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HOUSE ESCHER AND HOUSE DELAQUE SETTLE THEIR DIFFERENCES WITH LASGUNS AND HEAVY STUBBERS!

A HAIL OF CROSSBOW BOLTS OPENS THE BATTLE AS THE DARK ELVES CHARGE THE UNDEAD HOST



WHITE DWARF®

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CONTENTS

COVER: NECROMUNDA – *Geoff Taylor*

GW AND CITADEL NEWS **2**
All the latest news from Games Workshop and Citadel Miniatures.

GANG WARFARE! – *Rick Priestley* **7**
Rick introduces the brilliant new **Necromunda** game.

TYRANID INVASION! – *Jervis Johnson* **12**
Jervis explains the massive **Warhammer 40,000** and **Epic** campaign he has devised.

'EAVY METAL – *Studio 'Eavy Metal Team*
Dark Elf Sorceress on Dark Pegasus. **14**
Dark Elf General and Repeater Bolt Thrower. **18**

DARK SECRETS – *Andy Jones*
Andy takes a look at some of the Studio's bands of Warriors, and provides some new Dark Secret cards for you to use in your **Warhammer Quest** adventures. **15**

CALLIDUS IMPERIAL ASSASSIN – *Ian Pickstock*
Disguised by the shape-shifting drug *Polymorphine*, the Callidus Assassin stalks the **Warhammer 40,000** battlefields ready to wreak havoc in the name of the Emperor. **21**

SLAANESH DAEMON KNIGHTS – *Gavin Thorpe*
Fast and lethal, these Chaos war machines storm across the battlefield, leaving destruction in their wake. In this special article, Gavin gives us the full rules and army cards for these new **Epic** vehicles. **27**

'EAVY METAL – *Studio 'Eavy Metal Team*
Epic Tyranid Harridan. **26**
Tyranid Hormagaunts. **36**
Tyranid Warriors. **39**

TYRANID WARRIORS – *Andy Chambers*
Andy looks at the deadly weaponry you can arm your **Warhammer 40,000** Tyranid Warriors with. **37**

DA 'EAVY METAL BRUSH BOYZ
At last year's Golden Demon, nobody could recognise the strange brush-wielding individuals known as the Studio 'Eavy Metal Team, so this year we've put together a list of the Most Wanted! **44**

FOLLOW ME, MEN! – *Rick Priestley*
In this preview of the forthcoming Codex Imperial Guard, Rick provides the new Command Section rules for your **Warhammer 40,000** Imperial Guard armies. **49**

GAMES DAY AND GOLDEN DEMON '95
Details of how to get to the **1995 Golden Demon Awards.** **53**

HAIL OF DOOM – *Jervis Johnson, David Cain and Gordon Davidson*
The victors of two **Warhammer** tournaments battle it out with their Wood Elves and Orcs, to see who really is the Supreme Warhammer Champion of 1995! **56**

ADVERTS

Central London Grand Opening 4
Exterminatus Roadshow 6
Games Workshop Retail Stores 20
Battle Days 25
Warhammer Quest Chaos Warrior 35
Grand Openings 42
Screaming Death roadshow 48
Dark Elf Beastlord Rakarth 55
Games Workshop Mail Order 70
Citadel Miniatures Catalogue 75

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WHITE DWARF®

FAT DWARF!

White Dwarf is a hungry chap and lately he's been trying to fit so much in that he's been bursting at the seams! Not surprisingly, this has affected his waistline, and from next issue he is going to get fatter – another forty pages fatter to be precise!

Not only will White Dwarf be a massive 128 pages packed full of great articles, we've also been coming up with all sorts of new ideas. One of these ideas was a series of articles which answer your most frequently-asked questions on the three main areas of our hobby: gaming, painting and modelling.

Each issue, Andy Chambers and Jervis Johnson will be trying to solve all of your rules and tactics problems (if they can agree!). Our Studio modeller, Owen Branham, will be giving you hints and tips on all aspects of making your scenery, and Mike McVey will be passing on his painting and modelling expertise. Plus there'll be interviews, special features, and lots more!

Perhaps one of the most exciting aspects of the new, big-bellied White Dwarf is the card sheets. No longer will you have to cut up the pages of your favourite gaming magazine, since new Warhammer Magic Items, Warhammer 40,000 Wargear and Epic army cards will be printed on high quality card sheets for you to tear out.

Yes, we're all really excited about 'Fat Dwarf', and look forward to bringing it to you for years to come. In fact, with loads of extra pages and card sheets in the new-look White Dwarf, the only problem is what to do for issue 200?

TYRANID INVASION

Having burbled about the new White Dwarf for most of my space, I've just got room to tell you about another exciting event that's coming up. Later in this issue, Jervis presents the introduction for an awesome Warhammer 40,000 and Epic campaign. All across the world, **you** can take part in the Tyranid attack on Ichar IV, an Imperial planet whose fall would spell a major turning point in the advance of Hive Fleet Kraken.

This promises to be great fun as every battle fought could be the one which turns the tide! Until the results are collated, nobody will know whether the Tyranids have been victorious, or whether the Imperium and their Eldar allies have beaten them off!

With a bit of luck we might have some early copies of the new White Dwarf at Golden Demon, so see you there!

Jake

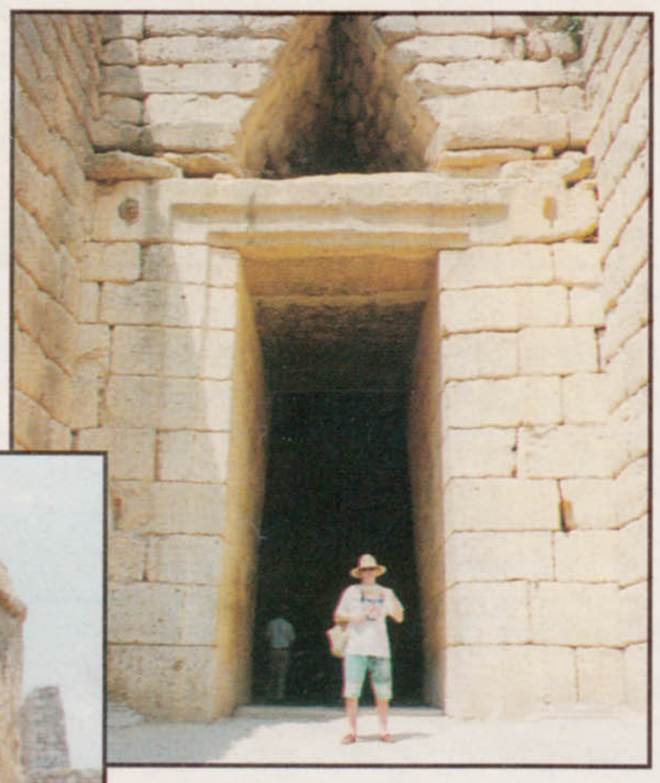
Warhammer Quest™

WARHAMMER QUEST RELEASES

Chaos Warrior Warrior Pack £6.99
(Boxed set with one miniature, cards, counters and rulebook)

INDY-ANDY JONES!

Intrepid Andy Jones, designer of Warhammer Quest, was caught on film conducting rigorous field research for the next Warhammer Quest supplement. He is pictured here within the great tomb-city of Khemri (actually it's the very ancient tombs of Mycenae in Greece).





Andy spent his time exploring the ruined catacombs of the Argolid peninsula, some of which are over 4,500 years old! Luckily for him, the Tomb Kings of Khemri were out during his visit, and he only had to evade the horde of Wraiths, Wights, Zombies and Skeletons!

CHAOS WARRIOR

The road to damnation is a gradual one, and those who take the first few steps towards eternal power must tread carefully lest the gods be displeased. You can now follow that path as a **Chaos Warrior**, risking your life and soul for the dark promises of immortality and unequalled power.

The Chaos Warrior pack contains a specially designed Citadel miniature, Warrior card, Warrior counter, equipment cards and rulebook, so you can start your unholy advance to infamy straight away.



Gary Morley's Chaos Warrior.

NECROMUNDA

NIGHTMARE UNDERHIVE

Games Workshop's brand new game is released this month. **Necromunda** takes place in the depths of a hive city with each player controlling their own gang from one of the ruling Houses of Hive Primus. They battle for the spoils of long-dead generations, fighting to be Lord of the Underhive.

Necromunda contains 24 plastic gang fighters, 12 each from House Goliath (sculpted by Gary Morley) and House Orlock (by Alan and Michael Perry). There are also specially designed plastic bulkheads and card walls, which fit together to form brilliant three-dimensional terrain for you to fight over. The Rulebook and Sourcebook provide everything you need to play, with details of all the various weapons and fighters of Necromunda. There's also a campaign system that allows you to build up your gang from a few desperate fighters to a band of hardened desperadoes who hold a large part of the Underhive under their sway! For all the details see Rick Priestley's article on page 7.

GANG FIGHTERS

The first metal gangs for Necromunda are also released this month. Each contains eight gang fighters, including a leader, heavies, gangers and juves. Known as the House of Iron, **House Orlock** is one of the most industrious of the hive city's Houses. Its gang fighters are easily identified by their bright bandanas and studded leather clothing. They are ferocious fighters, with a preference for getting face-to-face with their enemies in combat.

The grim and implacable **House Cawdor** is also known as the House of Redemption, for its rigid adherence to to the apocalyptic Cult of Redemption. Its gang fighters are forbidden to show their faces, upon pain of death, and each wears a heavy mask to conceal his features. They are a totally unforgiving foe, who see others as soulless infidels to be violently re-educated or systematically purged.

THIS MONTH'S NECROMUNDA RELEASES

Necromunda £39.99
(Boxed game)

House Orlock Gang £9.99
(Boxed set of eight miniatures)

House Cawdor Gang £9.99
(Boxed set of eight miniatures)

FREE! NECROMUNDA FIGHTER!

You will no doubt have noticed your free Necromunda Citadel miniature on the front of your White Dwarf (if you didn't, take another look now!). Hailing from either House Orlock or House Goliath, these finely sculpted plastic miniatures are an example of the splendid gang fighters to be found within the Necromunda boxed game.



A Ganger of House Orlock looking for trouble!



A Ganger of House Goliath painted and ready to rumble!

WARHAMMER®

THIS MONTH'S WARHAMMER RELEASES

Dark Elf Sorceress riding Dark Pegasus £14.99
(Boxed set of one model)

Dark Elf General on Cold One £5.99
(One model per blister)

Dark Elf Repeater Bolt Thrower £5.99
(One bolt thrower and crew per blister)

DARK ELVES

Mighty characters and devastating war machines are released this month for Dark Elf armies. The **Dark Elf Sorceress on Dark Pegasus** is an ancient and terrible foe, capable of hurling horrifying Dark Magic at the enemies of the Witch King. Mounted astride a bloodthirsty Dark Pegasus, a Sorceress is an adversary few can challenge, as the massive beast gores and tramples anybody brave or foolish enough to stand before it.

DARK ELF LORD

To lead your armies into battle, a **Dark Elf General on Cold One** is released this month. Atop his reptilian steed, the Lord of your host will send the enemy reeling from his charge, as they are gutted by his cruel lance or ground beneath the claws of his Cold One.

LETHAL WAR MACHINE

Finally, the air is filled with the scream of flying metal, as a **Dark Elf Repeater Bolt Thrower** lets loose another devastating volley of spear-sized bolts. Whole enemy units are cut down with a single salvo, while one powerful shot from this deadly engine of destruction is enough to fell the mightiest heroes and creatures sent against the the armies of the Witch King.

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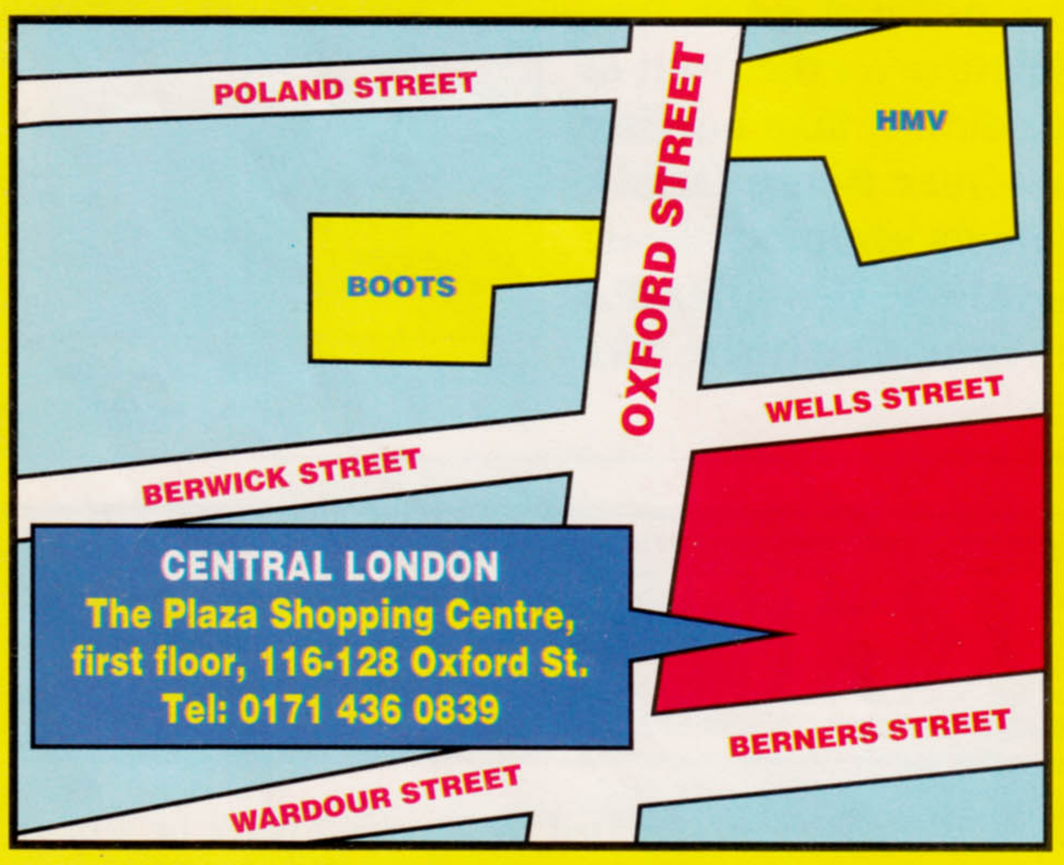
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WARHAMMER 40,000

CALLIDUS ASSASSIN

With their unique ability to use the shape-shifting drug *Polymorphine*, Callidus Assassins infiltrate the enemy. When they cast off their disguise, they are a fearsome foe – nobody is safe from the *Poisoned Blades* and *C'tan Phase Sword* of a Callidus Assassin! With her ability to evade enemy fire and leap out of combat, a Callidus Assassin can always reach her target and deliver that killing blow!

TYRANID WARRIORS

A range of metal **Tyranid Warriors** will be available this month. Armed with a variety of deadly bio-weapons, Tyranid Warriors lead the armies of the hive mind into battle. Tyranid Warriors with lash whips, spinefists and boneswords are awesome opponents in hand-to-hand combat and for longer ranged ability, a brood of Tyranid Warriors armed with devourers will cut a swathe through your enemies.

THIS MONTH'S WARHAMMER 40,000 RELEASES

Callidus Imperial Assassin (One miniature per blister)	**£3.99**
Tyranid Hormagaunts (Two miniatures per blister)	**£4.99**
Tyranid Warrior with spinefist and bonesword (One miniature per blister)	**£5.99**
Tyranid Warrior with lash whip and bonesword (One miniature per blister)	**£5.99**
Tyranid Warrior with devourer (One miniature per blister)	**£5.99**
Tyranid Warrior with venom cannon (One miniature per blister)	**£5.99**
Tyranid Warrior with barbed strangler (One miniature per blister)	**£5.99**

THIS MONTH'S EPIC RELEASES

Tyranid Harridan (One miniature per blister)	**£4.99**
Tyranid Biovores (Three miniatures per blister)	**£2.99**
Slaanesh Questor (One miniature per blister)	**£3.99**
Slaanesh Subjugator (One miniature per blister)	**£3.99**
Slaanesh Hell-Scourge (Three miniatures per blister)	**£3.99**
Slaanesh Hell-Knight (Three miniatures per blister)	**£3.99**
Slaanesh Hell-Strider (Three miniatures per blister)	**£3.99**

SLAANESH TITANS

The new **Questor** and **Subjugator** scout Titans add speed and agility to your Chaos horde. With their Glamour of Slaanesh surrounding them in a glittering protective field, these elegant war machines race ahead of the main Chaos host. The fear and confusion they spread leaves the foe incapable of fighting the army that follows.

EPIC

DAEMON KNIGHTS

The **Hell-Strider** is the smallest of the Daemon Knights of Slaanesh, and uses its agility to hunt down the enemy and blast them with its cannon.

The larger **Hell-Scourge** is armed with a deadly castigator cannon, which launches a hail of shells at any foes who approach too closely. The Hell-Scourge Daemon Knights are extremely flexible, and can ambush their foes with ease.

The **Hell-Knight** squadrons are able to stand against battle tanks and Imperial Knights, tearing their foes apart with their thermal lances.

Full rules, Titan datacards and army cards for all these new Slaanesh war machines are given later in this issue.

THE SWARM

The Tyranids continue their relentless advance this month, with two new additions. The enormous **Harridan** swoops above the battle, broods of Gargoyles clutching to its belly. Able to carry its deadly cargo far onto the battlefield, the Harridan drops the cloud of vicious Gargoyles, who swoop down on their foes with hideous shrieks, attacking with fire and claws.

The sky blackens with more strange objects, as the **Biovores** launch their biological ammunition far into the opposing army. When they detect the foe, these spore mines explode in a shower of chitin and acids, scything through troops and burning through the armour of tanks!

PIRACY!

Games Workshop is justifiably proud of its imagery and products, and the miniatures and games we produce are of the highest standard. In order to protect our rights the law insists that we identify them, which is why you see all the ®, © and ™ symbols on your rulebooks and in White Dwarf. So it was with dismay that earlier this year we discovered an individual within the USA making poor quality copies of our miniatures. Not only does this infringe upon our trademarks and copyright, this is a kind of theft which preys on our customers who believe that they are paying for quality Games Workshop products when they are receiving inferior imitations. In this case, the matter was resolved without recourse to the courts, but it is Games Workshop's policy to pursue any similar matter to its proper outcome.

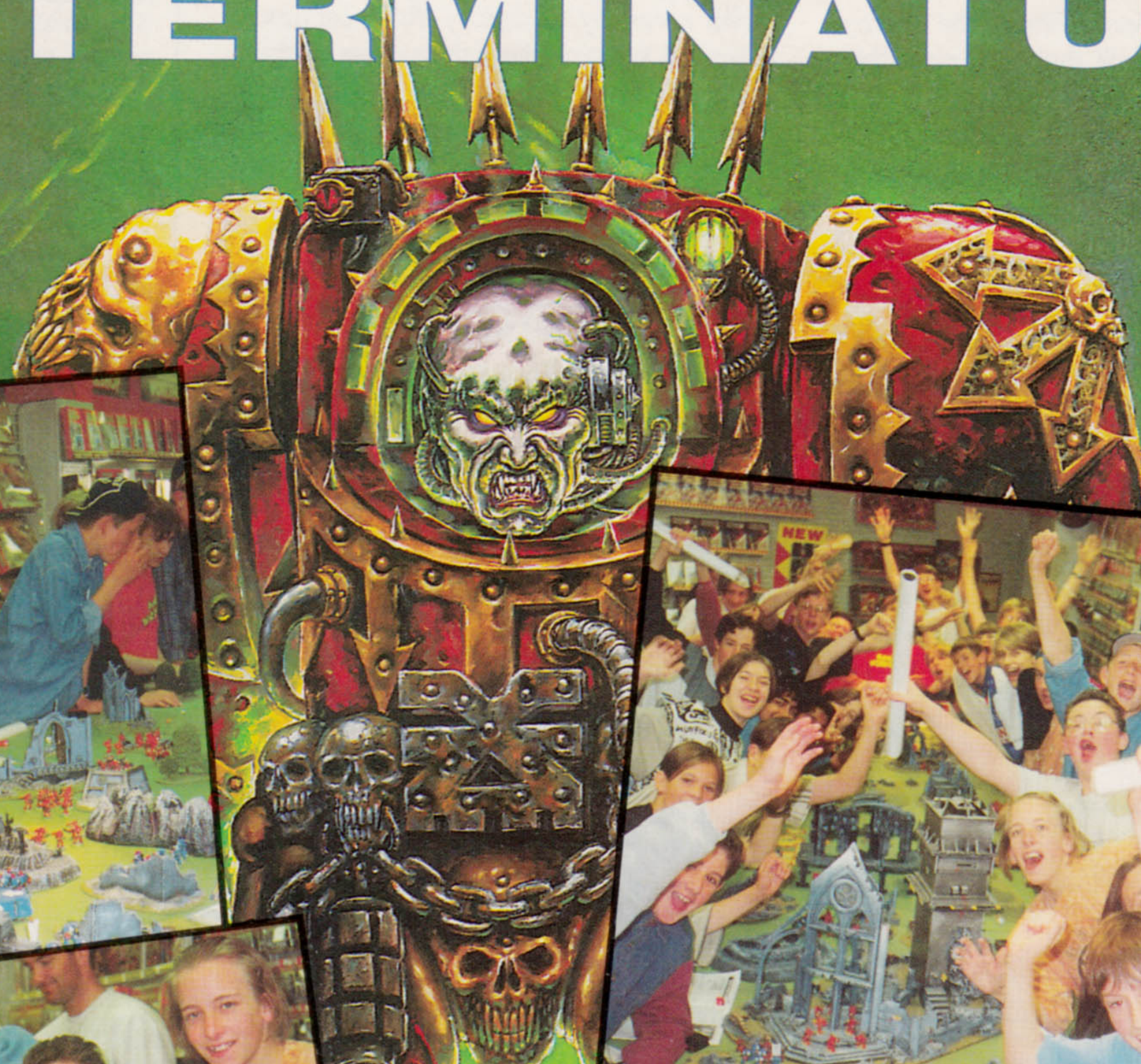
This does not mean that you can't do a school project on Space Marines, for example (and we will help you, if you write to us!), but it is important that we protect our trademarks and copyrights, otherwise we run the risk of losing them!

Games Workshop values its intellectual property and will always take action, whatever the circumstances, to protect its rights.

GAMES WORKSHOP® Presents

WARHAMMER® 40,000

EXTERMINATUS











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NECROMUNDA™

GANG WARFARE!

by Rick Priestley

The Underhive of Primus hive is a dark, forbidding place. Beasts scuttle in the darkness, and enemies lurk within the shadows. Down here are the prizes of loot and ancient artefacts, and in amongst these dangerous tunnels, Rick has been imprisoned for the last year...

LAMENT OF A MADMAN

You know how it is sometimes. You spend your whole day in front of a computer screen but no matter how much you concentrate, the words just won't come. The screen remains as blank as your mind and as empty as the countless tea cups littering the desktop. In my experience the only certain cure for this sad state of affairs is wild alcoholic excess terminating at the local curry house. Ahem. Start again, innocent minds must be protected from the truth, for such knowledge is too terrible to bear.

Long, long ago, in a universe far, far away – well actually in a curry house just off Market Square in Nottingham – we got talking about Warhammer 40,000. Conversation turned to the early history of the game and how it had developed into the tabletop battle system we have today. Minds addled by warm lager, we fondly recalled the... No, No, No! Try again Priestley, you incompetent fool. Sorry. Mutter, mutter. Have another go.

BUT SERIOUSLY...

I'd like to make it clear that I have not spent the last year mucking out the Troll pens in the Mail Order department, nor counting the factory stock of Slottabases, or asleep, or any of the other things that you might have heard whispered by such folk as have nothing better to do than whisper about such things. In fact, my unwashed cohorts and I have been busy working on a new game. As I'm sure all but the most sadly inattentive of you will have gathered by now, this game is called **Necromunda**.

Necromunda is about just a part of a single planet in the vast Imperium of a million worlds that is the Warhammer 40,000 universe. This planet is so badly polluted that its people live in self-supporting, mountain-sized cities called hives. Hives are themselves incredibly ancient and partially ruinous, and only the uppermost part rises above the choking acid clouds that swirl over the planet's surface. The lower part of the hive is a crumbling cavern system of old industrial waste-zones and derelict habitation domes, a barren dark underscape where water, power and even daylight are rare resources.

The Necromunda game is about the warriors who inhabit the shadowy Underhive settlements of Hive Primus, the principal and biggest hive on the entire planet. In this warren of decay and putridity, rival gangs fight over the spoils of abandoned technology, scrap metal slag, and mutant fungi that grows in the thick hive dust. Though life in the Underhive is bleak and necessarily violent, there are riches aplenty for those fortunate enough to find them and luckier still to keep them.

Of course, the 88 page Necromunda Sourcebook contains a much more thorough and detailed description of the Necromunda hives and Underhive society. It introduces the Noble Houses of the Spire, family-led empires based on interplanetary shipping and finance. It covers the industrial Houses of the hive's core. Most importantly, the Sourcebook also describes the subterranean Underhive itself and its rough and ready settlements like Dust Falls, Dead End Pass, and



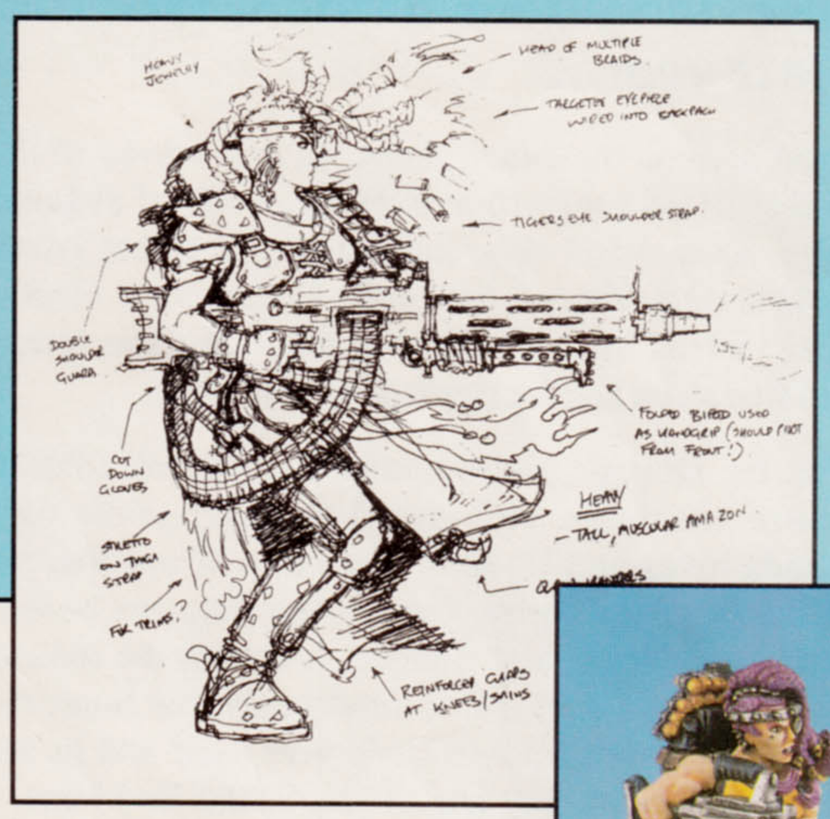
DESIGNING THE DENIZENS

We wanted each of the gangs to have a very individual image and style. Initially, John Blanche came up with ideas for about twelve different gangs, some of which are in Necromunda, and some will be included in the Outlanders supplement. John also started producing some excellent pieces of artwork, showing his ideas of how the Underhive and its inhabitants should look. A couple of examples of John's work can be seen in this article. Artist Mark Gibbons brought his own unique perspective on the Houses that had been chosen, producing some excellent pictures of the various gangers, leaders, juves and heavies. Mark's Escher and van Saar gangers are shown here. Des Hanley has produced a range of great pictures that show various weapons found in Necromunda.



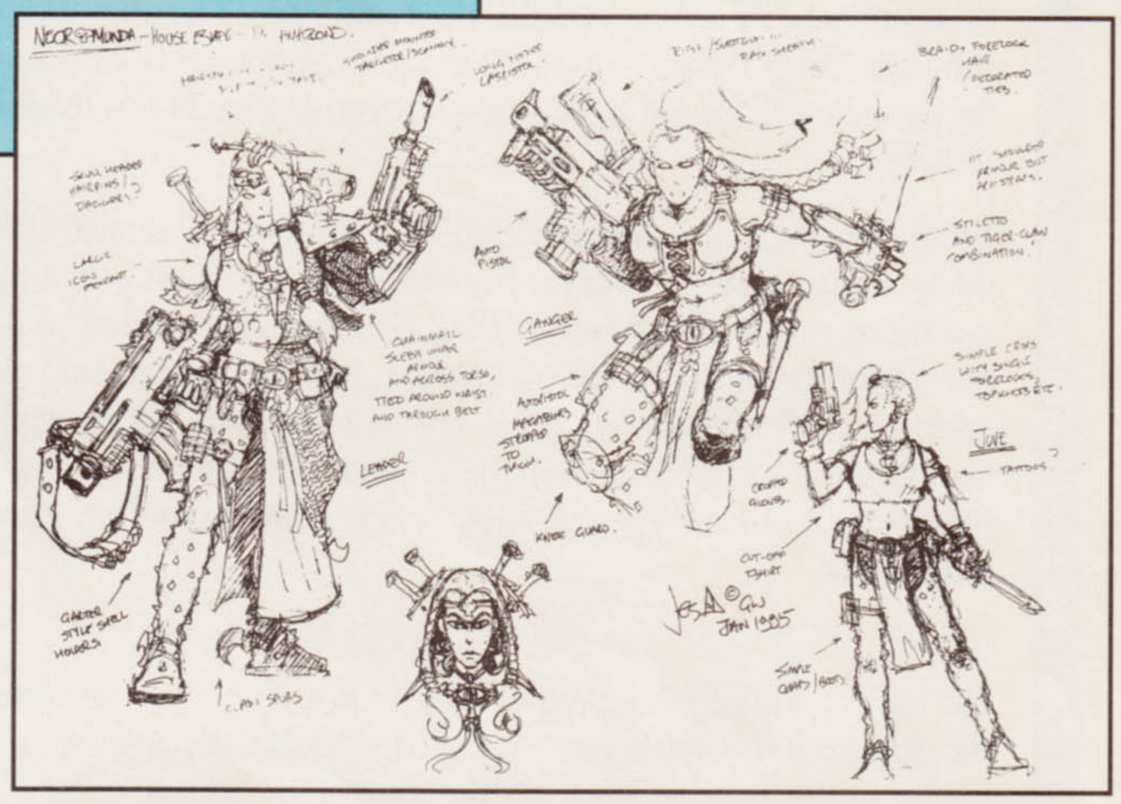
HOUSE ESCHER

House Escher is dominated by its female members. Through some genetic defect, Escher males are scrawny examples of humanity, who cannot do anything for themselves. The gangs of House Escher are ferocious foes, who use their speed and dexterity to close combat their enemies. The tiger's eye icon below is the symbol of House Escher, as rendered by Wayne England. Wayne also drew the other House icons and the page borders which adorn the pages of the Rulebook and Sourcebook, and he contributed some stories too! Jes has sculpted the Escher miniatures, and like the other gangs they look great!





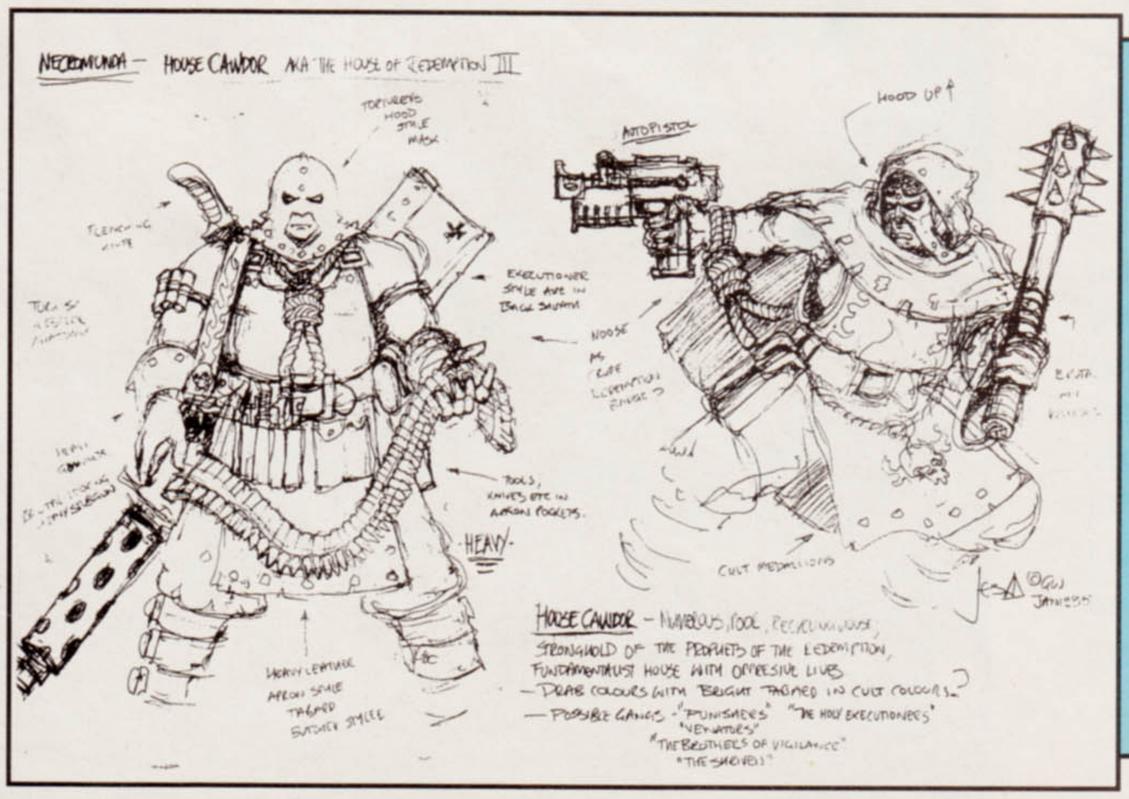




HOUSE CAWDOR

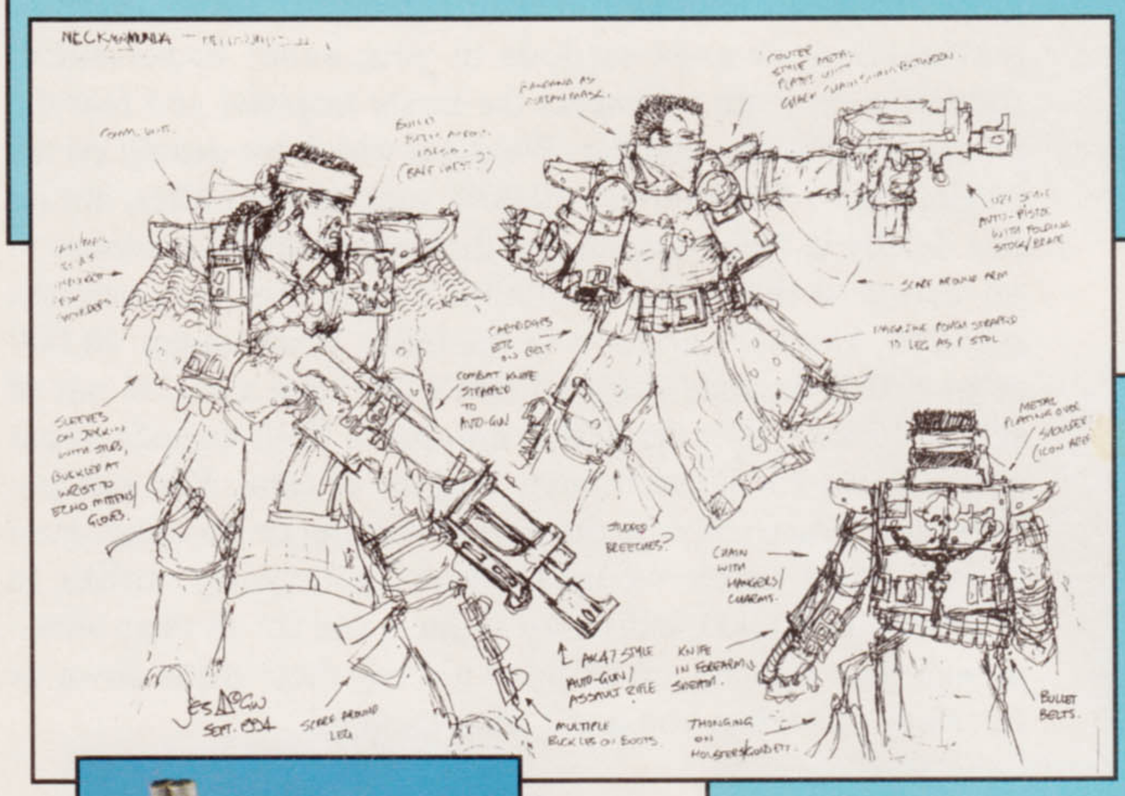
House Cawdor are a very mysterious bunch. They are followers of the Cult of Redemption, which preaches an apocalyptic, unforgiving creed. Cawdor gang members are prohibited from showing their faces, so they wear heavy hoods and cowls. This gives them a very grim look – faceless warriors with no understanding of mercy or forgiveness. They don't expect any either!





THE MINIATURES

The concept sketches shown on these pages were drawn by Jes Goodwin, whose Tyranid sketches you may have seen a couple of issues ago. Along with the other Necromunda artwork which was being done, these served as an inspiration to our figure designers, who have excelled themselves with the Necromundan gangs. Almost all the Citadel design team have been sculpting figures for the huge Necromunda range. Gary Morley and Alan and Michael Perry designed the plastic figures for the boxed game, and are working on the miniatures to be released over the coming months. Our figure designers are now starting work on some of the wild 'n' mean Scavvies, Redemptionists and other bizarre characters who will be introduced in the Outlanders supplement.



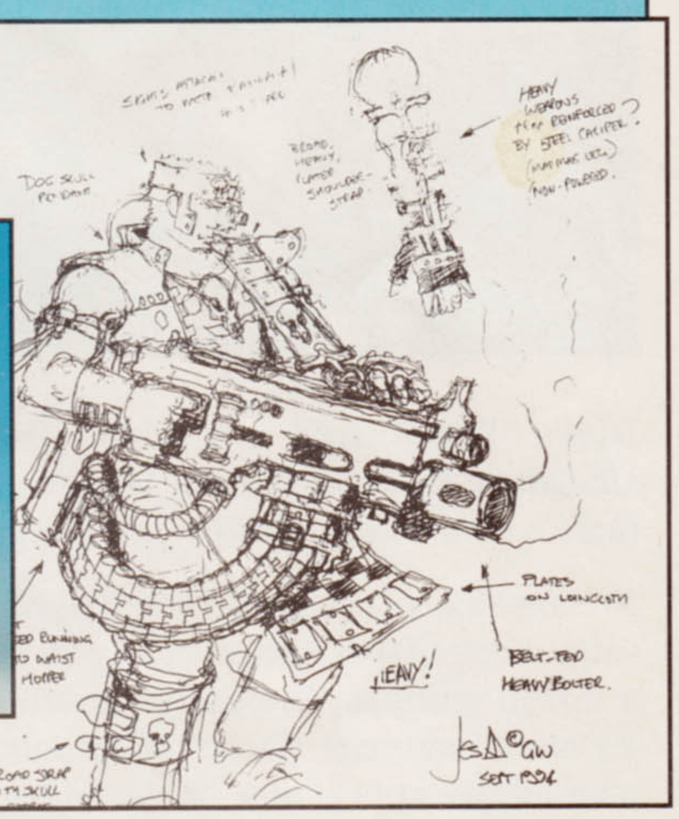
HOUSE ORLOCK

Orlocks favour bright bandanas and leather clothing. They are fond of fighting close-in with pistols and hand weapons. Plastic miniatures of House Orlock gangers are included in the Necromunda boxed game, and a boxed set of new metal fighters will be available this month.



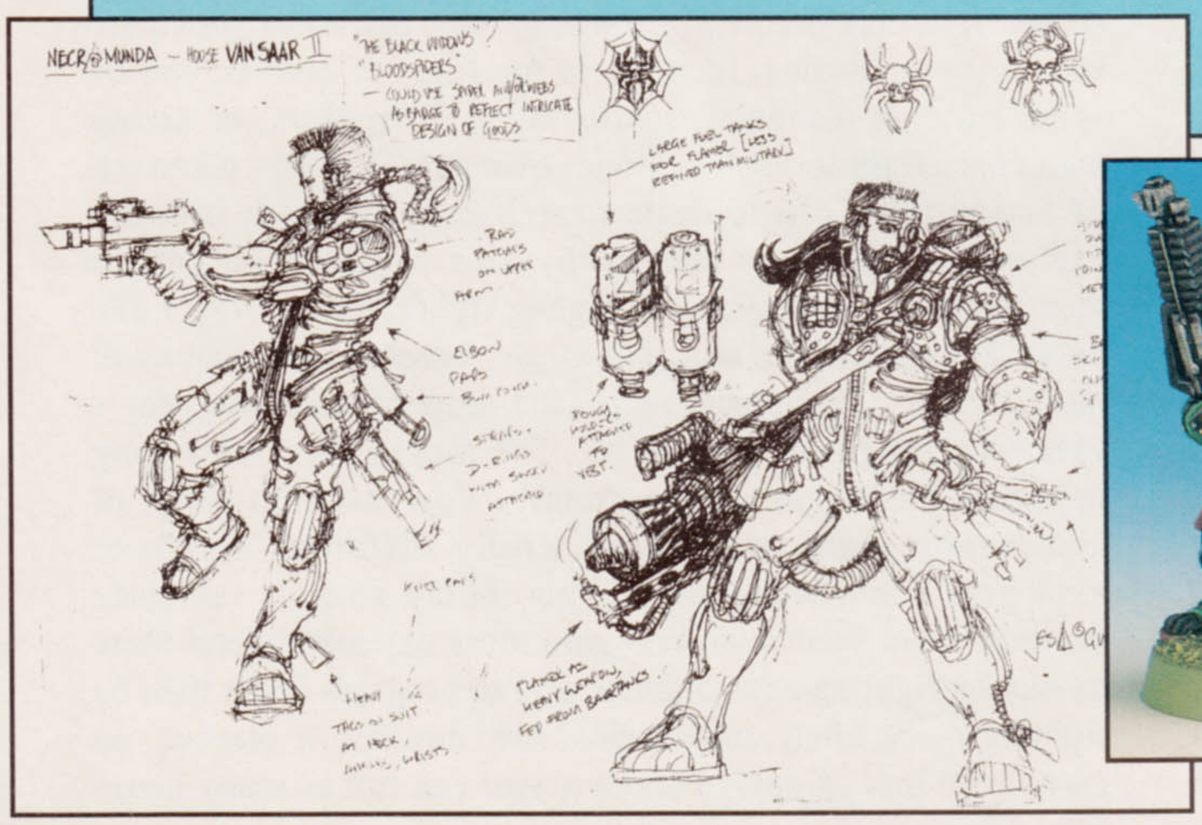






HOUSE VAN SAAR

House van Saar is renowned for its sturdy, reliable technology. They have several lucrative contracts to supply Imperial armies with weapons, and many of their gang members end up with special weapons, or have an uncanny knack of inventing something new for the next battle. The van Saar wear special suits to protect them from the many poisonous gases and vapours which pollute some parts of the Underhive.









