being played. I found two options particularly attractive: a Steppenwolf on Chaos steed and another on a chariot. For the latter, I wanted to be able to put the models on with their base (this would allow me to use the first version). This way, if the chariot was destroyed, the passengers could continue to fight on foot. The only problem was that no chariot was big enough and I had to seriously widen Grom's so that I could put two models with their infantry bases in it. I cut the chariot in three (one central part and two flank parts), then I added

▲ Steppenwolf on Eligor, his monstrous Chaos steed. A model that looks great leading a unit of barbaric Chaos Knights covered in furs. Their charges have left some bitter memories for those few who have survived! A little anecdote on this model: once the conversion was finished and undercoated, François was taking it home in the subway and lost it, so he had to do it all over again. So this model is in fact the second version of Steppenwolf on horse.
The Steppenwolf mounted on a horse is clearly more playable, as well as more interesting tactically. For the conversion, things were easier as Steppenwolf’s image was already defined and I just had to use the same pieces I used for the first one, apart from the legs which come from Arbaal. The Chaos steed is an old Citadel model and, for once, I didn’t change a single thing on it. The long lance was made from brass tubing, Abaddon’s hair and an old Chaos Terminator’s sword. With such a weapon, Steppenwolf’s charge should hit hard!

This version is the one I use the most, even if the size, pose and lance are quite a challenge when it comes to transportation or putting it in a unit (I always forget that problem when I start a complicated conversion). Unlike the chariot, the Chaos steed allows Steppenwolf to join a cavalry unit and avoid the rain of cannon balls that is bound to fall upon him. It is also good to have a 1+ save and to be able to march. A nice model is cool but if you can play with it, so much better!

<table>
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<th>Stats and equipment for Warhammer</th>
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<tr>
<td>Steppenwolf</td>
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Equipment: Mark of Khorne, Chaos Armour, Chaos Daemon Sword and the Black Amulet.

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A BARBARIAN IN SPACE

I had almost everything I needed to play Steppenwolf the way I wanted in a game of Warhammer, with the proper model to represent him and his equipment. But what about Warhammer 40,000?

When we started to translate the latest edition of the game, I decided it was the perfect occasion to collect a new army of Chaos Space Marines led by you-know-who. It didn’t take long before I started cutting models to pieces again to create Steppenwolf in power armour. Unfortunately, I hadn’t read all the rules when I started. I took a Space Wolf model, gave him longer legs (to make him stand out next to the others) and the inevitable furs, cloak and golden rings on his armour. As for the equipment, I followed the old rules and gave him a power fist and a power sword. I learned too late that the parry rule was gone and that the power glove made him strike last! Worse still, the new rules dictated that he could not use both of these weapons at the same time. So much for this one! Still, I learned something; you should always think twice about equipment before making a conversion destined for use in your games.

Then I began two heavier versions: a Terminator Steppenwolf and a Steppenwolf on Juggernaut. The only problem with these two, although they are very effective in close combat, is that they can’t enter a Rhino. Steppenwolf and his retinue were too slow and too easy to outmanoeuvre. To keep me going until a new Land Raider is available, I made a new power armoured version, with a...

FAMILY RESEMBLANCE

May 1997. For the first French Golden Demon competition, a Mail Order Troll named François entered a conversion for the special staff category and somehow managed to nab third place. Although he pretends that this model is Huron Blackhead, the famous Tyrant of Badab, we can all clearly see that it is none other than Steppenwolf, whose disguise would have been more efficient if he hadn’t forgotten to shave! Everything is here: lightning claw, fur cloak and tons of special equipment and other powerful gadgets.

This Steppenwolf is the most difficult to recognise because of the green glasses. The short-barrelled reaper autocannon has no particular rules but it makes the model look really brutal and massive. Note the blade is identical to the first Warhammer version.

This is the first version made for Warhammer 40,000. His equipment is less useful in the current rules.

Converting models is a pleasure but also allows me to adapt characters while gaining experience with the game. Steppenwolf will be far more efficient with a big pair of lightning claws!
power sword and plasma pistol. I even tried a new manga style hat made of an old Dark Elf shield. The armour had to be special, so I cut down a Chaos Terminator and attached the legs to a metal frame. I modified the breastplate using modelling putty and added some Chaos Terminator shoulder pads. To keep the barbarian touch, I opted for the fur kilt (besides, it was easier to do than modelling power armour plates). This new Steppenwolf was cheaper and a lot more mobile as he could move around in a Rhino with his retinue.

But why did I change it? Well, it suffered a little transportation accident and several parts detached themselves and the sword broke in two. So I repaired it and seized the opportunity to swap the funny hat with a Jolly Roger bandana and pilot glasses (I consider the Warhammer 40,000 Steppenwolf as some sort of pirate, like the Tyrant of Badab, and now I think of it, I hope that the corsairs and post-heresy rebels will soon come back in Chapter Approved!). I had to replace the sword so I gave him a pair of lightning claws instead. The pose seemed to fit perfectly with these powerful weapons. Steppenwolf now had no shooting attacks but was a total killing machine in assault, as he could re-roll failed to wound rolls. With a Strength of 5 thanks to the Mark of Khorne, he had become a really dangerous opponent in close combat.

You'll find his Warhammer 40,000 profile below, just to show that you can have really powerful characters without creating special rules. It is the model I use most but I am currently working on a Steppenwolf biker who could be very interesting to use.

**IT'S NOT OVER YET!**

I made other versions for games like Necromunda and even for a racing game using some Gorkamorka rules. We played it during lunch and my hero was racing amongst the other pilots on some sort of jetbike (which in fact used the rules for normal Gorkamorka bikes).

I also made another medieval version to play Mordheim without using the one from the chariot, as it is far too fragile to be laid face-up and face-down all the time.

So there you have it. Steppenwolf is a characterful link between my armies and if this article inspires some of you to put more background into your characters, I'll be happy.

PS. I can't stop there without protesting! I was very upset when I read the Dogs of War army book and saw, on page 89, Steppenwolf's twin brother! I worked hard to create my very own general and then a usurper shows up! Steppenwolf is hungry for this imposter's blood - he can run but he can't hide...

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**Stats and equipment for Warhammer 40,000**

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*Equipment: Mark of Khorne, Chaos armour, pair of master-crafted lightning claws.*

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**Now this is one of the most brutal close combat wargear combinations that Chaos can have, except perhaps if you put a Daemon Prince in the saddle instead of Steppenwolf. The Juggernaut's big advantage is the Toughness increase, which is very valuable as Chaos Space Marines have no way to get an Invulnerable save.**

This jetbike was made from pieces of a Vyper jetbike, a Space Marine bike and some other vehicle accessories. This machine doesn't look very chaotic but was in fact made for a racing game based on Gorkamorka rules. The observer will recognise a reaper autocannon and four(!) lascannons. Don't panic, it's just for the look of it!
Few can equal the combat prowess of an Assassin on the battlefield and here veteran player Dave Cain explains how to make the most of these knife-wielding murderers in your games of Warhammer.

By Dave Cain

Mallenroh, Elder of the Kindred of Wythel, was deeply troubled. It was only a few days since Imedbe, the chief Keeper, had approached him, her young face filled with alarm.

The Keepers were the caretakers of the Wythel trees, the strange and wondrous trees that stood at the heart of the Kindred's existence. Indeed the pine cones and the resin from the bark provided the Elves with nourishment and the wood from the treasured conifers undoubtedly made the best longbows in the whole of Athel Loren. Over the years the magical energies that flowed through the trees had been manipulated by the Keepers to serve as a warning beacon against the encroachment of evil. In this capacity the Elves of the Kindred had been well served by the trees they so revered. Only a week had passed since these magical harmonies alerted the Wood Elves to the presence of Skaven tunnelling deep underground.

Mallenroh stared about in disbelief. It seemed impossible that the Keepers could all have overslept even though their routine had been so upset by the revelation of the Wythel trees sickening. In hundreds of years, the Keepers had never failed to greet the trees at the first touch of morning light.

Mallenroh left the gardens hurriedly and was almost running as he came within sight of the thatched compound of the Keepers. Evergreens surrounded it, flower gardens banked its thorny perimeter and trailing ferns drifted down from the canopy above.

The dwelling itself was shadowed and still

Mallenroh slowed. By now, the Keepers must surely be awake. Yet there was no sign of life. Something cold seemed to settle into the Elven Elder. He moved ahead, eyes peering inside the shadowy dimness beyond the open door, until at last he stood at the entrance of the dwelling.

"Imedbe?" He spoke the young Elf's name quietly.

No answer came. He stepped through the entrance into the darker shadows beyond. A sudden apprehension swept through him, leaving him cold. Belatedly he thought of the weapons he had left behind.

"Imedbe...?"

Then his sight adjusted to the dimmer interior and the young Elf's name caught in his throat. Bodies lay strewn about the main room like discarded sacks, torn, broken and lifeless. Imedbe, Fynyr, all of the Keepers dead, ripped apart as if by some wild predator. Despair filled him. Now no Keepers remained to find a cure for the ailment cursing the Wythel trees. Sickened by the carnage he staggered outside, retching uncontrollably as he leaned against the briar walls and fought to still his shaking. When at last he had recovered, he set off at once to give alarm to the Waywatchers. Retracing his steps that led past the Gardens of Life by now, their day already begun. He hoped that by talking once more with them something new could be discovered.

Dew still glistened on the plush grass as he moved towards the mossy rocks that marked the entrance to the gardens. He was surprised that old Gael was not at work. He was more surprised still to see a scattering of the old fellow's tools at the edge of the rose beds, dirt still fresh upon their metal. It was not like Gael to leave a job half done. If he was feeling poorly then be should be checked on. But that would have to wait. There were more pressing concerns at the moment. He glanced through the shrubbery at the flower beds a final time, then hurried on.

Minutes later he arrived before the Wythel trees. There was no sign of the Keepers. The trees stood alone. Mallenroh stared about in disbelief. It seemed impossible that the Keepers could all have overslept even though their routine had been so upset by the revelation of the Wythel trees sickening. In hundreds of years, the Keepers had never failed to greet the trees at the first touch of morning light.

Mallenroh left the gardens hurriedly and was almost running as he came within sight of the thatched compound of the Keepers. Evergreens surrounded it, flower gardens banked its thorny perimeter and trailing ferns drifted down from the canopy above.

The dwelling itself was shadowed and still

Mallenroh slowed. By now, the Keepers must surely be awake. Yet there was no sign of life. Something cold seemed to settle into the Elven Elder. He moved ahead, eyes peering inside the shadowy dimness beyond the open door, until at last he stood at the entrance of the dwelling.

"Imedbe?" He spoke the young Elf's name quietly.

No answer came. He stepped through the entrance into the darker shadows beyond. A sudden apprehension swept through him, leaving him cold. Belatedly he thought of the weapons he had left behind.

"Imedbe...?"

Then his sight adjusted to the dimmer interior and the young Elf's name caught in his throat. Bodies lay strewn about the main room like discarded sacks, torn, broken and lifeless. Imedbe, Fynyr, all of the Keepers dead, ripped apart as if by some wild predator. Despair filled him. Now no Keepers remained to find a cure for the ailment cursing the Wythel trees. Sickened by the carnage he staggered outside, retching uncontrollably as he leaned against the briar walls and fought to still his shaking. When at last he had recovered, he set off at once to give alarm to the Waywatchers. Retracing his steps that led past the Gardens of Life by now, their day already begun. He hoped that by talking once more with them something new could be discovered.

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SILENT, DEADLY & UNEXPECTED

In the harsh, war-torn Warhammer world, life is cheap, particularly in places far from civilisation where law and order are notable only by their absence. Here, martial prowess is the only gauge of personal standing and a dagger in the back is a frequent means of advancement.

However, even in the so-called more refined areas such as the great cities of the Empire or the principalities of Tilea, intrigue, treachery and deception are rife. Every official must be vigilant to prevent rivals making clandestine bids to usurp their position. Poisoning, fatal ‘accidents’ and disappearances are often the fate of those who have been insufficiently wary.

Despite the frequency of assassinations across the breadth of the Warhammer world, there are only two races which have elevated this practice into a valued profession. These races are the Dark Elves and the Skaven.

Dark Elf Assassins have few equals in combat. Their careers begin during the insane revelries of Death Night when the Witch Elves steal away young male children who they raise in the temples of Khaine. As they grow, they learn the dark secrets of Khaine: the deadly martial arts, the power of poisons, how to move without a sound and how to slip through the night unseen. They are murderers supreme, deadly agents of the Witch King.

They become master swordsmen and their weapons are rendered even more deadly by being tipped with Black Venom. In battle, they are secreted amongst the other Dark Elves to hunt down enemy leaders and wizards, pouncing upon them unexpectedly as regiments clash in combat.

Skaven Assassins all belong to a particular sect among Skaven society – the feared Clan Eshin. They are trained from birth to be quick, murderous fighters adept in the use of poisons, garrottes, throwing stars and all manner of exotic weapons. Most Clan Eshin weapons are forged with warpstone so that they constantly weep a potent corrosive venom. Much of the Assassins’ training hones their already fast Skaven reflexes to unparalleled heights, enabling them to perform incredible feats like leaping many times their own height, running as fast as a galloping horse or climbing sheer surfaces.

The Skaven of Clan Eshin act as secret police and enforcers for the Council of Thirteen. If the Lords of Decay decide a Warlord or Grey Seer is no longer loyal, Assassins of Clan Eshin are set on their trail, maintaining the Council’s rule through murder and terror. Assassins are also dispatched to slay opposing leaders or to sabotage the defenses of towns and cities by poisoning water supplies, starting fires, murdering civic dignitaries, stirring up the rat packs and spreading disease.

In pitched battles Assassins often disguise themselves and lurk in the ranks of ordinary Skaven until they have an opportunity to strike at enemy leaders in the confusion of combat.

Although Dark Elves and Skaven are two completely different races that employ differing methods of warfare, their Assassins share many similarities in the way they operate.

DEPLOYMENT

Assassins from either race, cannot be fielded on their own nor act as independent models. Both types of Assassin must be hidden among their own infantry units at the start of the game, their presence kept secret from the opposing player.

For Dark Elf players, this means that a single Assassin may be included in any unit from their own Regiment section of the army list except for Cold One Knights and Dark Riders (both mounted), Harpies (flyers). Scout units hiding an Assassin cannot infiltrate, as the Assassin does not have that ability.

For Skaven, up to two Assassins can be hidden in regiments of Stormvermin, Clanrats and Gutter Runners. It is also worth mentioning that, if hidden in a unit of Gutter Runners, the Assassin does benefit from the special deployment rules allowing the regiment to infiltrate.
COMBAT

The mode of attack for Assassins from either race is again similar. The Assassins are revealed once their host regiment is engaged in hand-to-hand combat. The player declares that his regiment conceals an Assassin (or possibly two in the case of Skaven) and places the model in a rank where they can fight, swapping with other models from the front rank to make room for them if necessary.

As they attack by surprise on the first round of combat, Assassins fight before any other models, regardless of Initiative and which units charged into combat. The Assassins can fight any model their base is touching, so it is usual to place them next to an enemy leader or other important character.

This priceless ability is tempered somewhat if an opposing model is magically endowed with the same ability (Sword of Swift Slaying, Helm of Many Eyes, Bad Moon Banner, etc.). The procedure here is to check carefully the description of the item, spell or whatever to see if it refers to such a situation. For example, the Dwarf Master Rune of Swiftness states that “In situations where both sides are entitled to strike first, the highest Initiative has priority over the lower value”. If the description does not refer to occasions where both sides are allowed to fight first then players should roll a dice to determine who gets the first strike.

An interesting dilemma arises in a combat involving Assassins in both the opposing units. Firstly, a dice roll is made to determine which player has to reveal and place his Assassin(s) first. This can be crucial since the remaining player then has the option of positioning his model in contact with this newly revealed threat in an attempt to assassinate the Assassin! However this can be a risky ploy since a second dice roll is then made to see which player’s Assassin gets to strike first.

CHALLENGES

The existence of the Challenge rule sometimes complicates the use of Assassins, so my gaming group uses a house rule that challenges are issued and accepted before Assassins are exposed.

This house rule means that Assassins cannot take part in challenges on the turn they are revealed and cannot choose to surprise attack any characters that are involved with a challenge either. It also follows that if the only character in a unit is a hidden Assassin then a challenge cannot be issued or received.

In subsequent turns, Dark Elf Assassins (being chosen from the characters section of their army list) are free to issue or accept challenges as normal. Skaven Assassins however are listed in the Regiments section of their army list, so they can never issue or accept challenges.

In all subsequent turns, Dark Elf Assassins are entitled to a single magic item chosen from the appropriate cards.

Because you cannot guarantee that the infantry regiment containing your Assassin will actually make it into combat, it is prudent not to arm them with expensive items. If your regiment fails to make combat then the Assassin cannot be used and an expensive item such as, for example, the Frost Blade is wasted. Cheaper items which will give Assassins an edge in combat are far more cost effective. The Potion of Strength is a popular choice and a magical weapon below about 30 points is usually a sound investment.

Note that Dark Elf Assassins cannot apply Black Venom (D3 wounds per hit) onto magical weapons. Magical creatures which are immune to ordinary weapons.

Note however that Skaven Assassins cannot purchase additional weapons, whether they be weeping blades or ordinary weapons, so are limited to two attacks each.

Dark Elf Assassins, on the other hand, are classed as characters and are permitted access to any combination of weapons and armour allowed in the equipment section of their army list. Although this would seem to give such models a free choice of double-handed weapons, heavy armour etc, any such uncharacteristic equipment should be frowned upon. Assassins are based on the concept of stealth and swift movement, so lugging around huge weapons in a clanking suit of armour is really not the idea. If your opponents do use such tactics then feel free to ridicule them.

In addition to standard equipment, Dark Elf Assassins are entitled to a single magic item chosen from the appropriate cards.
TACTICS

Assassins of both races are somewhat of a gamble. On one hand, a properly executed surprise attack may win you a game by killing off a valuable enemy model like the opposing General or a high level Wizard. However, on other occasions the Assassin may never get to fight, as his host regiment fails to engage the enemy. Not an ideal reward for the points spent.

Both types of Assassin can struggle to injure particularly tough characters or monsters. In such cases it may be prudent to attack lesser characters such as low level Wizards or Champions in a bid to boost your combat resolution score.

Another use of Assassins is to sacrifice them to prevent powerful enemy characters running amok through your rank and file troops. Careful placement of your Assassins can prevent the opposing characters from attacking these more susceptible troops. In this way, your Assassin may well fall but his demise may reduce the overall wounds your side suffers and ultimately may mean you fare better in the combat.

SPECIAL CHARACTERS

Although Assassins of either race are the epitome of stealth and martial prowess, two unique individuals stand out above the rest as the pinnacle of their art.

Deathmaster Snikch is the Chief Assassin of Clan Eshin and prime agent of Lord Sneek, the Lord of Decay. Unlike ordinary Skaven Assassins, he cannot be set up hidden within a Skaven unit. He is an independent character and is deployed on his own.

His Cloak of Shadows and ‘dodge’ ability allow Snikch to happily mill around the battlefield without worrying about being picked off by missile troops or war machines. His Bands of Power can boost his Strength, so he is quite capable of taking on and killing tough characters or monsters. Even if Snikch fails to kill such models then he should at least take a few wounds off them, so they become more susceptible to your rank and file. Frequently, opponents are so busy making sure Snikch gets nowhere near their own powerful characters that they fail to utilise their own troops properly.

Shadowblade is the Dark Elf Master of Assassins whose reputation among even this most bloodthirsty of races is legendary. Shadowblade can be deployed like a normal Dark Elf Assassin but has the unique ability of infiltrating an enemy unit before the game. Although this is a risky gambit (he can be discovered and killed), if successful, he is in a prime position to strike out at the most tempting of targets. Note that regardless of which regiment Shadowblade infiltrates, once he is revealed he remains equipped with his normal array of items/weapons. For example, if he was concealed within a unit of Reiksguard knights he does not boast a +2 armour save himself when he chooses to reveal himself, neither does he count as being mounted.

Since Shadowblade is revealed at the start of a turn, when it comes to combat he is already visible and so can be challenged as normal. However, with his Potion of Strength, Shadowblade has the capability to take on the toughest of opponents but should he fail and be slain instead, his death throes will trigger the Heart of Woe. The ensuing explosion will likely take out both his killer and probably a portion of the enemy’s army.

In all, Assassins are a colourful and characterful addition to a Skaven or Dark Elf force and there are some nice models available which can inspire both conversions and painting. All good reasons in themselves for including such models in your army. These factors, together with the possibility of killing an expensive enemy character or two, means that the inclusion of Assassins is usually worth investing some points in.

Go on, be sneaky and underhand - use Assassins. You know you want to!
Warhammer Monthly is Games Workshop's all-action adventure comic set in the dark and gothic worlds of Warhammer and Warhammer 40,000. This month's slice of action and mayhem includes the following great comic strips. There's another episode of Dan Abnett and Kev Hopgood's Darkblade. In Titan – Vivaporius, Princeps Hekate and the crew of the Imperius Dictatio continue to battle against the alien hordes of the Tyranid hive. Gordon Rennie and Colin MacNeil's ever-popular Bloodquest story continues with Captain Leonatos facing the horrors of a Daemon world deep in the Eye of Terror. Finally, we have darkly humorous mayhem from Jim Alexander and Wayne England in Better da Warboss ya Know! An Ork Warboss finds his position of power in jeopardy when he loses his leg in a bloody combat. All this plus features, competitions, reader's offers and much more...

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Read how Captain Leonatos began his Bloodquest in this epic graphic novel. This book collects together every episode from Book One, including ones shown in Inferno! and White Dwarf magazines. Plus, don't miss the awesome Sgt Cloten story – 'Red Secrets'.

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Daemonifuge is the fantastic comic strip that everyone has been talking about. Kev Walker's lavish computer artwork fills this graphic novel, which collects together every episode from Book One in a single volume, together with new, never seen before artwork.

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CHAOS ON THE STREETS

City in chaos as skirmishes between rival warbands increase in size.

Huge battles between masses of rival warbands are taking place all over the City of the Damned. All manner of strange alliances have been reported, one source even claimed that the merchants of Marienburg have allied with the warbands from Middenheim. The biggest antagonists seem to be the Reiklanders, who have formed a massive alliance in an attempt to put an end to the ambitions of the men from their rival states of the Empire.

FOLLOWERS OF THE DARK GODS OCCUPY THE RUINS

The ruins of our once proud city are no longer deserted. The insidious followers of the dark gods have now occupied Mordheim. The cause of the disappearance of several warbands can only be blamed on these most notorious of men. It is even rumoured that the one they worship, the so called Shadowlord, is living in a massive pit in the centre of the city, though this is scoffed at by local sages.

FULL STORY - PAGE 18
Greetings once again, and welcome to another issue of Town Cryer. This time our scribes have scoured the length and breadth of the Old World to fill the issue with wondrous and frightening articles. These include a treatise on multiplayer games and many newcomers to the Dark City. The blasphemous worshippers of Chaos known as the Possessed make their long-awaited appearance, as do brutal Pit fighters and the enigmatic Elf Rangers.

I have spent many moonless nights pondering the rules of the game, and I have couple of suggestions for you to try out.

First, I would recommend that Middenheim warbands should be allowed to make a single one of their members a berserker. This model would be affected by the rules of frenzy – this seems appropriate considering the reputation of the children of Ulric when it comes to ferociousness in combat.

In addition, I feel that should a Vampire acquire a Tome of Magic and the Arcane Lore skill, it is only logical to think that Vampire could study Necromantic magic instead of Lesser Magic. After all, any book of blasphemous sorcery sought after by a Vampire would undoubtedly be a dark book describing Necromantic spells instead of the ramblings of a human warlock.

Enjoy this issue of Town Cryer, and until next time, slumber deeply and fear not the shadows of Mordheim.

Should you have any comments or contributions, Town Cryer welcomes your submissions and queries. Write to the following address:

Town Cryer, Games Workshop, Willow Lane, Lenton, Nottingham, NG7 2WS.

See you in thirty nights.
The wyrdsrone has brought a more insidious power out of the shadows of the City of the Damned. The rumour is that a being called the Shadowlord has inhabited the ruins. From the Pit, at the very centre of Mordheim, he sends out his corrupt warbands known to mercenaries as the Possessed.

Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. The renowned scribe Mark Havener reports on the rules of engagement for these larger confrontations involving several warbands.

Creatures from afar come to Mordheim this month. Evil creatures known as Vampires have been seen in the ruins. While Pit Fighters and the enigmatic Elf Rangers can now be called upon to aid any warband wealthy enough to afford these most skilled of hired swords.

A blow by blow account of the bloody skirmish between the zealous Witch Hunters, raised by the flamboyant John-Paul Brisigotti, and the foul Possessed, commanded by the infamous Paulus the Fat. Penned by the scribe Matthew Hutson for the Town Cryer.

Magister and artist Leigh Carpenter tells us exactly how he (and the Shadowlord) created this grisly warband.
There is never any shortage of men willing to risk their lives for a chance of real power, men whose ambitions lie beyond the scope of their birthright, or whose sorcerous skills or physical deformities place them in constant danger of persecution. What do such men have to lose if they pledge their souls to the dark gods of Chaos! In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters.

