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GAMES[®] WORKSHOP[™] AND CITADEL[™] NEWS

WARHAMMER MAGIC

Work is now complete on Warhammer Magic, the first boxed supplement for Warhammer.



Warhammer Battle Magic adds wizards, spells and many new magic items to the Warhammer game. Special rules and unique spells are included for the eight Colleges of Magic plus High and Dark Magic. There is Waaagh Magic for Orcs and Goblins, Skaven magic and spells for Chaos gods. Magic items include many powerful magic swords, armour, talismans, amulets and rings, plus staffs, rods and scrolls.

The Warhammer Magic rulebook contains full game rules for using all the new magic spells and artifacts in your games, a full colour section illustrating Battle Wizards and an expansive history of magic in the Warhammer World.

GOLDEN DEMON 93

Following the brilliant success of Games Day '92, we've now set to work preparing for next year's **Golden Demon Awards**. Once again the grand finals will be held at Birmingham NEC on Sunday 2nd May, but this event will be preceded by the regional heats held at Games Workshop stores throughout the country.

We'll be setting the categories and rules for the competition over the next few weeks, so watch out for the details in the next issue of White Dwarf and get



High Elf Lord



High Elf Mage

A couple of months ago, we previewed one of the new High Elf character models from the talented hands of Citadel designer **Jes Goodwin**. As you can see Jes has now completed this miniature and also finished a High Lord. Everyone here at the Studio can't wait for their release.

WRAITH NEW TOUR

painting!

Warhammer Records band **Wraith** have now signed with the **Bigrock Agency** and will be going out on tour throughout November and December. Confirmed dates include:

- 30th Oct: Norwich Oval Rockhouse
- 4th Nov: London Marquee
- 19th Nov: Worcester Northwick
- 21st Nov: Oxford New Inn

26th - 29th Nov: Wales:
Cardiff, Llanllyfenni, Tonypandy, Swansea
12th Dec: Southampton Boogies

There are also confirmed shows in:
Harlow, Southend, Scunthorpe,
Kidderminster and Birmingham with
precise dates to follow.

The Wraith Video which we previewed at Games Day has now been finished and will be shown on MTV in the near

GAMES[®] WORKSHOP[™] PROOF READER

We are currently looking to employ a proofreader to check all copy before it goes to press. This includes magazine articles, adverts, mail order pages, rulebooks, product boxes and game components which incorporate written material. The work involves checking for grammar, spelling, punctuation, missing words, repeated words and incomplete sentences (a particular problem with desktop publishing!).

We need someone with a very high standard of English, who will positively enjoy searching for and correcting mistakes, while being able to hold in mind the overall meaning and purpose of the copy. Games Workshop has evolved a series of complex fictional worlds in which our games are based. Although it is not essential that applicants have prior knowledge of our games, you must be prepared to familiarise yourself with them to progress. Many mistakes can be intercepted if you know about the games - the difference between an Orc and an Ork is a crucial one to us!

Please write, with your personal details and English qualifications to:

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BATTLE FOR ARMAGEDDON

Winning the Battle For Armageddon

By Bill King

On the war-torn world of Armageddon humanity's staunch defenders fight a bitter war against the mechanised hordes of Ork Warboss Ghazghkull Thraka. Imperial Guard forces strive desperately to avoid being over-run by the huge Ork armies. Everywhere human warriors look to the sky and pray for salvation. High above them, in deep space, three entire Chapters of Space Marines race to the rescue...

Battle for Armageddon is Games Workshop's new game of strategic conflict in the 41st Millennium. One player controls three entire Ork clans as they seek to overcome the last bastions of human resistance on the embattled Hiveworld. The other player masterminds humanity's heroic defence. The game is played on a mapboard with full-colour counters representing the vast array of forces available to both sides. Battle for Armageddon gives you the chance to fight battles on a scale far greater than in any of Games Workshop's other games. You can decide whether Ghazghkull grinds Armageddon under his iron heel or whether he is brought low by defeat. This is 41st Millennium warfare at its most apocalyptic.

PLANNING

To win at Battle for Armageddon you need courage, tenacity and luck, but what you need most is a plan. You need to set yourself long term objectives and short term goals. Each goal achieved should bring you closer to your objective and to final victory.

If you are the Ork player your objectives are easily defined. You must capture three of the great hive cities. If you do this you will win. All your short term goals should be aimed at achieving this final objective. You need to smash through the Imperial front line, overcome any resistance and race on to capture the hives. By doing this you ensure victory. Its no use sitting on the base line and letting the Imperial player come to you. It's pointless chasing small units of Rough Riders with the main body of your force just for the satisfaction of the kill. You must take those hives, and the quicker the better. Along the way its usually worth destroying any factories you come across. This erodes the Imperium's industrial base and makes it less likely for them to be able to mount an effective counter-attack.

As the Imperial Player you must stop the Ork achieving his goals. Only then will you have a chance of victory. The Imperial Player has two objectives. The first is to prevent an

Ork victory by denying him his objectives. The second is to win by launching a massive counter-offensive, re-capturing the lost hives and killing the Ork Warboss. Achieving the first will give you a draw. Achieving the second is more difficult. If you score an Imperial victory award yourself the rank of Hero Of The Imperium.

During the game both players should set themselves goals, small tasks that can be achieved in a turn or two. If you are the Ork player this is easy-your first goal is to break through the Styx-Chaeron line. Once through decide what hives you are going to take and go for them. If Imperial forces get in your





In this set-up, the Evil Sunz are poised for a massive breakthrough in the north. In the centre, the Goffs have massed, ready to smash through the border defences manned by the 1st and 2nd Imperial Guard and the Bad Moons are ready to exploit the breakthrough. The Imperial forces have been committed to a strong defence in the south, guarding the approaches to Helsreach. North of the mountains, they are trusting in the difficult terrain to slow down the Ork advance.

way, crush them! Do not lose sight of your aims though. Give each clan a target to achieve and don't be distracted from it.

As the Imperial Player your first goal should be to hold up the Ork advance at every opportunity. Your second goal should be to fortify your hives as quickly as possible. Your third goal is to keep as many troops alive as you can. Most importantly aim to get in a build phase every turn, because it's the only way you will ever have enough forces to stop the Orks.

Give ground but make the Orkish scum pay for every inch they advance. Don't try to mount early counter-attacks in the face of overwhelming odds. These are futile. You are outnumbered and outgunned. If you get the chance of a relatively easy kill, take it – otherwise husband your forces carefully. In the early stage each Imperial unit lost is worth far more correspondingly than each Ork unit.

There is no avoiding it – you *will* take casualties. At least one hive will fall. At the start, when you see that onrushing Ork Horde, its easy to panic, to feel that the task is impossible. It is not. The trick is to let your lads sell their lives as dearly as possible. (Some ways of doing this will be presented later.) Stay calm. Don't panic at the sight of that inexorable green tide. Hang in there. If you can hold on till the Space Marines arrive you'll get your chance to inflict some heavy Ork casualties. Remember that help is on its way. Have faith in the Emperor.

THE IMPERIAL SET-UP

This is a time when, as the Imperial Player, you can win or lose the game without even realising it. Before the game you should decide which hives you will defend strongly.

Helsreach is very defensible. Hades less so. Acheron and Tartarus will only be vulnerable to a massive Orkish breakthrough. Infernus is the easiest for the Orks to take and the hardest for you to defend. I don't even try. Every Imperial life wasted here is blood spilled in vain. My advice is: be ruthless, leave the Infernus Hive Defence to its fate.

You have no choice about part of your set up; you must place the fortifications and the Border Guard along the far banks of the Styx and Chaeron. You must place the Hive Defence Forces on their hives. You've have got to place the hives and factories on the appropriate areas.

You have some control over the placement of the 4th through to the 7th Imperial Guard Armies. You must place them somewhere along the Styx-Chaeron line but you decide where. Bearing in mind that these border units are going to feel the full fury of the initial Ork attack you need to place them where they have some chance of survival. Forget the Border Guards; they are already dead men, they just don't know it yet. If you're clever the Guard armies might just have a chance.

The border is heavily defended. Fortifications double the defence strength of any units on top of them. This is a big advantage so don't throw it away. Look carefully at the map. The Ork forces are packed tight along a narrow front. There are only two areas that they can attack from three points, these are where the Styx and the Chaeron emerge from the Palidus Mountains. Everywhere else they can attack from only two areas. You can make these things work in your favour.

If you wish you could place all the Guard armies along the front line, one on top of each Border Defence unit. This makes it hard for the Orks to break through along the line. Alternatively you could decide to hold the Helsreach side of the board strongly and place two Guard armies on each fortification along the Styx. This makes it very hard for the Orks to break through between the Styx and the Stygies where the terrain is more open and which is their easiest line of attack. It's a fair bet that two Ork clans will attack here. Up along the Diabolus where the terrain is difficult and attackers are channelled by the Mountains and the Ash Wastes it is easy to hold up the Ork advance with only one or two units by creating bottlenecks at strategic points. As the Imperial Player you are buying time till the the Marines arrive and your factories spew out reinforcements. Any opportunity to slow the Orks up is to be welcomed.

Whether you decide to hold a long front or just the Styx, my advice is to place the bulk of your remaining forces along the Stygies, on the far side of the river, south of their factory guarding the approach to Helsreach. The factory and the Ash Wastes will slow the Orks down and your forces will be well placed for a counter-attack against anyone who breaks through your front line. All you need to place along the Diabolus is one unit of Rough Riders to plug the gap on the seacoast next to Mount Diablo. The factory and the Ash Wastes will slow the Orks down a bit here.

Your next decision is where to place Yarrick. The best place for him is in a hive where he can inspire the defenders. Assuming you've already decided to abandon Infernus then the next best place for him is Hades or Acheron. I think Helsreach can be heavily enough defended without him; Tartarus is so far away that if the Orks have reached it you are already in deep trouble. Remember Yarrick is one of the Imperium's greatest heroes. Wherever he is the Orks will have trouble.

The Imperial forces are now ready for war.



THE ORK SET-UP

As the Ork player you are spoiled for choice! Your only real decision is where to put your clans to do the most damage. There are some basic decisions. The Evil Suns are highly mobile so they can be used to spearhead any breakout through the Imperial line. The Goffs are hard but slow. The Bad Moons are somewhere in between. In general keeping the clans together as much as possible is a sound Orky tactic so start as you mean to go on. Along the Styx you can place a clan so it can attack the Imperial line from three areas. The same is true along the Chaeron. The clan sandwiched in the middle can attack on either side from two areas. I think the best bet is to attack across the Styx with two clans. There's just not enough room at the top of the board because the Ash Wastes inhibit movement.

I tend to set up each clan according to the following basic principles. Gargants should be in the front line stacked along with a Gretchin and the Madboyz. Beside them I put two Nobz stacked with a Gretchin. This gives me a total attack strength of 30 and the possibility of getting the maximum use out of the 'Madboyz Go Bonkers' card if I have it on the first turn. The two Nobz can advance after combat and pour through any gap. The Gretchin are there to be removed in the case of any casualties. If you're feeling really aggressive you can always stack Hordes or other powerful units with your Nobz and Gargants rather than Gretchin. This will increase your hitting power but will make any casualties you take so much more nasty. Anyway, set up your units so you can bring the maximum force to bear on the weakest Imperial units. Try and get the best odds you can. Don't hesitate to use a special card like the Giant Rokkii if you feel you need it. It is absolutely imperative that you break through the Imperial line as fast as possible.

I set up my mobile units (ie all those with a movement greater than 1) just behind the front line so they can pour through the holes. Ghazghkull should be placed with a strong stack that can defend him. Remember if you lose him before you take your first hive city you've lost the game – so be careful!

Don't forget that units can only be stacked together with units of the same clan. This is important. If your opponent finds a mixed stack he can remove the counters of one offending clan from the area. Once you've placed your counters you're ready to begin. Select your strategy cards and deal your special cards.

THE FIRST TURN

The first turn is unique in that it's probably the only turn in which both players will know in advance exactly what their opponent intends to do, so it's worth looking at in some depth. After that you'll both have made your plans so you're on your own.

As the Orks my first strategy card will almost invariably be a Combat and Movement. First the attack to break the Styx-Chaeron line then the Movement to race through the gap. My second card is a Movement and Combat so that I can move more forces through and then attack again. By the end of the first turn I aim to break through the second Imperial line. Since I always have initiative on the first turn I have no worries about being able to implement this plan.

As the Imperial Player one of your few advantages on turn one is having a fair idea of what the Orks will do. I usually play a Building and Movement as my first card so that I can get as many Hive Gangs on the map as I can. I use these to bolster the Imperial second line. My second Strategy card is normally Movement and Combat, which allows me to respond to any potential Ork Breakthroughs.

From here on things get complex and it's easier to talk about general principles than specific tactics.

ATTACKING

The thing to remember is that as the attacker you control the basic odds. You never have to attack. Your best bet is to move into a position where you can concentrate your forces to gain an overwhelming advantage. Remember you can only make one attack on any specific area so make it count. One trick is to jockey your forces to get the best odds possible – never attack at 29 to 5 when you could attack at 30 to 5. That's the difference between a 5 to 1 and a 6 to 1 attack. Always look to see if you can stack your counters when you go into a battle in such a way as your odds are maximised. You'll be surprised how often you can do this.

There are several other clever things you can do when attacking. You can surround an opponent so he cannot retreat. This means any result that forces a stack to retreat will eliminate it instead. If you can't do this another trick is to leave the enemy stack a line of retreat that is into an area that you can attack with another stack. This will automatically eliminate it too.

If you are ever called on to remove one of your own attacking counters, because of an exchange result for example, then always remove the worst rather than the first that comes to hand. It's better to lose a Gretchin than a Gargant. Sometimes it's even worth stacking bad units with good ones simply for this purpose – even Gretchin have their uses!

Once you've won you can move any attacking units with a movement of 2 or more into the vacant area. Always think before you do this. Ask yourself – is it worth it? Will the mobile units be made vulnerable by moving forward. Sometimes, when you want to punch through a defensive line, for example, you need to move in just to keep the gap open. There will be other times when it isn't worth it.

When calculating odds bear in mind that forces that can't retreat are always eliminated when called upon to do so. So you can take a hive even on an exchange result (unless Yanrick is there.) This is a good thing to know when you are playing the Orks.



In the north, the Evil Sunz have broken through and are racing towards the Imperial second line. The Goffs destroyed the 1st Guard Army using a giant rokkit and then overran the Imperial position, pushing the 2nd Guard Army back into the ash wastes. In the south, the Bad Moons suffered a set-back, losing many Gretchin in a fruitless 1-to-1 attack against the Imperial stronghold.



The Orks have broken through and taken both Helbreach and Infernus Hives. Only a thin Imperial line now holds back the Goffs. The Space Marines have arrived, and now form the core of a second Imperial line guarding the approaches to Tartarus and the vital factories beyond the river Hemlock. The Evil Sunz are poised to strike south at the factory between the two Imperial lines.

DEFENDING IN DEPTH

As the Imperial Player one of the hardest concepts to get used to is the idea that standing and fighting can be fatal. In the early turns of the campaign this is the easiest way to lose the game. Your best bet is to run away and build, build, build!

Running away doesn't simply mean moving your counters away from the Orks. It means maintaining a line. To do this you must leave no vulnerable gaps in your defensive line that the Ork can pile Bikeboyz and other fast moving units through. If he can do this he can break through to the vulnerable factory units and unprotected hives. He can also encircle your brave forces and cut off their supply. This is deadly because it means units can die without ever firing a shot. Starved of food and ammo they must surrender or die.

I try to prevent this by desperately plugging any gaps that may occur in the line. Hive gangs, Rough Riders, even factories, anything will do just so long as that hole is filled. If you keep a continuous line from the top of the map to the bottom you will obstruct the Ork's advance. He will have to stop and fight every phase in order to move. Don't underestimate the use of Ash Wastes in creating a line. They serve a similar purpose to your units – they slow the Ork down for a phase. This is why you can so often afford to hold the Diabolus river weakly. There is enough obstructive terrain to slow the enemy way down.

I try to keep rolling my line back ahead of the Orks. Ideally I keep a space between my units and his. This means he always

has to move and combat. He can't play a Combat and Move Strategy card and thus break through my lines.

Don't think you can always retreat. There are times when this is not possible. You'll have to stand and fight with some units. While I'm doing this I try and form another line behind them so that when the Ork breaks through he hits it. Think of what happens on turn one. The Ork breaks through the Styx-Chaeron line and then instantly hits the Diabolus-Stygies line. If that line were not there he could instantly pile across the river and into the vulnerable plains beyond.

I think a double line, or the best approximation you can make of it, is your surest defence against the Orks. Eventually if you hold it long enough you can build up enough reserves to mount a break out and begin to roll the Orks back.

CUTTING SUPPLY

There is a way to destroy enemy units without ever attacking them. It's called cutting their lines of supply. If you block all the routes a unit can trace back to its supply areas then that unit is out of supply and will die at the end of the turn unless its on a fortification or in a hive or factory. Even if it is, it still has a good chance of being removed. For the Orks this can be an easy way of taking out those stubborn and well-defended hives. Hades in particular is vulnerable to this since the Orks need only occupy three areas to put it out of supply. Even Yarrick can be starved to death.



The Orks have encircled Hades and are attempting to starve Yarrick to death. The Evil Sun; Battlewagons on the extreme right-hand side have cut off the Imperial supply point and are threatening to put Acheron out of supply unless the Imperial commander can force open an alternate supply route.

Cutting a force off from its supply areas can eliminate great swathes of an enemy. If an Ork force advances too far it is particularly vulnerable to this. Many a bikeboy has been lost when the Imperial Army formed up its line behind him. (Another reason for forming a line is cutting the supply lines of any raiders in the industrial heartlands.)

SPECIAL CARDS

Special cards are vitally important when played at the right moment. The Orks in particular are well favoured with good special cards. A well timed 'Giant Rokkit' can destroy that Titan Legion or the most stubborn of Hive Defences. 'Psionic

Blast' will reduce the strongest of enemies if you have enough forces in play and 'Ere we go' is useful for replenishing lost forces, when your ranks are starting to thin out. 'Urry up Boyz' can provide extra movement when needed. Most of these cards are particularly useful in the early stages of the game when you are trying to break the Imperial line. In particular the cards which increase your movement or give you an extra combat phase are very useful early on when it's vital that you gain ground as quickly as possible.

For the Imperium probably the most useful one is the Shuttles, enabling you to replenish that vital hive that has gone out of supply. 'For the Emperor' and the 'Virus Bomb' all have their uses too. For The Emperor is very useful when the Marines arrive if you get a chance to attack Ghazghkull with them. Virus bombs are best used on big powerful stacks with Gargants in them.

Remember you can only play one special card during a phase. Never play one if you feel that third vital hive is going to be out of supply at the end of your phase. You may need those supply shuttles to keep you from losing the game.