Down Town. Add avaricious Guilder traders, native Underhive Ratskins, Bounty Hunters, and Scum fighters, and there's a whole dangerous world to explore and fight over.

Necromunda is designed to be played on the tabletop by two sides. Each side is represented by an Underhive gang of about a dozen models. The gangs are based on one of the six different industrial Houses of Primus, each of which has its own unique appearance, skills and attitudes. You can have smaller or bigger gangs, but the game tends to place a natural limit on a gang's size so that a side rarely fields more than twenty fighters. Each gang consists of a leader (that's you!) plus fighters he has recruited himself or who have been attracted by his fearsome reputation.

THE GANGS

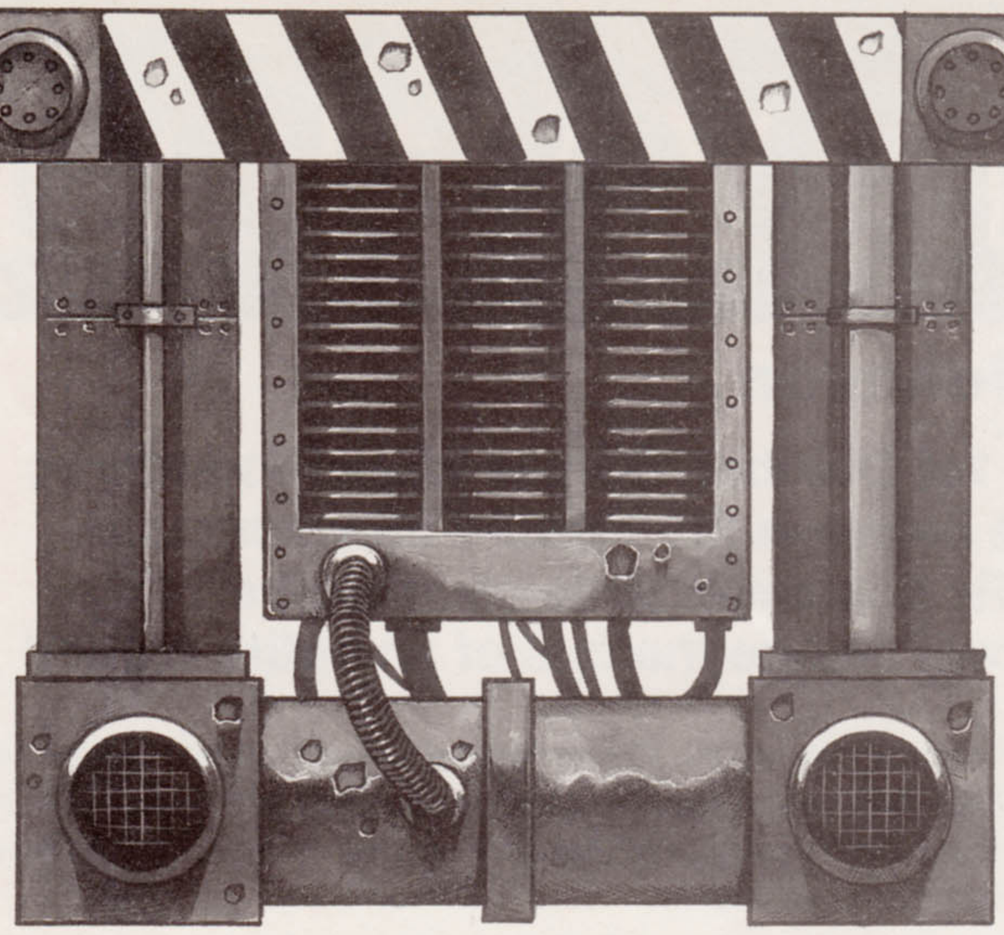
There are different types of gang fighter from ordinary gangers, the majority of fighters, to strongly built heavies and inexperienced young juves. These fight in different ways. Heavies carry heavy or special weaponry such as stubbers and heavy bolters. Juves fight with pistols and knives, clubs and bludgeons. Gangers are the most versatile of all fighters, and for this reason the Necromunda game contains enough gangers to form a complete gang. Other types, as well as more gangers, are available as metal Citadel miniatures. There are also different sorts of gang based upon the six manufacturing nations of the hive. These are known as Houses – deadly rivals whose territories are divided by fortifications. In the depths of the Underhive the Houses exert little or no direct control, but because people from the same House stick together the gangs retain their strong House identity. The six are the Orlocks and Goliaths (the two gangs included in the game), Van Saar, Escher, Cawdor and Delaque. A complete range of Citadel models will be available for each of these, offering a choice of style, appearance and subtle differences in fighting skills.

Right from the start we decided that the game would be a development of the Warhammer 40,000 rules, just as the world of Necromunda is a development of the background of the Imperium. For this reason, the combat rules are basically the same as those for Warhammer 40,000, but with much more detail as you would expect from a close-fighting skirmish game. In Necromunda guns can run out of ammunition or malfunction, or even explode in your hand! Experienced fighters soon learn to respect the trusty laspistol and fear the power of the heavy stubber. Weapons which are deadly on the battlefield of Warhammer 40,000, such as the bolter, are no less deadly in Necromunda, but their expense and tendency to go wrong at the critical moment means that they are less popular. Another variation in the basic Warhammer 40,000 rules is that wounds suffered don't just take a model out of action. Instead, they can inflict non-lethal flesh wounds or put a man down for indeterminate lengths of time. Hits can pin fighters in place and stop them from moving or shooting, even if they don't suffer wounds. Most importantly, unlike in Warhammer 40,000, individual fighters can act on their own – though lone fighters are inclined to keep their heads down or run away just when you don't want them to!

THE UNDERHIVE

Whilst the combat rules are based firmly upon Warhammer 40,000, the Underhive battlefield is something else again! Necromunda is played over a brilliant three-dimensional network of aerial walkways and multi-storied buildings. To defeat your opponent you have to take full advantage of cover and exploit any fire-positions offered by the terrain. Gangers set up fire corridors to cover the advance of their companions, juves scuttle opportunistically from cover to cover, and heavies climb to high points from where they can pick off exposed enemy. Planning your moves and keeping your nerve are both important during the game. Hand-to-hand combat is deadly, but getting close enough to fight isn't always easy!

What makes Necromunda vastly different from any game we have created before is the extensive campaign background and gang development rules. The idea for the campaign rules came from the highly popular and successful Blood Bowl system. Each player runs a gang and can play games against anyone else at any time he chooses. After each game, the fighters earn experience points which can be used to acquire skills or characteristic advances. Gangs also earn money from their contacts, trading partners, gambling dens, etc, all of which are known as territories. Income, in the form of credits, can be spent on new weapons, recruiting new fighters, or hiring mercenary fighters such as Bounty Hunters. Fighters taken out of action must roll to determine if they're dead, injured, captured, or otherwise affected by their wounds. The gang is then ready to fight again. As a gang fights, it gets bigger and better. It can trade for new and exotic weapons and can recruit more fighters. To reflect this gradual improvement the gang's value, or gang rating, goes up. The more powerful a gang becomes, the higher its gang rating. You can fight gangs of comparable gang ratings or wildly different levels of experience and weaponry. If an enemy gang is far more powerful than your own, you gain more experience and more money by fighting against them, and so progress faster than by fighting more lowly adversaries. Any number of players can participate in a campaign and a player can run as many gangs as he likes.



The Underhive provides plenty of opportunities to fight and we've described seven scenarios varying from the straightforward *Gang Fight* to more complex *Hit and Run* and *Ambush* scenarios. Each of these scenarios provides details of the gangs' set-up areas, objectives, and the rewards of victory. Some scenarios, such as *Scavenge*, give you the opportunity to pick-up extra valuable items which can be traded in later or added to the gang's accumulating stash. By winning some of these scenarios you can also steal territories from other players – very satisfying indeed!

WHAT'S IN THE PIPELINE?

We've already finished making the six gang types, including an assortment of different weapons and gang leaders to provide as much choice as possible. There are also a selection of mercenary Ratskin Scouts, Bounty Hunters and Scum in preparation, and these are planned for release up to and around Christmas. In addition, we've planned a whole range of extras which are either being worked on at the moment or are awaiting development.

OUTLANDERS

The most exciting development for Necromunda is a boxed supplement which will be called Outlanders. Andy Chambers has started work on this already and it's shaping up very well indeed. Outlanders includes another building plus a rulebook which covers the wildest, baddest, and most dangerous outlaws and renegades in the whole Underhive. There'll be new gangs of Redemptionists, Renegade Ratskins, Scavvies, and the dreaded Spyre Hunters or Spyrers. These cover the religious zealot Redemptionists and their personal quest to purge the Underhive of deviants, and Renegade Ratskin hunting parties on the warpath against Underhive settlers. Also included will be foul mutant Scavvies together with their semi-reptilian Scally mutant allies and even more repulsive Plague Zombies, and finally the strange ritual killers from the Spire – young nobles whose bloodthirsty rites of passage pit their superior hi-tech weapons and skills against the masses of Underhive inhabitants. All of these bizarre characters can be played as gangs. Also, there'll be rules for more hired guns, including psychic mutants, plus special characters based on infamous hive dwellers.

Outlanders is planned for release in the early spring and we'll be designing the new models for it soon. These will become available as we make them, so they'll be plenty of new releases for the game throughout 1996. Anything else? Don't think so, except to say we'll be keeping you up to date with new and forthcoming releases via the pages of White Dwarf.



TYRANID INVASION

by Jervis Johnson

Over the weekend of 30th September and 1st October, Games Workshop stores all over the world will be staging battles between the Tyranid attackers and Imperial defenders of the planet Ichar IV. It is a wargame campaign on an unprecedented scale, and one where *you* will decide the fate of an entire planet!

THE INVASION OF ICHAR IV

Across the darkness of intergalactic space come the Tyranids, an alien race whose only purpose is to consume all living creatures. Already scores of planets have fallen and millions of souls have been consumed by Hive Fleet Kraken. In the path of the Hive Fleet lies the industrial world of Ichar IV. The loss of its gigantic factories and sprawling refineries would be a major blow to the Imperium and provide a wealth of genetic material for the Tyranids to fuel their advance. The Tyranids have already attempted to capture the planet by fomenting rebellion through an advance guard of Genestealer infiltrators. The revolt was bloodily crushed by Imperial forces spearheaded by the Ultramarines Chapter of Space Marines.

From across the galaxy Imperial troops have been rushed to Ichar IV. Space Marines from a score of Chapters, Titans from over a dozen Titan Legions, and the infantry and tanks of countless Imperial Guard armies have been gathered together to protect the world. The human defenders have been joined by Guardians and Aspect Warriors of the enigmatic Eldar, mainly from the Iyanden Craftworld, whose hatred of the alien invaders is legendary.



But even this immense force is dwarfed by the Hive Fleet that opposes it. There are thousands of craft, each containing a multitude of ferocious creatures whose one and only desire is to attack and destroy anything in their path. The first waves of Hive fleet Kraken have already entered the Ichar system and are slowly making their way towards the densely populated planet. The stage is set for one of the most cataclysmic conflicts in the entire history of the Imperium.

It is a conflict where **you** could make the difference between victory or defeat…

THE CAMPAIGN

To determine if the planet falls we will fight a huge campaign, taking place in our stores on the weekend of 30th September and 1st October 1995. This will be the largest wargame campaign ever fought, with hundreds of players fighting games of Warhammer 40,000 and Epic in Britain, France, America, Australia, Spain – in fact all over the world! The results of these battles will directly effect the fate of Ichar IV.

The rules for the campaign are extremely simple: over the weekend we will run games of Warhammer 40,000 and Epic, pitting Tyranids on one side against Space Marines, Imperial Guard, and Eldar (or any combination of the three) on the other. The fate of the planet will be determined by which side wins the most battles: if the Tyranids win more, then the planet will fall, if the Imperium and their Eldar allies win more battles then Hive Fleet Kraken will be beaten off (for the time being, at least).

Your local store manager will be able to tell you when and where the games are taking place, and how you can take part. If you can't get to a store, but you and your friends have both Tyranid and Imperial or Eldar armies and want to take part, then fight some battles at home over the weekend, and write to us at the Studio telling us which side won. If we receive them in time, we'll include the results of your games in the total when working out the success of the invasion.

The Assault on Ichar IV campaign promises to be a unique event. There has never been anything quite like it before, and it is unlikely that there will be anything quite like it again. Make sure that you don't miss out on your chance to take part. Then, when your grandchildren ask "Where were you when the Tyranids attacked Ichar IV, grandad?", you'll be able to say with pride "I was there, child, I was there...".

30TH SEPT & 1ST OCT DON'T MISS IT!

ICHAR IV

LOCATION: NOVA CASTILLE
POPULATION: 1,320,000,000
MANUFACTORIUM

LOCATION: NEMESIS
POPULATION: 1,080,000,000
ADEPTUS MECHANICUS

LOCATION: MIDAS
POPULATION: 1,940,000,000
INTERSTELLAR DOCK

LOCATION: PERSEUS
POPULATION: 1,900,000,000
MANUFACTORIUM

LOCATION: DIEF
POPULATION: 1,400,000,000
HIVE

LOCATION: LOMAS
POPULATION: 2,180,000,000
PRINCIPAL HIVE

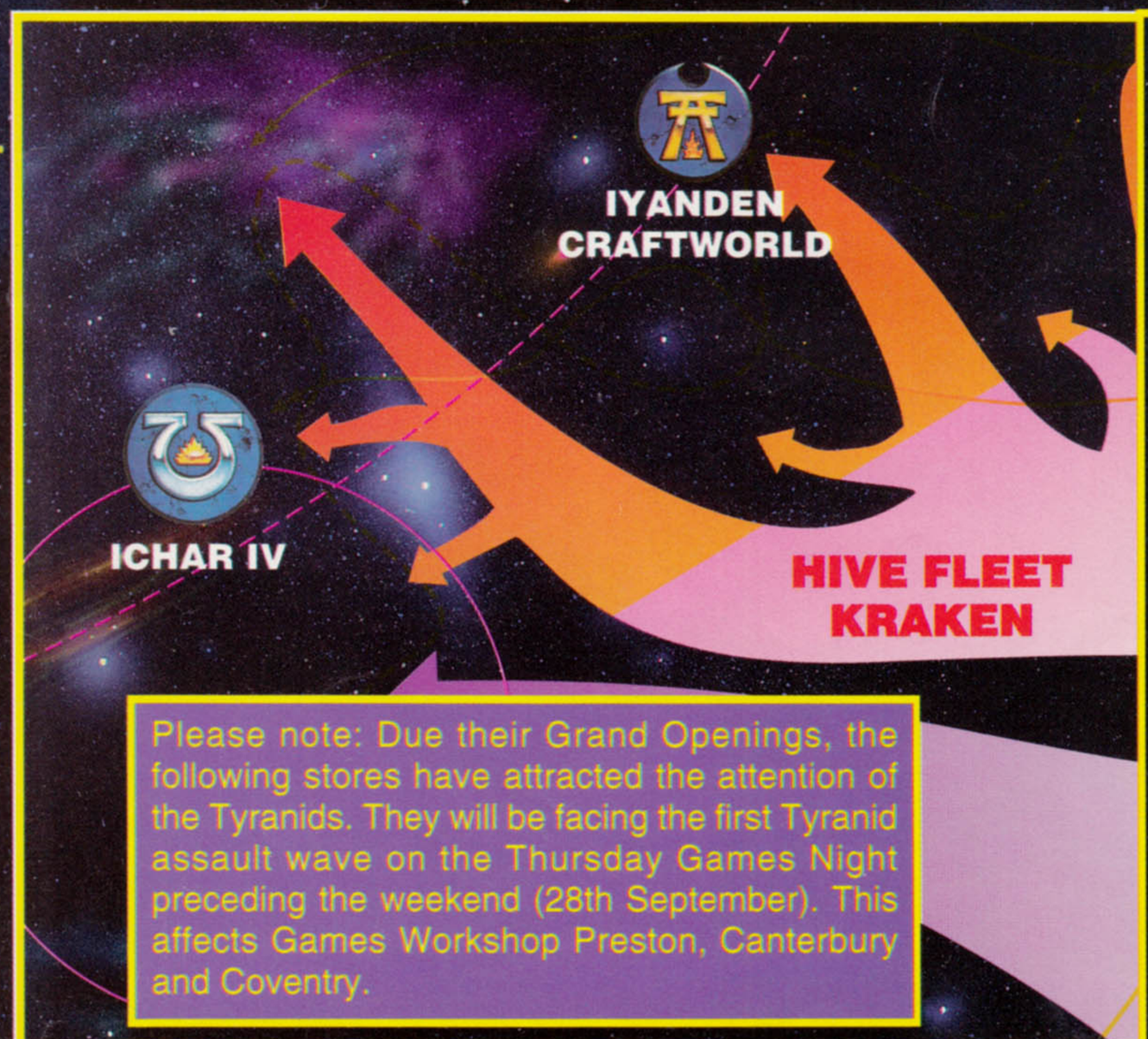
LOCATION: OCEANOS
POPULATION: 1,670,000,000
HIVE

LOCATION: CAMBRIA
POPULATION: 1,950,O00,000
HIVE

LOCATION: BABYLON
POPULATION: 1,O35,O00,000
HIVE

LOCATION: LOKI
POPULATION: 1,O34,000,000
HIVE

LOCATION: CANTIUM
POPULATION: 1,400,000,000
MINE AND REFINERY



Please note: Due their Grand Openings, the following stores have attracted the attention of the Tyranids. They will be facing the first Tyranid assault wave on the Thursday Games Night preceding the weekend (28th September). This affects Games Workshop Preston, Canterbury and Coventry.

SUBJECT: TYRANID INVASION
CODE NAME: KRAKEN

<< SECURITY GRADE ALAPHA PRIME >>

Sector Map: 400/US.165 Ultima Segmentum.
Notes: The quadrant map shown encompasses the area of highest Tyranid activity. 71.2% of all Tyranid sightings have been reported within this area. Nominal breakdown of other reports.

Segmentum Solar:	0.3%
Segmentum Obscurus:	1.2%
Segmentum Pacificus:	1.1
Segmentum Tempestus:	9.4%
Ultima Segmentum:	16.8%

Genestealer infestation of habitable worlds in this sector is at 22% and is believed to be as high as 10% throughout the Ultima Segmentum. Successful repression of Genestealer insurrection on infested worlds by local forces or combined action is at 54%. Exterminatus of infested worlds has reached 8%. Tyranid consumption of Genestealer infested worlds runs to 31%.



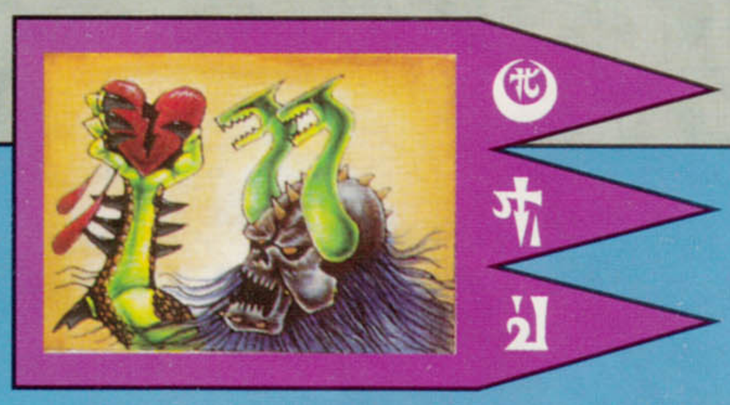
WATCH OUT FOR THE RESULTS OF THE ASSAULT ON ICHAR IV IN THE NEXT ISSUE OF WHITE DWARF

'EAVY METAL™

DARK ELF SORCERESS RIDING DARK PEGASUS

Dark Elves are the masters of Dark magic, their Sorcerers and Sorceresses highly adept at unleashing the awesome forces of this evil and dangerous power. Their prowess in battle is legendary and is often enhanced by monstrous mounts such as a mighty Dark Pegasus. These allow them to roam over the battlefield at will, hurling lethal *Doombolts* and shredding their foes with the deadly *Blade Wind*.







Warhammer Quest™

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

DARK SECRETS

By Andy Jones

Snorri Ironaxe glanced back over his shoulder, listening carefully for the faintest sound. As the other Warriors investigated a trapdoor, the Dwarf caught the sound of footsteps, the same footsteps which had haunted him for so long. It was no use, he'd have to tell them now. "Er, brave comrades," he began. "There's something you should know…"

THE BRAVE WARRIORS

From the initial roster of the four Warriors in the Warhammer Quest game, the roll call has now expanded to include six new heroes – the Pit Fighter, Imperial Noble, Elf Ranger, Trollslayer, Warrior Priest and the Chaos Warrior. Here at the Studio we have four rival groups of these Warriors, all on the lookout for booty and glory. Grunnson's Marauders, The Lost Boys, Navaak's Damned and Eldrad's Avengers are all at present missing in action in the caverns and halls beneath the Old World. The Warriors' Chronicles in the next pages give some details of these mighty heroes in action.

Having gone to the trouble of sorting out a Trollslayer, Elf Ranger or whoever, painstakingly painting up the miniature, and of course getting familiar with the rules, the last thing we wanted to do was start all over again in each game – we wanted our Warriors to go on to greater things! Section one of the Roleplay book gives rules which explain how to do just that, linking games of Warhammer Quest together into a campaign, featuring the same heroic Warriors in each adventure. There are Hazard tables to chart your Warriors' perilous journeys from adventure to adventure, and settlement rules to give you the opportunity to spend some of your hard-won gold.

From the first adventuring groups composed of a Wizard, a Dwarf, an Elf and a Barbarian, we now have some very mixed groups of Warriors doing battle against the evil inhabitants of the dark underworld. Each party of Warriors has quickly developed a life and identity of its own, creating epic sagas of glory, danger and death that grow with each adventure. Every game throws up some memorable event, often setting up frictions or friendships between the Warriors – we have all knocked a Minotaur down to just one or two Wounds, only for some other 'hero' in our party to step in, despatch the staggering beast and claim the gold!

Together with the Hazard tables from the Roleplay book, the adventures themselves, and the way in which the different players interact, each group of Warriors creates its own continent-spanning tale of glory and shame, victory and catastrophe in fairly equal measure.

WARRIORS' CHRONICLES

As mentioned before, linking your adventures together means that the party starts to develop a history. Some of our Warriors have started writing their chronicles, no doubt to sell it to the glory-hungry populace when they retire! If several Warriors each write their own memoirs it can often prove to be highly amusing comparing one person's version of events with another's. This article contains a summary of two of our party chronicles, detailing the Lost Boys and Navaak's



THE LOST BOYS

Mike McVey	Nogbad, Barbarian
Richard Wright	Taliesin, Elf
Chris Colston	Red Magnus, Wizard
Paul Jones	Jonas Faithbringer, Warrior Priest
Gary Morley	Sir Rano Debignez, Imperial Noble
Simon Smith	Skaggi Longbeard, Trollslayer

Nogbad the Barbarian is the leader of the Lost Boys, and has consolidated his position since finding the *Hammer Of Sigmar* deep in the caves below Karak Azgal. Jonas Faithbringer, Warrior Priest of Sigmar, insists that it should be he who bears the *Hammer*, as it is a holy artefact which should be returned in triumph to Altdorf. Nogbad's reply runs along the lines of *"Izza big 'amma! S'mine! You wannit, come 'n geddit!"*... This delicate situation is yet to be resolved! Skeggi the Dwarf died a noble death, having saved the life of Red Magnus with his very last provisions. How was he to know that in the next turn he would be jumped by a Minotaur, whilst Magnus had no Power to heal him at all? Skeggi will be remembered. In fact, his brother Skaggi has taken the Slayer Oath and is even now searching for the Lost Boys so he can be avenged. Whether he intends to kill them all, or join them on their quest in his brother's place is as yet uncertain, but what is known is that he carries his lamented brother's beard with him at all times.

The latest addition to the Lost Boys is none other than Sir Rano Debignez, an Imperial Noble of fearsome repute. Rano used to fight with Navaak's Damned, but left them when he realised that the name of the group referred to the fact that they seemed doomed to fail!

Damned, two of our most active parties. Each group contains more than four Warriors, and the exact composition of a party varies from adventure to adventure, depending on who happens to be free at the time.

These parties have also provided a great way for us to fully playtest all the new Warriors, and you will note that Navaak's Damned contains an Elven Revenant Knight and a Halfling Thief – two Warriors who we will be producing in the future, though not for while yet.



THE DARK SECRET CARDS

I've been following the adventures of the Lost Boys, and as well as using the Hazard tables and so on to develop their story, we have been experimenting with a series of Dark Secret cards, which give some of the Warriors ulterior motives for adventuring! These cards provide extra background for the Warriors, explaining a little more about why they descend into the cavernous depths of the underworld, facing death and adversity at every turn. Over the next pages, you will find eight new Dark Secret cards to be used in your Warhammer Quest games. Below is the way that we use the cards at the Studio, but you may like to try different method. However, we have found that if every Warrior has a Dark Secret the adventure becomes pure bedlam, as conflicting objectives tear the party apart – so take care!



Once the game is ready to start, roll a dice. On a 1-4, that many Warriors have a Dark Secret. If the dice roll is 5 or 6, then nobody has a Dark Secret. Use the Warrior counters to see who has a Dark Secret. Once you have worked out who has the secrets, deal each one a Dark Secret card. These Warriors are under no obligation to tell the others what they have drawn, and may hide their card if they wish! The remaining cards are then put away without anyone looking at them (no sneaky glimpses to work out which ones have been taken!).

ASSEMBLING YOUR DARK SECRET CARDS

On the following pages we've printed eight Dark Secret cards. To assemble them, first cut out or photocopy the pages. Then carefully cut around each card, keeping the front and back of each one together. Fold each card along the dotted line, glue the back of each half (Citadel PVA glue is ideal), and press together firmly. If you want to make your cards more durable then sandwich a piece of thin cardboard (cereal packet works fine) between the two halves before sticking them together. Finally, trim off any excess material and you're ready to go adventuring!

NAVAAK'S DAMNED

Des Hanley	Navaak Steinaussen, Chaos Warrior
Matt White	Gruffbeard, Dwarf
Wayne Greenwood	Liarndel Narfi, Elf Ranger Mage
Lindsey Paton	Glibfoot Volespanker, Halfling Thief
Ian Pickstock	Calenor Fireblade, Revenant Knight

It could be said that this party of Warriors is learning the hard way that a Wizard is always useful. However, Liarndel is holding his own, proving himself adept at both combat and the arcane arts. Unfortunately, he has become rather enamoured with his *Shockwave* spell, and the party are often left without his healing powers!

Navaak has already developed a fearsome reputation, slaying his foes with his *Entrancing Blade of Mighty Striking*. And if that doesn't do the trick, there is always his *Poison Bite*! He has to take great pains to conceal his true identity from other Warriors, and it could perhaps be not entirely coincidental that he has been the only Warrior in his party to survive the last three adventures...

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SECRET MAP

You have a map which leads to a chamber filled with treasure!

If you ever get to a point where you would have to turn back, then you may explore beyond what would normally be a dead end. Take an Objective Room at random and clip it onto the board. This room is illuminated, and you will not need the Lantern to enter. If you enter, roll a D6.

D6	Result
1,2	It's a trap! Roll on the Objective Room Monster table, but take no treasure!
3,4	Wrong room! take an Event card, which is resolved as usual.
5,6	Treasure! Take an Event card, resolved as usual, then take an extra 1D3 Treasure cards for yourself.

DARK SECRET



ESCORT

A wizened alchemist from Altdorf has paid you to escort him into the dungeon to search for a certain item. You must protect him at all times.

The artefact he seeks is in the Objective room. If he is alive when your quest is complete, he finds what he searches for and rewards you with 1D6x100 Gold!

You will need a model to represent the alchemist, controlled by yourself. He will not attack, and has the profile below. He moves 4 squares per turn. Monsters will not attack the alchemist while there are Warriors still standing!

WS	BS	S	T	I	A	WOUNDS	PINNING
2	6+	2	4	5	1	6	4+

DARK SECRET



PERSONAL SUPPLIES

Before descending into the perilous darkness, you stocked up with some supplies to help in the danger ahead. Roll a dice to see what you have brought, and what it does.

D6	Supplies
1,2	D6 provisions. Each heals 2 Wounds when eaten. May be used at any time.
3,4	D6 bandages. Each heals 3 Wounds when used. May be used at any time
5,6	A trance stone. If you do nothing in a turn, including moving, and there are no Monsters on the board, you may heal 1 Wound.

Of course, you could sell or swap these with the other Warriors if you wish!

DARK SECRET



DISCOVERY

Legend tells that deep within this dungeon lies an item of great power. You have worked out where it lies, and you are determined to make it yours!

Roll D6+6 and secretly note down the result. This is the number of board sections which must be explored before you reach the place of your search.

When you get there, before doing anything else, you must roll another D6. This shows the number of Treasure cards you can now pick up. You must choose *one* of them as the legendary artefact, keeping it as your own, on top of any other treasure you may have. The other cards are shuffled back into the Treasure deck.

DARK SECRET



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DARK ELF GENERAL MOUNTED ON COLD ONE

The lords of the Dark Elves are highly skilled fighters, baneful foes able to wield both lance and sword with deadly precision. These mighty warriors are dedicated to Khaine, the god of murder, and lead the Dark Elf armies to countless victories over the enemies of their bloody master.

The greatest of these Dark Elf Generals ride to battle mounted on ancient and vicious Cold Ones. These large reptiles are specially hunted down and captured for them by the bravest Dark Elves, who venture deep into the dark, chill caverns beneath the bleak fortress of Hag Graef. Cold Ones are the perfect mount for the heartless Dark Elf Generals as these brutal beasts are almost immune to pain, and are as cruel as their masters!









DARK ELF REPEATER BOLT THROWER

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PHOBIA

You harbour a secret fear that chills your blood! Roll a dice to see what your phobia is:

1. Rats – you are at -1 to hit them.
2. Spiders – you are at -1 to hit them.
3. Bats – you are at -1 to hit them.
4. The dark! - you will never move off the board section with the Lantern on it.
5. Blood! – whenever your Warrior is wounded, roll 2 dice - on a double one you faint, missing the next Warrior's phase. Whilst down, no Monster will hit you.
6. Minotaurs - (understandable really!) you are at -1 to hit them.

Gain +10 Gold for every Wound you cause against a Monster you fear!

DARK SECRET



VENGEANCE

You have a personal reason for going on this adventure – vengeance! Your arch enemy is reputed to dwell in this cave system, and you are out to destroy the monster once and for all.

Write down in secret what type of Monster you are after. When you first meet this type of Monster, you go absolutely crazy, leaping into the fray with no thought for the others at all. Reveal which Monster you want to kill to the other players. Until it is dead, you always go first, gaining +1 Attack, +1 Strength, but -1 to hit as you are attacking so wildly. If you kill the Monster you gain double the normal Gold!

DARK SECRET



RESCUE

A member of your family has been kidnapped, and must be rescued.

Roll a D6 twice to see who has been captured, and where they are held

D6	Who?	Where?
1	Father	Well of Doom
2	Mother	Monsters' Lair
3	Brother	Guard Room
4	Sister	Dungeon Cell
5	Cousin	Torture Chamber
6	Nephew	Objective room

If you find the room, then roll a D6. On a 1, you are too late, the relation is dead! On a 2-5 your relation is alive but guarded – take an extra Event card. On a 6, the room is empty except for your relation, do not take an Event card for the room (Objective Room contains normal Monsters). Once there are no Monsters in play, the relation is freed. Eternally grateful, they give you a Treasure card and escape safely to the surface.

DARK SECRET



PURSUIT

You have not told the others, but you are being pursued by monsters who are after your blood. You stole a valuable artefact from them and they will not rest until they get it back.

You must keep an eye on the Power dice. As soon as the Wizard rolls the same number in two successive turns, the pursuit arrives, howling for your blood.

Roll on the Objective Room Monsters table to see what arrives. Before fighting them, you reveal to the others the truth – take a Treasure card now. This is the item the Monsters are after. It may be of some use in the fight which follows!

DARK SECRET



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WARHAMMER 40,000®

CALLIDUS IMPERIAL ASSASSIN

By Ian Pickstock

Hidden cult leaders and rebel lords plan, scheme and plot against the Imperium, never realising that death waits for them amongst their loyal followers. Rarely do they suspect the trusted lieutenant or the harmless courtesan that ends their miserable existence, but such is the way of the Assassins of the Callidus temple.

OFFICIO ASSASSINORUM

The Officio Assassinorum is considered, by the few individuals who are even aware of its existence, to be the ultimate tool of destruction and diplomacy. In an Imperium that spans an entire galaxy, there are many who believe that they can defy its authority. Some simply crave for independence away from the Imperial cult, the Ecclesiarchy and a galaxy seemingly ruled by twelve faceless figures in the name of a lifeless Emperor. Others have fallen under the domination of Genestealers or been seduced by the promises of Chaos. This is the Assassin's battleground – the misguided and the ambitious, the foolish and the perverted, all must be purged for the greater good of humanity. No heretics can be allowed to stand against the Imperium or their foul thoughts would spread across the galaxy like a cankerous infection in the greatest civilisation mankind has ever known. Planetary rulers across the Imperium must understand that abuse of their power will result in them facing the justice of the sword and gun. Some may be able to avoid the judiciaries of the Adeptus Arbites, fewer still may be able to face off against the Imperial Guard and the Adeptus Astartes, but let it be known that none can stand against the Officio Assassinorum!

Dictatus Callidus:

"To assume the shape of the accursed and deliver death from the purity within you – that is to be Callidus."



CALLIDUS TEMPLE



The Callidus temple is the most subtle of the ancient hidden temples of the Officio Assassinorum, specialising in the artful deception of the enemies of the Imperium.

The methods of the Callidus temple are those of utmost cunning and subtlety. They are often used on missions where overt interference by the Imperium will upset the intricate balance of power maintained by the High Lords of Terra. The Callidus Assassin is the ultimate tool against the over-ambitious who use diplomacy, bribes and corruption to further their position. Such individuals play a dangerous game in the corridors of power, making a mockery of the Imperium whilst appearing to do no wrong.

The techniques that the Callidus temple use to bring down a target are many and diverse, and can go far beyond that of simply killing the perpetrator. The Callidus temple undertake many covert operations which may involve an Assassin infiltrating an enemy civilisation for months or even years. Their aim is to get close to the chosen target, so that they can carry out their mission. This could range from simply influencing important decisions to eliminating the target at a key moment.

To achieve their exacting tasks the Callidus temple specialise in the use and development of the shape-altering drug *Polymorphine*. An injection of *Polymorphine* allows a trained Callidus Assassin to completely change their appearance. Under the influence of *Polymorphine*, the user's body undergoes dramatic changes and only a fully trained individual is able to keep these changes under control. Essentially, at a cellular level, the bonds that hold the flesh, bone and nerve cells together are broken down by the *Polymorphine* drug, allowing the user a brief period to literally rearrange their cell structure. They can lengthen bones, stretch skin, change the size and shape of their muscles, convert protein cells to fat cells and vice versa. Once the *Polymorphine* drug has done its work the cells re-establish their bonds and the trained Assassin will now be changed into a new form until another injection of the *Polymorphine* drug allows the Assassin to re-assume their original shape or change to that of another.

All the Assassins of the Callidus temple are trained in the use of *Polymorphine*. With *Polymorphine* alone a Callidus Assassin may masquerade as any human being they may choose, from a beautiful young woman to a crippled old man. However, in addition the Medicus Adepts of the Imperium have developed a range of surgical implants to allow Callidus Assassins to mimic members of alien races, like Orks and Eldar. The implants consist of flexi-cartilage and hardened synskin, similar to that used in the black carapace of Space Marines. When the Assassin is in normal form these implants lie dormant under their flesh and within their bones. It is only when *Polymorphine* is injected that these implants react to stimulants within the drug and transform into the genetically encoded shapes that allow the Assassin to restructure their body into the grotesque and hunched form of an Ork, or the lithe and graceful body of an Eldar. The most startling and horrific of these implants are those that allow a Callidus Assassin to transform themselves into the totally alien form of a Genestealer Hybrid!

Whilst using *Polymorphine* an Assassin must have complete control of their body as well as total empathy with the subject they are attempting to replicate. The high level of discipline required by the complex, ritualised forms of combat also helps the Assassin achieve the inner calm and total concentration required. Over the centuries, the Masters of the Callidus temple have learnt that the female body and psyche is better able to implement these changes, and by and large the female novitiates make better chameleons than the men.

Callidus Assassins undergo years of rigorous training to use *Polymorphine* and become one of the living weapons of the Callidus temple. As part of this training, the Callidus temple practises innumerable ancient and secret martial arts. These arts train the Assassin in many deadly forms of combat, against which even a battle-trained foe would be hard pressed to find a suitable defence. A Callidus Assassin must move among the enemy as one of them, so choice of weaponry is always limited and in some cases the Assassin may be forced to fight bare-handed. Even so a Callidus Assassin is just as deadly unarmed as when carrying the lethal but easily concealed weaponry used by the Callidus Temple.

On the battlefield, Callidus Assassins are landed behind enemy lines, where they use their cunning and stealth to infiltrate the enemy army. Usually this is done by eliminating individuals and taking their place. By disguising themselves with the recently deceased's armour and wargear and using *Polymorphine* to change their body, the Callidus Assassin can assume the identity of almost anyone in the enemy force. Using this technique the Callidus Assassin can get close to enemy commanders or powerful psykers, influencing their strategy and finally killing them when the opportunity arises.

Dictatus Callidus:

"We are the killing tools of the Imperium, we live to honour the Callidus temple and die to serve the Emperor."

IMPERIAL AGENTS ARMY LIST

0-1 Imperial Assassin ..... 177 points
+Wargear (60 points)

Your army include up to one Assassin, either of the Callidus temple, or another Officio Assassinorum temple. You may never have more than one Imperial Assassin in your army.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Callidus Assassin	6	8	8	5	5	4	8	4	10

SPECIAL RULES

Psychology. Callidus Assassins are implacable foes and are unaffected by the Psychology rules described in the Warhammer 40,000 Rulebook. They are completely immune to *Fear*, *Terror* and any other psychological effects, regardless of the source.

Leadership. Callidus Assassins cannot be broken – they are automatically assumed to pass any Break test, or other Leadership-based test, that they are required to make. However, Assassins may never lead other units, and their Leadership is never used by friendly troops. This is an exception to the normal character rules given in the Warhammer 40,000 Rulebook and reflects the way Assassins fight as individuals.

Dodge. The Callidus Assassin's trained reflexes are augmented by the booster chemicals of her synskin and enable her to react quickly to any threat by dodging out of danger. To represent this, a Callidus Assassin can avoid the effects of any damaging hit, including psychic attacks, on a D6 roll of 4, 5 or 6. This is much like an ordinary saving throw, but it is not reduced by weapon saving throw modifiers.

If the Callidus Assassin successfully dodges an attack that uses a blast marker or other template, then the model is moved outside the affected area to the nearest edge of the template. The Assassin may not be moved into hand-to-hand combat.

Gas Weapons. A Callidus Assassin's synskin feeds counteractive agents into her bloodstream, making her completely immune to several poisons and toxins. The Callidus Assassin cannot be harmed in any way by weapons that use Choke, Scare, Hallucinogen, Toxin or Virus effects.

Vision. Callidus Assassins have highly sophisticated bio-implants, which enables them to see in the dark or through dense smoke. They are not affected by gas or smoke weapons that normally obscure vision, although the Assassin is affected by Blind grenades and missiles as normal.

Infiltration. Callidus Assassins can secrete themselves deep within enemy territory and use the rules for Infiltration as described on page 11 of the Warhammer 40,000 Rulebook. However, a Callidus Assassin is far more likely to use *Polymorphine* to enter the battle.

Evade. Callidus Assassins spend years training their muscles and honing their bodies with gymnastic and calisthenics exercises. This primarily gives them the physique to accept the *Polymorphine* drug, but also benefits them on the battlefield, where their suppleness allows them to move swiftly and duck, dive and weave through a hail of incoming fire. Any enemy shooting at the Callidus Assassin from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This bonus only applies if the Callidus Assassin is out in the open, not if she is behind cover.



Jump Back. A Callidus Assassin must be able to stay close to her chosen target, which may mean ignoring bodyguards and screens of troops sent to delay her. A Callidus Assassin may use her great speed and agility to leave a hand-to-hand combat unharmed. At the start of the hand-to-hand combat phase the Callidus Assassin may disengage from combat by jumping back. The Callidus Assassin may do this automatically and the opponent gains no free strike. Simply move the Callidus Assassin up to 2" out of hand-to-hand combat. This move may not be used to enter another hand-to-hand combat.



Reign of Confusion. Whilst masquerading as a member of the enemy force, a Callidus Assassin is trained to sow seeds of doubt and confusion by giving out bad advice and subtly misinterpreting orders. To represent this, a player with a Callidus Assassin in his army may force their opponent to discard one of their Strategy cards, chosen at random and without using it, at the start of the game.

WARGEAR

The Callidus Assassin carries a knife and, unlike normal Assassins, has four Wargear cards. These are the *C'tan Phase Sword*, *Neural Shredder*, *Polymorphine* and *Poison Blades*. The Callidus Assassin must take all four Wargear cards, she may not swap these Wargear cards for any others, nor may she be equipped with any additional wargear. This brings the Callidus Assassin's total cost to 237 points.

Note that the *Polymorphine* Wargear card on the following page replaces the one from the Dark Millennium supplement. You should cut out or photocopy the *Polymorphine* card printed overleaf and glue this onto the original card.

WARGEAR CARD

C'TAN PHASE SWORD 15 Points

The Phase Sword was found on one of the long dead worlds of the C'tan. Excavations by the Adeptus Mechanicus uncovered numerous artefacts of extremely advanced technology, but of their makers, the enigmatic C'tan, there was no evidence.

The blade of the Phase Sword is unusual in its ability to phase in and out of real-space by molecular realignment, so it is capable of bypassing armour and protective fields. A model wounded by a C'tan Phase Sword does not receive an armour save, even for armour fields.