It is said that these foul worshippers of the dark gods follow a being that they call the Shadowlord, Master of the Possessed. Though none know whether he is man or Daemon all proclaim him their saviour and eagerly seek to do his bidding.

As all students of the dark arts know, it is by the power of magic that creatures such as Daemons and spirits are able to stalk the mortal world. The wyrdstone that proliferates in Mordheim grants unnatural life to many vile things that by all natural rights should never exist. The Possessed were once men but by surrendering themselves wholly to the dark gods they have allowed Daemons to possess their bodies. Their appearance is horrific – corrupted from within, their flesh is twisted into a new and monstrous form.

With the power of the Possessed behind them the followers of the Shadowlord have grown powerful in Mordheim. In the Massacre of Silver Street the Cult of the Possessed ambushed and destroyed a large force sent in to hunt them down. Now the streets of Mordheim belong to the Shadowlord and his servants. The contaminated air does not affect them at all or, more likely, it nourishes their inner corruption. Men who venture into Mordheim alone are hunted down and sacrificed to the dark gods. All warbands of the Possessed gather wyrdstone for the Shadowlord who remains hidden in the Pit where he is said to be guarded by titanic Possessed the size of houses. A few shards of the precious stone are kept by the warbands and used to create more of the Possessed.

The leaders of cult warbands are called Magisters and each leads a group of cultists: minions of the dark gods of Chaos. These are men whose hunger for power knows no bounds. All take part in the blood sacrifices, dark rituals and worship of Daemons – nothing is too base for them! These degenerate humans are joined by other creatures as vile as they – things half-man half-beast that call themselves Gors, and which men refer to as Beastmen.
Istone has fallen. The very gods know their flesh is eaten by followers of the Dark Gods. In their number, Ambushed and ambushed they fall. Now the Shadowlord and his followers gather in the streets, where they would have cowered in the shadows before the coming of the comet. Rumour has it they follow the one they call the Shadowlord - whether he is human or a spawn of evil, none know.
Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. Mark Havener has written full rules for fighting larger games of Mordheim involving several players, as well as seven new scenarios.

These rules are designed for games of Mordheim that are not restricted to two players. Got an odd number of players one game night? Or just itching for an all-out titanic bash (perhaps the end of a league)? Try multiplayer Mordheim, and see what fun a truly chaotic game can be!

Rules for playing multiplayer games

Size of playing area: Multiplayer Mordheim obviously requires more room to play. While Mordheim normally plays fine in a 4'x4' area, the size of the playing area for multiplayer games should be at least 4'x6'. This is important for set-up as detailed below.

Reinhold stared down the rubble-strewn street. It looked clear, but in this city looks could be deceiving. He let a minute pass, and then another. It was cold today, and he could see his breath and the breath of his companions hang in the air as they awaited the word that would send them forward to search this area of the city for the precious wyrdstone. Reinhold pondered the vagaries of fate that had led him to this place, in this company. There was Klaus, a huge ox of a man with brains to match the self-appointed champion of the warband. The Spearmen Hans, Bertram, Leopold and old Otterman stood or squatted around Klaus. Behind the champion, as if seeking his protection, were the two youngbloods, Anna and Karl. Reinhold wondered if these two would last longer than any of their predecessors. Lack of experience often meant death in this place of the damned. Dorfmann and Dagobert, the two crossbowmen, crouched behind a pile of stones in the centre of the street, their eyes constantly scanning the ruined buildings for targets. The Snake, their new Warlock hired sword, sat hunched over to one side. None of the men liked the old crone. She was undoubtedly insane and smelled like something had crawled up her skirt and died, but they respected her power.

Reinhold saw nothing and so he waved his band forward. The warriors picked their way cautiously down the street, scanning the ground for wyrdstone shards as they went, but ever-conscious of their surroundings just the same. Sudden movement down the street caught the warband’s attention. Three bandy-legged ratmen turned a corner and a stone’s throw away. The Skaven appeared to be just as shocked at the appearance of the humans as the mercenaries were of them, and all three suddenly stopped in the middle of the street. Behind them their comrades had not noticed the humans and blundered into the lead rats, causing a slight commotion and several chittering shrieks of rage.

“Looks like we’re going to have a fight today after all lads.” Reinhold muttered to his men. The warriors readied their weapons and prepared for a skirmish.

A sharp intake of breath and the clattering of a dropped weapon caused Reinhold to whirl around. Karl’s dagger lay on the ground and Reinhold was about to berate him for his carelessness when he noticed that the young warrior was staring open-mouthed at something to the rear of the warband. The mercenary looked to see what had shocked the young man so, and then he saw them, two of the accursed Possessed and an enormous Ogre lumbering down the street towards them, followed by a Magister and several less recognisable members of the Blasphemous Cult of the Possessed.

It was unusual, though not unheard of, for Skaven to make alliances with members of one of the dark covens that operated secretly within the cities of the Empire. They were all worshippers of the mad gods of Chaos, after all. However, one look over his shoulder at the furry denizens of the sewers convinced Reinhold that such was not the case this time, for the Skaven seemed surprised to see the cultists as well. The first fragments of a plan began to form in Reinhold’s mind. Perhaps he could turn this unexpected situation into an advantage.
Scenario 1; in order to determine who goes first, each player must choose one segment of table edge (see the diagram below for what constitutes a ‘segment’) and set up his warband within 6” of it. No player may start a member of his warband within 6” of a member of another warband.

Example: Continuing our example above, Bob places his warband first and chooses Segment D (bottom right corner). Phil sets up next and chooses Segment F (left side). Now Devin could choose any of the remaining edge segments, though he would probably be well advised to steer clear of Segment E as this places him right in the midst of his enemies (with a potentially constrained set-up area as well, if Bob and Phil placed any of their models close to that region!). Devin wisely chooses Segment B and sets his warband up there.

Note that some scenarios will have special set-up rules (usually for the defender) which are different from the above. Any such variation will be noted in the rules for that scenario.

Order of play: After all warbands have been set up, players must determine the order of play. Players should be arrayed about the table by their set-up segment (see above). Each player rolls a D6. The player with the highest roll gets the first turn. Play proceeds clockwise around the table from there.

Example: Our three friends have their warbands set up on the table and are ready to determine who goes first. This time Devin rolls a 6, Bob rolls a 1 and Phil rolls a 2. Devin won the roll, so his warband will go first. Devin’s models were set up in Segment B and the next warband clockwise is Bob’s, so even though Bob got a lower dice roll than Phil, Bob’s warband goes second and Phil’s will go last.

Underdogs: In multiplayer Mordheim, the underdog is not so clear. Any warband can be an underdog if it is attacked by two or more of its rivals! Still, there may be cases where one warband is simply playing out of its league. To determine if a warband is an underdog in multiplayer Mordheim, simply take the warband with the lowest warband rating and compare it to the warband with the next highest rating. Use the difference in ratings and the chart from the Experience section of the Mordheim rules to determine if any experience bonus is justified for the lower warband, just as you would for the lower of two warbands in a two-player game.

Example: Phil’s Skaven has a warband rating of 176, Bob’s Witch Hunters a rating of 195 and Devin’s Mercenaries a rating of 123. Devin’s warband has the lowest rating, so if there is an underdog, his warband will be it. To find out, we compare his rating to the next highest rating, 176 (Phil’s Skaven). The difference is 53. According to our chart in the Mordheim rulebook, warrants a +1 experience bonus. If any of Devin’s Mercenaries survive this fight, they’ll have a good chance of gaining an Advance!

Shooting into close combat: Unlike in the regular Mordheim rules, it is possible to shoot into close combat in multiplayer games, just as long as the shooters belong to a different warband than the models involved in the close combat. Shooters must still fire at the closest enemy model as normal (unless they are in an elevated position, as per the normal rules). However, if the shooter hits a model involved in a close combat, the shot may well hit one of his opponents and not the model itself. Randomise any missile hits between the target and any models in close combat with him.

Close combat involving multiple warbands: In multiplayer Mordheim it is quite possible that one warband member gets charged by models from two or more opposing warbands. When this occurs, a model will fight during the close combat phase of each model it is fighting. This can give a model many attacks during a cycle of player turns but any model that has been ganged up on in this way is probably done for in any case!

Example: Bob’s Ogre mercenary has been attacked by two of Devin’s Humans and two of Phil’s Skaven warriors. Phil’s Skaven fight during his and Bob’s close combat phases, Devin’s Humans fight during his and Bob’s close combat phases and Bob’s Ogre attacks in each player’s close combat phases. If one of Phil’s Skaven (Skaven B) was in contact with one of Devin’s Humans (Human C) (they are at the same corner of the Ogre’s base, for example) and one of them decided to attack something a little easier, they could fight in each other’s close combat phases as well. Note that a model that is attacking in another player’s turn must attack one of that player’s models. So in our example Phil’s Skaven B could not use his extra attack during Devin’s turn to attack Bob’s Ogre – he must use it to attack Devin’s Human C.

Routing warbands: Unlike normal games of Mordheim, one warband failing its Rout test (or having all of its models taken out of action) does not necessarily end the game. Unless there are special victory conditions noted in the rules for the scenario you are using, a multiplayer game will last until
is only one warband left on the table. The player whose warband stays on the table for the longest is normally the winner, though in some scenarios the winner might be the warband leaving the table first, as it achieves its objective and leaves the scene!

**Allies:** Normal games of Mordheim involve one warband competing or fighting against another. Obviously, in this environment alliances are not normally possible. However, in multiplayer games, alliances are not only possible, they are a necessity for the completion of some scenarios! A single warband attempting to take out a dragon will find itself fighting an uphill battle with very little chance of success, indeed, it may well find itself lacking a few members after failing to complete its objective! Alliances can last until the end of the game (for example, two warbands can decide to ally against a third, and split whatever booty exists at the end), or they can be very temporary (often falling apart quite suddenly and violently!).

To form an alliance, a player must declare that he is doing so at the start of his turn. He must declare (to all players) which warband(s) he wants to ally with and if they agree, the alliance is formed. There is no limit to the number of warbands a player can ally with. The following special rules apply to a warband and its allies:

Members of allied warbands do not count each other as enemies. Members of a warband may freely run within 8" of members of any warbands they are allied to. Models forced to charge enemy models due to some special rule (such as Frenzy or Orc & Goblin Animosity) are not forced to charge allies. Note however that an Orc or Goblin failing a Animosity test counts allied models as friendly. Hired Sword does not force a charge or shoot at them if they are the closest friendly model. (in case you were wondering, there’ll be rules for Orc & Goblin warbands next month – DT)

Members of allied warbands that are in combat with one another when the alliance is announced will automatically break from combat. Place the models 1" apart from each other. They can move as normal in their next movement phase (so models knocked down or stunned follow the normal rules for being knocked down or stunned, etc).

Initiating close combat with, shooting missiles at, or throwing non-helpful spells at a member of an allied warband automatically breaks the alliance with that warband. Note that this includes attacks caused by a failed Animosity test. Your allies aren’t going to be as forgiving of such behaviour as your own warband members might be!

**Determining the scenario:** To determine which scenario will be used for multiplayer games, players may either choose to play a particular scenario or roll on the following chart.

<table>
<thead>
<tr>
<th>2D6</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>The player with the lowest warband rating may choose which scenario is played.</td>
</tr>
<tr>
<td>3</td>
<td>Play Scenario 7: Monster Hunt.</td>
</tr>
<tr>
<td>4</td>
<td>Play Scenario 4: The Wizard’s Mansion.</td>
</tr>
<tr>
<td>5-6</td>
<td>Play Scenario 1: Treasure Hunt.</td>
</tr>
<tr>
<td>7</td>
<td>Play Scenario 2: Street Brawl.</td>
</tr>
<tr>
<td>8-9</td>
<td>Play Scenario 6: Ambush!</td>
</tr>
<tr>
<td>10</td>
<td>Play Scenario 5: The Pool.</td>
</tr>
<tr>
<td>11</td>
<td>Play Scenario 3: The Lost Prince.</td>
</tr>
<tr>
<td>12</td>
<td>The player with the lowest warband rating may choose which scenario is played.</td>
</tr>
</tbody>
</table>
Scenario 1: treasure hunt

Often multiple warbands will hear the same rumour about a wyrdstone deposit and decide to explore that section of the city at the same time. A battle often results with the winners taking the lion’s share of the shards home with them.

terrain
Each player takes it in turns to place a piece of terrain, either a ruined building, tower or other similar item. We suggest that the terrain is set up within an area roughly 4’x6’.

special rules
Once you have placed the terrain, place D3 wyrdstone shards for each warband involved in the game on the tabletop to represent where the shards are. Each player takes it in turn to place a wyrdstone counter. Each player rolls a D6 to determine who places first, second, third, etc. The counters must be placed more than 10” away from the edge of the table and at least 6” away from each other. Note that counters are placed before deciding which edge the warbands will play from. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken out of action, place the counter back on the table where he fell.

warbands
Players use the normal warband setup rules (see ‘Setting up the warbands’).

starting the game
Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table from there (based on where players placed their warbands).

ending the game
The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.
+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts out of action.
+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle, he receives +1 Experience.

warbands
Your warriors earn one shard of wyrdstone for each counter in their possession at the end of the battle.

Scenario 2: street brawl

Turf wars are a common sight in the ruins of Mordheim. When multiple warbands compete for the same area, a chaotic all-out brawl can ensue, where alliances are quickly made and broken and bleeding bodies litter the street. Whichever warbands win the day will have a larger area to search for the precious wyrdstone.

terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4’x6’.

warbands
Players use the normal warband setup rules (see ‘Setting up the warbands’).

starting the game
Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game
The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader. The leader of the winning warband gains +1 Experience.
+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts out of action.
Scenario 3: The Lost Prince

Travelling entertainers often tell tales of the ruined city and because of this, sons of the privileged classes often see the city of Mordheim as one big romantic adventure. Sometimes one will run away from home to join a mercenary warband and make a name for himself. Often these individuals are killed before they even get to the city but once in a while one will get lucky and actually make it that far. Sometimes their families are happy to see the young fool go but once in a while, a rich merchant or noble will actually pay to have his son saved from his inevitable fate in Mordheim.

The warbands have heard rumours that a powerful man’s son has wandered into the ruins and a handsome reward will be paid for his return.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4’x6’.

Special Rules
The merchant’s son is initially placed in the centre of the board. He will wander D6” in a random direction at the start of each of the first player’s turns, until someone ‘rescues’ him. If a warband member comes into contact with the merchant’s son (through normal movement, NOT through charging – this is an exception to the normal rules and represents that the merchant’s son is not the enemy and should not be engaged in combat), the boy will attach himself to that member and follow him around. If the ‘rescuer’ is taken out of action, flees or routs, the merchant’s son will attach himself to the next warband member to contact him. Should someone wish to attack the merchant’s son, he has the same stats as a Youngblood (see the Mercenary warband in the Mordheim rulebook) and is armed with a sword and dagger. If he is killed, no reward will be issued to the winning warband, of course.

Starting the Game
Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

Ending the Game
The game ends when one warband manages to get the merchant’s son off the table. That warband (and any allied warband) is the winner.

Experience
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader. The leader of the winning warband gains +1 Experience.
+1 Per Enemy out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

The Reward
The grateful father awards the winning warband with the following treasure. Note that you roll for each item separately, apart from gold crowns, which are always received.

<table>
<thead>
<tr>
<th>Item</th>
<th>D6 Result Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>5D6 gc</td>
<td>Automatic</td>
</tr>
<tr>
<td>D3 swords</td>
<td>4+</td>
</tr>
<tr>
<td>Suit of heavy armour</td>
<td>5+</td>
</tr>
<tr>
<td>Suit of light armour</td>
<td>4+</td>
</tr>
<tr>
<td>Shield</td>
<td>4+</td>
</tr>
<tr>
<td>Helmet</td>
<td>4+</td>
</tr>
<tr>
<td>D3 gems worth 10 gc each</td>
<td>5+</td>
</tr>
</tbody>
</table>
Not all of the ruined buildings in the city are ordinary houses. Some notable structures were the abodes of important town leaders or rich merchants. Tales are told of hidden rooms filled with treasure in such homes. The warbands have discovered the location of one such building. Rumours abound that the former owner also dabbled in the arcane arts, which may explain why his home was almost untouched by the devastation.

**terrain**

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4"x6". The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

**warbands**

One player is the defender, determined as normal (see "Attacking and defending" at the beginning of the article), representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal. In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

<table>
<thead>
<tr>
<th>D6 Roll</th>
<th>Item Found</th>
<th>D6 Roll Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wooden Man</td>
<td>Automatic</td>
</tr>
<tr>
<td>2</td>
<td>1D3 doses of Mandrake Root</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>1D3 doses of Crimson Shade</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>Lucky Charm</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>Holy (Unholy) Relic</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>Cathayan Silk Cloak</td>
<td>6</td>
</tr>
</tbody>
</table>

All of the above are described in the Mordheim rules except for the Wooden Man. For rules on the Wooden Man, see new items below.

**starting the game**

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

**ending the game**

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

**experience**

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

---

**Wizard’s treasure**

At the end of the game the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the mansion. Note that you’ll roll for each item separately, apart from gold crowns, which are always found. For example, you will need to roll a 4+ to find a tome of magic. Then roll to see if you find the gromril sword and so on.

<table>
<thead>
<tr>
<th>D6 Roll</th>
<th>D6 Roll Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Automatic</td>
</tr>
<tr>
<td>2</td>
<td>Wooden Man</td>
</tr>
<tr>
<td>3</td>
<td>1D3 doses of Mandrake Root</td>
</tr>
<tr>
<td>4</td>
<td>1D3 doses of Crimson Shade</td>
</tr>
<tr>
<td>5</td>
<td>Lucky Charm</td>
</tr>
<tr>
<td>6</td>
<td>Holy (Unholy) Relic</td>
</tr>
<tr>
<td>7</td>
<td>Cathayan Silk Cloak</td>
</tr>
</tbody>
</table>

**new items**

**Wooden Man**

Use the stats and special rules for a zombie with +1 S and +1 T. The Wooden Man is an artificial construct in the shape of a man but made of wood. It will follow the commands of the defending warband but will not leave the wizard’s mansion for any reason, even after the game. The Wooden Man may obviously not be traded.

**Athame**

An Athame is a special silver dagger used in magical rituals. If used in combat, it will not hold its edge. For the first attack in a game, it will count as a normal dagger. However, for the rest of the game it will count as a fist attack. The Athame is worth 10 gold crowns if traded.

**Dispel Scroll**

This scroll contains a powerful counterspell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.

---

**Winning Leader.** The leader of the winning warband gains +1 Experience.
Scenario 5: The Pool

Rumours abound about a pool in the city whose waters have magical powers of healing. The warbands' patrons believe the magical properties of the water are due to a large deposit of wyrdstone within the pool. The warbands have been sent to collect as much wyrdstone from the pool as they can.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first piece of terrain should be a pool of water roughly 6" in diameter. The objective of the scenario is to gather all the wyrdstone from the pool.

Special Rules
Roll a D3+3 to find out how many pieces of wyrdstone are in the pool. The pool is shallow and may be entered. Any Hero spending an entire turn within 1" of the pool doing nothing else but searching for wyrdstone may roll at the end of his turn to see if he finds some. On a roll of 1-2 on a D6, that player has found one of the pieces in the pool. No Hero may search within 1" of another model (friendly or enemy), as models that are too close together disturb the waters for each other, so that neither may see the bottom. Only as many pieces of wyrdstone may be found as were rolled at the beginning of the game, any searching after that is useless. A Hero can carry any amount of wyrdstone without any penalty. Heroes cannot transfer their wyrdstone to another warrior. If the Hero who is carrying a counter is taken out of action, place the counter on the table again where he fell. Another warrior can then pick up these counters simply by moving into contact with them.

Warbands
Players use the normal warband set-up rules (see 'Setting up the warbands', above).

Starting the Game
Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game
The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one or more warbands have allied, they may choose to share the victory and end the game.

Experience
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader. The leader of the winning warband gains +1 Experience.
+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.
+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

Scenario 6: Ambush!

The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

Terrain
Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

Special Rules
One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article). Each of the defending warband's Heroes carries 1D3 pieces of wyrdstone. If a Hero carrying wyrdstone is taken out of action, place a number of counters, equal to the amount of wyrdstone he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up these wyrdstone shards.

Warbands
All the models in the defending warband must be set up within 6" of the centre of the board. The attacking warbands are then set up as normal.

Starting the Game
Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

Ending the Game
Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

Experience
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader. The leader of the winning warband gains +1 Experience.
+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.
+1 Per Wyrdstone Counter. If a Hero is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.
Scenario 7: Monster Hunt

The warbands have heard rumors that a terrible monster has come up out of its lair beneath the city following the recent devastation, and established a new home in the ruins. You have heard stories of such creatures and the treasure they accumulate is the stuff of legends. You have decided to see for yourself if the rumors are true.

**terrain**

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4’x6’. The first building should be rather large (at least 6’x6’) and open-topped, preferably ruins. This building should be placed in the centre of the table, and this is where the monster’s new lair is located.

**warbands**

Players use the normal warband set-up rules (see ‘Setting up the warbands’).

**special rules**

The monster’s lair is located in the central building and this is where the beast will be. The monster is young for one of its kind and its profile reflects this. In addition, a lifetime of living in caverns beneath the city has kept the creature from learning to use its wings. Therefore, unlike most monsters, this beast cannot fly. The monster will not leave its lair for any reason, though it will use its breath weapon against any model in range that it can see and will of course attack any model entering its lair. It will charge all models entering its lair if possible. Its ‘turn’ is performed before whichever player won the dice roll to go first, though it will do nothing until someone comes near its lair. For the monster’s stats, see ‘Great beasts in Mordheim’ over the page.

**starting the game**

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

**ending the game**

When one warband (or more than one, if the players have agreed to share the monster’s hoard) is the only one to have any models within 6" of the monster’s lair, and the monster has been put out of action, that warband is victorious and gets the monster’s hoard. If two or more players have decided to share the hoard, they must decide how to split it up. If they cannot determine this peacefully, their warbands will have to decide it un-peacefully!

**experience**

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 Experience for each enemy he puts out of action.

+1 For Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

+2 For Putting the monster out of action. The Hero that puts the monster out of action gets a bonus +2 experience.

**treasure hoard**

The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type. Still, it has amassed a respectable amount. Whichever warband has control of the monster’s lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

<table>
<thead>
<tr>
<th>Item</th>
<th>D6 Result Needed</th>
<th>Automatic</th>
</tr>
</thead>
<tbody>
<tr>
<td>5D6 gc</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Magical artefact (roll on artefact table)</td>
<td>6+</td>
<td></td>
</tr>
<tr>
<td>D3+1 pieces of wyrdstone</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>Gromril axe</td>
<td>5+</td>
<td></td>
</tr>
<tr>
<td>Suit of heavy armour</td>
<td>5+</td>
<td></td>
</tr>
<tr>
<td>Suit of light armour</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>Suit of light armour</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>Shield</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>Helmet</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>D3 swords</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>D3 gems worth 10 gc each</td>
<td>5+</td>
<td></td>
</tr>
<tr>
<td>Jewellery worth 10x60 gc</td>
<td>5+</td>
<td></td>
</tr>
</tbody>
</table>

-1 experience survives the battle.

-1 Experience if not carrying the treasure.

-1 Experience if Henchmen are considered too weak to carry the treasure.
Great beasts in Mordheim

Regular games of Mordheim are not really suitable for the introduction of the larger monsters that roam the Warhammer world. Even a small Dragon, for example, would eat the average Mordheim warband for lunch! Due to the nature of multiplayer Mordheim, however, with its alliances and generally broader emphasis, such creatures may well make an appearance without overly upsetting the game. Monsters in Mordheim are a bit smaller than their Warhammer counterparts – they represent creatures that have lurked underground in the caverns beneath the city, are former denizens of Mordheim's world-famous Imperial Zoo, or are young members of their species who have recently been forced out of the nest and have decided to set up a new lair in the ruined city. Players who wish to include monsters in their games of Mordheim can do so using Scenario 7: Monster Hunt, or may wish to create their own scenarios using these rules. If a monster is desired, the players should either choose what type of beast they are hunting or roll on the following chart:

<table>
<thead>
<tr>
<th>D6 Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Young Hydra</td>
</tr>
<tr>
<td>2</td>
<td>Young Dragon</td>
</tr>
<tr>
<td>3</td>
<td>Young Wyvern</td>
</tr>
<tr>
<td>4</td>
<td>Young Griffon</td>
</tr>
<tr>
<td>5</td>
<td>Young Hippogriff</td>
</tr>
<tr>
<td>6</td>
<td>Young Chimera</td>
</tr>
</tbody>
</table>

**Profile**

- **M**: 6  
- **WS**: 3  
- **BS**: 0  
- **S**: 4  
- **T**: 4  
- **W**: 5  
- **I**: 3  
- **A**: 5  
- **Id**: 8

**Fear**: Despite its smaller size, the young Hydra is still a fearsome opponent. It causes fear.

**Save**: The young Hydra's scales aren't as strong as a normal Hydra's, but they are still as strong as metal. The Hydra has an armour save 6+ that is not modified by the strength of attacks against it (or by other save modifiers).

**Breath Weapon**: When the young Hydra breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase and may not be made even if the Hydra is involved in close combat. Simply place the small teardrop-shaped template with the narrow end at one of the Hydra's mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Hydra's fire is too weak to set them alight without prolonged exposure.