VICTORY AND DEFEAT

Battle for Armageddon is not an easy game to win. It is a tough hard-fought battle between equally matched opponents. At first, if you are the Imperial Commander, it may seem that the Orks enjoy overwhelming advantages. They have massive numerical superiority, great mobility and some devastating special cards. The Orks surge across the map in a seemingly unstoppable wave. But if you keep your nerve, then your time will come. The shattered forces of the Imperium will rally. As long as you have factories and Hives you can rebuild your lost armies. Once the Hives are fortified they become very defensible indeed. And when the Space Marines arrive the fortunes of war can truly change. A well-timed raid can slay even the mighty Ghazkull. So pray to the Emperor for victory and get out there and turn back that green tide.





ULTRAMARINES TACTICAL SQUAD



Space Marines are the finest of all the Emperor's troops and the ultimate human warriors of the 41st Millennium. There are thousands of different Chapters of Space Marines scattered on their own Worlds throughout the Imperium, each a powerful army in its own right.

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WARHAMMER 40,000 ▶ ROGUE TRADER

VEHICLES

By Jervis Johnson

Since the revised vehicle rules were published in White Dwarf magazine we have received hundreds of letters from Warhammer 40,000 players from all over the world telling us what they think of the new system. The information gleaned from these letters allowed us to further refine and improve the vehicles rules, and the result is the game system printed in the Vehicle Manual.

The rules for any game evolve and change over time, and Warhammer 40,000 is no exception to this. Over the years we've published numerous articles in White Dwarf updating and expanding the original rules in the Warhammer 40,000 book. All of these improvements have made Warhammer 40,000 a much better game, but it can make life a little bit difficult for the new player who has to track down lots of back issues of White Dwarf to bring his rules up to date! This is why we decided to publish a series of supplements with all of the most important rules changes included in them. If you already have the Warhammer 40,000 rulebook you don't have to have the supplements to play the game – the Warhammer

40,000 rules are complete and you can play perfectly enjoyable games with them alone. The supplements simply expand and update the material in the Warhammer 40,000 rulebook in the light of several years of feedback from players, and our own experience of playing the game.

The first supplement we published was the Battle Manual. Since the Warhammer 40,000 rulebook first came out we have made dozens of new models, many of which are armed with exotic weapons that don't appear in the original rules, so we felt that it was important that our first supplement covered all of these new weapons. We also took the opportunity to tidy up the combat rules in light of player's experience and feedback. The Battle Manual updates and expands the combat rules and weapon details from the Warhammer 40,000 rulebook, compiling the original and new weapons published as the game has been developed into one, easy-to-use book.

The second supplement is the Vehicle Manual, and it takes an in depth look at all of the vehicles used in the Warhammer 40,000 universe. The Vehicle Manual is split into two parts: the rulebook and the Datafax cards. The rulebook tells you everything you need to know about all of the different types of vehicle found in the Warhammer universe, including bikes, trikes, dreadnoughts, jet bikes and much more. A number of vehicles have extraordinary abilities or unique weapons, and the special rules you needed to use these vehicles are also included in the Vehicle Manual rulebook. The Datafax section consists of over 25 card stock *Datafax Vehicle Records*, one for each of the vehicle models produced for Warhammer 40,000 by Citadel Miniatures. Each Datafax provides specific information about a particular vehicle, such as its speed, any weapons it carries, the vehicle's armour and so on.

THE VEHICLE MANUAL RULEBOOK

A prototype version of the new vehicle rules were first published in White Dwarf magazine 2-3 years ago. Right from the start it was decided to take a different approach to the original vehicle system which appeared in Warhammer 40,000 rules, which had been rendered largely redundant by the current model range. We tried out various ideas, but eventually settled on a concept which envisaged that every type of vehicle would be represented by a cutaway diagram showing the internal layout of engine, crew, tracks, and so forth. This was combined with a special clear plastic targeting grid, which could be positioned to cover any target area on the vehicle. Deciding where you were going to aim was a simple



matter of positioning the central cross hairs of the template. All the player then had to do was roll 2D6 for the vertical and horizontal axes to discover exactly where his shot landed. As the most common result on 2D6 is 7 (1 in 6 chance) this gave a natural balance towards the centre of the grid. This built-in bias provided a natural basic hit probability of a direct hit – 1 in 36 in fact. The chances of scoring a hit somewhere near your aiming point depended entirely on the size of the vehicle. The final hit location could be 'shifted' a number of spaces depending on the attacker's Ballistic Skill, realistically allowing models with a high BS to be more likely to hit their original aiming point. The same system also increased the average chance of hitting, thereby solving the problem of low hit probability which the two 2D6 dice rolls generated.

Each area on the vehicle has its own armour value, and a special damage table describing what happens to the vehicle if the location takes a hit. For example, damaging a track will have a very different result to hitting the vehicle's ammunition! Once the location that has been hit is determined, a dice roll is made to see if the attack is capable of penetrating the area's armour. If the armour is penetrated then a final dice roll is made on the appropriate Damage Table to see what happens to the vehicle.

Any players who have seen the rules previously published in *White Dwarf* will find much that they recognise in the *Vehicle Manual*, but there are also a number of important changes incorporated into the new rulebook. This means that players who have been using the vehicle rules printed in *White Dwarf* magazine should read the *Vehicle Manual* rulebook just as carefully as any other player, as there are a number of changes we would not want you to miss! For example, although the rules for vehicle movement and armour penetration are left largely unchanged, there is now a special range modifier that reduces the armour penetration of attacks by 1 point for every 24" of range. This realistically reduces armour penetration for attacks made at long range, and makes vehicles more difficult to destroy. There are also new sections of rules describing the crew of each race's vehicles: what they are equipped with, what happens if they leave the vehicle, and so on.

The rules for hand to hand attacks against vehicles have been overhauled to bring them into line with the new close combat rules in the *Battle Manual*. Models that attack a vehicle can now choose to make one of three types of special attack: pounding at the vehicle with a hand to hand weapon, or blasting it at point blank range with a shooting weapon or grenade, or attempting to tear bits off the vehicle with sheer brute strength! There are also rules to cover hand to hand attacks against vehicles that can fight back, like *Dreadnoughts* for example, and a complete set of new rules covering attacks by or against vehicle crews who are able to take part in hand to hand combat, such as bike riders.

Speaking of *Dreadnoughts* and Bikes, each receives their own section in the rulebook detailing the special properties of these machines. *Dreadnoughts* are slow but very manoeuvrable, and are able to enter types of terrain that are restricted to other vehicles, while bikes are fast and have tremendous acceleration, and are capable of making daring skid turns - as long as the rider doesn't crash the machine in the process! Also included in the rulebook is a brand new section describing skimmers like *Land Speeders* and *Jet Bikes*. These vehicles are powered by gravitic-reaction motors which allow them to fly over terrain obstacles and enemy troops, and make 'pop-up' attacks in a similar manner to a modern day fast-attack helicopter.

To round off the rulebook we have included two of the most popular Modelling Workshops from the pages of *White Dwarf*. The first is a simple conversion for the Rhino plastic kit, which turns it into the fearsome Imperial Whirlwind armed with a deadly multi-launcher. The second article shows you how to scratch-build an Ork Gobsnasha tank. Painting instructions and special rules are included for both models, and each has its own Datafax. Which neatly leads us onto ...

THE DATAFAX RECORDS

At the heart of the new vehicle rules system are the Datafax Vehicle Records. This contains over 25 individual Datafax, one for each of the vehicle models made by Citadel Miniatures for Warhammer 40,000. The cards are supplied shrink-wrapped with the rulebook, so you can easily separate the ones you need for your game. Each Datafax tells you everything you need to know about that vehicle when you use it in a game of Warhammer 40,000. The Datafax are printed on card, and bearing a major disaster with a cup of coffee or such like, will last you a lifetime of play.

The Datafax are presented in a new and improved format to make them handier and even more useful than before. The front includes a brief description of the vehicle, its points value, and details of its speed, crew and transport capability. It also has the details of any weapons that can be fitted to the vehicle, listing their range, strength, damage and so on, to save you the bother of having to look up this information on a separate table or in the *Battle Manual*.

The back of the Datafax has all of the damage tables required for the vehicle, many of which have been specially adapted for that particular vehicle. But the most important piece of information on the Datafax is the *hit location template*. This is printed on the front of the Datafax and shows a cutaway diagram of the vehicle, with the armour values and internal layout of the vehicle clearly shown. We've taken the opportunity to modify some of the armour values and cutaway diagrams of vehicles that were previously published in *White Dwarf*, to more accurately show their different strengths and weaknesses.

Also included in the with Datafax is a complete set of cardboard templates and counters that are required for the new vehicle rules. What's more, the section has been cunningly designed so that you can easily take it apart and separate out all of the Datafax records, leaving the cover as a large, A3 sized, reference sheet, jam packed with all the most important rules and tables you will need to use during a game.

THE FUTURE

With the *Vehicle Manual* being complete we have now been able to concentrate our energies on increasing the number and type of vehicle models produced by Citadel Miniatures. The first of these new models will be the Eldar Vyper Jet Bike, a more heavily armed version of the standard Eldar Jet Bike that will already be familiar to players of *Space Marine*. We also hope to be able to make a number of larger vehicle model vehicles in resin, although this process is still in a very early 'experimental' stage at the moment - watch out for further updates in the pages of *White Dwarf*!

White Dwarf will continue to carry Modelling Workshop articles showing you how to paint, convert and scratch build vehicles, as well as proving any new rules and Datafax for any new models that are released. With all of these exciting new releases, the *Vehicle Manual* is destined to become required reading for any serious Warhammer 40,000 player.

LAND SPEEDERS AND JET BIKES

Land Speeders and Jet Bikes hover above the ground by using powerful gravitic jet motors – a highly advanced form of anti-gravity motor. Because of their unique mode of movement they are known as skimmers. When you move a skimmer it has the option of climbing above the terrain features on the table such as woods and buildings so that it can move over them. In addition, they are allowed to make a special type of attack which allows the skimmer to pop up out of cover, make an attack, and then drop back down into cover all in the same turn.

SKIMMER MOVEMENT

A skimmer may move over terrain features without penalty as it can simply fly over any obstacle that gets in its way. The skimmer should also be allowed to finish its move on top of a terrain feature, but as it's next to impossible to balance a Jet-Bike model on top of a building or wood we will say that it may not end a move on top of such terrain.

Skimmers can land if they are travelling at slow speed, but will crash if going any faster. A landed skimmer can move no further on the turn that it lands. The skimmer can take off in any subsequent move phase, travelling off at slow speed.

Skimmers are allowed to halt and remain stationary without landing – this is called hovering. A hovering skimmer may turn by any amount.

OUT OF CONTROL

A skimmer that goes out of control ends its move at the point that control was lost. If it has not moved the minimum distance required for its speed, move it straight ahead until it has done so. In its next turn the skimmer will move out of control 2D6" in a random direction just like any other vehicle. However, you must make an additional roll to see if the skimmer zooms up or down a level as it moves. Roll on this table to see what happens:

- 1 The skimmer swoops down and crashes into the ground.
- 2-5 Stay at same altitude.
- 6 The skimmer zooms straight up, stalls, and then crashes to ground 2D6" in a random direction.



POP-UP ATTACKS

A skimmer that was either stationary or travelled at slow speed in its previous move is allowed to make a special type of attack called a *pop-up attack*. You must declare that a skimmer will pop-up in the move phase. Instead of moving across the table the skimmer moves upwards; place the skimmer on a mug, plastic cup or some other object to show that it has popped up to high altitude. Enemy models that are on overwatch are allowed to shoot at the skimmer as it pops-up – in fact this is usually the only way the skimmer can be shot at when it uses this tactic.

In the shooting phase skimmers that are making a pop-up attack may trace their line of sight to a target as if they were up to 12" above the table – as can any enemy models shooting back on overwatch! Models that fire on a skimmer that has popped up must add 12" to the range. Note that this does not apply when the skimmer shoots back, as the attacking bullets don't have to fight against the force of gravity!

After the attack has been completed the skimmer drops back down – remove it from the plastic cup to show this. In its next turn it can pop-up again, or move off at slow speed.



SKIMMERS IN HAND TO HAND COMBAT

As long as a skimmer is airborne it may only fight other skimmers in hand to hand combat. Skimmers may only be engaged in close combat by troops on the ground if the skimmer has landed. The one exception to this are the crews of skimmers armed with close combat weapons such as swords or pistols. These crewmen are allowed to make 'hit and run' attacks as they move, in the same way as the rider of an ordinary bike.

Therider is always considered to have a better initiative than his target. The combat is resolved using the hand to hand combat rules in the Battle Manual, except that each player may only roll one attack dice no matter what their model's Attacks characteristic normally is, and no matter what the model is armed with. This represents the fact that both sides only have a fleeting moment to deliver their attack before their opponent is gone!

Damage and saving throws are worked out by comparing the strength of the attacker to the toughness of the defender, and using the crewman's armour saving throw and the attacker's saving throw modifier. The armour penetration rules are not used in this case. A crewman can only make one close combat attack against an enemy model during his movement in this way, and may not shoot in the same turn that he made a close combat attack.

IMPERIAL SPACE MARINE LAND SPEEDER

The Land Speeder is a fast two man light attack vehicle powered by gravitic-reaction jets which allow it to fly through the air much like a present day attack helicopter. The Land Speeder's speed and manoeuvrability allow it to be used for scouting in the same way as bikes and jet bikes. However, it carries considerably heavier firepower than these lighter vehicles, and so can be used in much more aggressive roles as well. A tactic much favoured by the Space Marines is to send fast moving Land Speeder detachments deep into enemy territory. Once behind enemy lines the Land Speeders ambush enemy troops, popping up from behind cover, blasting any targets with a sudden barrage of fire, and then vanishing before their surprised opponents get a chance to respond.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Meltagun	0-6	6-12	+1	-	8	D6	-4	
Multimelta	0-12	12-24	+1	-	8	2D2	-4	2" Blast area

Type	Skimmer
Points Value	100
Driver	1
Gunnery	1
Transport	none
Slow Speed	10
Combat Speed	20
Fast Speed	30

The Imperial Space Marine Land Speeder is armed with a melt gun and targeter with 90° field of fire to front, and a Multimelta with targeter with 180° field of fire to front.



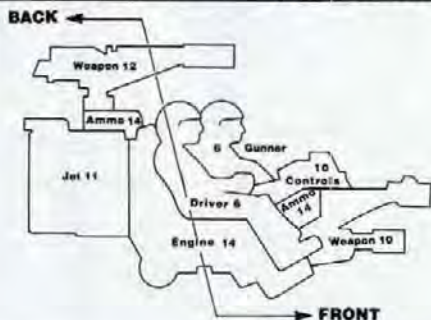
IMPERIAL GUARD LAND SPEEDER

The Imperial Guard Land Speeder is nearly identical to the Space Marine variant, except that the fixed ventral melt-gun and a dorsal multimelta of the Space Marine machine are replaced with a heavy bolter and heavy plasma gun on the Imperial Guard model. The different weapons mounted on the Imperial Guard Land Speeder reflect the different role it is expected to fulfil. On the offensive the long ranged weapons fitted to the Imperial Guard machine are used to provide supporting fire for assaults by Imperial Guard foot troops. On the defensive, Imperial Guard Land Speeders are used as a mobile 'fire brigade', rushing to areas of the front line that are under attack to provide supporting fire for the hard pressed defenders, and then swiftly moving on to the next crisis point.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Heavy bolter	0-20	20-40	+1	-	4	1	-1	
Heavy plasma gun	0-20	20-40	-	-	7	D4	-2	
Low energy	0-20	20-72	-	-	10	D10	-6	
Maximum power	0-20	20-72	-	-	10	D10	-6	1" Blast. 2 turns to recharge

Type	Skimmer
Points Value	100
Driver	1
Gunnery	1
Transport	none
Slow Speed	10
Combat Speed	20
Fast Speed	30

The Imperial Guard Land Speeder is armed with a heavy bolter and targeter with 45° field of fire to the front, and a heavy plasma gun with targeter and 360° field of fire.



LAND SPEEDER DAMAGE TABLES

CONTROLS

- D6 Result**
- 1-2 The Land Speeder moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game.
- 3-6 The rider loses control of the Land Speeder. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

DRIVER / GUNNER

- D6 Result**
- 1-4 The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the Land Speeder will crash to the ground 2D6" away in a random direction. If the gunner is killed then his weapon may no longer be used.
- 5-6 The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the Land Speeder is moving at more than 10" a turn. If the driver is killed then the Land Speeder will crash to the ground 2D6" away in a random direction. If the gunner is killed then his weapon may no longer be used.

WEAPON

- D6 Result**
- 1 The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
- 2-6 The weapon is destroyed and can no longer be used.

ENGINE

- D6 Result**
- 1-2 The Land Speeder coasts 1D6" to the ground and remains immobilised for the remainder of the game.
- 3-5 The engine cuts out and the Land Speeder crashes to the ground 2D6" away in a random direction. The crew are able to leap from the vehicle before it crashes, but will suffer damage if it was moving at more than 10" a turn in its previous move.
- 6 The engine is exploded, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction.

AMMO

- D6 Result**
- 1 Ammunition starts to react dangerously with the air, and chemicals spill into the Land Speeder interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
- 2-6 The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

JETS

- D6 Result**
- 1 The Jet is damaged, reducing its power output. The Land Speeder may not move faster than its slow movement rate for the rest of the game.
- 2-5 If already stationary the Land Speeder is permanently halted. If moving it will move at slow rate next turn and then come to a halt.
- 6 The Jets go wild and the Land Speeder hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

LAND SPEEDER DAMAGE TABLES

CONTROLS

- D6 Result**
- 1-2 The Land Speeder moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game.
- 3-6 The rider loses control of the Land Speeder. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

DRIVER / GUNNER

- D6 Result**
- 1-4 The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the Land Speeder will crash to the ground 2D6" away in a random direction. If the gunner is killed then his weapon may no longer be used.
- 5-6 The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the Land Speeder is moving at more than 10" a turn. If the driver is killed then the Land Speeder will crash to the ground 2D6" away in a random direction. If the gunner is killed then his weapon may no longer be used.

WEAPON

- D6 Result**
- 1 The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
- 2-6 The weapon is destroyed and can no longer be used.

ENGINE

- D6 Result**
- 1-2 The Land Speeder coasts 1D5" to the ground and remains immobilised for the remainder of the game.
- 3-5 The engine cuts out and the Land Speeder crashes to the ground 2D6" away in a random direction. The crew are able to leap from the vehicle before it crashes, but will suffer damage if it was moving at more than 10" a turn in its previous move.
- 6 The engine is exploded, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction.

AMMO

- D6 Result**
- 1 Ammunition starts to react dangerously with the air, and chemicals spill into the Land Speeder interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 8 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
- 2-6 The ammunition explodes immediately! The explosion causes D6 strength 8 hits with a -3 save modifier on all models within 3" of the vehicle.