	RANGE SHORT	RANGE LONG	TO HIT SHORT	TO HIT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Phase Sword	Close Combat				5	1	No Save	2D6+5	Parry

CALLIDUS ASSASSIN ONLY

WARGEAR CARD

NEURAL SHREDDER 15 Points

The Neural Shredder is of unknown origin, although some speculate that it is but one of a range of psychic weapons developed by the Adeptus Astra Telepathica. If at the end of the hand-to-hand phase the Callidus Assassin is not in base-to-base contact with any enemy models then she may fire the Neural Shredder. To fire the Neural Shredder place the Flamer template so that the pointed end is touching the Assassin. Any models wholly under the template are hit automatically, while models partially under the template are hit on the D6 roll of 4+. All models hit must pass a Leadership test with a -2 modifier to their Leadership characteristic. If the test is failed the model suffers 1 wound with a -3 saving throw modifier. Armour fields do not protect against the Neural Shredder.

CALLIDUS ASSASSIN ONLY

WARGEAR CARD

POLYMORPHINE 20 Points

The Callidus Assassin is not deployed at the start of the game. Instead, the player may play this card at any time to reveal that the Callidus Assassin is in fact disguised as one of the enemy! The player can select either an Ork, Squat, Human, Genestealer Hybrid or Eldar and substitute the Callidus Assassin for that model. The model must be a basic trooper model and not a character model, vehicle crewman or have a heavy weapon. In addition, as armour restricts the movement of the Assassin, the model the Assassin replaces cannot have an armour saving throw better than 3+ on 1D6. The Assassin discards any captured wargear as she casts off her disguise, and has only the weapons and wargear normally carried.

CALLIDUS ASSASSIN ONLY

WARGEAR CARD

POISON BLADES 10 Points

A Callidus Assassin frequently has to operate with little or no weaponry. However, a Callidus Assassin is never totally unarmed and will always manage to secrete several needle-like poisoned blades about her person. The Callidus Assassin can drive these through weak-points in armour, such as eyes and other exposed areas.

If there are still enemy models in base-to-base contact with the Assassin at the end of the hand-to-hand combat phase, she may attack one with a poison blade. The poison blade hits on a D6 roll of 3+, inflicting a **S**4 hit that causes 1 wound, with no armour saving throw allowed. Armour fields may save as normal.

CALLIDUS ASSASSIN ONLY

WARHAMMER

BATTLE DAYS

THE DARKEST NIGHT

When the bitter darkness of Geheimisnacht falls and the Chaos moon of Morrslieb is full in the tormented skies, nameless, vengeful, loathsome beasts stalk forth from their noisome hiding places to wreak terrible havoc on the Old World. Deep in the Forest of Shadows, the forces of light are gathering. Led by the renowned heroes Gotrek Gurnisson and Felix Jaeger, an army of righteousness is marching to do battle with the forces of darkness. Against them are pitted the most powerful of enemies, Champions of Chaos and other cruel foes who will stop at nothing to enslave the world for their masters.

Only the strong will survive, but who will it be? Will the forces of good prevail against their deadly foes, or will the alliance of light be swamped by a rising tide of darkness?

On 21st and 22nd October all Games Workshop stores around the country will be running exciting Warhammer battles. All YOU have to do is turn up! We will provide all the miniatures, dice and rulebooks but anyone can bring along their own favourite units to use if they wish.

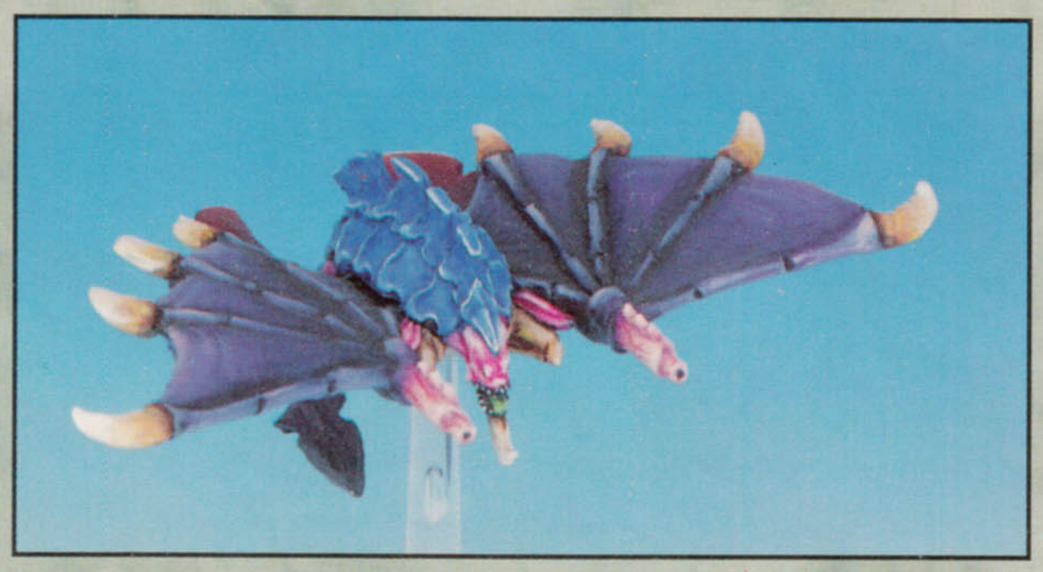
At each event there will be limited edition prizes for those who prove themselves worthy to the challenge, so see you there!

GAMES® WORKSHOP

TYRANID® HARRIDAN

With clusters of lesser creatures clinging to its belly, the Harridan flaps through the skies on leathery wings. This huge flying beast acts as a monstrous brood mother to the wheeling flocks of Gargoyles which scour the land ahead of the ravening Tyranid swarm. As its black shadow sweeps overhead the Gargoyles are released, darkening the skies as they spiral down to unleash fire and destruction on the enemy below.

Even once its load of Gargoyles have dropped into battle the Harridan can continue to wreak havoc on the enemy. As it moves, it leaves a deadly trail of poisonous spore clouds behind it which seep past any cover to choke the Tyranid's foes.



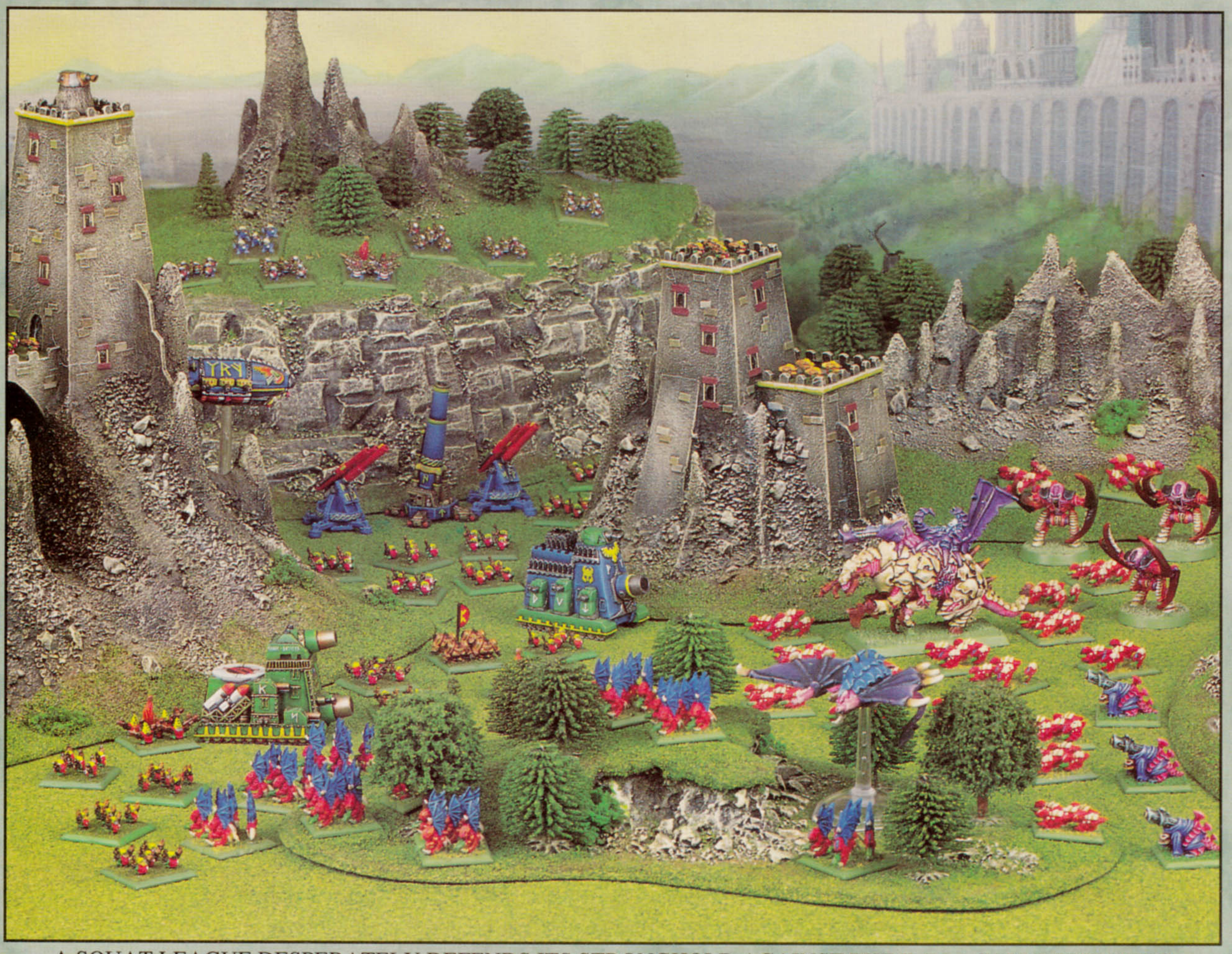
TYRANID HARRIDAN



A TYRANID BIOVORE SWARM

BIOVORES

Broods of Biovores support the Tyranid assault by launching devastating spore mines far across the battlefield. As these biological bombs float down towards the ground they explode, shredding through the enemy in a terrifying conflagration of acids and steel-hard bone.



A SQUAT LEAGUE DESPERATELY DEFENDS ITS STRONGHOLD AGAINST THE IMPLACABLE TYRANIDS

SLAANESH WAR MACHINES

By Gavin Thorpe

Surrounded by a magical aura of power, the Daemon Knights and Scout Titans of Slaanesh march into battle. Their glittering eyes sparkle with malign intelligence as they gracefully stride across the battlefield. In a sudden blaze of violence they open fire, cutting down everything in their path with a torrent of shells and bolts of incandescent energy.

THE BATTLE OF MOLECH

During the Horus Heresy, in the thirtieth millennium, the galaxy was gripped by the most bitter civil war humanity has ever seen. Space Marines fought Space Marines, Titans fought Titans and Imperial Knights fought Imperial Knights. In those dark days nobody was to be trusted and treachery was as much a part of warfare as bolter shells, Volcano Cannons and Drop Pods. One of the most horrific betrayals of the war occurred on the planet of Molech, only a few light years from the Terran star system.

As the Warmaster Horus led his armies to Terra, he left a trail of destruction in his wake, hundreds of light years wide. His forces seemed unstoppable as garrison after garrison fell before his might, or changed allegiance and sided with the traitorous commander. It was on the planet of Molech that one of the most determined stands was to be made. Three Titan Legions and over a hundred Imperial Guard regiments and Knight Households stood ready to bear the brunt of the Warmaster's attack. When it came it was like a hurricane unleashed upon the lush world.

HOUSE DEVINE

Horus' initial assault devastated many cities and strongholds, amongst the victims were Molech's rulers – House Devine. Dispossessed and unable to fight back, the Devine slowly succumbed to the temptations of Chaos. Over the following months the insidious whisper of Slaanesh spread through their depleted ranks. Their officers became lethargic, interested only in their sports, using their mighty Knights to hunt the animals of the Molech. The seductive grip of Slaanesh grew stronger, as the Prince of Pleasure bent the force of his will to corrupting the noble Devine. Soon they met in secret cabals, committing depraved rites and ceremonies within the heart of the loyalist camp. No act was too shameful or disgusting, the sensations of the moment became their only desire.

When Horus launched a massive offensive, the Knights of House Devine performed an act of total treachery and turned on the troops who remained loyal to the Emperor. The Imperial forces found themselves caught in a trap, with advancing enemy Titans to the front and renegade Knights attacking from behind. This treachery allowed the Chaos host to punch through the Imperial defence, leaving them with no line of retreat. They were totally defeated, only one in hundred of the army survived the campaign. The path to Terra was wide open and Horus luanched his final assault on the Sol system.

DAEMON KNIGHTS

Since that first betrayal, many Knight Households have been corrupted by Chaos down the centuries. Their crews have long since died but their souls live on as daemons, floating within the shells of their war machines. The Knights themselves have also mutated, sprouting claws, tails, and other horrendous weapons. When a Slaanesh army marches to war it is preceded by these Daemon Knights, spreading havoc and despair.



SPECIAL RULES

GLAMOUR OF SLAANESH

The Daemon Knights of Slaanesh are surrounded by a glittering wall of energy. This is a result of the warp-interface which keeps the spirit within them in the material universe. This shifting, swirling aura is called the Glamour of Slaanesh and makes the Daemon Knights very hard to accurately target. For this reason, any to hit roll against a Daemon Knight suffers a -1 penalty in addition to any other modifiers. Barrages and other attacks that use a template are unaffected since they rely less on pinpoint accuracy.

PSYCHIC SAVING THROW

As the Glamour of Slaanesh is an interface with the immaterial universe of warp space it also provides a certain amount of protection from attacks that use the power of the warp, such as Vortex missiles and psychic powers. For this reason, the Glamour of Slaanesh bestows a 4+ psychic saving throw to the Daemon Knight, in the same manner as void shields and power fields. This means a psychic attack will have no affect if the Chaos player can roll a 4 or more on a D6. See page 24 of the Titan Legions rulebook for full details.



HELL-STRIDER

The Hell-Strider is the smallest of the Daemon Knights, but still stands many times the height of a man. Hell-Striders are extremely mobile, able to flush the enemy out of woods and ruins with their powerful but short ranged weaponry. In sufficient numbers, Hell-Striders can even hunt enemy Titans, picking off their prey's shields with their lascannon, before closing in for the kill with their melta-beams.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hell-Strider	20cm	4+	+2	Melta-beam	25cm	1	3+	-2	Glamour of Slaanesh
				Lascannon	50cm	2	5+	-1	Vehicle/ Walker

HELL-SCOURGE

The Hell-Scourge is one of the larger Slaanesh Daemon Knights. As a living machine they have crushed the opponents of Chaos for the last ten millennia and delight in the destruction of their foes, screeching deafening hunting cries across the battlefield. They are machine-predators, the perfect hunters who mercilessly run down their quarry with bounding strides from their elegant, powerful legs. When the Hell-Scourges attack there is no warning. As one appears the enemy turn their weapons to bear on its blurred form. At that moment the others attack from all sides, scything through armour and flesh with their massive Castigator cannon.

Hell-Scourge Daemon Knights have a type of pack instinct, and are in constant communication with each other. They make exceptionally well co-ordinated attacks, out-flanking the enemy with ease. This telepathic contact spreads beyond the confines of the squadron and seems to encompass all the Hell-Scourges in the battle, or perhaps even further.

Hell-Scourges are super heavy and so cannot be pinned in combat except by other super heavy vehicles or Titans. Anything smaller than this is simply pushed aside by the massive war machine.

Hell-Scourge detachments are exceptionally flexible and can perform highly complex attack manoeuvres. For this reason Hell-Scourge detachments have a coherency of 12cm instead of 6cm. This means a Hell-Scourge Daemon Knight is still within unit coherency as long as there is another Hell Scourge from the same squadron within 12cm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hell-Scourge	30cm	2+	+3	Castigator	50cm	5	5+	-1	Glamour of Slaanesh
				Bolters	15cm	2	6+	0	Super Heavy/ Knight

HELL-KNIGHT

Hell-Knights are one of the most specialised types of Daemon Knight. Their weaponry, a rapid firing thermal lance, is fairly short ranged but has the energy to pierce almost any armour with relative ease. Hell-Knights often hunt out opposing Knights and Titans, using their speed and agility to attack from the sides or rear where their armour is weakest.

It was the Hell-Knights of a huge Chaos army that managed to destroy the Imperator Titan Praeco Deictus on the Hive world of Kado. As the Imperial army defended the capital from the attacking Fiends, Daemonettes, Tzeentch Firelords and Khornate Lords of Battle, a hundred Hell-Knights infiltrated the massive underground transport network of the hive.

As the Titans of the Legio Crucius blasted away, felling over a hundred thousand Chaos followers in little under a day, the Hell-Knights sped through the dimly lit tunnels and corridors, eradicating any opposition they encountered. The old fusion-powered trains were destroyed and rumour of the Daemon Knights' passing spread through the hive. On the second day of battle the Hell-Knights burst into the main streets and arcades of the hive, indiscriminately destroying everything, killing thousands of helpless citizens. The transports of the Adeptus Arbites arrived, but these too were totally crushed and the Hell-Knights fought their way back to the surface. They emerged within firing distance behind the Titan legion, and opened up with their thermal lances. After a single salvo of fire a whole battle group had been destroyed, the Titans' armour turned to molten slag. Amongst the victims was the massive Praeco Deictus, an Imperator Titan which had survived the Horus Heresy and bought victory to the Imperium on over a thousand worlds.

Hell-Knights are super heavy and so cannot be pinned in combat except by other super heavy vehicles or Titans. Anything smaller than this is simply pushed aside by the massive war machine.

Hell-Knights are excellent at infiltrating the enemy position, setting ambushes for enemy supply columns and attacking enemy support detachments and artillery. For this reason, any Hell-Knight squadrons in your army may make an immediate normal move (up to 30cm) after deployment, before orders are placed for the first turn. If the enemy have troops who can also perform such a move, such as Eldar or Space Marine Scouts, each player should roll a dice. The player with the lowest score should move one of his units first, then the highest scoring player moves one of his, and so on.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hell-Knight	30cm	2+	+3	Thermal Lance	50cm	2	4+	-3	Glamour of Slaanesh
				Bolters	15cm	2	6+	0	Super heavy/ Knight



Fulgrim, Daemon Primarch of Slaanesh, leads his minions against the forces of the Imperium.

CHAOS TITANS

The Subjugator and Questor Scout Titans are a valuable addition to any Chaos Army. They possess incredible speed, which allows them to start attacking the enemy while the rest of the army is still charging into range. As they skirt around the foe the Chaos Titans flicker with power, tapping raw energy from warp space to maintain their essence within the physical realm. Inside the hardened carapace of each Scout Titan is the spirit of a daemon, guiding it with sheer force of will, firing its weapons as one might raise a finger.

GLAMOUR OF SLAANESH

Like the Daemon Knights, the Questor and Subjugator Scout Titans are protected by a Glamour of Slaanesh. This means the enemy are at -1 to hit them and they gain a 4+ psychic saving throw. See the section on Daemon Knights for a full description of the Glamour of Slaanesh.

THE SUBJUGATOR

When the hordes of Slaanesh attack, it is the Subjugator Scout Titans which race ahead of the army. It is the role of these swift war machines to suppress the enemy fire and allow the Fiends, Chaos Space Marines and other followers of Chaos to attack with minimal resistance. Loping along the flanks of the battlefield, the Subjugator uses its psi-pulse to pick off enemy artillery before it can fire.

PSI-PULSE

The Subjugator carries a strange array of weaponry, the most potent of which are the psi-pulse generators. These are studded with gems and enclose a honeycomb of membranes which resonate to the power of the the warp. The Subjugator uses its own link to the warp to channel raw psychic power through the generators, creating a psi-pulse capable of punching through the thickest armour.

Since the daemon within the Subjugator must use some of its own sustaining power to generate the psi-pulse the following special rules apply. The psi-pulse is a psychic attack and is therefore used in the psychic phase. However, it is a pure bolt of energy, like Ork Weirdboy attacks, and so knocks down void shields or power fields normally (with no psychic save allowed for the interference of the shields).

In addition, the number of attack dice allowed depends on the Titan's orders for the turn. If the Titan is on first fire orders it can devote much of its power to the psi-pulse and therefore has two attack dice. On advance orders the pulse is much weaker and you may only roll one attack dice that turn.

HELL CLAWS

The Subjugator also has two vicious hell claws, which it uses to rip armour to shreds and punch through the tough shells of enemy Titans. A Subjugator with at least one operational hell claw may roll an extra D6 in close combat, giving it a normal score of 3D6+5. Also, the hell claws are specially designed to inflict horrendous damage on the target. If the Subjugator hits an opponent which uses a damage table, like an enemy Titan, the Chaos player can add +1 to his damage roll.



THE QUESTOR

The Questor has slightly thicker armour than the Subjugator, but its powerful legs can still drive it forward at a considerable pace. Graceful arms spread from the Questor's carapace, each tipped with a rapid-firing cannon called a tormentor.

WEAPONS

The tormentor is shown as having six attack dice on the profile, and these are split between each of the cannon (three attack dice for each). If one of the cannon is destroyed the tormentor is reduced to three attack dice.

As well as the tormentor, the Questor also carries two powerful lascannon, one mounted in the head the other slung between the legs. The Questor gains one attack dice from each of these, and where one is damaged, this is noted on the damage tables on the Slaanesh Scout Titan datacard.

SUBJUGATOR WEAPONS

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Psi-Pulse	75cm	Special	3+	-3	1 dice on advance, 2 on first fire
Lascannon	75cm	1	5+	-1	
Bolters	15cm	4	6+	0	
Hell Claws	Close Combat Only				+D6 CAF, +1 Damage Rolls

QUESTOR WEAPONS

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Tormentor	50cm	6	5+	-1	
Lascannon	75cm	2	5+	-1	
Bolters	15cm	4	6+	0	

'EAVY METAL™

SLAANESH™ DAEMON KNIGHTS AND TITANS

Without warning the Daemon Knights and Scout Titans of Slaanesh attack, the air crackling with power and echoing to their hideous hunting cries. Protected by a coruscating Glamour of Slaanesh, these deadly war machines race into the fray with long, graceful strides. In the brief and bloody conflict that follows their daemonic weapons unleash a hail of death and destruction which throws the enemy into confusion. Then, as suddenly as they appeared, the war machines of Slaanesh are gone, only to attack again from another point on the battlefield. Almost impossible to pin down, these deadly engines of war have broken many foes of the Lord of Pleasure with their hit and run attacks.



QUESTOR SCOUT TITAN



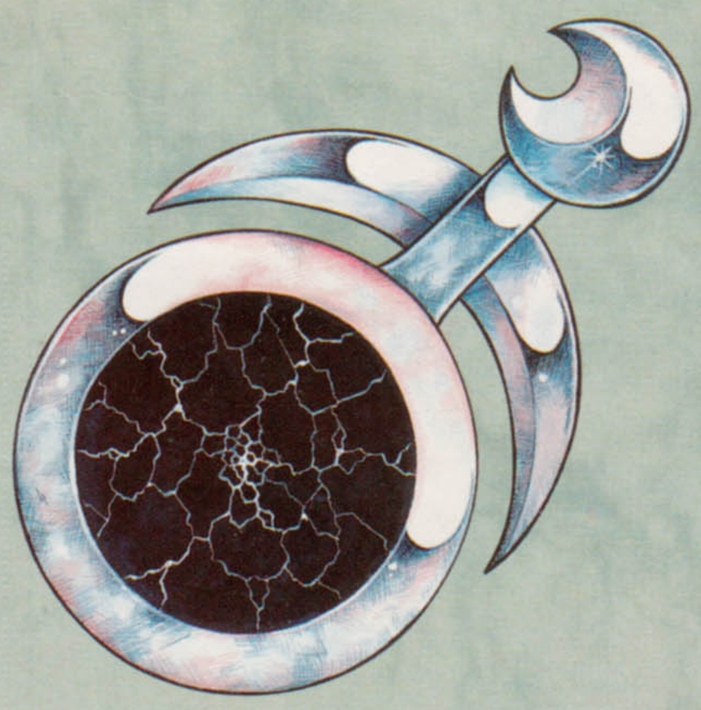
HELL-STRIDER DAEMON KNIGHTS



HELL-KNIGHT DAEMON KNIGHTS



SUBJUGATOR SCOUT TITAN





HELL-SCOURGE DAEMON KNIGHTS

DAEMON KNIGHTS AND SCOUT TITANS EPIC ARMY CARDS

To assemble your new Epic army cards, first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Spread a thin layer of glue across the back of each card and press the two halves firmly together. To make your army cards more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together. Finally, trim off any excess material and you're ready to do battle!

HELL-STRIDER DAEMON KNIGHTS

BREAK POINT 2: The detachment is broken once it has lost 2 models. Once broken the detachment must take a morale check.

MORALE VALUE 1: Hell-Strider detachments have a morale value of 1. They must roll **1** or more on a D6 to pass their morale check. Hell-Striders with a line of sight to their Greater Daemon pass any morale checks automatically.

VICTORY POINTS 2

Your opponent gains 2 VPs when the detachment is broken.

HELL-STRIDER DAEMON KNIGHTS

There are three Hell-Strider Daemon Knights in a detachment.



POINTS VALUE 150

HELL-SCOURGE DAEMON KNIGHTS

BREAK POINT 2: The detachment is broken once it has lost 2 models. Once broken the detachment must take a morale check.

MORALE VALUE 1: Hell-Scourge detachments have a morale value of 1. They must roll **1** or more on a D6 to pass their morale check. Hell-Scourges with a line of sight to their Greater Daemon pass any morale checks automatically.

VICTORY POINTS 4

Your opponent gains 4 VPs when the detachment is broken.

HELL-SCOURGE DAEMON KNIGHTS

There are three Hell-Scourge Daemon Knights in a detachment.



POINTS VALUE 350

HELL-KNIGHT DAEMON KNIGHTS

BREAK POINT 2: The detachment is broken once it has lost 2 models. Once broken the detachment must take a morale check.

MORALE VALUE 1: Hell-Knight detachments have a morale value of 1. They must roll **1** or more on a D6 to pass their morale check. Hell-Knights with a line of sight to their Greater Daemon pass any morale checks automatically.

VICTORY POINTS 4

Your opponent gains 4 VPs when the detachment is broken.

HELL-KNIGHT DAEMON KNIGHTS

There are three Hell-Knight Daemon Knights in a detachment.



POINTS VALUE 400

SUBJUGATOR SCOUT TITAN SQUADRON

The Subjugators are independent of each other and do not need to conform to the coherency rule.

The Subjugators cannot be broken and are immune to morale checks. Your opponent gains victory points when a Subjugator Scout Titan is destroyed.

VICTORY POINTS 3

Each Subjugator is worth 3VPs when it is destroyed.

SUBJUGATOR SCOUT TITAN SQUADRON

There are 2 Subjugator Chaos Titans.



POINTS VALUE 450

QUESTOR SCOUT TITAN SQUADRON

The Questors are independent of each other and do not need to conform to the coherency rule.

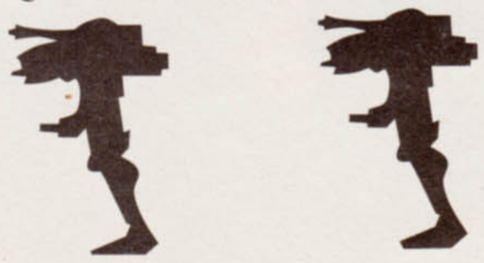
The Questors cannot be broken and are immune to morale checks. Your opponent gains victory points when a Questor Scout Titan is destroyed.

VICTORY POINTS 3

Each Questor is worth 3VPs when it is destroyed.

QUESTOR SCOUT TITAN SQUADRON

There are 2 Questor Chaos Titans.



POINTS VALUE 450

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SLAANESH SCOUT TITANS

MOVE	CLOSE ASSAULT FACTOR	CLASS
30cm	+5	Scout

The Subjugator and Questor Chaos Titans are protected by a Glamour of Slaanesh and so all enemy suffer a-1 penalty when firing at the Titan. This does not apply to barrages and other template weapons. The Glamour of Slaanesh also confers a 4+ psychic saving throw.

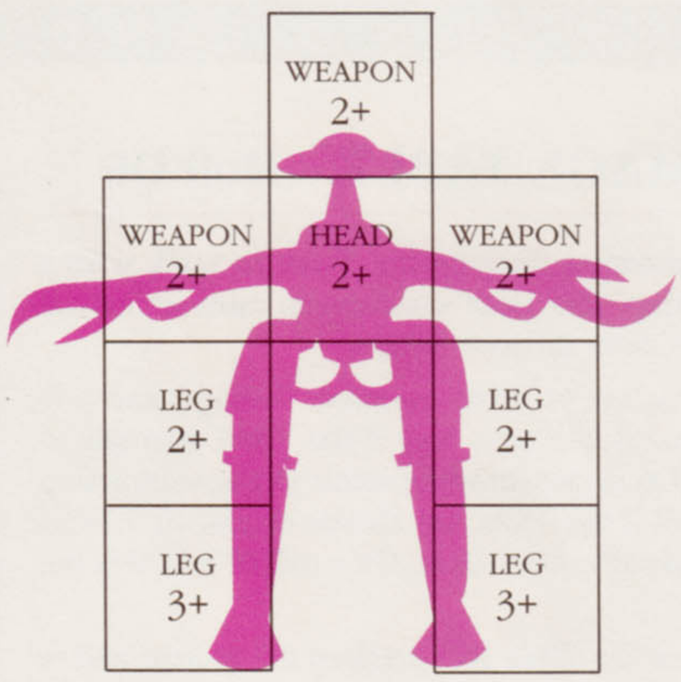
The Slaanesh Scout Titans Titan are very fast and agile, so unlike larger Titans they can turn as many times as they want while moving. When a Slaanesh Scout Titan is on Charge orders, opponents have an additional -1 to hit as it can dodge incoming fire (which combines with the Glamour of Slaanesh for a total -2 to hit modifier).

SUBJUGATOR WEAPONS

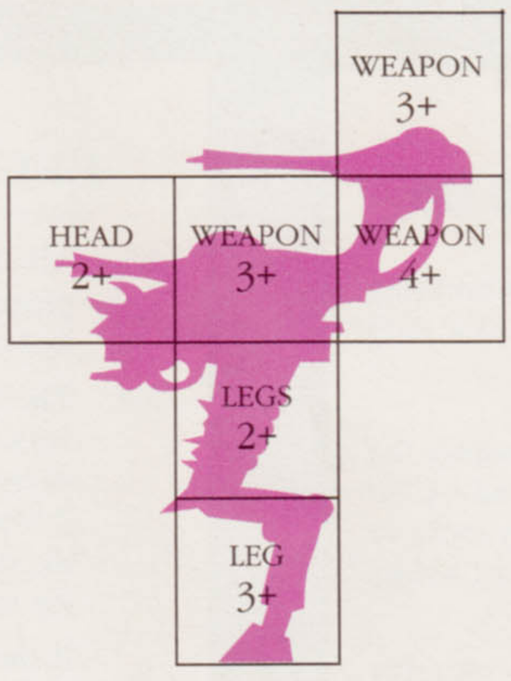
WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Psi-Pulse	75cm	Special	3+	-3	1 dice on advance, 2 on first fire
Lascannon	75cm	1	5+	-1	
Bolters	15cm	4	6+	0	
Hell Claws	Close Combat Only				+D6 CAF, +1 Damage Rolls

SUBJUGATOR HIT LOCATIONS

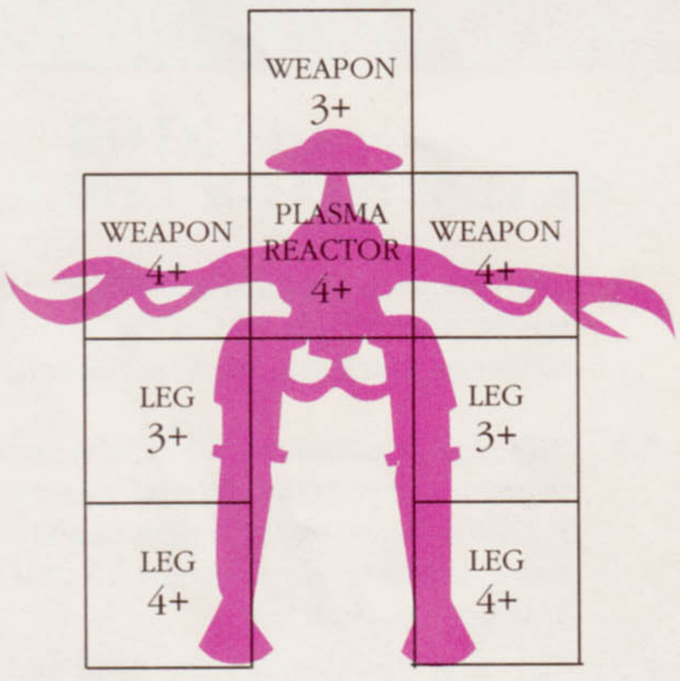
FRONT



SIDE



REAR

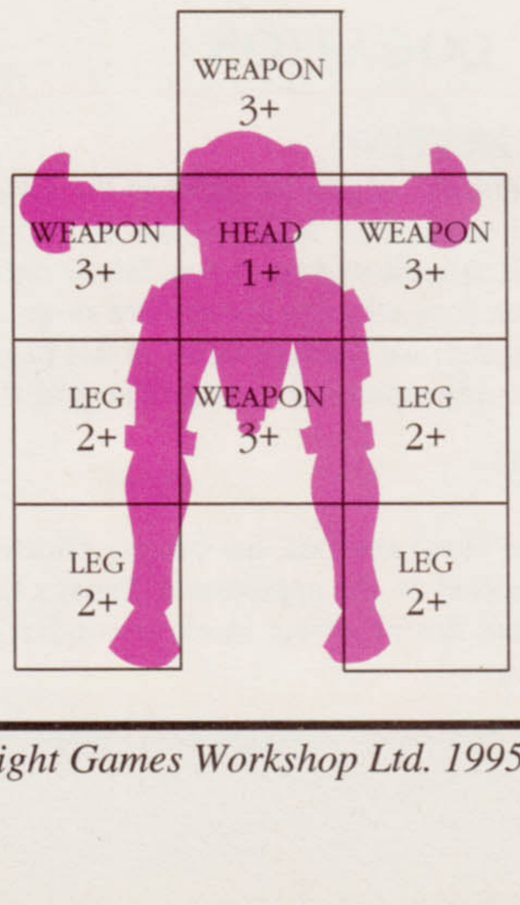


QUESTOR WEAPONS

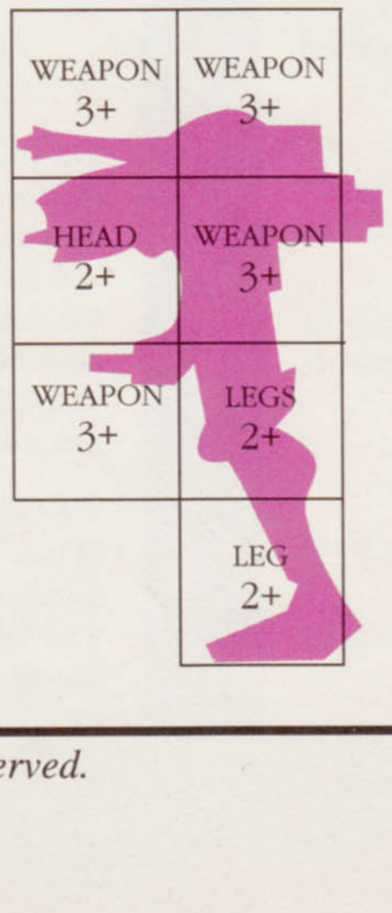
WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MOD.	NOTES
Tormentor	50cm	6	5+	-1	
Lascannon	75cm	2	5+	-1	
Bolters	15cm	4	6+	0	

QUESTOR HIT LOCATIONS

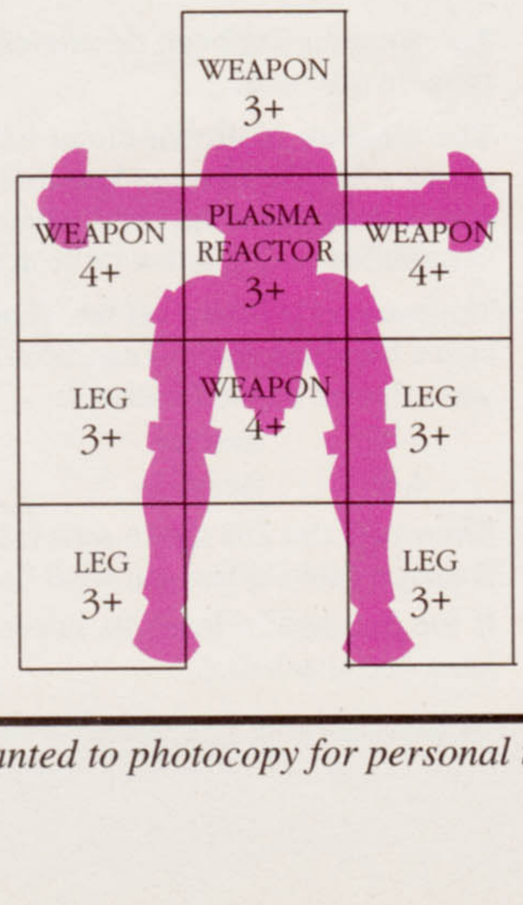
FRONT



SIDE



REAR



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QUESTOR AND SUBJUGATOR SCOUT TITAN DAMAGE TABLES

SUBJUGATOR HEAD DAMAGE TABLE – Roll D6

1 The lascannon and psi-pulse generator mounted in the head is destroyed and may not be used for the rest of the game. This means the psi-pulse can only fire a maximum of one dice per turn for the rest of the battle, regardless of the Titan's orders.

2-3 The shot rips through the head seriously damaging the daemon's grip on the material universe. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

4-6 The shot rips through the head and triggers massive internal explosions. The Titan crashes to the ground. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or stands that are fallen on take a hit with -3 saving throw modifier.

QUESTOR HEAD DAMAGE TABLE – Roll D6

1 The lascannon mounted in the head is destroyed, and may not be used for the rest of the game. The Questor only loses one attack dice for its lascannon.

2-3 The shot rips through the head seriously damaging the daemon's grip on the material universe. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).

4-6 The shot rips through the head and triggers massive internal explosions. The Titan crashes to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands that are fallen on take a hit with -3 saving throw modifier.

WEAPON DAMAGE TABLE – Roll D6

1 The weapon has been damaged by the attack, and may not be used again until it is repaired by rolling a 5+ on 1D6 in the End phase.

2-4 The weapon has been destroyed and may not be used again in this battle.

5 The weapon is blown clean off the Scout Titan and scatters 2D6cm in a random direction. Any vehicles or stands underneath the point where it lands must make an unmodified saving throw or be destroyed.

6 The weapon is blown off the Titan as above, but there is also a flashback to the Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3 Reactor
4-6 Head

Then roll the D6 again and refer to the appropriate Damage Table to find out what damage is caused.

If the Subjugator loses its upper psi-pulse generator it loses one attack dice.

REACTOR DAMAGE TABLE – Roll D6

1 The Titan's reactor suffers horrendous damage, and the power output is reduced to a trickle. Until the damage is repaired by rolling a 5+ on 1D6 in the End phase, the Titan has its movement halved and rolls one dice less than normal is close combat.

2-3 The Titan's plasma reactor has been breached. Attempt to repair the damage in the next repair phase, by rolling a 5+ on 1D6. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a reactor meltdown). If you succeed the reactor comes back on line and the scout Titan may move and fire as normal.

4-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan Titan is removed from play (replace it with a model crater if you've got one). All units within 2D6cm suffer an automatic hit, and must make an unmodified saving throw to avoid damage.

LEG DAMAGE TABLE – Roll D6

1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's movement rates are halved and it may not enter difficult terrain.

3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing repair phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or stands fallen must make their save with a -3 saving throw modifier or be destroyed.

5-6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen must make their save with a -3 saving throw modifier or be destroyed.

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area, take any appropriate save. If the save fails, refer to the appropriate damage table on this page. If your shot lands on an empty square or outside the grid it has missed the Titan.

CLOSE COMBAT

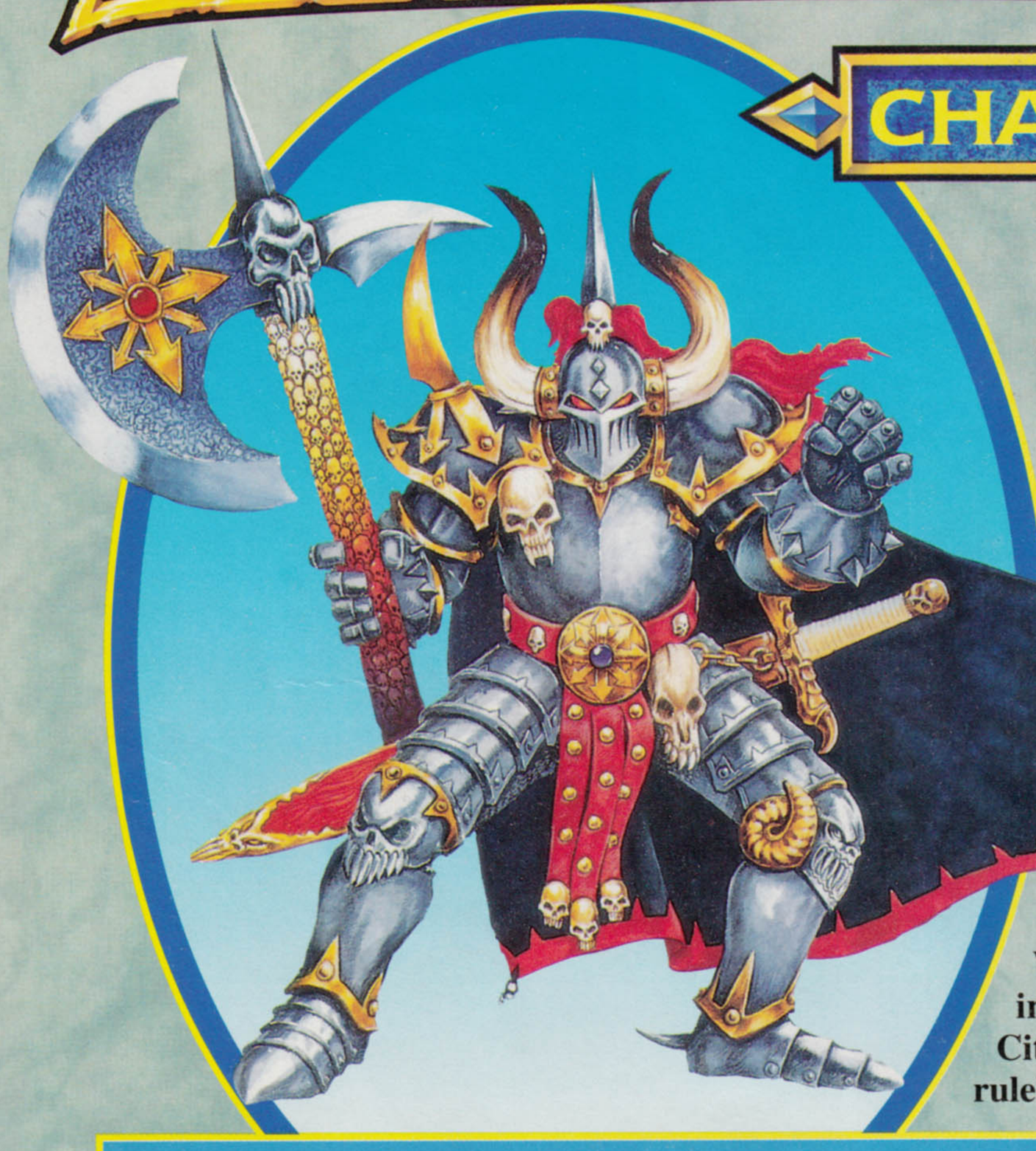
If the Titan is beaten in close combat, the enemy chooses a location and damage is rolled on the appropriate damage table. The Glamour of Slaanesh has no effect in close combat and saving throws are not allowed.