**Loss of Heads**: Each wound suffered by a Hydra represents one of its many heads getting taken out of action. Because of this, any successful (unsaved and un-regenerated) Wound to a Hydra reduces its Attacks characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). For example, if the Hydra has taken 3 (unsaved and unregenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

**Regeneration**: All Hydras have the ability to regrow damaged heads. Some can do this immediately, while for others it may take a matter of hours or even days to replace a head that is lost. To represent this ability, at the end of each round of close combat roll a D6 for each Wound the Hydra has suffered that round. On a roll of 4 or more that Wound has regenerated, any regenerated Wounds are reinstated. If a Hydra is down to its last Wound remaining, make this roll to regenerate before rolling on the Injury table; a successful Regenerate roll means that no Injury roll is made.

**Will not Rout**: The Hydra is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

**Skull of Iron**: The Hydra's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being stunned. Treat any stunned results from the Injury table as a knocked down result instead (see below).

**Staggered, but not down**: Mighty blows will rock the Hydra but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the Hydra receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Hydra may not attack until it recovers).
Young Dragon

Profile

M  WS  BS  S  T  W  I  A  Ld
6  4  0  5  5  5  6  4  7

Fear: Despite its smaller size and useless wings, the young Dragon is still a fearsome opponent. It causes fear.

Save: The young Dragon's scales aren't as strong as a normal Dragon's, but they are still as strong as metal. The young Dragon has an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Dragon breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase, and may be made even if the Dragon is involved in close combat. Simply place the small teardrop-shaped template supplied opposite with the narrow end at the Dragon's mouth. Any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Dragon's fire is too weak to set them alight without prolonged exposure.

Will not Rout: The Dragon is far too greedy to abandon its lair. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Dragon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being stunned. Treat any stunned results from the Injury table as knocked down results instead (see below).

Staggered, but not down: Mighty blows will rock the Dragon, but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the Dragon receives will instead cause it to lose 1 Attack until it recovers. This recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way.

Young Wyvern

Profile

M  WS  BS  S  T  W  I  A  Ld
6  4  0  4  5  3  4  2  5

Fear: Despite its smaller size and useless wings, the Wyvern is still a fearsome opponent. It causes fear.

Save: The Wyvern's scales aren't as strong as a normal Wyvern's, but they are still as strong as metal. The Wyvern has an armour save 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrusts this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a single D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the close combat phase (eg. it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.

Will not Rout: The Wyvern is far too greedy to abandon its lair. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Wyvern's skull is much too thick for normal blows to penetrate. It is immune to the effects of being stunned. Treat any stunned results from the Injury table as knocked down result instead (see below).

Staggered, but not down: Mighty blows will rock the Wyvern, but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the Wyvern receives will instead cause it to lose 1 Attack until it recovers. This recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Wyvern may not attack until it recovers).

Young Griffon

Profile

M  WS  BS  S  T  W  I  A  Ld
6  4  0  5  4  4  3  8

Fear: Despite its smaller size and useless wings, the Griffon is still a fearsome opponent. It causes fear.

Massive Beak: One of the Griffon's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Griffon is far too greedy to abandon its lair. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Griffon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being stunned. Treat any stunned results from the Injury table as knocked down result instead (see below).

Staggered, but not down: Mighty blows will rock the Griffon, but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the Griffon receives will instead cause it to lose 1 Attack until it recovers. This recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way.
**Young Hippogriff**

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<th>M</th>
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**Fear:** Despite its smaller size and useless wings, the young Hippogriff is still a fearsome opponent. It causes fear.

**Massive Beak:** One of the Hippogriff’s attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

**Will not Rout:** The Hippogriff is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

**Skull of Iron:** The Hippogriff’s skull is much too thick for normal blows to penetrate. It is immune to the effects of being stunned. Treat any stunned results from the Injury table as a knocked down result instead (see below).

**Staggered, but not down:** Mighty blows will rock the Hippogriff but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the Hippogriff receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way.

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**Young Chimera**

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<th>Profile</th>
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**Fear:** Despite its smaller size and useless wings, the Chimera is still a fearsome opponent. It causes fear.

**Dragon Head:** One of the Chimera’s three heads is that of a Dragon. When the Dragon head breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. The attack is made in the shooting phase. Simply place the small teardrop shaped template with the narrow end at the Dragon head’s mouth; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Chimera’s fire is too weak to set them alight without prolonged exposure.

**Ram Head:** The second head is that of a massive bloody-eyed ram. One of the Chimera’s attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be knocked down.

**Lion Head:** The last of the Chimera’s heads is that of a ferocious golden-maned lion with jaws of steel and razor sharp teeth. One of the Chimera’s attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

**Will not Rout:** The Chimera is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

**Skull of Iron:** The Chimera’s skulls are much too thick for normal blows to penetrate. It is immune to the effects of being stunned. Treat any stunned results from the Injury table as a knocked down result instead (see below).

**Staggered, but not down:** Mighty blows will rock the Chimera but most creatures lack the ability to truly knock it into the dirt. Therefore, any knocked down result the Chimera receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple knocked down results will cause it to lose multiple attacks in this way.

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Reinhold pulled his blade out of the body of the Black Skaven lying at his feet. He looked up to see the remaining ratmen scurrying away as quickly as their stunted legs would carry them. The bodies of dead and wounded Skaven and Chaos Cultists littered the street. Reinhold’s band had escaped the battle with little more than a few scrapes and bruises, thanks largely to his quick thinking. The wily veteran had assessed the situation and forged a hurried alliance with the Skaven against the Cultists. Then as soon as the members of the coven were put down or fleeing, Reinhold’s men quickly turned on the surprised ratmen, easily driving off the cowardly abominations as well. It was not a tactic he would have used against anyone other than the unclean, but blasphemers deserved no mercy. It was not an heroic victory certainly, but it was victory nonetheless. And victory was something to be proud of in this dark city.
In the ruins

TERROR STALKS
THE STREETS

New sightings of evil creatures that stalk the ruined streets of Mordheim

The evil creatures of the night known as Vampires are stalking the ruins. During dark, moonless nights, black coaches have been arriving at the gates of Mordheim carrying coffins. Strange men who hide in the shadows and crave human flesh greet them before disappearing into Mordheim. It is alleged that they are followers of none other than Vlad von Carstein, Elector Count of Sylvanis, who is said to be the first and most powerful of their kind.

SAVAGE PIT FIGHTERS COME TO MORDHEIM

Professional Pit Fighters from such settlements as Cutthroat's Haven and Black Pit are hiring their services out to warbands in the city. Their skills gained in the confines of the pits are ideal for fighting in the ruined streets. Selling their services to the highest bidder, many a prospective client who couldn’t outbid a rival has met his end at the hands of the warrior he so eagerly sought to employ.

MYSTERIOUS ELVES FROM AFAR ROUGH IT IN THE RUINS

Even though their numbers in the Old World are dwindling, a few of this mysterious race can still be found in our settlements. It is rumoured though that an Elven kingdom does exist somewhere in an ancient forest in the Old World. Though they would normally shun a city as corrupt as Mordheim, a handful of the most adventurous rangers can be hired. Few can match their skill with the bow, so they are much sought after by warbands who can afford their considerable fee.
What better way to showcase the new Possessed warband for Mordheim than to pitch them against their most deadly enemies, the Witch Hunters. This game would be fought between two warbands who already had two games under their belts.

**Game 1: Chance Encounter**
This game was a bit of a disaster for the Possessed. The game started uncharacteristically with the Witch Hunters advancing forward and the Possessed standing back. When the Witch Hunters got close enough the Possessed charged them. This is where it went badly for Paul, as firstly Gheclann the Possessed was taken out of action by Tuomas Utrecht and then the Warrior-Priest used Soulfire which easily dealt with the Blood Helms and Blood Horns. After losing these warriors the Possessed voluntarily routed.

After the game everybody made full recoveries and with the gold crowns earned the Witch Hunters hired an Ogre bodyguard and the Possessed hired a Warlock.

**Game 2: Surprise Attack**
Being the defenders, only the Warhounds, Warrior-Priest and a single Witch Hunter started in the ruins. The game was shaped by John-Paul’s poor dice rolls for his warband turning up. When his models did start arriving they appeared on the table side furthest away from the high ground. After what he did in the first game, Paul decided that the Warrior-Priest must die. The Warlock targeted him with his spell Silver Arrows of Abraxos and on turn two managed to take him out, hoping that he would die after the game. The game went poorly for John-Paul. The Witch Hunters spent the game running away from the Possessed and were finally caught by the Magister using his Wings of Darkness. The Magister managed to single-handedly take Vemer Brenner out of action and knocked down Tuomas Utrecht. Unsurprisingly the Witch Hunters routed. After the game the only injury was Vemer Brenner getting a hand wound. The experience gained was just enough to give increases to most of the warband members, setting them up nicely for the next game. With the money earned, John-Paul hired a Trollslayer and a Fighter while Paul added a Beastman to his Blood Horns.

**Game 3: Occupy**
With a win apiece the third game was set up perfectly for a titanic battle. The fact that the game would be Occupy meant that both warbands would have to fight to the end as neither side would need to take Rout tests.
A blow by blow account of the bloody skirmish between the zealous Witch Hunters, raised by the flamboyant John-Paul of Brisigotti, and the foul Possessed, commanded by the infamous Paulus the Fat. Penned by the scribe Matthew Hutson for the Town Cryer.

The Possessed

RAAAAGH! With a couple of games under my ever-straining belt the scene was set for an epic clash of the old adversaries, the zealous Witch Hunters and the corrupt cultists of the Possessed. Not content with a simple skirmish between the two warbands, we managed to roll up 'Occupy' and therefore no Rout tests would be required. This would be a bloody encounter indeed!

As far as tactics went, I intended to use a refused flank tactic and hit John-Paul hard on one side, hopefully leaving his other flank high and dry. In addition to this, I intended to destroy his Warrior-Priest who has the capacity to cause untold damage to the Possessed with his vile spell, Soulfire – he has to die! The only other ace I have up my sleeve is my Warlock Merritt Ragefast who will cast doom onto the hapless Sigmarites from the tower in the centre of the ruins – an excellent vantage point for the battle.

That was the plan anyway. Lets see how it went in practice...

The Witch Hunters

My two initial forays against the servants of Chaos had allowed me to prepare well for the main event. Having been blessed by Sigmar, my financial status was buoyant and my warband had suffered few casualties leaving me able to recruit some Hired Swords for the final showdown and bring my warband to a fifteen strong group.

Despite knowing I was on the side of truth and justice, I still felt compelled to contrive a battle plan of some sort. Knowing my enemy and having bloodied their noses already I was determined to use my numerical advantage to best effect. Unfortunately, Sigmar was testing me that day and decided to allow a stray Ogre bodyguard to join the Chaos host, evening up the odds a little. Still convinced I was on a mission from Sigmar I set about to overwhelm the enemy and use Father Schrover and his Soulfire spell to best effect. Well that was the plan.
### Henchmen

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### Heroes

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*City of Nightmares*
Deployment

Pahn'zzz
Merritt Ragefast
Blood Helms

Blood Horns
Blood Spears
Blackmane

Checlann
Lord Ernst Barkmann
Darkness descends.

Verner Brenner

Klaus the Beast

Die Wulfeneaters

Klint von Osterwald

Die Gribebruders

Heinrich the Gouger

Grunge the Mad

Father Schrover

Janich Katchen

Tuomas Ulrecht

Die Fischerslappers
Possessed Turn 1

Winning the dice roll for the first turn meant Paul would have to move the Possessed first, but before he could do this he had to roll the dice to see if a Random Encounter would occur. On the very first roll of the game Paul rolled a 1. Anxiously looking on, both players watched to see which Random Encounter would happen. Paul promptly rolled another two 1's meaning that an Ogre bodyguard appeared down the street offering his services to the Possessed.

Seeing the vile Possessed moving towards him, John-Paul sent the Witch Hunters venturing forward into the ruins. On their right flank the fanatical Flagellants accompanied Father Schrover the Warrior-Priest. The Ogre, Klaus the Beast and the two Warhounds ran forward and took cover by the walls of the ruined central building. The Witch Hunter Captain, Klint von Osterwald, moved forward so that he could find a firing position from which he could rain bolts down on the enemy. The rest of the warband advanced steadily.

With all the Witch Hunters armed with missile weapons having run, none of John-Paul's warband could shoot.

Witch Hunters Turn 1

Seeing the vile Possessed moving towards him, John-Paul sent the Witch Hunters venturing forward into the ruins. On their right flank, Merritt Ragefast the Warlock closely followed the Possessed across the bridge towards one of the objective buildings. The rest of the Cabal advanced through the ruined centre street towards the Witch Hunters.

Spotting the Witch Hunters in the ruins, the Warlock attempted to unleash the Silver Arrows of Arba against them. He passed the Difficulty test but the Witch Hunters were just out of range.
### Possessed Turn 2

The Possessed continued their rush towards the Witch Hunters. The Blood Helms, Pahn'zzz and Blackmane took cover at the opposite side of the ruined building that the Ogre and Warhounds were hiding behind. The Blood Spears and Blood Horns advanced behind this main group ready to support them if need be. The recently arrived Ogre ran towards the centre to catch up with the rest of the warband. Gheelann ran at great speed across the walkway into the tall tower. He was now in a position to charge anything entering the ground floor next turn. Looking for a better position to unleash his magic from, Paul climbed Merritt Ragefast to the top of the ruined tower, from where he could see the entirety of the tabletop.

In the shooting phase, Lord Ernst Barkmann the Magister cast his *Wings of Darkness* spell and hurtled across the ruins just behind his warband. With a clear line of sight to a Warhound the Warlock attempted to cast his spell but failed the Difficulty test required to do so.

### Witch Hunter Turn 2

Not wanting to be charged, John-Paul moved the Witch Hunters more cautiously towards the Possessed. The Ogre and Warhounds edged forward. Although they were in charge range at the start of the turn, John Paul didn’t want to charge them into the centre of the enemy’s line as it meant they would be outnumbered in the following Possessed turn. Still looking for a good firing angle, the Witch Hunter Captain took up position behind the fountain, from where he had line of sight to any enemy models moving around the ruined buildings in the centre. The Flagellants and Warrior-Priest continued their move on the right in an attempt to outflank their enemies while the rest of the warband moved around the ruined building on the left. Again there was no shooting as the Witch Hunter Captain had moved and nothing else had line of sight.
Seeing that he had been presented with the ideal opportunity to kill the accursed Warrior-Priest, Paul sent Pahn'zzz, Gheelann and the Blood Helms towards the isolated Warrior-Priest and Flagellants. The Blood Spears moved to the front of the warband ready to receive any charge that the Witch Hunters might throw at them.

With a clear line of sight to the Trollslayer, Merritt Ragefast prepared to cast the Silver Arrows of Arba. Passing the Difficulty test he unleashed five of the deadly missiles but the Dwarf was just too tough and didn’t take a single wound.

**Witch Hunters Turn 3**

John-Paul decided that it was charge or be charged so two of the Flagellants declared a charge against Gheelann the Possessed. With no line of sight to the monstrous creature they would have take an Initiative test. Needing to roll a 3 or under John-Paul rolled a 4 and 5 leaving them in a dangerous position just in front of the Possessed. In a risky move to stop Gheelann and the Blood Helms from charging them next turn, John-Paul moved the Warrior-Priest forward. If he could just cast his deadly spell Soulfire he could kill the huge Possessed and stop them from being charged by the death creature. The Warhounds moved right under the noses of the enemy to support the Warrior-Priest. On the right flank the Witch Hunters Tuomas Ulrecht and Janich Katchen moved into a position where they could shoot the Beastmen with their pistols. The rest of the warband moved up to support them.

In the shooting phase, the two Witch Hunters fired their pistols at the Beastman Hero, wounding him. The Witch Hunter Captain took a shot at the Warlock high up but failed to hit. It was now time for the Warrior-Priest, Father Schrover to cast Soulfire but he failed the Difficulty test. The Witch Hunters on this flank were now in a bad position to say the least as they would have to face the charge of Pahn'zzz and the Blood Helms in the next Possessed turn.
**Possessed Turn 4**

After the Flagellants’ failed charge and the Warrior-Priest’s failure to cast *Soulfire*, Pahn’zzz and the Blood Helms were now in a position to charge. To rid himself of the Warrior-Priest and his dangerous spell Paul charged Pahn’zzz into him while the Blood Helms charged a Flagellant and a Warhound. The Ogre also attempted to charge in but was just out of range. The Blood Spears moved toward this fight so that they would be in a position to charge next turn. The rest of the warband held position.

From his vantage point the Warlock could just see the Witch Hunter Captain but only managed one hit which failed to wound him.

The first hand-to-hand combat started well for the Possessed as Pahn’zzz managed to hit and wound the Warrior-Priest three times but only managed to knock the holy man down. Paul had managed to roll three 1’s for injury meaning that the Warrior-Priest would stand up at the beginning of the Witch Hunters next turn. The Blood Mace did a bit better against the Warhound managing to stun his opponent. The other Blood Mace fighting the Flagellant only managed to knock down his opponent. Although none of the Witch Hunter members could strike back, two of them would stand up at the beginning of their turn.

**Witch Hunter Turn 4**

The Possessed warband’s charge had not been that effective and it was now time for the Witch Hunters to strike back. The fearless Flagellants and Warhound charged the hulking Possessed and Blood Helms. Passing their Fear tests the Witch Hunter Verner Brenner and the Pit Fighter charged the Ogre, in an attempt to stop him from reaching the fight between the Flagellants and the Possessed.

Father Schrover once again attempted to cast *Soulfire*. Passing the Difficulty test, the spell was cast. The Blood Helms and the Possessed were all hit by the spell taking a wound each. Both Blood Helms were *knocked down* and the Possessed was left with a single wound.

The Warhound attacked the Blood Helm who was *knocked down* by the spell but just could not wound him. The Flagellants though made no mistakes and put both Blood Helms out of action. In the combat with the Possessed Pahn’zzz, the Flagellant managed to *stun* the inhuman beast Defenceless and on the ground he was easily taken out of action by Father Schrover. The fight between the Witch Hunter, Pit Fighter and Ogre ended in a stalemate with the Ogre suffering a single wound.
Possessed Turn 5

It was now time for the rest of the Cabal to charge in. The Blood Spears charged the Warhounds, Flagellants and Warrior-Priest but Gheelan the Possessed stayed where he was (Paul actually forgot to move him!). The Beastman Hero charged the Ogre and the Blood Horns charged the weak Zealot and the Dwarf Trollslayer. Whispering oaths to the Shadowlord, Paul cast Wings of Darkness with the Magister who charged into Janich Katchen the Witch Hunter. The Warlock cast Silver Arrows of Arba at Tuomas Ulrecht taking him out of action.

The Magister hit Janich Katchen, who failed to parry and was knocked down. The Blood Spears did well against their opponents, knocking the Warhound down, stunning the Warrior-Priest and taking a Flagellant out of action. Blackman the Beastman Hero caused a single wound on the Ogre Klaus and the Blood Horns stunned the Zealot and Trollslayer. The Dwarf was just too hard to kill. The Possessed’s Ogre didn’t fair as well and was stunned by the combined efforts of the Witch Hunter and the Pit Fighter. Apart from this victory it had been a bad turn for the Witch Hunters.

Witch Hunter Turn 5

Needing to swing the battle back in their favour, the unengaged Flagellant and Warhound charged the Blood Spears. Ignoring the stunned Ogre, the Pit Fighter charged a Beastman from the Blood Horns. The only other movement this turn was the Witch Hunter Captain who advanced looking for a better firing position.

The Blood Spear fighting the Warhounds managed to take one of them out of action before being stunned by the other. The other two Blood Spears took a single Flagellant out of action. The Possessed warband’s Ogre was finally taken out of action by the Witch Hunter, Vemer Brenner. The Blood Horns stunned the Zealot whilst avoiding the attentions of the Pit fighter. Once again the Dwarf Trollslayer proved too tough to take out of action. With savage ferocity Blackmane the Beastman Hero caused two wounds on the Ogre, knocking him down. The Possessed Magister didn’t fair very well though, missing with all of his attacks before being taken out of action by Janich Katchen. John-Paul managed to roll three 5s on the Injury table, well and truly putting an end to the Magister.
Possessed Turn 6

Both warbands had suffered horrendous casualties and the game could still go either way. Gheelann finally charged in, attacking the last Warhound. The second Blood Horn charged the Witch Hunter Thomas Ulrecht who had just taken out the mage, Lord Ernst Barkmann.

Standing in the open, Verner Brenner was wounded four times by the Silver Arrows of Arba cast by Merritt Ragefast, putting him out of action.

The struggle in hand-to-hand combat raged on. The fights between Gheelann and the Warhound, and the last Flagellant and Blood Spear both ended in a draw with neither side inflicting any Wounds. The Blood Spear couldn't wound the knocked down Warrior-Priest who survived for another turn Blackmane the Beastman Hero easily took out the stunned Ogre. The Blood Horns enjoyed mixed fortunes, one knocked down the Witch Hunter Janich Katchen but the other was stunned by the attacking Zealot and Pit fighter.

Witch Hunter Turn 6

There were no charges this turn as everyone who could was already engaged.

With much relief from Paul, the Warrior-Priest failed his Difficulty test to cast his spell. The Witch Hunter Captain Klint von Osterwald managed to stun the Beastman Hero with a bolt from his crossbow though.

The fight between the Warrior-Priest and Blood Spear ended in another stalemate as neither could wound the other. The Pit Fighter finally wounded the tough Blood Horn, taking him out of action. The Blood Horn stunned his Witch Hunter opponent and put the bothersome Trollslayer out of action. Gheelann the Possessed managed to hit the Warhound twice but couldn't wound him. In return though the Warhound caused a critical wound and took the monster out of action. The turn ended with the last remaining Flagellant knocking down his Blood Spear opponent.
Possessed Turn 7

All those who could climbed back onto their feet. Both sides had suffered horrendous casualties but it was still very close. The Warlock could just get line of sight to the Witch Hunter Captain Klint von Osterwald but could only hit him twice causing no wounds.

In hand-to-hand combat the Blood Horn **stunned** Janich Katchen. The Beastman Hero was knocked senseless by the Pit Fighter though and lay **stunned** on the floor. The Blood Spears couldn’t wound their opponents.

Witch Hunter Turn 7

The Zealot staggered into the ruins of a building to avoid the combat raging outside. John-Paul decided to go on the offensive. The Witch Hunter Captain charged the **stunned** Beastman Hero while the Pit Fighter charged the Blood Horn. The two Blood Spears were charged by the Warhound and Flagellant.

The Flagellant wounded and **stunned** one Blood Spear but the Warhound couldn’t harm the other. The Witch Hunter Captain put the Beastman Hero **out of action**. The Pit Fighter pathetically failed to hit with any of his attacks and to add insult to injury was taken **out of action** in return.
Possessed Turn 8

Seeing that the Zealot was trying to sneak away from the fight, Paul charged him with the last Blood Horn, leaving the knocked down Janich Katchen.

The Warlock, after making a dash across the parapet in an attempt to take control of the next building, again managed to cast his spell at the Witch Hunter Captain. This time he managed to wound his hated enemy but he only stunned him.

The Warhound and Flagellant were victorious as they managed to take their opponent out of action between them. The Blood Spear fighting the Warrior-Priest once again managed to wound him but still couldn’t finish him off. The fight between the Blood Horn and Zealot ended in stalemate as neither side could hit the other.

Witch Hunter Turn 8

It was now or never. To win the game John-Paul had to get his warband to occupy as many of the objective buildings as possible. Janich Katchen stood up and immediately moved into the nearest building. The last Flagellant climbed up into the tall tower.

There was only one fight to resolve. Neither the Zealot or the Blood Horn could hit each other, and with that the game ended. The Witch Hunters occupied three of the four buildings so John-Paul was the winner!
Carnage!

That was one of the bloodiest games in the ruins of Mordheim I've had the pleasure to play in. Admittedly, the scenario dismissing the need for those girly Rout tests had a lot to do with it but nonetheless there was blood on the streets!

So how did it go for the insidious forces of darkness? Well, it all started so very well with the use of Random Encounters leading to the fortuitous acquisition of a wandering Ogre mercenary (the look on John-Paul's face...). This made a big difference as John-Paul had the edge with his three Hired Swords and the Ogre helped redress the balance.

‘Occupy’ is a tricky but predictable scenario as both warbands tend to gain possession of a house each and then meet in the middle for the right to the others. This game was no different after the first couple of turns posturing and manoeuvring.

I don’t think I’d change all that much as I’m quite pleased with the way my warband performed. The only real downer were the Possessed themselves who let themselves down so badly in an area they usually excel at – close combat. Still, they are relatively inexperienced and with the experience of a few more battles they should pick up a skill or two and pose some serious problems for any opponent.

The other area of concern was over the Warlock, Merritt Ragefast. This is an odd thing to complain about as he did untold damage to the misguided Templars of that weak fool, Sigmar. No, the blame lies solely with me. As the slaughter continued unabated on the cobbled streets of Mordheim, I lost track of which turn we were on and left it too late for the Warlock to peg it across the gantry and into the next building – thus denying me a prospective building – doh!