JETS

- D6 Result**
- 1 The Jet is damaged, reducing its power output. The Land Speeder may not move faster than its slow movement rate for the rest of the game.
- 2-5 If already stationary the Land Speeder is permanently halted. If moving it will move at slow rate next turn and then come to a halt.
- 6 The Jets go wild and the Land Speeder hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

IMPERIAL JET BIKE

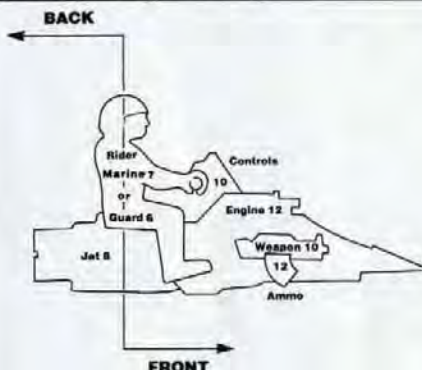
Imperial Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them above the ground surface and can be used to carry them into the air above the maelstrom of battle. Each Jet Bike is armed with twin forward-firing bolters that are synchronised to fire simultaneously and which can lay down a withering hail of fire against lightly armoured targets.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Bolter	0-12	12-24	+1	-	4	1	-1	

Type	Skimmer
Points Value	20
Driver	1
Gunnery	none
Transport	none
Slow Speed	10
Combat Speed	18
Fast Speed	35



The Imperial Jet Bike is armed with twin bolters with a 45° field of fire to the front.



ELDAR JET BIKE

Eldar Jet Bikes are fast and highly manoeuvrable vehicles. They are powered by advanced anti-gravity motors which propel them above the ground surface and can be used to carry them into the air above the maelstrom of battle. Each Jet Bike is armed with twin forward-firing shuriken catapults that are synchronised to fire simultaneously, or a single deadly Shuriken cannon.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Special
	Short	Long	Short	Long				
Shuriken cannon	0-20	20-40	+1	-	5	D4	-3	Sustained fire
Shuriken catapult	0-12	12-24	+1	-	4	1	-1	Sustained fire

Type	Skimmer
Points Value	25
Driver	1
Gunnery	none
Transport	none
Slow Speed	10
Combat Speed	18
Fast Speed	35

The Eldar Jet Bike may be armed with twin shuriken catapults with a 45° field of fire to the front or a single shuriken cannon with a 45° field of fire to the front.



IMPERIAL JET BIKE DAMAGE TABLES

ENGINE

- D6 Result**
- 1-2 The bike coasts 1D6" to the ground and remains immobilised for the remainder of the game.
- 3-5 The engine cuts out and the bike crashes to the ground 2D6" away in a random direction. The rider is able to leap from the bike before it crashes, but will suffer damage if the bike was moving at more than 10" a turn in its previous move.
- 6 The engine explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction.

AMMO

- D6 Result**
- 1 Ammunition starts to react dangerously with the air, and chemicals spill into the vehicle's interior. At the beginning of each of its following turns, the vehicle will explode on the D6 roll of a 4, 5 or 6. The explosion causes D6 strength 6 hits with a -3 saving throw modifier on all models within 3" of the vehicle.
- 2-6 The ammunition explodes immediately! The explosion causes D6 strength 6 hits with a -3 save modifier on all models within 3" of the vehicle.

CONTROLS

- D6 Result**
- 1-2 The bike moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game.
- 3-6 The rider loses control of the bike. It moves out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

RIDER

- D6 Result**
- 1-4 The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't make his saving throw, then he sustains the number of wounds normally caused by the weapon. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction.
- 5-6 The rider is hit as above. Even if he survives the hit he is knocked off the bike by the impact and will suffer damage if the bike is moving at more than 10" a turn. If the driver is killed then the bike will crash to the ground 2D6" away in a random direction.

WEAPON

- D6 Result**
- 1 The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
- 2-6 The weapon is destroyed and can no longer be used.

JETS

- D6 Result**
- 1 The Jet is damaged reducing its power output. The bike may not move faster than its slow movement rate for the rest of the game.
- 2-5 If already stationary the vehicle is permanently halted. If moving it will move at slow rate next turn and then come to a halt.
- 6 The jets go wild and the bike hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.

ELDAR JET BIKE DAMAGE TABLES

ENGINE

- D6 Result**
- 1-2 The bike coasts 1D6" to the ground and remains immobilised for the remainder of the game.
- 3-5 The engine cuts out and the bike crashes to the ground 2D6" away in a random direction. The rider is able to leap from the bike before it crashes, but will suffer damage if the bike was moving at more than 10" a turn in its previous move.
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- 1-2 The bike moves out of control on its next turn and then coasts to the ground and remains immobilised for the remainder of the game.
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- D6 Result**
- 1 The weapon is jammed or partially damaged and cannot be used until it has been repaired. A crewman may repair the weapon by rolling a 4, 5 or 6 at the start of his turn. A crewman who attempts a repair cannot do anything else and the weapon cannot be fired in the same turn that it is repaired.
- 2-6 The weapon is destroyed and can no longer be used.

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- D6 Result**
- 1 The Jet is damaged reducing its power output. The bike may not move faster than its slow movement rate for the rest of the game.
- 2-5 If already stationary the vehicle is permanently halted. If moving it will move at slow rate next turn and then come to a halt.
- 6 The jets go wild and the bike hurtles out of control for the rest of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.



Battle for Armageddon is a two-player board game of strategic conquest in the 41st millennium.

One player takes command of the massive Ork force which has invaded the planet Armageddon, and the other plays the human defenders – the hiveworld troops, Imperial Guard and Space Marines.

The opposing forces fighting in the campaign are represented by counters, which are moved and fight on a full-colour map board. The winner is the player who defeats his enemy's armies in battle to conquer the hive cities and burning ash wastes of Armageddon.

Battle for Armageddon contains a full-colour board and double sided colour counters representing the Ork Clans that have invaded Armageddon, the Hive Defence forces, the Imperial Guard and three Chapters of Space Marines: the Blood Angels, the Salamanders and the Ultramarines.

The game also includes a rule book with a history of the Armageddon Campaign and background details on the most important commanders, two sets of strategy cards, twelve special cards, a reference sheet, and two six-sided dice.

Battle for Armageddon is designed by Jervis Johnson, designer of Blood Bowl and Space Marine.



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WARHAMMER

THE BATTLE OF RED AXE PASS

By Nigel Stillman

Over the last few months, we've published a number of Battle Reports in White Dwarf. These have proved to be extremely popular, with many of you writing in with ideas and suggestions for different scenarios and armies. In this report, a Goblin Warlord decides to ambush a force of High Elves who are crossing his territory...

Gorrfang clutched the great horn angrily in his green fist. The sight of the weary Elf columns winding their way through the long, rocky valley below enraged him. Hate filled his rotten heart. He couldn't believe the cheek of those tree-hugging, pointy eared gits, riding across his land without so much as a by-your-leave. Not that he would have given his permission anyway - but that wasn't the point. It was an insult, to his tribe, to his people and most of all to him: Gorrfang Rathbreath, mightiest goblin chieftain in the world, master of all he surveyed, strongest, bravest, cunningest, fiercest and most perceptive of all Goblins.

"Wozza plan, boss?" asked Groggo. Gorrfang was so startled he almost jumped out of his leathery green skin; his chief henchman had snuck up amazingly quietly. Gorrfang hadn't even heard his approach.

Gorrfang cuffed Groggo on the mouth. He was angry at the Elves and now he was angry at Groggo. He didn't like sneaks. Groggo rubbed his lantern jaw. A look of fear entered his yellow, jaundiced eyes.



"Ow many times I gotta tell ya not to do that?" Gorrfang demanded.

"Sorry, boss. Won't do it again, boss. Promise, boss. Wozza plan, boss?" Groggo scratched idly at his neck, picked off a wart with one sharp claw, popped it into his mouth and began to chew noisily.

"Da plan is that we is gonna give those pointy-headed gits a good seeing to..."

"Great plan, boss." Gorrfang cuffed Groggo again. The wart was ejected from Groggo's mouth with tremendous force. It splattered noisily on the lichen-covered rock at Gorrfang's feet.

"I 'asn't finished yet. Don't interrupt me when I is talkin'..."

"No, boss. Sorry, boss. Won't do it again, boss." Seeing Gorrfang's hard stare, Groggo inspected his hob-nail booted feet. "I'll shut up now, boss. Don't hit me again, boss."

Gorrfang drew back his hand just to see Groggo cringe. "Right. Da plan is simple but brilliant. We is gonna ambush them. We waits till they is tryin' to cross the bridge, then, when 'alf of them is across, we'll jump out and shoot em and stick em. 'Alf da lads on one side of da valley, 'alf da lads on da over. One 'alf shoots, da over 'alf charges. Easy as chewin' day-old rats."

Gorrfang shut up and waited for the praise that was his due reward for coming up with such an amazingly brilliant scheme.

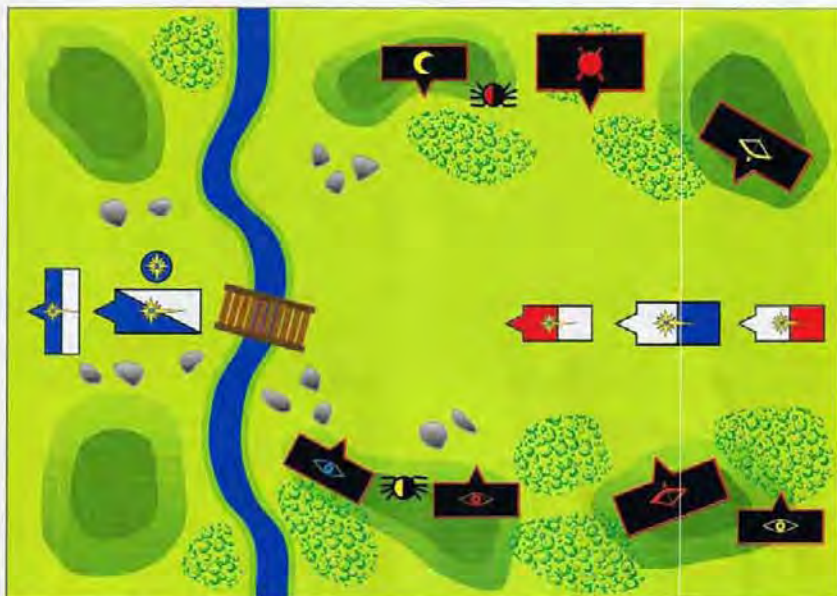
"Great plan, boss great plan. Dead sneaky and dead shooty, boss. Dead good, boss." Gorrfang watched Groggo perform some hasty arithmetic on his fingers. Slowly a wicked smile spread across his face. His yellow fangs glistened nastily in the dim sunlight. "An' boss, there's more of us than there is on them."

Gorrfang gave him a taste of boot. Groggo doubled up in pain. "Ov course, there is. I already counted. Now go on! get da lads ready. Tell them to get my spider ready to ride on! send da shaman to see me."

"Sure thing, boss." Bent double, Groggo shuffled off to obey his command. Gorrfang gave his attention back to the Elf riders.

Look at them - all those cavalry, high and mighty on their great long-legged chargers, wiv their flags blowin' in the wind. Gorrfang sneered at the disciplined ranks of spearmen and the proud bowmen and the poncy wizard sitting on the horse with the horn. Think you're great, don't you? Well I'll show you. Maybe add the horse's horn to my collection. Yes, maybe I'll do that.

Unaware of the hostile eyes watching them, the Elves rode on.



GORRFANG RATBREATH'S GOBLIN WARBAND



ANARYLL'S HIGH ELF COMMAND



GAME BACKGROUND

The Battle of Red Axe Pass took place towards the end of one of the numerous High Elf forays into the land of Naggaroth. A High Elf army had penetrated far inland in order to attack and destroy the Dark Elf strongholds in a wilderness region south-east of Naggarond. These attacks were intended to distract the Dark Elf Warlords from their perpetual raids on the north coast of Ulthuan and force them to divert their armies inland to protect their own hinterland.

The campaign had been highly successful, with many villages destroyed and a large part of the Dark Elf forces drawn inland to seek out and engage the High Elf army. However, in the course of one of the battles, the leader of the High Elf forces, Prince Tallanquine, had succumbed to a magical wound while engaged in combat with a Dark Elf lord.

Sensing that the Dark Elf forces were now closing in, the second in command, Anaryll – a High Elf Mage, decided to break off the raids and lead the remaining troops back to the coast and their rendezvous with an Elf fleet.

Informed by his scouts that Dark Elf forces were now hurrying inland from Naggarond in pursuit of the High Elves, Anaryll decided to lead his now depleted army across the Red Axe River in an attempt to evade the encircling enemy. He knew the passage would be hard and dangerous. The route lay through territory thick with Goblins, including cave dwelling Night Goblins whose warlords and shamans were rumoured to breed gigantic spiders and ride them into battle. He also knew that once across the river, they would have a clear route to the sea.

Realizing that the Dark Elves were closing fast, Anaryll decided that the Goblins were the lesser of two evils and set off on the long march through the bleak and rocky hills. However, before long, Goblin lookouts on the crags on either side of the valley spotted the Elf column and informed the local tribal warlord, Gorrfang Ratbreath. He mustered his forces and prepared an ambush. A vulnerable party of Elves in his territory was too good an opportunity to miss and he knew he could expect a rich reward from the lords of Naggarond for catching and destroying their enemies. As the Elves continued their march Gorrfang laid his plans and waited...

With the scene set, we fought this battle at the Games Workshop studio using the Elf and Goblin models from the Warhammer boxed set together with some of the new metal Night Goblins, Elf Cavalry and Marauder Miniatures Spider Riders. The game uses the new Warhammer rules and also includes a new magic item in the form of *The Skull Wand of Kaloth*. Rules for including this in the game are given below. The Goblin forces were commanded by Nigel and the High Elves by Alan Perry. Although the points values of the armies weren't exactly equal, we wanted to use all of our newly painted models in the game. To compensate the Goblins for their lower points, we gave them the advantage of hidden placement, and they automatically had the first turn.

The battle requires a space of about 6' by 4' to play on, together with a selection of hills and woods to represent the wooded slopes to the pass. We used one of our special wargames tables, but an area of floor covered with a piece of carpet or green cloth will do just as well. The only other major terrain feature is a river with a bridge across it. All these items can be improvised with pieces of coloured paper or cloth, or scratchbuilt using the methods described in recent editions of *White Dwarf*.

MAGIC ITEMS

A number of magic items were used in the battle, including a *Doomfire Ring* and *The Horn of Urgok*. The rules and cards for these are provided in the Warhammer box. In addition, Groggut Skewtooth, the Goblin Shaman, carried a new magic item – *The Skull Wand of Kaloth*. The rules and points value for this weapon are given below, and we've printed a special Magic Item card at the end of this battle report.

The Skull Wand of Kaloth

The wand is carved from the finbone of a Dragonfish and surmounted by the skull of a Dark Elf mage. A wizard may use the wand in close combat. It is wielded like a mace and the wizard only has to hit his opponent to inflict a magical blow. A successful roll to hit is sufficient, there is no need to roll to wound and there is no saving throw.

If a hit is scored, the Wand will attempt to suck out the victim's soul. The skull will animate, first with a brutal laugh, rising rapidly to a bitter cackle and culminating in piercing shriek. The victim must roll 2D6 against his leadership. If the score exceeds his leadership characteristic, his soul is not strong enough to resist and is sucked from his body. The victim is immediately slain.

If the victim passes his leadership test, then the Wand may still cause a normal wound. Work out damage in the usual way. All armour saves apply.

The Skull Wand of Kaloth may only be used by a wizard.

Points Value: 40

SETTING UP THE GAME

Before we started, we worked out the points values for the troops and set up the tabletop with sufficient terrain to represent the wooded valley, the river and the bridge. As this was going to be an ambush game, the set up would be slightly different to a normal Warhammer battle. The High Elf commander was allowed to set up his forces in marching column anywhere along the centre line of the table. He placed his army first to represent the fact that the Goblin scouts were looking down from the mountain crags and spying on the Elves.

The Goblin player was allowed to deploy his troops up to 16" in from any table edge. This is slightly more than the 12" normally allowed and helps to give the Goblins the element of

surprise. In addition, any Goblin units that were completely concealed in woods did not have to be placed on the tabletop. Their positions were noted down on a sketchmap of the battlefield made before the game. Finally, the Goblins were given the first turn. This truly was going to be a surprise attack!

THE HIGH ELF SET-UP AND BATTLE PLAN (Alan Perry)



My Elf army was marching in column along a ravine, with wooded slopes on either side. They were travelling along a track leading out of the hilly wooded region onto the plains of Naggaroth and the sea beyond. The track crossed the Red Axe River by a bridge at the end of the ravine. This was Goblin territory, and ambushes by Goblin warbands were a constant threat.

The ravine was narrow enough for it to be a dangerous area for ambushes, since enemy concealed among the wooded hills would be well within bowshot and could sweep down rapidly to attack the column. However, the ravine was not so narrow that there wouldn't be time for the column to take up a defensive stance.

I decided to break my army into two parts. Leading the column was the advance guard with my commander, Anaryl, a High Elf Mage. Also in the advance guard were a regiment of Silver Helms and a regiment of archers. Their task was to clear the way ahead of the remaining troops. The rearguard comprised the larger force, consisting of two regiments of High Elf spearmen and a large regiment of archers.

Splitting your army can be dangerous. Unless you are careful, it allows your opponent to concentrate all his attacks on just a section of your force. This is an almost certain recipe for disaster unless you have a sound plan. Because I had no idea where the Goblins would be coming from, I decided to take the risk. If the advance guard ran into trouble, all they would have to do is fall back towards the rearguard. The combined army could then attempt to force a way through by weight of numbers. If the rearguard is ambushed, they'll signal to the advance guard with blasts on their warhorns and hold their ground until relieved.

THE GOBLIN SET-UP AND BATTLE PLAN (Nigel Stillman)



Under the set up rules, Alan had to place his forces first so I was able to study his position before committing my own troops to battle. Even if he'd kept his army in one column, I would have still waited until part of the force was over the bridge before I attacked. As it happened, he split his force in two which suited me fine. My plan was to unleash the bulk of my lads against the rear half of his

column, while a few units would block the bridge to prevent the advance guard from returning to help. If they could achieve this, then I stood a good chance of destroying the greater part of the army and should be able to inflict a significant defeat on the Elves. That'll teach them to keep out of my territory!

ANARYLL'S HIGH ELF COMMAND



Anaryll, High Elf Mage riding Unicorn. Hand weapon, Doomfire Ring.



Yvresse Emerald Company. 16 Elves armed with spears, shields, light armour, hand weapons. The regiment includes a Champion, Standard and Musician.



Yvresse Sapphire Company. 16 Elves armed with spears, shields, light armour, hand weapons. The regiment includes a Champion, Standard and Musician.