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Warhammer Quest™

CHAOS WARRIOR



A COMPLETE WARRIOR EXPANSION SET FOR THE WARHAMMER QUEST GAME

The Chaos Warrior is a fearsome adventurer and a follower of the powerful but fickle Chaos Gods. His devotion to their cause has earned him a potent *Mark of Chaos*, which could save his life or see him eternally damned!

Chaos Warriors also bear Chaos Attributes like *Poisonous Bite*, and carry Chaos Artefacts such as the *Parrying Blade* or the *Axe of Mighty Striking*.

In this pack, you'll find everything you need to play a Chaos Warrior in the Warhammer Quest game, including a finely-sculpted Chaos Warrior Citadel miniature by Gary Morley, a 12 page rulebook, full colour cards and counters.



Contents and components may vary from those illustrated



Miniature supplied unpainted

Miniature designed by Gary Morley

CITADEL® MINIATURES

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TYRANID® HORMAGAUNTS

Hormagaunts are a highly specialised bio-form of the Termagant genus, perfectly adapted for vicious close combat fighting. They are lethally efficient killers – extraordinarily savage and single-minded foes who will attack opponents of any size without hesitation. These murderous shock troops bound forward on their over-muscled legs at an incredible rate, tearing into the enemy before they can react and ripping them apart with their massive scythe-like claws and razor-sharp fangs.







SPACE WOLVES FORM A FINAL DEFENSIVE CIRCLE AS A WAVE OF HORMAGAUNTS CLOSES IN FOR THE KILL!

WARHAMMER 40,000®

TYRANID WARRIORS

By Andy Chambers

Tyranid Warriors are the elite troops of the Hive Mind, deadly bio-engineered fighters bred only for war. In this special extract from the new Codex Tyranids, Andy describes the latest additions to their fearsome arsenal and discovers some unpleasant surprises that lie in wait for their enemies.

TYRANID WARRIORS

The Tyranid hive fleet consists of millions of spacecraft, each home to billions of creatures: untold thousands of monstrosities evolved from the bubbling geno-organs of the Tyranid Hive queens. All of these creatures are born to serve the single entity that is the Hive Mind, consuming entire worlds in its ceaseless quest for new genetic material.

All Tyranid creatures are held in a common psychic bond that enables them to act together as one social organism. Individual Tyranids have no distinct minds like humans and other creatures. A Tyranid simply fulfils the functions assigned to it by the greater Hive Mind. The smaller, mindless creatures are unthinking and instinctive, but larger more complex creatures can make decisions appropriate to them.

The Tyranid Warriors are amongst the most important Tyranids. Not only are they large and powerful fighters in their own right but they also fulfil a pivotal role in the Tyranid armies. They act as psychic resonators, amplifying the psychic bond of the Hive Mind and transmitting its power to the smaller, less receptive creatures around them. When the Tyranids begin to swarm the Tyranid Warriors become the focal points of the Hive Mind. Like officers marshalling their armies, the Tyranid Warriors lead the lesser creatures into battle, directing their troops to their appointed stations in the greater plan.

SPECIAL RULES

Carapace. The Tyranid Warrior has a thick chitinous carapace which can absorb considerable damage. This gives it an armour saving throw of 5 or 6 on a D6.

Leadership. The Tyranid Warrior is immune to all psychological factors. It cannot be affected by fear, terror, or any of the psychological factors described in the Warhammer 40,000 rulebook. In addition, it cannot be broken and does not have to take a Break test. It will automatically pass any Leadership-based test it is required to make. The Tyranid Warrior's Leadership value is therefore never used, but is included for comparative purposes.

Hive Mind. The Tyranid Warrior acts as a psychic nodal point of the Hive Mind. No other Tyranid units within 12" of a Tyranid Warrior need take any Leadership-based test – they will automatically pass. This means that units cannot be broken or affected by psychology. If an already broken unit is within 12" of a Tyranid Warrior in the Rally phase it will automatically rally.

Fear. Tyranid Warriors are large, horrifying creatures that cause *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.



WEAPON VARIANTS

Tyranid Warriors are the most well equipped of all the Tyranid broods, possessing a wide variety of symbiote bio-weapons. The different weapon combinations you choose for your Tyranid Warrior broods will greatly effect how they perform on the battlefield. Tyranids are renowned for their ability in close combat, but Codex Tyranids introduces a number of new and deadly ranged weapons. Now you can attack your enemy from afar with equally devastating results. We've included the details of these weapons later.



A basic brood is armed with two boneswords, perfect for hand-to-hand combat as each Tyranid Warrior is able to parry twice, more than enough to challenge the most skilful foes. However, you may be facing large numbers of foes armed for close combat, and perhaps prefer to equip a number of your brood with lash whips instead. Should the Tyranid Warriors be swamped by your opponents, the lash whip allows you to strike up to three models in base-to-base contact. As the Tyranid's opponents have to roll under their Initiative to avoid being struck down, this weapon is ideal for combating Orks and Squats, who are particularly slow-witted. They are of less value against agile adversaries, especially the Eldar. You may prefer your Tyranid Warriors to be able to shoot as well as fight in close combat, which the spinefist allows you to do, since it shoots out wicked barbs using a flamer-sized template to engulf your opponents.

RANGED WEAPONS

If you want a brood of Tyranid Warriors who can lay down a hail of fire whilst advancing across the battlefield, then choose deathspitters and devourers. The deathspitter is very strong and can splatter nearby enemy models with corrosive slime. Although not as strong as the deathspitter, the devourer is a sustained fire weapon which causes *fear!* If a squad suffers one or more hits they must take a *fear* test. These two weapon work well if used in combination, although if you fire the devourer first, you may end up with no targets left for your deathspitters! This can be particularly devastating against low Leadership troops, since, with a bit of luck, they will have to take tests for the devourer *and* for taking 25% casualties!

HEAVY FIRE

Finally, the barbed strangler and venom cannon, your heaviest weapons, can also be added to your Tyranid Warrior broods, giving them punch against battle tanks and other extremely tough opposition. The venom cannon is useful as it can be fired even if the Tyranid Warrior carrying it moved. The barbed strangler, on the other hand, will slow down your whole brood since it must be kept stationary to fire – it's not a good idea to a put a barbed strangler in a Tyranid Warrior brood that is armed with boneswords!

TYRANID WARRIOR BROOD ..... 55pts per model

Tyranid Warriors form the heart of the dreaded Tyranid swarms. Engineered to be the most deadly soldiers of the Tyranid race, Warriors are powerful, accurate, agile, devastating in close combat and exceedingly difficult to kill. Tyranid Warriors are intelligent and flexible enough to use different weaponry and they wield the greatest variety of symbiote bio-weapons of all Tyranid creatures.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Tyranid Warrior	6	6	4	5	5	2	5	3	10

BROOD Each Tyranid Warrior brood consists of 3 to 6 Tyranid Warriors.

WEAPONS Two boneswords.

ARMOUR Chitinous armour (5+ save on a D6).

BIOMORPHS The Tyranid Warrior brood may be given up to one biomorph.



WARGEAR Any number of models may replace their boneswords with a weapon chosen from the following list by paying the additional points cost indicated:

Deathspitter ..... 6 per model
Devourer ..... 2 per model
Lash whip and bonesword ..... 8 per model
Spinefist & bonesword .. 6 per model

Up to one model per brood may replace their boneswords with a heavy weapon chosen from the following list at the additional points cost indicated:

Barbed strangler ..... 24 per model
Venom cannon ..... 33 per model



SPECIAL Any Tyranid creatures within 12" of a Tyranid Warrior automatically pass any Ld test. In addition, Tyranid Warriors are immune to all psychology and Break tests.

Tyranid Warriors cause *fear.*

'EAVY METAL™



TYRANID WARRIOR ARMED WITH LASH WHIP AND BONESWORD



TYRANID WARRIOR ARMED WITH SPINEFIST AND BONESWORD



TYRANID WARRIORS LEAD THE ASSAULT AGAINST AN IMPERIAL FORTRESS

'EAVY METAL™

TYRANID® WARRIORS

The core troops of the huge Tyranid swarms are the Tyranid Warriors. As the elite who form the backbone of the army, Tyranid Warriors are capable of inflicting huge casualties upon their enemies. They can either use deadly ranged weapons to target the enemy from afar, or butcher them at close quarters with razor-sharp boneswords, horrific spinefists and their own huge claws. In fact, Tyranid Warriors are gifted with the very best bio-weapons. From the terrifying devourer, to the massive barbed strangler and venom cannon, Tyranid Warriors utilise an array of symbiotic weapons to enable them to fulfil almost any role on the battlefield with equally devastating effects.



TYRANID WARRIOR ARMED WITH A DEVOURER





TYRANID WARRIOR ARMED WITH A VENOM CANNON



TYRANID WARRIOR ARMED WITH A BARBED STRANGLER



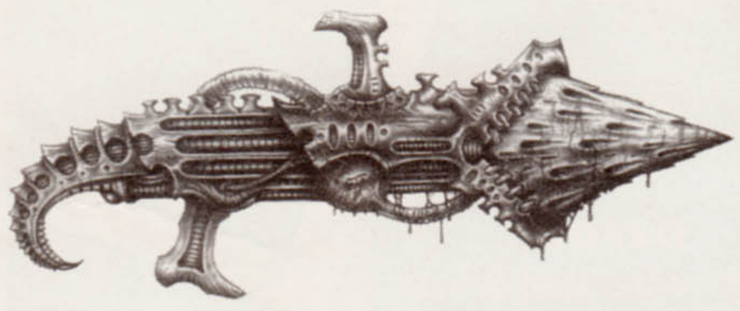
TYRANID RANGED WEAPONS

DEATHSPITTER

The deathspitter is a bio-weapon frequently carried and used by Tyranid Warriors. If a Tyranid armed with a deathspitter scores a hit on an enemy model other models nearby may be hit. Roll a D6 for any models within 2" of the model hit by the deathspitter. On a roll of 4, 5 or 6 they are splattered with acidic shrapnel and suffer an S3 hit with no saving throw modifier. Note that the Deathspitter doesn't have to wound the target before you check for splatter, only a hit is necessary.

DEVOURER

The aptly named devourer is among the most horrific of all weapons. When the gun is fired a bio-electrical shock hurls deadly fleshworms at the target with tremendous force. The fleshworms will either shatter against the target, spraying acidic bile and poisons over it, or pierce it and start burrowing inside the victim's body. A creature infested by fleshworms is driven mad with agony as the worms eat their way through its nervous system to the brain and devour it!



To represent the horrific effects of the devourer, squads which suffer one or more hits from this weapon must take a Leadership test for *fear*. If the squad fails this test they will break and flee.

BARBED STRANGLER

When the barbed strangler is fired, roll to hit as normal. If the seed pod misses the target, roll for scatter just like any other weapon with a blast marker. A model hit by the seed pod either being on target or scattering directly onto it will suffer a Strength 4 hit with a -1 save modifier. If the model is wounded by this attack it is killed regardless of how many wounds it has as the strangler tears it apart. Place the 3" diameter blast marker over the dead model to represent the area swept by the lashing tendrils of the barbed strangler during its brief period of accelerated growth.

Roll a D6 for each model (including Tyranid models) and vehicle that is fully or partially under the template. On a roll of 1, 2 or 3 the model or vehicle escapes the grasp of the strangler and may move and fight normally in its next turn. If the roll is a 4, 5 or 6 the model is caught by the strangler and will be ripped apart or bound fast if it cannot burst free.

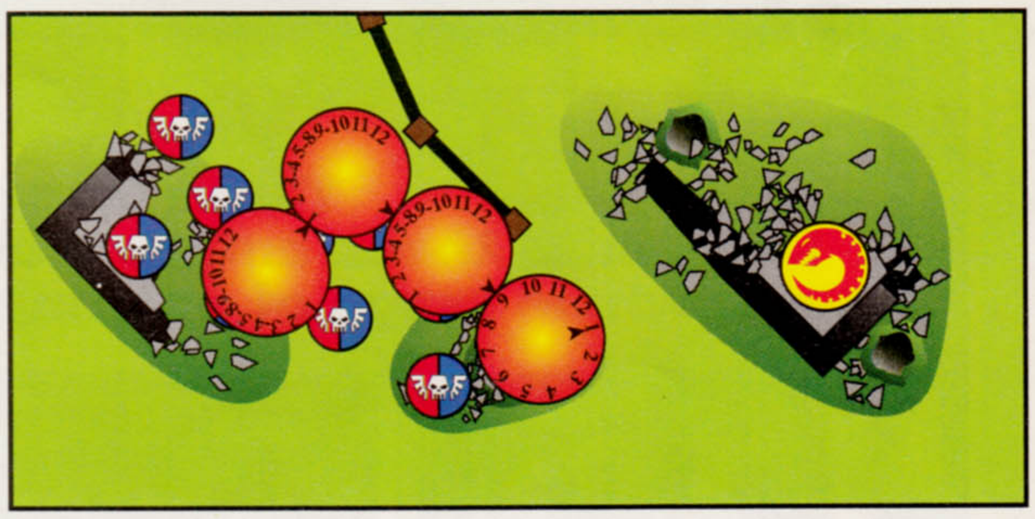
Roll 2D6 for each trapped model or vehicle. If the roll beats the model's Strength characteristic (Ram value for vehicles) it is either torn to pieces by the strangler or so totally entrapped that it can play no further part in the battle at all. Saving throws, Toughness, Wounds and even psychic powers cannot protect a model against the strangler if it catches a victim and rolls higher than the model's Strength or Ram value.

If the roll is equal to or less than the model's Strength it breaks free. Models that burst free of the strangler can move and fight normally in their next turn. Vehicles that break free will move out of control as they tear their way out.

VENOM CANNON

The venom cannon fires a barrage of shots referred to as a *salvo*. To use the venom cannon you will need the special Thudd Gun Salvo template included in the Warhammer 40,000 game. Roll to hit as normal. If you miss, establish where the shot lands using the normal Scatter rules. Then follow the procedure below:

1. With the landing point established, take the Salvo template and position the middle of burst 1 where the shot has landed. The arrow is positioned so that it points directly back towards the firer (the 6 o'clock position).
2. Roll a D12 and move blast 2 so that the arrow on it corresponds to the number rolled on blast 1.
3. Roll a D12 and move blast 3 so that the arrow on it corresponds to the number rolled on blast 2.
4. Roll a D12 and move blast 4 so that the arrow on it corresponds to the number rolled on blast 3.
5. Any model wholly under any of the blast templates is hit, and any model partially under a blast template is hit on a D6 roll of 4, 5 or 6. Note that although a model may lie under two or more templates it can only be hit once. Make damage rolls and saves as appropriate.



The Tyranid Warrior fires its venom cannon at the Imperial Guard, and scores a hit. The Tyranid player then rolls a D12 three times, scoring a 9, 6 and 1. Following the procedure above, he places the Salvo template. Five Imperial Guardsmen are hit, and a further two will be hit on D6 rolls of 4+

TYRANID WARRIOR WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod.	Armour Pene.	Special
Deathspitter	0-12	12-32	+1	–	6	1	-2	D6+6	Splatters 2". See above.
Devourer	0-6	6-18	–	–	4	D3	-2	D6+4+D3	Sustained fire 2D. Causes *fear*.
Barbed strangler	0-18	18-36	–	-1	4	Special	-1	D6+4	Move or fire. 3" blast marker. See above.
Venom cannon	0-16	16-32	–	–	8	D10	-3	D6+8+D10	Fires salvo. See above

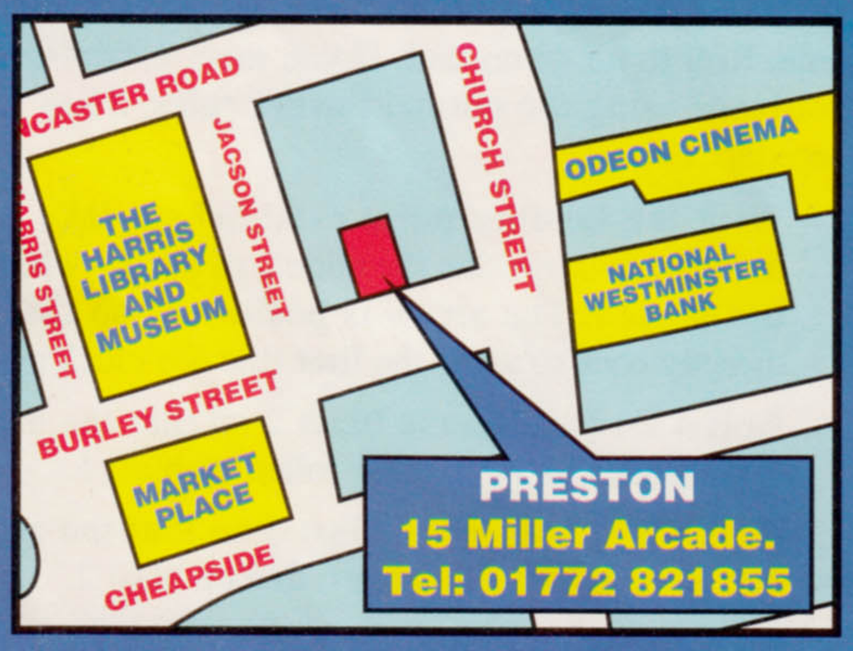
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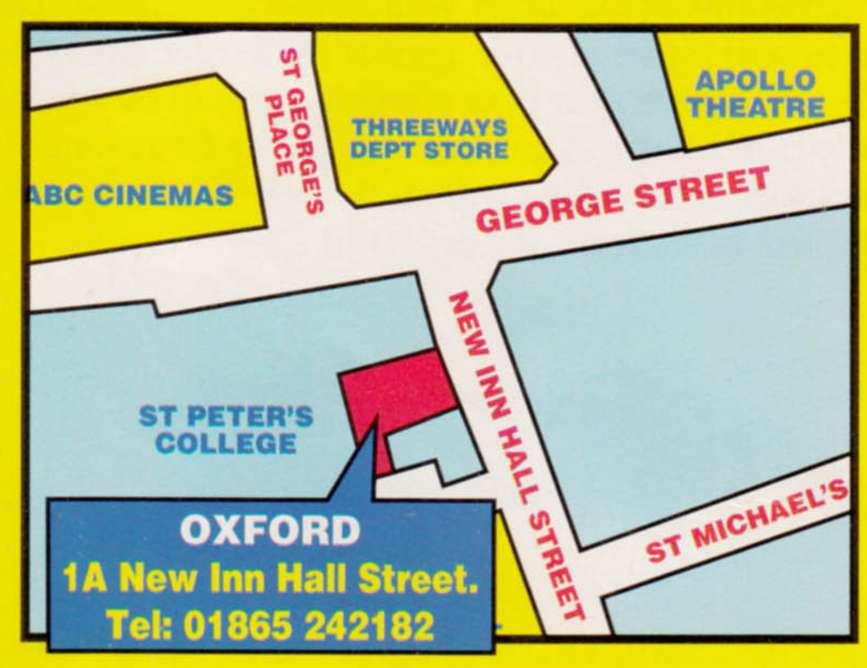
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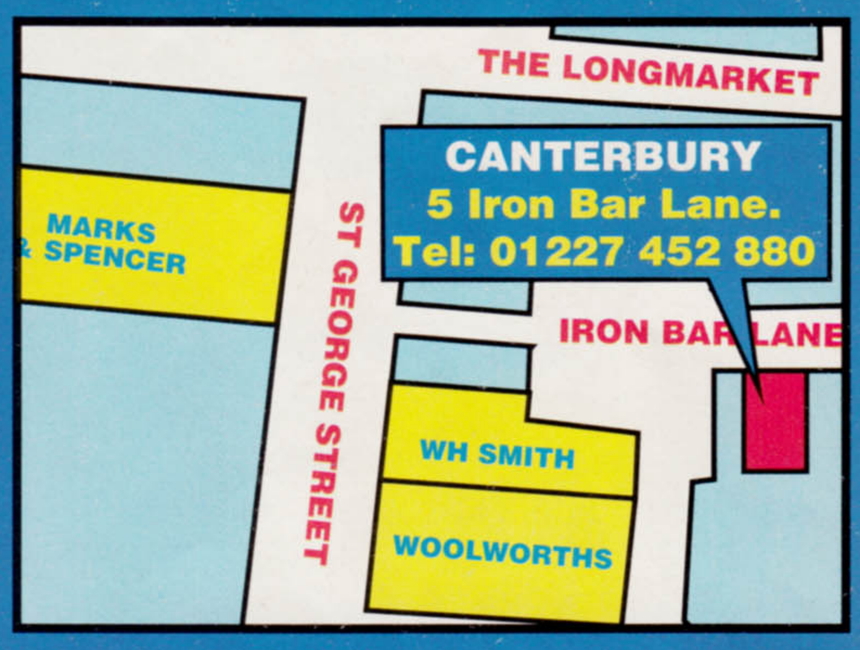
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'EAVY METAL™

DA 'EAVY METAL BRUSH BOYZ!

Throughout the year, each issue of White Dwarf is packed full of 'Eavy Metal pages containing all of the latest miniatures painted to a standard that most people would mug their granny for! These brilliant models all come from the talented hands of the Design Studio's 'Eavy Metal team. These are the guys who are paid to sit and paint Citadel Miniatures all day long! It may sound like one of the easiest jobs in the world, but each member of the team is an individual who brings a great deal of skill, patience, persistence and dedication to their job. If they set their minds to it, most people can paint one or two models reasonably close to the exacting standard we require for our battle reports, 'Eavy Metal pages and product shots. However, it's a whole different ball game to paint to that same high standard, day after day, and still approach each new model as a fresh and unique challenge to your skills.

In response to many letters, we thought we'd introduce the guys from the team and show you some of their favourite miniatures.



THE 'EAVY METAL TEAM AT WORK IN THE GAMES WORKSHOP STUDIO



NEIL HODGSON

Neil is the 'old man' of our miniature painting team and the person responsible for allocating the work and keeping the others in line. Neil loves to work on complex miniatures, slowly building up the layers of detail you can see in the examples below. Neil describes his job as akin to being the supervisor at a Mad Hatter's tea party!



JAIN ZAR
ELDAR PHOENIX LORD



HEINRICH KEMMLER
THE LICHEMASTER



ULTRAMARINES COMMANDER
MARNEUS CALGAR

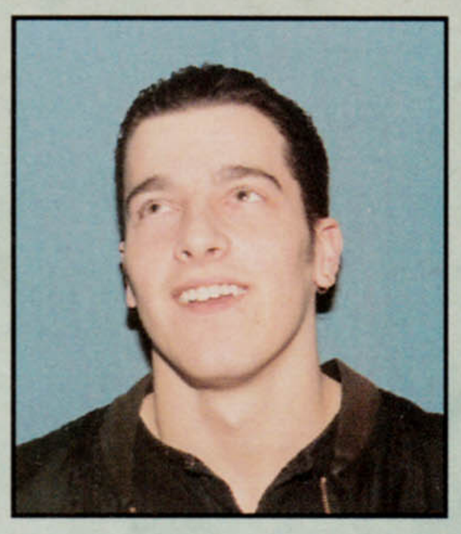
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GREATER DAEMON OF TZEENTCH

PAUL MULLER

Paul is renowned for his crisp clean-cut style (and miniatures!) and his phenomenal attention to detail. His advice to beginners is: "Stick with it! With patience, practice and a small degree of genius anyone can achieve a similar result!"





PLAGUEBEARER



EPIC AVATAR

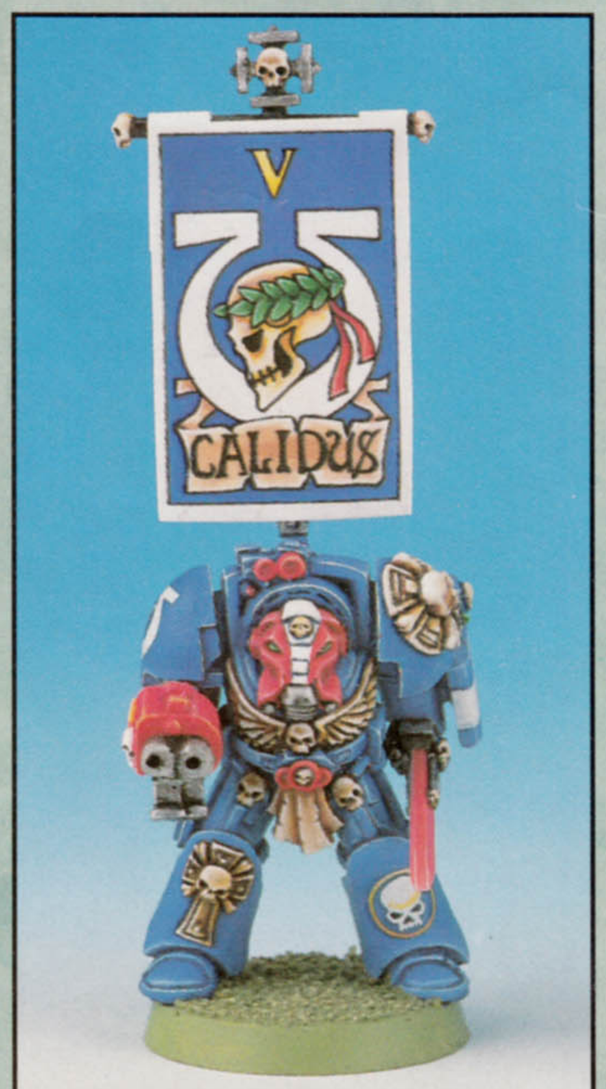
DAVE PERRY



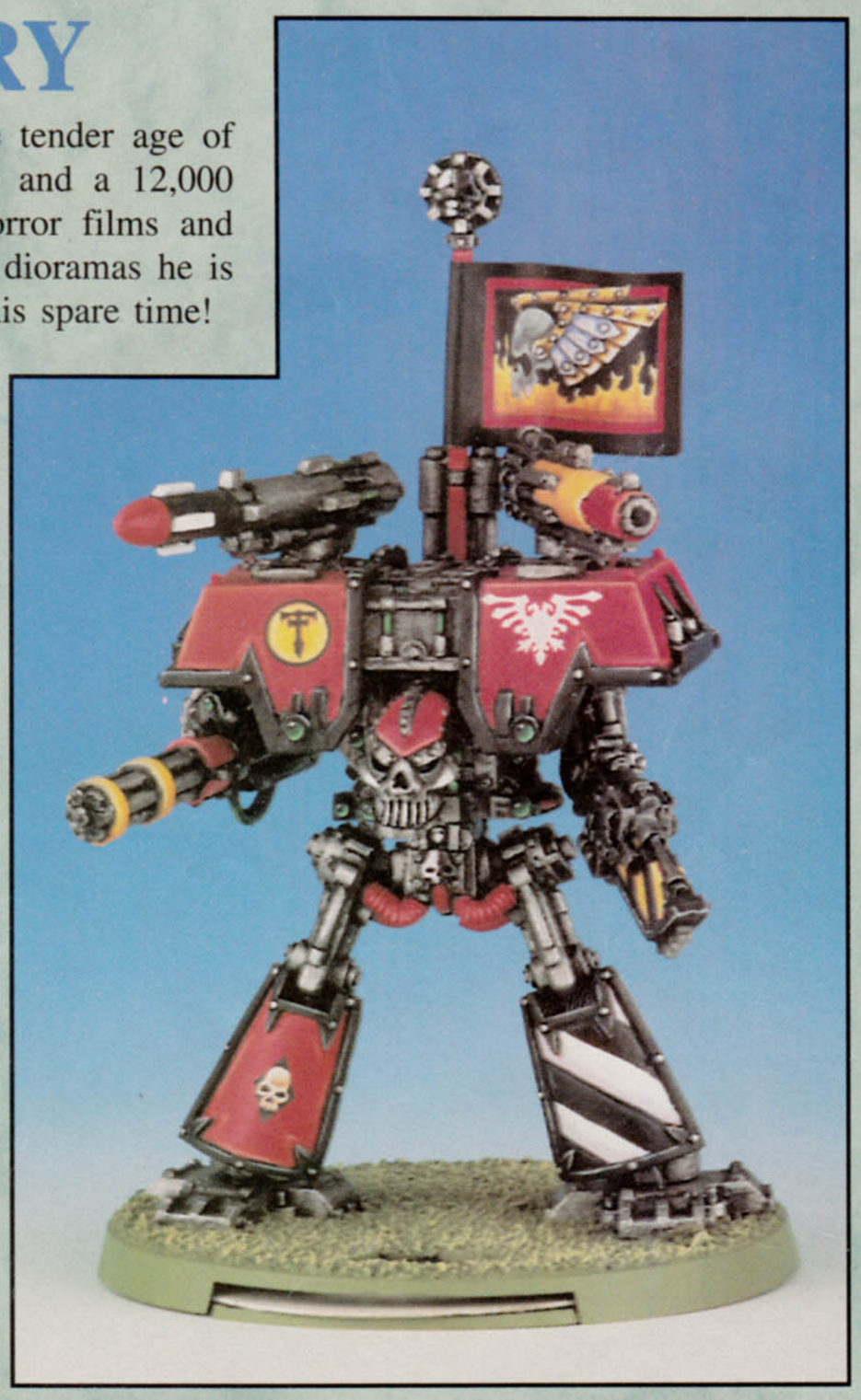
Dave joined the 'Eavy Metal team at the tender age of 16. He owns a 5000 point Empire army and a 12,000 point Undead army. He enjoys gothic horror films and novels and as well as working on several dioramas he is also attempting to grow a set of fangs in his spare time!



ISABELLA VON CARSTEIN



SPACE MARINE TERMINATOR



EPIC WARLORD BATTLE TITAN

'EAVY METAL™



RICHARD POTTER

Richard came to our notice when the manager of the Cheltenham store sent some of his miniatures up to the Studio. As a result, we immediately offered him a job! Richard has the special *Paint Model Quickly* skill and so amongst other tasks, he's been put to work expanding the size and range of the Studio armies.



TYRANID TRYGON



IMPERIAL GUARD OGRYN



ELDAR WRAITHGUARD



TYRANID DOMINATRIX



KEEPER OF SECRETS

KIM SYBERG

Kim hails from Denmark and was recruited to the team after he sent in some of his absolutely stunning miniatures. Many of you will have seen Kim's Space Wolves army featured in a previous issue. Just to prove his versatility here are some of Kim's other models.

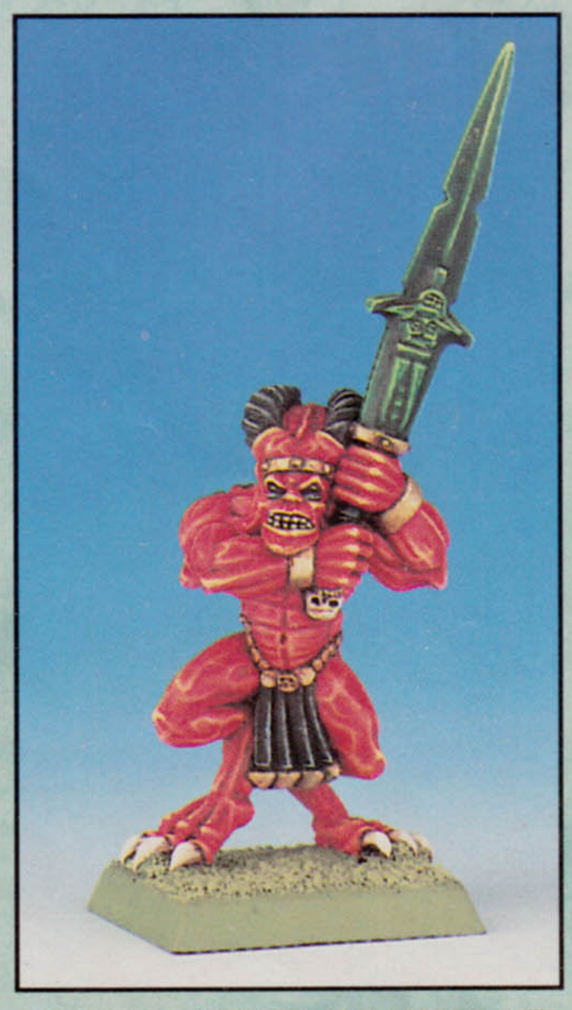




ELDAR WILD RIDER OF SAIM HANN



SPACE WOLVES RUNEPRIEST



BLOODLETTER OF KHORNE

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STUART THOMAS

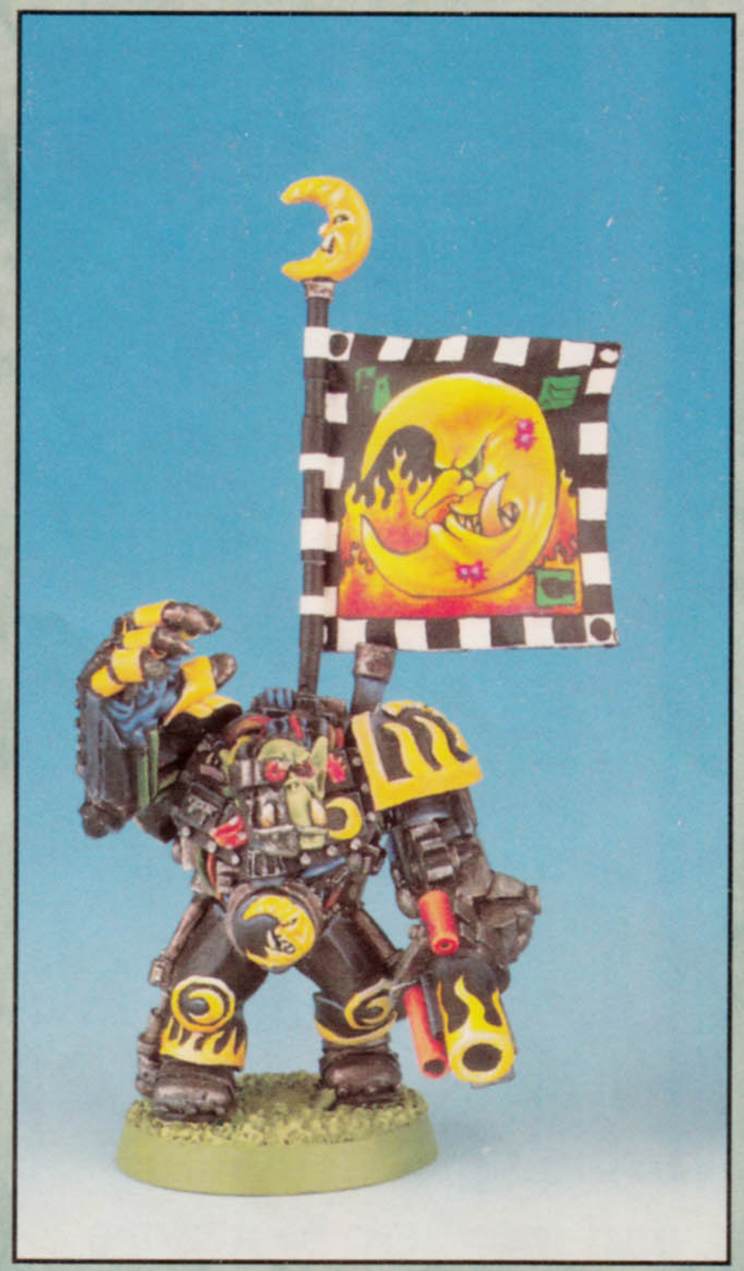
Stuart's pet project is to paint every single plastic Citadel miniature to a standard that makes them indistinguishable from the metal ones. As you can see from the Witch Elf and Light Wizard below, he is pretty close to achieving his goal. He is currently working on the plastic Dragon King model from Talisman Dragon's Tower and we'll be showing you this in the near future.



WITCH ELF



LIGHT WIZARD

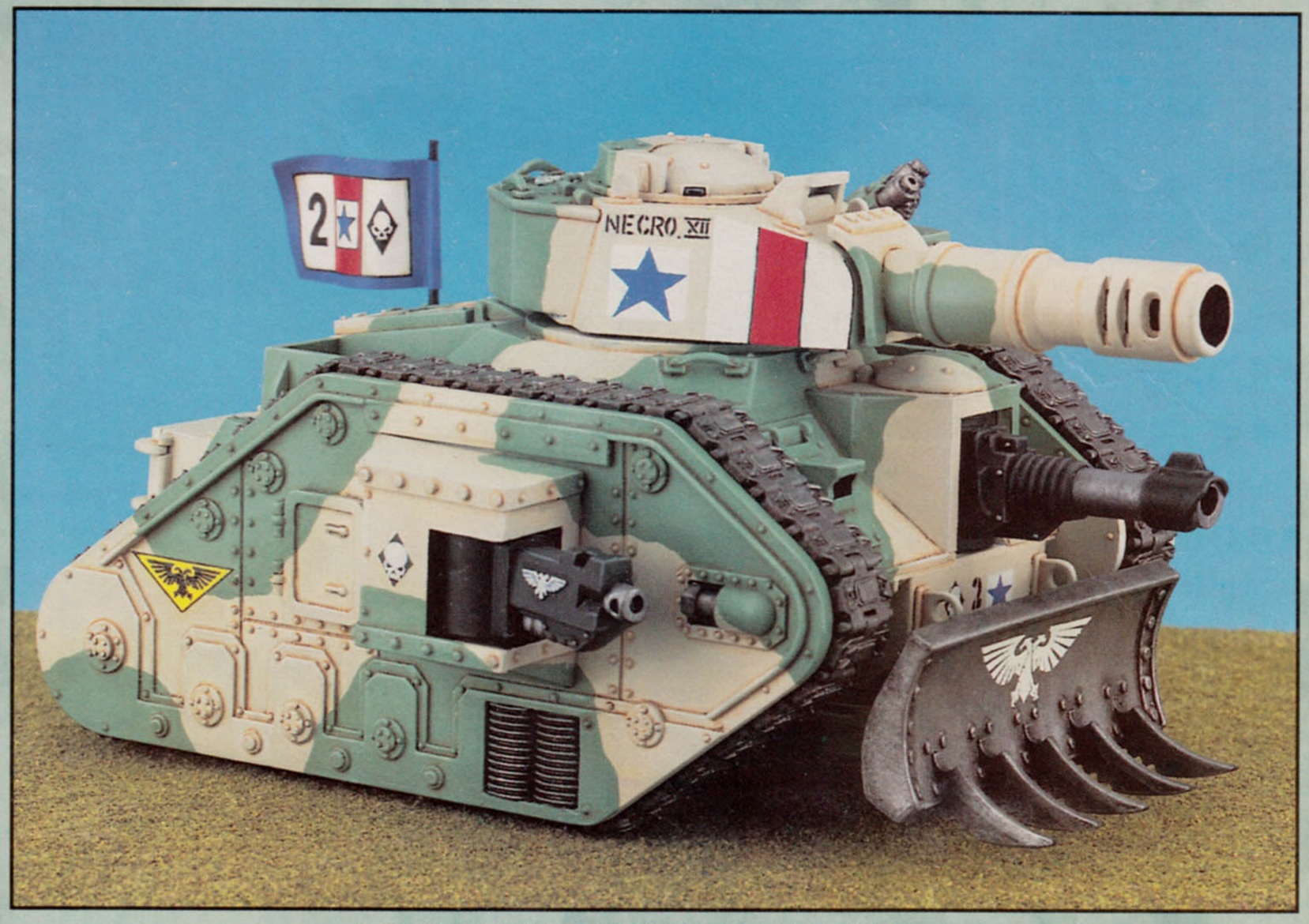


BAD MOON NOB IN MEGA-ARMOUR

MARK JONES

Mark loves to work on big models and most of the vehicles end up on his desk. He is also a seriously mean Blood Bowl player and his Chaos team – the Kasmoor Killers have a fearsome reputation. Some of you may also have seen some of his Goblin team – the Fabulous Mental Bozo Clowns in the pages of the Citadel Journal.