Ordinarily, with the growing list of casualties the thought of a voluntary rout might have crossed my mind but with the Cabal facing their most hated enemies, the Witch Hunters, I just couldn’t face the thought and would battle to the end in the service of the Shadowlord!

Once the dust had settled and we had time to lick our wounds, the full impact of such a bloody encounter became clear.

• Both of the Blood Helms had been purged by the righteous Witch Hunters.
• A Beastman of the Blood Horns hadn’t made it back to the warband’s hideout and was last seen being bludgeoned to the floor in a surprise attack from the mercenary Pit Fighter.
• Continuing with their poor showing during this battle, both of the Possessed picked up debilitating injuries; Gheelann would carry his old battle wound into coming fracas and Pahn’zz’s leg was badly lacerated and would only be able to move at the same speed as the Brethren.
• Only one member of the Cabal of the Scarred Pit came away with anything positive from the confrontation; Blackmane, my Beastman Hero would be more deadly when fighting in houses as he acquired the Pit Fighter skill (+1 WS and +1 TA in houses).

Lucky despite the casualties, I managed to find an extra shard of wyrdstone through exploration and also picked up three from trading. So with the sale of all of these, I could afford to replace the dead Beastman henchman and will still be able to field a dangerous warband in my next game.

Until then I will bide my time and wait for those pious weaklings of Sigmar to lower their guard. Then they will feel the wrath of the Cabal of the Scarred Pit!
Sigmar be Praised

Truly one of the bloodiest battles that the city has ever seen. Out of an initial 28 men who entered the arena, only eight were left standing.

Having picked the 'Occupy' scenario it was evident from the start that it was going to be bloody, as both warbands did not have to rest to rout. Despite having two more men, the six models Paul had with more than one wound really had me worried, as these guys can really take a beating and still fight back.

After the obvious initial moves towards the two buildings neither of us had attempted to engage each other in hand-to-hand combat. The cowardly servants of Chaos were skulking in the ruins, obviously worried about the might of Sigmar. Believing I was blessed, I pushed the issue and leaped into action sending the entire band forward. Much to my surprise, the servants of Chaos fled on one flank and attacked the vulnerable Father Schröver and his warhounds. Obviously the Soulfire had left its mark from our earlier encounters and they feared the cleansing flame.

After several bloody rounds, Paul’s Warlock finally woke up causing me no end of problems, as he managed to blast two Witch Hunters into unconsciousness from his protective nest at the top of the ruined tower.

In all, I think the Witch Hunters performed heroically and even a couple of the unfaithful Hired Swords did well. Grungi the Mad had obviously been drinking excessively before the battle, making his aid in the battle less than admirable. Witch Hunters really have the edge, with troops like Flagellants who can take a hit as well as dish out some serious damage. Warhounds proved a good addition and, despite not being able to improve, are great in the early stages of your warband’s rise to fame. Despite the obvious vulnerability of Father Schröver, the fear his prayers caused to the Chaos host was worth it as they expended unnecessary energy trying to remove him from the field of battle. Obviously Sigmar had other ideas. In all it really did come down to sticking with it and not fearing the fear-causing Possessed. Battles such as these become part of the teachings of the faithful, as Chaos once again was forced to bow to the one true god. Definitely the best game of Mordheim I have ever had. I am sure this is not over.

Even with ten men out at the end of the battle, all my Heroes survived with only a minor inconvenience as one of the Witch Hunters was robbed whilst lying unconscious on the battlefield. Such godless people are numerous in the ruins of Mordheim.

Several of my loyal followers went to a better place, with two Flagellants and a warhound succumbing to their injuries. Blessed are those who give themselves to defeat Chaos.

Even with these losses we still found five shards of wyrdstone as well as a Mordheim map and some prisoners, one of which became a new Flagellant for the righteous. After re-equipping my Witch Hunter and recruiting another Flagellant, I kept both Klaus the Beast and Heinrich the Gouger as worthy additions to ‘The Unforgiving’.
A terrible place of nightmarish ruins, where death awaits in every shadow. Here hardbitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.

Available now, the boxed game contains everything you need to start your warband and fight battles in Mordheim. There are two warbands and a whole host of card ruined buildings so that you can create the ruined streets of Mordheim. The comprehensive rulebook describes eight different warbands and a vast array of weapons and equipment. There are also rules for running ongoing Mordheim campaigns as well as including hired swords and special characters in your warband.

The Mordheim boxed game contains:

- 10 plastic Skaven
- 8 plastic Mercenaries
- 176 page Rulebook
- City Ruins
- 6 Dice
- 2 Range Rulers

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A study of the outfitting and mutating of the Possessed

by the most humble magister

and scribe Leigh Carpenter.

The Possessed are rightly feared across the damned city of Mordheim. Feral Beastmen, crazed Bretheren, and the true children of the Shadowlord - the Possessed - are all waiting to tear out the heart of any warband foolhardy enough to take them on...

Where to begin?

Choosing your first warband for Mordheim, in my opinion, is one of the hardest tasks that a gamer can be faced with. I believe that the models that are available for Mordheim would have to be the best yet and if I have my way I'd get them all at the drop of a warpstone comet. But you have to start somewhere I guess. Me - I was lucky. The choice was made for me by White Dwarf editor Dave Taylor. Possessed it was then!

Chaos miniatures have always been my favourite figures for conversion work as they have the uncanny ability to look right at home with two heads, a tail, wings, three pairs of legs and arms and more spiky bits sticking out of them than a sea urchin on steroids. It certainly makes the conversion work a lot easier than it otherwise would be. When I first looked at the list for the Possessed, the thing that struck me most was the immense list of mutations that are available for a majority of the warband. Mind you - they are very, very expensive when you only have 500 shiny bits to spend on the whole box and dice.

I started by grabbing three Beastman miniatures as these would provide some real hitting power for the band. At 45 gold apiece without weapons they were expensive but I imagine that Toughness 4 and 2 Wounds will more than make up for it! (You've got that right Leigh - DT) I decided to equip these guys with maces, shields and extra tough horns (helmets) to give them a small amount of protection. Next on the list were the Bretheren. There are a lot of models that would make fine substitutes for these guys but I opted for the Chaos Cultists for ease of conversion more than anything else. At first glance I thought I would have to do some head swaps for these guys, the heads on the models looked a bit small but under a coat of paint they turned out just fine. Armed with axes, light (very light) armour, shields and helmets, the Bretheren were there to form the bulk of my warband and to draw attention from the real killers in the mob.

The Magister was a reasonably easy pick as I have wanted to paint the Slaanesh Sorcerer model for some time. Finally I

Flight Lieutenant Leigh Carpenter, flying a PC9 trainer just north of Perth, obviously resembles his Possessed Magister.
Well I'm not going to tell you what's in it (gotta have some weapon butts were visible so they doubled up well as was required, the rest was a bit of bending and cutting to the Warband itself. The whole thing turned out I went for but have a unified look on the Brethren, the Beastmen, the Magister and the Possessed and generally looked like they had been through ten rounds had sent them to Sydney in was mangled by a mail machine with a Bloodthirster. Leigh had to affix some plastic Chaos axes to the models instead. Thanks Australia Post DT) One weapon swap was all that was required, the rest was a bit of bending and cutting to position the miniatures into more dynamic poses. The Brethren again did not require all that much, just the removal of anything that gives the model away as a 40K figure I started with the skin (always a good place to start with any miniature) and I chose a dark base coat of Scorched Brown to give the model instant shading and add to the overall brooding tones of the group. The base coat was then highlighted with Dark Flesh and then up to Bestial Brown for the final highlights. I found that when using a very dark base coat two things are more important than anything else. One, make sure that you get an even coat for the base, this will be especially important if, like I do, you use a white undercoat. The reason for this is plain, you really don't want to have to go back to shading after you have started highlighting as this can cause problems if you slip up with the darker tone over a lighter one. You really can't go back over the mess with white paint to get a clean base coat again as it will show up under even a couple of coats of paint.

The Beastmen were the first miniatures that I wanted to tackle. This was for the reason that the miniatures were fairly simple with not too much detailing to be done and it was really a trial run to see what the colour scheme I had chosen would look like (that and I had never painted a Beastman before!). I started with the skin (always a good place to start with any miniature) and I chose a dark base coat of Scorched Brown to give the model instant shading and add to the overall brooding tones of the group. The base coat was then highlighted with Dark Flesh and then up to Bestial Brown for the final highlights. I found that when using a very dark base coat two things are more important than anything else.

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I started with the Beastmen as they were going to be reasonably simple. One weapon swap was all that was required, the rest was a bit of bending and cutting to position the miniatures into more dynamic poses. The Brethren again did not require all that much, just the removal of anything that gives the model away as a 40K figure. I decided to leave the pistol holsters on the models as no weapon butts were visible so they doubled up well as pouches. Weapon swaps were needed on three of the models and a quick rummage around the bits box provided a few suitable alternatives (The original converted weapons were subsequently destroyed when the original box Leigh had sent them to Sydney in was mangled by a mail machine in Darwin. In fact, most of the models were chipped, scraped and generally looked like they had been through ten rounds with a Bloodthirster. Leigh had to affix some plastic Chaos axes to the models instead. Thanks Australia Post! DT). The Magister gained a new sword from the Egrimm Van Horstmann model in addition to his other. The Possessed? Well I'm not going to tell you what's in it (gotta have some secrets!) Time for the fun stuff!

Leigh's Beastmen have been bent into some more dynamic poses

Converting the Warband

Deciding on a colour scheme was the one thing that was critical when dealing with the warband as a whole. Essentially, I had to combine four different groups, the Brethren, the Beastmen, the Magister and the Possessed and give them different paint schemes but have a unified look on the board. As this was primarily a Slaanesh warband, the colours that I could use were limited to light blues and purples for the broad colours, light pinks or an even lighter shade for flesh, and of course the obligatory bright reds for the claws and detailing. As the whole thing turned out I went for a slightly darker version of the standard Slaanesh colour scheme to allow for the background of the Warband itself.

The Brethren again did not require all that much, just the removal of anything that gives the model away as a 40K figure. I started with the skin (always a good place to start with any miniature) and I chose a dark base coat of Scorched Brown to give the model instant shading and add to the overall brooding tones of the group. The base coat was then highlighted with Dark Flesh and then up to Bestial Brown for the final highlights. I found that when using a very dark base coat two things are more important than anything else.

One, make sure that you get an even coat for the base, this will be especially important if, like I do, you use a white undercoat. The reason for this is plain, you really don't want to have to go back to shading after you have started highlighting as this can cause problems if you slip up with the darker tone over a lighter one. You really can't go back over the mess with white paint to get a clean base coat again as it will show up under even a couple of coats of paint.

Two, with the above being said, darker base coats make life very easy for highlighting. Normally I will use at least three different tone graduations for highlighting any area on a model. As a general rule, the larger the area, the more subtle the highlights have to be, the smaller the area the more contrast you want to achieve. Due to the darker base tone you can use a lighter second coat than you would normally, as the base coat will dull the first highlight. With the Beastmen, I used Dark Flesh as the first highlight, then a mix of this and Bestial Brown, then finally the very top edges of raised joints, and several areas on the face were carefully picked out with pure Bestial Brown. Overall, the skin tones took a while to get right, but the effect is a dark tone with enough contrast to be able to see the detail, especially around the facial area.

The hooves, horns and hair were the next things on the models to be painted. The hair was given a Chaos Black coat and carefully drybrushed with a mix of Chaos Black and Shadow Grey, and then finally Shadow Grey. The hooves and horns were given a base coat of Vomit Brown and

Von Eimmler, High Priest of Sigmar sat bolt upright in the high backed oak chair pondering the wisdom of one of the many writings of his patron God. His life's work, The Nature of Good and Evil, a voluminous tome still unfinished lay beside discarded quills and notes that formed a tiny pile of chaos in the otherwise pristine and spartan room. A single shaft of bright sunlight that blazed through the plain glass window provided more than ample lighting to read. It was almost too bright, and it was giving the priest a wretched headache that pounded behind his eyes when he tried to concentrate. He looked up from
the beastmen's mind. Why, then, was it so damn unseasonably hot?

The clothes and weapons are usually the last things that will be painted on a model. Another “Golden Rule” of miniature painting - always work from the inside out. That way, mistakes can be covered up as you go. The robes on the Beastmen were limited to loin cloths, so there was not much need for detail work. All of these areas were highlighted from a base coat consisting of a mix of Vomit Brown and Bleached Bone. For the belt chains and the like, I wanted to inject a bit of colour so these were done in purple or metal colours. Any metal areas were first coated in black - a process called black-lining. The purpose of this is twofold. The black provides a better base coat for any metal colour and the black outline that is left around the edges provides deep contrast to surrounding areas. It is reasonably easy to do with a little practice and well worth the results. All the weapons were painted the same way to add to a unified look for the three models and these were done last to allow me something to hang on to whilst painting. To finish the models, shields were used from the plastic Chaos Warriors boxed set, and there was enough variety to give each model an individual look. Again these were done in the basic colours of Liche Purple and Bleached Bone, two colours which contrast well with each other with a minimum of highlighting and shading required. All metal areas were then given a light wash of Chestnut Ink to dull the strong silver finish.

**The Brethren**

Painting these guys was relatively straightforward. The colour that I chose for the flesh of these models was a mix of Elf Flesh, Space Wolf Grey and Scorched Brown. An odd mix that I had not tried before but it turned out alright. The base coat was slightly darker than Dwarf Flesh and a bit more of a muddy colour, which was what I wanted to achieve. Shading was done by adding a little more brown to the base coat and painting it on rather than using a wash. This allowed me more control with the painting and I did not want to have extremely dark shading. I wanted to add more highlights than the norm. After the shading, I went back over in the base coat, then Elf Flesh then a mix of that and Space Wolf Grey for the final highlights. The overall effect was a very pale skin tone that would blend in with the Slaanesh feel of the models.

The robes of the models were painted in the same basic bone colour with a few more stages in the highlighting process to give a smoother, blended finish. The details on the models were all painted in the same three colours, Chaos Black highlighted to Shadow Grey, Scab Red highlighted to Blood Red and Chaos Black highlighted to Blood Red. This is a good idea when doing groups of models as you can speed up the painting process by using the same colours in different places on a batch of models and help maintain a unified look. A great feature of the Cultist models is the stretched skin motif on the waistband and pistol holsters. Owing to the fine detail on these I elected to paint, rather than drybrush, the raised areas. This was done using Bleached Bone again but over a slightly watered down base coat of Scorched Brown. This provided enough contrast to be visible from some distance, but took a fair amount of time to achieve!

The weapons were painted in much the same way as the Beastmen with the exception that I decided not to use the Chestnut wash (obviously these guys decided to clean their weapons every once in a while). The shields were painted the same to add to the uniformity of the group.
The Possessed

I always leave the larger models and "special" miniatures for the last part of any project. This always gives me a reward after painting the masses of rank and file, providing a bit of motivation to get the job finished. Of the armies I regularly play with, my generals have always been the last to get a coat of paint! You really cannot afford to take shortcuts with these models as they are bigger and invariably the centrepieces of the whole army/warband, as such they should receive the most amount of attention. My Possessed model was no exception. It was designed to stand out (hopefully not as a pin cushion) on the board and put the fear of the Shadowlord into my opponents. Saying that, it will very likely die in the first game I play.

The most important aspect of something this size is a good base coat technique. You really have to strive for a uniform look to the model, especially with large areas such as skin, wings etc. For the model I chose the same flesh technique that I used for the Brethren so as the model would not look too out of place. With some of the larger areas the blending process can take forever, but I think the colour scheme I had chosen was very forgiving for the whole process. The grey highlighting was slightly more muted than the usual trick of adding white to the base colour, so highlights were a touch easier to blend successfully. One of the features of this model was the blisters that appear all over the upper torso and arms. When the base for the flesh was complete I added some Red gore to the base coat in a fairly wide area around each blister. The red dulled the top highlights almost back down to Elf Flesh, and more red was added to the base colour in smaller patches until the very centre of each blister was completely Red Gore. On top of this Scab Red was added then Liche Purple and a tiny drop of Sunburst Yellow for the very tip of the blister. With this complete, a bit more blending was required to attain a smooth finish between the base flesh and the first red area and the effect was well worth the effort. I call the procedure "Reverse Highlighting" and if you think of it as just that, you can't really go wrong with this procedure. Just work your chosen colour in with the base flesh, the darker and more stronger towards the middle of the raised area. Reds work well for blisters and pimples but you can try using blues, purples or greens. I think the first figure that I tried this on was a Rat Ogre when I blended a little green in with some areas to make them look tainted by warpstone.

The next area to be done was the raised scales which were done in progressively lighter shades of purple. Following that, the feathered areas were blended from purple to a mid blue to inject a bit of non-conformity to the model. Don't be afraid to do something a bit off the wall with these figures - remember they have to stand out as special in some other way apart from their size. Nails and horns were then painted in bone.

The last area on the models were the gigantic crab claws. These were given a base coat of Red Gore, shaded with Scab Red and highlighted all the way up to Sunburst Yellow. The whole process took a long time as reds and yellows need to be thinned down a great deal for effective blending and as such take more coats of paint to get a solid feel to the colour.

All up the model took a good two days to complete and at first glance the crab claws looked a little overpowering compared to the rest of the warband that was completed. A little out of place but not too much. At least I won't forget it is on the board (for some inexplicable reason I have a habit of forgetting I have things on the table - Necromunda was a great example - or forgetting to deploy things in the first place. Ask Richard Naco - the last game I played against him I forgot to deploy a whole unit of Dryads!) but neither will my opponent.

The Magister

The miniature I was waiting for! I think it is one of the better ones I have seen and have always wanted to paint it. One of the more interesting aspects to this model in particular is the raised welts across the torso in the forms of Chaos Marks. These were painted the same as explained in the reverse highlighting procedure, except I stopped the process at Chaos Marks. Armoured areas on the model were painted with Liche Purple to maintain consistency, and the boots were painted much the same as Beastman flesh to tie in with that group. Small amounts of colour were added to provide a bit of life to the whole miniature and it blends in nicely with the whole warband without going overboard.
The Bases

The bases were quite simple. The whole area was given three coats of Bestial Brown to ensure a deep colour. Small details were added to some of the bases in the form of rocks etc., which were superglued on, painted Chaos Black and drybrushed with Shadow Grey. The cobblestone effect on the Possessed miniature was achieved by rolling some modelling clay out on a flat surface and scored with the back of a knife to produce the stoney appearance. The rest of the base was then covered in normal flock and once dry, given a liberal wash of Flesh Ink. The overall effect of this was to turn the flock a dark brown colour and again, once dry, was drybrushed heavily with Bestial Brown. You will find that if you use Chestnut Ink the flock will go almost black and will be very hard to drybrush to a fighter colour without ripping the flock to shreds (I’d suggest adding a bit of PVA glue to the Chestnut Ink, when it dries it will hold the flock much better - DT).

Warband Complete

Overall, these miniatures were completed in about three weeks of spare time. I attempted to use some different techniques for a lot of them just to see what the outcome would be. I am happy with the way that the whole warband turned out, they look the part of a marauding hodge-podge band of thugs but with a unified theme. The miniatures themselves are bright enough even without the addition of striking colour and it goes to show that a limited palette of colours can work in your favour. If there was one thing I might change it would be the colour of the claws on the Possessed model as they are bordering a little on not fitting in. But hey - no-one said that Demons were conformists anyway!

Masterclass Mailbox

Leigh Carpenter is a wealth of painting information, and he is just itching to write more articles for Australasian White Dwarf. To give him and idea of what painting hints and tips you would like, please write to Leigh at:

Masterclass Mailbox
PO Box 576
Ingleburn NSW 1890
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Required
For menial tasks
including digging
Must be willing to work the
Night Shift
Apply to
Cedric the Scholar
at the ruined
Library Vault

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Marksman of the
highest quality.
One shot – one kill
Lodged at the
Red Wolf tavern.

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sale or trade.
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headed sword, Elf boots, fine
silk shirt, spear, Dwarf axe,
salmon, anvil, jewelled sword,
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rusty rake.
Why not call in at ye olde
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Finest Bretonnian Lance hand
crafted in Brionne from
finest wood from the forest
of Arden.
Contact Jacques at the
Inn of the Red Moon.

PIT FIGHTER
Expert at close quarters
Services to the
highest bidder
Apply at the
Blind Beggar Inn

PUBLIC NOTICE
Hangings
This month’s attractions:
Mandred the Jester for
Witchcraft most foul.
Helger Rudebek for blasphemy.
Max Reinholds for horse theft.
Christopher Sachs for the theft
of the Tears of Shallya.
To take place on
the ninth day of Festag

FINES T WINE
AUCTION
The Golden Griffon Inn
Ye finest collection of wines
from around the known world.
Including the vintage
MARIENBURG 1832
Auction to be held on the
third day of Festag

REWARD
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ANNA
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ye venerable
Burgemeister, Otto
von Verbeck.

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Gold Crowns

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Arturo Burelli
Illnesses purged. Stitches sewn.
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Amputations performed.
Mutations removed.
Reasonable Prices
Leeches supplied by the
great Hoffman
Try my new scientific
technique of scalding to drive
out fevers and ailments

OBITUARIES
Gerhard Weiss, drowned
Eugene Bruhl, consumed by a
mutant snake.
Pieter Gelder, killed by the
claws of a Possessed
Ernst Franz, shot in the back
by an Elven arrow
Lucas von Rubens, poisoned in
his sleep.
Karl Struddelhoffen, found
frozen to death.
Hans Simler, eaten by a squig.
By Andy Chambers

Something a bit different for this month's Chapter approved, a preview of some work I've been doing on Codex Tyranids (steady, steady, the Codex is still a long way off). The Tyranid Lictor has been begging for some improvements so that it can actually carry out its insidious mission of terrorising opponents of the Hive Mind. With these extra rules I've tried to make them capable of striking from ambush and retreating to cover in an appropriate fashion (appropriate for a terrifying alien monstrosity that is). Any comments about these rules, or other elements of the Tyranid army, are welcome, although I would beg you to play a game or two before putting pen to paper or finger to keyboard.

**XENO REPORT**

**TYRANID LIFEFORM 01044310/A/Sub34.1**

**IDENTIFICATION CODE**

**NAME** - LICTOR

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**TRANSMITTED:**........................ TALASA PRIME

**RECEIVED:**................................ MACRAGGE

**DESTINATION:**.......................... KAR DUNIASH

**DATE:**................................. 3203993.M41

**TELEPATHIC DUCT:**..................... ASTROPATH-TERMINUS HALEBISAN

**REF:**........................... Inq.XR.01044310/A.Sub34

**AUTHOR:**....................... Inquisitor Kryptman

**THOUGHT FOR THE DAY:**............. See the alien, kill the alien.

The following briefing has been prepared to raise awareness of the need for vigilance against the Tyranid 'Lictor' lifeform, in particular on frontier worlds of the Ultima Segmentum. Recipients of this report are ordered to disseminate its content in appropriate cultural fashion to Imperial forces in their area of operation (Inquisition Order HA/320/4/4NK.0002234). The contents of this report may, by necessity, need to be modified or in part omitted to prevent Alienpanic or Xeno-shock responses. It is the full responsibility of the recipients of this report to avoid terminology and imagery which will induce fear, cowardice, defensiveness and anti-Imperial sentiments while disseminating its contents. Individuals who betray their loyalty to the Emperor in this matter will be subject to summary Inquisitorial punishment.

**Behavioural Index - Stalker/Predator**

Lictors are an infiltration/reconnaissance lifeform most commonly dropped via Mycetic spore ahead of Tyranid main force hive fleets. They are delivered by quasi-independent seeker drones which jump ahead of the main fleet swarm, in all probability to assess life bearing worlds and their autochthonous inhabitants prior to the arrival of the hive ships (typically a four to twelve week delay). The Lictors perform a similar function to the seeker drones on the planet itself. They move ahead of the Tyranid ground swarms seeking out pockets of enemy resistance and native lifeforms to be absorbed.

Lictors are often referred to by Imperial troops as Spooks or Mantis Stalkers because of their unnerving behavioural patterns and combat techniques. It is believed that stalking Lictors exude a pheromone trail which draws other Tyranid creatures in their wake and it is likely that a larger concentration of prey stimulates a stronger pheromone response.
and brings a larger group of trailing Tyranids. It is difficult to assess whether all Tyranid attacks are preceded by Lictor activity as their adaptions make them extremely difficult to detect.

However, where reports of Lictor activity have been filed they are invariably followed by a Tyranid main force attack within two to forty eight hours. With the approach of a ground swarm, the Lictors revert to a predatory role, and conduct independent attacks on patrols and outposts. Hence there is a strong likelihood that an overdue patrol or unresponsive outpost will be due to Lictor attacks. Regular reporting and sharp vigilance is strongly recommended in any area where Tyranids are known to be active.

**Xeno Type - Tyranid Warrior Genus**

Lictors appear to be a stable mutation of Tyranid Warrior genus which is heavily adapted for survival in hostile environments and a stalker/predator role. They are intelligent and capable of independent action. They possess highly developed sensory organs which enable them to see, smell, hear and taste prey long before it becomes aware of a Lictor's presence.