Eldril's Silver Arrows. 20 High Elf archers armed with longbows, light armour, hand weapons. The regiment includes a Champion, Standard and Musician.



Ithrim Patrol. 20 High Elf archers armed with longbows, light armour, hand weapons. The regiment includes a Champion, Standard and Musician.



Silver Helms. Hand weapons, lances, shields, light armour and barding, with Champion and Standard.

Total points value of force 1880 points

GORRFANG'S GOBLIN WARBAUD



Gorrfang Ratbreath. Goblin War Boss riding Gigantic Spider. Hand weapon, shield, light armour and Horn of Urgok.



Groggut Skewtooth. Shaman Lord riding Gigantic Spider. Hand weapon and Skull Wand of Kaloth.



Groggo's Jabbers. 30 Goblins armed with spears, hand weapons and shields. The regiment includes a Champion, Standard and a Goblin fanatic.



The Bat-eyes. 16 Night Goblins armed with hand weapons, and shields. The regiment includes a Champion and Standard.



The Worm-eyes. 16 Night Goblins armed with hand weapons, and shields. The regiment includes a Champion, Standard and a Goblin fanatic.



The Toad-eyes. 16 Night Goblins armed with hand weapons, and shields. The regiment includes a Champion and Standard.



The Grinning Moons. 12 Goblins armed with spears hand weapons and shields. The regiment includes a Champion and a Goblin fanatic.



Grubbi's Stikkas. 20 Goblins armed with short bows.



Skraggl's Stikkas. 20 Goblins armed with short bows.

Total points value of force 1315 points

I decided to divide my force into two parts in order to attack the rearguard from both flanks. The Warlord Gorrang, riding a gigantic spider, would take charge of one flank, consisting of Groggo's Jabbers, Skraggi's Stikkas and the Grinning Moon Boyz. On the other side of the ravine, my Shanan Lord commanded three units of Night Goblins and Grubbi's Stikkas. My archers were deployed equally on both sides of the ravine so that they could shoot at the column from either direction.

I also had three Goblin fanatics hidden amongst my units, who should provide the Elves with some nasty shocks. I deployed these so that they could be unleashed at either end of the rear column and against the reinforcements which would doubtless hurry back over the bridge. The situation was ideal for the effective use of fanatics.

Since the battle was set up as an ambush, my Goblins would naturally take the first turn of the game. This would give them the element of surprise and a chance to gain the initiative. The Elves therefore would be reacting to my surprise attack in their subsequent turns.

RE-FIGHTING THE BATTLE

Because this scenario involves an ambush, the set up is slightly different to a normal Warhammer game. Before we started, we both agreed on the forces and set up the terrain according to the game background. If you play with a regular group of friends, this is usually easy to do. The aim is to have a fun, exciting battle. If one side completely wipes out the other then you can just go back, alter the sides or point values and have another go.

You do not have to divide up your forces in exactly the same way we did. How you organise your forces is entirely up to you and you may wish to try alternative strategies to those described here. You may wish to concentrate all the Goblins on one side of the ravine for example, or the Elves may decide not to divide their forces, or to put the cavalry in the rearguard.

If you and your gaming group have different armies then you can have a go at fighting this scenario with whatever troops you have. You could play the game with an army of Dwarfs being set upon by Skaven, or with Claos and Empire forces. It just depends upon what models you have available. All you need to do is set up the tabletop with your own terrain and alter the background narrative to fit.

TURN 1: THE TRAP SPRINGS

At the signal from Gorrang the trap was sprung. On both sides of the pass, the Goblin archers advanced to the crest of the hills, from where the marching column of Elves was well within the range of their short bows. Silhouetted against the skyline, the Goblin Stikkas began to pour volleys of arrows down into the Elf column.

Further down the valley hordes of exultant Gobbos moved rapidly out of the woods and down the slopes on both sides of the ravine. Closer to the river, Goblins swept forward from both sides of the pass to cut off the Elf rearguard and block the bridge.

By the end of the turn the Elf rearguard was surrounded. However, the arrows of the Goblin archers had little effect



The Silver Helms rush to the rescue, as the rearguard counter attacks the Goblin ambush.



GOBLIN TURN 1

against the armoured Elves who steeled themselves to face the threat. The element of surprise had now gone and there were no casualties on either side.

The Elf rearguard immediately blew their horns as a signal to the head of the column that they were under attack. Ahead of them, Anaryll heard the call and immediately ordered his small force back across the river. The advance guard about turned and began crossing the bridge with the Yvresse Silver Helms leading the way. Meanwhile, the rearguard took decisive action. Grasping the danger of the situation and the risk of being surrounded, they decided to immediately counter attack the Goblins on the side of the ravine where they appeared to be least numerous. Yelling their battlecry, the Yvresse Emerald Company rushed across the valley and charged into Groggo's Jabbers who had just emerged from the trees.

As the Elves lowered their spears ready to impale the Gobbs, their enemy's ranks suddenly parted and a crazed ball and chain fanatic hurtled out from the Jabbers. In an instant, he ploughed straight into the oncoming Elves, scything through their number in a whirling frenzy of death. Shocked but resolute, the Elves drove home their attack and in a moment of bloody killing drove back the Gobbs and sent them running back into the woods. As the Gobbs took to their heels, the Elves gave a yell of victory and charged after their fleeing foes, but amidst the tangles and brirs of the woods the

Goblins managed to outrun their pursuers.

Meanwhile, the frenzied fanatic had burst out from the Elf regiment and was now spinning out of control towards the Eldril's Silver Arrows, the next Elf unit in line.

High above, on the crest of the hill, Skraggi's Stikkas observed the rout of Groggo's Jabbers and were thrown into panic. Convinced that the Elves were breaking out of the trap and the battle was lost, they immediately turned and fled away into the wilderness!

Warlord Gorfang, observing Groggo's Jabbers fleeing into the woods, sounded the Horn of Urgok. As the magical note sounded across the battlefield and reached their

ears, the routing Goblin spearmen took heart. They turned to face their pursuers and bracing themselves behind a solid shieldwall, readied themselves once more for the fray.

TURN 2: THE ELVES COUNTER ATTACK

While the Goblin spearmen rallied in the wood, their crazed fanatic hurtled directly into Eldril's Silver Arrows and in a blaze of whirling death despatched a whole rank of warriors. Utterly out of control, he emerged from this unit and to the horror of the Elf commander, plunged on towards the Yvresse Sapphire company. The Silver Arrows were shocked at the



HIGH ELF TURN 1



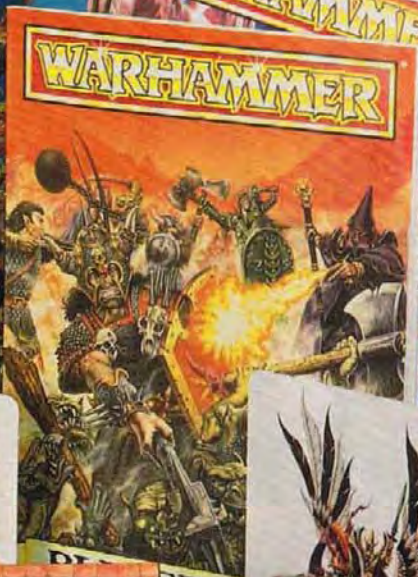
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GOBLIN TURN 2

slaughter of their comrades but steeled themselves and held their ground. Along both sides of the pass, the Goblin forces continued to press down on the Elves, threatening to attack from all sides at once. Once more Grubbi's Stikkas let fly with their arrows, but were unable to penetrate the Elf armour.

At the other end of the pass, the Grinning Moons advanced towards the river where the Silver Helms were jostling to get across the narrow bridge. As soon as they were within range, they unleashed their fanatic. With a yell, the crazed wretch crashed forward into the Silver Helms killing three of them. Shocked but unhewed, the Elf cavalry held their ground. Horrified by this attack and seeing the further danger to his force, Anaryll directed a spell from his Doomfire Ring at the maniacal Goblin. A blast of roaring orange flames engulfed the fanatic who gave a strangled scream as he toppled off the bridge and disappeared into the water with a hiss of steam.

The fanatic running amok along the rearguard's line now careered through the Yvresse Sapphire Company bludgeoning through the unit and killing several more Elves before impacting against the slope of the ravine and embedding himself in the scree.

Amazingly, none of the Elf units had broken and fled as a result of this cataclysmic Goblin onslaught. Seventeen Elves had fallen to a single fanatic, while three more had been killed by the fanatic on the bridge.

In the centre, the Yvresse Emerald Company charged once again into the rallied

Groggo's Jabbers. With a bitter yell they drove home their attack but failed to break the Gobbs. Amidst the tangle of trees at the edge of the pass, the two sides stabbed and thrust at each other with their spears in vicious hand to hand fighting.



Over on the bridge, the remaining two Silver Helms charged directly into the

Grinning Moons. A battletory of revenge for their fallen comrades flew from their lips as their charge crashed home. Shocked and fearful, the Gobbs were shattered by the charge, and mercilessly ridden down and wiped out. The Bat-Eyes who had advanced from the opposite side of the ravine saw the destruction wrought by the Silver Helms and panicked and fled.

In the wake of the Silver Helms, Anaryll galloped forward over the narrow bridge. Gazing across the valley, he caught sight of the Ore Warlord advancing towards the exposed flank of the Elf spearmen. In an instant, he raised his hand and blasted him with Doomfire. The flames roared and licked across the valley floor and Gorfang and his gigantic spider were instantly incinerated.



HIGH ELF TURN 2



The Silver Helms charge the Grimning Moons, while the Yvresse Emerald Company drive back Groggo's Jabbers.



GOBLIN TURN 3

TURN 3

Unbowed by the loss of Gorfang, the Goblins continued to advance across the pass towards their enemies. However, despite their heavy losses, it looked as if the Elves were succeeding in their attempt to break out of the trap. From the north side of the ravine, a triumphant Elf battlercy echoed across the valley as Gobbo's Jabbers were once again forced to rout. This time the Goblins were unable to escape their

pursuers and were hacked to the ground or skewered on the tips of Elven spears as they plunged into the forest. Battered but exultant, the Yvresse Emerald Company paused for breath before reforming once more to face the enemy.

In the midst of the valley, there was a lull in the fighting following the first brisk clash of combat, as both sides manoeuvred their forces in an attempt to gain the upper hand. Over by the bridge, the two remaining Silver Helms reined in their mounts and readied themselves for battle as another group of Goblins – the Worm-Eyes, began bearing down upon them.

At the far end of the ravine Eldril's Silver Arrows and the Yvresse Sapphire Company panted with

exertion as they reached the crest of the hill from which Skraggi's Stikkas had fled in panic. At last they were out of the trap and could make a stand on the high ground. As they looked out across the valley, they could see below them the Toad-Eyes advancing towards their position. Within their ranks, anxious Goblins could be seen desperately attempting to restrain the third and last of the fanatics whose jibbers and shrieks echoed down the valley like a chilling wind.



ELVEN TURN 3

On the far side of the river, the Ithrim Patrol – part of the advance guard – hurriedly formed up below the bridge. Choosing not to cross the river, they intended to use the range and strength of their bows to support the Elf units engaged in battle and keep the Goblins at bay.

As both sides took stock, there was a lull in the exchange of magic. Grobgut's Skull Wand could only be used in close combat, while Anaryll held his last Doomfire spell in reserve. There was no telling what dangers they might yet face, or what the Goblin Shaman might do.

was chopped down and the banner wrenched from his hand. Arathalle was beaten back and his steed turned and bolted. As he galloped towards the safety of the woods, the gibbering Gobbos gave chase, but could not catch up with the fleeing Elf.

From the hilltop and riverbank, the Elf archers began to shoot volleys of arrows at the Goblin units exposed in the ravine. A few Gobbos fell, but the rest pressed on undeterred, heartened by the prospect of victory having seen the flower of Elven cavalry turn and flee.



Casting caution aside, the remaining Silver Helms – the standard bearer and a champion of Tol Yvresse called Arathalle – spurred their mounts and charged into the approaching Worm-Eyes. As the two Elves struck home, they were immediately overwhelmed by the furious attacks of the Night Gobbos, already enraged by the heat and light of the sun. In an instant, the standard bearer



The Toad-Eyes surround Anaryll, while the Yvresse Sapphire Company charge downhill into the Worm-Eyes.



GOBLIN TURN 4

TURN 4

On the right flank, the Toad-Eyes were closing in on the Elves holding the crest of the hill and could no longer restrain their gibbering fanatic. As the smell of blood and Elf filled his bubbling brain, charged with Mad Cap fungus, he careered sideways out of the unit spinning and whirling in an uncontrollable delirium. Oblivious to all around him, he missed the Elves altogether and headed off down the valley.

Having seen the Silver Helms destroyed before his very eyes, Anaryll realized that the outcome of the battle now lay in the balance and only decisive action could save the day. He cast his eyes about the ravine and immediately saw Grobgut the Ork Shaman creeping towards him. Raising his ring, he unleashed his last Doomfire spell. Even a Shaman Lord was powerless against such high enchantment and Grobgut was instantly consumed in a brilliant burst of flame.



Scenting victory, Anaryll now turned his attention to the nearby Worm-Eyes. He reared back on his Unicorn and charged directly at them. Maddened by battle, and inspired by the rout of the

Silver Helms, the Goblins didn't give an inch of ground and stopped the charge in its tracks. Anaryll slashed left and right at the chattering Goblins who jabbed back at him with spears and wicked twisted swords, as both sides struggled to gain an advantage. Amid the shouts and screams, one spear pierced the chest of the Unicorn making him buck and rear uncontrollably as the Mage hung on for dear life.

With the threat of the Goblin fanatic gone, the Yvresse Sapphire Company charged downslope into the Toad-Eye Gobboos, edging forward at the foot of the hill. With a mighty shout, the warriors clashed in a murderous struggle.

Once again, the Night Goblins chopped and bludgeoned the Elves who desperately attempted to impale their foes on the points of their spears. For a moment, the Elf line wavered, and then collapsed into a complete rout as the Elves turned and fled, scrambling ingloriously back up the slope. The Toad-Eyes gave chase, but were unable to catch up with the Elves who regained the top of the hill.

Up on the ridge, Eldril's Silver Arrows observed the rout of their comrades, but coolly drew their bows and sent a massed volley of arrows into the Goblin fanatic who was staggering around just below them. With a desperate shriek, he fell like a pathetic pincushion, tangled within his own chain.

Over in the centre, the Yvresse Emerald Company emerged from the woods and once more readied themselves for battle.



ELF TURN 4



The Sapphire Company flee from the battle as the Worm-Eyes charge the Elf archers, and Grubbi's Stikkas advance across the valley.



GOBLIN TURN 5

TURN 5

Despite the loss of their leaders, the Goblins were holding their own. In a single turn they had effectively destroyed the Silver Helms and sent another unit of Elf spears running for cover. On the left side, the leader of the Bat-Eyes finally managed to restore some order to his unit just before they fled the battlefield and disappeared into the wilderness. No longer

in sight of any Elf forces, the panicked Gobbos finally rallied, as he raged and slapped his command into submission.

The Toad-Eye Ladz now wheeled and charged upslope into the High Elf archers who had just despatched their fanatic. A few Gobbos were struck down by well-aimed arrows as they scrambled up the hill, but they charged on undaunted. Once again a bloody combat erupted as Elves and Gobbos jabbed and cut at each other in a desperate hand to hand struggle.

Across the valley, Grubbi's Stikkas, frustrated at having nothing to shoot at, began to descend the scree slopes into the ravine, intent upon getting their bows within range of some Elves.

In the centre of the battlefield, Anaryl was still locked in combat with the Worm-Eyes. Almost surrounded, he cut and thrust at the hooded Gobbos as his wounded Unicorn reared and kicked in rage and pain.

The leader of the Silver Helms had meanwhile reached the safety of the wood, where amid the broken bodies of Groggo's Jabbers he managed to recover his nerve and rally.



HIGH ELF TURN 5

Emerging from the wood, the leader of the Yvresse Emerald Company saw his commander Anaryll virtually surrounded by a seething sea of demented Goblins and about to be overwhelmed. In an instant, he signalled the charge, and the Elf shieldwall surged out of the wood into the flank of the Worm-Eyes. Before the Gobbos realized what was happening,

pursued the fleeing Gobbos and butchered them all.

With victory in sight, the Yvresse Sapphire Company turned from flight and rallied on the crest of the hill and at the far end of the ravine, the Ithrim Patrol began crossing the bridge. As the day drew to a close, it looked as though victory had finally passed into the hands of the Elves.

the Elves were among them, thrusting and stabbing with their spears. In the face of this new threat, the Goblins broke and ran. In their blind panic, the Worm-Eyes actually outran the swiftly pursuing Elves, but Anaryll, mounted on his Unicorn, overran them. In an orgy of bloodletting, the triumphant Elf trampled the terrified Gobbos underfoot and cut them all down.



Across the valley, Eldril's Silver Arrows beat back the Toad-Eye Ladz and sent them hurtling down the slope. Once again, the Elves



The Yvresse Emerald Company charge into the Toad-Eyes, who break and flee.



GOBLIN TURN 6

TURN 6

Faced with the destruction of their comrades, and only too aware that the Elves were now advancing across the valley towards them, the remaining Goblins lost heart and decided to save their skins. Grubbi's Stikkas quickly turned and scurried back up the slope of the ravine. As they scrambled up the scree, a few stragglers were picked off by Elf arrows, but the remainder were soon safely hidden among the trees and thickets.

Down in the valley, the victorious Elves began to tend the wounded, bury the dead, and organise themselves for the march. Exhausted but triumphant, the now depleted column crossed over the Red Axe River and headed for the sea.

CONCLUSIONS

The ambush was benten off and the Goblin force soundly defeated, but only with the loss of many Elf warriors. For a moment, it was touch and go as to whether the Elves would be able to hold their force together, but their superior fighting skill eventually took its toll.

The main error made by the Goblins was to place their archers on both sides of the pass and at the end of the line. The result was that regardless of which direction the Elves moved, the archers on the opposite side of the valley would rapidly come out of range. The Elf column was also bound to attempt to link up, moving towards the centre of the table, with the same effect.

This is precisely what happened in the game. As the Elves counter attacked on the north side of the valley they moved out of the effective range of Grubbi's Stikkas. Combined with the early rout of Skraggi's Stikkas, the result was that the Goblins were left without any effective missile troops for the remainder of the battle – a grave loss in the face of Elves.

It would have been better to have hidden the archers in woods on one side of the valley, and then lured the Elves in that direction by placing a small unit of Goblins out in the open. As it was, as soon as the trap was sprung, the Elf general assessed the situation and decided to counter attack the smaller of the

two Goblin forces, leaving their counterparts on the opposite side of the valley out of range or with a long march.

Ideally, the Goblins should have engaged the enemy in the centre of the valley, and boosted their combat results with additional attacks in the side and rear of the Elf units. Alan clearly saw the danger of the situation, and hence his rapid counter attack to the north to break out of the trap.