LEMAN RUSS IMPERIAL BATTLE TANK



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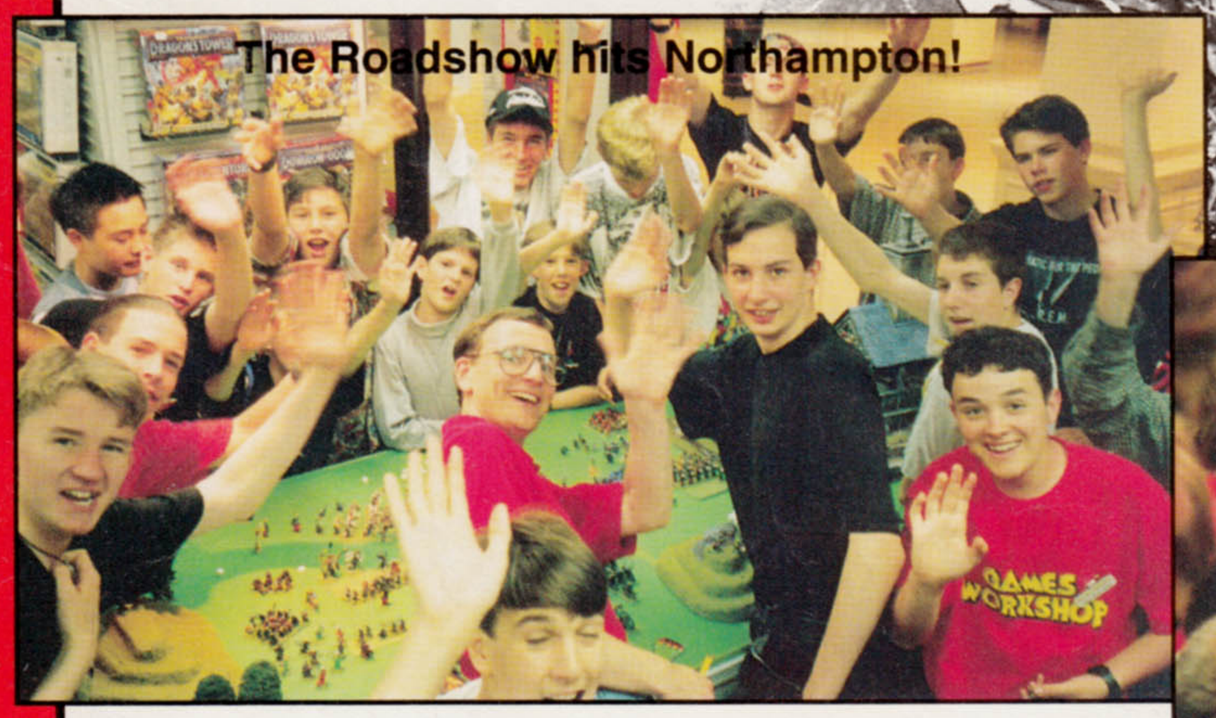
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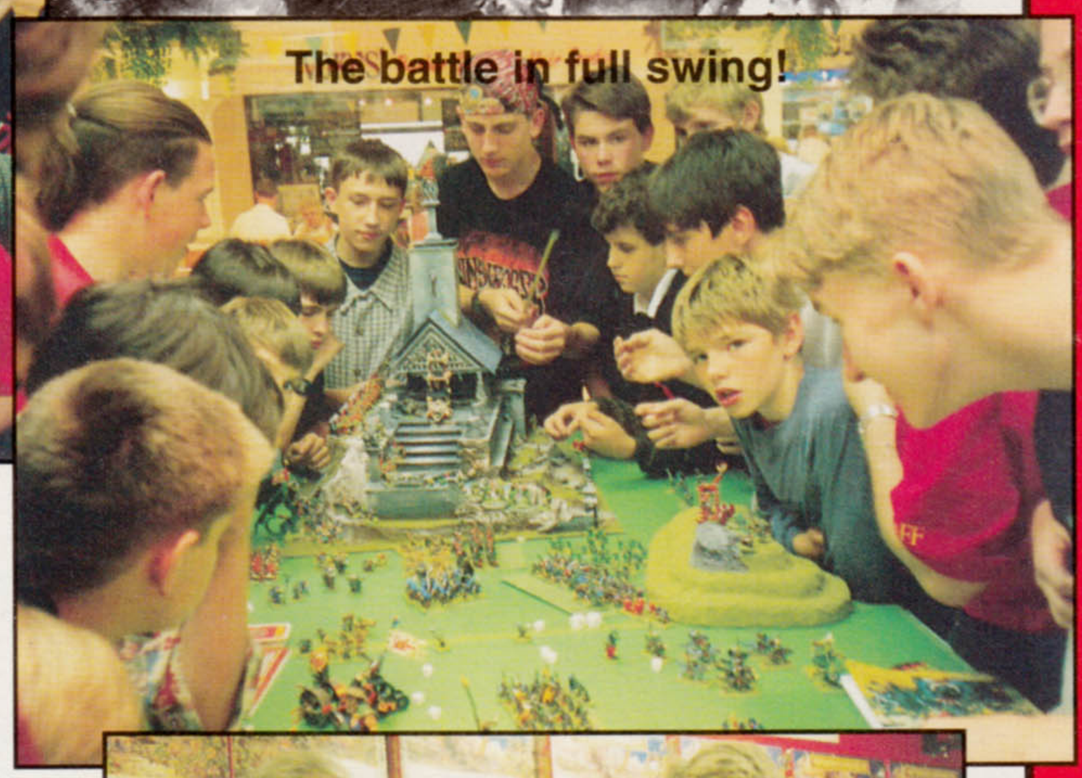
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WARHAMMER 40,000

FOLLOW ME, MEN!

By Rick Priestley

Following the recent series of articles on Imperial Guard regiments and vehicles, Rick has taken time out from writing the Codex Imperial Guard to put together this special preview. With these new rules, you can complete your Imperial Guard army with valiant commanders that lead from the front!

COMMAND SQUADS

Command squads form an important part in the organisational structure of an Imperial Guard army. A command squad consists of a lieutenant and four troopers who act as a bodyguard for the officer and provide him with a mobile fire-base under his direct command.

The number of command squads in a regiment varies tremendously. Constant attrition amongst the regiment's officers means that it must re-organise on an almost daily basis. At full strength a lieutenant would command a platoon of three full squads in addition to his four bodyguards, making thirty four men in total. However, it is very likely that he will also have further troops assigned to his command. This might add as many as three more squads, making six in total.

These assigned troops may be squads from the regiment's other platoons which have lost their own lieutenant. Equally likely, they could be surviving squads from other regiments which have lost their own commanding officers. Lieutenant's can also be assigned squads of special troop types such as Rough Riders and Ratling Snipers.



An Imperial Guard Command Squad leads the defence against Snakebite Ork raiders.



A lieutenant can have other individuals assigned to his command. For example, he might have responsibility for a psyker trained by the Scholastia Psykana, known as a Primaris Psyker. Highly skilled individuals such as this are placed under the command of a lieutenant and form part of his command squad. If the Lieutenant sees an opportunity to employ his psyker's powers he will direct the psyker personally, whilst the rest of the squad provides covering fire and protects both the lieutenant and the psyker from the enemy.

This is the usual way in which specialist individuals are directed and controlled on the battlefield. They do not wander around presenting easy targets to the enemy, nor do they act on their own initiative. They fight as part of a command squad under the close supervision of the lieutenant.

COMMAND RULE

On the tabletop a command squad can exert its guiding influence over all units nearby. These do not necessarily have to be squads under the lieutenant's direct command – all squads will respond to orders from a superior officer.

Any Imperial Guard unit making a Break test within 12" of the lieutenant may use his Leadership value of 8, assuming he is still alive. This enables a lieutenant to bolster the fighting abilities of all units nearby, keeping them fighting on when they would normally head for cover.

The more command squads an army has relative to other squads, the larger the area it is able to affect. Players will naturally wish to consider the ratio of command squads to other troops, their composition and placement on the battlefield, very carefully. These factors greatly affect an Imperial Guard army's performance and flexibility.

COMMAND HQ

Senior to the lieutenants are the captains who command a company of three platoons, and the colonel of the regiment who commands all the companies. Each is accompanied by four troopers and forms part of a command headquarters squad or command HQ.

As with the ordinary command squads, a command HQ may also include other special individuals such as a Primaris Psyker. Only a command HQ is senior enough to include the most powerful of Primaris Psykers – the Primaris Lord.

COMMAND HQ RULE

A command HQ is just like any other command squad. Its only difference is the accompanying captain or colonel, rather than a lieutenant. Any Imperial Guard units within 12" of the Imperial Guard officer may take Break tests using the captain or colonel's Leadership value, that is assuming he is still alive.

When you fight with an Imperial Guard army on the tabletop a command HQ commands the entire force.

Although captain is not the most senior Imperial Guard rank, or even the senior rank within a single regiment, he would typically command the size of force represented by a tabletop army. An Imperial Guard army is far too large to represent in its entirety in a Warhammer 40,000 game. The action in a Warhammer 40,000 battle represents a slice of a much bigger conflict, or is a limited engagement such as a raid or a holding action by a special detachment. If your command HQ is led by a captain he represents the most senior commander of a segment of the front, or of a detachment of approximately company size.

COMMAND VICTORY POINTS

For purposes of victory points, the squad is only considered destroyed if the commander is either killed or broken at the end of the game.

Imperial Guard command squads and command HQs incorporate troops, officers and, occasionally, special characters such as psykers. The way troops and officers are integrated into the same units means the points value of the command squad's leader is always included in the points value of the squad for purposes of calculating victory points. This is an exception to the rules as described in the Dark Millennium supplement, as normally the leader's value is only incorporated into that of a squad if his points value is 50 or less. In the case of Imperial Guard command squads and command HQs, the leader's points are *always* incorporated, regardless of his points value.

The points values of other special characters, such as psykers, are incorporated into the cost of the squad if their total value is 50 points or less. If they are worth more than 50 points they are treated separately for victory points. This is exactly as described in Dark Millennium. See the Dark Millennium supplement for the full victory points tables.

For example, a basic command squad costs 60 points for 4 troopers and a lieutenant. This is worth 1 victory point once it has been wiped out or is broken at the end of the game. If we add a Master Psyker to the squad (110 points basic cost) the

command squad is still worth only 1 point once wiped out because the psyker is considered separately for victory points. He is worth 2 victory points if killed.

SPLITTING COMMAND SQUADS

Unlike other Imperial Guard squads, a command squad or command HQ cannot split off any heavy weapons teams it may have. The Guardsmen have been detailed to act as bodyguards for the commander and are under strict orders not to abandon him in the middle of a battle!

This means that you will get the most out of your command squads if you decide how you are going to use them before you buy their equipment. If you want them to provide additional heavy firepower to support the main attack from behind the Imperial Guard lines, then include a couple of weapons teams. On the other hand, if you want your commander to lead your advancing troopers from the front, inspiring them to greater heroism by his own acts of bravery, then you're probably better off not taking heavy, 'move or fire' weapons at all.

ARMY LIST – CHARACTERS

1 COMMAND HQ ..... 100 points Colonel
75 points Captain

The army must include a commander who will be either a colonel or captain, accompanied by 4 Imperial Guardsmen forming a command HQ.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Colonel	4	6	6	4	4	3	6	3	9
Captain	4	5	5	4	4	2	5	2	8
Guardsman	4	3	3	3	3	1	3	1	7

WEAPONS: Captain/ colonel: laspistol and sword.
Guardsman: lasgun and frag grenades.

ARMOUR: Captain/ colonel: carapace (4+ save).
Guardsman: flak (6+ save/5+ against blast).

WARGEAR: A captain may be given up to two Wargear cards, for the points cost listed on the cards.
A colonel may be given up to three Wargear cards, for the points cost listed on the cards.
The captain/ colonel may be given weapons from the assault and command weapons section of the wargear list.

The Guardsmen may be formed into 1 or 2 weapons teams and given weapons from the heavy weapons section of the wargear list. Any Guardsmen not formed into weapons teams may exchange their lasguns for special weapons chosen from the wargear list.

The squad may be mobilised by including a Chimera armoured carrier at a cost of 140 points. Note that the Chimera has a separate crew of 3 Guardsmen armed with laspistols and wearing flak armour. See the datafax for details of further options and costs. The Chimera is included in the army as part of the command unit, however it can operate entirely independently of its squad during the battle. Veteran upgrades do not effect the Chimera or its crew.

SPECIAL: Any Imperial Guard unit within 12" of the colonel or captain may take Break tests using the commander's leadership value, assuming he is still alive.

VETERANS: A command HQ can be given Imperial Guard veteran abilities as detailed in White Dwarf issue 184.



COMMAND SQUADS ..... 60 points

The army may include any number of command squads, but may not include more command squads, including its command HQ, than it has other squads. A command squad consists of 1 Lieutenant and 4 Imperial Guardsmen.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lieutenant	4	4	4	3	3	1	4	1	8
Imperial Guard	4	3	3	3	3	1	3	1	7

WEAPONS: Lieutenant: laspistol and sword.
Guardsmen: lasgun and frag grenades.





Primaris Psyker ..... 157 points Lord
110 points Master
69 points Champion
32 points Primaris

The army may include Primaris Psykers. These are psykers trained for military use by the Scholastica Arcana.

If you wish to include Primaris Psykers in your army then they must be included as part of a command squad. If you wish to include a Primaris Lord then he must be placed in the command HQ. No more than one Primaris Psyker may be placed in any one Command Squad. The psyker is part of the command squad and cannot leave his squad during the battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Primaris Psyker	4	3	3	3	4	1	4	1	7
P. Champion	4	4	4	4	4	2	4	1	7
Primaris Master	4	5	5	4	4	3	5	2	7
Primaris Lord	4	6	6	4	4	4	6	3	8

WEAPONS: Laspistol.

ARMOUR: None.

WARGEAR: Up to 1 Wargear card. A psyker may be given weapons from the assault weapons section of the wargear list.

SPECIAL: Psykers have Adeptus powers appropriate for their level.

ARMOUR: Lieutenant: carapace (4+ save).
Guardsman: flak (6+ save/5+ against blast).

WARGEAR: The lieutenant may be given up to 1 Wargear card, for the points cost listed on the card.

The lieutenant may be given weapons from the assault and command weapons section of the wargear list.

The Guardsmen may be formed into one or two pairs of weapon teams and given weapons from the heavy weapons section of the wargear list. Any Guardsmen not formed into weapons teams may exchange their lasguns for special weapons chosen from the wargear list.

The squad may be mobilised by including a Chimera armoured carrier at a cost of 140 points. Note that the Chimera has a separate crew of 3 Guardsmen armed with laspistols and wearing flak armour. See the datafax for details of further options and costs. The Chimera is included in the army as part of the command unit, however it can operate entirely independently of its squad during the battle. Veteran upgrades do not effect the Chimera or its crew.

SPECIAL: Any Imperial Guard unit within 12" of the lieutenant may take Break tests using the lieutenant's Leadership value, assuming he is still alive.

VETERANS: A command squad can be given Imperial Guard veteran abilities as detailed in White Dwarf issue 184.

WARGEAR

ASSAULT WEAPONS	cost
Chainsword	2
Power sword	6
Power axe	7
Power fist	10
Sword or axe	1
Autopistol	1
Bolt pistol	2
Hand flamer	6
Laspistol	1
Plasma pistol	4

HEAVY WEAPONS	cost
Autocannon	16
Heavy bolter	10
Lascannon	30
Missile Launcher with Frag and Krak missiles	30
Mortar	25

COMMAND WEAPONS	cost
Boltgun	3
Lasgun	2
Lasgun + hot shot power pack	3
Laspistol + hot shot power pack	2
Shotgun	1

SPECIAL WEAPONS	cost
Flamer	7
Grenade Launcher with Frag and Krak grenades	10
Melta gun	6
Plasma gun	6

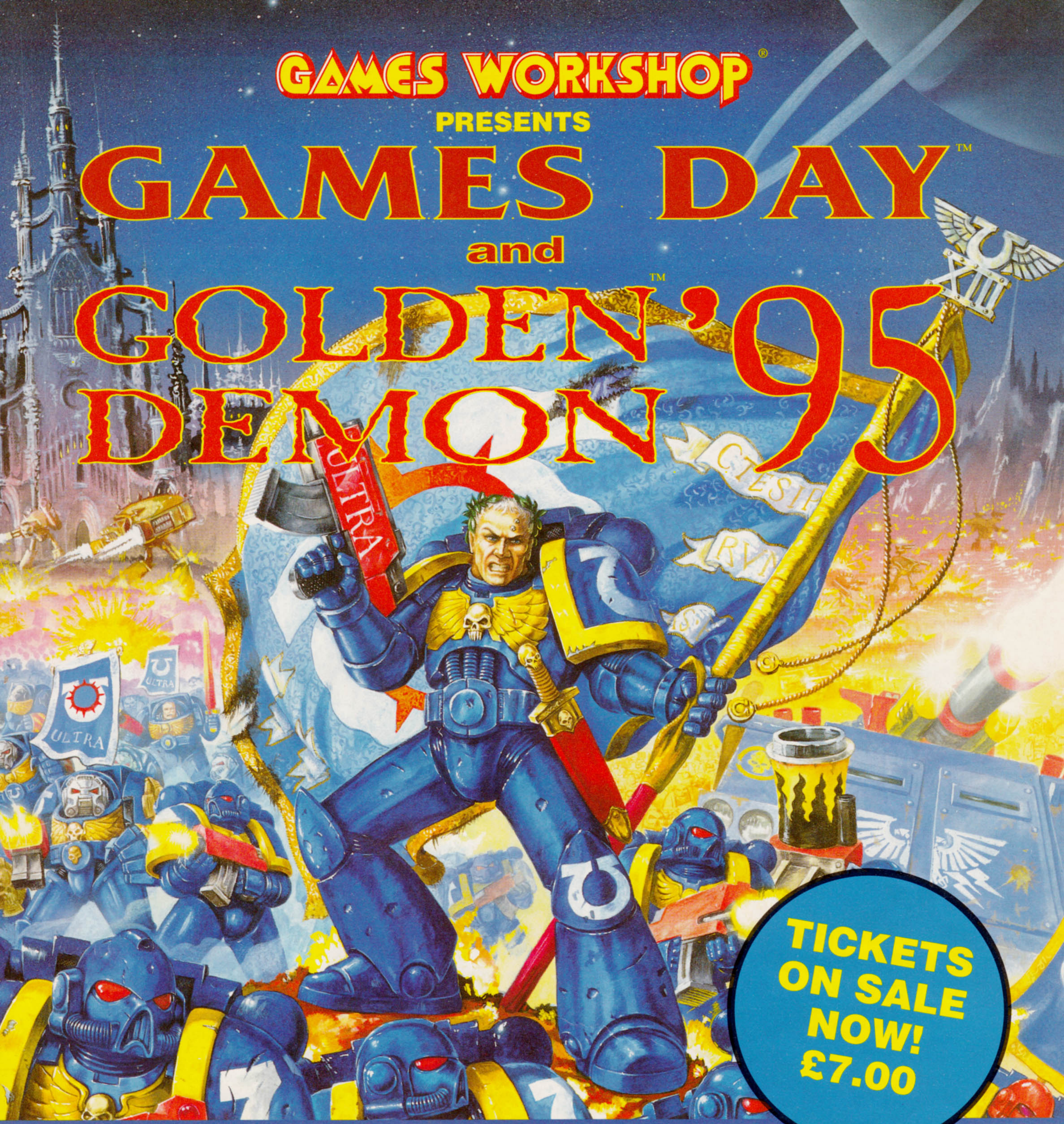
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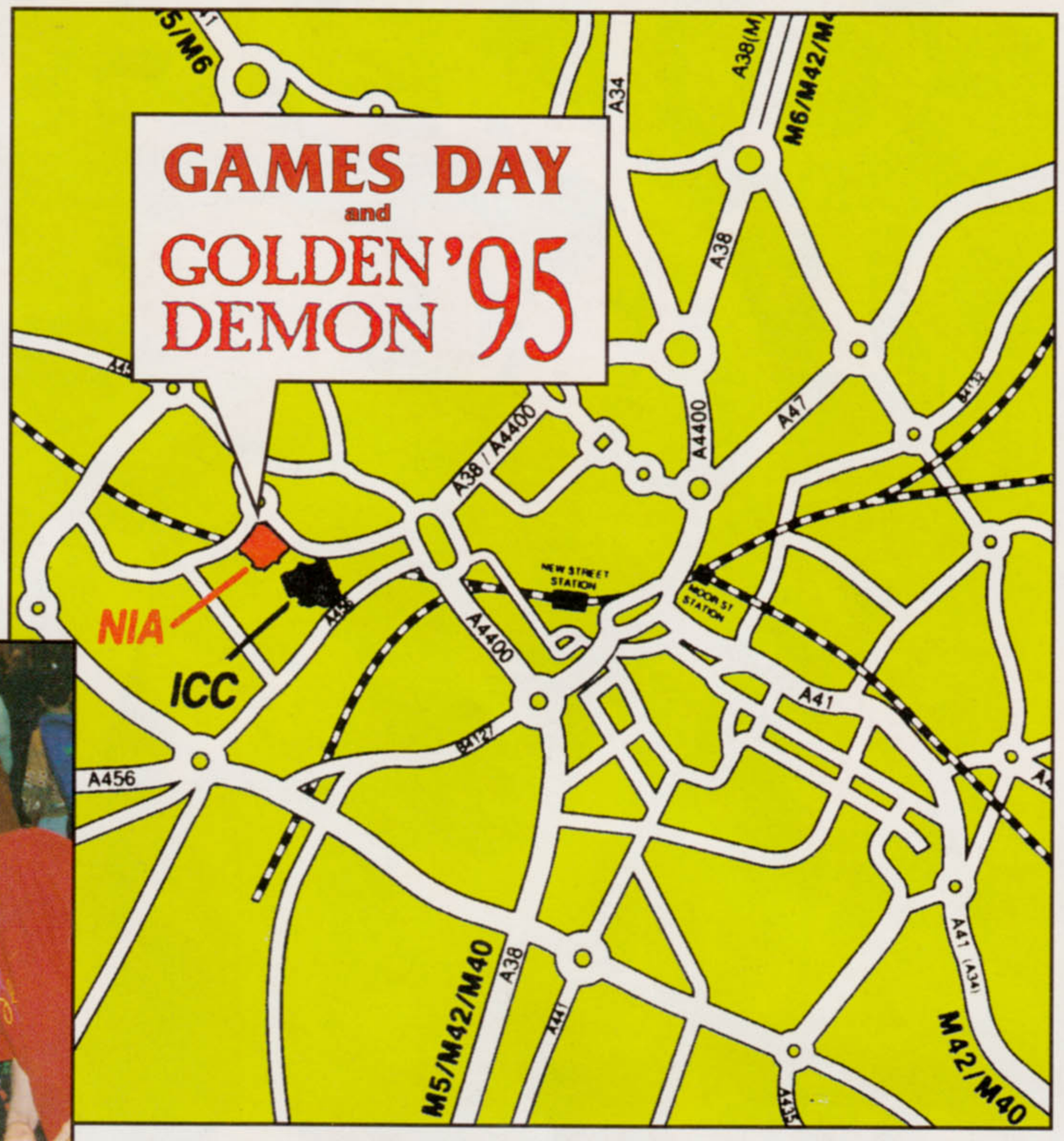
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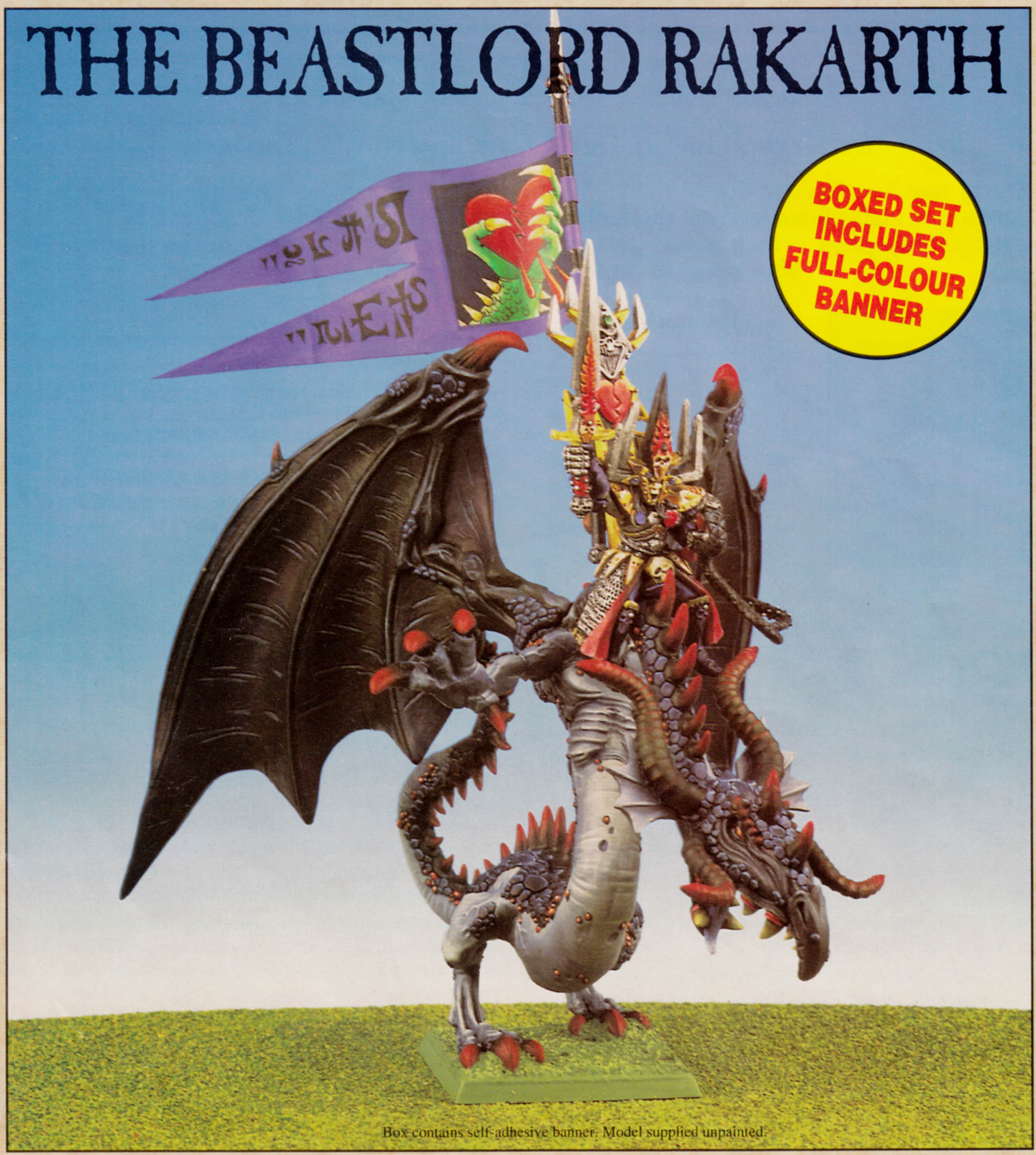
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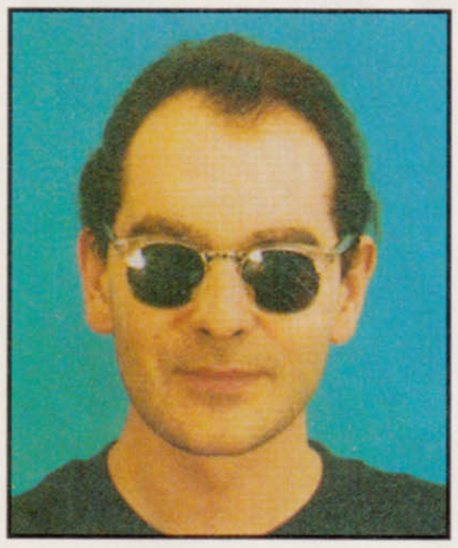
GAMES® WORKSHOP

WARHAMMER®

HAIL OF DOOM

By Jervis Johnson, David Cain and Gordon Davidson

David and Gordon are the two 1995 Warhammer Tournament Champions. They have already beaten all-comers for their much-coveted titles, but now they have to face the ultimate adversary – each other! Jervis Johnson presents this battle to the death to see who really is Supreme Warhammer Champion.



INTRODUCTION

Jervis: As regular White Dwarf readers know, we held the First International Warhammer Tournament this year. In fact, we held two tournaments – a 'dry run' using our staff, in order to test out the format we were going to use for the tournament and make sure it would work (it did!), and the official event itself. The main Tournament was won by David Cain, and the staff dry run Tournament saw Gordon Davidson victorious.

We thought that it would be great fun to hold a deciding battle between the two champions to determine who would be the Supreme Warhammer Champion of 1995. Both David and Gordon were extremely keen to take part in this cataclysmic battle, and so the game was arranged to take place at the Studio on Friday 7th of July. This battle report is the account of the long-awaited confrontation between these two titans of the wargames table.

Sunlight shafted through the canopy of foliage, illuminating the ground with rich hues. Harobed idly watched the dapples of light moving as a breeze caught the tree, shifting the branches in lazy circle. In the warm calm of the afternoon his thoughts drifted to his High King.

Months ago, the Wood Elves had answered a plea from Bretonnia to aid them in a crusade against an Undead horde. Most of the Wood Elf forces had accompanied their King, leaving only a few troops to defend the glades. It had seemed a safe enough course at the time, but now all had changed and the situation was rapidly worsening.

The slight sound of the last returning Scout interrupted Harobed's contemplations, and the Wood Elf General looked up. "It is done?" he asked.

"Yes, Lord Protector," the Scout replied. "The warning has been delivered". Harobed nodded in response and settled himself back in his saddle. He looked about as the Wood Elf Warriors prepared for battle. Absent was the nervous chattering and the raucous war chants of other races. Here, all was quiet. The Elven Warriors moved with a grace unachievable by lesser races, slipping through the tangled undergrowth with barely a sound. In this, their home environment, the Wood Elves were unmatched. No one entered their realm uninvited. If they dared try, a swift swordstroke or whistling arrow quickly cut down the intruder. Silent death soon caught up with all who trespassed.

Away to the north, Grom the Paunch ground his teeth in frustration. His boyz were getting restless without someone to fight. He had picked his route from the World's Edge Mountains carefully, from Dwarf mining village to human settlement, burning and looting, and his reputation had grown with every victory. More and more greenskins rallied to his call until now none dared stand before him. Even the mighty armies of the Empire and the Dwarfs cowered behind the strong walls of their cities.

But while the knowledge that his enemies dared not fight him was highly satisfying, Grom missed a good scrap as much as anyone. Put simply, he had grown bored, and had decided to lead a small warband over the Grey Mountains to the mythical forest that lay beyond. If the humans and Dwarfs wouldn't give him a fair fight, maybe the pointy-ears would.

A sudden commotion at the outskirts of the camp caught his attention and he marched through the jostling mobs to investigate, barging and kicking his way to the front of the crowd. On the ground lay a lone Goblin with four arrows protruding from his back. "Wot's 'appened to Grotti?" came a small voice from the Goblins who had gathered to kick the corpse. Grom's steel toe-capped boot made perfect contact with the rear-end of the inquisitive individual who sailed yards through the air before landing in a pile of boar dung.

"It's da pointy-eared gits dat live in dose trees!" bellowed Grom. "We's gonna torch em!".

"And wot's dat in 'is 'and?" growled Grom. A scrap of parchment was prised from Grotti's clenched fist and presented to Grom. Miles to the south, Harobed heard Grom's bestial roar. He had wondered if their warning would be heeded, now he knew that it would not. He would have to drive the greenskins from the forest by force – or die trying!

DAVID CAIN



Jervis: David lives in Edinburgh where he works as the technical manager of a large and internationally renowned brewery. He started playing Warhammer some seven or eight years ago, and has fielded Dwarf, Empire and Chaos armies in his time. However, his favourite army is Wood Elves, and this is what he chose to use in the Tournament.

David won the Warhammer Tournament as a result of an excellent all-round performance. He defeated all of his opponents, picked up high marks for the standard of his painting and his army selection, and did very well on the test paper on the background and rules of the Warhammer game. However, it was the awards he picked up from his opponents for being their most friendly and sporting foe which clinched the Tournament for him, and which goes to show that nice guys can be winners too!

CHOOSING THE WOOD ELF ARMY

David: After exceeding all my expectations in winning the Warhammer Tournament, I was obviously delighted to accept an invitation to the Studio for a game. However, this delight was soon tempered by the news that I was to face Gordon Davidson, the staff Warhammer champion. Even worse was to follow. When I asked what army Gordon commanded, I dreaded one answer above all others. And yes, that was the answer I received! Orcs and Goblins. Boy, do I hate those pesky greenskins (fortunately, during the Warhammer Tournament I didn't have to face them).

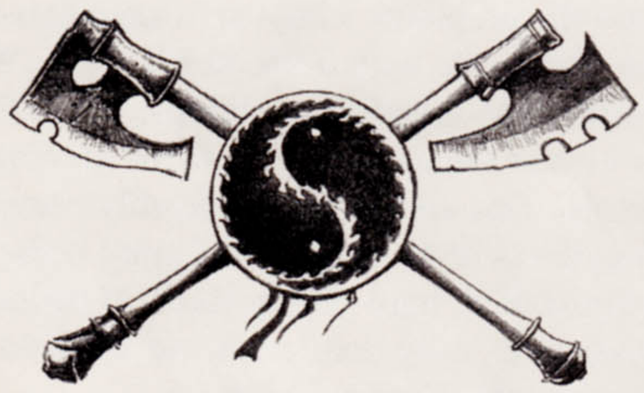
Not only do the Orcs and Goblins take great delight in burning the sacred forest homes and hallowed ground of the Wood Elves, even worse, I can't seem to beat them at all! Firstly, when fighting Orcs and Goblins there are all the normal problems that any opposing General has to face. As well as these are the staggeringly wide variety of troop types available to your average Orc Warlord which means that you will never be sure what you are likely to face. On top of all this is the fact that you'll almost always be outnumbered because of the low points cost of most of the Orc and Goblin troops. This low cost also means that you'll probably be fighting units which boast the full rank and standard combat resolution bonus (ie +4).

Then there are the problems which are exaggerated when you are facing an Orc horde with a Wood Elf army. With no war machines available to support their troops, Wood Elf Generals rely heavily on the famed ability of their Archers to whittle down the enemy. This ability is considerably compromised by the Orcs' Toughness of 4. A Wood Elf army is the epitome of a small, highly-skilled, hard-hitting force. It contains no poor or throw-away units, only good ones. So what do you use to draw out the inevitable Goblin Fanatics?

Having considered all this carefully, I decided I needed some expert help. Having failed to bribe Jervis with large quantities of beer, my next port of call was my local Games Workshop store in Edinburgh. I arranged a couple of games against an Orc and Goblin force commanded by the Edinburgh staff. A



nastier, sneakier and uglier bunch is hard to imagine (the greenskins that is – not the staff! Well, on second thoughts…). Anyway, they got up to all the tricks – Night Goblins with double-handed weapons and the *Bad Moon Banner* (always strike first). This turns the Goblins into a cheaper and more effective version of the High Elf Swordmasters of Hoeth! They also tried equipping a Goblin unit with *Mork's War Banner* and charging them into contact with my Mage, killing him instantly. And so it went on. A word of caution must be sounded here. No two players will play the same army in the same manner and the conclusions I drew from these "friendly" games had to be weighed against this fact. However, it did give me the opportunity to fine tune some tactics and look for potential weaknesses in an Orc and Goblin army that I could hopefully exploit in my game with Gordon. I had hoped to boost my confidence with a couple of convincing victories but it was not to be – honours were even at a game apiece.



THE WOOD ELVES' SUBTLE PLAN

The game plan which had given me my lone success was based on Old Weirde's Tacticus as described in White Dwarf 177. Basically, the bulk of my army, containing all the hard-hitting regiments, would be massed together in a single unstoppable force and attack down a single flank. This would overwhelm any opposition present before the rest of the army could be brought across the battlefield to confront it. The strike force would then be in a position to rampage along my opponent's line, outnumbering each of his units in turn. My Archers would be grouped together in the centre of my deployment zone to shoot up anything trying to reinforce the enemy flank under attack. The Orc and Goblin army contains a number of fast moving troops such as Chariots and Wolf, Boar and Spider Riders, which could close on my Archers very quickly. Hence, in my first shooting phase, these fast moving units would be my main targets. At the other end of my line, I would position a small regiment of troops to prevent advancing enemy regiments from outflanking my vulnerable Archers.

The Jade magic deck is a personal favourite of mine, as it offers crucial protective spells which counteract the low Toughness and lack of armour common with Elves. However, for this game I decided to opt for the Grey magic deck to enhance my main advantage over the Orcs – speed. With its excellent movement spells, I would be able to position my units to fight the large Orc and Goblin mobs on my terms and speed up the flank attack. Another factor which weighed heavily in my mind when I chose the Grey magic deck was those pesky Fanatics. If a Night Goblin unit containing Fanatics is charged by a creature from flying high, or a unit moved by magic, the attackers are not stopped the normal 8" away when the Fanatics are released – or at least, that's what Rick Priestley told me at the Warhammer Tournament Questions and Answers session ! He explained that the attackers are moved into contact with the Night Goblins, who are so surprised that they release the Fanatics in a random direction! If I could achieve this with the *Grey Wings* or *Bridge of Shadows* spell, then so much the better.

ARMY SELECTION

With this plan in mind, I set about choosing my force. For my strike force I decided to take two rather large regiments of sixteen Wood Elf Warriors. Goblin units *fear* Elves if they do not outnumber them by at least two to one, so this would ensure that the Goblin mobs would have to consist of more than thirty-two miniatures to avoid shaking in their boots! I anticipated facing a magical onslaught from the Orcs and Goblins. Not only are their Shamans cheap, but they also have the potential to stockpile additional power cards through eating mushrooms, joining a Savage Orc mob, and so on. To combat this threat, the first of my Warrior units contained an Elven Master Mage. I equipped him with the *Skull Staff*, a *Dispel Scroll* and the *Amulet of Fire* to give him an edge in the cut and thrust of the magic phase. I also included a Hero armed with the *Ogre Blade* and wearing the *Black Amulet*. He would accept any challenges on behalf of the Mage and also be a potent adversary in his own right.

My second block of Warriors carried spears and was led by a Champion bearing the *Black Gem of Gnar*. This nasty little magic item traps its bearer and one other model in time, effectively taking both out of the game until your opponent plays a Dispel card or uses a *Dispel Scroll,* and rolls a natural six! This unit would act as a shield for the main regiment, as the Champion has the potential to remove a dangerous threat to my Hero or Mage. Advancing with my two main units would be an awe-inspiring Treeman, an arboreal giant lethal in hand-to-hand combat and made even more dangerous since he *hates* Orcs and Goblins! My General, Harobed, would also be part of the main attack. Riding an Elven steed, he would be able to react to any breakthrough by the Orcs elsewhere. I equipped him with the *Armour of Fortune*, *Bow of Loren* and *Star Lance*. This would enable him to deal death at a distance as well as close up!



Holding the middle ground would be two small regiments of eight Archers each. These would be more manoeuvrable than a single large unit, and even equipped with longbows and shields come in at a reasonable 96 points (which meant Gordon would only score 1 victory point if he destroyed them). One of the units is led by a Champion armed with the *Hail of Doom Arrow*. This shaft splits into 3D6 Strength 4 arrows and would help cut down those large Goblin mobs. To add to my missile troops, I chose a small unit of Scouts. This would be set up in an advanced position to harass the Orcs and prevent them march moving towards my line. If the worst came to the worst, then I would have to sacrifice these elite warriors to draw out the Fanatics. To offer an alternative threat (and give some measure of protection to my other flank) I included the obligatory force of Wardancers. With their ability to choose differing attack modes, these specialised warriors are rightly feared. Using *Woven Mist* the Wardancers can hold up a large or powerful enemy indefinitely. To complete my force, I chose a Great Eagle. Although not the most deadly of monsters, it is good value at only 75 points and would still be able to carry out its primary role of taking out the Doom Divers and Rock Lobbers the Orcs and Gobbos would be sure to bring along.

I had an army and a plan, now fate would decide the day.

GORDON DAVIDSON



Jervis: Gordon, like David, is originally from Scotland. He now lives in Eastwood and works as the Telephone Sales Supervisor in our Mail Order department. The bulk of his working day is taken up with taking telephone orders and answering rules questions from you lot! Gordon has played Warhammer for more years than he cares to remember, and has fought with most armies at one time or another, but he has always preferred to lead the Orcs and Gobbos into battle. He's just started to get into Warhammer 40,000 in a big way and has a rapidly growing Blood Angels army (although he says that the new Tyranid models are so mean, he's just going have to start collecting them too!).

Gordon is an excellent figure painter and he scored very highly in the Tournament dry run with his well-chosen and painted Orc and Goblin force. Like all our staff, he knows the Warhammer rules very well, so he did well in the brains test, and, like David, he is a sporting and extremely friendly opponent, so he picked up lots of points for sportsmanship from his adversaries. However, it was Gordon's trouncing of all three opponents (two of whom were Studio staff, but I'll save their blushes and not name names!) which gave him the maximum possible score for gameplay, assuring his first place in the dry run Tournament.

WHERE'S GROM?

We actually take the photographs from the battle after the game has taken place, by looking at our notes and our maps of the battle and then setting up the models again under our incredibly sophisticated cameras. In order that we could do this, David very kindly left his Wood Elf army in our safe-keeping, with the understanding that we would get it back to him in one piece as soon as the photos had been taken. We didn't bother doing this with Gordon's army. After all, he works for us, so we figured that it would be no problem arranging for him to bring in his army when we needed to photograph it. Big, BIG mistake…

As I write this, the deadline for the battle report is looming, Gordon has gone on holiday for two weeks and we can't get hold of his army! What this means is that we've had to use stand-in models (taken from the Studio Orc army, with reinforcements provided by Rick Priestley and Ian Pickstock) in order to recreate Gordon's army for the battle-shots (and had to get a 'stunt Orc' for his photo!). This is a great shame because Gordon is an excellent painter and we were looking forward to showcasing his Orc and Goblin army. Still, what can I say other than these things happen, and Gordon's missed his big chance!

CHOOSING THE ORC ARMY

There are some people who say that the army you play depends on your own character, in much the same way that the breed of dog a person owns will reflect their personality. For example, David, as befits a player whose army is the artistic and literate Wood Elves, supplied a carefully typed army list, copious



notes on the reasoning behind his army, and a well-thought out description of the tactics he hoped to use in the coming battle. He also provided the short story used as an introduction for the battle. Gordon, on the other hand, came up with with two sheets of paper, one of which had his hand-written army list and the other his hastily scribbled notes about the army he had selected – all of which was highly appropriate for a player whose troops wouldn't know what to do with a typewriter other than to hit people with it! Anyway, the gist of Gordon's notes were as follows.

He had started out by deciding to use an Orc army commanded by Grom the Paunch. This was partly because he thinks that there's nothing quite like beating up those show-off Elves with an army of scummy greenskins, but also because Grom is well-'ard and his Chariot causes *fear*! Grom was backed up by a Savage Orc Shaman Lord who was equipped with the *Chalice of Sorcery* and mounted on a Warboar so that he could fight as part of a unit of Savage Orc Boarboyz. The *Chalice of Sorcery* meant that the Shaman would receive two extra magic cards per turn, one for having the magic item and the other for being with a unit of Savage Orc Boyz. In addition, the Boarboyz were given a *Banner of Shielding* as their magic standard, which combined with their ordinary armour save gives them a 1+ saving roll and makes them immune to the effects of the Wood Elves' archery!



Apart from the Boarboyz, the rank and file troops in Gordon's army consisted of two large regiments of Goblins (one of Goblins and one of Night Goblins) backed up by a strong regiment of Black Orcs. The regiment of Goblins was armed with spears, which together with their rank bonus and standard would actually make them quite a tough opponent in hand-to-hand combat. The Night Goblins were armed with short bows which, while short-ranged, can be quite effective when used in large numbers. In addition, the Night Goblin regiment included three Goblin Fanatics, which Gordon planned to unleash against any big cavalry or spear-armed units. Of all of the troops he was likely to face on the opposing side of the table, the one that worried Gordon the most was the Wood Elves' trusty friends, the Treemen. This is not surprising, as Treemen are amongst the strongest and toughest opponents in Warhammer, and what's more, they *hate* Orcs and Goblins! Therefore, Gordon included an extra Chariot in his army, and backed it up with a Rock Lobber and a Doom Diver.