Lictors are covered with tiny chameleon scales which shift their colour and texture to match their surroundings. These make Lictors exceedingly difficult to spot except at very close ranges (typically one to three metres according to reports from survivors of Lictor attacks). In close quarter combat, Lictors revert to their normal colouration in accordance with their 'parent' hive fleet (information on hive fleet colouration is detailed in the Alien Recognition Index Volumes XI to XIX). A Lictor's body gives off little heat and the creature is apparently capable of remaining completely motionless for days at a time, so even energy and motion surveyors are of little use in divining their presence.

**Combat Abilities**

Lictors are highly evolved for dealing death with a whole arsenal of bio-weapons. These include mantis-like upper claws, envenomed lower talons, feeder tentacles and barbed flesh hooks. The powerful upper claws form their primary weapons and are edged with a fractal chitin compound. A Lictor's upper claws have been noted as being capable of penetrating up to 30mm of Armaplas and shattering up to twentyfold ceramic sheathing. The lower talons are used for silent kills on lifeforms and include venom channels containing a deadly hematoxin.

The Lictors' feeder tentacles are tipped with sharp, bony plates which are used to lobotomize immobilized victims. The Lictor will then use the most foul of its abilities, the omophagic practice of directly absorbing a victim's genetic data and immediate memories by consuming their brains.

The flesh hooks are the most unusual of the Lictor's weapons. They are formed out of carbon-based chitin with a monomolecular edge and attached to lengths of tough muscle fibres strung between the ribs. The hooks are fired by a sharp intercostal muscle spasm and allow Lictors to snare their victims from a distance. The flesh hooks are also sometimes used as grappling hooks which allow Lictors to scale vertical surfaces at speed.

**Conclusion**

The Lictor xenotype has undergone few observable adaptations since it first appeared in the Imperium. The earliest autopsies of Lictors from Hive Fleet Behemoth at the Battle of Nucrager are entirely consistent with those from Hive Fleet Kraken on Ichar IV. This indicates that the Lictor is as well adapted to its function as can be, unlike the more fluid, unfixed xenotypes which appear to undergo almost continuous gene-splicing and forced evolution as the Tyranids attempt to 'grow' extra advantages for their predatory conquest.

It is imperative that Lictor activity be looked for and where found it should be vigorously suppressed. Concealment and undergrowth should be cleared for a distance around strongpoints and fortifications. Active patrols must be used to sweep wilderness areas, with pre-planned routes and regular report times organised so that casualties can be quickly located. Alert drills must be practised so that garrisons can be promptly organised for the Tyranid main force arrival. Deathworld veteran troops should be employed to meet the threat of Lictors wherever possible as their natural fieldcraft and hunting abilities are likely to succeed where orbital surveillance and other devices fail.

_Inquisitor Kryptman_

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During a recent campaign game Rowland Cox's Imperial Guard suffered several fearsome attacks from Simon Shuker's brood of converted Lictors (we'll be showing more of Simon's immense swarm in a future issue - DT).
**SPECIAL RULES**

**Scything Claws:** The powerful, mantis-like claws of a Lictor can easily cut a man in half with a single sweep. Therefore, any of a Lictor's attacks which roll a 6 to hit will inflict a wound automatically and ignore armour saves just like a power weapon. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives their normal armour saving throw.

**Flesh Hooks:** The Lictor's flesh hooks mean it counts as being equipped with frag grenades in close combat. In addition, due to these special adaptations, a Lictor effectively has built-in grappling hooks, hence a Lictor treats 'vertical impassable' terrain such as cliffs, high walls etc, as difficult terrain instead.

**Secret Deployment:** Before either side deploys their armies at the start of a battle, the Tyranid player may deploy any of their Lictors secretly to represent them creeping into position. A Lictor may only be secretly deployed in cover which is outside the enemy's deployment zone. Record the position of the hidden Lictors by writing down coordinates for each one. For example- "Lictor 1 is hidden 28" from my right hand table edge and 22" from the near table edge". The Tyranid player can reveal the location of a Lictor at the start of any Tyranid assault phase and place the model on the tabletop. It can (and probably will!) charge into close combat on the turn it is revealed. Once the Lictor has been placed on the tabletop it is allowed to move and fight normally in future turns.

**Independent Character:** You may include between 1 and 3 Lictors in your army as a single Elites choice. Lictors operate independently and so follow the rules for independent characters given on page 74 of the Warhammer 40,000 rulebook. However, Lictors can never join another unit and they always fight individually. Note that for the purposes of mission objectives Lictors cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

**Stealth:** The Lictor's chameleonic scales make it an extremely difficult target. A Lictor always counts as being in cover against shooting and consequently always receives a 5+ cover save. If the Lictor is actually in cover, its cover saving throw is improved by +2, so for example it would receive a 3+ cover save in woods or jungles instead of the usual 5+. A Lictor gains no benefits from its stealth while in close combat, reverting to its natural 5+ armour save for its chitinous armour. Sentries killed by a Lictor in close combat will only raise the alarm on a D6 roll of 6 instead of a 4 or more.

**Fearless:** Lictors are driven by the implacable alien will of the hive mind. A Lictor never has to fall back and is assumed to automatically pass any Morale checks it is required to take, even against attacks which normally force their target to fall back, with no test taken. Lictors cannot be pinned.

**Fearsome Charge:** If a Lictor wins an assault in the same turn it charges, its opponents automatically fall back without a morale check being taken. Opponents that never fall back or ignore Morale checks ignore this effect and will not fall back.

**Hit and Run:** Lictors may choose to leave close combat. Declare this at the end of any close combat phase, after all Morale checks have been taken. The Lictor immediately falls back 3D6" and regroups at the end of its move. Enemy models may not pursue the Lictor but may consolidate.
LET BATTLE COMMENCE!
Control mighty armies thousands strong, backed by huge batteries of devastating war machines and led by the most valiant of heroes as they clash with your mortal enemies across vast expanses of terrain.

For years now, Rick Priestley has been beavering away at a set of rules for massed combat based in the Warhammer world, sustained only by endless cups of tea and a mountain of bacon butties. Well, he's finally ready to unleash it upon the world and next issue we're delighted to be able to release WARMASTER!

Warmaster enables you to re-enact awesome fantasy battles on the tabletop with massed ranks of breath-taking miniatures.

In Warmaster, victory is decided by the quality of generalship and so strategic decisions, the tactical use of your army’s commanders and the manoeuvrability of large bodies of troops play a vital role.

Over the coming months we will be introducing a stunning range of Warmaster miniatures, each superbly detailed to capture the character of each army.

So, don’t miss next issue in which Rick introduces this veritable extravaganza of massed combat!
FIGHTING IN THE WINDY CITY!

by Dave Taylor, Regan Francis and Chris Hoskins

In late October last year the brave ladz in our Auckland and Wellington stores organised the first Games Workshop New Zealand Grand Tournament. They did such a good job they'll be running it again this year!

Above: The first New Zealand Grand Tournament was held in picturesque (if slightly windy) Wellington.

It could have gone horribly wrong...

The first ever Games Workshop New Zealand Grand Tournament held in Wellington over the Labour weekend was the kind of event in which things would go really well, or they'd fall to pieces.

Thankfully, everything came together at the last minute, with only a few minor hiccups to pave the way.

To the many gamers, painters, and modellers out in Games Workshop land who have never been to a tournament before, we'd like to clear up a couple of points. A tournament is often stereotyped as an occasion for the saddest, beardiest, most argumentative elements of our wonderful hobby to get together and beat each other senseless with rulebooks.

This is true to a certain extent. A tournament is definitely one of the most competitive way to play our games. I mean let's be honest, it's not exactly your average game over a few quiet ones on a Friday night now is it?

BUT a tournament can be a hugely rewarding experience. You will get to play many games against people that you've never met before. These games will be played over lovely terrain against other fully painted armies. You'll also spend an entire weekend discussing different ideas, from painting tips to war stories, with hordes of people who love the hobby as much as you!

Right, on to the juicy details...

The Grand Tournament was held over the three-day Labour Day weekend. Nine games were played over the weekend. Some players likened the event to racing in Le Mans. (Harden up lads. At least you didn't have to organise anything...)

86 competitors entered the tournament, which was a great turnout for the first of its kind. Of these, 40 were signed up for Warhammer and 46 for Warhammer 40,000. 44 blood-thirsty Aucklanders drove; hitched, flew, swam, burrowed or crawled to the venue, a massive showing considering the distance (To those

Above: The first New Zealand Grand Tournament was held in picturesque (if slightly windy) Wellington.

Above: Chris Hoskins, NZ Cell Manager, lays down the law to the assembled gamers. The atmosphere over the weekend was definitely one of friendly competition.

WARHAMMER 40,000

ARMIES COMPETING

5 Space Marines, 8 Blood Angels,
5 Dark Angels, 3 Space Wolf,
8 Chaos, 6 Eldar, 3 Dark Eldar,
3 Imperial Guard, 2 Sisters of Battle,
2 Tyranid, 1 Ork.

Above: Chris Hoskins, NZ Cell Manager, lays down the law to the assembled gamers.

The atmosphere over the weekend was definitely one of friendly competition.
Australians reading. Auckland to Wellington is about the same distance as Sydney to Melbourne, except there are no kangaroos or poisonous flies, spiders, rats or anything else dangerous to travelling wargamers.

We also had quite a few gamers come up from the South Island (including some of the organisers of Southeon), and even a few from Australia. In attendance was White Dwarf's own Dave Taylor, using his Middenheim based Empire army. Dave used Mordheim figures to personalise the army – every model was an individual, and he enjoyed a pretty even record over the weekend (2 wins, 5 draws, 2 losses, you can't get more even than that - DT).

To keep everyone playing opponents of even ability we employed the ever popular Swiss chess format. (Don't ask me why it's called that, considering I don't even like cheese - DT). After each round the game points were added up and players were paired off with someone of around the same points bracket, as long as they hadn't played before. This ensured everyone had an enjoyable contest. There may be bullies out there who like pulverising a 'newbie' gamer, but as I point out later these players end up fighting it out for the wooden spoon...

The typical Games Workshop tournament looks very closely at many factors when establishing winners. An increasing number of other tournaments also concentrate on these other factors. In Wellington these were Sportmanship and Painting.

If you're thinking "Why?" let us tell you, we're not interested in awarding prizes and trophies to someone who has only run several tough army lists through their probability computer to come up with the hardest army you are ever likely to meet. We're not interested in rewarding gamers who should be wearing a wig and robes while playing their games (a little courtroom humour there). We are, however, interested the blood, sweat and tears that go into a folly painted army.

The winners of a Games Workshop Grand Tournament compete well in all categories. They will have average to fantastic looking armies. They will have had fun and shown their opponents the proper respect all weekend. They will have won about six or seven out of nine games (Maaah, that's where I went wrong - DT).

After every round each player was asked to answer four questions about their opponent, things like; "Did you enjoy the game?" and "What did you think of your opponent's army composition?". This really got everybody thinking about the way they played, and the way they treated their opponents - if they were cheerful, sporting players, they'd be rewarded for it! The 1st place Sportmanship award went to Glen Burfield, with his Dogs of War

The Sportmanship scores for each player were added on to the total Game scores at the end of Tournament. Painting was judged by 3 judges and like the sportmanship points these were added at the end.

We made the decision not to post any rankings throughout the event and this was met with a huge chorus of slaps on the back and nods of approval. Nobody wanted the mood of the Tournament to be ruined by over-competitive behaviour.

Everyone who attended had a great time. There were some incredibly hard-fought battles, and some amazing feats of luck (let's just say that a Marine Scout is a match for a Leman Russ battle tank, believe me!). The Counts of Sylvania were on a massive crusade, as a large number of Vampire armies made an appearance, carving a bloody swathe through all who opposed them (usually another Vampire army!).

By the end of Day 3 everyone was absolutely knackered. Players were slumped around the hall like an Imperial Guard platoon (Mmmm, sounds familiar - DT). Everyone was holding their breath for the results

The organisation looked like they'd be raised from the dead but the fun part of prize giving was still to come.

Before we show the results, a big "Thank You" and "Hooray!" has to be said to a few people: Well done Auckland for your show of support. Well done Wellington for your huge efforts in getting the whole event running smoothly.

Well done you Oz boys. Jim, get the rest of your mates to travel to Auckland in 2000. Dave, you're a legend in your own lunchbox (Cheers Chris! - DT). Booster, thanks for the scenery.

And a big thank you to every gamer, young and old, big or small, happy or grumpy. Without you it wouldn't have worked and we would have looked really silly.

Thanks and we'll see you all in 2000, this time in Auckland!

Above: The hundreds of officials try to work out how to tell Dave Taylor that he hasn't won a prize.
DAVE’S ADVENTURES IN WELLINGTON
(or “Laars Schwartz and his Mighty Men of Middenheim”)

As I’ve said many times before I really enjoy having a painting goal. When Chris and the guys invited me to attend the first Games Workshop New Zealand Grand Tournament, I was only too happy to go. I knew I’d be writing a bit about my adventures for White Dwarf so I decided to try a different army, enter Laars Schwartz, and his Middenheimers.

Now, one of the perks of my job is that I occasionally get to travel to the UK for various conferences and training visits. September saw me at Games Day UK, checking out all the new Mordheim miniatures. I was able to snag a few pre-release miniatures and when I returned home I had to paint like the wind. Four weeks later my army had grown to an appropriate size (over 100 models). I played a few practice games, wrote the background for my Witch Hunter General and his Middenheimers (this had been developing while building the army), packed up my models and headed to Wellington for nine exciting games!

Two wins, five draws, two losses, great sportsmanship scores and good painting scores saw me come ninth overall, I’m very happy with that!

Above: the original concept for the army was “lots of big hairy guys”, so a big unit of Flagellants was mandatory. I don’t usually field Flagellants but I had too much fun converting and painting I just had to.

Left: My Middenheimer army is a travelling army, and as such it required a baggage train. The train, while having no effect on the game, certainly added to the flavour of the army. I even included some Halfling chefs and pack animals.
GAME: 1
ARMY: Khorne Warriors
RESULT: Draw
HIGHLIGHT: Using my White Wolves to lure the Chaos Knights away from my main battle line.

GAME: 2
ARMY: Orcs & Goblins
RESULT: Loss
HIGHLIGHTS: Landing two cannon balls on the head of the Giant in turn 1, and two more on the head of Dallas' Warlord in turn 4.

GAME: 3
ARMY: Khorne Warriors
RESULT: Draw
HIGHLIGHTS: Landing cannon balls on the head of the Khorne Lordieux times during the game. Unfortunately be didn't die!

GAME: 4
ARMY: Vampire Counts
RESULT: Draw
HIGHLIGHT: Two cannon balls on the Vampire Lord in turn 1. Unfortunately I only caused 2 out of a potential 12 wounds!

GAME: 5
ARMY: Dark Elves
RESULT: Loss
HIGHLIGHTS: Seeing both my Flagellant Hero and White Wolf hero lose their magic weapons to the Dark Elf General and his Destroyer sword.

GAME: 6
ARMY: Dwarfs
RESULT: Draw
HIGHLIGHTS: My completely ineffective cannons! After five glorious games they misfired constantly in this one.

GAME: 7
ARMY: High Elves
RESULT: Win
HIGHLIGHT: Seeing my White Wolves do what heavy cavalry are supposed to, slam into enemy units and keep on going.

GAME: 8
ARMY: Orcs & Goblins
RESULT: Draw
HIGHLIGHT: Seeing one of Dave's crossbow units race across the field (due to animosity results), charge into combat against my cannon crew, and lose the fight!

GAME: 9
ARMY: Dogs of War
RESULT: Win
HIGHLIGHT: My cannons were back in form, killing Tim's Mercenary General in turn 1. Contrary to my experience, the Dogs of War didn't run, so I still had to fight.

THE UNUSUAL SUSPECTS

1 - STUART MOSEN:
1st place Warhammer w/Dark Elves

2 - GLEN BURFIELD: 1st place
Sportsmanship w/Vampire Counts

3 - PAUL MONK: 3rd place
Sportsmanship w/Vampire Counts

4 - JIM GUIDOTTI (from Oz): 2nd place
Warhammer w/Slaaneshi Demons

5 - KEIRON BARRY:
2nd place 40K w/Dark Eldar

6 - ALIX BARCLAY:
1st place 40K w/Blood Angels

7 - LINCOLN HELY: Best Painted Army - Warhammer w/Dwarfs

8 - REID PITAMS:
3rd place Warhammer w/Undead

9 - ARTHUR YOUNG: 2nd place
Sportsmanship w/Tyranids

10 - CRAIG DEWES: Best Painted Army - 40K, 3rd place 40K w/Sisters of Battle
Welcome to month four of our Warhammer Challenge, the final month of their hobby extravaganza. Dave and Matt have been very busy painting their armies (and associated bits and pieces). Dave has been off at a tournament while Matt has indulged in a spot of carpentry.

Well, last month I said I would tell you about the mighty Clan Scruten and their triumphs at the Denizens of the Coast Club Challenge. Umm...err...I had a great time!

The founders of the Denizens of the Coast club organised an inter-club challenge, between themselves, the Newcastle Battlestandards, the Artarmon GW club, the Castle Hill GW club and a deputation from Games Workshop (Richie Sales, Tero Kanko, Matt Drover and myself). Each team member played four games and scored points for successful gaming, sportsmanship, as well as army composition & presentation.

While our gaming record left a bit to be desired (3 wins & 1 draw from 16 games), the GW team scored the top three army composition & presentation scores, and the top two sportsmanship scores! Pretty sound.

My very first game with my brand new Skaven army was against the Bretonnians of Craig from Newcastle. My Master Warlock Kritislik cast Plague on Craig's Knights of the Realm, killing his general. Things were looking really good, but true to form for my public games, I snatched a narrow defeat from the jaws of victory.

Game two saw a crushing defeat against the Bretonnians of Brett from Castle Hill club. I could only manage to take out his five mounted squires before I was swept entirely from the field of battle. Now that is just bad luck, but what can you do against the Tress of Isoulde and the Virtue of Knightly Temper?

I managed to score a victory against the High Elves of Ryan from Artarmon club. The game was quite an interesting fight. Those Silver Helms can be pretty tough, but I have to admit my luck swung back during this game.

...only to desert me completely for my fourth and final game. I had already played against Elijah and his Wood Elves at SAGA '99 (with my Dogs of War) but his army composition surprised me, and obviously my ratmen too. I killed SIX models in total, while losing over two thirds of my army, AAAAAARGH!

All in all, an enjoyable day. It was quite a nice change to be able to do things in the magic phase...Plague can be absolutely devastating!

By the way, Castle Hill club just snuck in front of the Newcastle Battlestandards and the Denizens. Games Workshop came fourth, while the Artarmon club rounded out the number.

Day 66: I've just returned from the Denizens Club Challenge, phew! What a hectic day, four games with a brand new army. Well five if you include the quick friendly game against Matt Lubbock's Khome Demons (I can't believe I won that one). I think I've learnt the power of Skaven magic but I probably trusted too much to the Warlock Master. If I can get my units working as a cohesive force I should be able to deal with most of the things Matt Weaver will throw at me. My Warpfire Thrower misfired more often than not, so I think the two I'll be taking against the High Elves will redress that imbalance. My Rat Ogres will help, their strength, survivability and Big TARGET status should prove to be very interesting. I think maybe a couple of games against Richie Sales and his Dwarfs should iron out a lot of the kinks.

Day 72: I'm lucky enough to be in Melbourne for the staff Christmas party. A customer by the name of Darren has challenged me to a game tomorrow on Melbourne store's excellent Mordheim table, 500 points. Should be great fun.

Day 73: Fun, yes! Win, no! Why-why me-me?
This is often how I work out the look of a conversion. When you take to miniatures with a pair of clippers, it helps to know beforehand whether it will look right or not!

It was at that very moment that a conversion idea appeared in my mind. I am painting my first High Elf Mage (the one with the pointy helmet, but not Teclis), so my mind is geared to magical characters for my army. Teclis was my other choice for the second Mage, but after gazing into the printed eyes of Buffy on my wall I know now that my second Mage has now got to be female.

But what figure to use? All of the human female figures don't have pointy ears. Ahirielle - the Everqueen - is a wee bit "plain-jane" and I want to use her leading the maiden guard anyway. Finally I remembered the Wood Elves have a Sorceress on foot. It was off to the Warehouse to see just how much converting I'd have to do. As it turns out not much work needs to be done at all. It'll be another late night tonight though.

What else have I been doing for my side of the challenge? Heaps! For one thing, I've discovered just how to paint Ellyrian Reavers with as little fuss and time as possible (I love inks and white undercoat sometimes...but only sometimes). I've painted up my mega-death-four-horse-chariot-covered-in-pointy-bits-from-hell. I've almost finished painting my Spearman unit as well as nearing completion on the Repeater Bolt Throwers. The Silver Helms and my army standard await their treatment, that's going to happen over my holiday break. I'm also 75% of the way through making a simple High Elf boat (remember the plans from January's issue). Through all of this I've yet to show Dave a single figure for the challenge. Dave's not the type to be shaken too much by this, but I do want to hit him with the full impact of the completed army (he has seen the boat though).

Now if you hadn't already noticed, we haven't shown very many painted miniatures, and none of them have actually been figures from the challenge. This has been done purposely, firstly because we wanted to convey the processes that two very different hobbyists use to build and paint their respective armies, where we get our various inspirations from, which ideas bomb and which work, and how much we seek advice from other gamers. Secondly, we wanted those of you out there to become inspired in your own way, thinking about unique ways to personalise your army. You brought it, you have every right to paint and model it to your particular taste. The last thing we wanted to do was to provide lots of nice photos for you glance at, then re-hash them at the end of the challenge as a part of a complete force. And even worse, I'm not too keen about hearing how someone converted a miniature 'exactly like so-and-so's' conversion in White Dwarf; you have all been blessed with imaginations...use them!

---just by chance I stumbled across this old shell here in the office(??), anyway, the blend of subtle colours has helped me make up my mind as to what colours to paint the sorceress conversion. I'd like this figure to stand apart from the rest of the army....I think she deserves it!
TORPEDO BOMBERS

Torpedo bombers were ordinary bombers reconfigured to carry a payload of (relatively) small anti-ship torpedoes. This gave them the ability to stand off from their target at greater range and launch an attack.

Acquisition

Any ship with launch bays can be upgraded to carry torpedo bombers at an additional cost of +10 pts per Strength point of the launch bays on the vessel. For example, a Chaos Styx class heavy cruiser would pay 60 points to carry torpedo bombers, while an imperial Dictator class cruiser would pay 40 points. Due to the superiority of Eldar ordnance, Eldar vessels must pay +15 points per launch bay, so an Eldar Eclipse class cruiser carrying torpedo bombers would cost an additional 60 points.

Launching

Torpedo bomber squadrons are launched just like other attack craft squadrons, they are simply differently armed. Torpedo bombers have a speed of 20cm and count as bombers for interception purposes.

Attacks

A torpedo bomber squadron can be replaced with a Strength 2 torpedo salvo at the beginning of any ordnance phase. The torpedoes function according to the standard torpedo rules once launched but have a more limited fuel supply, so they are removed at the end of the same ordnance phase they are launched in. A wave of torpedo bombers can combine their salvoes together in the same way as a squadron of ships.

Note that Ork torpedo bombers cannot intercept in the same way as their fighter bombers can (they are far too slow and lumbering while carrying torpedoes).

ORBITAL MINES

During the Port Maw blockade, Chaos Raiders used Devastation and Styx class vessels to make rapid attacks to seed the primary biosphere with orbital mines fired from specially converted launch bays. Carrying mines in combat proved exceptionally dangerous and the Chaos Devastation class cruiser Unforgivable was eventually crippled by Sword squadrons of the Port Maw patrol when its own orbital mines detonated within its launch bays. This allowed Captain Grenfeld’s Hammer of Justice to catch the vessel and complete its destruction at long range with nova cannon fire.

Acquisition

Any ship with launch bays can be refitted to carry orbital mines instead of attack craft. One orbital mine can be launched per bay, per launch bay, so each launch bay can only carry a single missile. Battleships are considered too rare to carry orbital mines, but battleships are considered too rare to carry orbital mines.

Launching

One orbital mine can be launched per bay, just like attack craft squadrons. Note that orbital mines cannot be formed into waves.

Attacks

Orbital mines are ordnance which attack using the standard rules on page 142 of the Battlefleet Gothic rulebook. Note that turret defences can be used against orbital attack craft or torpedoes and mines in a single ordnance phase, not both.

If a ship carrying orbital mines suffers a critical hit which affects the launch bays, it will take an extra D3 damage as some of the mines detonate! A vessel which has run out of ordnance is not subject to suffering extra damage.

Designer’s note: This is really intended as a surprise tactic rather than a staple part of a fleet. As such, players should limit themselves to using at most one or two mine-armed ships in their games.

CLARIFICATION: FIGHTERS

Supporting Ships

If a fighter marker is on a ship’s base it is considered to be in close support of that vessel. The fighter marker will intercept any enemy ordnance marker as soon as it contacts the ship’s base and before an attack is made. The normal rules for fighters making an intercept apply, so the fighter marker and the Ordnance marker are both removed immediately. Note that the intercept is made before defensive fire from the turret is resolved.

The Downside

Fighters in such close proximity to ships are in danger of being hit by hard radiation and debris patterns if the ship is hit. Roll a D6 each time a Blast marker is placed in base contact with a ship with fighter markers on its base. On a roll of 6 all the fighter markers on the ship’s base are removed from play.