The damage inflicted on the Elf units by the Goblin fanatics was truly horrendous! In the first two turns seventeen High Elves fell to these maniacal Goblins including three out of five Silver Helms. Unfortunately, the Goblins lacked the strength to follow up these crippling attacks, which

might have resulted in the rout of the entire Elf force. Surrounded on all sides, the rest of the battle could well have been a mopping up exercise for the Goblins.

Alert players will notice how the fanatics are placed within several different types of Goblin units in this game. In the new Warhammer rules, fanatics can now only be placed in Night Goblin regiments. This battle, and a number of others played at the Games Workshop studio demonstrated that this rule was indeed the best way to place some limit on the use of these deadly effective troops.

The Elf Mage made good use of his *Doomfire Ring* to destroy one fanatic and also to annihilate the Goblin Warboss and Shaman Lord. Both of these characters were left exposed and vulnerable to magical attack. Spiders can move through difficult ground or across obstacles without a movement penalty, and so both the Warboss and the Shaman Lord should have advanced through the wooded areas to strike at the Elf column from the flank or rear.

The Goblins were unlucky on a number of occasions. In the magic phase of the first turn, the Warboss blew the *Horn of Urgok* in order to rally Groggo's Jabbers. This magic item could have rallied Skraggi's Stikkas who were also fleeing in panic, but they were just outside the 24" range of effect. The presence of this archer regiment up on the hill could have made a significant difference to the battle.

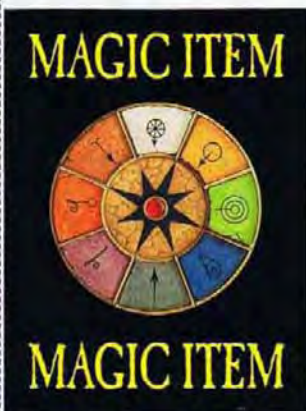
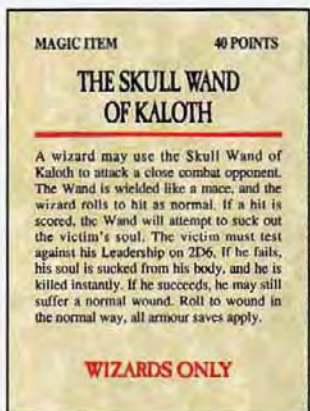
In a straight fight, Elves will always have the advantage over Goblins. In order to counter this, Goblins have to rely on weight of numbers and in particular charging first, to improve their combat resolution results. In different circumstances, the Grinning Moons might also have been able to stand up to the charge from the two Silver Helms and seal off the bridge.

The Night Goblins gave a good account of themselves in a number of fights. The most notable occasion was when the Toad-Eyes routed the Silver Helms and then almost overwhelmed Anarll. He was only saved by the Elf spearmen who arrived in the nick of time.

It was an exciting game. It had been a fine day for the Elves, but Gorrfang will be back and next time we'll even up those points and it will be a whole different story!

THE SKULL WAND OF KALOTH

Cut out the Magic Item card and separate it into a front and back by cutting along the dotted line. Trim a piece of thin card (cereal packet card is ideal) to the same size as the Magic Item card, and glue the front and back of the Magic Item to each side of the card. Once the glue has dried you can use the Magic Item in your Warhammer games.



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GAMES DAY '92

Well we promised that Games Day 1992 was going to be the biggest and best Games Workshop miniatures and gaming event ever. For the five thousand gamers who packed the Birmingham NEC on Sunday the 27th our promise was well and truly kept. Thanks for coming, it was a pleasure to meet you all. If you missed it, then we hope to see you all at Golden Demon in the spring.



Left: The crowd outside the hall begins to grow. Below left: Once inside the hall is rapidly filled to capacity. Bottom: Sheffield's winning banner. Below: Crowds around the miniature cabinets.



It was midnight on a dark and foggy evening when the first vehicles in a convoy of cars and trucks pulled up outside the NEC. This was the all-night crew, whose job it was to transform the vast interior of the Pavilion into the venue for the country's premier miniatures and gaming event. As the hours counted down, tables were unloaded, terrain set up, miniature cabinets filled, art displays prepared and all of the thousands of tasks that an event like Games Day involves were completed and ticked off the list. By 8.00am the following morning, two hours before we officially opened, the first queue was beginning to form outside the main doors. Two hours later at 10.00am the doors opened and Games Day 92 commenced.

Throughout the hall, thousands of gamers crowded round the gaming tables, eager to join other players in their favourite game or looking for the chance to try out something new. In the main area, there were games of *Warhammer 40,000*, *Space Marine*, *Space Fleet*, *Space Hulk*, *Bloodbowl* and of course the brand new *Warhammer Fantasy Battle*.

All of the miniatures and terrain were supplied for these games, so all you had to do was turn up and join in. From the excited sounds of battle and the cheers that resounded around the arena, that's exactly what you did.

Elsewhere in the main hall, a whole area was set aside for display games. These were battles fought by Games Workshop staff with





Left, above and below: This massive Space Marine display game attracted a lot of attention throughout the day as people stepped onto the board to join the fight.

stunningly painted miniatures over the kind of terrain you see in White Dwarf each month. Although you couldn't join in with these, they attracted no less attention and there were lots of staff around to chat about the rules and explain how to go about collecting and painting your own armies.

Of all the display games, the one that attracted the most attention was the massive Space Marine game played with Warhammer 40,000 miniatures and spectacular scratch-built Gargants, Titans and vehicles. The battle was fought between the Orks of Birmingham, and a combined army of Space Marines and Imperial Guard from Luton and Sheffield. There was a brilliant atmosphere around the game as people shouted out advice and encouragement and some even managed to join in!



The new MB Battlemasters mass combat game



Eldar and Imperial commanders clash in this Space Fleet participation game



Imperial forces assault an amazing scratchbuilt Ork stronghold in this Space Marine participation game.



Eager gamers gather around this Fantasy Battle participation game to see which side will emerge victorious.



A Space Hulk participation game being played out on this fantastic 3D board.



Another Fantasy Battle participation game, this time between the force of Orvs and an army of Bretonnia.



A stunning Warhammer 40,000 participation game.



The action hots up in a Space Fleet participation game.



Commissar Bone takes a break from purging heretics to give out copies of the New Warhammer Fantasy Battle box set.

In the main arena, Commissar Bone kept a watchful eye on the events and officiated as Master of Ceremonies for the day as well as judging the banners competition. Sheffield narrowly beat Norwich and Nottingham, with their stunning High Elf World Dragon banner. At the end of the day, the best Games Day gamers were each given their prizes of pre-release copies of the new Warhammer Fantasy Battle. Well done all of you.

All through Games Day, the Studio stand was surrounded by eager gamers, and by the end of the day, everyone's voice was hoarse from all the talking. It was really great to meet you all and chat about the hobby, what you've been playing, what you've enjoyed, and just as importantly, what you'd like to see in the future. Electronic Arts also attracted a great deal of attention as they premiered their soon-to-be-released Space Hulk game. Lots of people had the chance to fight it out with Genestealers and the most asked question was when is it going to be out! Warhammer Records also ran a busy stand with members of both Wraith and D-Rok there to sign autographs and chat about music.

At four o'clock, the doors closed and people headed for home, tired, but excited by a brilliant day.



Members of Wraith do a spot of autograph signing.



The winners of the Banners competition are announced.



Electronic Arts demonstrate the Space Hulk computer game.



Paint flies thick and furious in the Speed Painting competition.

EMPIRE BATTLE WIZARDS

It's been a very busy month at the Games Workshop studio with loads of exciting new miniatures to paint. Among the best of these have been Dave Andrews' wonderful Imperial Battle Wizards. Each of the miniatures on this page comes from one of the different Colleges of Magic. On each model, the main colour of the particular college has been supplemented with one or two secondary colours to make the overall scheme look brighter and more attractive. We wanted to give all the wizards a highly magical feel and this was achieved by covering the clothing with arcane symbols. The main thing to aim for is to make sure that the Wizard's College is obvious on the battle field.

Amethyst Wizard: The mounted Amethyst Wizard has been painted in the deep, rich purple associated with his College. The barding on his horse was carefully blended from purple to red, and then covered in tiny dots of white paint to give the effect of a night sky. Finally we decorated the model with magic symbols; these were painted on the flat areas of the horse and on the wizard's cloak in Skull White and Sunburst Yellow. The large symbol on the horse is the magic colour wheel, with the scythe of the Amethyst college at its centre.

Amber Wizard: The skulls and animal skins on the Amber Wizard give him a wild, shamanic feel. Note that the orange and brown colours are more subdued and naturalistic here than on the other Wizards. Magical symbols have been added as tattoos and painted on the various animal skulls. The only decoration that has been added other than the symbols, is the blue and white dog-tooth design on the Wizard's cloak and on his horse's reins.

Jade Wizard: The Jade Wizard has been painted almost entirely in a rich green with bright yellow decoration. This adds to the sculpted detail on the miniature – the leaves and animal tails – to give it a natural, druidic feel.

Light Wizard: The Light Wizard and his horse are both basically white with small areas of decoration. The blue and yellow banding has been repeated on the Wizard's head-dress, collar and staff. The horse's barding has also been heavily decorated with symbols and coloured banding. A broad parchment coloured band has been painted around the base of the barding and covered with hieroglyphic-style runes.

The unmounted Wizards have smaller areas of space onto which symbols can be applied, but they have all been painted in the characteristic styles and colours of their colleges. The main feature of these models are the staffs. They are all topped with a beautifully detailed devices that can be picked out to act as focal points for the models.

GOBLINS

The Goblins with hand weapons were painted as part of our rapidly expanding army. In order to make them really effective in battle, Goblin units need to be fairly large. We tend to make ours at least twenty strong and preferably larger, with up to forty goblins in a unit. That way we have always got the option of splitting them down into smaller forces. Because of this, it's always handy to have a couple of extra standard bearers painted ready for these smaller units.

With Goblins, you get so many troops for your points, that you will have to develop a quick painting style to cope with the large number of models. This is much the same as with any army. A quick neat style is used on the rank and file, to enable you to devote extra time and effort to the special troop types and character models.

The easiest way to paint rank and file Goblins is as follows:

Step 1: Clean up a group of models to work on at the same time. Between five and eight should be about right. Once they have been prepared, give them an undercoat of white paint.

Step 2: Paint the skin areas with Goblin Green and apply your chosen base coat to the clothing. Black and red are the most common colours to use for goblins, but can be supplemented with other colours such as yellow and tan. The weapons and any other objects such as pouches and decoration should be painted black at this stage.

Step 3: Give the skin a wash of either green ink or thinned green paint such as Ork Flesh. This will shade the skin and help pick out the detail. The clothing can be given a simple highlight at this stage if you wish, though this is not really necessary for rank and file models.

Step 4: When the ink on the skin is thoroughly dry, highlight the raised areas on the face with Goblin Green. This will pick out and define the features over the ink wash. The weapons and the rest of the detail can be picked out at this stage. Give the swords and armour a coat of Chainmail and highlight this with Mithril Silver.

Step 5: The last thing to do is to pick out the fine detail, such as the eyes, and paint on any markings and decoration. The eyes should be picked out in Blood Red with a tiny white pupil. There are several types of decoration that are highly appropriate for Goblins; checks are the most common, but moons and eye symbols can be added to any Night Goblin models.



NIGHT GOBLINS

Night goblins are even easier to paint. It is best to give them a black undercoat and just pick out the flesh and details over this. The skin needs to be painted white over the black so that it doesn't end up too dark, but apart from that the technique is exactly the same as the Goblins.

STONE TROLLS

The new Stone Trolls are great for adding variation and character to an Orc and Goblin army. A grey blue was chosen as the main colour as it gives a good hard, stony feel that will contrast well with the sea of green in an Orc force. The ears and belly were painted in a lighter shade to give the body a bit more definition and shape. The models are really brought to life by the weapons and decoration. Each of the miniatures is covered in bones, skulls, pebbles and other adornments which, when picked out, really contrast with the scaly hide. The beady eyes and long, curved claws were painted black and then picked out in bright red to make them stand out and give the models contrast.

BATTLE WIZARDS

The practice of magic within the Empire was sanctioned by Magnus the Pious in the time of the great war against Chaos. He set up the eight colleges of magic in Altdorf, an institution which has ensured a constant supply of battle wizards within the Empire. In times of war these wizards join the armies of the Empire to unleash their mighty powers upon the foes of the Emperor.



JADE WIZARD



LIGHT WIZARD



CELESTIAL WIZARD



GOLDEN WIZARD



GREY WIZARD



AMBER WIZARD



AMETHYST WIZARD



BRIGHT WIZARD

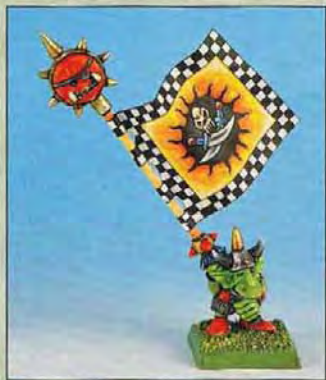
GOBLINS AND STONE TROLLS



GOBLIN WITH SWORD



GOBLIN CHAMPION



GOBLIN STANDARD BEARER



WITH SPIKED CLUB



WITH AXE



WITH SPEAR



WITH SPEAR



A REGIMENT OF GOBLINS WITH STANDARD BEARER AND CHAMPION



WITH SWORD



WITH SPIKED CLUB



WITH SWORD



WITH SWORD



WITH AXE



WITH SWORD



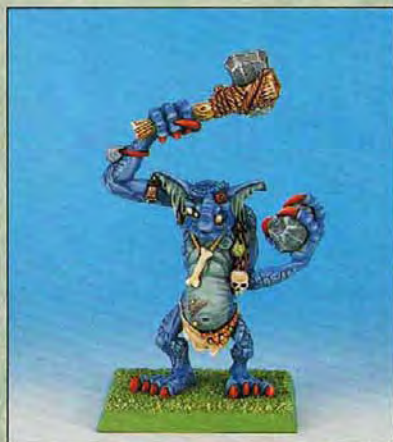
WITH SWORD



WITH MACE



STONE TROLL WITH TWO-HANDED CLUB



STONE TROLL WITH AXE AND ROCK



STONE TROLL WITH BONE CLUB

KENT MARTIN



Kent Martin works for Games Workshop in the USA and as you can see is an extremely accomplished miniature painter. We last showed Kent's work in White Dwarf 144 when we featured

his stunning Warhammer Dark Elf army to which Kent has now added a large number of new characters and regiments.

Kent is also a keen Warhammer 40,000 gamer. On this page you can see some of the models from his collection, including some of the characters from his Bad Moon Ork warband, a Space Marine Captain and the brilliant converted Eldar War Walker.



SPACE MARINE
BLOOD ANGEL CAPTAIN



ELDAR HARLEQUIN



BADMOON RUNTHIERD



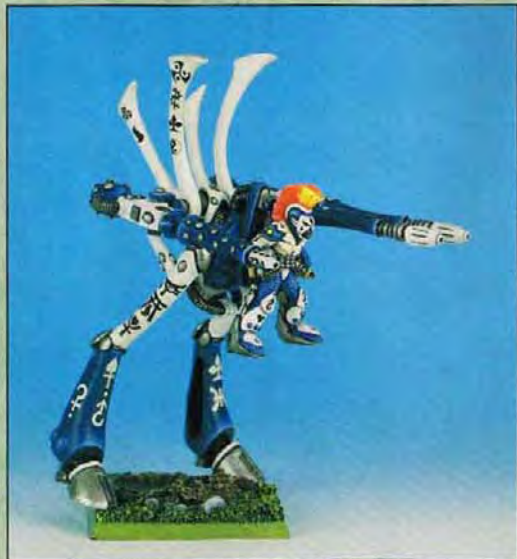
BADMOON MEKBOY



BADMOON WEIRDBOY



ELDAR HARLEQUIN



CONVERTED EL D A R W A R W A L K E R

SPACE MARINE



Space Marine is the game of epic battles in the war torn universe of the 41st Millennium, where mighty warriors clash in an apocalyptic conflict which will decide the fate of the galaxy.

As the commander of a conquering army, you rely on tactical skill to outmanoeuvre and outfight your opponent. You must work out the best time to launch an attack, how you can exploit terrain to give troops cover, and whether buildings, high ground or other features are worth capturing. Ultimate victory belongs to the top general, the boldest stratagem and the bravest warriors!

The game rules cover all the Eldar, Ork and Space Marine models in the Space Marine game box - plus a variety of models from Citadel Miniatures' Epic scale range. This completely new and original game system is easy to learn and fast and exciting to play.



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**GAMES
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MODELLING WORKSHOP

ASSEMBLING YOUR WARHAMMER MODEL BUILDING

By Adrian Wild

Inserted between the pages of this issue of White Dwarf, you'll find two sheets of card printed with the components of your free full-colour Warhammer building. This superb model has been designed and painted by our own modelling expert Adrian Wild. In this article, Adrian gives his advice on the best way to assemble your Warhammer building.

TOOLS AND MATERIALS

Work Surface: Before you start to assemble your model, make sure you have a clear work surface and a few simple tools and materials close to hand. If you are going to work on a table, it's best to protect the surface with a piece of thick card or several thicknesses of newspaper otherwise you might get into trouble with the authorities!

Modelling Knife: To cut out the individual model sections, it's best to use a modelling knife with a sharp blade. Blunt blades are far more dangerous, because you have to press down much harder and there is a greater likelihood that you will slip and cut your fingers.

Steel Rule: A steel rule is essential for making straight cuts. The edge on a plastic or wooden ruler will rapidly get damaged by the blade on your knife.

Scissors: Scissors are useful for trimming off any excess bits of card or snipping the pieces to fit.

Adhesive Tape: Sellotape or masking tape is useful for supporting the various building sections and holding them firmly in place while the glue is drying.

Glue: The best type of glue to use is an impact/contact adhesive such as Bostik. This is the type of glue that you first spread on both of the sections to be joined and then place them on one side. When the glue has gone tacky, you can press the two pieces together and they'll form an extremely strong bond.

You can use other type of glue suitable for paper and card such as PVA or a general purpose adhesive, but because of their longer drying time, you'll have to support the pieces with tape or elastic bands.



GETTING STARTED

First of all, carefully remove the two pieces of card from your White Dwarf by cutting along the dotted line with scissors or a modelling knife. There are so many optional pieces for the building that we couldn't get them all onto the card, so some have been printed elsewhere in this article. If you want to include these extra bits then it's best to glue them onto stiff cardboard before you cut them out.

The model has been designed so that you can assemble it in a number of ways. The basic shape consists of Main Walls (1) and (2) and the Main Roof. Cut these out first. It's best to roughly cut the shapes from the card sheet using scissors and then trim the straight edges with a modelling knife and steel rule rather than attempting to cut them neatly straight out of the card.