The other enemy troop type that Gordon was worried about were the Wood Elf Wardancers. By using a special type of attack known as *The Shadows Coil* these troops can tie up even the most powerful enemy unit for the entire game. However, Wardancers are vulnerable to attack by Chariots, of which Gordon already had two, and to back these up he gave the *Banner of Wrath* to the unit of Goblin Spearmen. To round off the army Gordon took two small units of Orc Arrer Boyz armed with crossbows. The high strength and long range of the crossbow makes it almost a match for the Elf longbow, although the fact that crossbows are not allowed to move and shoot in the same turn can be something of a hindrance. Still, with two small units it would be easy for Gordon to position them in places from which they would not have to move once the battle had started. I'll leave the final comment on the coming battle to Gordon, who in typical Orcy style rounded off his notes by insulting his opponent's army!

"I hate Wood Elves, poncing about with small units. They can't fight like a man's army at all! Waaagh!"

THE GENERALS' PLANS

For this battle I made use of a dictaphone borrowed from high-powered studio executive and jet-setter Andy Jones. This handy little device is a mini-tape recorder (the dictaphone, not Andy Jones!), and with it I was able to record David and Gordon's comments. My original plan was to use the taped conversations as the basis of the standard battle report introduction and debriefing (the 'intro and outro' in Studiospeak), but after listening to the tapes I decided it would be more fun to let David and Gordon speak for themselves. The tapes were a bit, erm, garbled, mainly because I'm not all that used to using a dictaphone, but also because David and Gordon both happen to be Scottish! In places the words below are my best guess at what the players were saying – the gist of the conversations remain unchanged. Any comments I've added later on appear *[like this]*.

The following transcript is the conversations had with the players just before the battle started. Both have drawn up a map with their starting dispositions marked on it, but neither has set up their troops on the tabletop yet.

Jervis: Well David, have you come up with anything particularly special for your starting plan?

David: My plan is still based on Old Wierdes'. The bulk of the hard hitting regiments – two large regiments of Warriors, the Treemen and General – will attack down the right side with the Scouts in an advanced position. The Archers will shoot up anything in the open ground in the centre, the War Dancers will hold up anything on the other flank and the Eagle will take out the war machines. My selection of spells are very good for my plans as I got *Grey Wings* to move the Treemen, the *Bridge of Shadows* to move Gordon's troops, and *Traitor of Tarn* to take over the Goblins. You can't get much better than that!

[David is ushered away and Gordon brought in]

Jervis: OK Gordon, what's your cunning plan?

[Gordon has a hastily sketched deployment map drawn and he points to each unit, explaining what he wants to do with them]

Gordon: The Goblins and the Black Orcs are my only two units which are large enough power up the Shaman with the Boarboyz, so I intend to try and keep them fairly central and together. My Boarboyz have actually got a 1+ save, so they are immune to bow fire and I'm going to keep them ahead of everybody in a sort of "please shoot me" way. My Night Goblins will advance up the middle with the Black Orcs behind them, just in case they run away – but as long as they get the Fanatics out, who cares! The Doom Diver and the Rock Lobber are separate because he's got a big Eagle, and I don't want him to be able to get both in one go. The Crossbows are set up to cover either way, but they are actually two separate units because I don't want to be firing at just one target.

GROM'S ORC AND GOBBO ARMY



Grom the Paunch carrying the *Axe of Grom*, and wearing the *Crown of Command* and *Armour of Protection*, with **Niblit** who carries a *Shrieking Blade*.



Goblin Chariot with scythes.



11 Black Orcs with standard, armed with two hand weapons and wearing light armour, led by a **Black Orc Big Boss**.



19 Night Goblins with standard, armed with short bows, led by a **Night Goblin Boss**. The unit contains three **Fanatics**.



5 Savage Orc Boarboyz with *Standard of Shielding* and armed with spears. They are led by a **Savage Orc Shaman Lord**, carrying the *Chalice of Sorcery*, *Dispel Scroll*, *Black Amulet* and *Rending Sword*.



29 Goblins with the *Banner of Wrath*, armed with spears, wearing light armour and shields, led by a **Goblin Boss**.



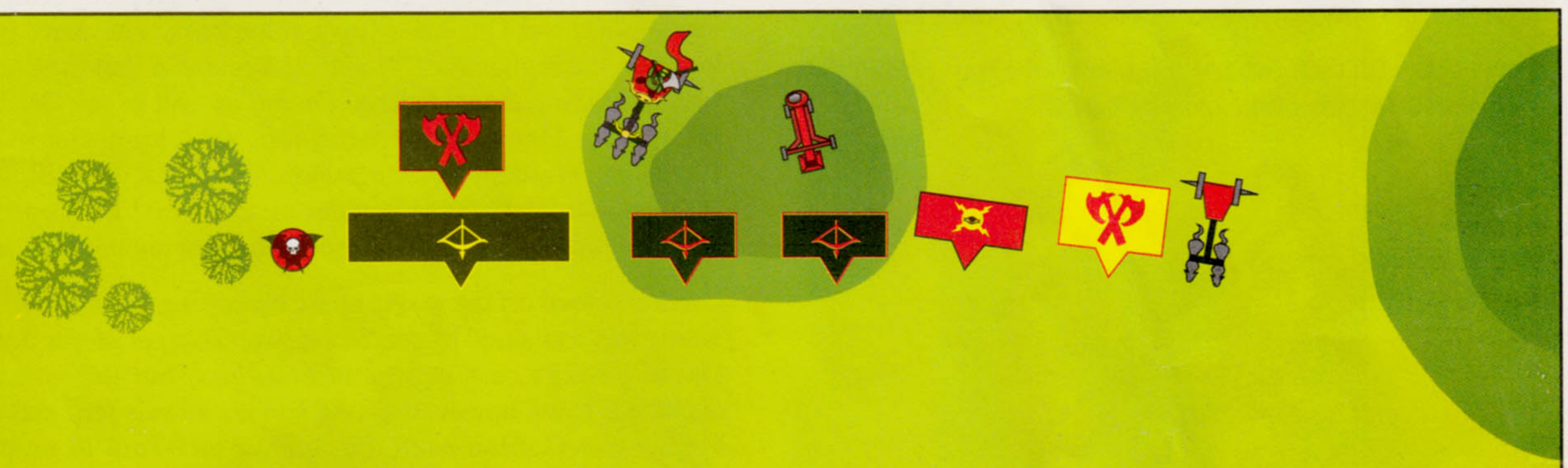
Two units, each of **5 Orc Arrer Boyz** armed with crossbows.



Goblin Doom Diver.



Rock Lobber with three crew.



HAROBED'S WOOD ELF HOST



Harobed, Wood Elf General carrying a shield and riding a barded Elven Steed. He bears a *Bow of Loren*, *Armour of Fortune* and a *Star Lance*.



Treeman.



15 Wood Elf Warriors with standard, shields and spears, led by a **Champion** with the *Black Gem of Gnar*.



5 Wood Elf Scouts armed with longbows.



Two units of 8 **Wood Elf Archers** with shields and longbows. One unit is led by a **Champion** with the *Hail of Doom Arrow*.



Great Eagle.



15 Wood Elf Warriors with standard, light armour and shields, led by a **Hero** with the *Black Amulet* and *Ogre Blade*. The unit also contains a **Master Mage** with *Dispel Scroll*, *Amulet of Fire* and *Skull Staff*.



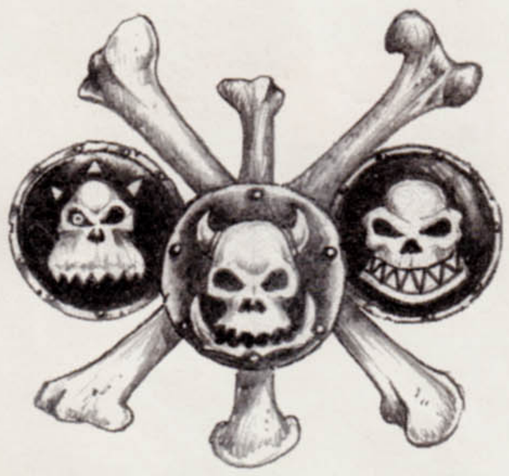
Wood Elf Wardancers.

Grom is in the middle where a General should be. You have to do that with Goblins as their Leadership is so low. Apart from that, I'll just try to kill the Treeman with my big things!

Jervis: What sort of spells have you got?

Gordon: I've got *Hand Of Gork*. Obviously the main plan is to get the Night Goblins up to do as much damage to the Wood Elf Archers as possible because bow fire is my biggest problem with my Chariots and whatnot. I've also got *Brain Bursta* which is one I didn't swap, because with Toughness 4 for Wood Elf characters, it's 'BANG!', poppy head time if you can get a bead on a Wizard or a General. With a one in three chance of getting a kill, it's got to be done! *Mork Wants Ya!* is quite handy for taking army standards and stuff out the game. Maybe he'll have a Wardancer Champion, who is obviously going to be a scary bloke, so I will keep them out of the way with that. *Hand of Gork* and *Brain Bursta* are my main two weapons. He's only got a level three wizard, hasn't he?

Jervis: And with that, Gordon returned to the fray, rubbing his hands in anticipation of the coming battle.



TURN 1

Jervis: The Wood Elves received the first turn, David scoring a six to Gordon's two. Sticking to his plan, David sent the Great Eagle soaring high, while the regiments on his right flank moved forward. The bulk of the advancing Wood Elf troops were shielded by the woods to their front, apart from the Scouts who marched to the edge of the trees in order to be able to shoot up the Goblin Chariot in their next turn. On David's left flank the Wardancers advanced, making the best use they could of the cover offered by the building to their front. The Archers in the centre loosed off a volley at the Orcs but were just out of range.

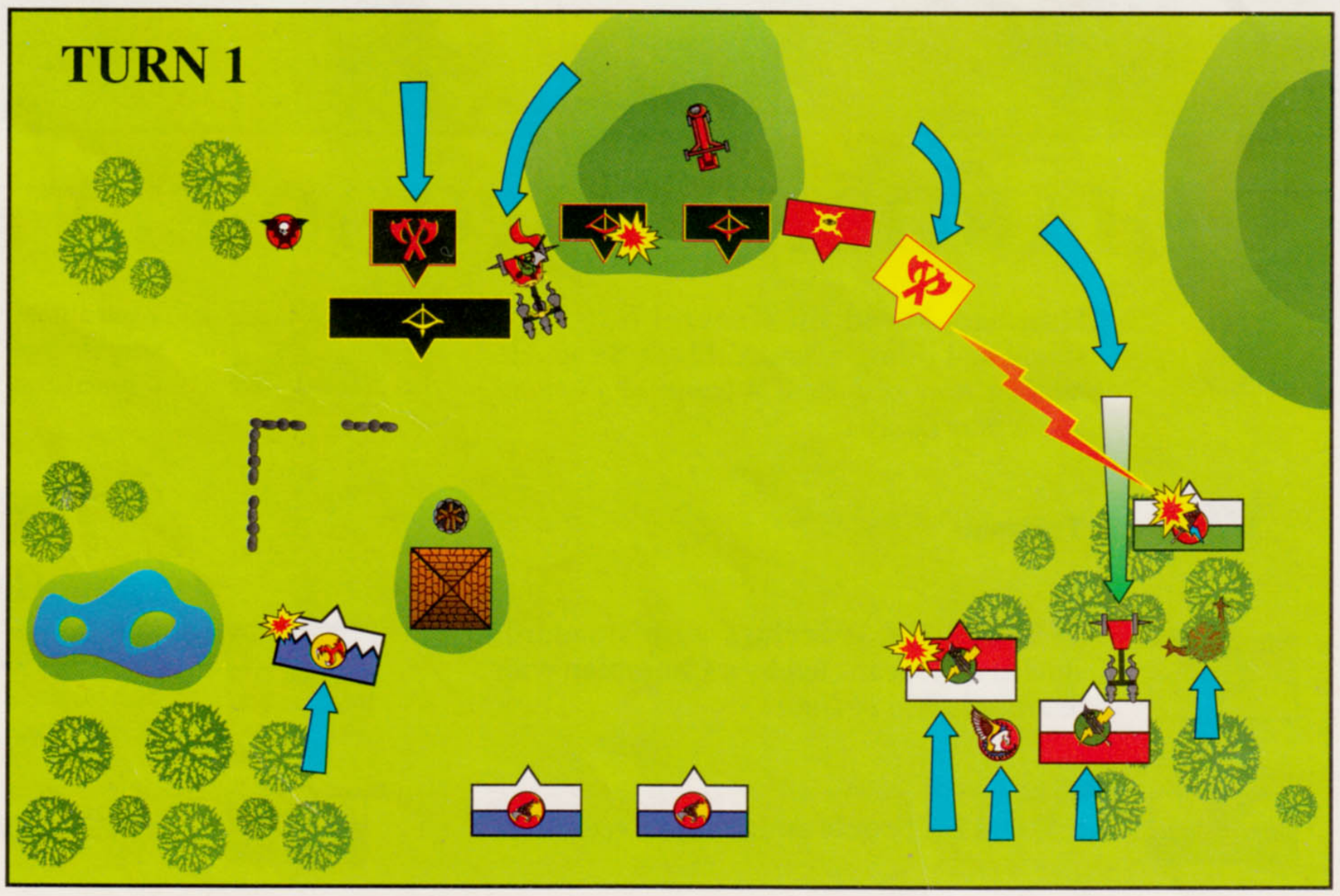
In the magic phase, both sides attempted to use movement spells (*Grey Wings* for the Wood Elves and *Hand of Gork* for the Orcs), but were stopped by successful dispels by the opposing Wizard. The *Banner of Wrath* carried by the regiment of Goblins fared better, and was able to loose off a volley of lightning bolts at the Wood Elf Scouts on the edge of the forest. Two were killed by the crackling energies but the three survivors passed their panic test and stood firm. Nonetheless it was first blood to the Orcs!

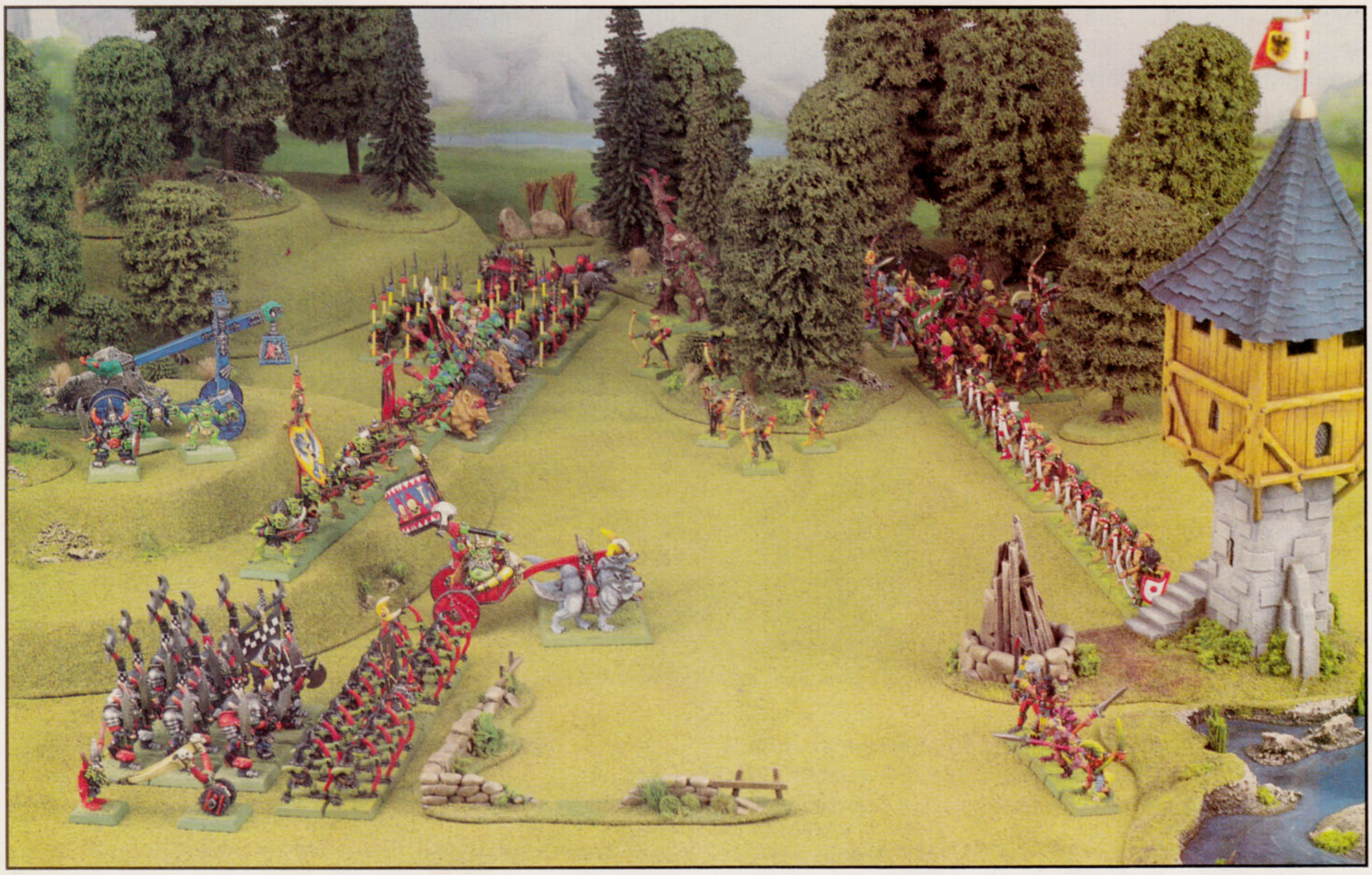
Before Gordon could start his first turn he had to test to see if any of his troops were effected by Animosity. Orc and Goblin armies are riven by internal feuds and rivalries, which makes them difficult to control. Because of this, an Orc General must roll a D6 for each unit at the start of each turn. On a roll of a 1 the unit gets a bit fractious, and another dice roll determines what they do. Much to Gordon's consternation, his regiment of Boarboyz, including the Orc Shaman, rolled the dreaded 1, and were not allowed to move that turn! Things were not as bad as they might have been, however, because I ruled that this would not stop the Shaman using his spells. A closer reading of the rules later on (rather than the Animosity Table which I referred to during the game) showed that I was wrong about this – it just goes to show that even game designers make mistakes in the heat of battle!

Ignoring the bickering Boarboyz, the rest of the greenskins advanced as quickly as possible, the only exception being the war engines and Orc Arrer Boyz at the back. The Arrer Boyz let rip at the regiment of Wood Elf Spearmen that they could still see, killing three of them. On the far end of the Orc line, the Goblin Doom Diver fired too, squishing one of the advancing Wardancers. Meanwhile, the Orcs' Rock Lobber attempted to land a large boulder on the Wood Elf General's head, but misfired instead and spent the turn untangling itself.

Gordon started off the magic phase by casting *Mork Wants Ya*, which was countered by the Wood Elves' *Dispel Magic Scroll*. David's Mage cast *Bridge of Shadows*, but this too was dispelled. Now, however, David had no dispels left, and was helpless as Gordon used the *Banner of Wrath* to unleash another volley of lighting bolts which wiped out the remains of the Scout unit!

Gordon's rejoicing was short-lived though, as David cast *Traitor of Tarn* with the *Total Power* card, taking over the entire unit of Goblins with their dreaded *Banner of Wrath*! This meant that next turn David would be able to turn the magical banner against its former owners. The magic phase wasn't over yet. Gordon still had two power cards left, and he used these to cast *Hand Of Gork* on his Chariot, which flew over the woods and crashed into the Wood Elf Warriors on the other side! The Chariot would count as charging in the ensuing





Clash of the titans! Gordon and David's Tournament-winning armies finally meet on the field of battle.

combat, which would inflict D6+2 Strength 7 hits on the poor Wood Elves as it smashed into them. Gordon rubbed his hands in glee, anticipating the carnage to come…

TURN 1 VICTORY POINTS

ORCS: 3 POINTS

WOOD ELVES: 2 POINTS

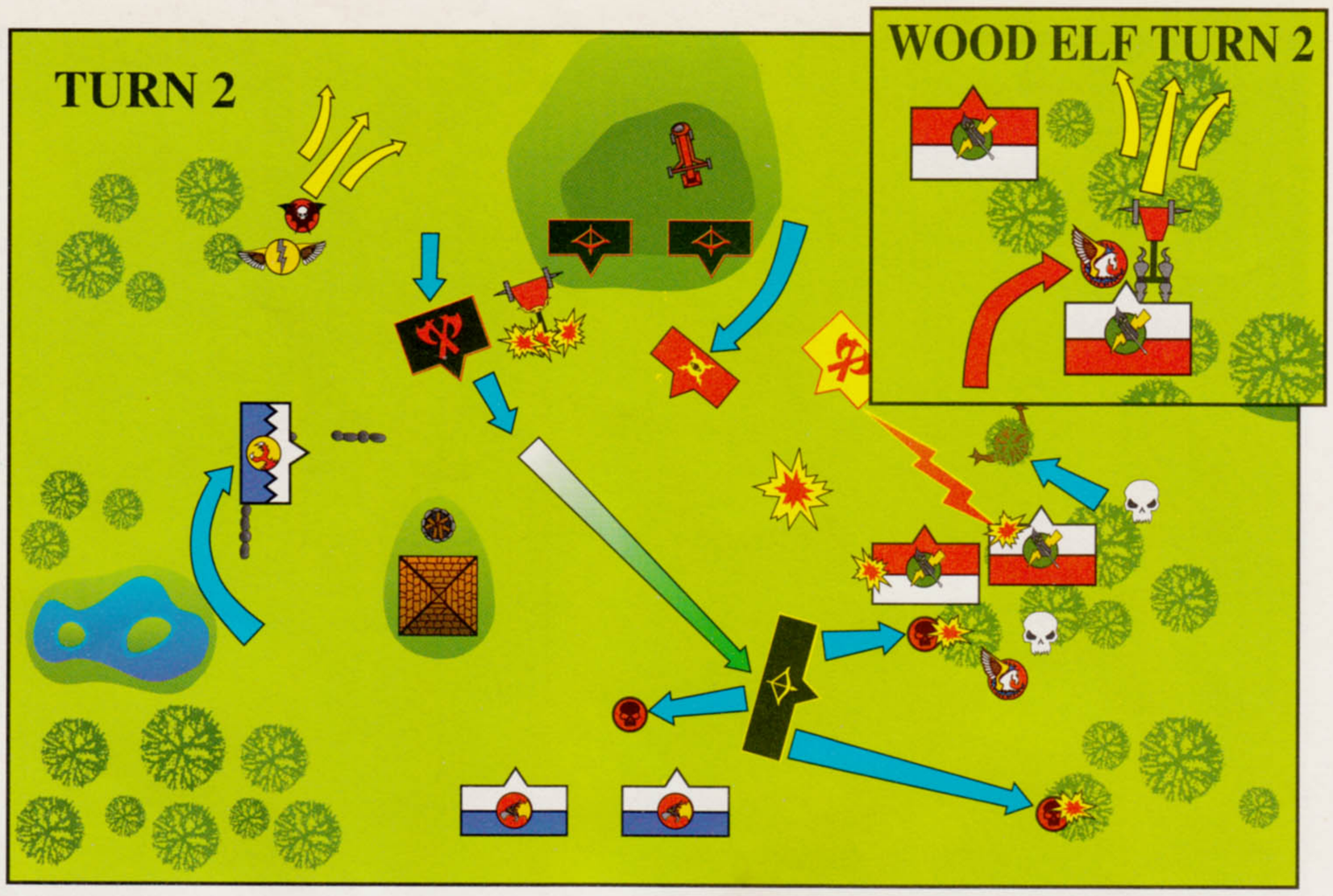
TURN 2

Jervis: The Wood Elves' second turn started with their Great Eagle screaming back to earth and charging the Goblin Doom Divers. Deciding that discretion was certainly the better part of valour, the Doom Divers fled as quickly as their little legs could carry them! Meanwhile, the Wood Elf General charged the Goblin Chariot in the side, although as the General was only one model the Chariot did not have to take a panic test for being charged in the flank (you only take panic tests for flank attacks when charged by five or more models). Next, David had to make an Animosity test for the Goblin regiment that was under his command thanks to the *Traitor of Tarn* spell. The Goblins passed the test and wheeled round to face the Boarboyz that were beside them, the *Banner of Wrath* swaying menacingly over their heads. Elsewhere on the battlefield the Wood Elf Spearmen advanced through the woods, and the Wardancers took cover behind the wall to their front.

Grom then found that he had advanced within range of the Archers as a hail of arrows descended on the Goblin General (including, appropriately enough, a *Hail of Doom* arrow fired by the Elf Champion), which killed all the wolves pulling the Chariot. Grom and Niblit miraculously came through this rain of death unscathed! The other Chariot which had been hurled into combat by the *Hand of Gork* fared little better, only managing to kill two Wood Elves as it smashed into the regiment. It then had both its crew and two wolves slain by the Wood Elf Warrior regiment and the General Harobed. The single surviving wolf fled with its tail between its legs, but was caught by the victorious Wood Elf Spearmen, whose pursuit took them right to the edge to the woods. The Wood Elf General decided not to pursue the Chariot, passed his Leadership test easily and remained behind the wood.

It was now the magic phase, and David gleefully announced that he would use the Goblins' *Banner of Wrath* (under his control thanks to the *Traitor of Tarn* spell) to attack the Boarboyz. His joy was short-lived, however, as Gordon first used a dispel card to stop the *Banner of Wrath* working, and then played *Drain Magic*. This not only ended the magic phase, but also automatically dispelled the *Traitor of Tarn*, bringing the Goblins and, more importantly, the *Banner of Wrath* back under Gordon's control.

Gordon's attack had ground to a halt, and he was forced to use this turn to reorganise his army. Unfortunately, one of the regiments of Arrer Boyz failed its Animosity test and wasn't allowed to shoot or move, and the Goblin Doom Diver that had fled from the Great Eagle carried on running off the table. Making the best of bad job. Gordon advanced his units where he could and reorganised his battleline. Grom and Niblit abandoned their immobilised chariot and joined the regiment of Night Goblins, while the Goblins with the *Banner of Wrath* turned back to face the Wood Elves. The rest of the Orc army carried on advancing. In the shooting phase, the regiment of Arrer Boyz that was allowed to shoot carried on firing at the Wood Elf Spearmen, and succeeded in killing another model. The Rock Lobber targeted the Treeman, but the rock scattered way off target and almost hit the Boarboyz!



There was no combat, and so play proceeded to the magic phase – and a highly important magic phase it was to prove to be! It started off innocuously enough with Gordon attempting to cast *Mork Wants Ya* on the Treeman. David quickly dispelled it, and then attempted to cast *Bridge of Shadows* only to have Gordon dispel that. Fatally, however, David had used up his only dispel, and so when Gordon declared that he would use the *Banner of Wrath* against the Wood Elf Mage, who was clearly visible in the front rank of the Wood Elf regiment that had pursued the Goblin Chariot, there was nothing David could do. The *Banner of Wrath* unleashed six bolts at the hapless wizard, whose *Amulet of Fire* failed to protect him. The bolts inflicted four wounds and the Mage was dead!

David was visibly shaken and Gordon was euphoric. Carried away with the excitement of it all, Gordon went in for the kill, using *Hand of Gork* to move the Night Goblins, with Grom and Niblit, so that they could attack the Wood Elf flank. However, in his excitement Gordon had forgotten that it was the Wood Elf turn next rather than his own, and he groaned in disbelief when he realised what he had done!

To make matters worse, Gordon hadn't realised that the Goblin Fanatics hidden in the regiment would move in a random direction under such circumstances, rather than heading where he wanted them to (this is covered in the After Battle Discussion), and this meant that the deadly and rightly feared Fanatics ended up hurtling off in completely the wrong direction, two of them managing to kill themselves by crashing into the nearby woods! So at the end of the second turn, both sides' carefully laid plans lay in tatters – the question was, who would recover first?

TURN 2 VICTORY POINTS

ORCS: 8 POINTS

WOOD ELVES: 6 POINTS

The game had been going on for almost two hours at this point, so we decided to hold up the frantic battling for a short while to allow everybody to get a cup of tea or coffee and unwind a bit. This wasn't just for the players benefit. Although it may not be all that obvious when you read a battle report, recording everything that goes on requires a fair-sized team of 'non-players'. In this case, Phil and James from the Citadel Journal were busy drawing maps and writing down everything that happened, while I was taking photographs and sorting out any rules questions. This is jolly thirsty work, and we were all in need of refreshment. I took the opportunity to find out how David and Gordon felt about the way things were going…

HALF-TIME INTERVIEW

Jervis: So Gordon, how do you feel about things at the moment? You seem to be doing quite well at this stage of the battle, don't you think?

Gordon: I'm a fool, *[for using Hand of Gork like that]* but I'm very glad that his Mage is dead because he was absolutely terrifying! Even only level three, with the *Skull Staff* he was dispelling on a four or more, and to have *Traitor of Tarn*, *Grey Wings* and *Bridge of Shadows* as well was horrific. I'm glad I've got my Goblins back, and my own Shaman's out of range of his Treeman's charge, I do believe.

The Wardancers around the flank are doing nothing, going nowhere, and his spear-armed unit doesn't worry me in the slightest. Wood Elf Spearmen I can beat with any odds, with the Orcs' Toughness 4 and good Strength. The trick now is to try and whittle down his Archers and catch a hold of his General. If I could just have a bit of luck with my war machines it would be very nice.

Jervis: How do you feel about your Chariot?

[I had made Gordon charge his Chariot into the front of the Wood Elf Warriors with his Hand Of Gork spell, rather than flying into the side like he wanted, and it had subsequently been destroyed].

Gordon: Well, it's just one of those things. I didn't pay enough attention as I thought it was going in the side, but you made me put it in the front because it was attacking like a flying creature. If I'd realised that I probably wouldn't have gone for that particular unit, and I would have probably moved up my Night Goblins earlier, so I really would have got to charge. I also think that it was a mistake sending in the Chariot because it drew his General across where he is out of range from my Rock Lobber and Doom Diver.

Jervis: Any plans for the coming turns?

Gordon: I have to do something about those Archers at the back. I have to find some way to whittle them down. Or do I? What they are going to shoot? Black Orcs? They won't damage very many. Night Goblins? Who cares, because the

Fanatics are out, so what's the problem! If he charges them I'll just challenge with Grom and that'll soon make a mess of his Champion, so I'm not worried about them. I'm going to go for the General and his units over here *[around the wood]*. I don't care about the rest of the battlefield, they're puny troops who I need not worry about!

[Next I sought out David to find out how he felt]

Jervis: David, what are your thoughts on the way the battle is going at the moment?

David: It is now looking like an uphill struggle having lost the Mage. Up until that point I felt quite comfortable, movement spells to manoeuvre troops and the Eagle down the back, things were going off quite well. With the Mage gone now, it's a struggle. But apart from that it's not so bad, not so bad…



The Hand of Gork lifts the Goblin Wolf Chariot over the woods and into the Wood Elves!

Jervis: Unfortunately, our conversation was cut short at this point, as everybody else was now ready carry on.

TURN 3

Jervis: David knew that without his Mage he was going to have to get stuck in to have any chance of winning the battle. To this end, he declared that his Treeman and Wood Elf Spearmen would charge the Boarboyz, while the other regiment of Wood Elf Warriors charged out of the woods to engage the Goblin unit with the *Banner of Wrath*. Finally, the Eagle charged the Orcs' Rock Lobber.



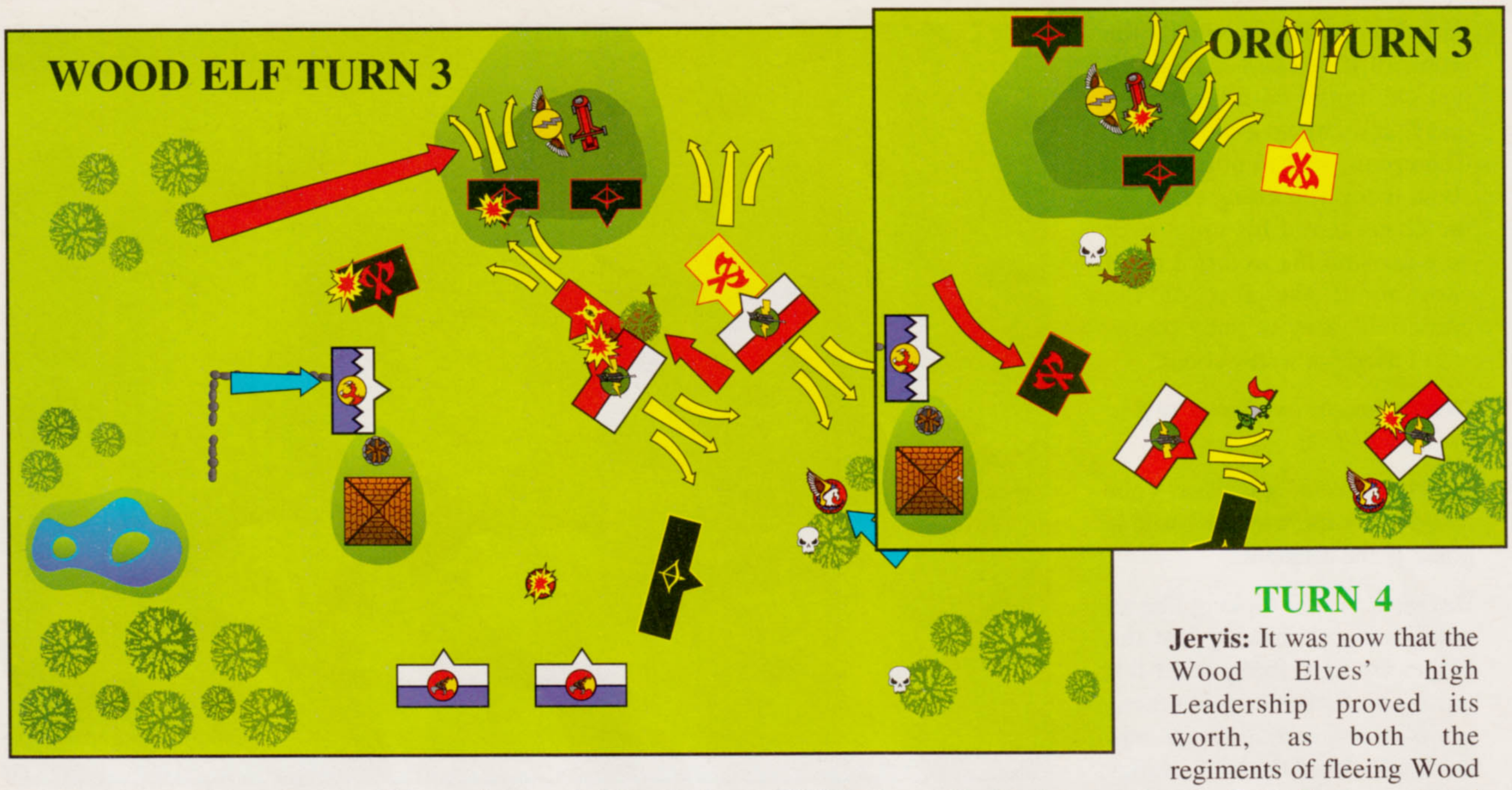
The Wood Elves' archery continued to whittle down the Orc army. The single remaining Fanatic was left looking like a pin-cushion by a volley from one of the units of Archers, while the other unit took down one of the Black Orcs. Even the Wood Elf General joined in, using the *Bow of Loren* to kill two of the Orc Arrer Boyz on the hill.

The combat phase was to prove every bit as dramatic as the previous turn's magic phase. It started with the Great Eagle killing one of the Rock Lobber's crew and suffering no harm itself. But then David had a spate of bad dice rolls, with the result that his Wood Elf Warriors were soundly defeated by the Goblins they had charged (the Wood Elves only managed to kill one Goblin and suffered three casualties in return!). To add insult to injury, the Wood Elves failed their Break test and turned round and fled!

However, the next combat was to be the most important as the Treeman and Wood Elf Spearmen squared up to the Orc Boarboyz. Gordon issued a challenge with his Shaman, confident that the greenskin could easily deal with the Wood Elf Champion. It was also the only way to get the Shaman involved in the combat as he was not in base-to-base contact with any models. However sensible the reason for declaring the challenge it played directly into David's hands, for unknown to Gordon the Wood Elf Champion was equipped with the dreaded *Black Gem of Gnar*! David used the item immediately he was challenged, and both the Champion and the Orc Shaman were immediately locked in time! What's more, Gordon would only be able to get his Shaman back in the battle if he played a dispel *and* managed to roll a six. It looked as if both Wizards were out of the game for good!

Outnumbered and attacked by a huge Treeman, the Boarboyz unsurprisingly lost the combat and fled, not even managing to kill a single Wood Elf before they did so. But now things started to get complicated! Earlier the Goblins had broken a unit of Wood Elf Warriors. Now, if there is one rule that players often forget in the heat of battle, it is that broken units flee at the *end* of the combat phase, after all combats have been resolved. There are a number of reasons for this, but the most important is that the panic test caused by the unit breaking is taken at the *end* of the hand-to-hand combat phase as well.

Thus it was that all of the Wood Elf units within 12" of the broken Warrior unit had to take a panic test – including the Spearmen that had just beaten the Boarboyz! What's more, all the greenskins within 12" of the broken Boarboyz had to take a test too – including the Goblins that had won against the Wood Elf Warriors! This resulted in both these units, plus one of the regiments of Arrer Boyz, failing their panic tests and fleeing. This unusual turn of events caused all sorts of confusion, but after the commotion had settled down the vast bulk of both armies were to be seen running away as fast as they could in opposite directions! Unfortunately for the Boarboyz, the Treeman didn't panic, and then pursued and caught them! Not surprisingly nothing happened in the magic phase, there being no Wizards left in play, so we proceeded to the third Orc turn.



From the high-point at the end of his previous turn, things had gone from bad to worse for Gordon. Matters didn't get any better now as the Goblin Spearmen with the *Banner of Wrath* refused to rally and ran off the table, although the fleeing unit of Arrer Boyz did halt. This left Gordon with only the Black Orcs and Night Goblins in a position to do anything. In order to try to attack as many units as possible, Gordon split Grom and Niblit off from the Night Goblins. The Goblin General moved off to threaten the Wood Elf General whilst the Night Goblins turned round towards the Wood Elf Archers. The Black Orcs then charged the broken Wood Elf Spearmen who were forced to flee. In fact, this charge was made out of the normal turn sequence (charges should be made before normal moves), but Gordon forgot to declare it at the start of the turn. In a most gentlemanly manner, David let Gordon off and was rewarded when his Warriors outdistanced the Black Orcs and ran past Grom and Niblit, so that these two would not be able to charge them in their next turn!

The Arrer Boyz fired a half-hearted volley at the fleeing Spearmen, but only managed to kill one. The Night Goblins too loosed off a ragged salvo at the Wood Elf Archers, but failed to score any casualties at all. The Orc Rock Lobber couldn't fire, of course, because its crew were still locked in combat with the Wood Elves' Great Eagle which was winning the hand-to-talon combat. The last surviving Orc artillarist took to his heels and fled, joined in his flight by a regiment of Arrer Boyz who had failed their panic test.

In the magic phase Gordon managed to roll a six on his dice for the winds of magic, and to add to his fortune even picked up a dispel as one of his three magic cards. Now all he needed to do was play the card and roll another six to get his Shaman back. Much to his chagrin, he only managed to roll a five. Even so, the Orcs were still slightly in the lead.

TURN 3 VICTORY POINTS

ORCS: 15 POINTS

WOOD ELVES: 13 POINTS

TURN 4

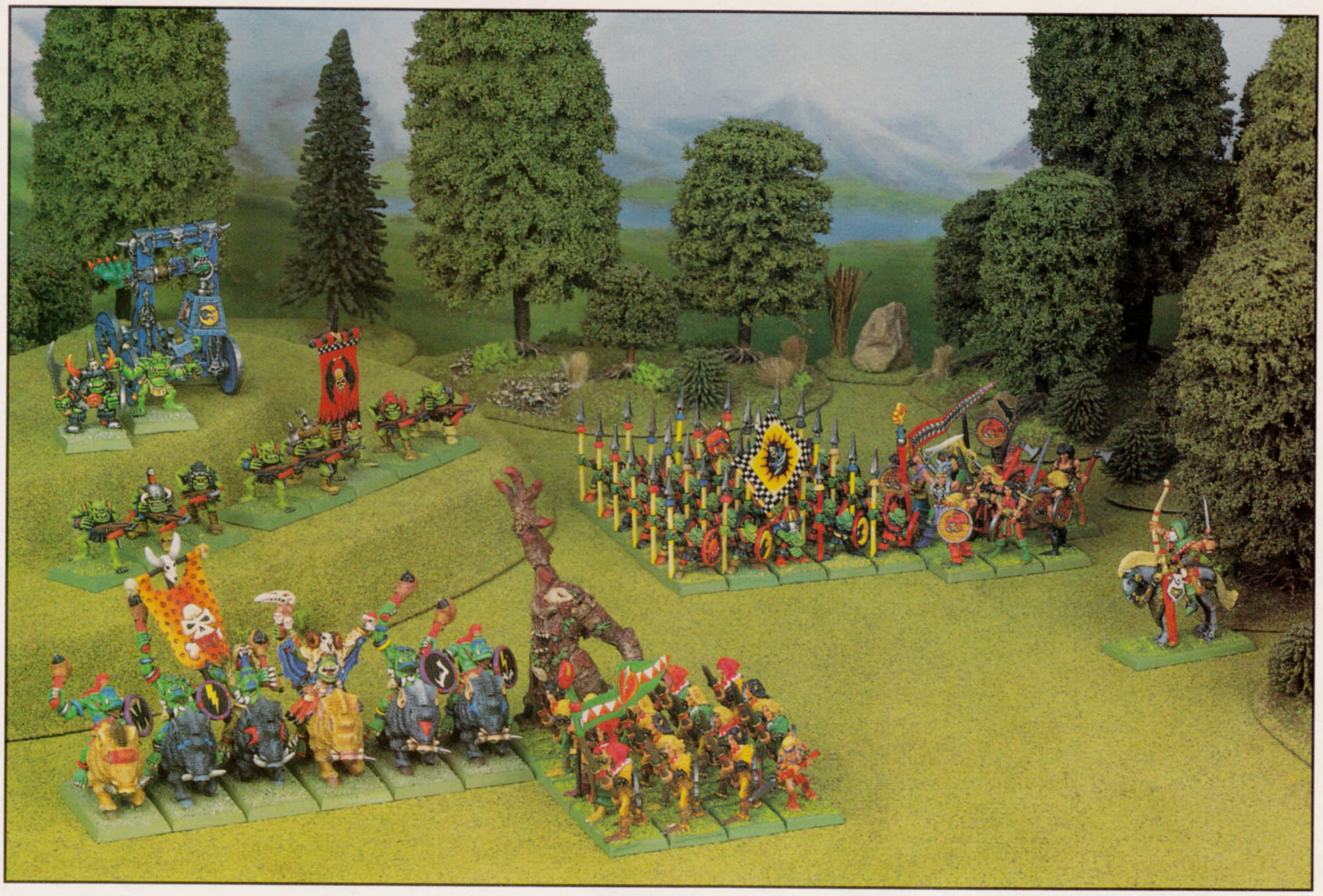
Jervis: It was now that the Wood Elves' high Leadership proved its worth, as both the regiments of fleeing Wood Elf Warriors rallied and returned to the fight. Gordon groaned in despair – his victory point total had just been cut in half! Piling on the pressure, David declared charges with his Treeman against an Arrer Boyz unit, and with his Great Eagle against the fleeing Rock Lobber crew.