Designer’s Note: I experimented with a number of special rules to enable fighters to cover ships against ordnance attacks launched at point blank range where there would normally be no opportunity to intercept. In the end, I plumped for the simplest solution which is to clarify that a fighter marker sitting on a ship’s base is ready, able and willing to intercept anything that tries to get at the ship.

“Red leader to Canticle of Pain, we’ve taken up position five zero zero beyond your turret range. If they want to get to you they’ll have to come through us first.” Rebel comm-intercept, Blight Shoal 144.M41
As ordnance became more and more prevalent in the Gothic War, ships began to adapt to the new environment where attack craft and torpedoes were often as great a threat as enemy guns. Some vessels like the Battlecrusier Cypra Probati were upgraded with additional turret systems, but lack of refit time and dockyard space ensured it was mainly used only when ordnance was a considerably greater threat than direct fire weapons.

**Massed turret fire rules**

A ship with friendly vessels in base contact can gain supporting fire from their turrets if it is attacked by ordnance. Add +1 to the turret value of the ship under attack for each friendly ship in base contact which is not:

- Using Special Orders
  - (other than Reload Ordnance or Lock On)
  - Crippled

For example, in the diagram below two Sword class cruisers have manoeuvred on either side of a Lunar class cruiser to mass their turret fire together. All three ships are uncrippled and none are using special orders. The Lunar class cruiser would count as having a turret value of 4 (its own 2 turrets +1 for each of the Swords). Each of the Swords could count as having a turret value of 2 (their own turret value of 2+1 for the Lunar cruiser). Note that if the Lunar class was crippled, it could not mass its turret fire to help the Swords, but the Swords could still mass their fire to assist it and add +2 to its turrets' value.

**Designer's Note:** I've added in this rule for several reasons. Firstly to allow escort ships to act in direct support of the ships they're supposed to be escorting. Secondly to balance off the enhanced capabilities of ordnance which the extra rules for mines, torpedo bombers, fighter support and special torpedoes has introduced. Thirdly it allows escort ships to clump for mutual support when they're in danger of being eaten alive by assault boats. Although two of the reasons given above involve escorts, this rule is not limited to escorts only, any ships can mass their turrets in this way, it's just that it's a lot easier to achieve with escorts than capital ships.

The Downside

The downside to massing turret fire is that the ships doing so are hopelessly close together and will be affected by the residual blasts and energies of other ships having their shields knocked down. For example, a Lunar class cruiser has base contact damage which places blast markers against its base (from shooting, celestial phenomena, ordnance etc.), the opposing player is permitted to arrange the blast markers so that they touch one or more of the other ships, hence affecting their shields too.

For example, a Lunar class cruiser has base to base contact with two friendly Sword class frigates. The Lunar comes under fire and suffers four hits. The opposing player knocks down two shields and scores two points of damage against it, resulting in two blast markers. Now the Lunar and both Sword class frigates have their shields knocked down by the Blast markers. If either the Lunar or the Swords are fired at now they will have no shields up and any damage will be applied directly to the ships.
Ordnance

Q If a ship moves into contact with ordnance in the movement phase when does the ordnance attack, immediately or in the ordnance phase?
A Interrupt the ship’s movement and conduct the attack immediately, apply any damage and then complete the ship’s movement.

Q Can you use a command re-roll if you roll a double for reloading ordnance?
A Yes, even if the double rolled would normally be a success against the ship’s Leadership.

Q Exactly what special orders cause a ship’s ordnance armament to be at half effect?
A Just the Brace for Impact special order. All Ahead Full, Come to New Heading and other Retro does not halve ordnance (however note that being crippled does halve ordnance armament too).

Q When are ordnance attacks resolved within the ordnance phase?
A Once a player has moved all of his ordnance, conduct any attacks for markers, can I choose not to intercept that hit? If a ship moves into contact with ordnance in the movement phase what does the ordnance attack, immediately or in the ordnance phase?
A Yes, the fighter intercepts are executed immediately with both markers being removed.

Q Given the previous question, am I allowed to move my ordnance into opposing fighters to clear them out of the way before continuing my ordnance moves and then making attacks?
A Yes, the fighter intercepts are executed immediately with both markers being removed.

Leadership

Q Escorts are always fielded in squadrons, so should Leadership be rolled separately for every ship in the squadron or is a single roll made to determine Leadership for the entire squadron?
A In the case of escort squadrons, just one roll is made for the squadron’s Leadership. Capital ship Leadership is always rolled individually and in a capital ship squadron the highest leadership present is used for the squadron’s command and Leadership checks.

Q When do you make the decision to place ships in squadrons – when the fleet is chosen, the Leaderships rolled for, the table set up or what?
A Escorts must be placed in squadrons when they are chosen from the fleet list. Capital ships are placed in squadrons after Leadership has been rolled for individual ships but before they are deployed on the tabletop.

Q When do hit and run attacks from boarding torpedoes or assault boats take effect?
A Hit and run attacks from boarding torpedoes and assault boats are conducted in the ordnance phase but do not take effect until the end phase.

Ramming

Q What happens when a wave of attack craft is hit by long range fire, does it simply lose a single marker or is the whole wave removed?
A The entire wave is removed.

Q If enemy ordnance moves into my fighter markers, can I choose not to intercept that ordnance in favour of waiting for a juicier target later on? For that matter, could ordnance choose not to attack a ship which moved into contact with it during the movement phase?
A No in both cases. I imagine ordnance to have exceedingly short range detection systems which mean they are normally guided towards their target by other ships, inspired navigation, gut feeling and so on. This, along with their limited fuel and ammunition means that they will seize on targets of opportunity as soon as they are available. If this seems inefficient, read up on some World War 2 aircraft carrier tactics and you’ll soon see what I mean!

Q Does a ship stop moving if it rams something?
A No, the ship continues to move, whether it hits or not. This avoids the whole ‘battleship being brought to a halt by an escort’ thing and, for the velocities and momentums involved, prevents anything too outrageous happening – most rams are going to be pretty much “glancing” hits which do a few points of damage. Also note that a ship may not attempt to ram more than one target per turn.

Q Do Eldar receive a holofield save against exploding ships, solar flares and other ‘natural damage’?
A Yes, a good rule of thumb to use with holofield saving throws is that they are work against attacks which must be targeted at the Eldar ship (including boarding, hit and run attacks, ramming for example) but not against ‘natural events’ like ships exploding.

Q Can Eldar ships attempt to ram?
A No, they cannot use All Ahead Full orders, and would find such an inelegant tactic horribly primitive in any case.

Q Does an Eldar ship on Lock On orders get to re-roll to hit with Pulsars on just the first shot, or on every shot (presuming the one before scored a hit)?
A It may re-roll to hit with each shot, but remember that if you miss, re-roll for the next shot and then miss again, no further shots are fired.

Scenarios

Q In the Exterminatus scenario (Scenario B), is the Exterminator ship a free extra vessel or modified from one of the ships in the attacker’s fleet?
A It is modified from one (or more) of the ships in the attackers fleet.

Eldar

Q Do holofields give a saving throw against Nova cannon hits? If so, do you just make one saving throw against all D6 hits, or a saving throw against each hit individually?
A Make one saving throw against the D6 hits – either the Nova cannon gunners are foiled by the Eldar holofield and dropped the round in the wrong place, or they weren’t.

Q Do Eldar receive a holofield save against exploding ships, solar flares and other ‘natural damage’?
A Yes, although remember that the target priority rules mean a Leadership test will need to be passed in order to target anything other than the closest enemy ship or squadron.

Q Can Eldar ships attempt to ram?
A Yes, even if the double rolled would normally be a success against the ship’s Leadership.

Worthy Websites

First off, thanks to all the good folks on the BFG mailing list who’ve given me feedback on Battlefleet Gothic in general and these expansions in particular. If you’re interested in seeing the BFG List, which is an excellent source of ideas, clarifications and general BFG chat, you can find it at:

bgf-list@egroups.com

There are also many particularly fine websites dedicated to Battlefleet Gothic to check out too. So, what are you waiting for, get out there and surf the Eye of Terror!
"Let the galaxy burn!"

"Let its charred, smoking husk join that of the corrupt Imperium of the false Emperor as it falls beneath the tracks of our all-conquering legions.

"No-one can stand before us as we rip the still-beating hearts from star systems and watch victoriously as they weep their last pain-ridden tears. Debase yourselves before us for we are the Legions of Chaos – rightful masters of the galaxy!"

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On the 24th of November last year, New England Hobbies in Armidale held a miniature-painting exhibition. Everyone who entered did a fantastic job and Chris & Ryan were overwhelmed by the sheer volume and quality of the entries.

Both Chris and Ryan have many years of experience with Games Workshop games and miniatures and are on hand at New England Hobbies to answer your questions and supply your gaming needs. They’re also available for you to regale them with stories of your conquests!

Peter and Carol, the owners of the store, are also available for a chat, they’re ready to help you out.
The stockists listed in the pages all carry these great Games Workshop games and miniatures.

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Ask for Anil or Daryl (who knows heaps about Games Workshop).
New Zealand just goes from strength to strength, boasting more players and games clubs than ever before. If you play already or have never played at all, you can pop into any of the stores featured here and link up with other players to have great fun in the world of Games Workshop games!

If you don’t have a local stockist, or are keen to get your own club started then drop us a line here and we can help and advise you – and it’s all for free! You too could be enjoying yourself like the crazy guys to the right who regularly play at Iconix, a store in Hastings that has it’s own gaming table set up and scenery. Folks simply take along their armies and battle throughout the afternoon, learning new tactics and having fun at the same time.

**GO FOR IT!**

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**ICONIX.**

Stocks boxed sets, blisters, paints and new releases. Pop in for a chat or a game. Ask for Stuart.

**HAMILTON**

**MARK ONE.**

Stocks our full hobby range of boxed sets, blisters and paints! Ask for Chris.

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Fri 6pm-8pm.

N/A.

See in-store.

Saturdays.

See in-store.

N/A.

Fri/Sat display games.

N/A.

See in-store.
The main purpose of this article is to allow players with a Deathworld Veterans army to add a bit more ‘meat’ to their jungle. However, there is no reason why anybody shouldn’t make the carnivorous floral delights in this article. For this reason, here are a few ways to include hostile terrain on your battlefield:

1. Plonk It down.
Most simple of the alternatives, simply put one or two dangerous plants on the battlefield after you’ve set up the rest of the terrain (perhaps the players can place one herbaceous nasty each).

2. Include on the terrain generator.
If you have some vengeful vegetation in your terrain collection, create a terrain generator which includes an entry (or entries if you’re particularly mad) which will generate the leafy devourers.

3. Deathworld Veterans.
If you are using a Deathworld Veterans army, then use the following rules for including them in the army. This represents your army locating the carnivorous vegetables and then luring the enemy into a battle near to where they are growing.

Each plant type includes a points cost with its rules and is paid for just like any other unit. Hostile terrain does not take up any ‘slots’ on the Force Organisation chart, but you cannot include more hostile terrain choices than you have units in your army which can ambush; each Catachan Devils, Snipers or Patrol unit can locate one malignant bush (treat all Snipers from a single choice as one unit for this purpose). Note that the unit does not have to deploy in ambush if you don’t want it to, it just needs to have the ability to do so. For example, if you had a Sniper and two units of Catachan Devils, you could pick up to three hostile terrain choices.

When used as part of a Deathworld Veterans army, the hostile terrain is secretly allocated to a square on the table in the same way as a booby trap, but cannot be placed in a square containing another dangerous plant, ambushing unit or booby trap. An enemy unit cannot detect hostile terrain with an auspex or similar device. You can just imagine the conversation:

“Sir! I’ve detected a plant lifeform!”
“Really? In the middle of a jungle!”

When an enemy unit sets off a booby trap in the square where the hostile terrain is found (rolls a double on a Difficult Terrain test within the square) then you can place the hostile terrain in that square. Place the model anywhere within the square. The plant’s exact position is D6” in a random direction from this point. The plant must be placed in jungle terrain and so if the scatter would take it out of jungle terrain then it is placed at the edge of the jungle — note that trails do not count as jungle terrain.

Placing the model on the table shows the plant ‘waking up’ when disturbed by the enemy. If possible, the plant will attack the unit immediately (ie, if there are models within range). Note that units in the Deathworld Veterans army won’t wake the plant up, even if they have to take Difficult Terrain tests (such as Ogryns and Sentinels). However, once in play, the plant will attack any model that gets within range, regardless of which side the model is on.

Once in position on the table, follow the rules given below for the individual plant type placed.

### General Rules
Unless otherwise noted in their individual rules, all hostile terrain makes its attacks at the end of any movement phase, after units have moved but before the shooting phase begins.

Units may attack the hostile terrain with shooting (it would be suicidal to attack them in close combat). All plants have Toughness 4 and 3 Wounds, and count as having a 4+ cover save. If a plant is reduced to 0 Wounds, remove it from the table. In the case of the Canak Floater, if it is destroyed then it will immediately explode with the same effect as if it had moved within 2" of a model.

Unless otherwise noted, hostile terrain attacks have no effect on vehicles.
Spore Tree - 35pts

These plants launch a cloud of spores when they detect something moving close by, to carry their seeds to other fertile areas. The spore cloud is so dense, the creature which disturbed the tree often chokes and dies. This is also useful for the spore tree as its victim’s decaying body will enrich the ground around its roots.

If, at the end of a movement phase, there is a model 5" or closer to a spore tree, test to see if the plant detects their presence (if more than one target is within range, the plant will attack the closest). To do this, roll a D6 and compare it to the distance from the tree. If the roll is greater than the distance, then the spore tree will shower the area with spores. If it does this, place the Flamer template so that its narrow end is touching the tree and the template is centred on the model it detected (see the diagram below). Any model touched by the template must pass an armour saving throw immediately or lose a wound from spore inhalation (cover has no effect). The spore tree contains many spore pods and so there is no limit to the number of times it might burst within a game. Vehicles hit by a spore tree are unaffected, unless they are open topped in which case they take a glancing hit.

The trunk of the tree is made by twisting together wire to form an armature. Then modelling putty is put on the armature and scored to give a bark-like texture. Small model conifer trees are fixed to the ends of the armature wires and hung upside down to represent huge dangling flowers loaded with deadly spores.

Strangleplant - 25pts

Strangleplants prefer shady spots to grow in, where their distinctive tube-like trunks are hidden from view. When they detect the disturbance caused by a passing animal, their long, highly adhesive stamen uncoil, wrapping themselves around their prey and dragging them back to die of dehydration.

If there is a model within 6" of a strangleplant at the end of a movement phase, it will be attacked by the plant (it will attack the closest target if there is more than one possible target). The model must roll equal to or under its Strength on 2D6 or be removed as a casualty. The model may add the distance from the strangleplant to its Strength when making the test. A Strength 3 model that is 5" away must roll 8 or less to avoid capture, for example.

The trunk of this plant is made from an aluminium tube, although drinking straws will also do. These are cut in short lengths and split and fixed to the base. They are then split at the other end to look like woody leaves opening up. The tendrils are made from wire twisted together at one end and inserted into the tube. The exposed end of the wire is then wrapped around a paintbrush handle to give it its curl.
The brainleaf, native to Catachan but now found on other worlds, is one of the most horrifying plants in the galaxy. It appears to have a rudimentary intelligence, albeit on an instinctual level only. Its leaves can detach themselves and fly short distances, embedding themselves into the nervous system of their prey. These leaves rapidly grow fibrous tendrils into their victim, allowing the brainleaf to control its prey's actions to some degree.

At the end of a movement phase, roll a D6 for the closest model within 6" of the brainleaf, on a roll of 1 it has been infected and taken over by the brainleaf. This model counts as a casualty for all victory points, morale checks and any other purpose. Models that are controlled by the brainleaf act randomly. Roll for each model on the following table at the start of each of its subsequent turns. The model's actions take place right at the start of the turn, before any movement, rolls for reserve or anything else. Whilst controlled by the brainleaf, the model automatically passes any Leadership tests it is required to make and will never fall back. If the brainleaf is destroyed, any models it is currently controlling immediately die and are removed from the game as well.

<table>
<thead>
<tr>
<th>D6</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Urghi! The brainleaf loses control of the model leaving it to collapse to the ground and die — remove the model as a casualty.</td>
</tr>
<tr>
<td>2</td>
<td>Duh! The brainleaf cannot make the model attack this turn. If the model is not in contact with the brainleaf, it moves into contact with it.</td>
</tr>
<tr>
<td>3-4</td>
<td>Raargh! The model charges towards the model closest to the brainleaf and within the model's charge range (normally 6&quot; – there is no need to roll for difficult terrain). Move the model into base contact with its target if possible and resolve its attacks as if it had charged into an assault. The target may not attack back. Once the model has attacked it is moved into contact with the brainleaf.</td>
</tr>
<tr>
<td>5-6</td>
<td>Blam! The model opens fire on the closest unit it can see with a model within 6&quot; of the brainleaf, following all of the normal shooting rules.</td>
</tr>
</tbody>
</table>

Canak Floater – 40pts

Floaters are filled with lighter-than-air gases, and drift across the planet with the vagaries of the wind. They have sensitive feeler tentacles, which detect warmth and moisture above the normal local levels. This is usually to detect streams, hot springs and so forth, but unfortunately is also sensitive enough to detect the temperature and moisture changes caused by, let's say, a human... When it finds such a place, the floater explodes, scattering its seed pods over a wide area. These seed pods have a diamond-hard outer casing with razor sharp edges, and will scythe through anything within range.

Floaters do not remain in their original position. Instead, they will drift D6" at the end of every player's movement phase, in a direction generated by a roll of the Scatter dice. If the floater ends its move within 2" of a model, then it explodes. Any model within 6" of the floater (measure from the rough centre of the model) suffers a Strength 3 hit. The hit has an AP value equal to the distance the model is from the centre of the blast. For example, a model 3" from the centre is hit with AP 3, while a model 5" from the centre is hit with AP 5. Once it has exploded the floater is removed from play. Vehicles hit by a floater suffer an automatic glancing hit. Deduct the distance between the floater and the vehicle from the Damage roll (if it was 4" away, roll D6-4 on the Glancing Hits table). Rolls of less than 1 are considered to have bounced off the armour and have no effect.

To make this plant, which floats in the atmosphere, a wire was fixed onto the base to support the plant. Then a blob of modelling putty was put on the end of the wire. This blob represents the balloon-like body of the plant which is rather like a jellyfish. Unravelled string was glued to the bottom of the blob to represent stinging tendrils and to disguise the supporting wire. Small bits of wire were pushed into the blob to look like sensor tentacles. Finally the spots are added by randomly applying blobs of PVA glue to the body and covering them with flock.
Miral Catcher – 25pts

Miral catcher is a ground-hugging vegetation which has roots that are extremely sensitive to vibrations in the ground, such as might be caused by an animal wandering past. It looks innocuous enough when dormant, but when it attacks, huge tentacles whip from its many frilled maws and lash out. They carry a paralysing toxin, which acts almost instantaneously.

If there is a model 12" or closer to the catcher at the end of a movement phase, its tentacles will attempt to strike (if more than one model is 12" or closer, it will attack the nearest). Roll 2D6 and compare the score to the distance the target is from the catcher. If the score is less, the catcher misses. If the score is equal to or greater than the distance, the catcher hits home. The model suffers a Strength 6 hit, with no AP. Vehicles take a Strength 6 hit, resolved as normal.

Venus Mantrap – 20pts

The Venus mantrap is so-named due to its similarity to an ancient Terran plant, rather than because it is native to Venus. It emits a pungent aroma that most creatures find highly stimulating, and as they investigate the source of the exotic scent, its jaw-like leaves snap forward to devour them.

The scent of the Venus mantrap extends 2D6" from the plant, rolled at the end of every movement phase after it is placed. Starting with the closest model within this area, each affected model must pass a Leadership test immediately or be devoured and removed as a casualty. Once one model has been devoured, the mantrap will not attack any more that turn (it is too busy munching the unfortunate victim!).

The body of this plant was made with modelling putty to represent a ground-hugging cactus or cabbage-like structure. Then wire is twisted together at one end and pushed into the putty. The other ends of the wire are spread out and coiled around the end of a paintbrush to create a mass of stinging tentacles as if shooting out of the plant to catch its prey.

The main part of the plant is made by twisting wire together to form an armature. This can be left bare or covered by tape or putty. Oval shapes are then cut from card, paper, tinfoil or plasticard and bent in half. These are glued to the ends of the wires.
**Sucker Tree - 35pts**

The sucker tree looks fairly innocuous to the untrained eye; it is simply a fungal-like growth on top of a seemingly normal trunk. However, the trunk can twist and turn when it detects prey, bending over to drop its suckers on top of the heads of its victims. It quickly drains them of their life fluids and then flings the corpse away, to ensure that future victims are not made suspicious by a pile of bodies.

The sucker tree has a range of 3" for its attacks, which it will make against the closest model within range at the end of any movement phase. Roll a D6 to attack the model. If the roll is equal to or more than the model's Strength, the model is devoured and removed from play.

This is just one way to use twigs to make jungle trees; there are loads of others! Several twigs are stuck into putty which is left to dry. Then more putty is put on the ends, crudely shaped into fleshy, sucker-like fungus in various stages of opening up. These suckers devour the prey and so can be further embellished with plastic arms and skeletons embedded between the folds of putty.

**Catachan Mantrap - 30pts**

Although having a similar name to the Venus mantrap, the Catachan mantrap uses a much more aggressive hunting technique. It can move its leaves around, actively searching out prey and clamping its jaw-like leaves around its victims.

At the end of any movement phase, the Catachan mantrap will make D3 attacks against the closest model within 6" of it. These attacks have Weapon Skill 3 and Strength 5, resolved like any other close combat attack.
**Spitting Cactus - 25pts**

Most cacti can be pretty dangerous, especially those with toxin-coated thorns. The spitting cactus is even more lethal, able to fire its spines at nearby prey.

At the end of any movement phase, the spitting cactus will fire its spines at any unit which has a model within 6" of it (if more than one unit is in range, it will fire at the unit which has the closest model). It fires D6 times at the model’s unit, hitting and wounding automatically. Hits are worked out against the closest models, so if there are three hits, the three closest models in the unit will be the ones wounded. If there are more hits than models in the unit, the excess hits are ignored – no model can be hit more than once. Models that are hit must pass a saving throw or lose a wound.

The cactus is simple to make. Modelling putty is rolled into long sausages and wound around a wire armature fixed to the base. This gives the cactus an interesting shape, although a blob of putty would be just as good. Then short bits of wire or plastic rod are stuck into the putty to represent venomous spines which are shot into the flesh of passing prey.

**Jungle Trees**

Although deathworlds contain many species of hostile and dangerous vegetation, much of it is in fact harmless (though the fruits are often poisonous).

Not all of your jungle terrain needs to be hostile (and if it was I wouldn’t land on your deathworld) and so you will also need to make (or buy) some standard jungle vegetation. The two examples below show how simple it is to make your own. You could of course make them look really bizarre, it’s up to you. After all, it is your deathworld.

The harmless looking tree (far left) is made by twisting wire into an armature and splaying out the ends to form roots and fronds. Then masking tape is stuck to the fronds so that the sticky sides stick to each other with the wire in the middle, forming the spine of the leaf. Then the tape is trimmed to shape and the wire is bent in a suitable way. The trunk can be further textured with putty or tape wrapped around it or left as it is. The tree can remain as it is to represent typical jungle vegetation, while vines, fruits and other things can be added to give it character and turn it into some more dangerous species.

The second plant (left) is made in a similar way. The trunk is made using the same method but made shorter. The grass-like leaves were made from the bristles of a standard household broom.

**Finishing Touches**

The plants will benefit from the addition of flock or static grass and this doesn’t have to be just on the bases. Model insects, snakes and lizards from the Swarms sets will look good randomly stuck on the bases as will fragments of skeletons representing the remains of the plants’ previous meals. You may want to have one of each type of plant or you may prefer areas filled with just one species, it’s completely up to you.
Hot on the heels of our first issue of Deathblow comes Deathblow 2. We were so overwhelmed with the popularity of Deathblow that we have been busy flogging the pit slaves to get another 80 pages of die-hard Warhammer Quest stuff together. Amongst the many articles there are...

- The Shattered Amulet – A complete Skaven campaign.
- Morathi the Hag Queen – Rules for encountering this ancient Dark Elf Witch of incalculable evil.
- Aaargh! Me Spleen! – Warriors better be on their guard with this set of rules for toughening up the opposition.
- Amongst classic articles we have ‘On the Waterfront’ & ‘Lost Kingdoms’ from Ian Pickstock and Gav Thorpe.
- There are new Warriors which include a Druid of Albion, Dwarf Brewmaster & The Salty Sea Dog.
- We have an awesome article on making your own 3D dungeon and much more.

DEATHBLOW 2

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Every issue of the Citadel Journal gives you the very best in hardcore hobby, covering a whole plethora of different game systems. There’s far too much to tell you about everything that’s happening in these exciting 96 pages, so instead here’s a taste:

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- ‘The Corribá’ is our first Battlefleet Gothic campaign which includes rules for combining scenarios with Warhammer 40,000.
- Hard of thinking Trolls come ‘pogoing’ onto the Blood Bowl pitch.
- Eldar Scouts have infiltrated the Underhive in their search of lost artifacts – try running a gang of these mysterious and sinister aliens in your games.
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Although you don’t have to play our games with painted models, there’s nothing to match the sight of two painted armies facing each other on the tabletop.