THE MAIN BUILDING

Once you have cut out the two wall sections, you'll need to score along all the fold lines. It's important to do this because it stops the card bending along the folds and making a rounded, ill-fitting section.

To score a line, draw the back of your knife blade firmly along the line where the tabs join the walls and along the line where the end walls join the sides of the building. Use your steel rule as a guide when you do this to make sure you get a clean fold.

Fold the two wall sections along the line where the end and side walls join to create two 'L' shaped sections. Before you add any glue, hold these two pieces against each other just to check that the tabs are folded correctly and that the two pieces will fit together neatly. Once you are happy with the fit, spread a thin layer of glue along the surface of the tabs. If you are using contact adhesive, place the pieces on one side to allow the glue to go tacky before pressing them together. If you are using any other type of glue, then you will need to assemble the walls straight away and use some tape or elastic bands to hold the model together while the glue sets.

The next stage is to add the roof. Score along the centre line down the ridge of the roof and fold it at an angle of about 45°. Once again, check the fit. The roof should overhang the walls by about 10mm at each end, and slightly less along the sides. Bend the tabs into position to ensure that they all make contact with the roof. When you are happy with the way it looks, glue the roof into place.

When you've finished, place your model on one side for the glue to dry. While you are waiting, you can go ahead and cut out all the optional bits for your model.

ADDING THE SHEDS AND WINDOWS

We've provided lots of extra bits that you can add onto your model in the form of windows and outbuildings, some of which are printed below. We suggest that you cut these out and glue them onto some thin card (cereal packet card is ideal) before adding them to your building.

The Dormer Window and Overhanging Dormer

It's best to fit both of these additional pieces onto the main building before gluing their own roofs on. This way you can achieve a better fit, and slightly adjust the roof to cover any gaps between the additional section and the main building.

The **Dormer Window** fits directly onto one side of the roof. Simply score along the folds and glue it into position. When it is dry, glue the roof into place.

To fit the **Overhanging Dormer Window**, first you'll have to decide where you want to position it and then trim away a small section of the roof overhang so that it fits flush to the wall.

The **Doorway** is glued on in exactly the same way. Check the fit with your model, glue it into place and finally add the roof.

On the card sheets, we've also provided a **Free Standing Shed**. This can either be assembled and placed alongside the main building, or you could glue it against one of the walls as an extra outbuilding in a similar way to the two **Sheds**.

Finally, cut out the **Chimney**. Score and fold it in the same way as the other pieces and glue it onto the roof.

All of these pieces are entirely optional, you can add all or none of them, just as you please. On the sheet below, we've also included some optional windows and a door in case you want to make your model the home of a Necromancer or Chaos Sorcerer.

PAINTING YOUR MODEL

When you've fully assembled your model, there are a number of things you can do to really finish it off. The simplest of these is to cover any exposed edges of the card with a suitable Citadel acrylic colour. The original artwork for the model was painted using Citadel paints so it should be possible to achieve a good colour match.

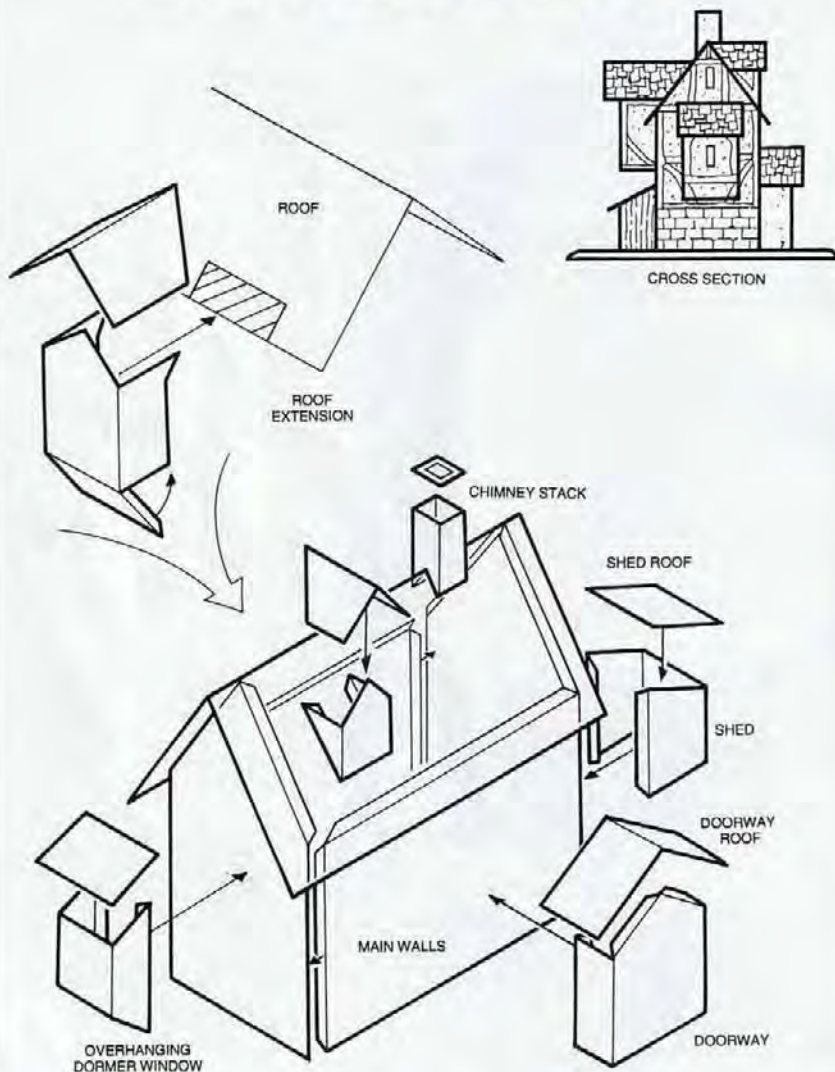
I painted the roof in a mixture of Terracotta and Blood Angel Orange, the walls were a mix of Bleached Bone and Bronzed Flesh, the timbers were Chaos Black and the stonework Codex Grey mixed with Elf Grey. Using a fine brush, paint any of the exposed edges in the appropriate colour. You'll find that this makes a dramatic difference to the finish.

To further improve the look and durability of your model, you can base it on a piece of thick card or hardboard. Cut the material into a rough oval slightly larger than the building and glue the model to the base. Once the glue has dried you can paint the base green and cover it with a layer of modellers flock or fine sand.

You should now be the proud owner of a brand new, Warhammer building all ready to include in your next game. Of course there's lots more you can do to enhance the look of your building. On my model I trimmed round all of the roof sections with my modelling knife to give the tiles a more natural look. In the article on buildings in last month's issue of White Dwarf, I talked about lots of different ways in which you can add detail to your buildings. Although you are not working with a scratch built model, many of the same techniques apply.



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Models designed by Michael Perry

The Heroes of the Empire boxed set gives you four mighty warriors. Ludwig Swartzhelm – renowned throughout the Empire for his iron loyalty to the Emperor. The Supreme Patriarch of the Colleges of Magic – a fearsome battle Wizard ready to strike down the Emperor's enemies. The Captain of the Reiksguard Knights – the Empire's chief Warmaster and personal bodyguard to the Emperor and the Imperial Herald holding aloft the Emperor's Battle Standard.

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WARHAMMER

GOBLIN SQUIG HERDERS AND NET TEAMS

By Rick Priestley

The tall and forbidding mountains of the Old World are riddled with tunnels which extend far beneath the earth. Some of these tunnels were Dwarf built in ages past, some are mines excavated in search of gold, and others are crude Goblin tunnels scraped through the stone by centuries of toil. There are also natural tunnels, cave systems, and ancient caverns worn through the rock by waterways which have long since dried up.

Below the levels of the Dwarf workings lie the insidious tunnels of the Skaven, whose under-empire extends throughout the Old World beneath cities and mountains alike. Lower still there are tunnels created by creatures unknown: creatures whose ancestors chewed and clawed their way under the earth before they expired, without even the Dwarfs being aware of their existence.

The uppermost levels of this vast cave system are often inhabited by Night Goblins. These underground dwelling Goblins have taken over many of the ancient Dwarf workings, and even extended them with new tunnels of their own. The Night Goblins are well aware of the lurking horrors that dwell beneath them, and venture into the depths as infrequently as possible. One purpose that lures them downwards is the search for fungus and moulds which their shamans brew into strange hallucinogenic concoctions. The best fungi grown in deep, obscure places, and the most sought after of all is the dangerously potent Mad Cap which can turn a Goblin into a whirling Fanatic.

As well as searching for fungus the Night Goblins also venture deep into the lower cave depths hunting for elusive Cave Squigs. Cave Squigs are hybrid creatures, a strange mix of fungus and flesh and blood. Their tough ball-shaped bodies are propelled forward by two taloned feet. Cave Squigs have huge, gaping mouths thronged with slashing teeth with which they tear their prey apart. They are big enough to bite a large creature clean in two, and can easily swallow a Goblin whole.

Night Goblins do eat Cave Squigs, but they also keep them as pets, albeit extremely fierce ones. As even the most docile Cave Squig will happily bite the leg off anyone foolish enough to stray too near, ownership requires a certain casual bravado and a high degree of unreasoning optimism – qualities which abound amongst Night Goblin

chieftains. It is considered a chieftain's privilege to keep a Cave Squig or two securely chained to his throne. The loss of the odd lackey who gets overly close is generally considered a good thing as it encourages a proper sense of awe and nervousness amongst the lowly greenskins. It also keeps would-be assassins at bay, an important consideration amongst Goblins where there is little loyalty without fear.



The Night Goblins have evolved a cunning method of capturing Cave Squigs. A party of Night Goblins will descend into the lower regions, some carrying long, sturdy forks called squig prodders. A squig prodder is so big that it requires two Goblin Squig Herders to carry it. The prodder is used to goad the Squigs from their hiding places and then keep the enraged creatures at bay. Once the Cave Squigs have been provoked out of the lairs other Goblins throw a net over them then they are beaten senseless with large clubs so they can be dragged away.

These teams become very proficient at their job, mostly because any slackness or ineptitude tends to have fatal consequences. Some individuals become quite well known and gain a formidable reputation as Squig Hunters. Indeed, famous Squig Hunters become quite nonchalant about the creatures they capture, and are happy to exhibit their skills with spectacles such as Squig Wrestling, Tunnel Racing, Squig Pit Leaping, and bare-back Squig Riding.

When the Night Goblins go to war their Cave Squigs go with them. Cave Squigs don't like the light much at all: it hurts their eyes and drives them mad with pain. To keep them under control the Squig Herders and net teams go along too. When the battle begins the Squig Herders use their long forks to goad the Squigs into a destructive fury, and chase them towards the enemy lines. The poor Cave Squigs smash into the enemy, gnashing and biting anything they touch, chewing their way through the enemy's ranks. The net teams also fight in battle, using their skills to net enemies and club them senseless.

CAVE SQUIGS AND HERDERS

Cave Squigs are organised into little mobs or units together with a number of Herders armed with squig prodders. The Goblin Herders are always placed behind the Squigs making a separate rear rank. The Herders drive the Squigs in front of them towards the enemy at the speed of a Goblin - ie 4" basic move, 8" march move or charge.

SPECIAL RULES

MOVEMENT

The unit moves at the speed of a Goblin so long as there is at least one Herder team per three Cave Squigs. If there are more Squigs than the Herders can safely control, excess Squigs will go wild as described below.

ATTACKS

The unit of Squigs and Herders may charge and fight in hand-to-hand combat as normal. Herders will normally start off in the second rank, but they can fight anyway because of the length of their squig prodders. Herders may be moved into the front ranks as Squigs fall casualty, just as rear ranks of ordinary units are assumed to step into any

gaps which appear. So long as the unit is fighting in hand-to-hand combat there is no need for the Herders to remain behind the Squigs, so Herders may lap round the enemy formation if they have the opportunity to do so. The Squigs will not go wild while the unit is in hand-to-hand combat even if there aren't enough Squig Herders to control them properly.

SQUIG PRODDERS

A squig prodder is a weapon unique to the Night Goblin Herders. It is very long and heavy and two Goblins are required to hold it. The prodder has a sharp, forked end with which the Goblins prod and goad their Squigs. A team of two Herders may fight in hand-to-hand combat if they are in base-to-base combat with an enemy model, or if they are behind a model which is in base-to-base contact. This means they can fight from the second rank if they are behind their Squigs.



A team consists of two Night Goblins, and attacks just like two Goblins except that the squig prodder confers a +1 strength bonus at all times (it is so big and heavy!). Should one Goblin be slain the remaining Herder can continue to fight normally, the team model is left in place until both Herders are slain. It will be necessary to remember or note down that individual team members have been slain.

GOING WILD

Cave Squigs are vicious, bad-tempered, and thoroughly dangerous creatures with extremely big teeth. Their natural habitat is cold dark caves and bright sunlight drives them crazy with pain. Being continually prodded by a Goblin doesn't improve their temper much either. Given half a chance a Cave Squig will run off if it can, biting and chewing its way through anything in its way.

A Goblin Herder team can only control up to three Squigs at a time. Any excess Squigs will go wild - once a Squig has gone wild there is nothing you can do to control it. A wild Squig is moved along with other compulsory movement in the movement phase. It moves 2D6" in a random direction (use the scatter dice with an arrow on it to indicate which way it goes). If several Squigs go wild at the same time roll for each separately.

A wild Cave Squig will not attack its own unit, it simply bursts through it and escapes. However, if the Squig hits any other target it is considered to have charged and fights hand-to-hand combat as normal. Once fighting in hand-to-hand combat the Squig doesn't move, but it will pursue a defeated opponent and will then continue to move randomly. Bear in mind that a wild Squig makes no discrimination between friend and foe - it just attacks whatever is in front of it and can easily end up chewing its way through Goblins or Orcs.



NIGHT GOBLINS



BALL AND CHAIN FANATICS



NET TEAM CLUBBERS



NET CHUKKAS



A SELECTION OF CAVE SQUIGS



SHAMAN



SQUIG HERDERS

LEADERSHIP

The whole unit tests leadership on the highest value, whether this is the Night Goblins or a character leading the unit. Should the unit be broken the Cave Squigs will flee in a group a total of 3D6" (ie they count as moving more than 6") and will almost certainly separate from their masters. Should a group of separated Squigs ever rally (unlikely with a Leadership of 2!) they go wild as described above.

MISSILE CASUALTIES

When the enemy shoots with bows or comparable missiles at a unit of Cave Squigs and Herders randomise any hits amongst the potential targets. For example, if the potential targets include 2 Cave Squigs and 1 Herder team roll a D6 for each hit. A score of 1-2 = the Herder team, 3-6 = a Cave Squig.

	M	WS	BS	S	T	W	I	A	Id
Night Goblin	4	2	3	3	3	1	2	1	5
Cave Squig	2D6*	4	0	5	3	1	5	1	2

Points Value: Cave Squig..... 25

Herder Team..... 8

NIGHT GOBLIN NET TEAMS

Night Goblin Net Teams fight as units. Some of the Goblins carry nets while others carry clubs. The ratio of nets to clubs is not essential, Goblins cannot count beyond three and find it difficult to organise this sort of thing. Nets and clubs do operate in slightly different ways, and it is up to the player to decide upon his ideal mix.

SPECIAL RULES

NETS

Goblins with nets receive a +1 initiative bonus. This means they always attack before Goblins with clubs. A net hit cannot harm its target so no roll is made to wound, but any netted victims will be bashed by club-armed Goblins later. In addition, a netted target may not fight in that hand-to-hand combat phase if it has not fought already. As Goblins have notoriously low initiative levels this advantage is only likely to be of real value during the charge (when they get to go first) but it is also useful against slower minded creatures such as Dwarfs.

HUGE CLUBS

Club-armed Goblins fight exactly as normal except that they receive a +1 bonus to their strength. In addition they automatically inflict 1 extra hit on each victim netted by the net carriers. For example: four net fighters score 2 hits (thereby netting two victims), and five club fighters inflict



3 hits. The total number of hits is 5. All of these are resolved as club hits with a +1 strength bonus. However, there must be at least 1 club wielder left to strike any netted models. If there are none then the net team must do their own dirty work, so resolve hits at strength 3 as normal. Note that this extra bonus does not apply to all club users, only to Night Goblin Net Teams.

MISSILE CASUALTIES

When the enemy shoots with bows or comparable missiles at a unit of Net Teams randomise any hits amongst the potential targets. For example, if the potential targets include two Goblins with nets and four Goblins with clubs roll a D6 for each hit. A score of 1-2 = a net, 3-6 = a club.

	M	WS	BS	S	T	W	I	A	Id
Night Goblin	4	2	3	3	3	1	2	1	5

Points Value: Net/Club armed Night Goblin..... 3 1/2

POINTS VALUES

Goblin Doom Diver 100 pts
(Rules in White Dwarf 154)

Cave Squig 25 pts

Herder team 8 pts

Net/club armed Night Goblin 3 1/2

HIGH ELF REPEATER BOLT THROWER

The High Elves of Ulthuan are an ancient and sophisticated people. In art, architecture, and craftsmanship their skills surpass all other races, whilst their magical lore is supreme in the Warhammer World. In matters of war they are proud and courageous as well as great tacticians, whose cleverly evolved stratagems have won many a desperate battle. The High Elves have never developed gunpowder technology as have the men of the Old World and Dwarfs – indeed they have never needed to do so as their marksmanship with the bow is superior to that of lesser races. Centuries ago they created torsion powered and counter-weighted devices which are their equivalent of cannons, perfecting them to such a degree that they are in many ways superior to crude gunpowder weapons.

THE REPEATER BOLT THROWER

The High Elf Repeater Bolt Thrower is a machine that shoots long, steel tipped bolts or darts. The machine can shoot either a single dart or a whole volley. However, when a volley is fired, the energy of the weapon is divided and the bolts are less effective. The Repeater Crossbow is therefore ideally adapted to engage large, tough targets by means of a single shot, or multiple weaker targets with a volley of darts.

When it is your turn to shoot, declare whether you are firing a single shot or a volley. Single shots are worked out exactly as described in the Warhammer rulebook (see p79 Bolt Throwers). Rather than take up valuable space in White Dwarf repeating these rules, we've printed a summary at the end of this article.

A volley is worked out slightly differently to a normal Bolt Thrower shot. A volley consists of 4 separate bolts, but these are always fired towards the same target in the same way as a unit of archers or crossbowmen. Roll to hit for each bolt using the Ballistic Skill of the crewmen and the Missile Fire Chart as normal. As High Elves have a BS value of 4 this means a hit is scored on a 3 where no other modifiers apply. Because the Bolt Thrower's energy is divided between four individual bolts the strength of any hit is 4 as opposed to 5 for a single shot. Resolve damage as normal using the 'To Wound' chart. If successful 1 wound is inflicted. Note that this is less than the D4 wounds inflicted by a single shot due to the reduced effectiveness of a multiple shot. If the target is slain then the bolt penetrates to the second rank and hits again in exactly the same way as a normal Bolt Thrower. Several ranks can be penetrated in this way, but the strength hit is reduced by -1 for each rank pierced. So, the first hit is resolved at strength 4, the second at strength 3, the third at strength 2 and the fourth at strength 1. As with single shots, no armour saving throws are allowed for hits from a Bolt Thrower.