Both Orc units fled, the single remaining Rock Lobber crew member disappearing off the table with the Eagle in hot pursuit! The Wood Elves let rip with a final deadly flurry of archery, the General killing off three Black Orcs with the *Bow of Loren*, and the two regiments of Archers accounting for no less than five of the Night Goblins! There being no units in combat we went straight to the magic phase. This time it was David who rolled a six for the winds of magic and Gordon managed to pick up another dispel card, much to his delight. Now all he needed to do was roll a six. He picked up the dice, rolled it casually across the table, and let out a whoop of delight that brought the entire Studio to a standstill when he got his much-needed six! The Orc Shaman was back – along with a rather worried-looking Wood Elf Champion – and boy, was he in a bad mood!

So it was that we entered the last turn of the battle. Unfortunately for Gordon, who needed to deny David every victory point he could, his Arrer Boyz that had fled from the Treeman refused to rally and ran straight off the table. Still, Gordon refused to give in until the final dice had been rolled.

His Night Goblins charged the Wood Elf Archers, but Grom could only curse and rant at Harobed who was out of sight behind the trees, and the recently rallied Wood Elf Spearmen, who were outside his 90° 'charge arc' (some players think that characters can charge in any direction – this isn't the case. They must be able to see the target just like any other unit). As the Black Orcs were in no position to charge, it was down to Gordon's Night Goblins and Shaman to save the day.

As the surviving unit of Arrer Boyz was still slogging back over the hill and the Night Goblins were locked in combat there was no shooting and we went straight to the combat phase. First of all, the Orc Shaman, who was still rather upset about being locked in time, turned on the Wood Elf that had transfixed him with the *Black Gem of Gnar*. The Wood Elf Champion did his best, but didn't really stand a chance and



The Wood Elves charge with their Treeman leading the assault on the Savage Orc Boarboyz.

was easily hacked down by the Shaman. Next, Gordon's Night Goblin regiment smashed into the Wood Elf Archers, killing the Wood Elves' Champion and one of the rank and file, for no loss to themselves! The Archers had lost the combat, but their morale held and they refused to flee. Gordon ground his teeth, he had really needed the victory points the Archers would have provided had they ran off.

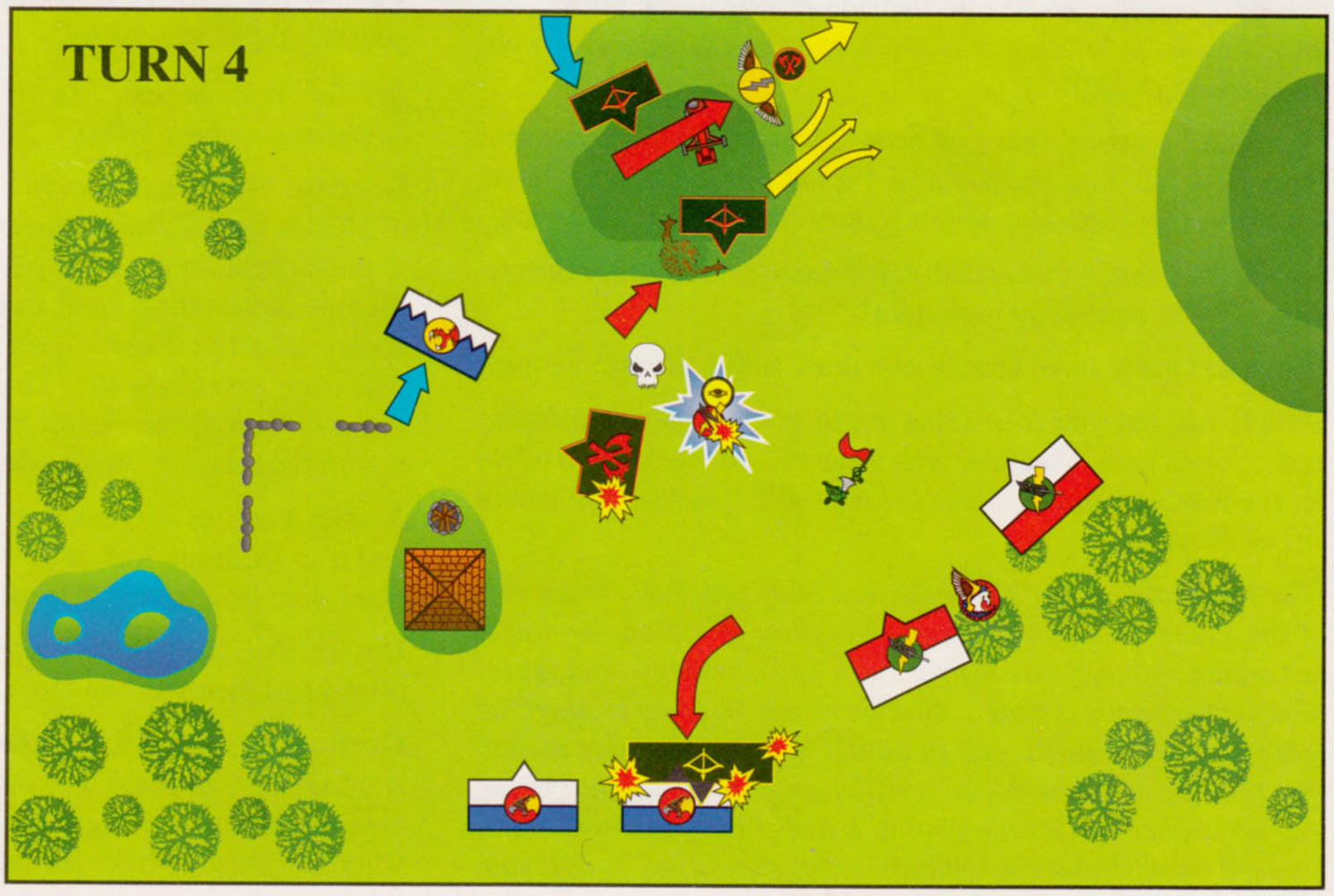
Having failed to break the Archers, Gordon had one final chance to turn the game round. His Savage Orc Shaman was nicely positioned to attack the Wood Elf General with the *Brain Bursta* spell, if only he could get enough power cards to cast it. Gordon's general good fortune in the previous magic phases continued and he was dealt enough power cards to cast the spell. All he now needed to do was roll a five or six and Harobed would be dead!

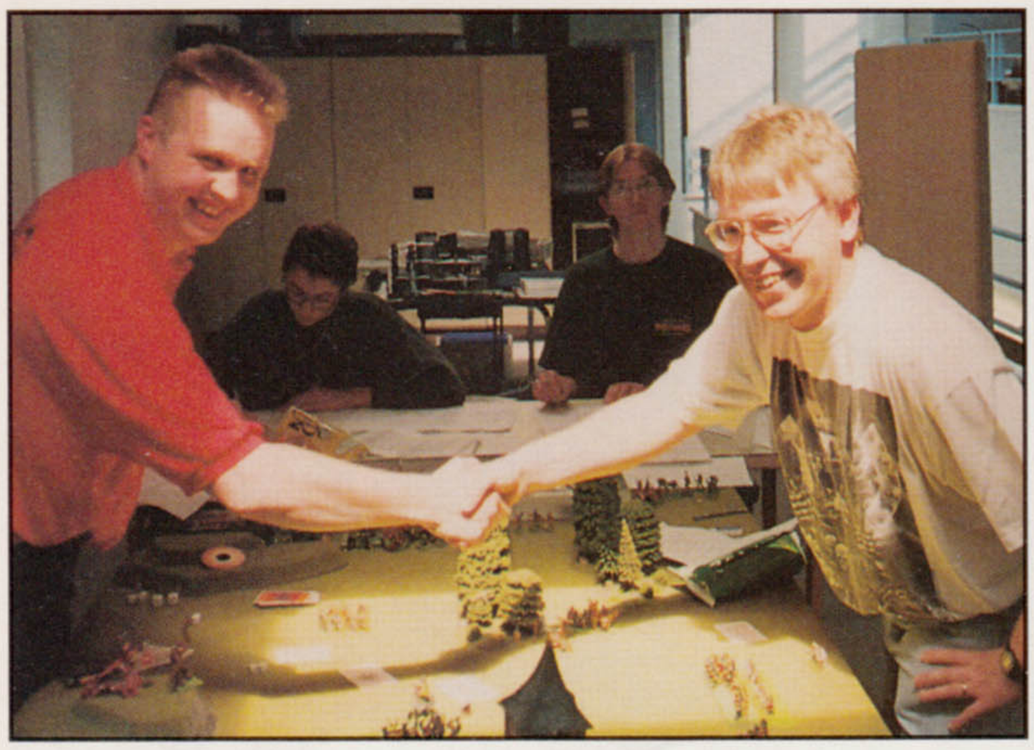
Everyone held their breath as Gordon rolled the dice, and scored a one! With that last dice roll the game was over. Both Generals smiled and shook hands. It had been a bloody and closely fought contest, but in the end the Wood Elves had just managed to come out on top. David Cain was the world's first ever Supreme Warhammer Champion!

FINAL VICTORY POINTS

ORCS: 10 POINTS

WOOD ELVES: 14 POINTS





THE AFTER BATTLE DISCUSSION

Jervis: Once the battle was over and everybody had taken a break to calm down a bit, David, Gordon and I sat down and started to discuss how the battle had gone. I find these after battle discussions one of the most enjoyable aspects of the hobby, if only because I like talking about our games almost as much as I like playing them! Not only do these 'debriefing' talks provide a chance to discuss the tactics used and aspects of the rules that came up during the battle, but they also provide an opportunity to talk about the memorable events that took place. These end up becoming favourite stories, recounted repeatedly over the coming years.

Gordon: That stupid thing with the Goblins, that was just just moronic, why did I do that? For some reason I was thinking it was my turn next! And then there was the business where I turned the Night Goblins around and then charged you, making you rout past me so I couldn't charge you again. Grom would've minced that lot.

David: Without a doubt!

Gordon: The other mistake I made was about your Eagle. I should have shot it when I had the chance, but I just thought no, nothing to worry about.

David: The Eagle isn't a very powerful monster on its own, but it's ideal for war machines. You don't get a bonus for charging a single model into the side or rear of the enemy, so there's no point in using it to attack units or characters. So you use it to attack artillery.

Gordon: You didn't have an army standard did you? Just the army General. You know that if I'd have killed him I'd have got a draw, an extra four points – three plus one for a General.

Jervis: Yes, that's true actually. It means that the *Brain Bursta* dice roll was incredibly important!

Gordon: One in three chance of a draw and it all went wrong!

David: Ah, but you rolled that six to get your Shaman back, and if Jervis hadn't said that you were still allowed to roll a D6 for the winds of magic… *[see below]*. Still, you can't get much closer than that.

[The fact that Gordon's Shaman had been effectively taken out of the game raised a rather interesting question, because according to the Battle Magic rules you can never roll more dice for the winds of magic than there are Wizards in play. As there were no Wizards left in action at this point, this meant that no dice could be rolled – which in turn meant that there was no chance of Gordon getting a dispel card to get his Orc Shaman back! However, what the rules should say is that you can always roll at least 1D6 for the winds of magic, even if there are no Wizards in play, and this is how we played it. There are other times when this is important, for example, if neither side had taken a Wizard, but one army has a magic item which can only be stopped with a dispel, eg the Gobbo's Banner of Wrath]

[I had to turn over the tape here, and the conversation continues a bit later on talking about the Banner of Wrath and the effect it had on the game]

Gordon: That was the very reason I put the *Banner of Wrath* in, to sort them out *[ie the Wood Elf Scouts]*. When they went down on the first turn, I thought 'ACE!', a good start.

David: At the beginning, when I got those spells – with some of the Grey Magic you need to be in base-to-base or within 3" you know – I though to myself, OK, I don't need to put the Wizard in the front rank, I should have put him in the second rank or somewhere at the back. Then he couldn't have been targeted by the *Banner of Wrath*, because it hits the first model in its path.

Gordon: It's not very heroic.

David: I know, so in the end I thought, well…

Jervis: You are meant to put characters and special models like standard bearers in the front rank, it's just that the rules aren't, er, strict. It says you 'should' put them in the front rank.

David: I know, I've heard of some people trying to take a Champion with the *Crown Of Command* and hide him in the middle of a unit!

Then there's this business with the Fanatics. You see, when I got *Grey Wings* I thought I'd move a unit near the Fanatics so that they would have to come out in a random direction. That was part of my plan, because that was how I'd heard the rule should work.

Gordon: You *[ie the game designers – Rick, Andy and myself]* changed your mind on that. You came up with that rule six months ago, you told me, then last time I spoke to you three months ago you went back to the old "Well you drop them at eight inches". The reason I was in favour of it *[the 8" rule]* was because Orc magic is not powerful, really – *Waaagh* is a great spell, *Hand of Gork* is good, and *Brain Bursta* can be quite good if you're very lucky.

Jervis: It depends… *[a desperate bid to get a word in edgeways – which failed!]*

Gordon: With *Brain Bursta* it's still just a one in three chance of a kill at best, there's no point in putting *Total Power* in a one in three spell. So that's why I like *Hand Of Gork*, because it is the one devastating spell in Orc magic. Everybody else has spells like the *Purple Sun of Xereus*, *Hand of Dust*, or whatever, you know the 'They get it off, you're toast!' spell. *Hand of Gork* is the closest thing the Orcs have, when you use it with the Fanatics, that's why I was always in favour of it!

Jervis: You can still use it to move the Fanatics into position, and also there are lots of Orc units that benefit from *Hand of Gork*, like Boarboyz whizzed into hand-to-hand.

David: You can still position the Gobbos at that point *[i.e. 9" away]* and then you can move to eight inches next turn.

Gordon: It's good to get them on the battlefield where you want them, that's true. For instance, Kislev Horse Archers are always an absolute nightmare. If your opponent goes first – whoosh, straight across the table and out come your Fanatics.



The sorry remnants of the Orc army are seen off by the victorious Wood Elves!

Jervis: I actually think people use Kislev Horse Archers badly, because they are too pricey to waste on Fanatics.

David: I know, but what have *I* got to use? As a Wood Elf General I've got nothing, even the Scouts are 16 points each! The only thing I thought about using was the Treeman with the *Grey Wings* spell, the Fanatics couldn't harm him easily if they did get a hit, but I would lose the ensuing fight because the Goblin unit has a banner and three ranks.

Gordon: I hate losing to Wood Elves! As we leave we chop down trees, just to annoy you!

Jervis: So you cut a bloody swathe through the forest – or rather a sappy swathe.

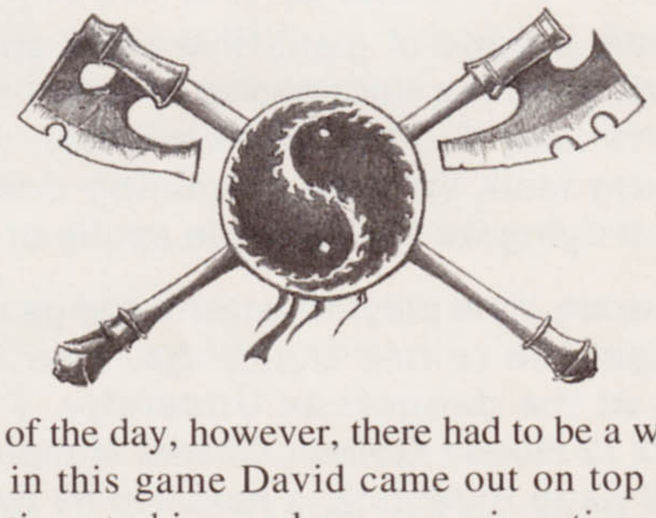
David: Nonsense! We stopped you outside the forest!

Gordon: That's why I took the Chariots, we were using them to cut down trees with the scythes!

CONCLUSION

Jervis: And so ended our first battle of the champions. Both David and Gordon proved to be excellent players under the most difficult of circumstances. They each obviously know their armies inside out, and had a firm understanding of their capabilities and weaknesses, and the opposing army's strengths and weaknesses too. Both also have an excellent understanding of the strategy and tactics necessary to win a Warhammer battle. What really stood out about both David and Gordon was their absolute refusal to give in until the last dice had been rolled. In the battle both suffered set-backs that would have made a lesser player give up and either concede the game then and there, or stop trying to win the battle from that point on. Neither David or Gordon fell into this trap, they simply bounced back and carried on fighting as best they could under the circumstances. Any neophyte Warhammer player would do very well to learn from their example.

This being said, both players made mistakes, the most obvious being Gordon forgetting that it had just been his turn when he used *Hand of Gork* to move his Night Goblins. Although I am sure that Gordon will never forgive himself for this, I should point out that it is very easy for this to happen in a battle report (and I should know, having made far worse mistakes myself!). What most people don't realise is how very different a battle report is to a normal battle. The latter is played at the players' own pace and in the comfort and relative privacy of their own homes. A battle report requires a team of staff to record the action, which in turn entails numerous enforced breaks to take pictures, write notes and draw maps. All of this makes the battle a rather disrupted, 'stop-start' affair, which requires the utmost concentration on the part of the players.



At the end of the day, however, there had to be a winner and a loser, and in this game David came out on top – just! My congratulations to him, and my commiserations to Gordon who had victory snatched from him at the end. There is one final thing I'd like to say, and that is if you think you could have done any better than David or Gordon, we'll be holding the second Warhammer Tournament next year, and I look forward to seeing you there!

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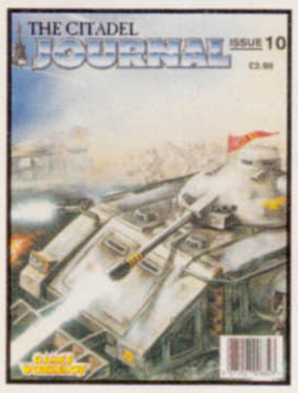
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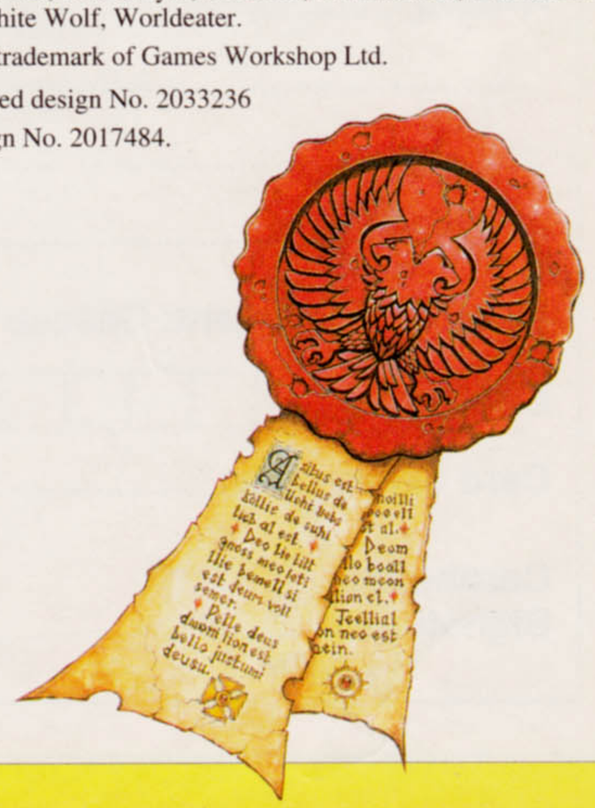
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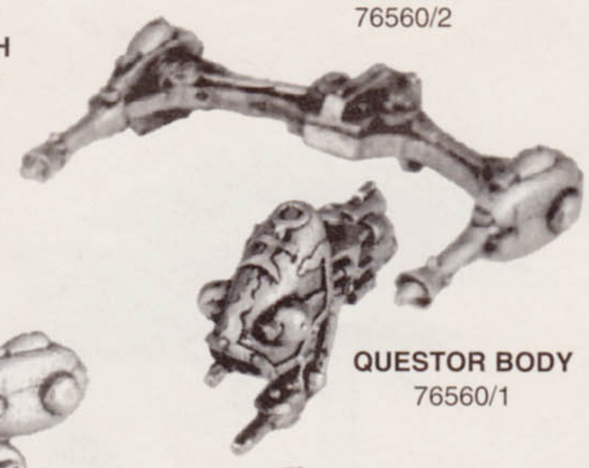
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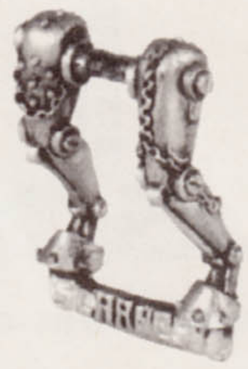


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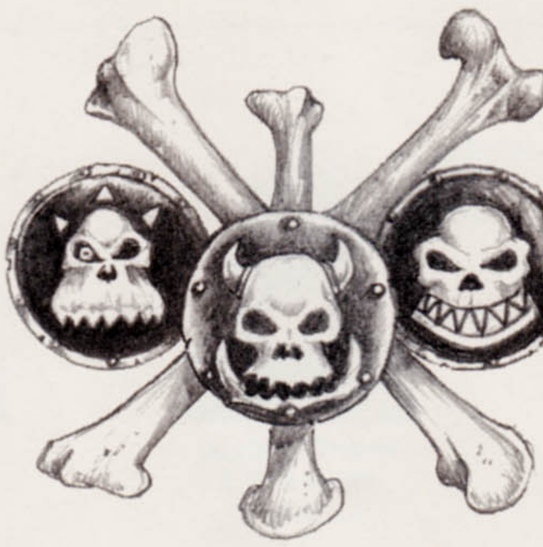
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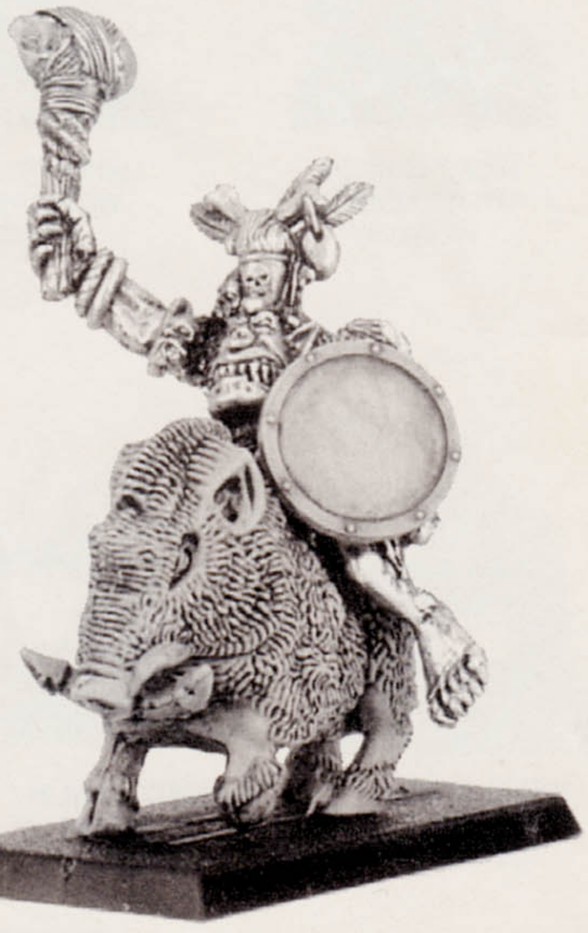






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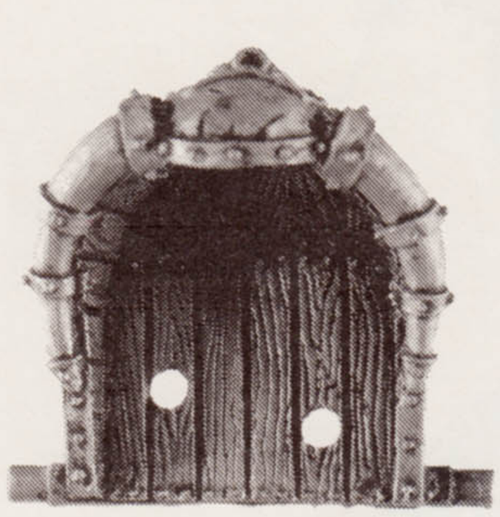
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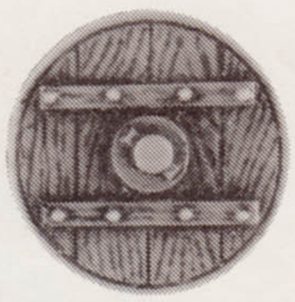
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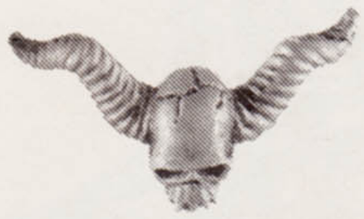
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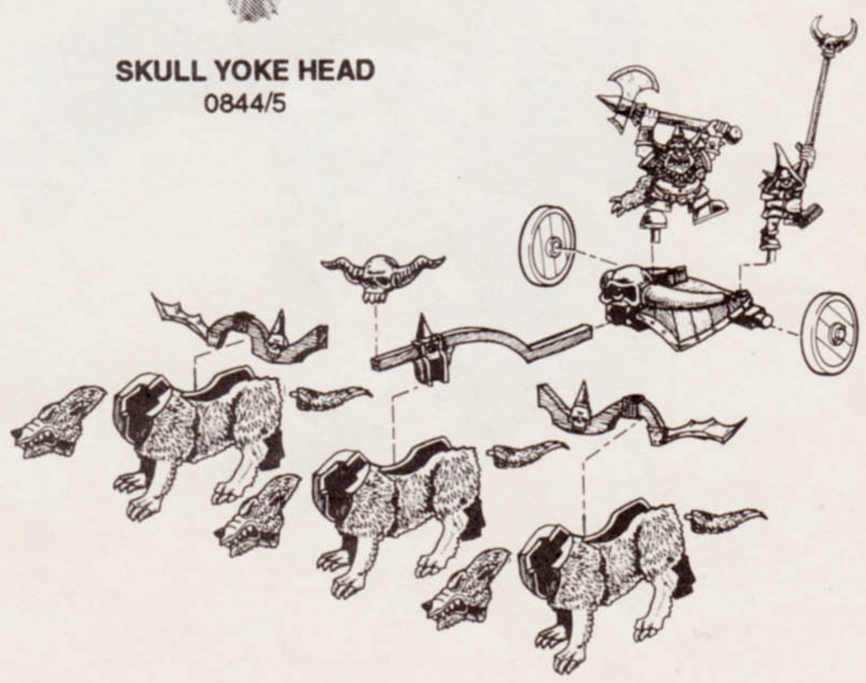
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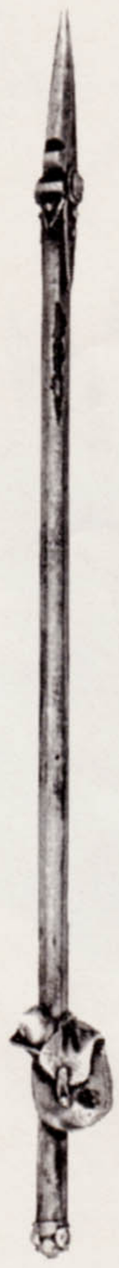
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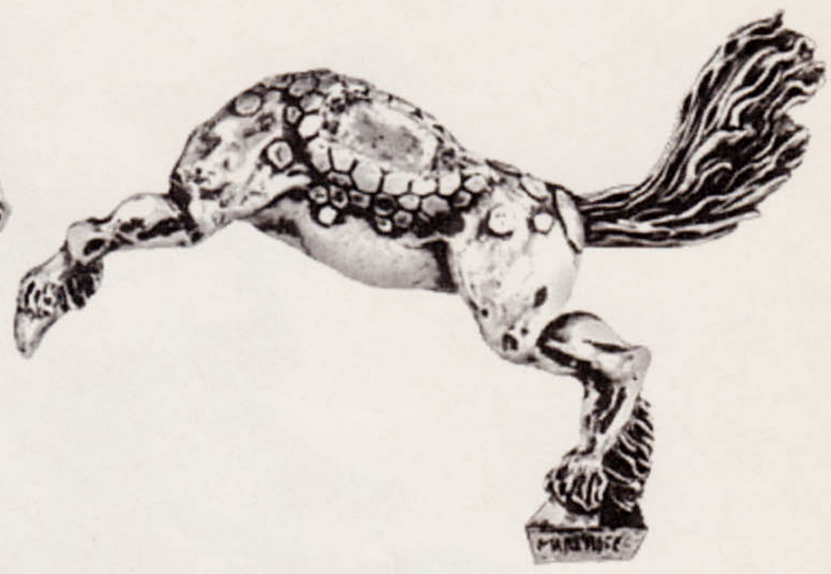
SORCERESS TORSO
00532/1



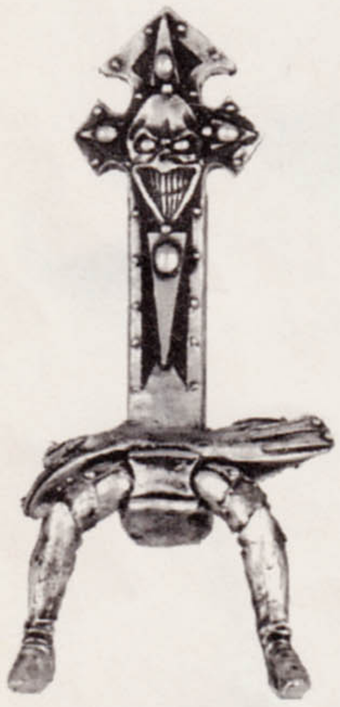
SORCERESS LANCE
00532/5



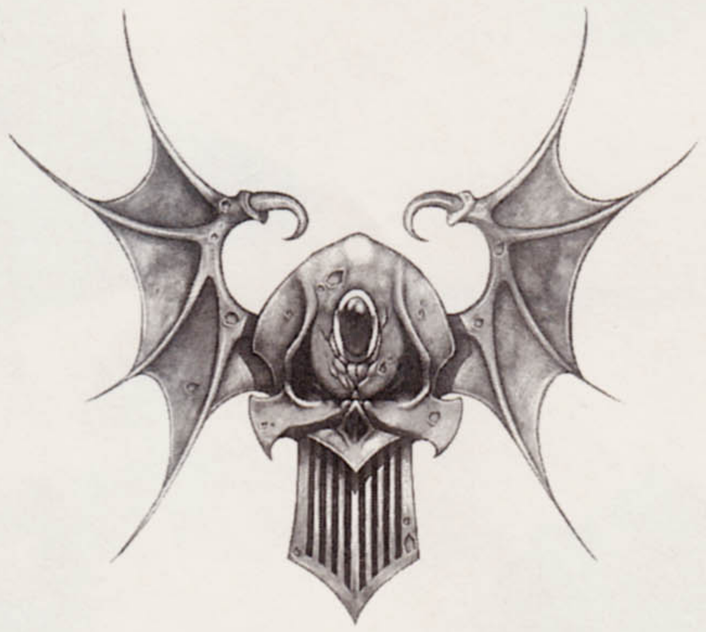
DARK PEGASUS RIGHT BODY
00532/3

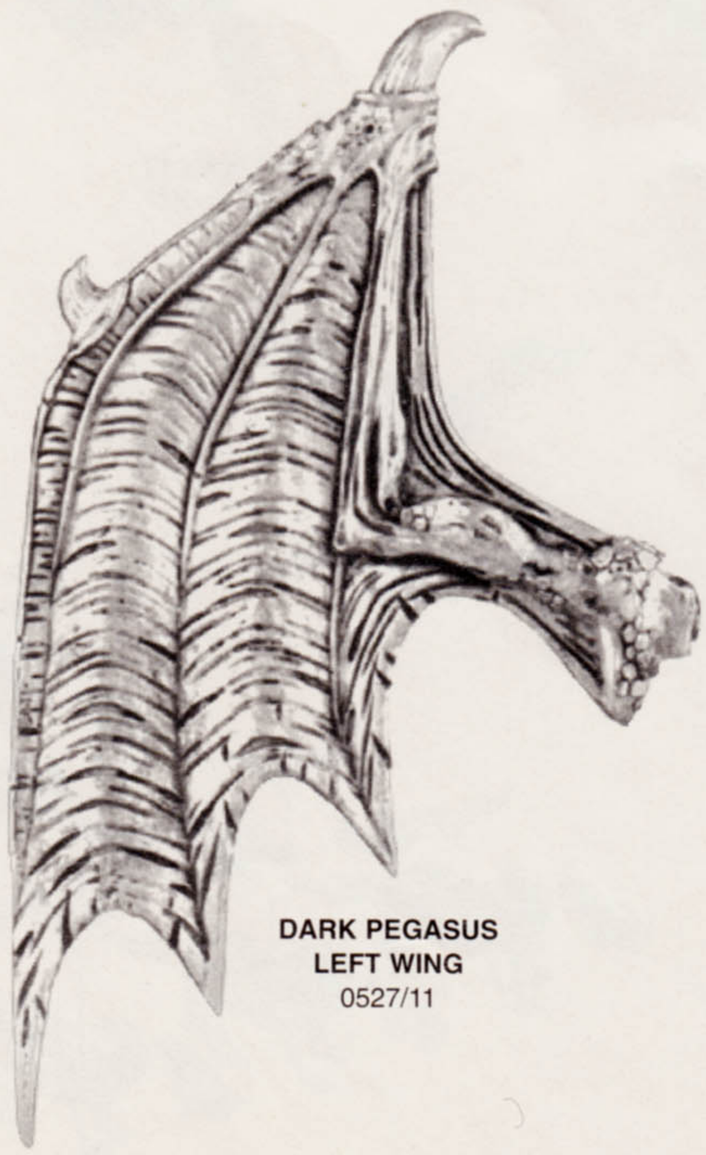


DARK PEGASUS LEFT BODY
00532/4

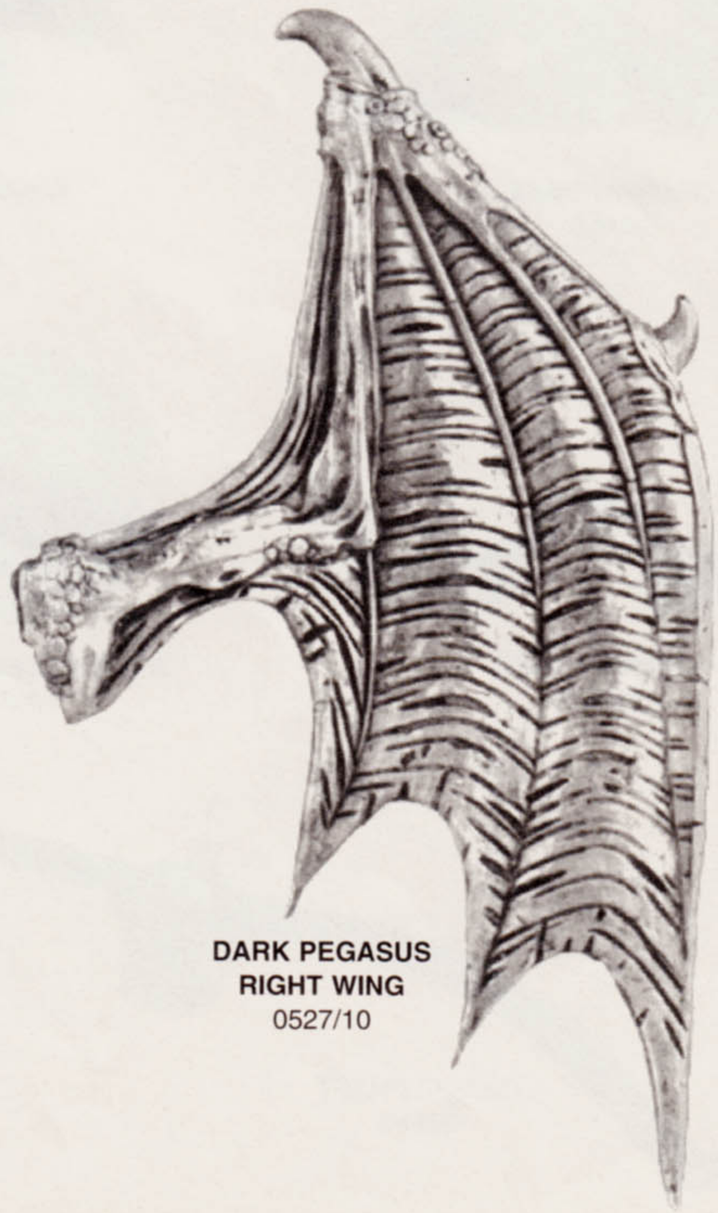


SORCERESS LEGS
00532/2





DARK PEGASUS LEFT WING
0527/11



DARK PEGASUS RIGHT WING
0527/10

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CITADEL MINIATURES

The Dark Pegasus designed by Trish Morrison, The Sorceress designed by Aly Morrison

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DARK ELVES

DARK ELF SORCERESS RIDING DARK PEGASUS



A COMPLETED DARK ELF SORCERESS RIDING DARK PEGASUS CONSISTS OF:

1 x SORCERESS TORSO
1 x SORCERESS LEGS
1 x SORCERESS LANCE
1 x DARK PEGASUS RIGHT BODY
1 x DARK PEGASUS LEFT BODY
1 x DARK PEGASUS RIGHT WING
1 x DARK PEGASUS LEFT WING
1 x ADHESIVE COLOUR BANNER





THE COMPLETED DARK ELF SORCERESS RIDING DARK PEGASUS

CITADEL MINIATURES

Dark Pegasus designed by Trish Morrison, The Sorceress designed by Aly Morrison

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CITADEL MINIATURES

DARK ELVES

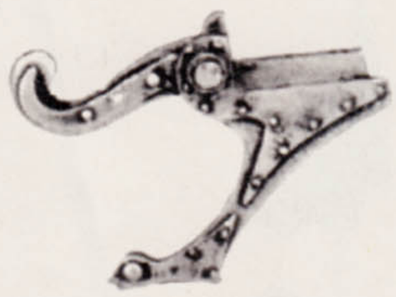
DARK ELF REPEATER BOLT THROWER



REPEATER BOLT THROWER CREWMAN 1
75912/1



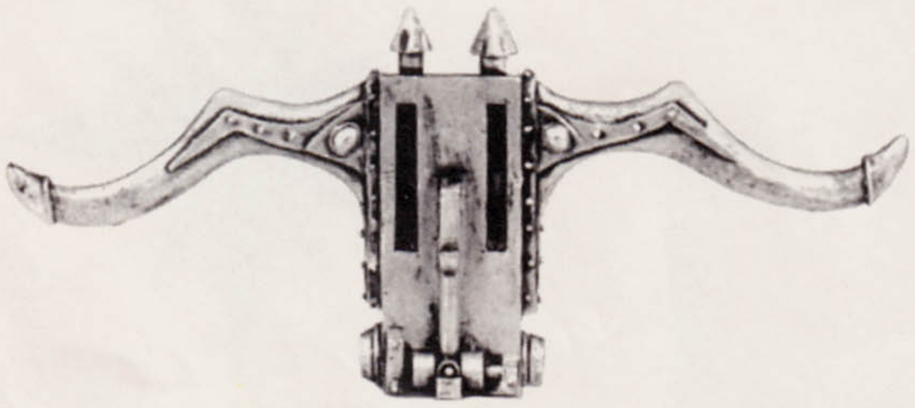
REPEATER BOLT THROWER CREWMAN 2
75912/2



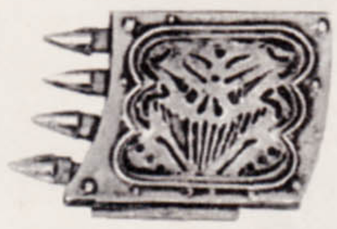
REPEATER BOLT THROWER LEVER
75912/6



REPEATER BOLT THROWER STAND
75912/7



REPEATER BOLT THROWER BOW
75912/3



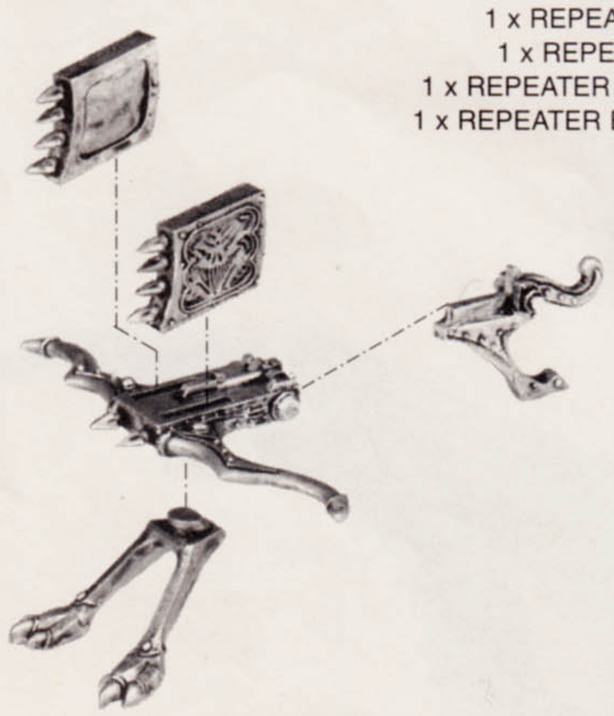
REPEATER BOLT THROWER LEFT MAGAZINE
75912/5