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Orc Warlord Grazgutt and his savage hordes have been driven back from the realms of the Border Princes, back to Thunder River, where an even nastier suprise awaits!

Come and join in this massive Bring’n’Battle game on Saturday 18th March in all Games Workshop stores (except Adelaide City store).
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NOW A NEW FOE HAS ARRIVED!

A
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EVENT
The warpstorms that had isolated the tropical world of Laniena III were at an end.
Vital supplies for the garrison stationed there were now able to reach the planet after five years of isolation. Accompanying the convoy was an Ecclesiarchal mission from the Convent Sanctorum, consisting of both Orders Hospitalier and Militant.
Ironically, this mission of mercy would be the very act that would spell doom for the citizens of Laniena III. Predatory Dark Eldar scout craft had ghosted the convoy to its destination. The first wave of Dark Eldar pirates attacked mere hours after the Imperial transports had landed.
What followed could best be described as four weeks of Hell & Damnation. Distress calls were made, and at the eleventh hour the astropaths received an answer from an Astartes strike craft patrolling the sector.
The last stand of the beleaguered defenders was at a place called Placidus Stagnum, an ancient and once beautiful city. Hostile intentions were about to make it an open grave.
As the twilight darkened, the engines of Dark Eldar transports could be heard in the distance. The last of the brave defenders made their peace with the Emperor. As the grim ceremony came to a close the first wave of Space Marine drop-pods, as though delivered by His Immortal Will, screamed through the atmosphere.

**LANIENA III**

*LANIENA III* pits the staunch forces of the Imperium (Imperial Guard, Sisters of Battle and Space Marines) against the evil Dark Eldar, all fought over a massive, fully sculpted gaming table, the likes of which you have never seen before (it really is that dramatic!)

**LANIENA III** will crash through these stores soon:
- **MARIOn** 4-5 March
- **ADELAIDE** 18-19 March
- **AUCKLAND** 31 March - 1 April
- **WELLINGTON** 15-16 April
For the last few months, Jason, Luke, Travis and Laurie — The Perth store blokes (even though Laurie is now in Mt. Gravatt), have been working on a great looking Ork horde for their store. Let’s see how it all went...

The mean, green, death-dealing machine... None of us Luke, working on Warboss "Grimjaw", subjected the model to some minor conversions before painting. The topknot from the Ork boyz battle squad was added to the Warboss to make the Warboss look a bit different to the standard model. Using a spare chainsword the chainaxe the Warboss is wielding has been made double edged. Simple conversions like this are really effective in adding that little extra bit of character to your important models. The paint scheme has incorporated most of the colours of the army, including the checkered patterns and Orky glyphs. The flesh has been painted deliberately dark to denote Grimjaw's superiority and rank (as Orks grow in power their size increases and their skin darkens).

The assembled might of Waaagh Outpost!
Laurie, painting the Nobz mob, has also kept the dark green flesh scheme, as they are tougher and older than the other orks. Some nice detail work has also gone into these models, with little splashes of bright colours here and there to add a bit of contrast. A bit of additional attention was paid the power claw-armed nob, adding some nice hazard stripes as well. Does painting nearly 40 Ork boyz sound daunting to you? If it does, you need to talk to Laurie and Travis who have done us proud by painting these in record time. Both the Shoota and the Slugga mobz have been painted using a good mix of browns and bones, with standard Snot Green for the flesh. Accompanying the Sluggas mob is a few of the new Burna Boyz, which were given to Luke to paint (he has a strange obsession with anything to do with fire) and he’s done a fine job as well. The scorch marks on the nozzles of the Burnas were easily achieved with a Scorched Brown drybrush.

“Flatead’s Flyboyz”, our Stormboyz mob, was inspired by the character Flat Top, from Dick Tracy. Flat Top is a maniac mobster who, at one point in the movie, shoots up cops with a tommy-gun in each hand! The Nob has been converted up in this fashion using some spare bits from Ork weapons we had and, although the guns look quite large, we’ll just use them as sluggas when we play. Travis has used a very similar paint scheme to the Shoota boyz here, using the range of browns for basic Ork desert garb.

Luke has converted the Slaver “Old Snappa” up from the Warhammer Orc Shaman, adding a grabba-stikk made from cutting up the casing from a 40k hunter killer missile (yes, it’s true!) and bits of guitar string to earn full McGyver points. Jason then went on to paint the figure using a mix of browns to give the model a great haggard look. This of course makes the Slaver stand out like a sore thumb amongst the Grots that Matt, one of
When the army list was initially being put together, I had a rough idea on what sort of tactics we wanted to employ with our army. The core of the army consists of our two big mobs, the Slugga boyz and the Shoota boyz; which in battle will advance behind the Grot mob, covering them as much as possible from enemy fire. The Nobz mob, with the Warboss, will advance alongside this huge group and get into close combat as soon as they’re able to, with support from the other lads as well. The Bikers and the Dreadnought will work on one of the flanks, whittling the enemy down as much as possible to make the main battle group’s job easier, and reduce the chance of counterattack from the side. This group will also form a mobile countermeasure for any sneaky stuff the enemy will throw out (we hope). The Stormboyz will then act as a support unit to the main battleline and jump in where needed to tip the odds in combat or to take out heavy weapon teams, etc.

We don’t want to go into tactics too much more than this, the army will be used by our customers who will no doubt develop tactics of their own. Also, if we thought too much more about how the army was to perform it’d just be too un-orky! As far as the rest of our plan extends they’ll get into it and clobber stuff! Great for pounding those pansy Eldar right Trav?

Jason’s extensive work with the metal on the Ork Dreadnought has really paid off. Not only do the different metallic colours blend in nicely with each other, but also the little bits of bright colour give the model a great overall look. The striped metal sheen on the power claws can be easy achieved by using small stokes of Boltgun Metal mixed with water, and adding more water with each stoke to blend down to a dark metal.

Luke – When the army list was initially being put together, I had a rough idea on what sort of tactics we wanted to employ with our army. The core of the army consists of our two big mobs, the Slugga boyz and the Shoota boyz, which in battle will advance behind the Grot mob, covering them as much as possible from our casual staff members painted up. These look absolutely awesome with their bright green algae-like skin, giving them a slightly comical appearance as well.

Everyone looked on as Luke went absolutely nuts with the Ork biker boy, converting them as heavily as he could using a whole range of the store’s spare bits from the Ork battle squad, Gorkamorka, even the banner pole from the Warhammer Long Drong Slayer box! The Nob he’s especially proud of, using a bit of modelling chain so that he’s wielding a length of it to look like an Orky form of brass knuckles! The paintjob incorporates a mix of various metals and areas of red (which stand out nicely), and light brown has been drybrushed up the wheels and tracks to show the dust picked up by riding through the desert.

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"Maintain formation, Macarius. All that matters is that the rest of the convoy makes it safely to Oraz. Need I remind you that, as a senior adept of the Departmento Munitorium, the safe delivery of the three Guard regiments this convoy carries is my responsibility!"

Leoten Semper, Captain of His Divine Majesty’s Ship the Lord Solar Macharius, stared at the flickering green image of the gaunt-faced Adeptus Terra official on the opticon screen for a moment before giving his carefully worded reply.

"Indeed. The cargo may be your responsibility - but the transports carrying them are mine. As commander of the convoy’s Navy escort, it is my decision to recover the two lost transports. This system is a pirate nest. We lost four transports here on our last run and five the time before. I’ll not lose any more this time. We will leave you the frigate escorts and as many attack craft squadrons as we can spare. Pray that they are enough. Macarius out."

Severing the comm-link, Semper turned away to face his senior command officers assembled before him on the bridge deck, catching their approving nods at the manner in which he had dealt with the Departmento Munitorium official.

"Orders, sir?" asked his second-in-command, Flag-Lieutenant Hito Ulanti.

"Bring us about, Mister Ulanti. Set course for the last known location of the Vanya and the Magnar, and take us there All Ahead Full. We’ve got two lost sheep to save from the Wolf Packs."

"Assemble the pack," he ordered. "By the time that cruiser returns, all that will be left for it to protect will be drifting wreckage and some burned-out hulls."

Captain Madsen Chen of the Vanya looked round the battered command deck of his ship, steadying himself against the side of his captain’s pulpit as another explosion rocked his ship. Somewhere, thousands of kilometres of space behind them, their sister ship the Magnar was in its death-throes, its main drive crippled and its internal atmosphere bleeding out into space as the enemy used lance weapons to punch holes through its hull. Both ships were what were scathingly called ‘junkers’, ancient decommissioned hulls hastily refitted and pressed back into active service at the onset of the war. The Vanya and her crew would be a little challenge to any determined attacker.

Still, Chen was a loyal servant of the Emperor, and he knew it was his duty to ensure that his ship and its cargo did not fall into the hands of the Emperor’s enemies. He activated a rune from the tech-priest’s Adeptus Mechanicus nurtured and monitored the beating plasma core heart of the ship’s power systems.

"Captain Chen to Magos Hensho. Commence your preparations for the Rite of Self-Immolation. Shut down the coolant systems and..."
The hard vacuum around the lead Starhawk bomber was filled with bright energy bursts as the squadron commander pilot jinked his craft through the incoming enemy fire. He flinched as, several kilometres off to starboard, one of his wingmen suddenly exploded apart. The servitor behind him, hardwired into the ship's surveyor systems, counted off the range in ten kilometre increments as they closed in on their targets. Latest reports now showed fifteen pirate vessels prowling round the fringes of the convoy. They were keeping a wary distance from the formidable prow lances of the three Firestorms frigate escorts. But the Firestorms couldn't cover the entire convoy, and the pirates were making quick probing attacks up and down the line of transports, testing the four Starhawk squadrons left behind by the Macharius as a makeshift secondary line of defence. Now, finding a gap in those defences, one pirate squadron was making a direct attack run on the convoy, and Nemesis Squadron was racing to intercept.

Approaching optimum strike distance the targets came into view through the cockpit’s opticon-enhanced viewing ports. They were system-class vessels, too small to be fitted with warp engines, and the pilot’s experienced eye picked out the details of half a dozen other vessel types cannibalised in their construction. The remaining Starhawks launched as one, the engine trails of ten plasma missiles streaking away towards the pirate ships. Two of the pirates broke off and retreated, but the third was too slow, a line of missile strikes raking it along its midships. The pirate gunship’s hull burst open and seconds later it exploded as its breached reactor went critical. Nemesis Squadron pealed away to avoid the debris cloud thrown out by the explosion. In his cockpit, Nemesis Leader checked his instrumentation, seeing that his bomber’s payload and fuel reserves were now at less than fifty percent. Attack craft such as the Starhawks had a severely limited operating capacity, and without mothership support, Nemesis and the other bomber squadrons would soon be unable to protect the convoy from the attacking pirate pack.

The comm-net link crackled into life, his Navigator feeding him the co-ordinates of another reported incoming pirate attack further down the line of transports. Nemesis One relayed the orders to the rest of the squadron, bringing his swooping gull-winged craft round to the new heading. Vandire’s Oath, he swore to himself, where is the Macharius?

The Macharius powered forward, armoured blast doors sliding open along the launch bay sections on either side of its baroquely armoured hull to unleash a wave of the deadly silver dart shapes of its Fury interceptor squadrons. The craft fell upon their targets with merciless abandon, and the void between the Vanya and its pirate squadron attackers was lit up by volleys of lascannon fire and the answering flashes of exploding assault craft. In the vanguard of the attack, Storm Leader eased back on the power flow to its engine systems and allowed the armoured limpet shell shape of its target to drift through into its weapon sights. Storm Leader watched a row of runes on his instrument panel flash green – Lock On! – and stabbed the firing trigger, sending volleys of lascannon fire from its wing-mounted weapon banks. The pirate assault boat disintegrated and in the flare of burning gases escaping from the destroyed craft the Imperial pilot could see the bodies of the assault troops inside spilling out into space as he peeled away, already in search of his next target.

Aboard the Macharius, Leoten Semper watched as the pirate squadron disengaged from the attack on the Vanya, abandoning the assault craft wave to the marauding Furies.

"Targets dead ahead," Master of Ordnance Remus Nyder reported. "Torpedoes ready to fire on your command."

"They’re too close to the Vanya," Semper noted. "We can’t risk any stray torpedoes locking on to it as well. Helm, give me ramming speed. All decks, brace for impact!"

The Imperial cruiser’s plasma core engines sent it surging towards its target, and in the last few seconds before impact, Semper could clearly see the manoeuvring thrusters studded along the hull of the pirate ship flare into life as it futilely tried to slide out of the path of the oncoming thirty-kilometre long juggernaut. The adamantium-armoured prow of an Imperial cruiser was specifically designed for ramming attacks, although
ers was cannon flashes raft. In attack, rack on engine the shape through Storm row of it panel f and trigger, ans of wing-banks. boat flare escaping raft the space easily in it. 

barius, hed as glaund tack on the to the head." Remus pedoes your to the helm. All ed. All it! user's sent it et, and before clearly uvring the p flare died to of the metre. The prow was 1 for a though tactical orthodoxy, as taught in the naval academies on Cypra Mundii, said that such attacks should only be considered as a last resort. Thrown to the deck by the tremendous impact of the collision, feeling the shuddering tremors of his ship smashing a path through the body of the enemy ship and hearing the exultant cheers of his crew as the Macharius carried on through the debris cloud of twisted wreckage of what only seconds ago had been another vessel, Leoten Semper could only disagree with his naval academy tutors. It was, quite simply, the most satisfyingly effective order he had ever given.

Semper climbed to his feet to find the impeccable and apparently unshakeable figure of his second-in-command waiting for him.

"Vanya signals her thanks and requests a safe escort back to the convoy. Remaining enemy vessels are escaping but still within range of our portside batteries. Gun crews are ready and waiting. We are also picking up urgent mayday signals from the main convoy. What are your orders, sir?"

+ Firedrake reporting. Only two of us left, all payload expended.+ + Harbinger reporting. Payload nil; engine systems are running on vapours and prayers.+

+ Mantis reporting. Minimal payload and five percent fuel reserves remaining. Requesting assistance – three enemy vessels incoming on our position.+

Nemesis One listened to the litany of reports from his fellow squadron leaders. Ignoring the flashing red warning runes of his own fuel monitor panel, he keyed open the comm-link channel.

+Nemesis to Mantis. We’ve just enough fuel left to reach you. We’ll join you in a combined attack wave and+

The comm-link frequency buzzed with static as a powerful new transmission source cut in.

+ Macharius to all Starhawk squadrons. Stand down. We’ll take it from here.+

"Wolf Packs" these pirate groups were called, but to Leoten Semper they seemed more like scavenging jackals, attacking weak and vulnerable prey but fleeing at the approach of any larger predator. The Macharius and the Firestorms had pursued the pirate pack to the fringes of the asteroid fields, claiming another four kills along the way, before turning back to rejoin the convoy. Now, with all surviving Starhawks safely recovered and the Vanya escorted safely back by four squadrons of Fury interceptors, the convoy had reached the edge of the system and was preparing to enter the warp.

Semper looked out of the viewing port, staring at the pattern of now distant asteroid fields. The Wolf Pack were in there somewhere, hiding in their asteroid lairs and licking their wounds for now, but he knew they would be back again soon enough. One day, he promised himself, one day when we’ve the time and the ships to spare, we’ll be back in force to clean out these pirate nests. Then this scavenger pack and all the others like it will know what it means to face the full might of Battlefleet Gothic.
I'll be honest – of the various Codexes I've worked on so far for the new edition of the Warhammer 40,000 rules, Codex Catachans is the one that has been the most fun. This is surprising, because at the start of the project I really wasn't looking forward to it as much as usual. I'd just finished Codex Imperial Guard and thought that we'd probably done just about everything that could be done with Imperial Guard infantry. Boy was I wrong!

Probably the major reason that Codex Catachans was so much fun to work on is that it's as much a supplement for the Warhammer 40,000 game as an army list, including as it does rules and information explaining how to play games in jungle terrain. The dense terrain used for such battles has made for some very interesting battles, with a very different 'feel' to normal games of Warhammer 40,000. The restricted lines of sight mean that you tend to get a lot of isolated firefights and assaults fought at very short range, which makes for an exciting, fluid game with plenty of movement and manoeuvres.

So how does this show that there is still loads that can be done with Imperial Guard infantry? Well, the answer is that rules for jungle terrain isn't all you get in the Codex, because it also includes a stand-alone 'Deathworld Veterans' army list, which is basically a completely new Imperial Guard list designed to create Imperial Guard armies that can fight in jungle terrain.

Last, but by no means least, the Codex also includes rules for using the unique units from the Deathworld list in a 'standard' army picked from the list in Codex Imperial Guard. So it's really three things in one, all packed neatly into 24 pages. Below, I'll explain what we've done and why we've done it, but for now you should check out the Codex even if you don't play an Imperial Guard army, as the rules in the book for jungle terrain can be used with any of the army lists we've published.

DEATHWORLD VETERANS

Jungle rules aside, the main bulk of Codex Catachans is made up of the Deathworld Veterans army list. Over the last couple of months we've been doing some serious playtesting of the list, and the Catachans have been up against all the other major races. They've acquitted themselves well so far, though the Tyranids did give them a very tough time. (The Hive Mind gives everyone a tough time, especially now we have Andy Chambers' new Lictor rules in this month's Chapter Approved – Booster).

Aside from the unique terrain, the other thing that has stood out is the Catachans' ability to set up secret booby traps and deploy some of their units in hidden ambushes. As the opponent doesn't know where these things are until they attack him, we've found it creates a suitably paranoid atmosphere.

As I've already mentioned, although Codex Catachans allows you to add some new Catachan units to a standard Imperial Guard army, it also allows you to field a 'Deathworld Veterans' army, made up only of toughened Catachan Jungle Fighters. It's this Deathworld Veterans list that we've been testing and it's been designed to create an army that operates in dense jungle terrain. Because of this, the army is limited to infantry and sentinels – no tanks or vehicles are used at all. In order to make up for their lack of heavy support, Deathworld Veterans benefit from a Weapon Skill of 4 (rather than 3 for standard Guardsmen) and also have a number of special abilities when operating in jungle terrain. The most important of these is their ability to move through jungle as if it were clear terrain and to see up to 12” through jungle if they remain stationary. This last ability can be very useful, as all other troops can only see through 6” of jungle, so it allows the Catachans to fire at enemy troops from positions where the enemy can't see to fire back.

Aside from being better in close combat and benefiting from special rules, a Deathworld Veterans army has access to a number of new types of unit which can also be used in 'normal' Imperial Guard
sniper rifles particularly effective.

Deathworld Snipers work alone, taking up position hours or even days before a battle starts.

While the assault squads and their demolition charges are probably the most entertaining new unit in the list, the Catachan Devils units are probably the most dangerous. Catachan Devils are elite combat units that are allowed to set up in ambush. In order to do this, the table is divided into a grid of 1" squares, each of which is given a code number (ie, A1, A2 etc). Rather than being deployed at the start of the battle, the Catachan player writes down which 1" square of the table the Catachan Devil squad is hiding in. This square can be anywhere except in the opponent’s deployment zone. Then, at the start of any of his turns, the Catachan player can deploy the squad. Once deployed the squad can shoot and assault, which it will generally do to unleash a devastating ambush on some poor unfortunate enemy unit that has wandered into its square. This rule may sound a bit fiddly but in practice it’s very easy to use. More importantly, the rule creates a suitably paranoid feeling in the opposing player, who generally ends up viewing every bit of jungle as the potential home of a unit of Catachan Devils.

The same rule of hidden set up is used for two other units in the Deathworld army: Deathworld Snipers and booby traps. Deathworld Snipers work rather differently from Ratling Snipers in that they operate alone rather than in groups. If you decide to take a ‘unit’ of Snipers, you may hide up to three in different ambush locations around the board. In addition, because the Snipers use deadly toxins from deathworld creatures in their sniper rifles, they can re-roll the ‘to wound’ dice if it fails at the first attempt.

Booby traps are a special type of Heavy Support choice found only in the Deathworld army list. Rather than being a unit of troops, taking a ‘unit’ of booby traps for your army allows you to booby trap.

Deathworld Snipers use deadly toxins from their home worlds to make their sniper rifles particularly effective.

Deathworld Snipers work alone, taking up position hours or even days before a battle starts.
To accompany the Codex, this month also sees the release of Colonel 'Iron Hand' Straken, the Deathworld Snipers and Heavy Flamer Teams.

**COLONEL 'IRON HAND' STRAKEN**

Colonel 'Iron Hand' Straken is the gung ho leader of the 2nd Catachan Regiment. After being severely injured by a Miral Land Shark he was fitted with a bionic arm and chest unit that bestows him with incredible strength. He is the embodiment of the Catachan way of life and is an inspiration to all who serve with him.

“What in the seven hells of Chaos are you waiting for? Personal orders from the Emperor himself? When I say ‘take that damned hill, I mean take that damned hill, not stand around and stare at it! I don’t care if there’s 50,000 Mirals up there I’m going up there! Our orders are to take that hill and I’m going to damn well take that hill even if it means I have to kill every last one of the purple-skinned giants myself. Damn it, follow me! I’ll show you how it’s done. That’s it, get stuck in there, Medics! Stop whining, Brood, you’ve got another damned leg. It’s think I cried like a damned new-born when I lost my arm! Course I damn well didn’t. I upped and ripped that damned Land Shark’s dented shark out with my damned teeth! That’s it, Sergeant Creed, you can smell Emperor’s teeth, that bloody shark. Get that heavy flame into that trench. The damned Grots can’t help with that treach, you can’t eat the soil! Oh yes, smell those charred bones. Smells better than breakfast, doesn’t it? Give me that damn grenade. Do I have to do everything myself? See? That ain’t proper armour like you’d see on an Imperial tank — no it’s flimsy, fall-down-in-a-strong-breeze. I hope they don’t spit at me. I didn’t really mean spit at ‘em! You there! Yes you! Pick up Sergeant Creed’s hand. The company might be able to stick it back on him later. Don’t stop now, you damned weak-thighed sons of acid-jubes! We’re only damn well halfway up!”

**DEATHWORLD HEAVY FLAMERS**

Formed from the bravest of the regiment’s warriors, assault teams take the fight directly to the enemy. They bear the brunt of the bloody combat which often occurs in jungle fighting and so are heavily armed with demolition charges, meltaguns, plasma guns and flamer weapons. Of these the heavy flamer often proves particularly effective, engulfing entire enemy units in burning jets of fuel.

**DEATHWORLD SNIPERS**

Deathworld Veterans recruit their own snipers from amongst their finest marksmen. A Deathworld Sniper will take up position hours, or even days, before a battle to find the best spot in trees or among roots and will conceal himself fully before the enemy draws near. Concentrated sniper fire can throw enemy units into complete confusion, the Snipers becoming almost impossible to spot in the dense jungle terrain.
up to three of the 1'x1' squares on the table. If an enemy unit moving through the square rolls a 'double' when it rolls to see how far it can move through difficult terrain then it sets off a booby trap and is attacked! The exact form of the attack depends on the type of booby trap that has been used. Several kinds are available, such as plasma charges that target a single model with a powerful attack, or shredder mines that use the Flamer template and so on.

There are a number of other changes to a Deathworld army when compared to a normal Imperial Guard army but these are all fairly minor (platoons don't get Command sections, Commissars aren't made very welcome within Deathworld armies and often suffer 'accidents', Sentinels come with flamers and a rough terrain modification as standard, to name but three). However, the intrinsic character of the army is encapsulated in the units described above. The overall effect is to create an army list that allows you to field a small, elite Imperial Guard infantry force, something that's not really possible with the standard list. What's more is it's an army that is designed to work in jungle terrain and the points cost of each unit in the list is based on this assumption. You can use a Deathworld Veterans army without the jungle rules from the Codex if you wish but it will have a tough time surviving for long without the dense jungle terrain to help protect it. Because of this, we've included options for using the assault units, Catachan Devils and Snipers as specialised units in a normal Imperial Guard army but if you do this, they are not allowed to set up in ambush.

**JUNGLE FIGHTING**

This leads neatly to the rules that are included in Codex Catachans to reflect the nature of jungle terrain and how it can be represented on the tabletop. As already noted, the terrain rules have a profound effect on the way that the game 'plays' and means that the Codex is as much a supplement explaining how to fight battles in jungle terrain as it is a new army list. In fact we have been having so much fun with the jungle rules that we've been talking about playing some jungle games which don't use Catachans at all!

The bulk of the rules for fighting in jungle are actually descriptions of the types of terrain that can be encountered, and how to represent them on the tabletop. The colour pages in particular include lots of tips on how you can represent jungle terrain on the tabletop.

This said, there are a number of special rules that apply when fighting in jungle terrain which don't apply in normal games. These come about primarily because you assume that the table is covered in jungle and then mark out areas like clearings and jungle trails that are clear and flat. This greatly cuts down the distances that units can see, so generally you can only see an enemy when they are almost on top of you. This in turn encourages a game of movement and manoeuvre. The Warhammer 40,000 rules make it much better to assault rather than be assaulted and this is doubly true in jungle where a unit that stays still will not always get the chance to shoot before it's attacked. In addition, the restricted lines of sight make it possible to bypass tough enemy units. After all, if they can't see you they can't hurt you!