Example. Shooting at a unit of men at long range with a multiple shot. Roll 4 dice to hit. You will require a 4+ with each shot as the target is at long range. The dice score 2, 3, 5 and 6 = 2 hits (an average score at this range). Men have toughness 3 and so you require 3+ to

wound. Roll two dice scoring 3 and 5 = 2 wounds and two men slain (no saves allowed). Roll for the second rank at strength 3 so you require 4+ to wound. Roll two dice scoring 4 and 6 = a further 2 men slain. The next rank is at strength 2 so you require 5+ to wound. Re-roll the two dice again scoring 3 and 6 = 1 man slain. The next rank is at strength 1 so you require a 6 to wound. Re-roll the dice scoring 2 = no further damage. Total = 5 men slain.

	Range	Strength	Save	Wounds per hit
SINGLE SHOT	48"	5 -1 per rank	None	D4
MULTIPLE SHOT	48"	4 -1 per rank	None	1

The Repeater Bolt Thrower is a solid device which has a toughness value and an equivalent to 3 wounds as shown below. The Repeater Bolt Thrower can be moved by its crew. It cannot move and shoot in the same turn, except that it can be turned to face its intended target. If one of the crew members is killed, then its movement is reduced by half.

MOVE	TOUGHNESS	WOUNDS
As crew	7	3

The Repeater Bolt Thrower has a crew of two models and if one crewman is slain then the remaining crewman can continue to operate the machine without any reduction in performance. If both crew are slain the Bolt Thrower cannot shoot.

SUMMARY OF REPEATER BOLT THROWERS

1. Align bolt thrower on target and declare single or multiple shot. Roll to hit (for each shot).
2. Resolve damage at strength 5 for single shots, 4 for multiple shots. No save is permitted.
3. If the target is slain roll damage against the second rank at strength 4 for single shots, 3 for multiple shots.
4. Continue rolling for damage until you fail to slay the target or run out of ranks, deducting -1 from the strength for each rank already pierced.

High Elf Repeater Bolt Thrower Points Value: 50 points



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MIGHTY EMPIRES™

This month sees the release of a brand new range of models for Mighty Empires, the game of sweeping conflict and dark intrigue in the Warhammer World. Nigel Stillman explains...

Mighty Empires is a game of empire building that can be played by two or more players. Each player controls the fortunes of a fantasy empire, dispatching armies across the landscape to explore and conquer new lands, and defend them against rival empires.

The game is played on full colour hexagonal map tiles that allow you to create a campaign map on a continental scale. At the start of each game the campaign map is created by randomly placing the tiles together, so the landscape for each game is different. The Mighty Empires box contains plastic models to representing armies, cities, fortresses, villages, ships and dragons that are placed on the map to mark the extent of empires and the movement

of players' armies. Additional metal models have also been released in conjunction with additional rules published in past issues of White Dwarf (see below).

The Mighty Empires rules enable you to fight wars between rival empires in year after year of campaigning. All sorts of events will unfold during a game of Mighty Empires: battles, sieges, magic, espionage, natural disasters, conspiracy, treachery, conquest, plague, famine and invasion.

Mighty Empires was originally designed as a campaign system to complement Warhammer Fantasy Battle, and the two games are mutually compatible. The campaigns fought using the Mighty Empires set can provide a context for tabletop battles fought with the Warhammer Fantasy Battle rules. When armies clash on the Mighty Empires map, the outcome can be decided using abstract rules, or you can fight the battle using models if you prefer. The campaign can thus last several weeks of real time, providing backgrounds and objectives for fighting many tabletop battles.

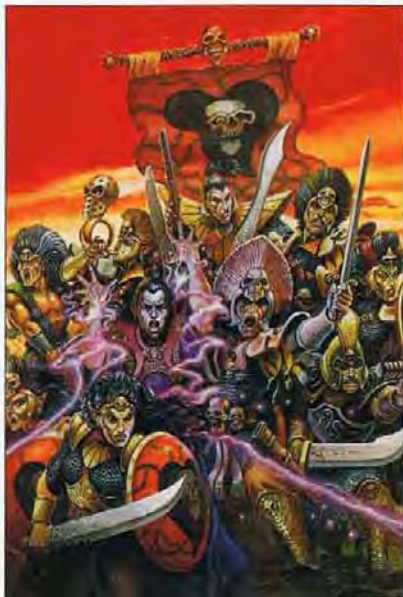
Man O' War, Games Workshop's forthcoming game of sea battles in the Warhammer World, will further complement the Mighty Empires game, enabling sea encounters to be represented in detail on the tabletop as well. Of course, all these games can be played in their own right.

Several articles expanding the original Mighty Empires rules have appeared in White Dwarf, and these are listed below for your reference. We are planning to release some new Mighty Empires models over the next few months, and these will of course be accompanied by the relevant rules.

WHITE DWARF REFERENCE

The following past issues of White Dwarf have articles and additional rules for Mighty Empires.

White Dwarf	Mighty Empires Article
130	Introduction to the Campaign System
131	Rules for Wizard's Towers
132	Rules for Necropolises
133	Rules for Pirates and Bridges
135	Rules for Battles and Secret Agents



WILDERNESS LOCATIONS

A force which begins the turn in a barren tile may spend the turn exploring it instead of scouting and moving. The force is effectively scouting the whole tile, rather than just the route it is marching along, by sending parties out into the countryside, investigating mountain trails, questioning travellers and recording their findings on maps. This is represented by an Exploration Roll.

If you wish to explore, roll a D100 and consult the Exploration Chart, opposite.

EXPLORATION CHART

The Exploration Chart lists several possible wilderness locations. This chart first appeared in White Dwarf 131, but is reproduced here in a slightly amended form so as to increase the chances of finding mines in mountainous areas. The chart is deliberately designed to leave 15-30% at the top end as a 'roll again' result. This allows us to incorporate new results in the future and provides you with an opportunity to invent and insert more wilderness locations of your own, such as underground cave systems or ancient monuments.

EXPLORATION CHART (REVISED)

TILE TYPE				RESULT
Lowland	Coastal	River	Highland	
01-55	01-55	01-35	01-30	Nothing is discovered
56-60	56-60	56-60	51-55	Necropolis
61-65	61-65	61-65	56-65	Wizard's Tower
-	-	-	66-80	Mine
66-70	66-70	66-70	81-85	Temple
71+	71+	71+	85+	Roll Again

The Wizard's Tower and Necropolis locations were dealt with in White Dwarf 131 and 132 respectively.

MINES



Mines are only found in mountainous regions. They delve deep into geological strata and volcanic fault lines to tap huge deposits of valuable metal ores and various strange and exotic minerals. Since mining has been going on in these areas for

centuries, there are many lost and abandoned mines to be discovered. Many of the mines in the Old World were originally worked by Dwarfs in the days of their empire, and have been long since abandoned.

The discovery of a mine with a rich deposit still not exhausted by its former owners can lead to a massive increase of revenue for the empire concerned. Of course there are risks involved in exploring the old shafts and tunnels, but these are more than offset by the potential rewards. This means that mountainous regions are potentially very valuable areas to conquer and bring within the borders of the empire, but they are also likely to be coveted by rival empires.

When a mine is discovered, scouts go into the workings looking for ore or slag in order to identify what was being mined. Sometimes the discovery isn't actually an old mine but a rich outcrop of minerals exposed in the rock face or in caves and ravines. Roll for the nature of the mine on the Mines Chart opposite.

When a workable mine is discovered, place the mine model on the tile. This remains there to show that the mine is capable of producing riches and therefore might

change hands in the course of the campaign. Once a mine has been found and its nature established, it cannot be changed by subsequent exploration. A mine can be razed like a settlement, in which case it is blocked for good (remove the mine from the tile). A mine provides no subsistence, nor is it able to withstand a siege or count as a defended settlement. If enemy forces occupy the tile, the mine is captured.

MINES CHART

D6 Results

- The mine has been worked out and is exhausted of minerals. Roll on the Disused Mine Chart. Dwarfs are such expert miners and prospectors that they stand more chance of finding something. For this reason, they may re-roll this result if they wish. Dwarfs may re-roll on this chart or on the Disused Mine Chart instead.
- The mine has a rich vein of base metals such as iron, copper and tin. These are useful for trade and the manufacture of weapons and armour. The ore can be traded or used to make weapons and armour. This generates two gold crowns revenue each year.
- The mine has a rich vein of precious metals such as gold and silver. These can be used to mint currency increasing the revenue of the realm. If you still retain control of this tile in the winter season you can claim a revenue of three gold crowns each year.
- Very precious or rare minerals were being mined here, roll on the Rare Mines Chart.



RARE MINE CHART

D6 Discovery

- 1 The mineshaft caves in on the unfortunate scouts. Lose D6x10 points from the banner to represent those slain by the rockfall.
- 2-5 A rich vein of precious gems such as diamonds, amethysts, sapphires and similar precious stones is found. This treasure can be used to increase revenue. In the winter season, if you still retain control of this tile, you can work the mine, claiming a revenue of D6 gold crowns from the mining settlement each year.
- 4-5 **Meteoric iron.** This exceptionally hard metal can be used to forge magical weapons. In the winter season, if you still retain control of this tile, you can work the mine. This allows you to choose a single magic item for your army each year, made from minerals obtained from the mine. Each item is worth D6x20 points.
- 6 **Warpstone!** The mine is an ancient ruined Skaven mine, or was abandoned in horror when the former miners struck warpstone. Skaven discoverers or forces of Chaos can use the warpstone to forge magic items. Other races suffer a loss of D6x10 points due to the corrosive effects of warpstone and immediately block up the mine tunnels for good (remove the mine from the tile). In the winter season, Skaven or Chaos forces who still retain control of this tile can work the mine. This allows them to D6x20 points of magic items for their army each year, made from the warpstone.

DISUSED MINE CHART

D6 Discovery

- 1-3 The mine is totally exhausted and the workings are in a dangerous state of disrepair. The mineshaft caves in on the scouts: lose D6x10 points from the banner to represent those slain by the rockfall. Because Dwarfs are such expert miners and prospectors they are allowed to re-roll this result.
- 4 The mine is actually the entrance to a Dwarf Hold! Roll a further D6 and on a score of 1-4 the Hold is ruined, so roll on the Old Skaven Labyrinth Chart for discoveries. On 5 or 6 the complex is still inhabited and counts as an independent fortress of Dwarfs.
- 5 The mine is actually the entrance to a Skaven labyrinth. Roll again. On a D6 score of 1-4 it is in ruins so roll on the Old Skaven Labyrinth Chart for discoveries. On a score of 5 or 6, it is a Skaven den and counts as an independent fortress of Skaven.
- 6 The mine tunnels are infested with Cave Trolls or Night Goblins. D6x100 points of these can be recruited by Orc or Goblin armies or Chaos armies. Other forces lose D6x10 points representing scouts eaten by Trolls or hushwhacked by Goblins.



THE SIEGE TRAIN

Fortified cities, fortresses and great walls can block or hold up the progress of your conquering armies. Often the only way to continue the campaign is to attempt to besiege such places or storm them by assault. This is both time consuming and costly, and you may end up watching your armies wither away with constant assaults, or see the campaign season slipping away as your forces remain encamped around a defiant enemy fortification. The only realistic solution to breaking massive fortifications is to employ a formidable siege train which includes siege engines of gigantic proportions capable of smashing down the strongest walls, gates and towers quickly.

All armies are able to besiege fortifications using the engines of war permitted in the army list. These machines and artillery are small and mobile enough to be used in the field in open battles as well. Some are simple enough to be constructed from local materials by an army which suddenly encounters a fortified position blocking its intended route. The war machines, artillery and siege engines of a siege train are altogether on a different scale. These machines are so huge that they cannot easily be constructed in the field. Instead they must be manufactured in advance, often in pre-fabricated sections which can be transported in wagons, on ships, or stored until needed in fortresses.

There are four principle siege engines (referred to as siege train elements) which make up a typical siege train. These are described below.

THE MONSTER STONE THROWER



This is a catapult operated by a massive counterweight which swings a long shaft and hurls a boulder a very great distance. The huge boulder will smash any ramparts that it strikes. The catapult is made of thick timbers to withstand the stress and strain, but the parts can

be transported individually on wagons and are lashed together into a catapult in the siege lines.

THE GREAT CANNON



The great cannon is a cannon so big that the ruler of the empire will have to make special measures to get hold of enough metal to make it. All the bells in the realm or all the cannons of the fleet may have to be melted down to provide enough bronze to cast a single great cannon.

The great cannon is so monstrous that hundreds of oxen are required to pull it. Few roads and bridges can

withstand such a weight passing over them, and city gates must be demolished for it to pass through. Several ships must be lashed together to convey its weight on the ocean.

An extra large company of artillery crew is required to serve the gun. The cannonballs are usually made from stone and are fired with a sound like thunder. The shot roars through the air for a distance of several miles and can roll several miles more when it strikes the ground. Walls, gates and towers are shattered when the ball strikes. One shot requires more gunpowder than the entire fleet uses in a year.

THE GIANT BATTERING RAM



The giant battering ram is cut from the tallest and strongest tree in the realm and shod with a massive iron or bronze head. Hundreds of men are needed to pull the ropes that swing the ram to strike a gate or fortress wall. One blow will smash great oak doors like matchwood or

crumbles masonry into powder, collapsing towers and walls like sand castles. The hides of a thousand beasts form its canopy, protecting the operators from the arrows of the defenders. The giant battering ram is so heavy that its wheels cut gigantic ruts in the road as it is drawn along on the march by hundreds of oxen.

THE SIEGE TOWER



Hundreds of wagons are required to carry the pre-fabricated timbers that make up the siege tower, and when these are put together the siege tower will be raised higher than any known wall. Bolt throwers shoot out of port holes on each of its many levels. A drawbridge or spiked corvus is ready on the

top of the tower to be dropped on the enemy battlements allowing attackers to swarm across, constantly reinforced by a steady stream of soldiers scaling ladders within the protected tower itself. The whole thing is sheathed in iron and bronze scales or thick hides. It is pushed against the walls by a thousand men toiling on the siege ramp required to support its weight.

RULES FOR USING THE SIEGE TRAIN

The siege train can contain up to four of the engines described above. These can be four different types or any combination of types, perhaps even four of the same type

– it's up to you to determine your preferred siege strategy. The monster stone thrower and the great cannon are used for battering the fortifications prior to an assault. The siege tower and the great battering ram are used in the assault itself. With siege engines such as these, the demolition and swift storming of enemy strongholds is made possible. Sieges are reduced to a matter of weeks or even days, perhaps a single terrible assault! The conquering army proceeds as an irresistible force, and nothing can stand in its way. Each engine (element) of the siege train has a points value of 250. An attacking side equipped with these engines counts this points value in a siege. The points value of siege train elements is not counted in an open battle, since these engines cannot be manoeuvred or set up on a normal battlefield. Too many preparations are required and the rate of fire of the massive artillery takes too long. Siege train elements count as baggage and will be captured if the accompanying banners and escorting troops are defeated.

CONSTRUCTING A SIEGE TRAIN

A siege train can only be built in a city or fortress during the construction phase of the winter season and costs 3 gold crowns per element. You can only build as many siege train elements as there are wooded tiles within the empire. This represents the expenditure of timber required exactly as for ships and fortresses. The siege train can be stored in any city or fortress of the empire over the winter season.

MOVEMENT

The siege train moves at the same rate as a banner and is subject to all the same rules except subsistence. Up to four siege train elements can be added to a banner and are moved in company with it. The points value is additional to the maximum 1500 points allowed to the banner. If accompanied by a siege train the force cannot move via a perilous route, because the siege train makes it impossible to use wilderness tracks or fords or mountain passes. The force must therefore march along roads and firm open ground. A force with a siege train can however be transported by sea. The siege train does not require subsistence unless moving on its own.

Three or more elements count as a 'siege train' banner in their own right and can move on their own without accompanying banners. The column is assumed to include the machines themselves plus 500 points of escorting troops and scouts (these can contribute to a siege or open battle). The subsistence requirement for an independent siege train is the same as that for a banner. It may be useful to move a siege train in this way if it's necessary for banners to move by a different route to the siege engines with the intention of making a rendezvous later (for example if the army intended using a perilous route, or the siege train was being transported by sea). Siege train models are placed in tiles to show where the siege engines are, whether they are with an army banner, involved in a siege, on the march, being transported by sea or in storage in a city or fortress. Abandoned elements are removed from the map, and are assumed to be broken up by locals for the timber or go rotten in the rain. Siege engines are unsuitable for mounting on walls, towers or inside a fortification and cannot be used in defence if located in a besieged tile.

BATTERING FORTIFICATIONS

The assault of a strong fortification will be more likely to succeed if it is preceded by a period of battery using siege engines. If siege train elements are available to the besiegers to contribute to the battering, far greater destruction will be achieved in a shorter space of time making the final assault even more certain of success.

To represent this, when rolling on the Battering Chart add a modifier of +1 to the battering roll for each siege train element present which is capable of battery (ie: the monster stone thrower and the great cannon). This means that besiegers using a siege train are much more likely to gain the maximum assault bonus. You can find the Battery Chart and the relevant rules on page 30 of the Mighty Empires rulebook, but we have repeated the chart here for your convenience.

D6	Effect	Assault Bonus
1-2	Nothing	0
3-4	Minor damage	+1
5	Major damage	+2
6	Breach	+3

ASSAULTING FORTIFICATIONS

The siege tower and the giant battering ram can be used in an assault to enable attackers to storm the walls and smash the gates allowing troops to pour through into the fortification. To represent this the attackers gain an assault modifier of +2 per siege tower or giant battering ram present in the besieging force. This means that a force employing these engines is almost certain to successfully storm the fortification.

The formula for calculating the battle resolution score is given here to remind you, with the assault modifier added (see Mighty Empires rulebook pp27 and 29).

Battle resolution: Basic factor (from combat table) + strategic modifier + damage multiplier per 1000 points of troops + siege tower/battering ram modifier (+2 per element) + Random Modifier (2D6).



SIEGE TRAINS CAPTURED OR DESTROYED IN BATTLE

Following a battle, any pursuit resulting in the capture of the defeated army's baggage also results in the capture of its siege train. In a siege in which the defenders win by playing the *counter attack* strategy card this means that a successful sally from the fortifications has destroyed one element of the siege train. This must be removed in addition to any points lost in troops from besieging banners. The defender can choose which element is destroyed.