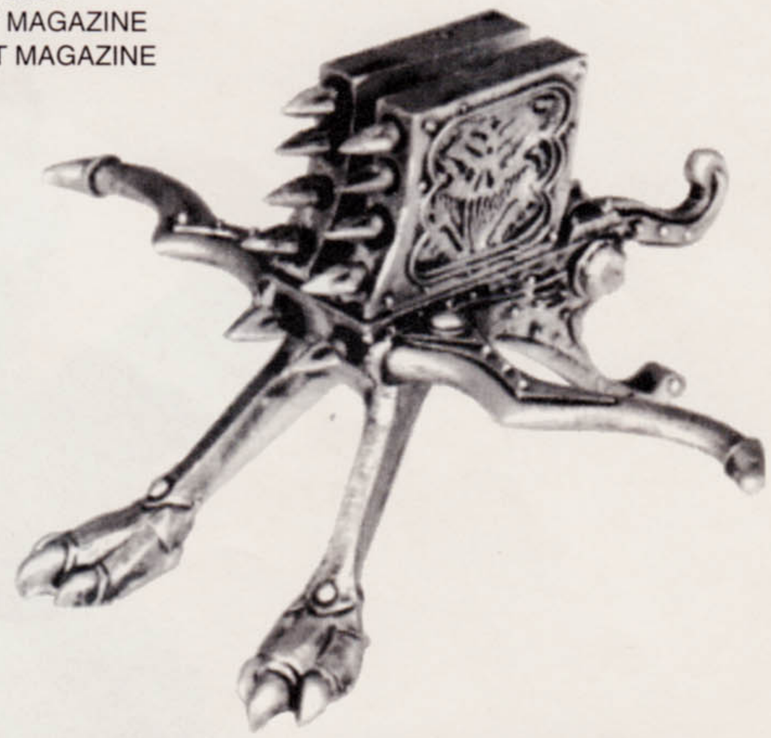


REPEATER BOLT THROWER RIGHT MAGAZINE
75912/4

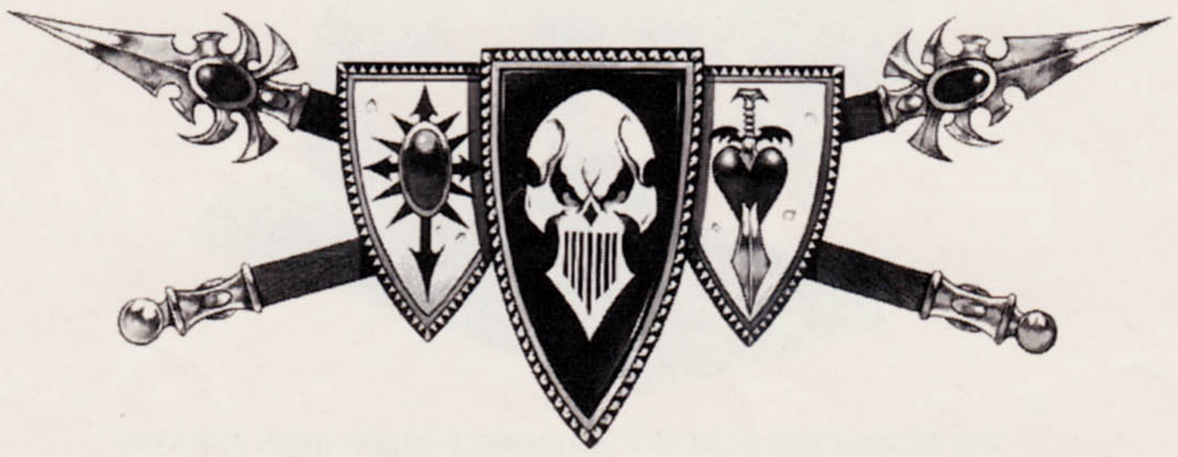
A COMPLETED
DARK ELF REPEATER BOLT THROWER
CONSISTS OF:

1 x REPEATER BOLT THROWER CREWMAN 1
1 x REPEATER BOLT THROWER CREWMAN 2
1 x REPEATER BOLT THROWER LEVER
1 x REPEATER BOLT THROWER STAND
1 x REPEATER BOLT THROWER BOW
1 x REPEATER BOLT THROWER LEFT MAGAZINE
1 x REPEATER BOLT THROWER RIGHT MAGAZINE





A COMPLETED DARK ELF REPEATER BOLT THROWER



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CITADEL MINIATURES

Designed by Aly Morrison and Norman Swales

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DARK ELVES

DARK ELF GENERAL MOUNTED ON ARMOURED COLD ONE



DARK ELF GENERAL'S TORSO
75913/1



DARK ELF GENERAL'S LEGS
75913/2



ARMOURED COLD ONE HEAD
75913/3



COLD ONE TAIL 3
0530/15



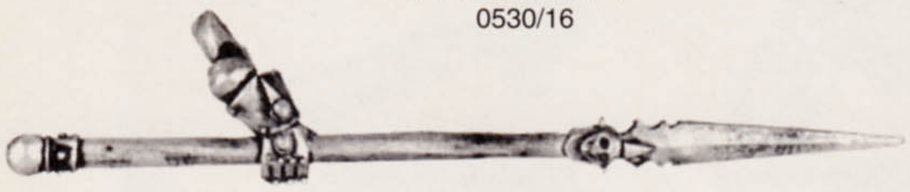
COLD ONE TAIL 4
0530/14



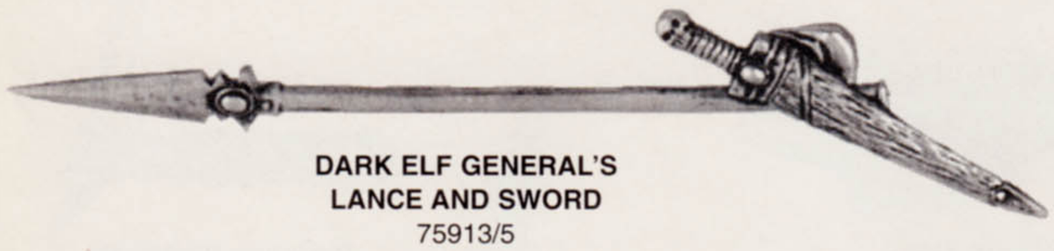
COLD ONE TAIL 2
0530/17



COLD ONE TAIL 1
0530/16



DARK ELF GENERAL'S LANCE
75913/4



DARK ELF GENERAL'S LANCE AND SWORD
75913/5



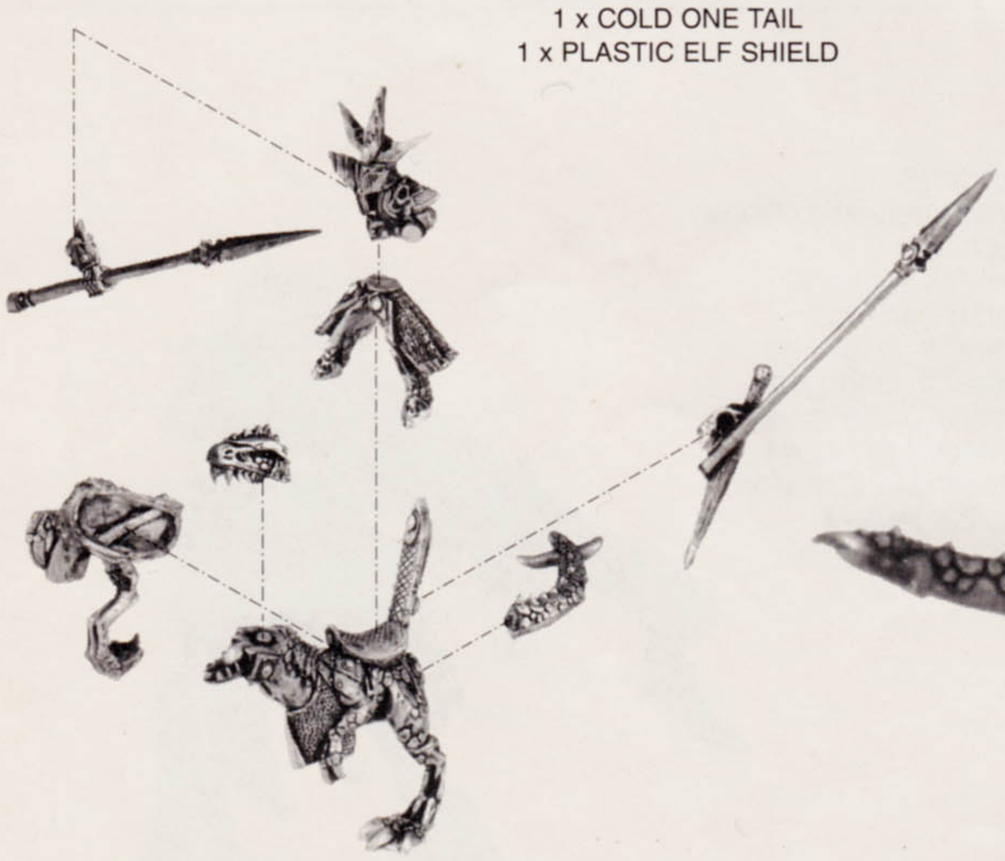
ARMOURED COLD ONE RIGHT BODY
75913/7

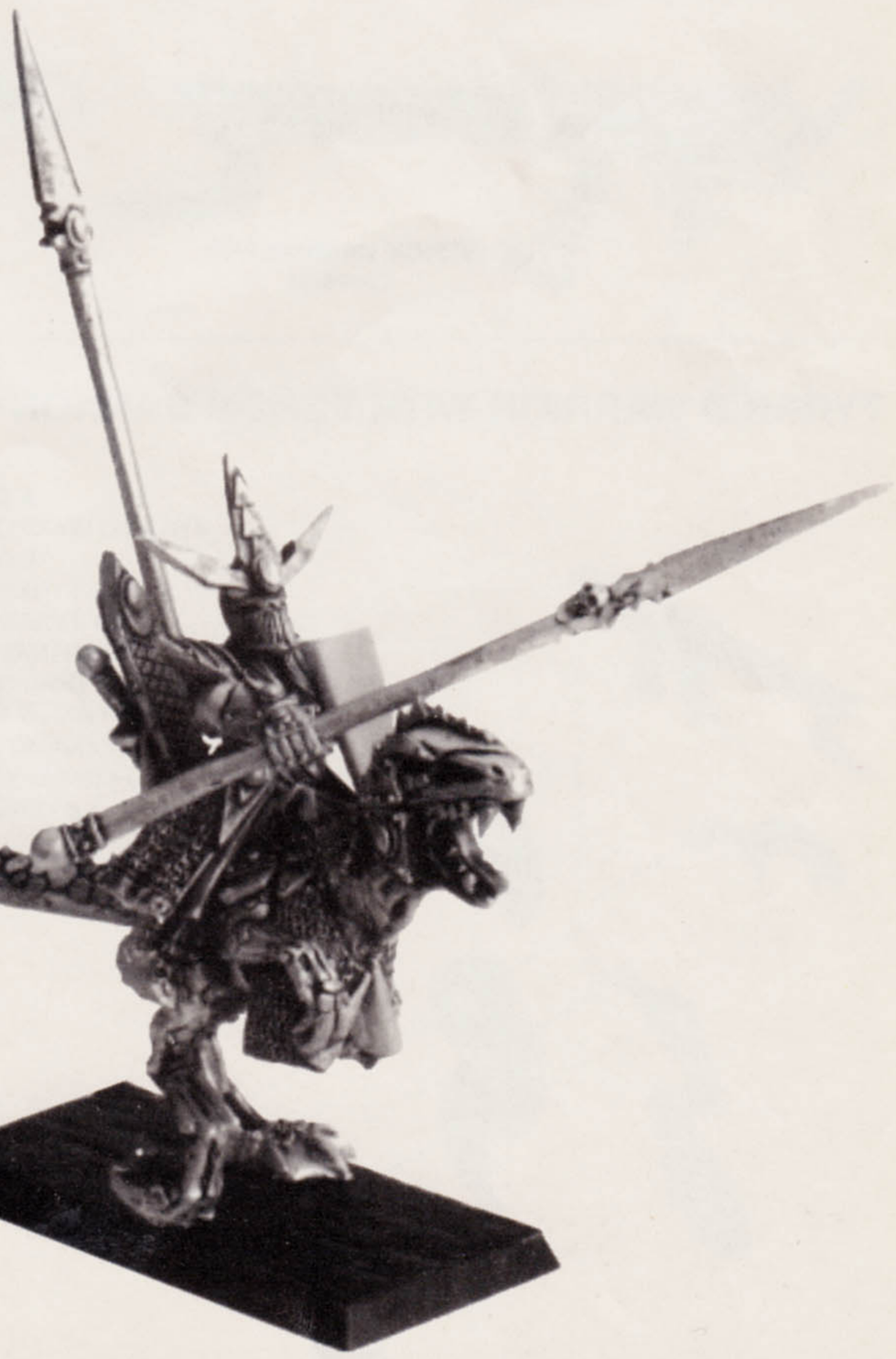


ARMOURED COLD ONE LEFT BODY
75913/6

A COMPLETED DARK ELF GENERAL MOUNTED ON ARMOURED COLD ONE CONSISTS OF:

1 x DARK ELF GENERAL'S TORSO
1 x DARK ELF GENERAL'S LEGS
1 x DARK ELF GENERAL'S LANCE
1 x DARK ELF GENERAL'S LANCE AND SWORD
1 x ARMOURED COLD ONE HEAD
1 x ARMOURED COLD ONE RIGHT BODY
1 x ARMOURED COLD ONE LEFT BODY
1 x COLD ONE TAIL
1 x PLASTIC ELF SHIELD





A COMPLETED DARK ELF GENERAL MOUNTED ON ARMOURED COLD ONE

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TYRANID®

TYRANID WARRIORS



TYRANID WARRIOR HEAD 1
72675/1



TYRANID WARRIOR HEAD 2
72675/16



TYRANID WARRIOR LEFT CLAW
72675/5



TYRANID WARRIOR RIGHT CLAW
72675/6



TYRANID WARRIOR LASH WHIP
0449/8



TYRANID WARRIOR BODY 1
72675/2



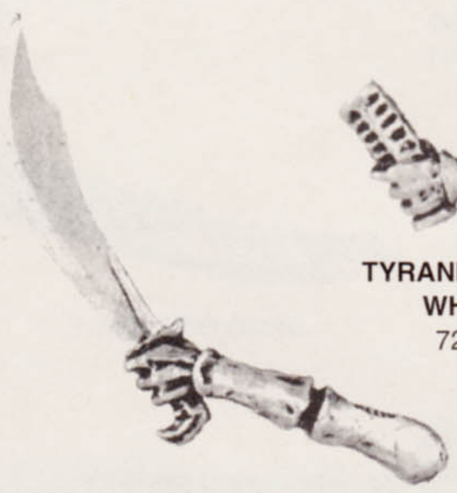
TYRANID WARRIOR BODY 2
72675/17



TYRANID WARRIOR LEFT LEG
72675/3



TYRANID WARRIOR RIGHT LEG
72675/4



TYRANID WARRIOR LEFT ARM WITH BONESWORD
72675/11



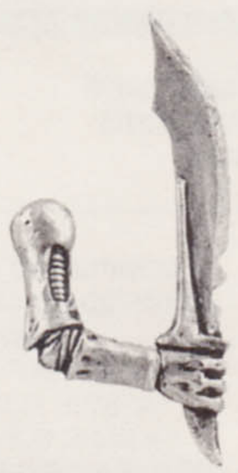
TYRANID WARRIOR WHIP ARM
72677/12



BARBED STRANGLER ARM
72679/15



DEVOURER ARM
72676/10

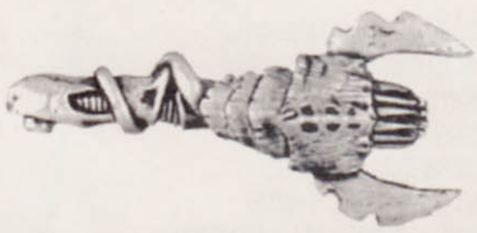




TYRANID WARRIOR RIGHT ARM WITH BONESWORD 1
72675/7



VENOM CANNON ARM
72678/14



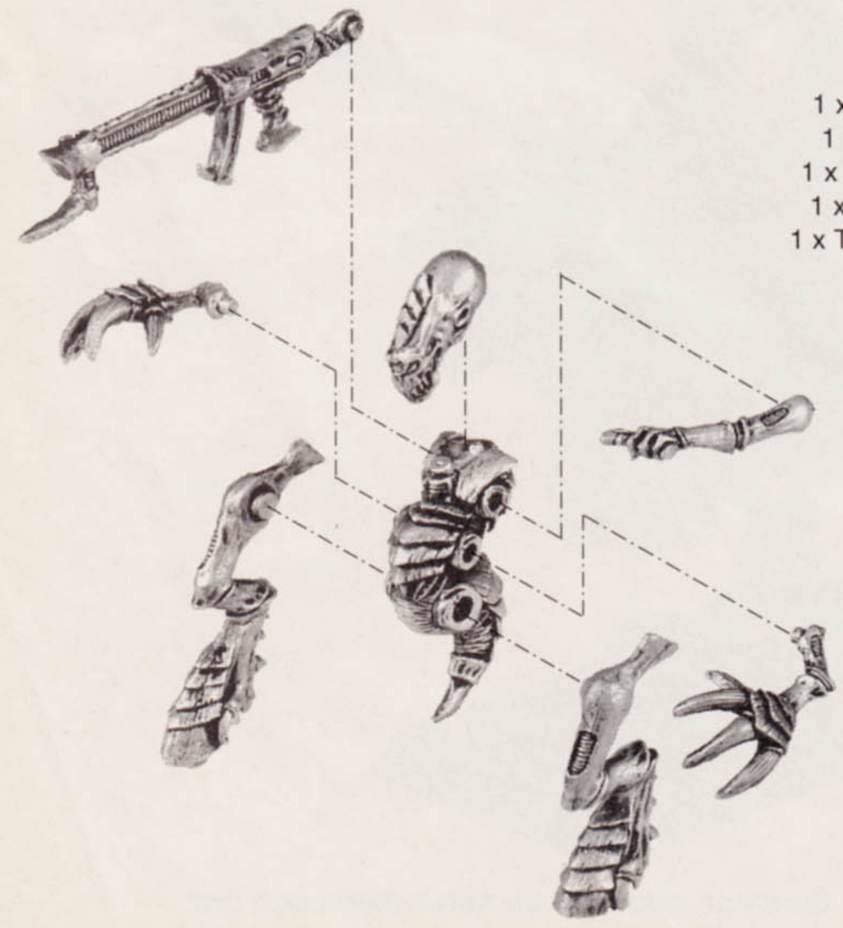
SPINEFIST ARM
72675/8

TYRANID WARRIOR RIGHT ARM WITH BONESWORD 2
72675/18



TYRANID WARRIOR CANNON ARM
72676/9

TYRANID WARRIOR WITH VENOM CANNON



A COMPLETED TYRANID WARRIOR WITH VENOM CANNON CONSISTS OF:

1 x TYRANID WARRIOR HEAD
1 x TYRANID WARRIOR BODY
1 x TYRANID WARRIOR RIGHT LEG
1 x TYRANID WARRIOR LEFT LEG
1 x TYRANID WARRIOR RIGHT CLAW
1 x TYRANID WARRIOR LEFT CLAW
1 x TYRANID WARRIOR CANNON ARM
1 x VENOM CANNON ARM



AN EXAMPLE OF A COMPLETED TYRANID WARRIOR WITH VENOM CANNON

CITADEL MINIATURES

CITADEL MINIATURES

Designed by Alan Perry

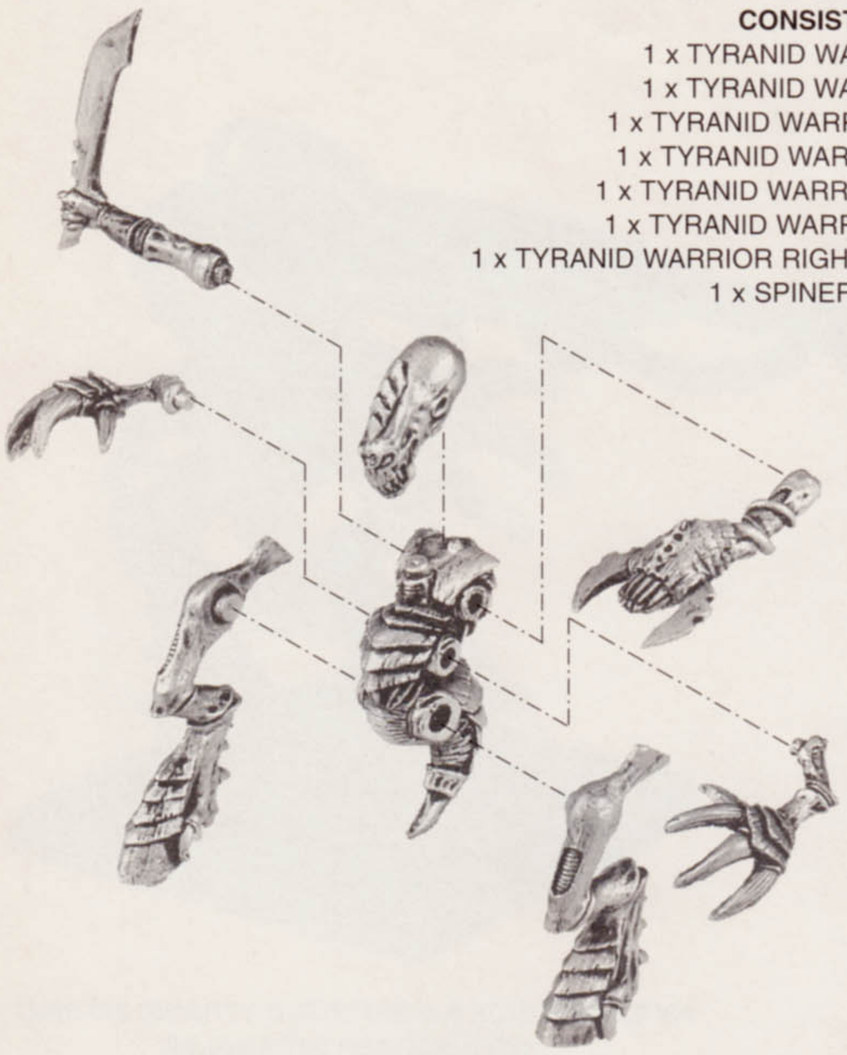
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TYRANID®

TYRANID WARRIOR WITH SPINEFIST AND BONESWORD

A COMPLETED
TYRANID WARRIOR WITH SPINEFIST AND BONESWORD
CONSISTS OF:

1 x TYRANID WARRIOR HEAD
1 x TYRANID WARRIOR BODY
1 x TYRANID WARRIOR RIGHT LEG
1 x TYRANID WARRIOR LEFT LEG
1 x TYRANID WARRIOR RIGHT CLAW
1 x TYRANID WARRIOR LEFT CLAW
1 x TYRANID WARRIOR RIGHT ARM WITH BONESWORD
1 x SPINEFIST ARM





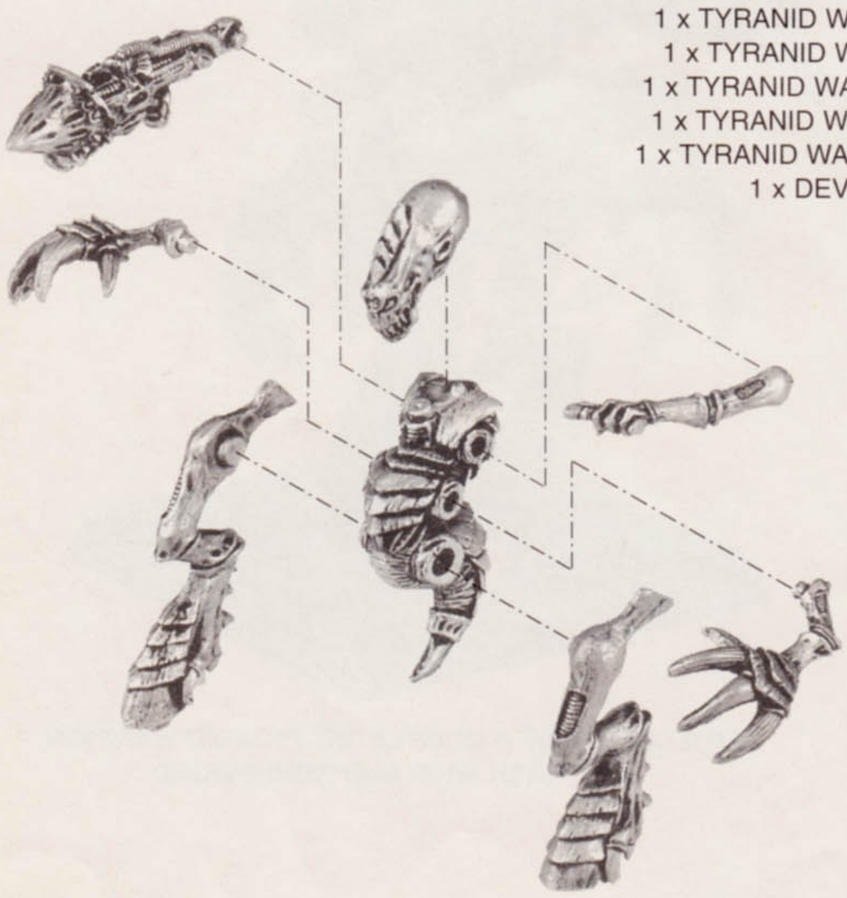
AN EXAMPLE OF A COMPLETED
TYRANID WARRIOR WITH SPINEFIST AND BONESWORD



TYRANID WARRIOR WITH DEVOURER

A COMPLETED
TYRANID WARRIOR WITH DEVOURER
CONSISTS OF:

1 x TYRANID WARRIOR HEAD
1 x TYRANID WARRIOR BODY
1 x TYRANID WARRIOR RIGHT LEG
1 x TYRANID WARRIOR LEFT LEG
1 x TYRANID WARRIOR RIGHT CLAW
1 x TYRANID WARRIOR LEFT CLAW
1 x TYRANID WARRIOR CANNON ARM
1 x DEVOURER ARM





AN EXAMPLE OF A COMPLETED TYRANID WARRIOR
WITH DEVOURER

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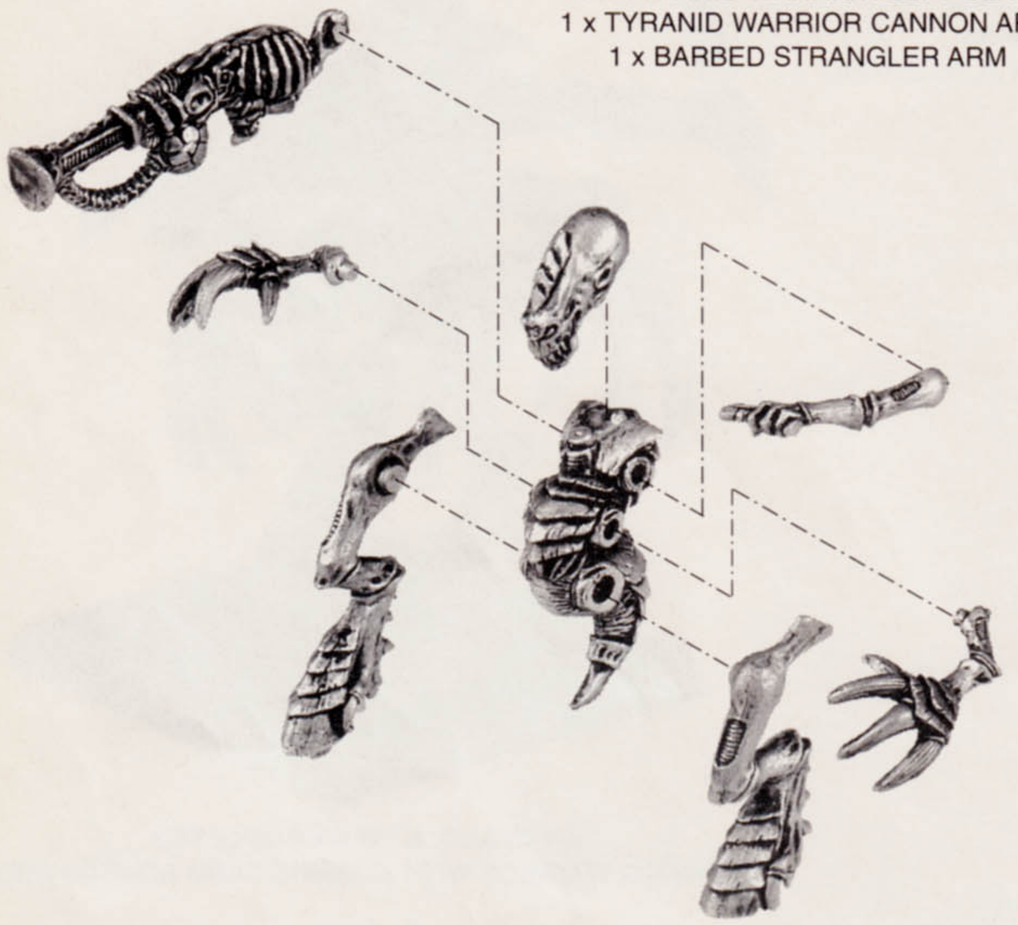
CITADEL MINIATURES

TYRANID®

TYRANID WARRIOR WITH BARBED STRANGLER

A COMPLETED
TYRANID WARRIOR WITH BARBED STRANGLER
CONSISTS OF:

1 x TYRANID WARRIOR HEAD
1 x TYRANID WARRIOR BODY
1 x TYRANID WARRIOR RIGHT LEG
1 x TYRANID WARRIOR LEFT LEG
1 x TYRANID WARRIOR RIGHT CLAW
1 x TYRANID WARRIOR LEFT CLAW
1 x TYRANID WARRIOR CANNON ARM
1 x BARBED STRANGLER ARM



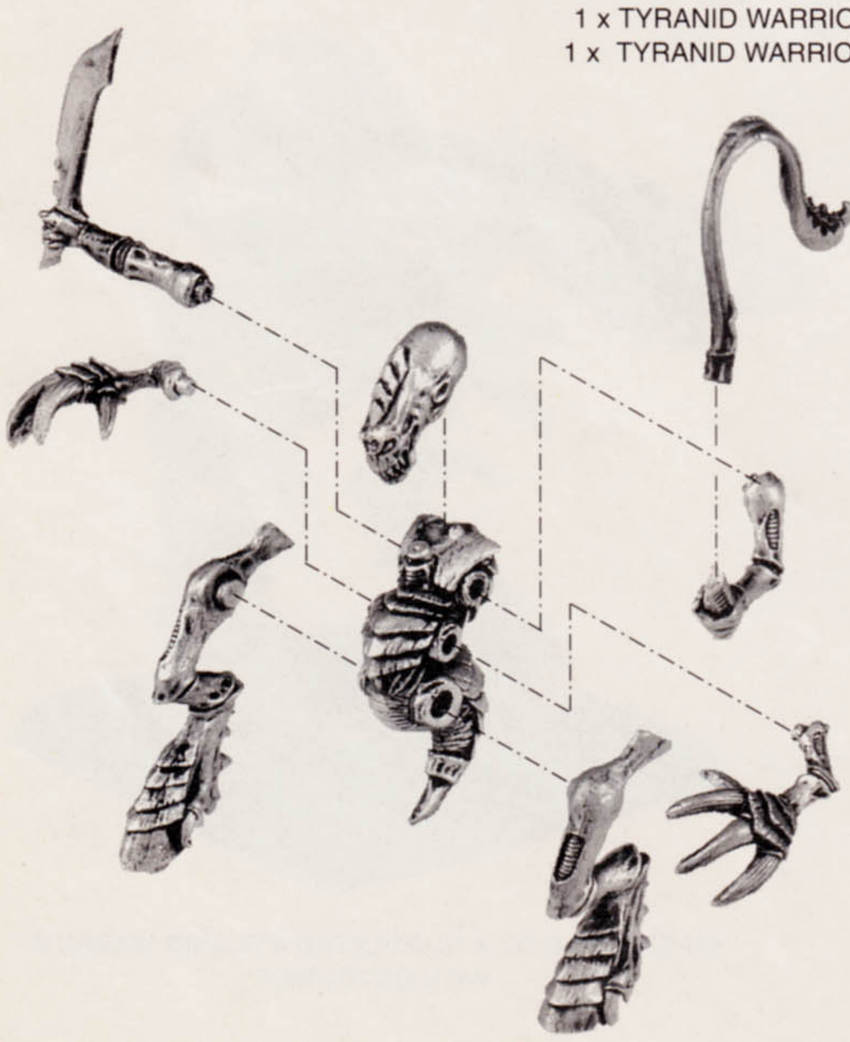


AN EXAMPLE OF A COMPLETED TYRANID WARRIOR WITH BARBED STRANGLER

TYRANID WARRIOR WITH LASH WHIP AND BONESWORD

A COMPLETED
TYRANID WARRIOR WITH
LASH WHIP AND BONESWORD
CONSISTS OF:

1 x TYRANID WARRIOR HEAD
1 x TYRANID WARRIOR BODY
1 x TYRANID WARRIOR RIGHT LEG
1 x TYRANID WARRIOR LEFT LEG
1 x TYRANID WARRIOR RIGHT CLAW
1 x TYRANID WARRIOR LEFT CLAW
1 x TYRANID WARRIOR RIGHT ARM WITH BONESWORD
1 x TYRANID WARRIOR WHIP ARM
1 x TYRANID WARRIOR LASH WHIP





AN EXAMPLE OF A COMPLETED TYRANID WARRIOR WITH LASH WHIP AND BONESWORD

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CITADEL MINIATURES

Designed by Alan Perry

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TYRANID®

HORMAGAUNT



AN EXAMPLE OF A COMPLETED HORMAGAUNT

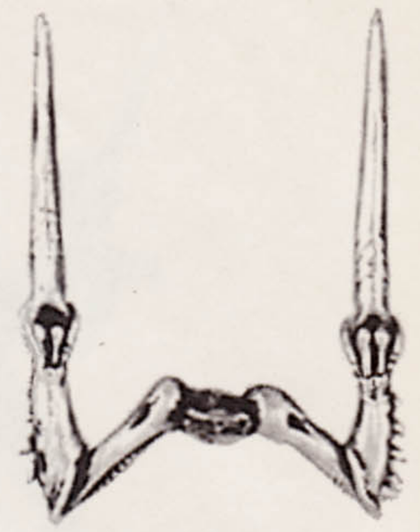
THE COMPLETE HORMAGAUNT CONSISTS OF:
1 x LEFT FORE ARM
1 x RIGHT FORE ARM
1 x REAR CLAWS
1 x BODY



LEFT FORE ARM
72674/5



RIGHT FORE ARM
72674/4



REAR CLAWS
72674/6



HORMAGAUNT BODY 1
72674/2



HORMAGAUNT BODY 2
72674/3



HORMAGAUNT BODY 3
72674/1



Hormagaunts designed by Alan Perry

GENESTEALER



GENESTEALER SPRUE
102747

THE GENESTEALER MINIATURES ARE AVAILABLE IN TWO DIFFERENT SPRUE VARIANTS, AND ARE SUPPLIED AS A BOXED SET OF TEN MINIATURES.

TYRANID WARRIOR



TYRANID WARRIOR SPRUE
120013

TYRANID WARRIORS ARE SUPPLIED AS A BOXED SET OF THREE MINIATURES. THE TYRANID WARRIORS MAY BE ARMED WITH EITHER BONESWORDS OR A DEATHSPITTER.

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CITADEL MINIATURES

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IMPERIAL AGENTS

IMPERIAL ASSASSIN – CALLIDUS



COMPLETE CALLIDUS



CALLIDUS BODY
72214/1

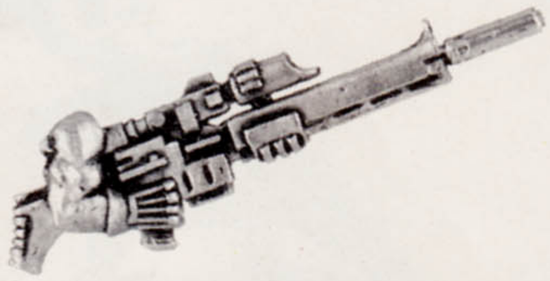


CALLIDUS LEGS
72214/2

IMPERIAL ASSASSIN – VINDICARE



COMPLETE VINDICARE



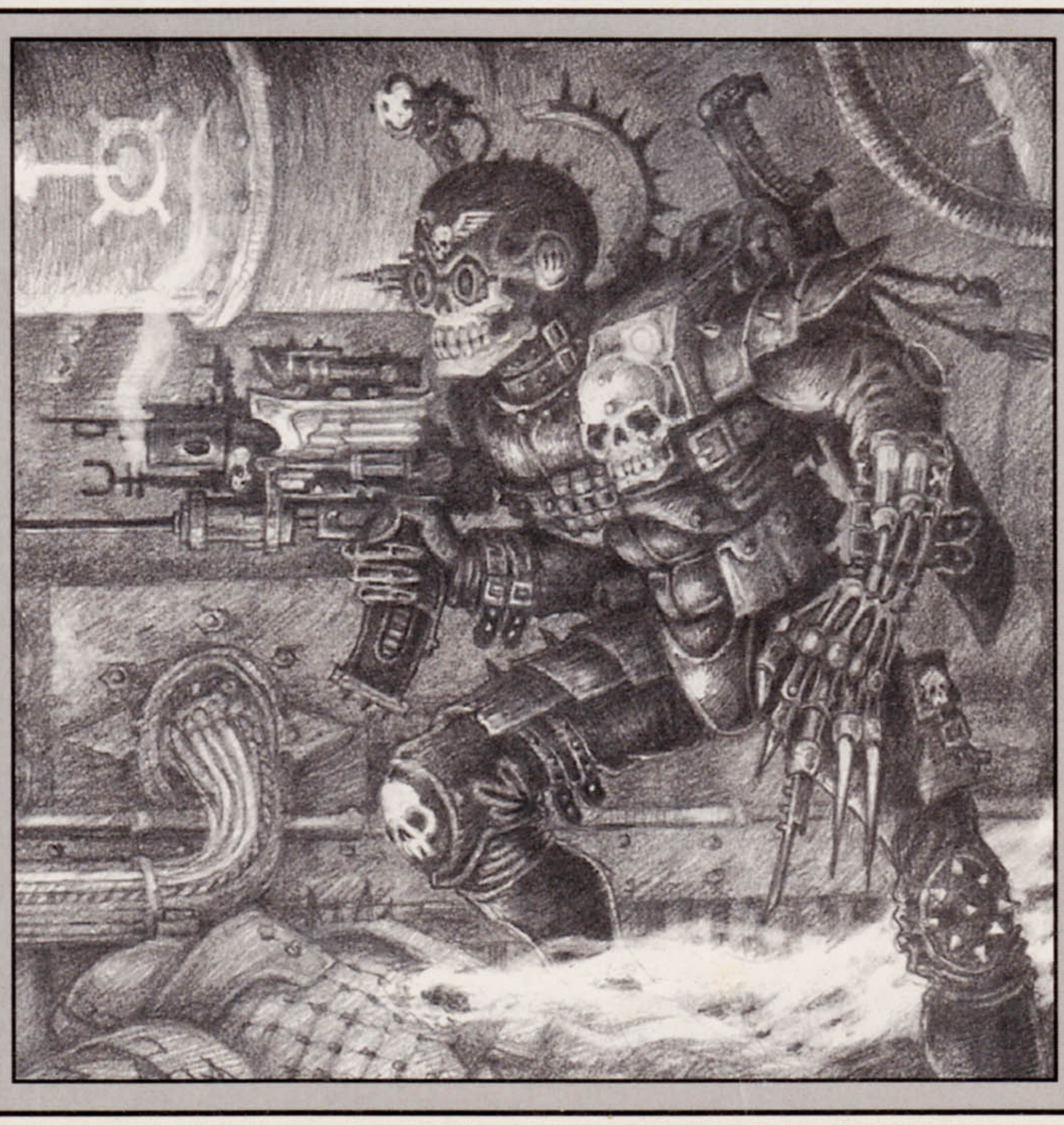
EXITUS LONG RIFLE
72213/2



VINDICARE BODY
72213/1

Designed by Jes Goodwin

The Emperor knows there is darkness in the human soul that can never be brought into the light, an evil that must be crushed before it is seen, for knowledge of it would blight mankind and bring low his every endeavour. The Assassins protect the future of humanity by eliminating the few who become tainted with abomination, treachery, and other gross evils too heinous to name. They are like a fine needle that reaches to the heart of evil and punctures its rotten core. For every world that is led into rebellion by a treacherous Lord how many more are saved by the knife of the Assassin? How many more would fall to Chaos and the eternal torment of damnation were it not for the poisoned cup and toxin dart? And how many worlds would suffer the cleansing fire of Exterminatus? None can answer these question. The Assassins work silently and without thanks. They are the bloody handed and secret saviours of the Imperium.



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WARHAMMER 40,000

IMPERIAL CHIMERA™



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The Imperial Chimera is a versatile and deadly effective armoured personnel carrier. Used extensively throughout the Imperium, it is able to thunder across the battlefield deploying squads right into the thick of combat. As it rolls forward, its heavy bolter and deadly multi-laser provide devastating fire support which cuts bloody swathes through the enemy ranks.

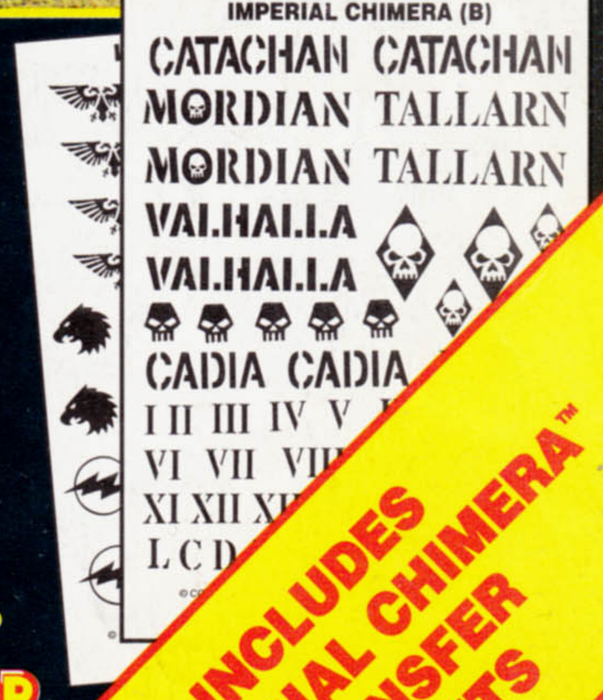
This boxed set contains a complete Imperial Chimera plastic kit. The box also includes 2 sheets of Citadel waterslide transfers so that you can complete your Imperial Chimera in the markings of your choice.

This highly-detailed plastic kit is moulded in a hard styrene compound which is particularly suitable for modelling and painting. This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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GAMES® WORKSHOP



INCLUDES 2 IMPERIAL CHIMERA™ TRANSFER SHEETS



IN THE NIGHTMARE BATTLEFIELD OF THE NECROMUNDAN UNDERHIVE, ORLOCK, DELAQUE AND ESCHER GANGS FIGHT TO THE DEATH!