For all of the games that we've played we've used the jungle terrain generator chart that's included in the Codex. To use it you roll 2D6 to determine a piece of non-jungle terrain that must be placed on the table. A roll is made on the chart for each 1' of
Mortars are one of the preferred heavy weapons used by Deathworld Veterans.

The table's longest edge, so if you were playing on a 6'x4' table, you'd make six dice rolls on the chart. The chart includes all the things you'd expect to find in a jungle, from clearings and settlements through to bottomless ravines. For some reason, I'm not really sure why, this works in a much more satisfactory way than the similar terrain generators in the Warhammer 40,000 rulebook, so where normally we set up terrain by mutual agreement, for our jungle games we've happily used the chart for every game.

Anyway, once you've determined the number, nature and location of the bits of non-jungle terrain, you can 'fill in the gaps' between with jungle. Don't worry, this isn't quite as daunting as it sounds and you don't have to cover all of the table with trees! What we tend to do is mark the edges of the clear areas with lichen or scatter, so that we know where the jungle ends and then place 'decorative' clumps of trees and clumps of lichen in the jungle areas. If you take a look at the example below and the battle report elsewhere in this issue of White Dwarf you'll be able to see what I mean. The bottom line is that we were able to get by quite happily with the number of trees we had already collected for our 'normal' games and so didn't need to get any extra terrain to play jungle battles, other than a couple of bags of lichen.

The rest of the jungle rules basically cover strange situations that can occur in games when playing in such an environment. For example, we've given skimmers the option of 'hovering' above the jungle canopy, rather than having to risk crashing every turn by landing 'in' the jungle, and we've gone into more detail about what happens when line of sight is traced through jungle, out into the open, and back into jungle again and so on. Of these extra rules the one play testers seem to like the most is the rule for getting 'spooked'. Basically, if a unit rolls a double 'T' for the distance it can move through jungle then it blazing away at 'something moving in the bushes'. This stops it moving and shooting for the turn (or charging and assaulting if a double 'T' was rolled for a charge). For some reason all the play testers really liked this rule, even when it worked against them; I think it's because they've all seen the film Predator and like to imagine the unit blazing away at the jungle around them!
Last month's battle report saw a huge clash as Eldar fought Dark Eldar on an Imperial world, Kurzon's Fall. After a hard fought battle, the Eldar commanded by Gav Thorpe and Paul Sawyer finally defeated the Dark Eldar led by Nick Davis and Keith Robertson. At the end of the game all that remained of the Dark Eldar were a few Warriors and Wyches hiding in the safety of the jungle. This month's battle report begins where last month's ended. The Dark Eldar make their escape into the jungle of Kurzon's Fall only to find that the humans don't appreciate aliens on their world...

Simon: The scene was set and last month's Dark Eldar commander Keith Robertson had been given the job of defeating the Catachan Deathworld Veterans while Keith picked his force from the Dark Eldar army used in last month's battle report. In addition to being restricted in this way, we also decided that he had to take at least two squads of Wyches (as the Wyches were the most numerous of the survivors in the previous game) and the Dracon N'isaei who we assumed had the most chance of surviving her injuries and leading the escape into the jungle.

By doing this, Keith's force was made up of last month's survivors and we were able to continue the narrative of the Dark Eldar's ill-fated attack on Kurzon's Fall.

THE JUNGLE BATTLEFIELD

Jervis: First things first, if you haven't read my designers notes on Codex Catachans then I advise you to read them before continuing with this battle report, as it will give you a better idea of what's going on. As you might expect, a fair old chunk of Codex Catachans is devoted to the subject of jungle terrain. There are a number of new rules which explain how it affects units and combat and, more importantly, there are guidelines that explain and show you how you can represent jungle terrain on the tabletop. We got by with the terrain pieces we use for our normal games.

The trick was to assume that, instead of the table being flat and open grassland, it was covered in jungle. We then marked out the areas where there wasn't any jungle, or better 't then it is shees', turn (or 'scatter') so we could see where the jungle ended and the clearing or trail begin. This done, we then plonked down jungle terrain pieces quite a lot at random in the jungle areas, as they are primarily there for decoration and to mark which areas of the table are jungle and which are clear. One of the cool things about treating jungle in this way is that the jungle terrain pieces can be moved about if they get in the way, which makes life much easier for the player, as anybody who has struggled to place their terrain models in or on a piece of modelled jungle terrain will testify! It should be noted that the 'special features' like hills and ravines shouldn't be moved about in this way, as they represent fixed features in the landscape.

This was the method used to generate the terrain for our game, as shown in the accompanying maps, and I'm sure you'll agree it gives a most satisfactory result. More importantly, it is very easy for anyone to do, so there is no need to be scared off from playing games in jungle terrain just because you don't happen to have lots of model trees. Quite the reverse in fact; using jungle terrain is a great way to see what it's like playing games in dense terrain when you don't have all that much model scenery to play with.

The maps used in this battle report show the actual set up of the terrain we used in the game, whereas the photos themselves are more aesthetically accurate with lots of extra terrain. You may also notice that we used Nigel Stillman's hostile terrain in our set up. For this game however we decided to include it just because it looks good rather than as actual hostile terrain. Some of you may also notice that the Colonel Schaeffer model has been used as the Catachan Colonel as he was the only model carrying the correct equipment and he really looks the part.
A VERY EVIL PLAN INDEED

A second chance to take command of the army I've been working on! Having never fought against a Deathworld army, I hoped it would be like fighting normal Imperial Guard. However, after reading the Codex (always a good idea as you find out roughly what you will be facing) I realised that fighting Catachans would be very different from standard Imperial Guard since all their troops have few heavy support options.

When picking my army I had some restrictions because of the scenario I had to choose the 1,000 points from the 3,000 points army Nick Davis and I fought with last month and I had to take the Dracon as its leader. This was a bit of a problem in that I couldn't take a shadow field, which I would normally have done (because she didn't have one in the previous battle) and I couldn't take some of the troops that I would normally choose.

With the leader chosen, I picked two Raider squads, giving me a decent amount of splinter rifles and splinter cannons which work well against troops with low Toughness like Catachans. Next came two units of Wyches which I put on Raiders to get them into combat quicker. With only a couple of hundred points left, I took a squad of Mandrakes which I could move around and bring out where I needed them. My Dracon still needed some protection so I gave her a unit of six Warriors and a Haemonculus with a stinger that would hopefully give her a bit more firepower. I didn't take any Incubi because I wanted the unit to be able to fleet of foot. Now all I needed was a battle plan.

THE SCENARIO

Jervis: When we initially started work on the jungle rules for Codex Catachans we felt that we might have to modify the way that scenarios were selected to suit the nature of the terrain. As it turned out, this wasn't necessary, and we were able to stick to choosing and using the scenarios exactly as they are presented in the Warhammer 40,000 rulebook. This makes sense really. After all, the type of missions you'll be called on to perform in the jungle won't change, rather it's the strategy and tactics you use to achieve the mission that will be modified. Bearing this in mind, after Simon had set up the terrain and we had picked our armies, all we needed to do was roll on the Standard Mission table in the Warhammer 40,000 rulebook to see which mission we were playing. Keith rolled a 2 which meant that we'd be playing 'Night Fight'.

DARK ELDAR BATTLE PLAN

Having studied the layout of the terrain I figured that I would have to use the clearings, as they were the only way I could disembark from the Raiders. I decided to use the speed of the Raiders, to relocate the point of my attack and hopefully find a weak spot in Jervis' army. For this job I chose the Wyches. Relocating them to the clearing in the corner of the table would give me a chance to flank the Catachans. The rest of my army would hold in the centre and try to cause as much damage to the advancing Catachans as possible. Towards the end of the game, I planned to use the Raiders to fly out and either take or contest table quarters.
To this end, when I started to choose my army the first thing I did was to pick the infantry platoons. As we were only playing to 1,000 points, we didn't have to take the specialist units. This is not to say that my strategy would be pretty much the same as if I was fighting a Cleanse mission, which has the same victory conditions.

In a Cleanse or Night Fight, victory goes to the side that controls the most table quarters at the end of the game. It's one of the truisms of Warhammer 40,000 that you mustn't forget the victory conditions of the scenario you are playing and a common mistake made by novice players is to end up concentrating on wiping out the opposing army, rather than doing what they need to do in order to win the game. On the other hand, you need to defeat or at least badly damage the opposing army if you are to win, and splitting up your own army to capture table quarters is not a good way of going about this task. My basic plan, therefore, was to keep the bulk of my army close together for the first three or four turns so that I could concentrate most of my force on defeating the Dark Eldar and only split up to grab table quarters once the Dark Eldar army had been defeated. If I was lucky there wouldn't be many Dark Eldar left come the end of the game and it would be easy for me to claim one or two table quarters and win the battle.

This then was my overall strategy, and is what I would do whether I was playing in jungle or not. However you will find that the presence of jungle terrain does modify the detail of your plan. In particular it allows you to set up much further forward than would normally be the case. I was lucky enough to win the dice roll to set up the first unit, and took full advantage to set up my mortar unit as far forward as I possibly could. This tactic would force the Dark Eldar to deploy deep in their own table quarter, and allow me to deploy further forward. This would leave the mortars vulnerable to enemy fire, but I was willing to sacrifice them to gain a better tabletop position.

One thing I've come to appreciate after playing with the new edition of Warhammer 40,000 is the importance of building a solid 'core' of troops for your army. By troops I mean units from the Troops section of the Army lists, for example, or Ork Boyz mobs. In the case of the Imperial Guard this means taking plenty of infantry platoons. This is not to say that you should spend all of your points on troops - specialist units have an important role to play as well. Troops are the core of an army, not something you have to take in order to get the good stuff.

The other thing I had to take was a Company HQ. I'd already decided to have them in my army, so rather than any half measures I gave each squad a flamer and heavy flamer. Rather than flamers I gave the squad two meltaguns. The total cost of my core force was just over 600 points, of which nearly 500 points, or roughly half the army, was units of troops. This fitted well with my overall plan and still left me enough points to buy some really juicy specialised units. The first of these to be chosen was a Deathworld Veterans army list. I armed them to the teeth with short ranged assault weapons and two of the dreaded demolition charges. The next 'must have' unit was a Mortar squad. Mortars had proved themselves a great 'jungle weapon', so much so that we'd doubled their points value compared to the same weapon in the standard Imperial Guard list. The reason they are so useful is that they are 'guess range' weapons that don't require a line of sight, allowing them to fire at enemy units hiding in the jungle.

The last thing I bought was my 'ambush units'. I took three of these units; a six man Catachan Devils unit (with two flamer upgrades!), a sniper, and two sets of spring-mine booby traps. The booby traps work slightly differently to other ambushing units in that I didn't get the choice as to when they could be used; instead, if a unit in their own table quarter and contest it against any Dark Eldar that moved in that direction. To help them out I hid my Booby Traps and Sniper on this flank also. Hopefully these units could slow down the Dark Eldar long enough for my main attack force to complete its mission and then come to their aid. The finished set up is shown on the accompanying map.

To recap then, my plan was nice and simple; I'd launch a strong right hook, while I feinted with my left. In the early stages of the battle I would concentrate on trying to destroy the Dark Eldar army, but come turn 3 or 4 I would start to think about grabbing table quarters in order to achieve the missions victory conditions.

Interesting this special Night Fight rules, which limit the range a unit can fire to 2D6 x 3", don't have all that much effect in jungle terrain, where most shooting takes place at ranges of 12" or less. This meant that my strategy would be pretty much the same as if I was fighting a Cleanse mission, which has the same victory conditions.
Dracon No'akei
AGONISER, SPLINTER PISTOL, TROPHY RACK
Retinue
6 WARRIORS, 2 SPLINTER CANNONS, BLASTER

Haemonculi
SCISSORHANDS, STINGER

Wych Squad
10 WYCHES, 2 SHREDDERS

Raider
DISINTEGRATOR

Wych Squad
10 WYCHES, 3 BLASTERS

Raider
DARK LANCE

Mandrakes
5 MANDRAKES

Raider Squad
10 WARRIORS, SPLINTER CANNON, SHREDDER

Raider
DISINTEGRATOR

Raider Squad
10 WARRIORS, SPLINTER CANNON, BLASTER

Raider
DARK LANCE

DARK ELDAR
KABAL OF THE BLACK HEART
CATACHAN JUNGLE FIGHTERS

Colonel Mackray
POWER SWORD, PLASMA PISTOL

Command HQ
3 DEATHWORLD VETERANS, 2 MELTAGUNS

Sniper

Catachan Devils Squad
PLASMA PISTOL, 2 FLAMERS

Veterans Assault Team
2 HEAVY FLAMERS, 2 DEMOLITION CHARGES, MELTAGUN

Captain
POWER FIST, BOLTER

Infantry Squad
FLAMER, HEAVY FLAMER

Infantry Squad
FLAMER, HEAVY FLAMER

Captain
BOLTER

Infantry Squad
FLAMER, HEAVY FLAMER

Infantry Squad
FLAMER, HEAVY FLAMER

Mortar Heavy Weapons Squad
2 MORTAR WEAPON TEAMS
Jervis won the dice roll to see who got the first turn and after much contemplation decided to let the Dark Eldar go first. This allowed the Dark Eldar to get in the first shots but would mean that Jervis would have the last chance to grab table quarters.

DRAKON No'akei leads her warriors forward into the jungle clearing.

Before the battle started, each player's infiltrators were allowed to make a 'bonus' move. Keith used this to press forward with his three Mandrake models.

DARK ELDER
TURN ONE

Keith used the turn to swing the Raiders containing his Wyches off to the right, while the Raiders containing the Warriors moved into the clearing and the Wyches dismounted. The Dracon and her Retinue moved up to cover the left flank of the Warriors and the three Mandrake models pushed on ahead of the rest of the army through the jungle. It's worth noting at this point that the special rules for jungle terrain in Codex Catachans allow skimmers to 'hover' above the jungle canopy, rather than landing in it and risking a Difficult Terrain test. This is what the Wych Raiders did, and is why Keith didn't have to test to see if they were destroyed even though they finished their move in difficult terrain.

In his shooting phase, Keith concentrated his fire against the unit of Mortars. The two Raiders and a unit of Warriors in the clearing succeeded in wiping the Mortars out (thanks mainly to Jervis's ability not to roll anything higher than a 3 for a saving throw!). The only other model that the Dark Eldar could see was Colonel Mackray but fortunately for him he was able to make his saving throws and survived a heavy volley of fire. The Dracon's Retinue used the Fleet of Foot rules to move an extra D6" but only managed to roll a 1.
In Jervis' turn his HQ and units on the right moved off deeper into the jungle, where the dense foliage would conceal them from the Dark Eldar’s fire. On the other flank, the 2nd Platoon moved forward to contest the other neutral table quarter against the Wyches. Jervis also chose to reveal the Sniper he had hidden in the jungle just beside the clearing occupied by the Dark Eldar Warriors.

The shooting phase was singularly uneventful, as the only unit that could see any enemy units was the newly revealed Sniper. He took a potshot at the Dracon’s Retinue but even the deadly Catachan toxins he was using (which allow a re-roll of the Wound roll) failed to cause any damage.
The Warriors in the clearing advanced forward, hoping to be able to get close enough to see the Catachans hiding in the jungle. Behind them and to their left the Raiders and the Dracon moved up in support. The Raiders carrying the Wyches moved into a second clearing and the Wyches dismounted in preparation for launching an assault on the 2nd Catachan Platoon.

Even though they had advanced, the Dark Eldar couldn't see many of the Catachans. The Sniper was gunned down by disintegrator fire from one of the Raiders and a dark lance shot from one of the Wych Raiders killed a Catachan trooper, but that was all. Clearly deciding that shooting was for wimps, one of the Wych squads used the Fleet of Foot rules to move an extra 5" and cross the ford that was in front of them. This brought them within assault range of the Catachan squad closest to the river and wasting no time the Wyches charged straight in! Fortunately for the Catachans the jungle terrain slowed the Wyches down so that only a handful could get into combat but even so they hacked down two of the Catachans for no loss to themselves. The Catachans stood their ground however, and passed the Morale test for losing the combat and the unengaged models from both sides 'bundled in' to create a large, swirling melee.

The Catachans make their move and launch an all out assault on the Dark Eldar Warriors.
The Warriors and their supporting units in the clearing had now moved close enough for Jervis to launch his all out attack. The Catachan Devils leapt out from ambush, perfectly positioned to unleash a hail of fire on the Dracon. Meanwhile, the rest of the units on Jervis's right flank surged forward to link up with the Devils. Finally the squad from the 2nd Platoon that hadn't been attacked by the Wyches moved forward to close the trap on the Dark Eldar Warriors in the clearing.

The shooting phase was nothing less than a massacre, as the flamers and heavy flamers of the Catachans burnt down the Dark Eldar troops like straw dolls. The Haemonculi, the Dracon and her retinue were wiped out completely by the combined fire of the Catachan Devils and Assault squad. Meanwhile, the combined fire of the rest of the army killed fourteen of the Warriors. The only down side was the Catachan's Colonel managing to inflict a wound on himself by rolling a '1' when he fired his plasma pistol.

The first wave of Wyches attack the Catachans with incredible speed.
The previous turn had been something of a disaster for the Dark Eldar but they still had their Wyches and Raiders intact and were certainly not out of the game. The Wyches that had defeated the Catachan squad chased after the survivors, while the other squad moved up along the trail with the two Raiders in support. In the clearing the remaining two Raiders moved into positions where they could shoot at the Catachan Devils. In addition, Keith chose to bring his Mandrakes into play and they appeared just by Jervis' Company HQ unit.

In the shooting phase most of Keith's fire was directed at the Catachan Devils and the Command HQ, who lost one and two models respectively. The Wyches manage to gun down one of the members of the fleeing Catachan squad.

In the assault phase the Mandrakes charged the Company HQ, while the Wyches tried to charge the fleeing Catachans. Unfortunately for Keith, he rolled a 'double one' for the Wyches' Difficult Terrain test which resulted in them getting 'spooked'. This meant that rather than attacking the Catachans, they instead blazed away at something that they saw moving in the bushes, and had to forfeit their move.

The combat between the Mandrakes and the Company HQ was inconclusive, with both sides only losing a single model. However, the Dark Eldar won the Moral High Ground roll and the Company HQ failed its Morale test. Fortunately for Jervis, however, once again the Catachans' ability to move through jungle as though it were clear terrain meant that they out-distanced their pursuers.

The combat in the clearing was far more conclusive, as the heavily outnumbered Dark Eldar Warriors were cut down by the Catachans for no loss to the Guardsman. The two victorious Catachan squads consolidated back into the jungle.
Although things looked good for the Catachans, Jervis was well aware that almost half of the Dark Eldar army was still intact. It also included four fast moving Raiders, all of which could claim table quarters and win the game for the Dark Eldar.

To deal with these multiple threats, Jervis sent the Assault squad and Catachan Devils to sort out the two Raiders that had been carrying the Warriors, while the rest of his army moved up to attack the Mandrakes and the Wyches. Fortunately for Jervis, the Company HQ rallied and was able to consolidate into a perfect position to join in the attack on the Mandrakes.

In the shooting phase, the combined fire of the HQ and supporting infantry units wiped out the Mandrakes (the units' heavy flamers once again proving their worth in the jungle). The shooting of the Assault squad and Catachan Devils was less effective, with the units' flamers failing to harm the Raiders and the sergeant of the Catachan Devils managing to kill himself when he rolled a 1 for his plasma pistol! However, the Assault squad was able to lob a Demolition Charge at one of the Raiders, which landed on target and stunned it so that it wouldn't be able to move or shoot next turn.
The second Wych squad makes its way toward the main combat.

The loss of the Mandrakes was painful but not decisive and Keith carried on with his determined attack. His Wyches moved up ready to attack the centre of the Catachans' line, while the Raiders, apart from the one that was stunned, moved to flank the Guardsmen.

The Dark Eldar shooting was disappointing and only managed to kill off a single Catachan. However, both Keith and Jervis knew that the game would be decided by the effectiveness of the Wyches in close combat. Both units fleet of footed but only the one that had already defeated the squad of Catachans was able to get into assault range. It was helped by the fact that the result on the Wyches' Combat Drug table had resulted in it having a 12” assault move! As an aside, one question that came up in the game was how this 12” move worked in Difficult Terrain (where you normally roll randomly to see how far you move). We decided that as the Wyches' normal assault move had been doubled, that they could also double the distance that they were able to move through difficult terrain when they made an assault. The Wyches used this to charge into combat with the Company HQ and some of the troopers from the nearby infantry squad.

Unfortunately for the Wyches, the Catachans were in jungle terrain, which counts as cover, and this meant that the Catachans could strike first in the close combat. This they did with devastating effect, as Jervis managed to roll a succession of 5s and 6s which hacked down five of the Wyches. The few remaining Wyches that were left in combat were only able to cause a single casualty and lost the combat. To add insult to injury, the Wyches failed their Morale test and even though they had a 3D6 fall back move, they were unable to outdistance the Catachans who didn't have to halve their move for pursuing through jungle. Even worse for the Dark Eldar was that this move took the pursuing Catachan squads much closer to the surviving unit of Wyches!
With all other Dark Eldar wiped out, the Wyches run downstream toward the only intact Raider to make good their escape.

CATACHAN TURN FOUR

The writing was clearly on the wall for the Dark Eldar now and the Catachans moved in for the kill. While the Catachan Devils and Assault squad remained behind to deal with the two Raiders that had been carrying the Warriors, the rest of the army moved in on the Wyches and their Raiders.

The shooting phase was devastating. This was helped in no small measure by Jervis remembering that open-topped vehicles like Raiders take two hits from template weapons rather than only one. This rule wasn't actually all that useful at first, as the Assault squads remaining demolition charge only managed to blow the disintegrator off one of the Raiders, despite having two hits (thanks to the open top rule) with a Strength of 8 and a re-roll to the Armour Penetration roll. Sadly for the Dark Eldar this was the last bit of bad luck Jervis was to suffer, as first the Assault squad's meltagun made up for the demo charge by destroying one Raider, then the Catachan Devils' flamer destroyed another Raider with a roll of '6' on the glancing hit table, and then a third Raider went down to another lucky glancing hit from one of the flamers in a Catachan infantry squad. But the Dark Eldar's misery wasn't over yet: with a final flourish, the heavy flamer in the Company HQ toasted three of the Wyches and the Succubus in the last Wych squad. Quite understandably, the Wyches failed their Morale test and fled for the table edge. With only one Dark Eldar unit left in play, it was clear that the game was over.
I LOVE THE SMELL OF FLAMERS IN THE EVENING!

Jervis: It's rare that I get the chance to say it, but for once everything went right for me. Aside from being very lucky in this game, I think that the main reason that I won was simply that I was used to fighting in jungle terrain, while Keith was not. As I said in my designer's notes elsewhere in this issue, jungle terrain fundamentally changes the way that Warhammer 40,000's rules play. Many of the things you have learned when playing normal games of Warhammer 40,000 no longer apply and the tactics and strategy you use, as well as the units you'll want to pick for your army, change because of this. I was lucky enough to have a few games in jungle terrain under my belt, so I knew what to expect, while for Keith this was his first game using the rules from Codex Catachans.

In particular, Keith suffered from not having experienced jungle terrain as one might expect. Most players are used to Imperial Guardsmen that hang back and engage in long range firefight; this is simply not the case with Deathworld Veterans units who will use the jungle to close quickly, unleash a devastating burst of fire and then charge in to close combat, where their Weapon Skill of 4 makes them a much more dangerous opponent than a normal Guardsman. It was this combination of abilities that caused so much carnage in the Catachan's second turn and I really doubt that Keith would give me the opportunity to pull off the same trick again.

The other main failing of the Dark Eldar army was not really of Keith's making and this was that he was stuck using a Studio army which has been designed based on experience playing games on normal terrain. While being well suited to the more open terrain encountered on a normal Warhammer 40,000 battlefield, the army that Keith used was clearly out of place in the dense jungle terrain it met on this battlefield and suffered badly because of this.

My army, on the other hand, was perfectly suited to the terrain, as one might expect. In addition, concentrating on taking as many flamers weapons as possible certainly paid off very well in this game. Whether it would have been quite as effective against well armoured targets like Space Marines, or an army that included Dreadnoughts or Carnifexes I don't know - I guess just have to give it a go and find out!

All of which leads to my final point, which is that you should really go ahead and try a game using jungle terrain. You don't have to have a Catachan army to do so, and I think you'll find that it opens up a whole new area of Warhammer 40,000 gaming that is challenging, different and a lot of fun.
It started out like the edge of a threat to my life, but by the time it reached the edge of the city, I had seized the initiative. Luckily, I had units to see what was happening. I was much weaker at this point on if the enemy had continued pressing and I was easily outflanked by Jervis. A couple of smoking barrels that turned out to be Catachan to cope with. The bars (and running my hand along the sleeve, the cool air that the air hit first. My surrounding null was. At some point, I decided to avoid it. I had been my Raider and had been trying to get to this point on time. The Cult of the Possessed stalk the dark streets of Mordheim.

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