TEMPLES AND STONE CIRCLES



The spread of religious beliefs goes hand in hand with the expansion of an empire. When an empire establishes temples in newly conquered territory complete with priests, monks or templar knights, it

helps to spread the civilisation of the realm concerned and strengthens the sense of civil unity. In the case of the empire founded by Sigmarr in the Old World, it is partly due to the strength of the cult of Sigmarr that the empire has survived so well over the centuries, himself. How would the people of the more remote regions know about Sigmarr if it were not for the temples of his cult established in every town? Loyalty and reverence for Sigmarr leads to loyalty and respect for the empire he founded.



Even barbarous, primitive or destructive hordes such as the Orks or the followers of Chaos establish Waa-Totems and Chaos Shrines in the territories they over-run. They do this to mark the territory they have claimed, often desecrating the monuments that were formerly there in the process. These places provide gathering points where the diverse tribes and creatures can mass for further conquest, temporarily setting aside their own tribal animosity to follow some great warlord on a holy war.

Once a shrine is established, it becomes a centre for the priests or wizards that follow the cult. These act as missionaries in the newly conquered regions. Some gain followers for the cult by their example, others ruthlessly hunt down opposition. Their tactics depend on the character of the empire concerned, but it all contributes to the strength and permanence of the empire.

Many temples are really fortified monasteries where elite troops are initiated into select regiments. By serving the temple they also serve the empire by protecting the surrounding region from rival incursions and by providing contingents for the realm's army. Usually this does not cost the imperial treasury anything, since the temple attracts its own recruits through religious zeal of its followers, and raises funds through tithes and pious contributions. Both the Empire and Bretonnia have long-established orders of knights who swear devotion to various deities or former hero figures of the past. In terms of defence it is often better to establish a temple of one of these military orders in a border region than to build an ordinary fortress there!

FOUNDING A TEMPLE

A temple may be founded in any tile within the empire for a cost of ten gold crowns. Temples are founded in the construction phase of the winter season. The temple functions exactly like a fortress but can be built anywhere, even in a barren tile. In addition to the normal rules for fortresses, the temple has the special powers described below for its type.

Temples always contain riches in the form of artefacts, relics and treasure chests. If a temple is captured or sacked, the army responsible gains 2D6 gold crowns and the temple model is removed. Use one of the temple models to represent each temple you construct. The model can be painted to indicate the culture to which it belongs.

Temples are founded in addition to any other settlement in the tile. Settlements can't be converted into temples, nor can temples be converted into other kinds of settlement. If a settlement is present in the tile, it is assumed that the temple is built in or next to it. If the settlement falls, the temple is also captured and can be looted and razed.

If a temple occupies a river or coastal tile, with no other settlement, the river is not bridged at that point, nor is the temple capable of acting as a port. Temples located in barren tiles count as fortress monasteries in their own right. Certain cults have special restrictions on where they can build temples, as listed below.

Temples are often fortified and have a defence value of $\times 3$ in the same way as fortresses. When calculating the total defence value of the tile add the points value of the defenders of any settlement also present.

TYPES OF TEMPLES AND THEIR SPECIAL POWERS

BRETONNIA

The temples of Bretonnia are in reality fortress monasteries for knights belonging to one of the holy orders of Bretonnian chivalry. Once the temple is founded, the order will recruit and train knights at its own expense. The money is raised from the populace by means of tithes and pious donations and costs the imperial treasury nothing. The empire does however gain 60x100 points of knights to augment the army during each campaign season for as long as the temple remains active.

Roll for this force in the recruitment phase, and place a banner representing it on the temple tile at the start of the campaign season. This force disappears at the end of the campaign season and you roll again during the next recruitment phase. You don't keep accumulating temple troops from season to season. The number available is always random and varies from year to year. The temple counts exactly like a fortress if attacked.

Special restrictions: Bretonnian knightly orders require solitude and opportunities for heroic quests. Consequently their temples are only ever founded in barren tiles, usually in wild frontier regions.

THE EMPIRE

The Empire boasts many monastery fortresses for knights who belong to one of the Empire's Orders such as the Knight Panther, the White Wolves, and the Knights of the Blazing Sun. Once the temple is founded, the order will recruit and train knights at its own expense. The money is raised from the populace by means of tithes and pious donations and costs the imperial treasury nothing. The Empire does however gain D6x100 points of knights to augment the army during each campaign season for as long as the temple remains active.

Roll for this force in the recruitment phase and place a banner representing them on the temple tile at the start of the campaign season. The force disappears at the end of the campaign season and you roll again during the next recruitment phase. Temple troops do not accumulate from season to season; the number available is always random and varies from year to year. The temple counts exactly like a fortress if attacked.

ORC/GOBLIN

Orc and Goblin temples usually take the form of waa-totems that act as a focus for gatherings of Orc and Goblin tribes in temporary alliance massing for an Orc holy war. At the start of each campaign season D6x200 points of Orcs and Goblins gather at the waa-totem and are available for the army of the Orc empire. Roll for this force in the recruitment phase and place a banner representing them on the totem tile at the start of the campaign season. The force disappears at the end of the campaign season – roll again during the next recruitment phase. Orc troops do not accumulate from season to season; the number available is always random and varies from year to year.

Special restrictions: Orc/Goblin temples have no defensive value at all; they do not count as fortresses in the same way as other temples.



CHAOS

Chaos temples act as a focus for gatherings of various Chaos creatures. At the start of each campaign season D6x100 points of Beastmen, Centaurs, Minotaurs or Chaos Creatures gather at the temple and are available for the Chaos army. Roll for this force in the recruitment phase, and place a banner representing them on the temple tile at the start of the campaign season. This force disappears at the end of the campaign season and you roll again during the next recruitment phase. The temple troops aren't accumulated from season to season; the number available is always random and varies from year to year.

Special restrictions: Temples of Chaos are only founded in barren tiles where sufficient wasteland exists to harbour Beastmen and other creatures of Chaos.

HIGH ELF

The temples of the Elves are the sanctuaries of powerful Elven priesthoods. Constant ritual ensures that the tile containing the temple is immune from the effects of any kind of magic and Dragonrage. Such things flow around the region of the temple leaving it unharmed. For this reason, important Elf cities are often provided with a great temple. High Elves may build temples more cheaply than any other race. If built in a city tile, a High Elf temple will only cost 5 gold crowns to construct.

DWARF

Dwarf temples contain many Dwarf magic items. These may be used by the player. Each temple will provide D6x25 points of magic items per year. These may be taken in the winter season.

DARK ELF

The temple-fortresses of the Witch Elves are terrible sanctuaries dedicated to Khaine, lord of blood and slaughter. At the start of each campaign season the empire gains D6x100 points of Witch Elves, Assassins or Witches from each temple. Roll for this force in the recruitment phase, and place a banner representing them on the temple tile at the start of the campaign season. The force disappears at the end of the campaign season and you roll again during the next recruitment phase. The temple troops aren't accumulated from season to season – the number available is always random and varies from year to year.

Special restrictions: Deep subterranean caverns are required for Witch Elf rituals, so temples are never built in river valley tiles where deep caverns would be flooded.

WOOD ELF

Wood Elf temples are hidden in the leafy glades of the deepest forests. For each temple, the empire gains D6x100 points of Wardancers, Wizards or Scouts at the outset of each campaign season. Roll for this force in the recruitment phase, and place a banner representing them on the temple tile at the start of the campaign season. This force disappears at the end of the campaign season – roll again during the next recruitment phase. Temple troops don't accumulate from season to season. The number available is always random and varies from year to year.

Special restrictions: Solitude and contact with the wild aspect of nature is required for the rituals, so temples can only be founded in wooded or barren tiles.

SKAVEN

A Skaven temple is a subterranean warren where dark sacrifices are offered to the dreaded Horned Rat – the utterly sinister god of the Skaven. The temples are protected by many Skaven, especially Warlocks and Seers.

The temple provides D6x100 points of Skaven Warlocks/Seers at the start of each campaign season plus D6x100 points of other Skaven troops. Note that these troops return to their temple at the end of each year, so they never accumulate, and the total number of temple troops varies from year to year.

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HIGH ELVES

HIGH ELF REPEATER BOLT THROWER

THE COMPLETE HIGH ELF BOLT THROWER
CONSISTS OF:
1 X UPPER BOW
1 X LOWER BOW
2 X HIGH ELF CREWMAN
1 X BOLT THROWER STAND
1 X BOLT THROWER LEVER



BOLT THROWER
UPPER BOW
075648/4



BOLT THROWER
LOWER BOW
075648/3



BOLT THROWER
STAND
075648/5



BOLT THROWER
LEVER
075648/6



THE ASSEMBLED BOLT THROWER MODEL



HIGH ELF
CREWMAN 1
075648/1



HIGH ELF
CREWMAN 2
075648/2

Designed by Jes Goodwin

STONE TROLLS

STONE TROLLS



STONE TROLL
WITH STONE HAMMER
075398/1



STONE TROLL
WITH AXE
075398/2



STONE TROLL
WITH BONE CLUB
075398/3

Designed by Michael Perry

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EMPIRE

BATTLE WIZARDS



CELESTIAL WIZARD
073791/1



BRIGHT WIZARD
073791/2



GREY WIZARD
073791/3



GOLDEN WIZARD
073791/4

MOUNTED BATTLE WIZARDS



EXAMPLE OF A COMPLETED IMPERIAL BATTLE WIZARD



MTD LIGHT WIZARD
073703/3



MTD JADE WIZARD
073701/1



MTD AMETHYST WIZARD
073702/2



MTD AMBER WIZARD
073704/4

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HIGH ELVES

HIGH ELF COMMAND GROUP



HIGH ELF HERO
WITH SWORD AND BOW 1
075613/4



HIGH ELF HERO
WITH SWORD AND SHIELD 1
075613/3



HIGH ELF
STANDARD BEARER 1
075613/1



HIGH ELF
TRUMPETEER 1
075613/2



HIGH ELF
ARCHER 1
075625/1



HIGH ELF
ARCHER 2
075625/2



HIGH ELF
ARCHER 3
075625/3



HIGH ELF
ARCHER 4
075625/4



HIGH ELF
SPEARMAN 1
075600/1



HIGH ELF
SPEARMAN 2
075600/2



HIGH ELF
SPEARMAN 3
075600/3



HIGH ELF
ARCHER 5
075625/5

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Designed by Jes Goodwin

HIGH ELVES

HIGH ELF SILVER HELMS



SILVER HELM
LANCER 1
075637/1



SILVER HELM
LANCER 2
075637/2



SILVER HELM
LANCER 3
075637/3



SILVER HELM
STANDARD BEARER
075637/4



SILVER HELM
LEGS 1
075637/5



SILVER HELM
LEGS 2
075637/6



SILVER HELM
LEGS 3
075637/7

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EXAMPLES OF COMPLETED HIGH ELF SILVER HELMS

Designed by Jes Goodwin

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GOBLINS

GOBLIN DOOM DIVERS



GOBLIN DOOM
DIVER 1
075444/3



GOBLIN DOOM
DIVER 2
075444/4



DOOM DIVER
CATAPULT CABLE
075444/2



DOOM DIVER
CATAPULT
075444/1



THE COMPLETE GOBLIN DOOM DIVER
CONSISTS OF:
1 x GOBLIN DOOM DIVER
1 x DOOM DIVER CATAPULT
1 x DOOM DIVER CATAPULT CABLE



GOBLIN
STANDARD BEARER 1
075432/15



GOBLIN
STANDARD BEARER 2
075432/17



GOBLIN
STANDARD BEARER 3
075432/18



GOBLIN WITH
SPEAR 10
075432/1



GOBLIN WITH
SPEAR 11
075432/2



GOBLIN WITH
SWORD 21
075432/6



GOBLIN WITH
SWORD 22
075432/7



GOBLIN WITH
SWORD 23
075432/8



GOBLIN WITH
SWORD 24
075432/9



GOBLIN WITH
SWORD 25
075432/10



GOBLIN WITH
SWORD 26
075432/11



GOBLIN WITH
SWORD 27
075432/12



GOBLIN WITH
SWORD 28
075432/13



GOBLIN WITH
CLUB 1
075432/15



GOBLIN WITH
CLUB 2
075432/8



GOBLIN WITH
AXE 1
075432/5



GOBLIN WITH
AXE 4
075432/14



GOBLIN WITH
AXE 5
075432/14

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Designed by Kev Adams

NIGHT GOBLINS

NIGHT GOBLIN COMMAND GROUP



NIGHT GOBLIN
STANDARD BEARER
075418/1



NIGHT GOBLIN
CHAMPION
075418/2



NIGHT GOBLIN
WITH WAR GONG
075418/3



NIGHT GOBLIN
SHAMAN
075418/4



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 5
075420/5



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 3
075420/3



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 2
075420/2



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 1
075420/1



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 4
075420/4



NIGHT GOBLIN
WITH AXE 1
075405/9



NIGHT GOBLIN
WITH AXE 2
075405/14



NIGHT GOBLIN
WITH AXE 3
075405/17



NIGHT GOBLIN
WITH MACE 1
075405/10



NIGHT GOBLIN
WITH SWORD 1
075405/13



NIGHT GOBLIN
WITH SPEAR 1
075405/4



NIGHT GOBLIN
WITH SPEAR 2
075405/5



NIGHT GOBLIN
WITH SPEAR 3
075405/6



NIGHT GOBLIN
WITH SPEAR 4
075405/16



NIGHT GOBLIN
WITH SPEAR 5
075405/15



NIGHT GOBLIN
ARCHER 1
075405/11



NIGHT GOBLIN
ARCHER 2
075405/12



NIGHT GOBLIN
ARCHER 3
075405/1



NIGHT GOBLIN
ARCHER 4
075405/2



NIGHT GOBLIN
WITH FLAIL 1
075405/8



NIGHT GOBLIN
WITH CLUB 1
075405/7

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GW
MINIATURES

NIGHT GOBLINS



NIGHT GOBLINS WITH NETS



NIGHT GOBLIN
CLUBBER 1
07545713



NIGHT GOBLIN
CLUBBER 2
07545714



NIGHT GOBLIN
NET CHUKKA 1
07545711



NIGHT GOBLIN
NET CHUKKA 2
07545712

NIGHT GOBLINS WITH CAVE SQUIGS



CAVE SQUIG 3
07546014



CAVE SQUIG 2
07546013



CAVE SQUIG 1
07546012



NIGHT GOBLIN
SQUIG HERDERS
07546011

Designed by Kev Adams

MARAUDER

MINIATURES®

GIGANTIC SPIDERS



GIGANTIC SPIDER RIDER



EXAMPLE OF COMPLETED
GIGANTIC SPIDER WITH SHAMAN RIDER

THE COMPLETE GIGANTIC SPIDER RIDER
CONSISTS OF:

- 1 x SPIDER HEAD
- 1 x SPIDER BODY
- 1 x SHAMAN

OR 1 x CHAMPION WITH BANNER POLE



GIGANTIC SPIDER HEAD
MM35/2



GIGANTIC SPIDER BODY
MM35/1



CHAMPION
MM35/4



SHAMAN
MM35/3



CHAMPION'S BANNER POLE
MM35/5

MIGHTY EMPIRES



**MIGHTY EMPIRES
GREAT CANNON**
075094/7



**MIGHTY EMPIRES
TEMPLE**
075094/1



**MIGHTY EMPIRES
BATTERING RAM**
075094/6



**MIGHTY EMPIRES
SIEGE TOWER**
075094/5



**MIGHTY EMPIRES
STONE THROWER**
075094/4



**MIGHTY EMPIRES
STONE CIRCLE**
075094/3



**MIGHTY EMPIRES
MINE**
075094/2



BRIDGE 1
075101/2



BRIDGE 2
075101/3



**SKELETON ARMY
BANNER**
075101/7



WIZARD'S TOWER
075101/1



NECROPOLIS
075101/6

**THE COMPLETE PIRATE SHIP
CONSISTS OF:**
1 x PIRATE SHIP SAIL
1 x PIRATE SHIP HULL



COMPLETE PIRATE SHIP



PIRATE SHIP SAIL
075101/5



PIRATE SHIP HULL
075101/4

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ELDAR JET CYCLES

Designed by Jes Goodwin

THESE ARE EXAMPLES OF THE COMPLETE JET BIKES



ELDAR RIDERS BODY
WITH SHURIKEN PISTOL
0715337



HARLEQUIN RIDERS BODY
WITH POWER SWORD
07153311



ELDAR RIDERS
LEGS
0715335



ELDAR RIDERS BODY
0715336



HARLEQUIN RIDERS
LEGS
07153310



HARLEQUIN CANOPY
0715338



ELDAR CANOPY
0715331



SADDLE
0715339



HANDLE BARS
0715334

THE COMPLETE ELDAR JET CYCLE CONSISTS OF:

- 1 x SADDLE
- 1 x HANDLE BARS
- 1 x CANOPY
- 1 x ARMAMENT
- 1 x RIDERS BODY
- 1 x RIDERS LEGS

PLEASE STATE WHICH RIDERS BODY, RIDERS LEGS,
CANOPY AND ARMAMENT YOU REQUIRE WHEN ORDERING.



SHURIKEN CANNON
ARMAMENT
0715339



DUAL SHURIKEN
CATAPULT ARMAMENT
0715332

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CITADEL
MINIATURES

LAND SPEEDER

THE COMPLETE LAND SPEEDER CONSISTS OF:

- 1 x CHASSIS
 - 1 x ENGINE MOUNT
 - 1 x BANNER POLE
 - 1 x DRIVER
 - 1 x HEAVY BOLTER MOUNTING
 - 1 x SWIVEL MOUNTED WEAPON
 - 2 x SEATS
 - 2 x ENGINES
 - 1 x HEAVY BOLTER
 - 1 x RIDER
- PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH SPACE MARINE RIDERS



THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH IMPERIAL GUARD RIDERS



CHASSIS
RTB3/F



MARINE RIDER
RTB3/A



MARINE DRIVER
RTB3/B



SEAT
RTB3/H



ENGINE MOUNT
RTB3/C



IMPERIAL GUARD RIDER
072156/1



IMPERIAL GUARD DRIVER
072156/2



ENGINE
RTB3/G



HEAVY BOLTER MOUNTING
072155/5



HEAVY BOLTER
072155/4



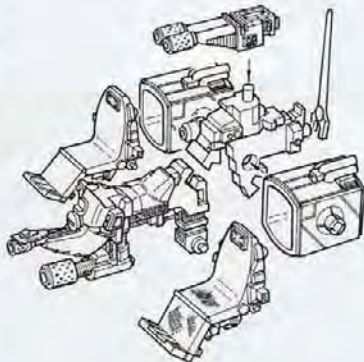
SWIVEL MOUNTED
MULTI MELTA
RTB3/E



SWIVEL MOUNTED
HEAVY PLASMA GUN
072155/3



BANNER POLE
RTB3/D



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A MIGHTY HIGH ELF ARMY CLASHES WITH AN ORC AND GOBLIN WARBAUD ON THE OUTSKIRTS OF A VILLAGE